



**SCHOOL SPORT WA
CHAMPION SCHOOLS
SECONDARY TRACK & FIELD**

WA Athletics Stadium, Stephenson Ave, Mt Claremont

11, 14 - 18, 21 & 22

October 2024



INTRODUCTION

The SCHOOL SPORT WA Track & Field Committee is responsible for the planning for this carnival. The committee has met to review previous carnivals, discuss modifications that have been suggested by participating schools, negotiate with supporting agencies and shape the program that follows. Their efforts are acknowledged with thanks.

The assistance of the staff at Athletics WA is gratefully acknowledged. These carnivals would not be possible without the support of an army of volunteer officials from our schools. Their effort, and the work of teachers is acknowledged.

Sasha Underhill-
Pomeroy
T&F Coordinator

Peter Smith
Manager, School Sport

Alex McLennan
Executive Officer

Kurt Underhill-
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Committee

DATES AND DIVISIONS

LANE	Wednesday 16/10/24	Tuesday 15/10/24	Monday 14/10/24	Thursday 17/10/24	Friday 18/10/24	Monday 21/10/24	Friday 11/10/24	Tuesday 22/10/24 YEAR 7-10 CONCURRENT CARNIVALS	
	Division 1	Division 2	Division 3	Division 4	Division 5	Division 6	Division 7	7-10 GOLD	7-10 BLACK
1	Kelmscott	Woodvale	Como	John Forrest	Baldivis	Gilmore	Northshore Christian		
2	Mt Lawley	Willetton	Leeming	Rockingham	Yanchep	John Tonkin	Kinross	Girrawheen	Balga
3	Shenton	Lesmurdie	Ellenbrook	Belridge	Wanneroo	Northam	Hammond Park	Kiara	Safety Bay
4	Carine	Darling Range	Perth Modern	Governor Stirling	Atwell	Thornlie	Bullsbrook	Coastal Lakes	Cannington
5	Churchlands	Hampton	John Curtin	Fremantle	Joseph Banks	Butler	Bob Hawke	Warnbro	Gingin
6	Melville	Applecross	Eastern Hills	Ocean Reef	Cecil Andrews	Dianella	Alkimos	Coodanup	Ballajura
7	Rossmoyne	Harrisdale	Byford	Lynwood	Ridge View	Adventist Education	Swan View		
8	Duncraig	Ashdale	Canning Vale	Aveley	Balcatta	Southern River	Kalamunda		
9	Greenwood	Warwick	Kent St	Belmont City					

Order of lane allocations – 4, 5, 3, 2, 6, 1, 7, 8, 9 Lanes are allocated in this order based on position from previous year: *The bottom two schools from each division except F will go down a division and the two top schools from each division (except A) will go up. Gold and Black divisions will be allocated based on finishing positions and school population.*

Due to the addition of Division 7 in 2024 SSWA Carnivals will have 9 schools in Divisions 1 – 4 and 8 schools in Divisions 5 - 7. Divisions have been allocated based on performance in 2023

- Schools going up a division are allocated **last**.
- Schools staying in the same division are allocated next
- Schools coming down from higher division are allocated **first**

****Yr 7-10 Carnivals**

- 2 Carnivals – Gold and Black will be run concurrently on Tuesday 22 October in 2024

BACKGROUND

This booklet is designed to acquaint schools with administrative and logistical information pertinent to the conduct of a safe and efficient Interschool Track and Field Event.

School Administrators are requested to read this information and ensure that all participating schools' commitments are honoured. It is essential that all official duties be filled particularly those that relate to supervising duty areas.

1. Start Time

The events will commence at **9.30am** and if schools need to travel over a distance then there needs to be some provision for the early arrival of student officials and participants to allow the first series of events to begin on time.

2. Transport

Schools are responsible for their own transport arrangements. All buses and cars must follow the Venues West car park marshals. They will need to enter through the main HBF Stadium entrance

3. Exit Procedure

Schools will be asked over the PA to exit in a structured sequence to avoid bus congestion. We request you wait until that time occurs. Schools should make arrangements to stay until presentations are completed.

4. Competitor's Seating

Schools are requested to marshal their teams from their allocated area in the stand. This is quite easily managed as there is easy access to the track from the stand. Each school will have ~ 200 seats available in the stand for competitors and spectators. Please note that competitors are not completely protected from sun and rain in the grandstand. There is limited shade in the arena. Parts of the grandstand will be in full sun. Athletes should dress accordingly and have sun protection appropriate to their needs. Hats are highly recommended.

Spectator's Seating

Schools intending to bring large groups of spectators will need to be aware that this available space is limited.

5. Catering

The stadium kiosk is open daily. A Boost Juice van and coffee van will also operate from the northern end of the stadium.

6. The Elements

Shade and Sun Protection

There is limited shade. Athletes should dress accordingly and have sun protection appropriate to their needs. Shaded areas will be provided at various starting points on the arena where students will need to assemble prior to the start of events. Hats are highly recommended.

Water

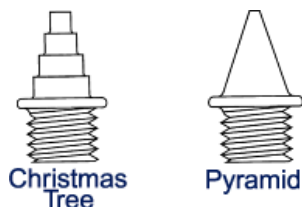
All competitors are responsible for their own water and are advised to bring their own water bottles.

Footwear

Schools are requested to ensure students wear appropriate footwear for all events. Running bare foot on the Athletics track can result in serious injuries. **It is a stadium requirement that all athletes wear appropriate shoes for competition**

Spikes

The only spikes permitted for use on the track are the Christmas Tree and Pyramid shape variety as pictured below. The composition of the spike, i.e. ceramic or metal, is irrelevant and will not be monitored. Track spikes must not exceed 7mm. Field spikes must not exceed 9mm except for high jump which must not exceed 12mm.



Only spikes specified may be used for competition and training purposes -

Running shoe spikes	-	6 mm
Jumping shoe spikes	-	9 mm
Starting block spikes	-	10 mm set in blocks with a maximum of 10 per set.

Note - Under no circumstances are CLEAT type spikes to be used. *All students should be instructed to wear appropriate footwear. A stadium requirement is that all athletes wear appropriate shoes for competition. Running bare foot on the stadium track can result in serious injuries.*

7. Student Supervision

Duty of care requirements demands sufficient staff to ensure the safe and efficient conduct of the event away from the performing areas [toilets, canteen etc.]. School staff are required to ensure that their students remain within certain areas at the facility.

8. Officials

School Sport WA is aware of the increasing pressure on schools to limit the number of staff attending the carnival. With this in mind, SSWA contracts accredited track and field personnel to man some of the key performance areas. It must be noted however that staff and student duties will be allocated to schools and these must be filled.

- Each school is required to provide **6* responsible senior students**. **NO STAFF OFFICIAL HELPERS ARE REQUIRED IN 2024 but a staff member should bring the students to the Field Manager by 9.00am and be responsible for rostering those students on and off throughout the day**

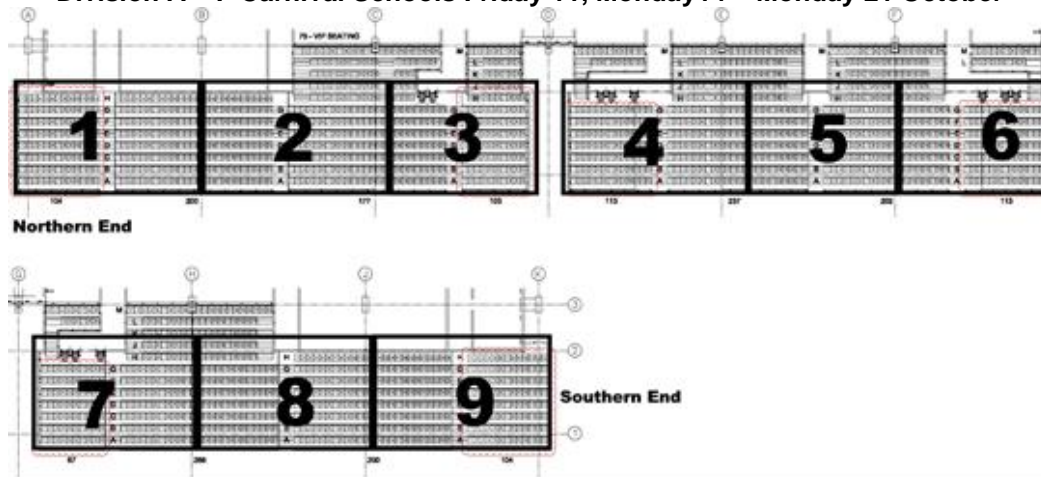
Special Note:

- Student Officials together with their staff official should report to the Carnival Manager, at the finish line, at 9.00 am or when called. (No later than 9.15am)
- **IT IS ESSENTIAL THAT ALL STUDENT AND STAFF OFFICIALS ARRIVE ON TIME.**
- A track layout is appended to this booklet and posted at the Recording Area during the competition.
- Once assigned a duty that position becomes the responsibility of that school for all of the day. Any relief therefore also becomes the responsibility of the school.

9. SCHOOL SEATING AREAS

The grandstand seating is all one level. The Northern end is the finish line end. Entry to the grandstand is via steps on either side at the back of the grandstand.

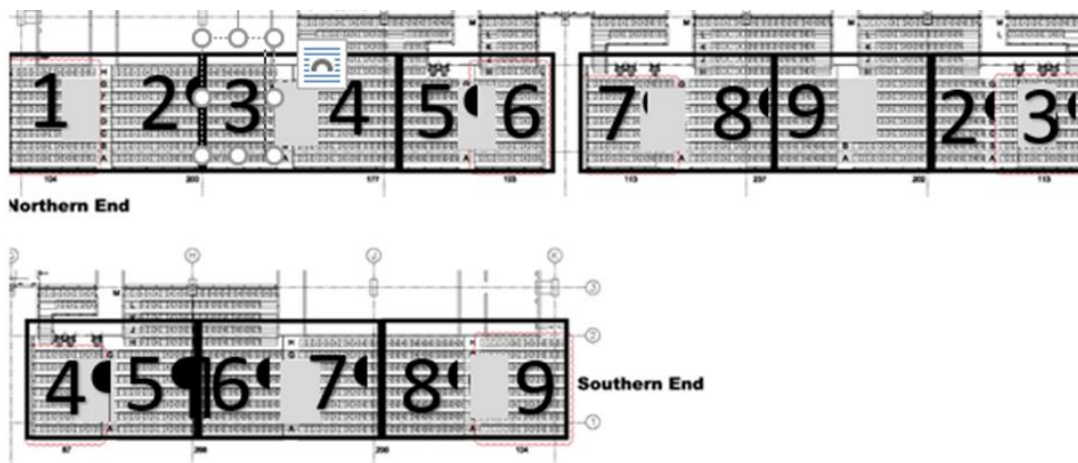
Division A – F Carnival Schools Friday 11, Monday 14 – Monday 21 October



Yr 7-10 GOLD & BLACK Carnival Schools Tuesday 22 October

GOLD CARNIVAL Southern End: 2= Girrawheen; 3= Kiara; 4= Coastal Lakes; 5=Warnbro; 6=Coodanup

BLACK CARNIVAL Northern End: 2=Balga, 3= Safety Bay; 4= Cannington; 5 = Gingin; 6 = Ballajura;



- All marshalling of athletes will be from the grandstand. Athletes enter the arena through a gate and stairs at the bottom of the seated area in the stand. Schools bringing groups of spectators please note point 3 above.
- The arena is off limits to all students who are not competing or helping at the carnival. **Student Officials must wear hi-vis vests at all times on the arena.**

10. Student Behaviour

- All teachers are requested to check any form of unseemly conduct by students from any school.
- The car park is out of bounds to students during the Carnival.
- Schools are asked to be responsible for seeing that litter is correctly disposed of and that their spectator and competition areas are left litter free. SSWA are being invoiced for cleaning charges. All schools will be required to pay a cleaning levy.

- Schools will also be required to pay for any damage or graffiti to the facility in addition to the event levy should this occur.

11. Staff Identification

- All staff to wear clear identification label with their name and school identified.

12. Student supervision

All competitors must be in the grandstand. Competitors then enter the arena from a stairwell at the front of each seated area. NO access to the ground level behind the stadium will be granted at any time.

CONDITIONS

1. Ages

Events are conducted in year groups. There will be an age cut-off for the year group however. The age cut-off for the year group is 30th June. The following cut-offs will apply:

Year Group	Age Cut-offs
Year 7	1 July 2011 – 30 June 2012
Year 8	1 July 2010 – 30 June 2011
Year 9	1 July 2009 – 30 June 2010
Year 10	1 July 2008 – 30 June 2009
Year 11	1 July 2007 – 30 June 2008
Year 12 & over	Before 30 June 2007

2. Team Names Submission

Student’s ages will be calculated from SIS data. Students may only run in one-year group on the day. Student’s competing up in a year level must register with the recording officials prior to the carnival and must remain in that year group all day. Students competing up in year without notification will be disqualified from the event.

3. Individual Events

There is no restriction on the number of events for which an individual may enter, providing the events are in accord with the particular age group.

4. Points

Individual events A Division: *	21	13	10	8	6	4	3	2	1
Individual events B Division:	13	10	8	6	5	4	3	2	1
Individual events C Division:	8	7	6	5	4	3	2	1	1
Relay events:	34	21	13	10	8	6	4	2	1

***Championship Points are only awarded to A Division events**

Meritorious School Award

The meritorious school award is calculated by dividing the school’s **overall points** by the **TOTAL [Yrs 7-12 or 7-10] school population**. The school with the highest calculation wins the award. If the winning champion school ranks as the highest meritorious school, the 2nd place school will be awarded the meritorious award.

5. Lane Allocation

Schools will be allocated one lane for the entire carnival. See page 2.

6. Certificates

Merit certificates are provided for students who are placed first, second or third in any event. These certificates will be presented to the team captain(s) at the end of the carnival.

7. Protests

The team manager or coach should lodge protests with the Carnival Manager within ten minutes of the individual event conclusion. The Carnival Manager will deal with protests in consultation with all involved parties and the decision will be binding.

8. Photo Finish

Electronic Photo finish will be used for Hurdles/100m/200m/400m.

EQUIPMENT/SPECIFICATIONS

Emergency Procedures

A Principal information/risk management plan is published on the SSWA web site – Secondary Sport>Track and Field.

Should an emergency occur your first point of reference is the Carnival Manager.

In the case of a civil or natural emergency all schools are required to remain in the stand until instructed otherwise by the carnival manager.

Should an injury be sustained that requires more than the assistance that would normally be expected from your staff members, the on-site medical person will be available. A competent staff member must accompany the student requiring attention.

The medical personnel will have phone numbers available for further referral and will assist in the contact procedures.

The Carnival Manager reserves the right to revert to 2 throws and 2 jumps or change the program order should the carnival be running behind schedule due to bad weather or any other unforeseen circumstance. High Jump will be 2 attempts only.

Shot Put

	Age Groups	Weight
Girls	All	3kg
	Yr 7 & 8	3kg
Boys	Yr 9 & 10	4kg
	Yr 11 & 12	5kg

Discus

	Age Groups	Weight
Girls	All	1kg
Boys	Yr 10 & under	1kg
	Yr 11 & 12	1.5kg

High Jump

(a) **Starting Heights for all Divisions: 2 attempts at each height only**

	Age Groups	A Division	B Division
Girls	Yr 8 & under	1.15 metres	1.10 metres
	Yr 9 years	1.20 metres	1.15 metres
	Yr 10 years	1.25 metres	1.20 metres
	Yr 11 & over	1.25 metres	1.20 metres
Boys	Yr 8 & under	1.30 metres	1.25 metres
	Yr 9 years	1.35 metres	1.30 metres
	Yr 10 years	1.40 metres	1.35 metres
	Yr 11 & over	1.45 metres	1.40 metres

(b) Raises

High jump increments will be at 5cm and 3cm increments at the discretion of the officials, based on the number of athletes left in the event.

Hurdles

	YEAR	DISTANCE	HEIGHT	APPROACH	INTERVAL	FLIGHTS	FINISH
Girls	7,8,8 & U	80m	76.2 cm	12m	7m	9	12m
	9,10	90m	76.2 cm	13m	8m	9	13m
	11 & O	100m	76.2 cm	13m	8.5m	10	10.5m
Boys	7	80m	76.2 cm	12m	7m	9	12m
	8,8 & U	90 m	76.2 cm	13m	8m	9	13m
	9,10	100 m	84 cm	13m	8.5m	10	10.5m
	11 & O	110 m	84 cm	13.72m	9.14m	10	14.02m

Athletes in 110m hurdles may request that the height be set at 91.4 cm for their lane only

Markers

The use of sand, chalk, powder or any other material or thing, other than markers provided is prohibited.

Please Note: Only runners will be allowed to mark the track for relays i.e. no school staff/coaches may enter the track

RULES – TRACK EVENTS - THE START

Any athlete who commits a false start shall be warned, as follows:

- a. Year 7 - A maximum of TWO (2) false starts per race shall be allowed without disqualification, regardless of which athlete is responsible. Any athlete responsible for a subsequent false start shall be disqualified.
- b. Year 8 & OVER - A maximum of ONE false start per race shall be allowed without disqualification, regardless of which athlete is responsible. Any athlete responsible for a subsequent false start shall be disqualified.

RULES – TRACK EVENTS - RELAYS

- IAAF Rule 170 will apply to 4 x 100 relay events
- In the 4 x 100m each takeover zone shall be 30m long. The athlete must start within the changeover zone and the baton must be between the **yellow** lines when passed to the next athlete.
- An athlete may place one check mark on the track within his own lane, by using adhesive tape, maximum 0.05m x 0.40m, of a distinctive colour which cannot be confused with other permanent markings.
- If a runner steps outside their allocated lane and interferes with another runner, they will be immediately disqualified.
- If the relay official deems that NO ADVANTAGE was gained through stepping outside the lane the runner will not be disqualified.

RULES – FIELD EVENTS

Track events take precedence over field events – it is a requirement that the competitor or representative reports to the field event site at the required event time and returns as soon as is possible at the conclusion of the track event. If any further delay in resumption occurs, then this delay must be negotiated with the field official. It is not our intention to limit the opportunity for resumption or a delayed start but there is a need to keep the field official fully informed.

All athletes will be allowed 3 attempts if time permits. The Event Official will have the right to reduce the event to 2 attempts each if they deem it necessary due to time constraints.

Competitors will be granted up to 20 minutes' grace from the recorded start time to arrive at the field event. After that they will not be allowed to join the event. On arrival at the event competitors should advise the official if, and when, they need to marshal for a track event. They must return straight away to their event after competing in a track event.

LONG JUMP – RULES

1. Each competitor is permitted three trials* and shall be credited with the best of his/her jumps.
2. If a tie occurs the competitor whose second best performance is better shall be awarded the higher place.
3. The Long Jump Official will have discretion as to the location of the adjustable take-off strip [if required].
4. Failures (No jump)
It shall be counted as a failure if any competitor:
 - (a) Touches the ground beyond the take off line with any part of the body, whether running up without jumping or in the act of jumping.
 - (b) Takes off from outside either end of the board, whether beyond or behind the take-off line extended.
 - (c) In the course of landing, touches the ground outside the landing area nearer to the take-off than the nearest break in the landing area made by the jump.
 - (d) After a completed jump, walks back through the landing area.
 - (e) Employs any form of somersaulting.
 - (f) If a competitor takes off before reaching the board it shall not for that reason be counted as a failure.
5. Measuring
 - (a) All jumps shall be measured from the nearest break in the landing area made by any part of the body or limbs to the take-off line, or take-off line extended. The measurement must be taken perpendicular to the take-off line or its extension.
 - (b) In order to ensure the correct measurement of any jump, it is essential that the surface of the sand in the landing area should be accurately controlled so as to be level with the top of the take-off board.

*The Carnival Manager will have discretion reduce attempts to 2 per athlete if time becomes an issue.

TRIPLE JUMP – RULES

- Each competitor is permitted three trials, and shall be credited with the best of these jumps.
- If a tie occurs the competitor whose second best performance is better shall be awarded the higher place.
- The hop shall be made so that the competitor lands first upon the same foot as that from which the competitor has taken off; in the step the competitor shall land on the other foot from which, subsequently, the jump is performed.
- In all other respects the rules defining a failure for the Long Jump shall apply. (See rules 3 & 4 in Long Jump).
- The triple jump mat distance will be placed at 7m, 9m or 11m. Competitors must advise the Triple Jump Official of their mat distance prior to the commencement of their first jump.

The following will apply:

Only 2 mats to be used for each age group, except 10 & Over boys*

Age Group	Jump Mat Distances			
	7m	9m	11m	13m
Year 8 & Under Girls	X	X		
Year 8 & Under Boys		X	X	
Year 9 Girls	X	X		
Year 9 Boys		X	X	
Year 10 & Over Girls		X	X	
Year 10 & Over Boys		X	X	X

6. **Measuring**

All jumps shall be measured from the nearest break in the landing area made by any part of the body or limbs to the take-off line or its extension. In order to ensure the correct measurement of any jump, it is essential that the surface of the sand in the landing area should be accurately controlled so as to be level with the top of the take-off board.

HIGH JUMP – RULES

- The competitor must take-off from one foot.
- A Competitor fails if he/she:
 - Knocks the bar off the supports
 - Touches the ground including the landing area beyond the plane of the uprights, with any part of the body, without first clearing the bar.
- A competitor is allowed TWO (2) attempts at each height and may commence jumping at any height. Two consecutive failures disqualify him/her from further jumping. NOTE - The effect of this rule is that a competitor may forgo his/her second trial at a particular height (after failing first) and still jump at a subsequent height. If a competitor forgoes a trial at a certain height, he/she may not make any subsequent attempt at that height.
- Any measurement of a new height shall be made before competitors attempt such height. In all cases of records, the Judges must check the measurements after the height has been cleared.
NOTE - Judges must ensure, before starting the competition, that the underside and front of the cross-bar are distinguishable, and that the bar is always replaced with the same surface uppermost and the same surface to the front.
- In jumping for height:
 - The competitor with the lowest number of jumps at the height at which the tie occurs shall be awarded the higher place. If the tie still remains, the competitor with the lowest total of failures throughout the competition up to and including the height last cleared shall be awarded the higher place.

	1.28 m	1.32 m	1.35 m	1.38 m	1.40 m	1.42 m	1.44 m	Total Fails	Position
A	-	o	o	xo	-	xo	xx	4	2=
B	o	o	o	x-	o	xo	xx	4	2=
C	o	o	x-	o	xo	xo	xx	5	4
D	o	-	-	xo	xo	o	xx	4	1

A, B, C and D all cleared 1.42 meters and failed at 1.44 meters.

The rule regarding ties comes into operation, and as "D: cleared 1.42 meters at his/her first attempt, the others take two, he/she is declared the winner. The other three will tie and the judges add up the total number of failures, up to and including the height last cleared, i.e. 1.42 meters. "C" has more failures than "A" or "B", and is therefore awarded fourth place. "A" and "B" still tie they share second place. There are no jump-offs for any tied positions.

SAFETY - Prior to any jump taking place the official must ensure that the landing apparatus is secure and placed to the satisfaction of the jumper. All participants need to be informed of this jumping condition prior to the start of the competition.

SHOT PUT - RULES

1. Each competitor is permitted three trials, and shall be credited with their best put.
2. If a tie occurs the competitor whose second best performance is better shall be awarded the higher place.
3. A competitor must commence the throw from a stationary position inside the circle.
4. The shot shall be put from the shoulder with one hand only. At the time the competitor takes a stance in the ring to commence a put, the shot shall touch or be in close proximity to the chin and the hand shall not be dropped below this position during the action of putting. The shot must not be taken behind the line of the shoulders.
5. A competitor is allowed to touch the inside of both the iron band of the stop board.
6. It shall be a foul throw and not allowed to count if the competitor, after stepping into the circle and begun to make a throw, touches with any part of this body the ground outside the circle, the top of the iron band, stop board or circle, or improperly releases the shot in making any attempt.
7. Provided that in the course of trial, the foregoing rules have not been infringed, a competitor may interrupt a trial once started, may lay the implement down inside or outside the circle and may leave the circle (when leaving the circle, he/she must step out as required below), before returning to a stationary position and beginning a fresh trial.
8. The competitor must not leave the circle until the implement has touched the ground. When leaving the circle, the first contact with the top of the iron band or the ground outside the circle must be completely behind the white line, which is drawn outside the circle running theoretically through the centre of the circle.
9. For a valid trial, the shot must fall completely within the inner edges of the lines marking the sector.
10. **All competitors will have three (3) consecutive throws and the best 2 throws will be measured.**
11. The measurement of each put shall be made immediately after the put from the nearest mark made by the fall of the shot, to the inside of the circumference of the circle, along a line from the mark made by the shot to the centre of the circle.

SAFETY - Prior to the competition beginning all participants need to be made aware of the dangers associated with the safe and efficient conduct of the event. All need to acknowledge that they will not place themselves within the throwing arc unless instructed to do so specifically by the official in charge. The official in charge will also ensure that when the implement is returned to the circle it must be carried and not thrown.

DISCUS – RULES

1. Each competitor is permitted three trials, and shall be credited with the best effort.
2. If a tie occurs the competitor whose second best performance is better shall be awarded the higher place.
3. The discus shall be thrown from a circle. The competitor must commence the throw from a stationary position.
4. The competitor is allowed to touch the inner edge of the circle. It shall be a foul throw and not allowed to count if the competitor, after he has stepped into the circle and begun to make a throw, touches, the ground outside the circle or the top edge of the circle with any part of his/her body, or if he/she improperly releases the discus in making any attempt.
5. Provided that, in the course of a trial the foregoing rules have not been infringed, a competitor may interrupt a trial once started, may lay the implement down inside or outside the circle and may leave the circle (when leaving the circle, he/she must step out as required below), before returning to a stationary position and beginning a fresh trial.
6. The competitor must not leave the circle until the implement has touched the ground. When leaving the circle, the first contact with the top of the iron band or ground outside the circle must be completely behind the white line which is drawn outside the circle running theoretically through the centre of the circle.
7. For a valid trial, the discus must fall completely within the inner edges of the lines marketing the sector.
8. **All competitors will have three (3) consecutive throws and the best 2 throws will be measured.**
9. The measurement of each throw shall be made immediately after the throw from the nearest mark made by the fall of the discus to the inside of the circumference of the circle along a line from the mark made by the implement to the centre of the circle.

SAFETY - Prior to the competition beginning all participants need to be made aware of the dangers associated with the safe and efficient conduct of the event. All need to acknowledge that they will not place themselves within the throwing arc unless instructed to do so specifically by the official in charge. The official in charge will also ensure that when the implement is returned to the circle it must be carried and not thrown.

2023 RESULTS

Division A		Division B	
Carine	1951	Duncraig	1515
Churchlands	1663	Greenwood	1340
Shenton	1658	Lesmurdie	1334
Mt Lawley	1138	Willetton	1330
Melville	1056	Applecross	1223
Kelmscott	1017	Woodvale	1223
Rossmoyne	1007	Harrisdale	1150
Darling Range	959	Perth Modern	1135
Hampton	797	John Curtin	1022
Division C		Division D	
Ashdale	1666	Canning Vale	1360
Warwick	1388	Kent Street	1351
Ellenbrook	1346	Belridge	1350
Leeming	1252	Rockingham	1338
Eastern Hills	1188	Ocean Reef	1296
Como	1158	John Forrest	1214
Byford	1133	Lynwood	1187
Governor Stirling	1119	Atwell	1119
Fremantle	946	Joseph Banks	977
Division E		Division F	
Aveley	1639	Ridge View	1774
Belmont City	1540	Balcatta	1265
Wanneroo	1238	John Tonkin	1241
Yanchep	1226	Dianella	1154
Cecil Andrews	1151	Gilmore	1061
Baldivis	1145	Adventist	1054
Thornlie	1123	Southern River	1048
Butler	1049	Bullsbrook	1037
Northam	844	Morley	1023
7-10 Division Black		7-10 Division Gold	
Coastal Lakes	903	Bob Hawke	1229
Kiara	865	Kalamunda	1205
Girrawheen	852	Hammond Park	1038
Warnbro	827	Alkimos	1018
Cannington	682	Kinross	729
Swan View	668	Safety Bay	546
Gingin	551	Ballajura	464
Northshore Christian	548		
Balga	452		

Meritorious School	
A Division	Darling Range Sports College
B Division	Greenwood College
C Division	Warwick Senior High School
D Division	Belridge Secondary College
E Division	Belmont City College
F Division	Adventist Education
7-10 Division Black	Gingin
7-10 Division Gold	Hammond Park

VENUE MAP

Field events for **A' Division** events and the **GOLD Carnival** are held at the **north end of the stadium**
 Field events for **B' Division** events and the **BLACK Carnival** are held at the **south end of the stadium**.

