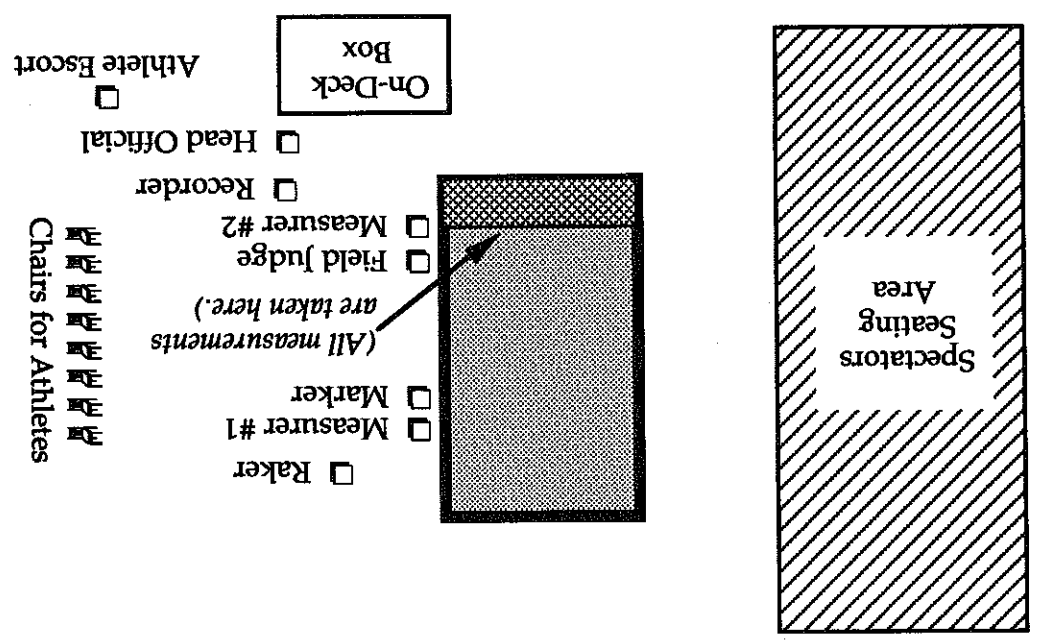


## Standing Long Jump



### Event Flow

1. The Head Official oversees all Standing Long Jump areas.
2. Once his/her name is called, each athlete is given 90 seconds to attempt a jump.
3. The Field Judge verifies each jump by raising a white flag for a legal jump or a red flag for a foul.
4. The Marker enters the pit after each jump and marks the landing point with a stick at the first break of the sand closest to the take-off board.
5. Measurer #1 enters the landing pit and positions the zero end of the tape at the stick placed by the Marker.
6. Measurer #2, located at the take-off area, pulls the tape taut and perpendicular to the take-off line.
7. The Field Judge reads the distance; the Recorder records the distance.
8. The Escort leads the athlete from the landing area to the chairs and escorts the next athlete to the jumping area.