2022 Dino High School Challenge

Saturday May 7, 2022 | 9:00am – 7:00pm | RED Wednesday May 11, 2022 | 4:00pm – 9:00pm | GOLD

GENERAL NOTES:

Completion of entries.

1. Trackie.reg – Teams can use trackie.reg to register for the meets Online Registration: <u>https://www.trackie.com/online-registration/</u> Changes can be made directly to the Trackie Account until scratch deadline

Entry Deadline:	RED Meet – May 2 nd 10:00am	
	GOLD Meet – May 5 th 10:00pm	
Late Entry Deadline:	RED Meet – May 04th 10:00am	
	GOLD Meet – May 06 th 10:00am	
Scratch Deadline:	RED Meet – May 04th 10:00am	
	GOLD Meet – May 06th 10:00am	

NO Entries will be taken after the Scratch Deadline

Entry Fees: Paid Through Trackie registration you pay by Visa/Mastercard

Schedule, Entry Lists will be posted at: <u>https://calgarytrackcouncil.com/</u> Under: Meets and Races – Outdoor.

VOLUNTEERS:

Due to a large number of entries and events for the RED meet, we are asking that schools please provide volunteers for the meet on Saturday. The list has been provided below.

Email: <u>matt.deans@ucalgary.ca</u> with school + volunteer name(s). Before Friday so we can arrange the duties for the day.

based on event entries we are asking for the following volumeer numbers from these schools.		
Bowness - 1	Bishop McNally - 1	Crescent Heights - 3
Dr EP Scarlett - 2	Ernest Manning - 2	Father Lacombe - 1
Henry Wise Wood - 2	James Fowler - 1	John G Diefenbaker - 2
Lord Beaverbrook - 1	Nelson Mandela - 2	Notre Dame - 4
Robert Thirsk - 1	Sir Winston Churchill - 1	St Francis - 1
Western Canada - 3	William Aberhart – 3	Others – .5

Based on event entries we are asking for the following volunteer numbers from these schools:

*Numbers are for full-day volunteer needs, if getting half-day volunteers please double the requested number.

- <u>Please have volunteers check into the Clerk's Table at 8:15am.</u>
- Volunteers can be a parent/student/teacher.
- UofC Dinos will be the lead volunteers and will be able to help train/lead the school volunteers on the day of the meet.

• We will also ask for a smaller number of volunteers for the GOLD meet on Wednesday (this request will come after entries are finalized later this week).

Bad Weather: In the event of Bad Weather the meet will be cancelled, a decision will be made by: RED MEET - 8:00am on the day of the meet and posted: <u>https://calgarytrackcouncil.com/</u> GOLD MEET - 1:00pm on the day of the meet and posted: <u>https://calgarytrackcouncil.com/</u> *An email will also be sent to all coaches

INFIELD

For safety reasons, all coaches, spectators, and athletes are asked to stay out of the infield unless you are competing in an infield event. This is crucial as field events will be going on all day.

SPORT THERAPY

There will be U of C Athletic Training Staff available and they will be situated just past the Finish Line. Schools are encouraged to provide their own trainers and supplies.

ATHLETE PROCEDURES

TRACK EVENTS **30 minutes prior to the Event**:

Athletes are asked to assemble at the start line area of their event to confirm heat and lane assignments. Heats may be combined to ensure full sections.

Track Schedule may move ahead as much as 10 minutes if entries permit.

FIELD EVENTS 20 minutes prior to the Event:

Athletes check in at competition site. Athletes are expected to be warmed up and ready to start at the scheduled time for their event.

Long/Triple jump – east side of stadium outside of track High Jump – North/South End of infield Pole vault – East side of stadium Shot put – Northeast corner of stadium outside of track Discus – Northeast corner of Infield Javelin – South end of Infield

Special Field event rules

Due to large fields and limited time we will be using the following special rules:

Pole Vault/High Jump – Will use the "5 Alive" rule

Horizontal Jumps and Throws - (Long Jump/Triple Jump/Shot/Discus/Javelin).

Flights of about 15 competitors will be posted

Each Competitor will have a maximum of 3 attempts.

For Throws events the Best Throw will be measured at the end of the flight.