Who Does
What at an
Athletics
Event

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WHAT WE WILL COVER

- Who does what
 - Various Disciplines
 - Role of Competition Team (eg Welsh Athletics)
 - Competition Director
 - Meeting Manager
 - Technical Manager (and Team)
 - Referees
 - Other Roles
 - (Registration, Seeding, Callroom, Results)

ATHLETAU CYMRU

Q&A

QUICK QUIZ







DISCIPLINE TEAMS

- Callroom
- Field
- Photofinish
- Starts
- Technical
- Timekeepers
- Track
- Non-Technical Roles (seeding, registration, results)







WELSH ATHLETICS COMPETITIONS TEAM

Brief Description	Timeline
 Licencing the competition Books venue, catering etc Setting the specific competition conditions (eg managing entries, setting draft timetable, number of trials, heats etc) Invite officials, announcers etc Liaise with technology providers Hold Competition Organisers Group (COG) meetings 	Pre event
 Support set up of venue Collate & Publish live results Manage presentation of medals 	On the day
Get feedback / Review the eventPay Expenses	Post event





COMPETITION DIRECTOR

Brief Description	Timeline
 Liaise with Competition Team / COG meeting Input into Timetable & Drafting of Call room schedule 	Pre event
 Ensure meeting runs to time Whenever possible, be at start of each T&F event Resolve any technical problems Communicate with key officials throughout the event Confirm any routes to event sites 	On the day
Complete meeting reports	Post event



MEETING MANAGER

Brief Description	Timeline
Liaise with Competition TeamAttend Competition Organisers Meeting (COG)	Pre event
 Check all officials have reported for duty Oversee officials (welfare, refreshments, expenses, kit etc) Distribute radios, field cards / start lists Deal with Accident forms Manage records paperwork Maintain trackside presence Ensure correct conduct of the competition* 	On the day
Complete meeting reports	Post event



TECHNICAL TEAM

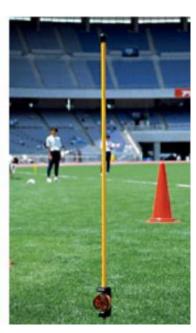
- The Technical team comprises several members:-
 - Technical Manager
 - Equipment Officer
 - Clerk(s) of Course













TECHNICAL TEAM

Brief Description	Timeline
 Carry out checks of venue & equipment Input to COG meetings Agree location of field events Develop schedule for team 	Pre event
 Ensure all event sites are ready & equipped on the day Ensure appropriate implements & equipment are available Oversee clear up of event sites post each event 	On the day
 Complete meeting reports Advise on any repairs / future technical needs 	Post event

C.o.C. Start time				Event	Activity	
	Call	Start	M/	Event		
	up time	time	W	name		
8.00				Landing	Landing sector	Actual
				sectors	Shot @ 20m	
					Hammer @ 60m	
					Discus @ 60m	
					Javelin. 100m start end @ 60m	
					Javelin. High jump end @ 60m	
8.30		11.00	М	Hammer	Set distance markers. Sweep Circle. Check Net. spike, scoreboard, horn, cone, sector end flags y	Del: clock, chalk, broom, mat, flags, red/white/yellow, tape, yellow
9.00		11.00	W	Pole Vault		00m. Sponge to cover base of stands. Del: Competition bars, ite/yellow, vernier, cone, scoreboard, runway markers, Pole
8.45		11.00	М	Long Jump		Prep. & set take off & no jump boards also wind gauge. Del: d/white/yellow, 20m tape, roller, broom, spare plasticine, water



Technical Manager

- The Technical Manager is responsible for :
 - Ensuring that track, runways, circles, arcs, sectors, landing areas, equipment and implements are in accordance with the rules for competition
 - Placement of equipment and implements as agreed with Competition Director/ Technical Delegate
 - Technical presentation of the competition area
 - Checking and marking personal implements
 - Checking certification before competition





Equipment Officer*

- The Equipment Officer, where appointed, is responsible for ensuring that:
 - Venue equipment is prepared and made available at the correct time
 - Venue and Personal implements are checked and marked
 - Athletes are informed of any rejections
 - Event sites are cleared after competition
 - Implements rechecked after record performance





Clerk(s) of Course

- The Clerk of Course is responsible for ensuring that:
 - Event sites are prepared for competition
 - Equipment and Implements are made available at the correct time at the event site
 - Implements are removed from event sites on completion of an event
 - Implements used in record performances are returned to Equipment
 Officer / Technical Manager for rechecking









'So you've been appointed as Clerk of Course...'

- Contact your TM in advance to check when you are required to attend
 - You may be required before the day of competition
 - You may need to arrive earlier than other officials
 - You will often leave later than other officials









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REFEREES / CHIEFS

- Callroom Referee
- Combined Events Ref
- Field Referee
- Track Referee
- Start Referee
- Chief Photofinish Judge
- Chief Race Walks Judge
- Chief Timekeeper





REFEREES

Brief Description	Timeline
Input to COG meetingsProduce Discipline specific Duty Sheets	Pre event
 Ensure the rules & regulations are observed Rule on any protest or objection during the event Shall NOT act as judge or umpire but may, based on observation overrule a decision of a judge Can warn or exclude athletes guilty of unsporting behaviour May reconsider any decision on basis of available evidence 	On the day
Complete meeting reports	Post event





ATHLETE JOURNEY

Athlete Registration

(Seeding)

Callroom

Competition



OTHER ROLES

Role	Description
Registration	Where all athletes register to compete Reporting times listed Race numbers issued
Seeding	Heats and race lanes arranged Order of jumping arranged
Callroom	Where athletes report to before entering field of play Kit checked (clothing, shoes etc) Ensure all athletes present
Results	Process & Data input of results









How we work together

- Starters & Field events
- Photofinish & Track judges
- Use of radios / Announcers
- Work with technical team
- Combined Events





Treat everyday as a school day!

Never be afraid to ask questions....
it's the only way you will continue
to learn....

There's no such thing as a stupid question!



Q & A



