Track Marking Instructions



- A (finish) has a large green peg.
- Assume that J (200m start) is also marked.
- Use intersecting arcs from A and J to find C.
- Mark F, halfway along CJ.
- Mark curves centred at F.
- Use intersecting arcs from A and J to find G.
- Mark D, halfway along AG.
- Mark curves centred at D.
 - Join up the ends of the curves (use string!) to mark straights.
- Extend home straight backwards to 100m.
- Mark 200m and 400m staggers.
- Mark curved starts for 800m (at A), 3000m (at J), 1500m (on the bend, 15.6m before G), Mile (9.34m before finish).



- A (finish) has a large green peg.
- Assume that J (200m start) is **not** marked.
- Peg B and C, with ABC parallel to football touchline if possible (B is halfway)
- Use Pythagoras from A and B to peg D and E
- Use Pythagoras from B and C to peg F and check E
- Use Pythagoras from D and E to peg G
- Use Pythagoras from E and F to peg J
- Check that F is halfway along CJ and D is halfway along AG.
 - Mark curves centred at F.
 - Mark curves centred at D.
 - Join up the ends of the curves (use string!) to mark straights.
 - Extend home straight backwards to 100m.
 - Mark 200m and 400m staggers.
 - Mark curved starts for 800m (at A), 3000m (at J), 1500m (on the bend, 15.6m before G), Mile (9.34m before finish).



straights 84.4 m

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DOS 13.76 54.41 9.68 finish 12.50 start of 6 x back straight ×2.95 5 x 4 3 3 * Comer Points (relative to 2 trees/rugby posts / lamp-post.) 1 × All distances in metres

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