

LONG JUMP



How do the athletes work out their run-up?

- An athlete can start from anywhere on the runway but try to make sure their run-up is not too long.
- A good guide is that the length of an athlete's run-up should be their age in strides, + or - 2 strides. e.g. U13 may take anywhere between 11 and 15 strides.
- If you notice that a child is reaching their maximum speed well before the take-off area, you might suggest that they shorten their run-up.

Where do the athletes jump from?

- **U6 - U10:** a rectangle of sand or a mat (1.22m x ½m), set up a maximum ½m back from the edge of the pit.
- **U11 - U17:** a board or mat (1.22m x 20cm) set up not less than 1m and not more than 2m back from the edge of the pit

How do you jump?

- Take off from one foot, driving your free knee and arms high into the air.
- Land with your feet close together, absorbing the impact by bending at the hips and knees.

When is a foul recorded?

- If an athlete's foot goes over the front edge of the take-off area.
- If the athlete after landing, walks back through the sand towards the take-off area.
- If any sort of somersault is used.

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How do I measure?

- **U6 - U10 (WITH FOOT MARK):** Measurement is taken from the front of the foot imprint made in the take-off area, to the closest landing mark in the pit.
- **U6 - U10 (WITH NO FOOT MARK):** If the athlete takes off from behind the nominated take-off area, measurement is taken from the back of the nominated take-off area, to the closest landing mark in the pit. The measurement must be taken perpendicular to the take-off line or its extension.
- **U11 - U17:** Whether the athlete takes off on or before the take-off area, measurement is from the front of take-off area to the closest landing mark in the pit. The measurement must be taken perpendicular to the take-off line or its extension.
- The zero end of the tape is placed where the athlete lands.

What are the safety considerations?

- The pit must be dug out and clear and free of debris.
- The take-off area should be dry and flat.
- Rake the pit after every jump.



HANDY TIPS & TRICKS

- Have younger athletes (U6-U10) run in from a set marker.
- For younger athletes, have the athletes lined up on (or beside) the runway ready to go.
- For large groups, allow athletes to have 2 jumps rather than 3.
- Have different coloured tape pieces cut up before the competition starts (for older athletes to mark their run-ups).
- For younger age groups, mark out 1m and 2m distances and award the athletes on a points system, rather than measuring their jumps (1m = 1 point, 2m = 2 points etc).