

RESULTS OF THE 15th ANNUAL INTER-LAKES CONFERENCE TRACK MEET

1962

HELD AT WALLED LAKE, MAY 31, 1962

SHOT PUT 48'8"

1. Dennis Lamb-Southfield
2. George Irwin-Waterford
3. Lee Keiser-Waterford
4. Rick LeGros-Southfield
5. Dick Sturgeon-Wall.Lake

HIGH JUMP 5'9"

1. J. Harris-Pont. North.
2. B. Jenks-Southfield
3. G. Alderson-Walled Lake
4. P. Sartin-Farmington
5. G. Rieves-Waterford

POLE VAULT 11'6½"

1. Bill Barrett-Berkley
2. Green-Southfield
3. Pitcher-Walled Lake
4. Slater-Pontiac Northern
5. Clapp-Berkley

BRCAD JUMP 20'11"

1. John Harris-Pont. Nor.
2. Norm Mosely-Wall.Lake
3. Troy Darimont-Water.
4. John Hackstedde-Farm.
5. Rick Fisher-Pont. Nor.

880 YD RUN 2:04.

1. Nelson-Walled Lake
2. McHugh-Farmington
3. Craig-Southfield
4. Byers-Farmington
5. Landvoy-Berkley

ONE MILE RELAY 3:38.2

1. Walled Lake
2. Berkley
3. Farmington
4. Waterford
5. Southfield

120 YD HIGH HURDLES 15.3

1. Patterson-Farmington
2. Houghton-Farmington
3. Cole-Waterford
4. N. Larsen-Southfield
5. Bergeman-Waterford

440 YD DASH 52.7

1. Webb-Walled Lake
2. Stozeski-Pontiac North.
3. Edginton-Berkley
4. Shultz-Farmington
5. Harlan-Southfield

880 RELAY 1:34.2

1. Pontiac Northern
2. Walled Lake
3. Southfield
4. Berkley
5. Farmington

MILE RUN 4:30.7

1. Hunt-Farmington
2. Mercer-Waterford
3. Brown-Southfield
4. Dauls-Southfield
5. Linton-Walled Lake

180 YD LOW HURDLES 20.9

1. Cole-Waterford
2. Patterson-Farmington
3. Larsen-Southfield
4. Houghton-Farmington
5. Bergeman-Waterford

100 YD DASH 10.5

1. Mosley-Walled Lake
2. Perry-Pontiac Northern
3. Buffmyer-Walled Lake
4. Dalziel-Berkley
5. Coleman-Waterford

220 YD DASH 23.2

1. Mosely-Walled Lake
2. Buffmeyer-Walled Lake
3. McGaw-Farmington
4. Dalziel-Berkley
5. Perry-Pontiac Northern

TEAM SCORES

- |                     |     |
|---------------------|-----|
| 1. Walled Lake      | 47½ |
| 2. Farmington       | 39  |
| 3. Southfield       | 32½ |
| 4. Waterford        | 29  |
| 5. Pontiac Northern | 26½ |
| 6. Berkley          | 20½ |

DETERMINATION OF LANES IN ALL RUNNING EVENTS

1. Lanes For Preliminary Heats

After the seeding of preliminary heats has been made and all heats are filled, there will be a draw for lanes in order of time, best times first.

2. Lanes For Finals in Events Involving Preliminary Heats

120 yard High Hurdles and 180 yard Low Hurdles qualifiers will be placed as follows:

HEAT WINNERS	Fastest time	Lane four
	2nd best time	Lane three
	3rd best time	Lane five

2ND PLACE FINISHERS	Fastest time	Lane two
	2nd best time	Lane six
	3rd best time	Lane one

100 and 220 Yard Dash Qualifiers Will Be Placed as Follows:

HEAT WINNERS	Fastest time	Lane five
	2nd best time	Lane four
	3rd best time	Lane six

2ND PLACE FINISHERS	Draw for lanes 3, 7, and 8
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3RD PLACE FINISHERS	Fastest time	Lane two
	2nd best time	Lane nine
	3rd best time	Lane one

3. Lanes in all Running Events Not Involving Preliminary Heats

Lanes will be drawn by teams.

In the 880 yard run and the one mile run, instead of starting behind their team-mate, number 2 runners may elect to fill lanes 7, 8, and 9. The opportunity to make this choice shall be in order of team lanes. Second row runners may then fill any vacancies toward the pole before the number three runners take their places. Number 3 runners may choose, in order of team lanes, to fill second row vacancies or assume third row positions.

STANDARD PRELIMINARY HEAT PLACEMENT\*

1. Order the entrants by time, fastest time first, slowest time last.
2. (For three heat placement.) Place the first man in the first heat, second man in the second heat, and the third man in the third heat. Then reverse the order of placement. Place the fourth man in the third heat, fifth man in the second heat, sixth man in the first heat, seventh man in the first heat, eighth man in the second heat, etc. \*\*\*

\*\* Exceptions -- If the number of entrants allowed from any team does not exceed the number of heats, then men from the same team should not be placed in the same heat. In this case the normal order of placement should be followed, except that when an entrant falls into a heat already occupied by a teammate, he should be moved to the next heat in succession. The next fastest time should then fill the vacancy created by passing over the heat occupied by the first teammate.

EXAMPLE OF THREE HEAT PLACEMENT (Entries from six teams)

<u>Entrants</u>	<u>(By Time)</u>	<u>Heat I</u>	<u>Heat II</u>	<u>Heat III</u>
1. AL	10. D2	A1	B1	A2
2. B1	11. E2	B2	E1	D1
3. A2	12. A3	C1	F1	C2
4. D1	13. F2	move A3	D2	move D2
5. E1	14. B3	F2	A3	E2
6. B2	15. C3	move B3, C3	C3	B3
7. C1	16. D3	D3		move E3
8. F1	17. E3	E3		F3
9. C2	18. F3			

\*\*\* From TRACK MEET ADMINISTRATION, N.C.A.A. Publication

INSTRUCTIONS FOR THE CLERK OF THE COURSE

For all preliminary heats and all finals you will have hectographed copies of all lane assignments.

Have each heat ready for the starter immediately at the conclusion of the previous race.

Have the contestants report to the starter in their sweat clothes standing in the lanes to which they have been assigned.

Instruct all boys as to which procedure will be followed concerning running in lanes - i.e., in lanes all the way, or in lanes around the first turn, or not in lanes at all.

In the finals, consult your watch. We would like to run right on the time schedule. It should take approximately two minutes to get the race started after you turn the contestants over to the starter.

The Assistant Clerk of the Course is responsible for assembling the "in the hold" group and reporting to the Clerk any absentees.

Just prior to turning this group over to the Clerk, he should dispatch a runner to the announcer with the announcement, "John Doe, number 00 of School", report to the start of the ??? race immediately, or be scratched.

The assistant clerk may give lane assignments when he checks the group in.

INSTRUCTIONS FOR JUDGES AND TIMERS

INSTRUCTIONS FOR JUDGES

1. Determine which man wins the place you are picking.
2. Get his number or name and school.
3. If it is a race run on the straightaway, note his lane number.
4. Check with the other judge of your place. If you disagree, check with the judges of the other places involved. Agree among yourselves.\*
5. Report the name, place to the Head Finish Judge. \*\*
6. Head Judge check with the Head Timer for the winner's official time. This should be written on the result sheet and then the official results sent to the Head Scorer's table by the Head Finish Judge's runner. \*\*\*

\* KEEP ATHLETES OUT OF ANY DISCUSSION. Get the numbers involved and send them on their way. Then work out any difficulties you may have. In all questionable placings except those for fifth and sixth places, you will have at least four judges involved. The Head Judge will try to help on all close finishes, so we should be able to work out any problems that arise. If the judges are evenly split and the Head Judge is unable to help, a tie for the places involved must be declared. True dead heats are extremely rare and alert judges seldom disagree to the extent that dead heats are recorded.

\*\* It is best not to advise the athlete which place you pick for him until you are certain there is no question concerning his placing.

\*\*\* Only the results of final races should be sent immediately to the Scorer's Table. The Head Judge should keep the results of the preliminary heats.

INSTRUCTIONS FOR TIMERS

IN ALL PRELIMINARY HEATS --

1. Three watches on first place.
2. In the hurdle races, one watch on second place.
3. In the dashes, one watch on third place.

IN ALL FINAL RACES -----

1. Three watches on first place.
2. One watch on second place.

If any watch disqualifies, but is running even though slightly off, it should time the extra place.