



- 1 Chief Judge - Supervise entire event, check throw has been made correctly, check & call all measurements, indicate valid throw (white flag) or failure (red flag).
- 2 Circle Judge - check throw has been made correctly, indicate to chief judge valid throw (white card) or failure (red card).
- 3 Circle Measure Judge - Hold measure apparatus (tape) in such a way it passes through the centre of the circle.
- 4 Recorder Judge - Calling the athletes & keeping the results sheet.
- 5 Field Measure Judge - Holding measuring apparatus (tape) on the zero mark on the impact point closest to throwing area.
- 6 Field Judge/s - Spotting location of impact assisting Measure Judge.
- 7 Retriever/s (often volunteer) - In charge of returning implements to athlete collection point.
- 8 Athlete Control Judge - In charge of athletes, supervising interactions, movements etc
- 9 Time Judge - In charge of indicating to athletes / Chief Judge that they have a certain time to take their trial.
- 10 Indicator Board (often volunteer) - In charge of the indicator board for spectators.

This is a traditional setting up of the team of officials.
Due to availability of officials differs, the above is in order of requirements.