

2017
Dino High School Challenge

Thursday May 4, 2017 – Red Meet
Wednesday May 10, 2017 – Gold Meet
Friday May 12, 2017 – White Meet

GENERAL NOTES:

Completion of entries. Two choices:

1. **Trackie.reg** – Teams can use trackie.reg to register for the meets
Online Registration: <https://www.trackie.com/online-registration/>
2. **Hytek Team Manager** – teams wishing to use Team Manager can request the Entry file
Send Entries: uofcathleticsentries@gmail.com

Entry Deadline: 5:00pm the Monday before the competition

Scratch Deadline: (Entry fee for meet is determined by entries at this time)
10:00am the day of the meet

NO Entries will be taken after the 10:00am cutoff or at the meet.

Entry Fees: Cheques payable to “University of Calgary Athletics Club”.
If you use Trackie registration you pay by Visa/Mastercard
Cannot issue invoices.

Schedule, Entry Lists and Results will be posted at: www.uofcathletics.ca
Under Dino High School Challenge. Results will also be posted and emailed out the day after the meet.

VOLUNTEERS: Each school is asked to provide one VOLUNTEER. Please have that Volunteer
Check-in to the Clerk’s Table by 4:30pm.

Bad Weather: In the event of Bad Weather the meet will be cancelled, a decision will be made by
10:00am on the day of the meet and posted: www.uofcathletics.ca

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.

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.

AWARDS

A Meet T-Shirt will be awarded to the winner of each event.
Shirts can be picked up at the Timing Shed after the event results are posted..

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ATHLETE PROCEDURES

TRACK EVENTS

10 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

15 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 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 a maximum of 15 competitors will be posted

Flights will take approximately 30 minutes each

Each Competitor will have a maximum of 3 attempts.

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