



# Kent. SchoolGames

## EVENT SPECIFICATION 2010

### *Primary School Competitions*



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## **Welcome & Introduction**

Welcome to the 2010 Kent School Games PRIMARY SCHOOLS Event Specification Pack. This pack has been designed to support Schools and School Sport Partnerships with the entry of Primary School teams into the Finals of the 2010 Games.

If you have any queries regarding rules and regulations for individual events/ sports, please contact the relevant Sport Manager whose details can be found at the bottom of each event/ sport specification (pages 15 – 30).

For details of how to enter local heats and trials, please contact the Partnership Development Manager for your School Sport Partnership.

## **Background to the Kent School Games 2010**

The organisation of a Kent School Games in 2010 is a key objective for Kent County Council within its four year plan "Towards 2010".

The organisation of the Games is led by the Communities and Children, Families and Education Directorates, who have worked closely with primary and secondary school representatives and sports in the county.

After successful implementation in 2008, there is great enthusiasm for the establishment of the Games, mirroring the County's commitment to building a long-term legacy for young people from the London 2012 Olympic and Paralympic Games.

- The School Games will be based on the School Sport Partnership and Sports College networks, with local leadership from the Sports College Directors of Specialism, Heads of PE, Partnership Development Managers and Competition Managers. There are 15 School Sport Partnerships in Kent (including 2 in Medway). Medway Schools will be involved in only badged events and the Disability Games.
- Heats and trials will run at school sport partnership level between September 2009 and June 2010 with winning school teams progressing to Finals events. The Finals events will run in June/ July 2010.
- The Finals events will be clustered together to create a festival atmosphere and for 2010 the east of the county, primarily the Canterbury area, will host the majority of the finals.
- The sports involved have been identified by Primary and Secondary Schools represented by Partnership Development Managers (Primary) and Directors of Specialism at Sports Colleges (Secondary).
- In 2010 the Disability School Games will become an integral part of the overall Games. Efforts will be made with sports in the Schools Games to ensure they run inclusive or parallel opportunities to facilitate disabled young people. The sports included in the Disability Games will continue to reflect Paralympic sports.
- There is recognition that some National Governing Bodies/ organisations already organise competitions and these have been worked with to avoid duplication and additional events being added to an already crowded programme for some sports. Existing events, which have been included in the Kent School Games are recognised as Kent School Games 'badged events'. For involvement in badged events, PDMs/ schools must contact the NGB or sport specific officer identified within the relevant sport specification.

## Principles of the Kent School Games 2010

The Kent School Games programme has been developed around core principles. These principles have been established for both the young sports people and the organisers who participate in the programme to ensure quality and consistency over all events.

The Kent School Games run on the principles that the Games should:

- Be exciting, enjoyable and rewarding for the individual
- Be a showcase for future sporting talent
- Be accessible and equitable
- Promote fair play and the spirit of friendly competition
- Provide and enhance competitive opportunities for young people, including those with a disability
- Link with emerging school sport competition frameworks where appropriate
- Facilitate information exchange and the sharing of good practice between those working in sport
- Encourage the development of new working partnerships
- Be sustainable
- Encourage the personal development of young people in Kent
- Promote physical activity, healthy lifestyles and lifelong participation in sport.

## **Entry Process**

Details of the entry process into the 2010 Kent School Games will be available from October 2009.

Every organiser/ team manager must hold appropriate player information and ensure that all squad members complete the appropriate contact and medical information form.

Please note that all adults responsible for the young people are required to hold a current Enhanced CRB certificate.

## General

### Team Clothing

Team colours have been identified for each partnership as follows:

Partnership:	Colour:
Canterbury	Red
Shepway	Maroon
East Kent Coastal	Purple
Thanet	Royal Blue
Dover	Sky Blue
Mid Kent and Ashford	Navy Blue
Sheppey/ Sittingbourne	Yellow
Tunbridge Wells	Orange
Malling and Sevenoaks	White
Gravesham	Silver/ Grey
Dartford	Dark Green
Maidstone	Light Green
Tonbridge and West Kent	Beige/ Fawn

T-shirts will be provided for all teams for the finals events.

### Transport

Transport to the Finals will be arranged locally between schools and Partnership Development Managers. All School Sport Partnerships will be allocated an allowance to assist with transportation costs to the finals. These costs will be allocated in relation to distance from the finals venues in Canterbury. Those School Sports Partnerships situated further from Canterbury will receive a greater transportation allocation.

### Monitoring and Evaluation

Will be through the Partnership Development Managers and fed through to the Kent School Games Co-ordinator.

### Funding for School Sport Partnerships

A contribution will be made to School Sports Partnerships towards costs related to the Games. The amount allocated will be determined by the Kent School Games Executive Group. This will include a contribution to transport costs as mentioned above.

### Team Managers

All Team Managers at the Finals must be at least 18 years of age and have an appropriate qualification (e.g. teacher, qualified coach). Each Team Organiser is responsible for ensuring that every Team Manager completes a self-declaration form that must be submitted with the team entry.

### Sports

Each sport has its own specific rules, age categories and programmes. [See Appendices 1-10] These rules and event formats should be followed for all local competitions leading to the Finals.

### **Adjudication of Disputes**

At the finals events Sports Managers have total responsibility for the interpretation and enforcement of their own Governing Body's rules and regulations.

Complaints regarding specific Games rules i.e. competitor eligibility should be reported to the Local Team Organiser who should report the complaint to the appropriate Sports Manager before the end of the competition. In the case of the Disability School Games, the Local Team Organiser should refer issues concerning eligibility to the Kent Sports Development Manager for Disabled People.

### **Awards**

Awards will be made to Teams and Individuals finishing in 1st, 2nd and 3rd place in each sport. Certificates will be awarded to all competitors and volunteers.

### **Communication**

All communication regarding the Games should be through the Partnership Development Managers who will then liaise with either the schools or Kent School Games Co-Ordinator where appropriate.

Updates and information will be available via the Kent School Games web pages:  
<http://www.kentsport.org/schoolgames/>.

## Events

Dates and venues for the Kent School Games PRIMARY Finals 2010 are listed below (*where \* identifies badged events*):

Sport	Age	Date	Venue
<i>*Tag Rugby Fair Play Finals (mixed) Badged Event</i>	<i>Years 5/6</i>	<i>w/c 7<sup>th</sup> June</i>	<i>Aylesford Rugby Club</i>
<i>*Tag Rugby Finals (mixed) Badged Event</i>	<i>Years 5/6</i>	<i>w/c 7<sup>th</sup> June</i>	<i>Aylesford Rugby Club</i>
<i>*Disability Tag Rugby Finals (mixed) Badged Event</i>	<i>Years 5/6</i>	<i>w/c 7<sup>th</sup> June</i>	<i>Aylesford Rugby Club</i>
<i>*Key Steps Gymnastics Finals</i>	<i>Key stage 1/ 2</i>	<i>Thursday 24<sup>th</sup> June</i>	<i>Maidstone Leisure Centre</i>
Basketball (mixed)	Years 5/6	Friday 2 <sup>nd</sup> July	University of Kent, Canterbury
Netball (High Fives mixed)	Years 5/6		
<i>*Kent Schools Football Competition (boys) Badged Event</i>	<i>Years 5/6</i>	Friday 2 <sup>nd</sup> July	<i>University of Kent, Canterbury</i>
<i>*Kent Schools Football Competition (girls) Badged Event</i>	<i>Years 5/6</i>		
Tri-Golf (mixed)	Years 3/4	Friday 2 <sup>nd</sup> July	Canterbury High School
Multi-Skills Decathlon (mixed)	Infants		
Primary Athletics (mixed)	Years 5/6		
Sport Stacking (mixed)	Years 5/6		
Sport Stacking (mixed)	Years 3/4		
<i>*Kwik Cricket (mixed) Badged event</i>	<i>Years 5/6</i>	<i>Sunday 4<sup>th</sup> July</i>	<i>tbc</i>

## ELIGIBILITY

All competitors must be on the role of a Kent County Council educational establishment within the School Sport Partnership/District that they wish to compete for.

All competitors must meet the sports age and eligibility criteria - see individual Sport Rules.

A school will be selected to represent the School Sport Partnership following local selection/tournaments between schools.

All events are school v school. A school can only represent their partnership in one Kent Final event (the exception is where events are for different age groups e.g School A could compete in the year 5/6 Netball and year 3/4 Sport Stacking, but not Year 5/6 Netball and Year 5/6 Sport Stacking). In addition schools can compete in any number of *\*badged events* listed. If a school qualifies for more than one of the Kent Final events (in the same age group) through their heats at local level, they have the choice as to which sport to compete in at the finals. Local heats and trials events are to be made accessible to all young people who are eligible.

### Age

The age categories are specific to each sport. Exact categories will be shown on the individual rules.

In all cases it is the duty of Team Manager submitting the entry form to satisfy themselves of a competitor's eligibility.

## Welfare Plan

A Welfare Plan will be produced for the Finals and will include the following:

- Roles and responsibilities of personnel involved
- Minimum operating standards
- Reporting structure
- Security
- Registration guidelines – medical/parental consent
- Insurance
- Risk Assessment
- Health & Safety Policy
- Photography/media guidelines
- Codes of conduct for staff, participants, team managers and parents/spectators *[examples follow]*
- Disciplinary procedures
- Site plans
- Travel plan
- Volunteer and staff management

## Roles and Responsibilities

### Kent School Games Executive Committee:

The Committee comprises representatives from KCCs' Communities and Children, Families and Education Directorates, along with representatives of Directors of Specialism, Partnership Development Managers and Competition Managers.

Roles and responsibilities:

- Overall strategic direction and management for the Games
- Monitoring, evaluating the Games and planning for future events
- Directing the work of the Kent School Games Co-ordinator

### Kent School Games Co-ordinator:

Roles and responsibilities:

- Overseeing organisation of School Games Finals
- Strategic liaison with partners involved in organisation and delivery of the Games
- Working with the management contractor to assign health and safety, and welfare responsibilities regarding the Finals events
- Co-ordinating marketing and PR opportunities for the Finals

### Sport Specific Development Officers

Responsible for:

- Communicating rules and regulations
- Ensuring that the facility has been passed as 'fit for use' – i.e. have carried out facility risk assessment - on the day(s) of competition
- Providing a centralised 'command post' and information point, and where applicable, suitable and appropriate communications
- Providing sufficient and suitable Coaches, Officials, and Volunteers – this includes ensuring that the necessary personnel have been CRB'd etc
- Resolving all disputes regarding the events at the Finals

### School Sport Partnerships

Roles and responsibilities:

- Submitting entries within the stipulated deadlines (failure to do so will lead to schools not being entered to finals events).
- Complying with the event rules and regulations
- Ensuring that on the day(s) of competition – including trials – that all emergency procedures and any other facility protocols are adhered to
- Ensuring that contact and medical information is brought on the day(s) of competition for all competitors
- Ensuring that all adults supporting the team(s) on the day(s) of competition have completed proof of ID and self declaration paperwork
- Supporting monitoring and evaluation of the Kent School Games through supplying information to the Kent School Games Co-ordinator on request.

## Code of Ethics & Conduct

Sport can have a powerful and positive influence on people – especially young people.

Not only can it provide opportunities for enjoyment and achievement, it can also develop valuable qualities such as self-esteem, leadership and teamwork. These positive effects can only take place if sport is in the right hands – in the hands of those who place the welfare of all young people first and adopt practices that support, protect and empower them.

The reality is that abuse does take place in sport and in some cases coaches and other trusted adults in sport have been convicted. Every adult has a legal and moral responsibility to protect the young people and disabled adults in sport from abuse.

**Adopting best practice will help to safeguard young people and disabled adults from potential abuse as well as protecting coaches and other adults in positions of responsibility from potential false allegations of abuse. We all have a duty of care towards young and vulnerable performers and can help to protect them from abuse.**

As a member of the School Games team you will be a vital part of the development of individuals through improving their enjoyment and performance in sport.

This is achieved by:

- Identifying and meeting the needs of individuals
- Improving performance through a progressive programme of safe, guided practice, measured performance and/or competition
- Creating an environment in which individuals are motivated to maintain participation and improve performance.

You should comply with the principles of good ethical practice listed below:

1. You must respect the rights, dignity and worth of every person and treat everyone equally within the context of their sport, regardless of age, culture, gender, disability, language, racial origin, religious belief or sexual identity.
2. You must place the well-being and safety of the performer above the development of performance. You must follow all guidelines laid down by the sports governing body and must hold appropriate insurance cover.
3. You must develop an appropriate working relationship with performers (especially children), based on mutual trust and respect. You must not exert undue influence to obtain personal benefit or reward.
4. You must encourage and guide performers to accept responsibility for their own behaviour and performance.
5. You must hold up-to-date and nationally recognised qualifications as appropriate for the level of responsibility of tasks you are allocated to undertake.

6. You must ensure the activities you direct or advocate are appropriate for the age, maturity, experience and ability of the individual.
7. You should, at the outset, clarify with performers (and where appropriate with their parents) exactly what is expected of them and what performers are entitled to expect from their coach/teacher.
8. You should cooperate fully with other specialists (e.g. coaches, officials, sports scientists, child welfare professionals, doctors, and physiotherapists) in the best interests of the performer.
9. You should always promote the positive aspects of their sport (e.g. fair play) and never condone rule violations or the use of prohibited substances.
10. You must consistently display high standards of behaviour and appearance.

## The Spirit of the Games

Team Managers, Competitors and Spectators are reminded that:

- The emphasis is on the enjoyment of competing fairly. Team Managers should emphasise to team members that they are representing their schools and should behave accordingly.
- Team Managers are responsible for the behaviour of their team during the Games.
- No competitor should be entered who is known not to be eligible and the onus is on team managers and Local Organisers to ensure that all competitors are eligible to participate in the School Games.
- The emphasis is on enjoyment, competing fairly, and displaying a good standard of behaviour at all times.
- Winning at all costs is not encouraged and teams must play within the rules of the competition and the sport.
- No intimidation of referees or officials will be tolerated and competitors should accept all decisions, at all times, without argument.
- Foul and abusive language will not be tolerated. Offenders will be dealt with by the Organisers who have the power to stop the event in progress.
- Actively supporting all teams and exemplifying sporting fairness is encouraged.
- They should display good sporting behaviour at all times – No other standard of behaviour will be tolerated.

## Appendix - **Sports-Specific Tournament Information**

1. Athletics
2. Basketball
3. *Kwik Cricket (badged event)*
4. *Football (badged event)*
5. *Gymnastics (badged event)*
6. Tri-Golf
7. Multi-Skills
8. Netball
9. *Tag Rugby (badged event)*
10. Sport Stacking

# ATHLETICS

Mixed (years 5/6)

## Team Requirements

- A team consists of a minimum of 9 boys and 9 girls with a maximum of 15 boys and 15 girls. The competition is aimed at Years 5 and 6
- Each Athlete can compete in a maximum of 2 Track and 2 Field events (this includes relays).
- Athletes will be allocated a number or team letter, which must be pinned to their t-shirts.
- The competitors must remain seated in their base when they are not competing (safely).

## Team Eligibility

- All competitors must be attending primary schools and are to only compete for the School Sport Partnership their primary school is in.
- Those teams competing in the Sportshall Athletics Finals in March 2010 will be invited to compete in this event.

## Festival Format

- Each athlete can compete in a maximum of 2 track and 2 field events.
- Track and field events will take place simultaneously through out the competition.
- Field events – each athlete will be given 3 attempts with the exception of speed bounce.
- Athletes' performances are added together and ranked giving a combined boys and girl's total.
- For individual event rules, please see Event Guide (contact Pete Le Rossignol on the details below if you require an event guide).
- Team Sheets and Event Packs will be given to all teams that qualify in March 2010 (At County Sportshall Event).

EVENTS	BOYS	GIRLS
<b>RUNNING</b>		
Sprint – 75 metres	2	2
Sprint – 150 metres	2	2
Middle Distance – 600 metres	2	2
<b>JUMPS/AGILITY</b>		
Standing long Jump	3	3
Standing triple jump	3	3
Speed Bounce (20secs)	3	3
<b>THROWS</b>		
Vortex Mega Howler	3	3
Soft Hammer	3	3
Shot put 600grm	3	3
<b>RELAYS</b>		
4 x 50 metres relay	4	4
4 x 50 metres relay (Girl, boy, girl, boy)	2	2
Medley relay (50m, 150m, 50m, 150m)	4	4

## Scoring

- For each team, the athlete's performances will be added together to give a total and points allocated.

Those teams placed 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> will receive medals.

All participants will receive certificates of participation.

## Additional Information

### DATE AND VENUE

<b>VENUE:</b>	Canterbury High School (track & field)
<b>DATE:</b>	Friday 2 <sup>nd</sup> July 2010
<b>TIME:</b>	1pm – 4pm

Sport Manager/ SSDO/NGB Contact:

**Pete Le Rossignol**  
**Email: [plr@bordengrammar.kent.sch.uk](mailto:plr@bordengrammar.kent.sch.uk)**  
**Phone: 07838 122 568**

## BASKETBALL

Mixed (years 5/6)

### Team Requirements

- Teams consist of up to 10 players, with 5 players on court at a time
- Teams must have at least 2 of each gender on court at any one time (i.e. 2 boys and 3 girls; or 3 boys and 2 girls)

### Eligibility

- All competitors must be attending primary schools and are to only compete for the School Sport Partnership their school is in.

### Competition Format

- The principle of a round robin format, or appropriately sized pools leading to a knockout in the later stages will be followed.

### Sports Rules

Regular rules of basketball apply with the following exceptions:

- Each game will start with a 'jump ball'
- Tied games will result in two points for each team. Winning teams will get three points, losing teams will get one point.
- Teams not on court for the jump ball will result in zero points for the game. This is at the discretion of the court officials.
- 'Man-to-man' defence must be played at all times
- Substitutions may occur during a stoppage in play at any time
- Games will be played cross court using 8'6" hoops
- Referees and officials will call fouls. Their decision is final.
- All fouls will be taken out on the side lines (No Foul Shots)
- There is no limit to team fouls in each game
- Event organisers will have the final decision on any disputes.

### DATE AND VENUE

<b>VENUE:</b>	University of Kent , Canterbury (Sportshall)
<b>DATE:</b>	Friday 2 <sup>nd</sup> July 2010
<b>TIME:</b>	10am - 4pm

Sport Manager/ SSDO/NGB Contact:

**Graham Wilson**  
**Email: Wilson@hayesbrook.kent.sch.uk**  
**Phone: 01732 500600**

## \*CRICKET (badged event)

Mixed (years 5/6)

### Kent Kwik Cricket Festival Programme

- Please contact the Kent Cricket Board to discuss any specific issues.
- Please inform the KCB of any local arrangements that you have made.
- District festivals must be completed no later than **7** days prior to the county final.
- District festivals will identify **1** qualifying team for the finals event.
- Kent Kwik Cricket Festival is played to standard Kwik Cricket rules.
- A team must consist of **10** players, with **8** playing at any time. **At least 2 girls** must be playing at any one time.

### **Eligibility**

- All competitors must be attending primary schools and are to only compete for the Local Authority District or School Sport Partnership (not both) their school is in.

### **DATE AND VENUE**

<b>VENUE:</b>	<b>St. Lawrence Cricket Ground, Canterbury</b>
<b>DATE:</b>	Sunday 4 <sup>th</sup> July 2010
<b>TIME:</b>	10am start, 5pm finish

Sport Manager/ SSDO/NGB Contact:

**Heidi Coleman**  
Cricket Programmes Manager

**Kent Cricket Board**  
**St.Lawrence Ground**  
**Old Dover Road**  
**Canterbury**  
**Kent**  
**CT1 3NZ**

**Tel: 01227 473621**  
**Mobile: 07766 505597**  
**Email: [heidi.coleman.kent@ecb.co.uk](mailto:heidi.coleman.kent@ecb.co.uk)**

## **\*FOOTBALL (badged event)**

**Boys under 11's (Years 5/6)**

**Girls under 11's (Years 5/6)**

**Small Schools (with fewer than 100 pupils in Key Stage 2) (Years 5/6)**

*Kent Schools Football Association competition finals.*

*More information, rules, and timescales available from Kent Schools Football Association.*

### **Team requirements**

- *10 Players in the squad. 7 players on the pitch at any one time. 1 of which will be the goal keeper*
- *Shin pads must be worn.*
- *Suitable footwear must be worn (Astro/ 3G pitches)*
- *School years 5 and 6.*
- *All managers/school teachers/ AOTTS must be CRB checked.*

### *Team eligibility*

- *All competitors must be attending primary schools and are to only compete for the District Schools' Football Association their school is in. Districts SFAs will be responsible for staging their own tournaments to obtain champion schools for the finals of the Kent School Games – entry will be via these tournaments, not via those organised by SSPs (although SSPs may operate in conjunction with Districts SFAs where appropriate)*
- *All competitors should be in Years 5 or 6.*

### **Sports Rules:**

- *The competition shall be governed in accordance with the Rules and regulations of the Football Association*
- *The competition shall be sanctioned by the Football Association. The competition, all teams and players and other persons shall be subject to the rules and regulations of that association.*
- *3 Substitutes roll on roll off with the refs permission. All substitutes must have a period of play*
- *No offside*
- *A free kick is awarded to if a player commits an offence considered to be careless, reckless or using excessive force. All free kicks are direct.*
- *A penalty is awarded if the offence takes place in the penalty area.*
- *Throw-ins and corners will be taken as in normal 11 a-side*
- *Points shall be awarded as follows 3 points for a win, 2 points for a draw and 1 point for a loss.*
- *In the event of two or more teams being equal on points the team with the best goal difference shall take precedence. If teams are still equal the team scoring the most goals shall take precedence. If teams are still tied, kicks from the penalty spot will take place in accordance with the international Board of Decision contained in the Laws of the game.*
- *Three substitutes shall be permitted at any time during the game, with the referee's permission. Players may re-enter the game and all substitutes must have a period of play.*

*Goal keepers*

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- *Can not pick up the ball from a back pass*
- *Can kick or roll the ball out*

**DATE AND VENUE**

<b>VENUE:</b>	<i>University of Kent, Canterbury</i>
<b>DATE:</b>	<i>Friday 2nd July 2010</i>
<b>TIME:</b>	<i>10am - 4pm</i>

*Sport Manager/ SSDO/NGB Contact:*

***Phil Harding***  
***Kent Schools Football Association***  
***Email: phil@ksfa.freeseve.co.uk***  
***Phone: 07850154827***

## **\*Gymnastics (badged event)**

### **Boys and Girls**

#### **Key Stage 1 – Years 1 & 2**

#### **Key Stage 2 - Years 3 & 4**

#### **Key Stage 2 - Years 5 & 6**

The top team in each age category from the SSP Key Step events will qualify for the Key Step Gymnastics final.

#### **Team Requirements**

- 4 per team from the stated year groups.
- Teams should be mixed, with at least 1 boy.
- All children in the team must attempt all activities.

#### **Eligibility**

- Competitors may only compete for the School Sport Partnership their school is in.
- Participants must not be members of any competitive/development squads within a gymnastics club.
- The top team in each age category from the SSP events will qualify for the KSG final.

#### **Competition Format**

- Key Stage 1 will perform the 3 Key Step 1<sup>st</sup> Step disciplines
- Key Stage 2 will perform the 3 Key Step 2<sup>nd</sup> Step disciplines.
- The Body Management set routine will be performed as a team.
- The three top scores for each team on floor and vault will count towards the team total.
- A team mark will be awarded for the Body Management routine.

#### **Sports rules**

- The competition will be run in accordance with the English Gymnastics Key Step Programme.
- Routines will be judged in accordance with the rules set out in the Key Step resource pack.
- Dress: - 'T'-Shirt and Shorts or leotards; Bare feet. Long hair tied back.
- No Jewellery permitted.

The Key Step Gymnastics resource pack is available from British Gymnastics, or locally from Lynn Potter via the SSP PDM.

#### **DATE AND VENUE**

<b>VENUE:</b>	Maidstone Leisure Centre
<b>DATE:</b>	Thursday 24 <sup>th</sup> June 2010
<b>TIME:</b>	12.30pm – 4pm

Sport Manager/ SSDO/NGB Contact:

**Lynn Potter**

**Email: [lynn.potter@gymnasticsengland.org](mailto:lynn.potter@gymnasticsengland.org)**

**Phone: 07739 512206**

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## Tri-GOLF Mixed (Yr. 3/4)

### Team Requirements

- 10 in a team (5 girls/ 5 boys)

### Eligibility

- All competitors must be attending primary schools and are to only compete for the School Sport Partnership their school is in.

### Competition Format

- Scoring framework for festivals (Points System)
- All teams to compete in the following stations:
  1. Building Bridges
  2. Bullseye
  3. Bunker Stop
  4. Cliffhanger
  5. Dominos
  6. Drive for Show
  7. Finders Keepers
  8. High Five
  9. Three in a row
  10. Tunnel Ball
  11. Zone Ball
  12. Splash Down
  13. Treasure Island

### DATE AND VENUE

<b>VENUE:</b>	Canterbury High School
<b>DATE:</b>	Friday 2 <sup>nd</sup> July 2010
<b>TIME:</b>	1pm – 4pm

Sport Manager/ SSDO/NGB Contact:

**Carol McDonald**  
**Golf Foundation**  
**Email: [Carol@golf-foundation.org](mailto:Carol@golf-foundation.org)**  
**Mobile: 07765258110**

## Multi-Skills (Infants)

### Team Requirements

- 10 in a team (5 girls/ 5 boys)

### Eligibility

- All competitors must be attending primary schools and are to only compete for the School Sport Partnership their school is in.

### Competition Format

Event	Instructions	Scoring
Bean Bag Throw	<ul style="list-style-type: none"> <li>*Best of 3 throws</li> <li>*All throws must be kept within the coned area</li> </ul>	6m+ throw = 10 points 10m+ throw = 20 points 14m+ throw = 30 points
Speed Bounce	<ul style="list-style-type: none"> <li>*30 seconds</li> <li>*Total number of jumps over the line</li> <li>*Not counted if line is stepped on</li> </ul>	30 - 50 bounces = 10 points 51 - 75 bounces = 20 points Over 76 bounces = 30 points
Striking through cones	<ul style="list-style-type: none"> <li>*3 kicks each</li> <li>*Kick to goal 6m away</li> <li>*Goal 1.5m wide</li> </ul>	1 goal = 1 point
Throwing into hoops	<ul style="list-style-type: none"> <li>*5 throws each</li> <li>*The whole bean bag must land and remain inside hoop</li> <li>*Hoop diameter between 80cm and 100cm</li> <li>*Hoops placed at 2m, 4m and 6m</li> </ul>	2m = 10 points 4m = 20 points 6m = 30 points
Shuttle Runs	<ul style="list-style-type: none"> <li>*Transfer bean bags from one hoop to another over a 1 minute period</li> <li>*Children must only carry one bean bag at a time</li> <li>*Bean bags must be fully placed (not thrown) inside the hoop to be counted</li> <li>*Distance to hoop 8m</li> </ul>	1-8 bean bags = 10 points 9-11 bean bags = 20 points 12+ bean bags = 30 points
Standing Long Jump	<ul style="list-style-type: none"> <li>*Best of 3 jumps</li> <li>*Feet must be behind the start line</li> <li>*Finishing position to be held</li> <li>*Line must be completely cleared to be counted</li> </ul>	Up to 1.5m = 10 points 1.5 – 2m = 20 points 2m+ = 30 points
Clap and Catch	<ul style="list-style-type: none"> <li>*Use a medium sized ball (e.g. netball)</li> <li>*Throw ball into the air and clap</li> <li>*Count the number of catches made before it is dropped</li> </ul>	Up to 30 catches = 10 points 31 – 50 catches = 20 points 51+ catches = 30 points

Obstacle Race	<ul style="list-style-type: none"> <li>*Timed event</li> <li>*Mistakes must be corrected before moving</li> <li>*Total length of course 15m</li> <li>*Course: 1) Bean bag on head (3m) 2) Leave bean bag on floor and step through the hoop (2m) 3) Slalom football dribble (4m) 4) Carry the ball (4m) 5) Around the cone and back through the course.</li> </ul>	<ul style="list-style-type: none"> <li>Over 45 seconds = 10 points</li> <li>30 – 45 seconds = 20 points</li> <li>Under 30 seconds = 30 points</li> </ul>
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### Scoring

- For each team, the athlete's scores will be added together to give total points allocated.

Those teams placed 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> will receive medals.

All participants will receive certificates of participation.

### DATE AND VENUE

<b>VENUE:</b>	Canterbury High School (sportshall)
<b>DATE:</b>	Friday 2 <sup>nd</sup> July 2010
<b>TIME:</b>	1pm – 4pm

Sport Manager/ SSDO/NGB Contact:

**Paul Carney**  
**Canterbury Christ Church**  
**Email: paul.carney@canterbury.ac.uk**  
**Telephone: 01227 782877**

## NETBALL

### Mixed (Years 5/6)

#### Team Requirements

- This event is a **mixed sex** event
- A Squad will comprise of a minimum of seven and a **maximum of nine** players with five on court at any one time
- **The squad can contain up to 3 boys**
- The squad is made up with the following playing positions: - GS, GA, C, GD and GK as well as scorers/time keeper and centre pass marker.
- Team Managers must submit a completed rotation sheet (for a rotation sheet please contact Natalie Beckett on the details below) at the registration desk on the day.

#### Age Categories

- School Years 5 and 6 only

#### *High Five Netball*

• 5-a-side – normal court markings	• 7-9 players in a squad
• Size 4 ball	• Player rotation
• 2,74m (9ft) post	• Scorers/Timekeepers/Centre Pass Markers
• Pass or shoot within 4 seconds	

#### Competition Format

- Teams will be entered into a pool and compete in a round-robin format.
- Squad member's positions should be rotated after each game.
- Each player must play in a different position each match (shooting, centre, defending).
- A rotation pattern must be submitted before the tournament and followed by all teams.
- Rotation patterns will be spot-checked throughout the tournament, once patterns have been submitted they must be followed.
- No player should ever be off court consecutively.

#### Sports Rules

- Games will be played according to England Netball 'Summary of the High 5 Netball Rules', go to: [http://live.EnglandNetball.co.uk/The\\_Game/High\\_5/High\\_5\\_Rules.php](http://live.EnglandNetball.co.uk/The_Game/High_5/High_5_Rules.php)

#### DATE AND VENUE

<b>VENUE:</b>	University of Kent, Canterbury
<b>DATE:</b>	Friday 2 <sup>nd</sup> July 2010
<b>TIME:</b>	10am – 4pm

Sport Manager/ SSDO/NGB Contact:

**Natalie Beckett**  
**(Kent Netball Development Officer)**  
**Email: Natalie.Beckett@kent.gov.uk**  
**Phone: 01622 605057/ 07786191562**

## **\*TAG RUGBY (badged event)**

### ***Kent RFU TAG Festival Programme***

- *Local festivals and/or leagues will identify qualifiers for the finals days (where qualification is required).*
- *All festivals/leagues (held in line with guidelines) may supply qualifiers.*
- *Finals will be held in the week commencing 7<sup>th</sup> June 2010.*
- *Finals festivals will be held for the following categories:*
  - 1) Year 5/6 (mixed) local festival qualifiers*
  - 2) Year 5/6 local festival Fair Play winners*
  - 3) Year 5/6 disability (MLD) (mixed where possible).*
  - 4) Year 7/8 Girls*
  - 5) Year 7/8 disability (MLD) (mixed where possible).*
  - 6) Year 5/6/7/8 Discover Rugby (MLD/SLD)*
- *Local events must run in partnership with existing festivals where they exist.*
- *Local qualifying events are NOT limited to 1 event per School Sports Partnership.*
- *Local events (leagues/festivals) must be played according to the TAG Guidelines published on [www.kentrugby.org](http://www.kentrugby.org)*
- *Please call to discuss your local arrangements with the Kent Rugby Development Team (Matt Mitchell, Andy Pratt, Sylvia Taylor 01622 605060).*

#### **DATE AND VENUE**

<b>VENUE:</b>	<i>Aylesford Rugby Club</i>
<b>DATE:</b>	<i>Week commencing 7<sup>th</sup> June 2010</i>
<b>TIME:</b>	<i>10am registration - 5.30pm depart</i>

Sport Manager/ SSDO/NGB Contact:

***Debbie Park/Matt Mitchell***  
***Email: [deborah.park@virgin.net](mailto:deborah.park@virgin.net)/[mattmitchell@rfu.com](mailto:mattmitchell@rfu.com)***  
***Phone: 01622 605060***

***Kent Rugby Development Office:***  
***Sylvia Taylor***  
***Andy Pratt***                    ***01622 605060 / [office@kentrugby.org](mailto:office@kentrugby.org)***  
***Matt Mitchell***

## **\*TAG RUGBY (badged event)**

### ***Disability – Festivals and Discovery Rugby Event***

***Mixed (Yr. 5/6)***

***Mixed (Yr. 7/8)***

- *The disability playing events will be part of the Kent Rugby Football Union (KRFU) TAG Rugby Programme.*
- *Teams are invited to take part in either a Festival or a Discover Rugby event. The Festival is aimed at more physically able young people, with those unable to participate invited to take part in the Discover Rugby Event.*
- *Teams may be either from an individual school or consist of young players from schools within the partnership. **PDMs are urged to contact SENCOs in partner schools and to form teams.***
- *Sessional coaching may be available through Kent Rugby Development Unit to help prepare and/or assess suitability for the Festival/Discover Rugby event.*
- *The Festival format and rules will be essentially identical to the mainstream festival.*
- *The Discover Rugby Event format will largely depend on the number of young people registering to attend.*

#### **DATE AND VENUE**

<b>VENUE:</b>	<i>Aylesford Rugby Club</i>
<b>DATE:</b>	<i>Week commencing 7<sup>th</sup> June 2010</i>
<b>TIME:</b>	<i>10.00 am registration – 2.00 pm depart</i>

Sport Manager/ SSDO/NGB Contact:

***Debbie Park/Matt Mitchell***

***Email: [deborah.park@virgin.net](mailto:deborah.park@virgin.net)/[mattmitchell@rfu.com](mailto:mattmitchell@rfu.com)***

***Phone: 01622 605060***

***Kent Rugby Development Office:***

***Sylvia Taylor***

***Andy Pratt                    01622 605060 / [office@kentrugby.org](mailto:office@kentrugby.org)***

***Matt Mitchell***

# SPORT STACKING

## Mixed (Years 3/4)

## Mixed (Years 5/6)

### Team Requirements

- A squad shall consist of 4 stackers taking part in each of the 6 events.
- Teams shall be made up of 2 boys and 2 girls.
- One member of the team is the team captain and will determine the stacker rotation for each event.

### Eligibility

- All competitors must be attending primary schools and are to only compete for the School Sport Partnership their school is in.

### Competition Format

- 4 stackers will compete in each of the six events detailed below
- Order of Stack Meet Events
  1. Individual 3-3-3
  2. Individual 3-6-3
  3. Individual Cycle
  4. Doubles (cycle)
  5. Timed 3-6-3 relay
  6. Head to Head Relay (cycle)

### Sports Rules

- The ethos of the stack meet, is that teams judge themselves and each other, although outside volunteers are encouraged. This empowers the stackers themselves to take on the added responsibility of being judges for their match.
- The best of three 'tries' for each event are recorded in the 'best time' column by the acting judge.
- One individual event time per stacker is used for all 3 individual events
- One doubles event time sheet is shared by each pair.
- One relay event time sheet is share by two teams.
- Head to head relay events are judged by the team themselves. The #2 stacker from each team takes turns starting each race with command: 'Ready, get set, GO!' Team members from each team work together to count the total penalty points for their team during each race. At the end of each race, the team captains compare their teams penalty points to determine the winner of that race. The first team to win two races is the winner of this event.
- Stackers earn points for their team based on their finishing place in each event. All points are added together to give a team score.
- Places are determined by the best times in the 5 timed events and penalty points in the Head to Head Relay.
- Point equivalents for each place are listed below based on each event. Note that in the case of a tie in any event, the points for that place are to be divided among those involved (i.e. If 2 stackers tie for third place, each receive 1.5 points)

Individual Events	Doubles Event	Relay Events
1 <sup>st</sup> Place – 5 points	1 <sup>st</sup> Place – 5 points	1 <sup>st</sup> Place – 10 points
2 <sup>nd</sup> Place – 4 points	2 <sup>nd</sup> Place – 3 points	2 <sup>nd</sup> Place – 5 points

3 <sup>rd</sup> Place – 3 points	3 <sup>rd</sup> Place – 1 point	
4 <sup>th</sup> Place – 2 points		
5 <sup>th</sup> Place – 1 point		

Please see the Stack Meet Manual (available from Speed Stack's) which has further details on how to run an event. It also contains score sheets that can be photocopied, and plans on how to lay the space out most effectively. The website [www.speedstacks.com](http://www.speedstacks.com) also contains further tips and ideas, as well as video clips of how to do each of the 3-3-3, 3-6-3 & cycle stacks.

**DATE AND VENUE**

<p><b>VENUE:</b> Canterbury High School (School Hall)  <b>DATE:</b> Friday 2<sup>nd</sup> July 2010  <b>TIME:</b> 1pm – 4pm</p>
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Sport Manager/ SSDO/NGB Contact:

**Ron Parker & Sally Parker**  
**Email: [rj.parker@btinternet.com](mailto:rj.parker@btinternet.com)**  
**Phone: 01708349903**