FIELD EVENT TIMES - PLANNING ESTIMATES

This paper provides estimates of time for conducting field events, based on input from veteran USATF officials and actual NCAA national championship events.

Several variables have a significant impact on the progress of events. Anything other than optimum for the following factors will cause times to increase.

- Number & experience of officials
- Number of flights (>1 = addt'l warm-up periods)
- Weather
- Availability & skill of volunteers
- Availability of implements & venue equipment
- Conflicts between venues

Times that can be expected for a championship meet with a <u>full crew</u> of <u>experienced</u> officials:

	Shot Put	Discus Throw	Weight Throw	Hammer Throw	Javelin Throw	Long/Triple Jump	High Jump	Pole Vault
Minutes Per Attempt	:45-1:00	1:00-1:10	1:00-1:10	1:00	1:00	1:00-1:20	:45-1:10	1:00-1:30
Minutes Per Athlete	1:40–2:30	3:00-3:20	2:30-3:10	3:00–4:00	3:00–4:00	3:00 – 4:00	5:00-6:00	5:30-7:30

<u>Notes:</u>

1. To estimate total time for throws and horizontal jumps:
   a. If one flight, use either: minutes per athlete times number of athletes; or minutes per attempt, times six attempts, times number of athletes. Add time prior to the start time for warm-ups.
   b. If several flights, use minutes per attempt, times number of athletes per flight, times three attempts in each of the prelims; add minutes per attempt, times number of athletes in finals, times three attempts; and add time for flight-specific and finals warm-ups. Add time prior to the start time for general & 1st flight warm-ups.
   c. Combined events athletes take only 3 attempts, so use minutes per attempt, times three attempts, times number of athletes. Add time prior to the start time for warm-ups.
2. To estimate total time for vertical jumps:
   a. Use minutes per athlete times number of athletes. Add time prior to the start time for warm-ups.
   b. Add 1-2 minutes to time per athlete for combined events (more attempts, height changes, & warm-ups).
   c. Add 1-2 minutes to time per athlete for finals and for events with no prelims (more attempts).
   d. Additional (consecutive) attempts by the winner will increase the total time (more time per attempt).
   e. Greater increments (e. g. 15 cm vs. 10 cm in PV) for more of the event will reduce time per athlete.
3. In masters' events expect longer times with combined age groups (possible records, more time per attempt).
4. In the long throws, laser measurement may reduce times shown above.
5. Warm-up times may be shortened if ***all athletes*** say they're done with their warm-ups and ready to compete.
6. See "Event Preparations" and "Instructions to Athletes & Rules" in the Best Practices library for venue setup and equipment, and suggested briefings to athletes.

<u>Example:</u> Discus competition with 21 throwers, 2 flights, 9 to the finals, and 15 minute warm-ups.

1st flight – 10 athletes, 3 throws each, 1 min per throw	10 x 3 x 1 = 30
2nd flight – 11 athletes, 3 throws each, 1 min per throw	11 x 3 x 1 = 33
Finals - 9 athletes, 3 throws each, 1 min per throw	9 x 3 x 1 = 27
Warm-ups after start: 2nd flight and finals, each 15 min long	2 x 15 = <u>30</u>
	Total event time = 120 min. or 2 hrs.
	(Plus general & 1st flight warm-up before start)