# 

# EVENTS

Short Distance	Mid/long Distance	Jumping	Throwing
100 Meter	800 Meter	Long Jump	Shot put
200 Meter	1500 Meter	High Jump	Discus
400 Meter		Triple Jump	
Hurdles			

#### AGE GROUPS

Beginner

Middle

Youth

Intermediate

2015-2016

2013-2014

2011-2012

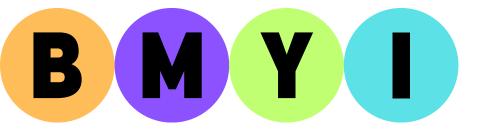
2009-2010

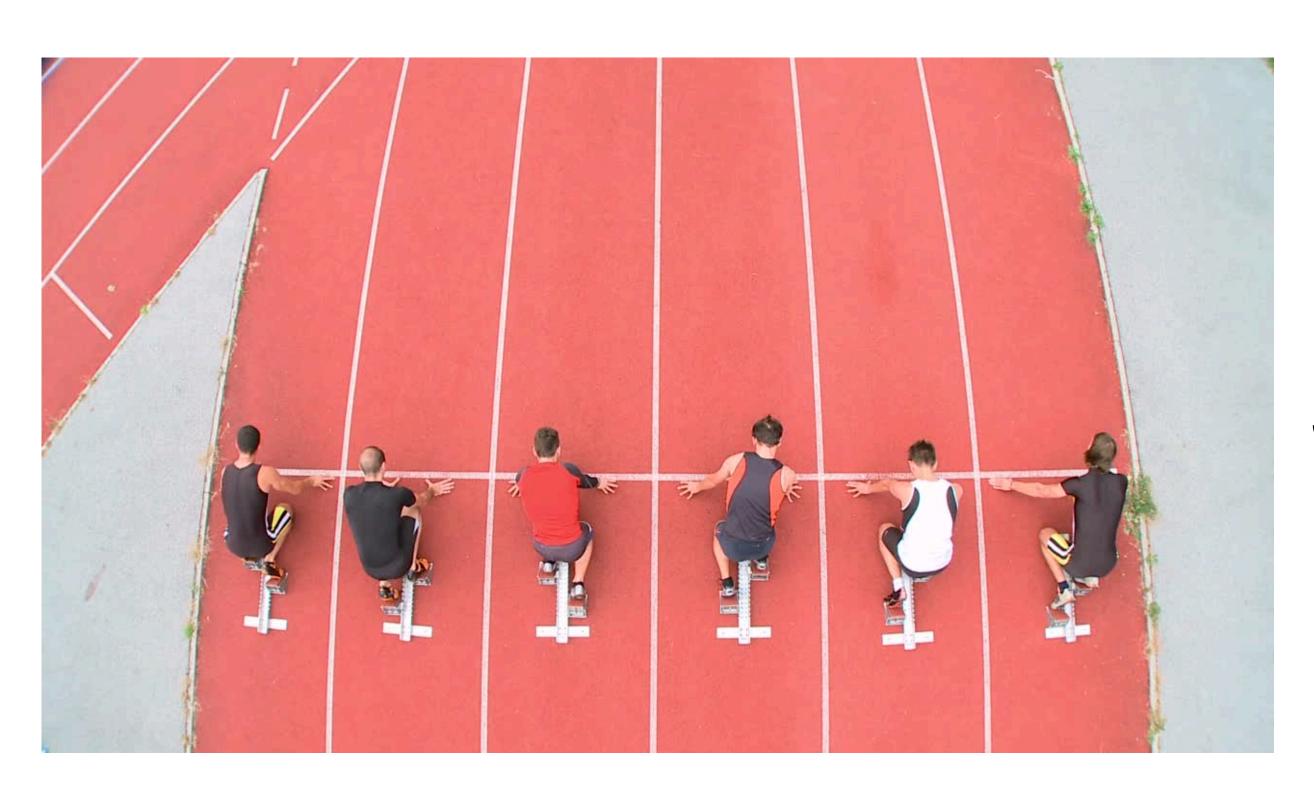
B



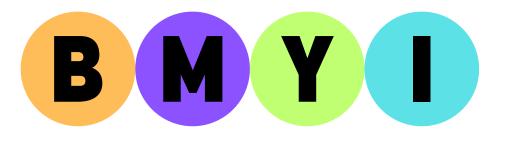




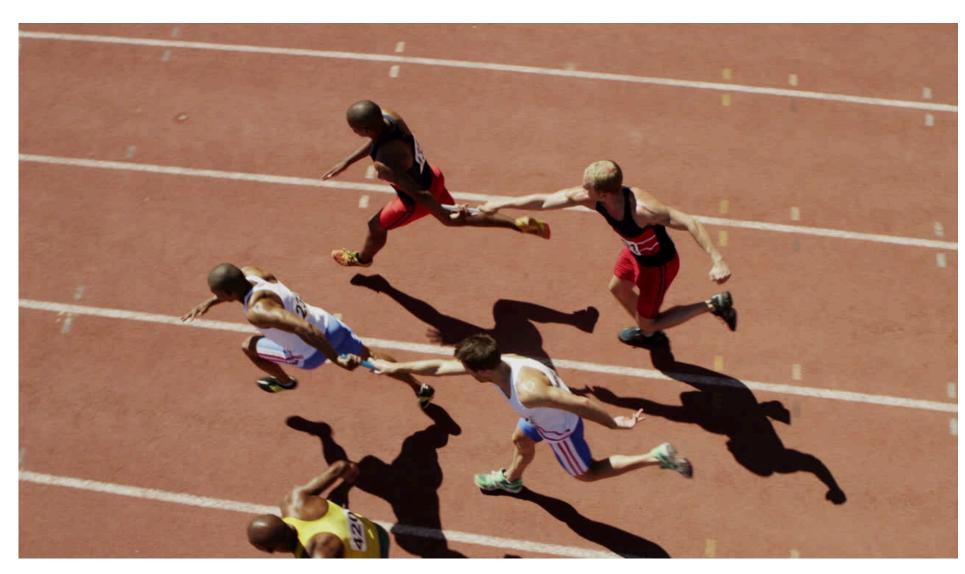


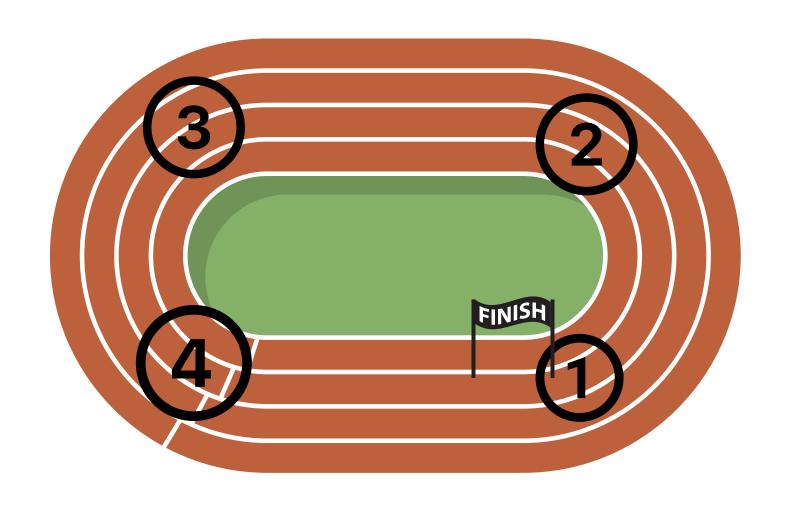


-straight line sprint

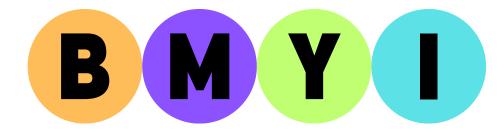


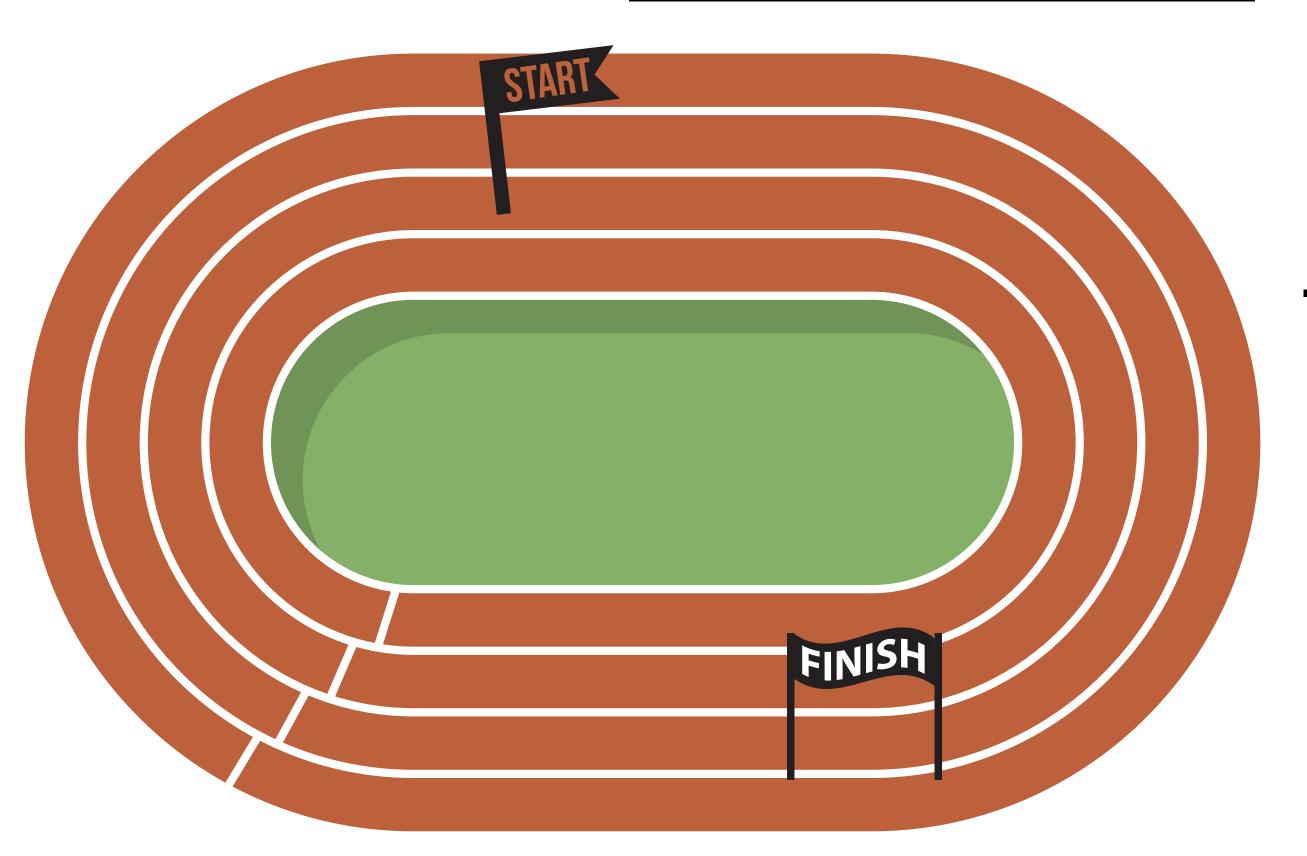
#### 4x100 Meter Relay



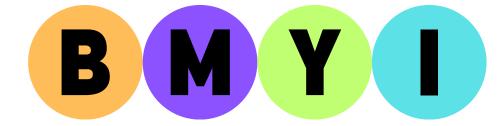


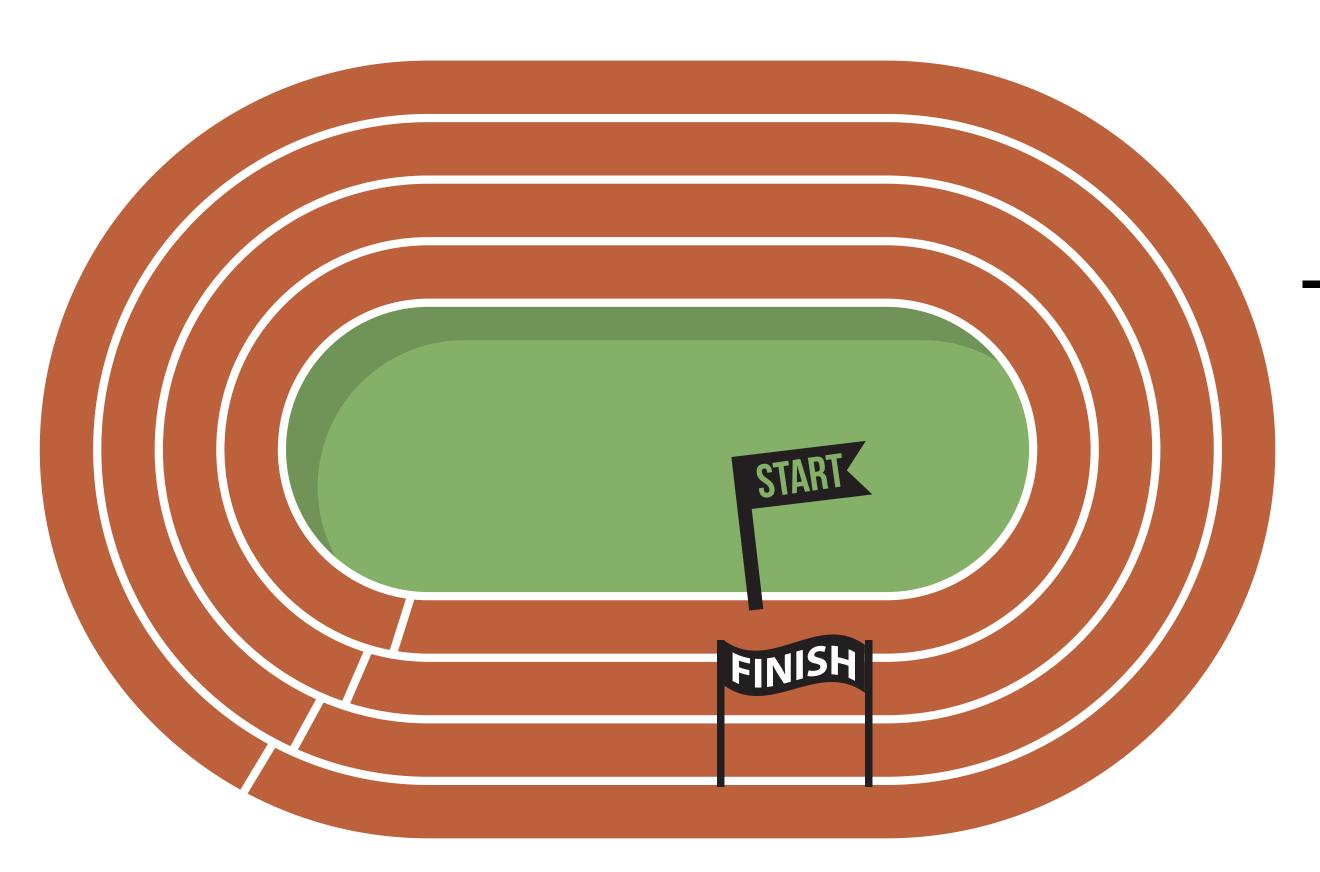
 a team of 4 sprinters each run 100 meters before passing the baton to the next runner



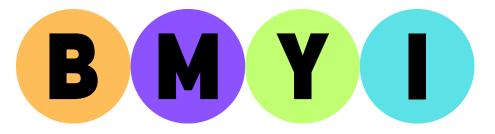


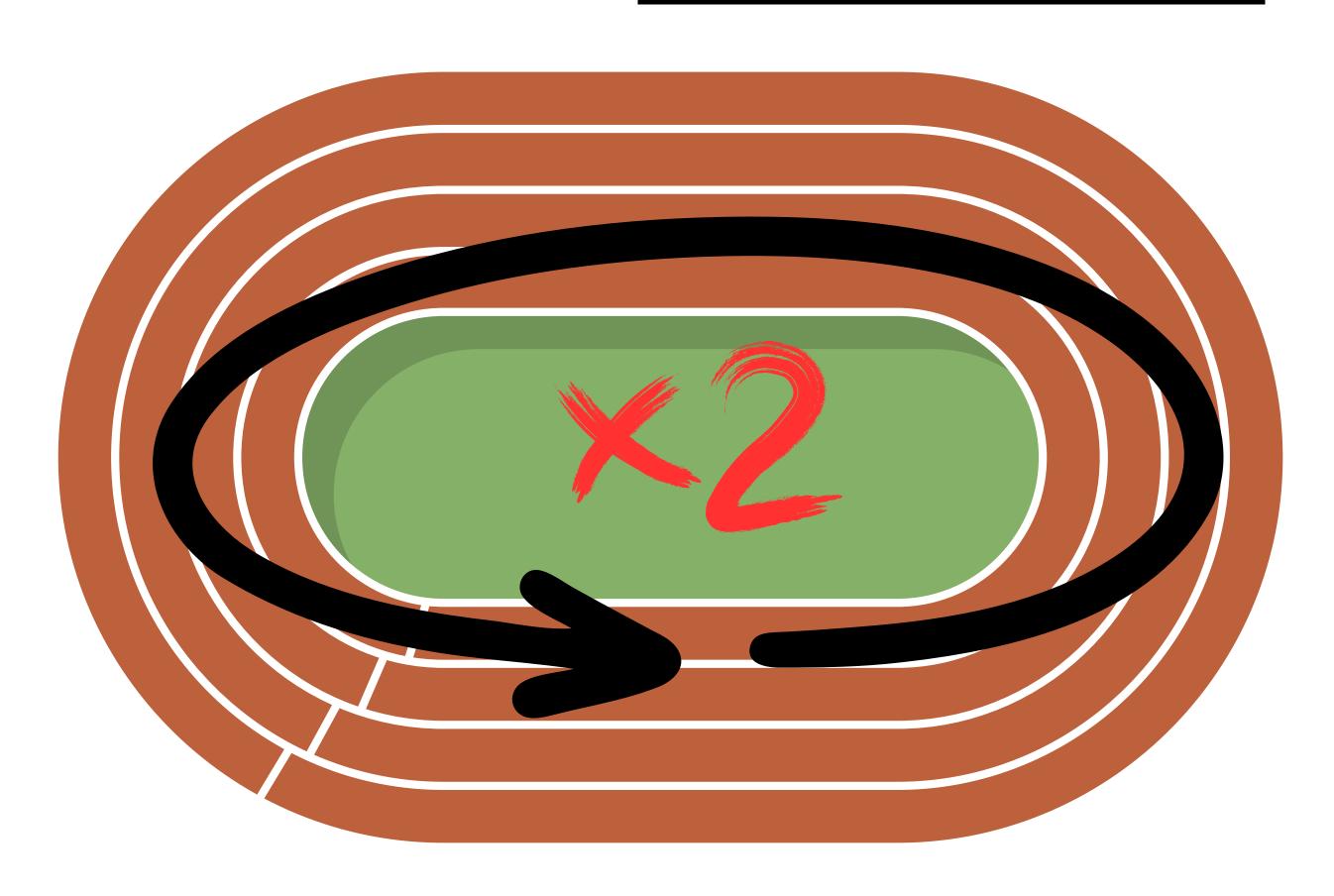
-sprint around half of the track



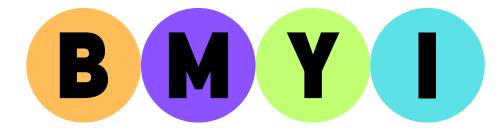


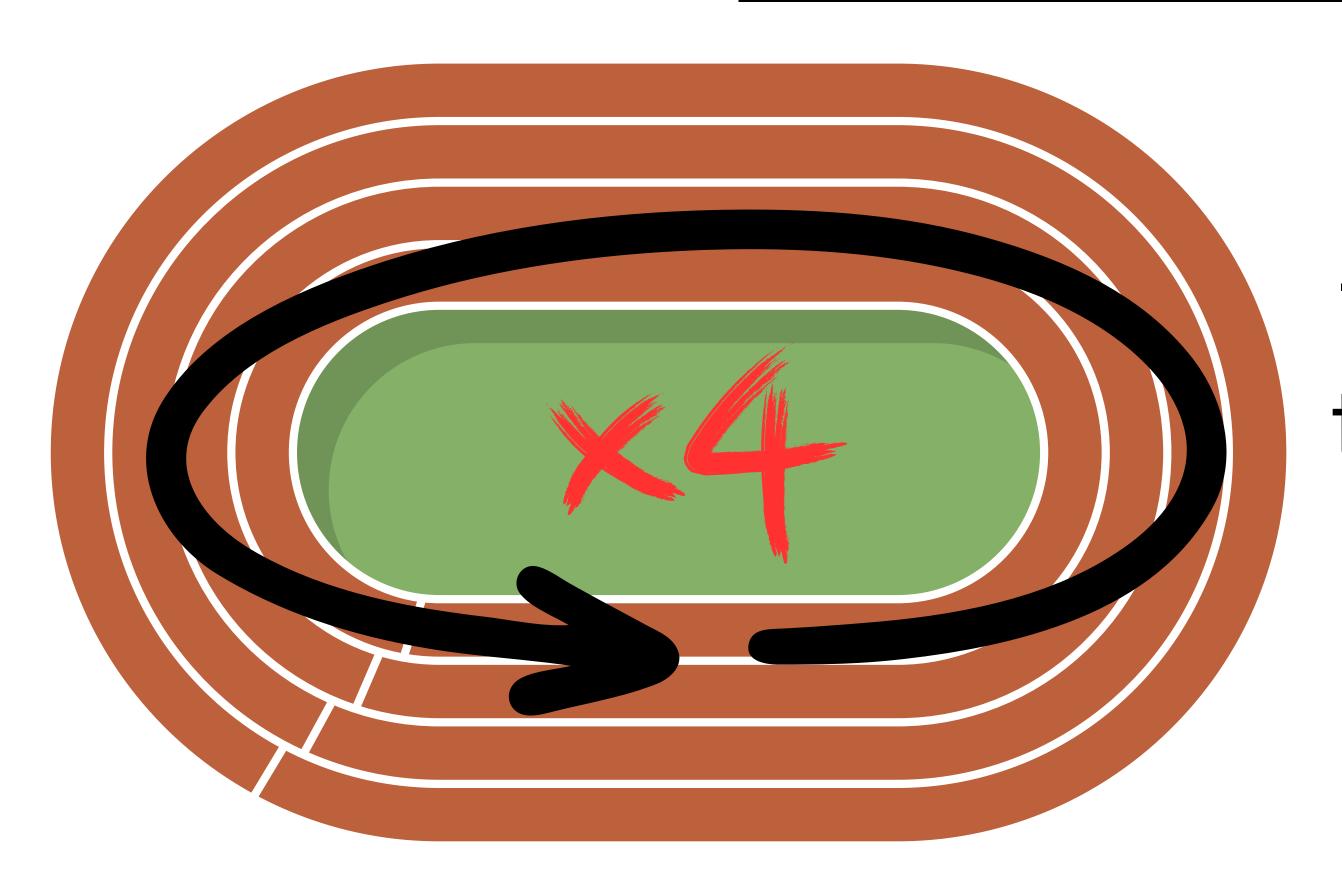
-sprint around the whole track





-steady jog around the track twice

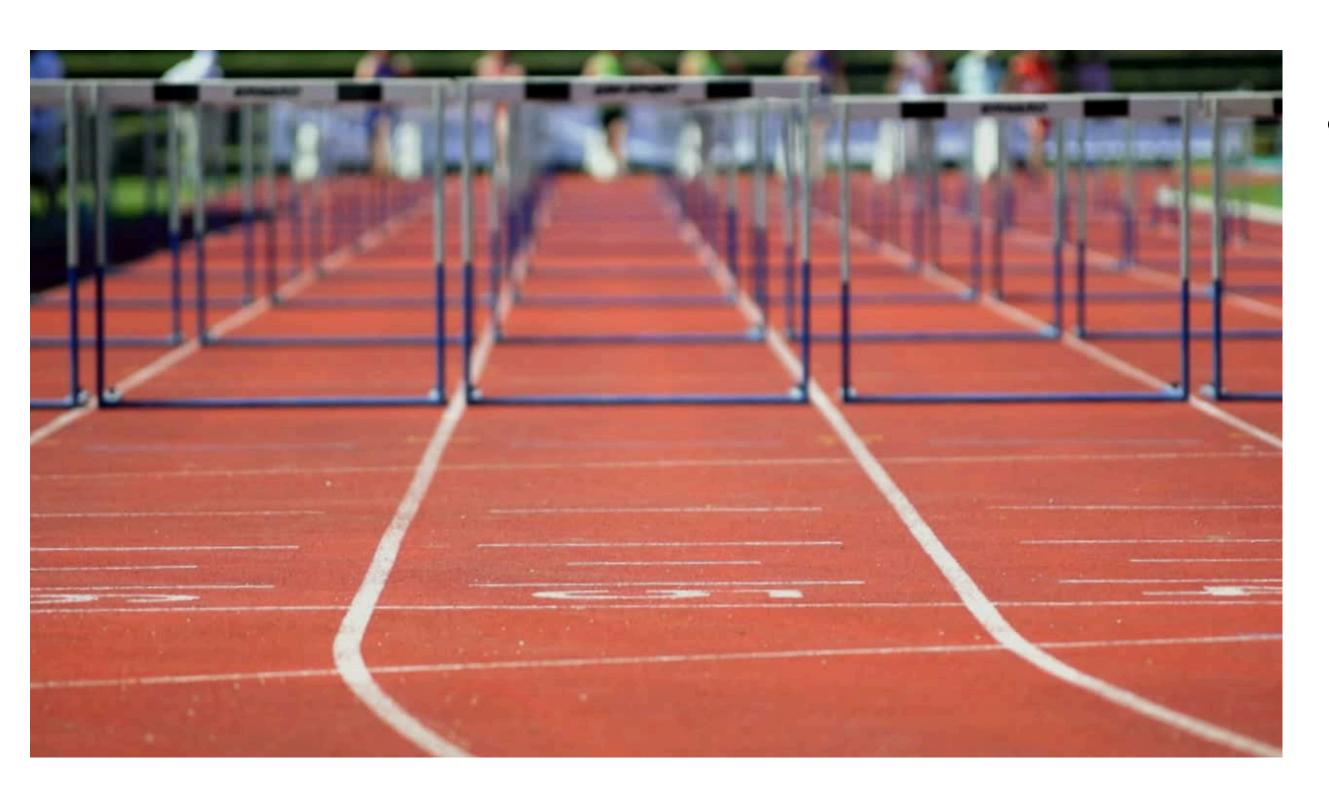




-steady jog 4 times around the track



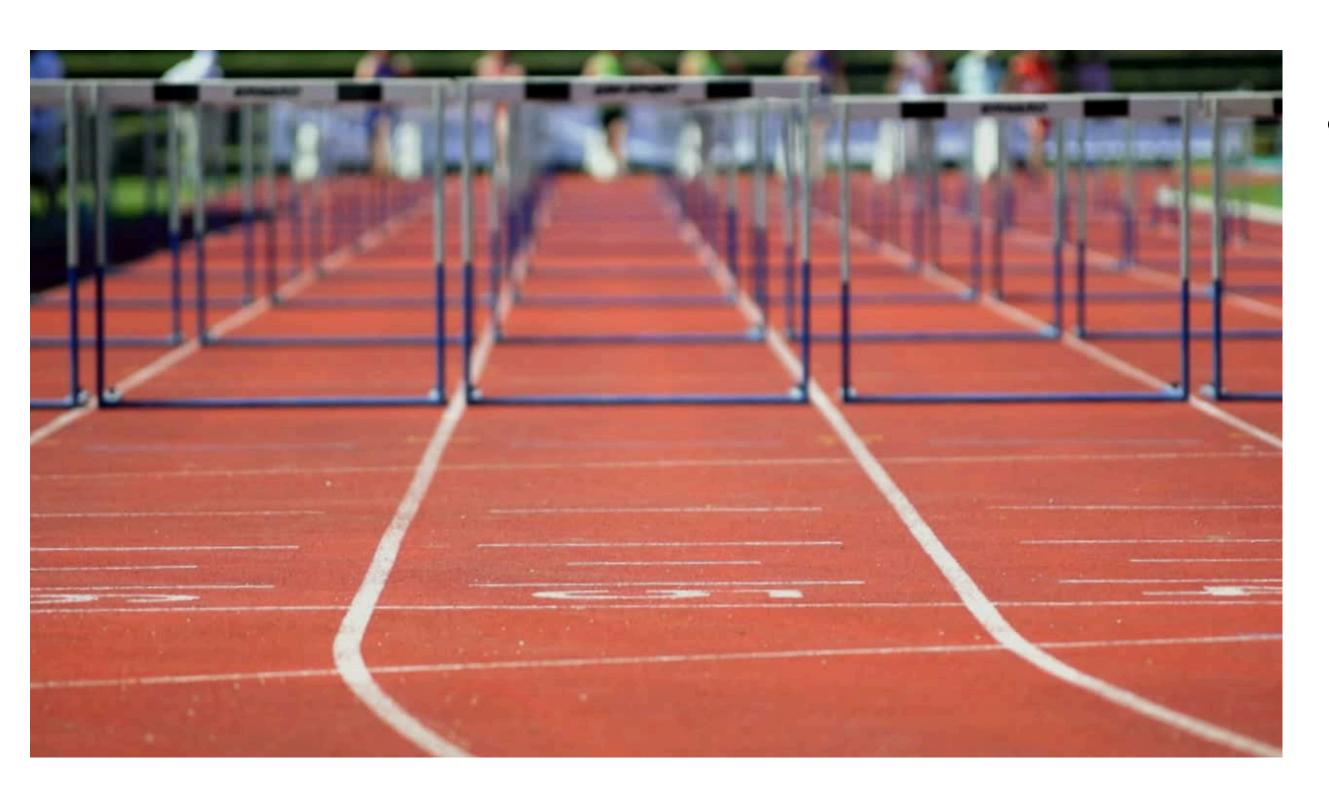
#### 80 Meter Hurdles



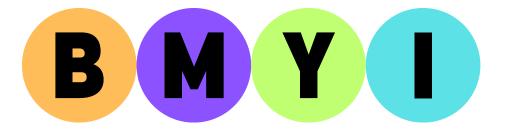
 athletes sprint while clearing a set of evenly spaced hurdles without knocking them down or slowing down too much



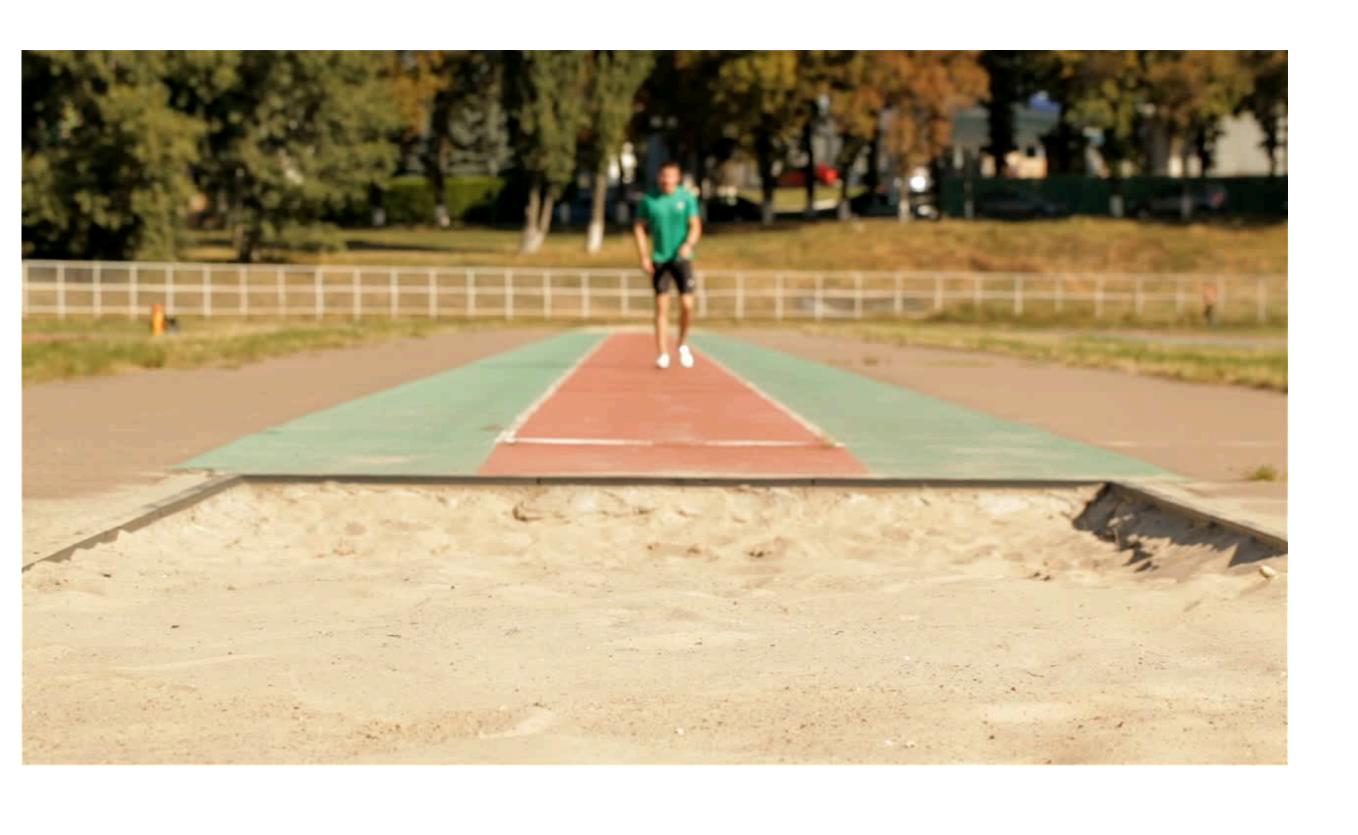
#### 110/200 Meter Hurdles



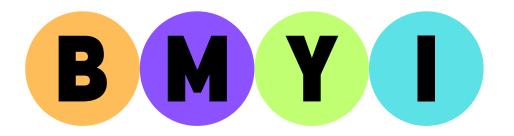
 athletes sprint while clearing a set of evenly spaced hurdles without knocking them down or slowing down too much



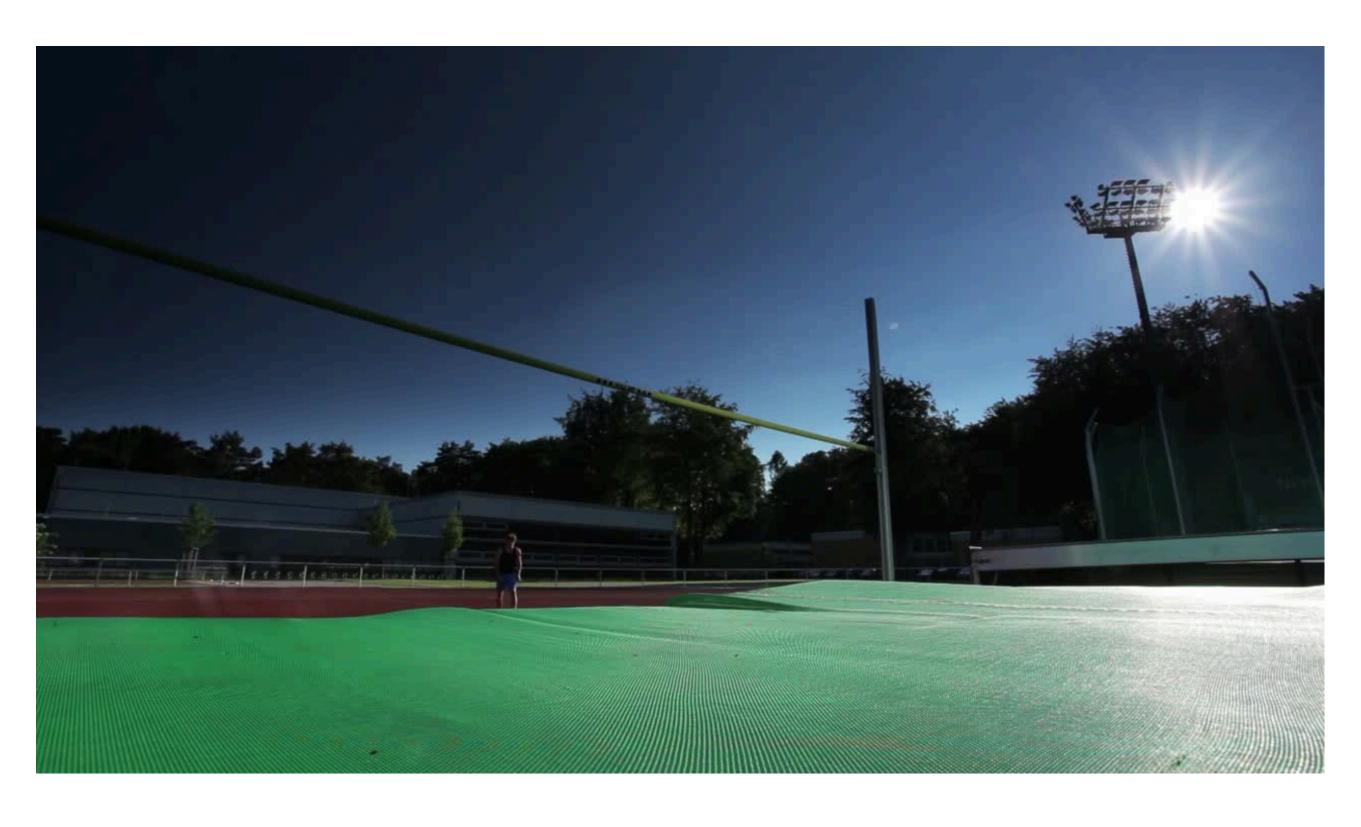
## Long Jump



- sprint down the lane
- jump before the line
- each jump is measured
- judges take your longest jump



# High Jump



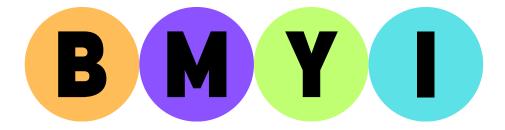
- run in a curved line
- turn your body away
   from the bar
- use a powerful one footed jump
- arch back over bar
- you get 3 attempts at each height
- you can touch the bar,
   but it cannot fall off
   before you get off of the
   back of the mat



### Triple Jump



• athletes complete a sequence of three movement hop, step, jump to achieve maximum distance before entering the sand pit



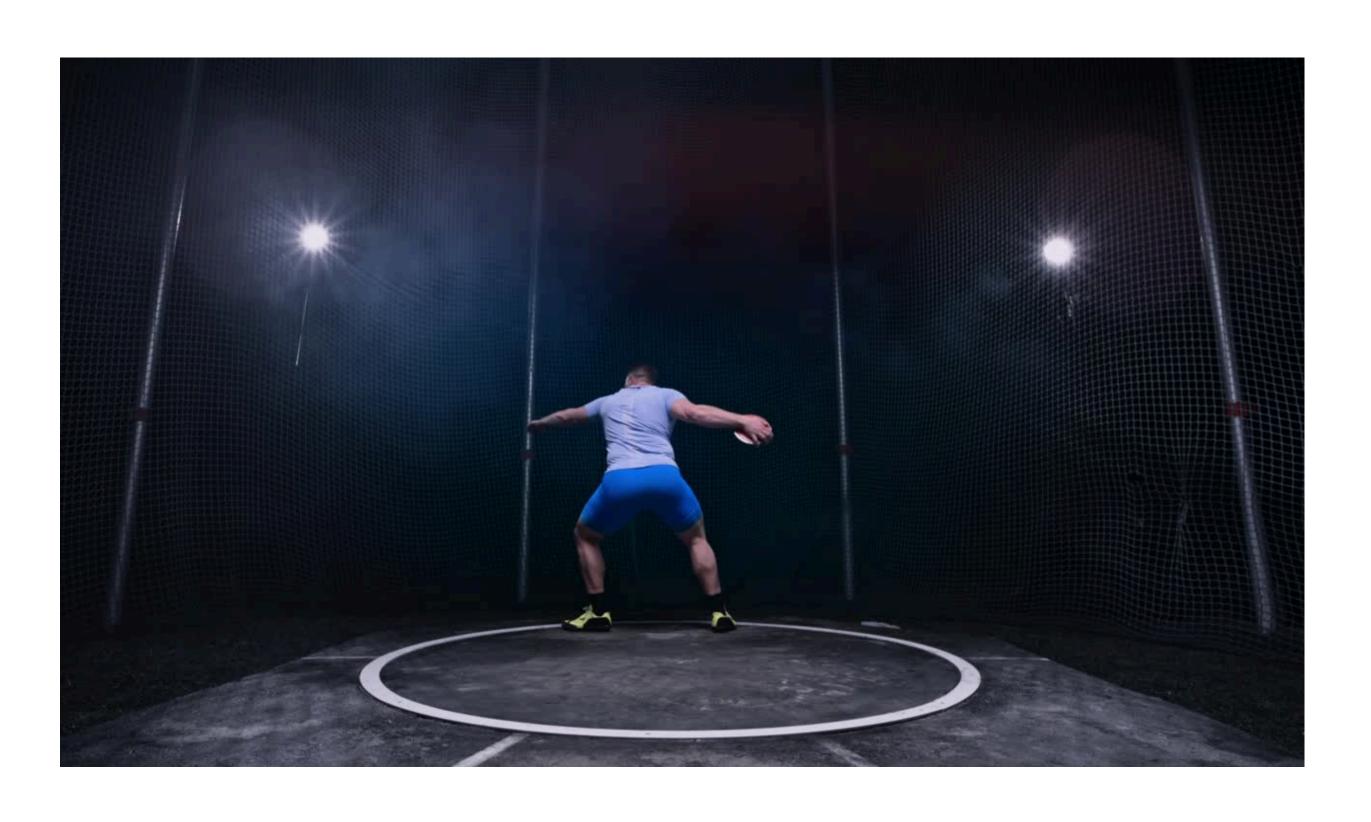
#### Shot Put



- athletes push (not throw) a heavy metal ball as far as you can
- you get three attempts
- judges take the farthest



#### Discus



- athletes spin and launch a heavy disc shaped object as far as possible
- you get three attempts
- judges take the farthest

# TUPNIN YOUR Dermission sin and fill OUBLING COOLS FORM