

2009 SGV Championships Schedule

Ev. #	Time	Event	# Heats
1.	10:00	B/FS 1600m Rated	2
2.	10:15	G/FS 1600m Seeded	2
3.	10:30	B/FS 1600m Seeded	1
4.	10:40	G/FS 100m Hurdles	3
5.		G/V 100m Hurdles	3
6.	11:05	B/FS 110m Hurdles	3
7.		B/V 110m Hurdles	4
8.	11:30	G/V 1600m Rated	2
9.		B/V 1600m Rated	2
10.	12:00	G/FS 4x100 Relay	2
11.		B/FS 4x100 Relay	2
12.	12:15	G/V 4x100 Relay	2
13.		B/V 4x100 Relay	2
14.	12:35	G/V 1600m Seeded	1
15.		B/V 1600m Seeded	1
16.	12:50	G/FS 400m	3
17.		B/FS 400m	5
18.	1:20	G/V 400m	3
19.		B/V 400m	5
20.	1:50	G/FS 100m	4
21.		B/FS 100m	5
22.	2:20	G/V 100m	4
23.		B/V 100m	5
24.	2:50	G/FS 3200m	1
25.		B/FS 3200m	1
26.	3:20	G/FS 800m	3
27.		B/FS 800m	3
28.	3:50	G/V 800m	3
29.		B/V 800m	3
30.	4:20	G/FS 300m Hurdles	2
31.		G/V 300m Hurdles	3
32.	4:40	B/FS 300m Hurdles	4
33.		B/V 300m Hurdles	4
34.	5:20	G/FS 200m	5
35.		B/FS 200m	5
36.	5:50	G/V 200m	4
37.		B/V 200m	5
38.	6:20	G/V 3200m	1
39.		B/V 3200m	1
40.	6:45	G/FS 4x400 Relay	1
41.		B/FS 4x400 Relay	2
42.	7:00	G/V 4x400 Relay	1
43.		B/V 4x400 Relay	2

Ev.#	Time	Event
45.	10:00	B/FS Pole Vault
46.		B/V High Jump
47.		B/FS Shot Put
48.		B/FS Triple Jump
49.		G/FS Discus
50.		G/V Long Jump
51.	12:15	B/V Shot Put
52.		G/V High Jump
53.		G/V Discus
54.		G/FS Triple Jump
55.		G/FS Pole Vault
56.		B/V Long Jump
57.	2:30	G/FS Shot Put
58.		B/FS Long Jump
59.		B/FS Discus
60.		G/V Pole Vault
61.		G/V Triple Jump
62.		G/FS High Jump
63.	4:45	G/V Shot Put
64.		B/V Discus
65.		G/FS Long Jump
66.		B/V Pole Vault
67.		B/FS High Jump
68.		B/V Triple Jump

The meet will **not** run ahead of schedule.

Field Events must check in with the event judge at the event site at least 15 minutes prior to the scheduled start time.

Athletes in running events must check in at the clerk and declare their intent to compete at least 45 minutes prior to the scheduled start time. They must return to the clerk 15 minutes before the scheduled start time to receive hip numbers and final lane and heat assignments. Athletes who fail to comply with either of these requirements will be scratched.