



- 1. Packet Pick-up
- 2. Declaration/Information Tent
- 3. Warm Up Area
- 4. Clerking and Hipping

- 5. Shot Put
- 6. Hammer/Discus
- 7. Javelin
- 8. Weights and Measures

- 9. Long/Triple Jump
- 10. High Jump
- 11. Pole Vault
- 12. PV Storage

- 13. Awards
- 14. Concessions
- 15. Restrooms
- 16. Apparel Sales