UK YOUTH DEVELOPMENT LEAGUE

Timetables for the YDL UAG MATCH

30th May 2021

YDL UAG MATCH

IDE ONG WINTER							
	TRACK		Ī		FIELD	TEAM	
11:30	400mH (U20M)	A followed by B	Ī	11:30	Hammer (Men)	1	
11:40	400mH (U17M)	A followed by B		11:30	Triple Jump (Women)	2	
11:55	1500m (U20W)	A & B String	I				
12:05	1500m (U17W)	A & B String	Ī	12:00	Pole Vault (Men)	3	
12:15	100m (U20M)	A followed by B	Ī				
12:25	100m (U17M)	A followed by B		12:15	Shot Put (Women)	4	
12:40	400m (U20W)	A followed by B					
12:50	300m (U17W)	A followed by B	Ī				
13:05	100mH (U17M)	A followed by B		13:00	Discus (Men)	1	
13:15	3000m (Women)	All	ı				
13:30	110mH (U20M)	A followed by B		13:30	Long Jump (Men)	2	
13:40	200m (U20W)	A followed by B	Ī				
13:50	200m (U17W)	A followed by B		14:00	High Jump (Women)	3	
14:00	800m (U20M)	A followed by B	I	14:00	Javelin (Women)	4	
14:10	800m (U17M)	A followed by B	I				
14:20	4 x 100m Relay Men		Ī				
14:30	2k S/Ch (U20M)	A & B String					
14:40	4 x 300m Relay (U17W)		I				
14:50	4 x 400m Relay (U20W)		I				

NON-SCORING MATCH

TRACK			FIELD		
15:30	400mH (U20W)	A followed by B	15:30	Hammer (Women)	1
15:40	300mH (U17W)	A followed by B	15:30	Triple Jump (Men)	2
15:55	1500m (U20M)	A & B String			
16:05	1500m (U17M)	A & B String	16:00	Pole Vault (Women)	3
16:15	100m (U20W)	A followed by B	16:00	Shot Put (Men)	4
16:25	100m (U17W)	A followed by B			
16:40	400m (U20M)	A followed by B	16:30	Discus (Women)	1
16:50	400m (U17M)	A followed by B	16:30	Long Jump (Women)	2
17.05	80mH (U17W)	A followed by B			
17.15	3000m (Men)	All			2
17:30	100mH (U20W)	A followed by B			
17:40	200m (U20M)	A followed by B	17:00	High Jump (Men)	3
17:50	200m (U17M)	A followed by B	17:00	Javelin (Men)	4
18.05	800m (U20W)	A followed by B			
18.15	800m (U17W)	A followed by B			
18:20	1500 S/Ch (U17M)	A & B String			
18:30	1500 S/Ch (Women)	All			

One Race under 20 & under 17 athletes A & B Strings

With the exception of vertical jumps all athletes will have 3 trials with top 3 U20 & 3 U17 a further 3 trials having first achieved the required standard