

**Calvary Bible
Church
Awana Game Day
March 16, 2024**



Schedule of Events

9:00 Coaches meeting – to discuss

- Order of the day
- Responsibilities
- How the learning stations will run
- How the games will run
- Coaches awards

9:30 Clubber registrations – submit permission slips, direct to area for belongings/coats

10 am – Gather to assign teams

- Line up clubbers tallest to shortest and assign colors
 - Number of teams and make up will depend on participation
 - Hope to have 10 person teams, can accommodate 2 circles for a maximum of 80 clubbers
 - Teams will be mixed unless there are sufficient numbers for a T&T circle and a Sparks Circle
- Give Coaches 5 minutes to introduce themselves and meet clubbers

10:20am – move to stations to learn games (approx. 20min per station)

1. Cup Stacking
2. Bean Bag In and Out
3. Bean Bag Safari
4. Knock it down
5. Agility Race (if needed)

11:40am Move to square for lesson

12:00pm Start Games Event – all clubbers participate (unless they elect not to)

1:30pm Coaches Awards, Recognize Volunteers, Closing Prayer and dismiss for Pizza

2pm – event clean up begins!

WHO CAN PARTICIPATE?

Clubbers ages K-6 th grade (Awana Sparks and T&T) can participate. Minimum age 5 by Sept 30, 2023
Max age 13 by Sept 30, 2023.

AWARDS?

Participation patches will be provided for all participants. Each team will award 1-2 coaches awards to clubbers who demonstrated good sportsmanship, effort, and/or skill.

The WINNING TEAM will be allowed to be first in line for Pizza at the event

REGISTRATION

We ask all churches to register by March 17th. A link to registration can be found under the “Events” tab at www.cbcderry.org. A small registration fee will be applied per clubber to cover the cost of Pizza for the event. Event will be first come first served. We have a maximum number of 80 participants.

VOLUNTEERS

We will need additional adults/student leaders to serve as coaches and trainers for the event. Please contact Vicky and Scott Jardon (cbcderryawana@gmail.com) to sign up. There will be a coaches meeting about 1-2 weeks before the event.

CUP STACK

5 Player Heats (adjustments to be made on participation)

2-3 heats – ok to mix Boys/Girls

Scoring: If elect to score 1st place - five points

2nd place - three points

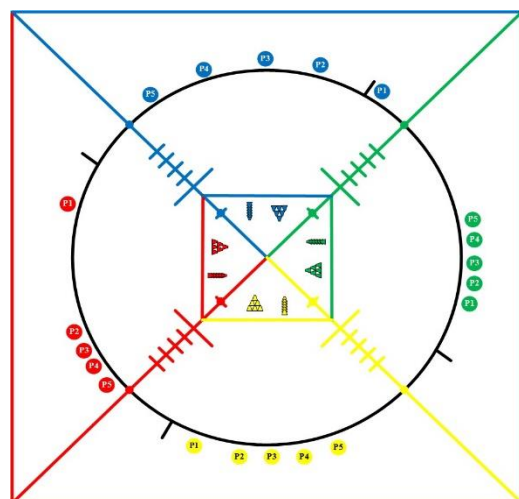
Equipment: four circle pins, four scoring pins, twelve colored cups per team.

Setup: The cups are split into two stacks of six; the left stack is upstacked, the right stack is downstacked. The two stacks are approximately one foot from the edge of the triangle; centered five feet apart.

When a player completes a stack, it must be entirely within the triangle; no portion of any cup may break the plane of the line edge. If a stack is fumbled the cups must remain within the team zone. No cup may be retrieved from another team's zone or outside the circle. Cups that fall outside the inner triangle and still within the team zone may be retrieved.

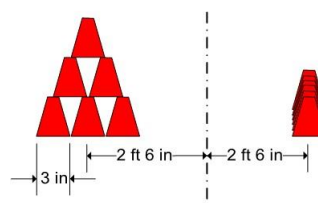
Players line up outside the circle. At the starting signal, the player 1, (furthest from the starting diagonal) runs in and downstacks the left stack, then upstacks the right stack. Player 1 then runs back to the circle and tags player 2. Player 2 upstacks the left then downstacks the right. Play continues always stacking the left stack first. When Player 5 completes upstacking the right stack, they then touch or tip the scoring pin. Players 1, 3, & 5 do downstack, upstack; players 2 & 4 do upstack, downstack.

- If a stack falls the player in the circle must restack it. For example, if the player turns to leave the triangle and bumps a stack with their foot, they must restack it prior to tagging the next player. If a stack was stacked unstable, and falls after the tag was made, the tagged player must restack the fallen stack, then proceed to stack the left stack followed by the right stack. If the wrong player restacks, the team is disqualified for that heat.
- If the scoring pin knocks over a stack, the team is disqualified. If the stack was a different team's stack the circle director will decide if a rerun of the other teams is required.
- If a stack crosses the triangle edge, it may be restacked in a correct location by the player that stacked it. Once the tag is made or the scoring pin touched, the stack cannot be corrected, and the team is disqualified.
- If a player stacks the right stack before the left stack, the team is disqualified.
- The stacks must be inside the triangle, with the left stack always to the left of the right stack. Players may move the stacks anywhere in the triangle during the course of their stacking (and recovering fumbles), but maintaining the left stack on the left.
- If a scoring pin is knocked over prior to completing the last stack, the team is disqualified.
- If a player steps over the circle line prior to being tagged, he/she must return behind the circle line with both feet before touching a cup.



Upstack

Downstack



BEAN BAG SAFARI

Three players each heat (may be adjusted due to participation)

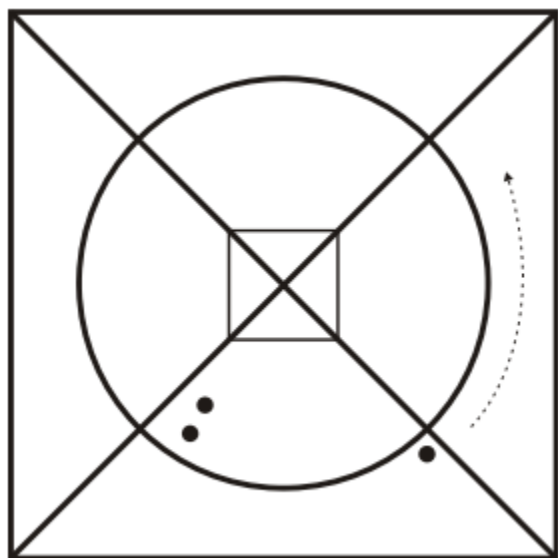
Play heats until all clubbers play (coed teams allowed).

1st place - four points 2nd place - two points

Equipment: Four circle pins, four beanbags, center pin and beanbag

First player is positioned at starting pin. The other two runners wait inside the circle within their team zone. Beanbag is placed on first player's head. At signal, player #1 runs around circle and passes beanbag to player #2, who places beanbag on his/her head and runs around circle. Player #2 passes beanbag to #3 who runs around circle, around player's starting pin, and into center for pin or beanbag. Player #3 must have beanbag on head until he/she crosses the circle line for the approach to the center pin. If bag falls off while player is running around circle, player may not touch bag with hands until it hits the floor. Player must then stop and place bag back on the head before continuing. While moving, player may not touch bag with his/her hands. Beanbag must be passed (handed off, not thrown) and placed on the next player's head within passing zone. After passing beanbag, player returns to team line. Hairstyles and accessories should not be used to enhance winning.

Sparky Safari Diagram



Bean Bag In and Out

Approx 10 players – may use entire team – two heats

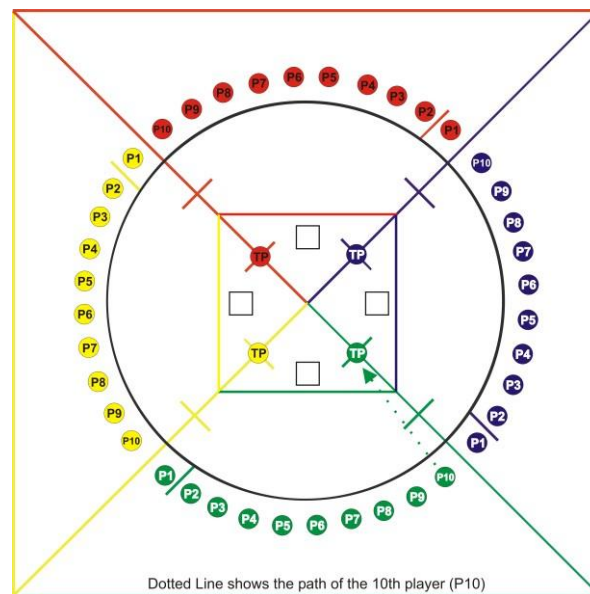
1st place - four points

2nd place - two points

You must use all members of your team in this event.

Equipment: Four small containers with beanbags already in containers, four circle pins, scoring pins

Players line up on their team's circle line. Container is set in team's small triangle, and the beanbag is already in the container. At signal, player #1 (farthest from his/her team's starting diagonal) runs to container, retrieves beanbag and brings it back to player #2. Player #2 runs to container and puts beanbag into container (for Sparks we use grace as to how they put it in), returns to team line and tags player #3. Players may not proceed into the circle before being tagged or given the beanbag. If a player does step over the circle line prior to receiving the bag or being tagged, the team is disqualified for that heat. Action continues until all players have participated. The last player with beanbag in hand runs towards the center (see diagram), touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins. The winners must retain possession of their beanbag while scoring.



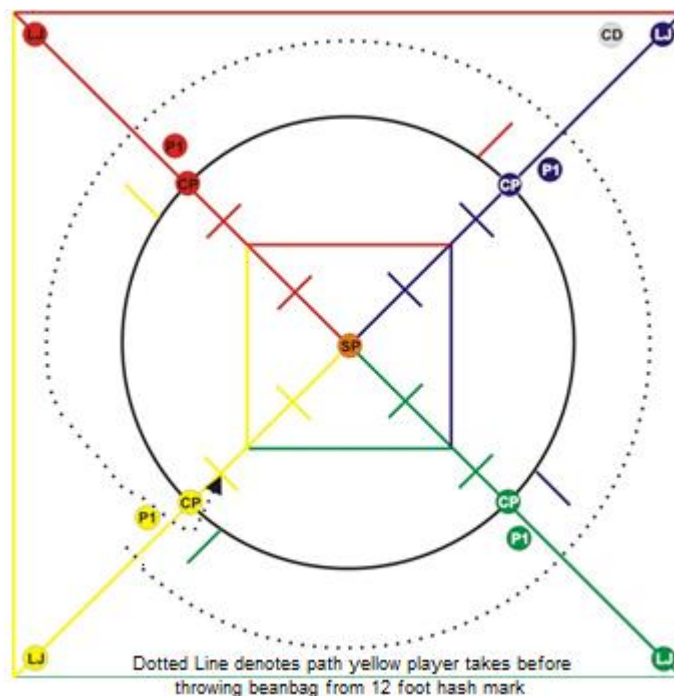
KNOCK IT DOWN

**Please note that Sparky positioning to bowl is used in this event (must pass pin – to minimize confusion)*
Number of heats determined by max # of players. If only two teams then will have runners on all 4 colors.

One point - each heat

Equipment: *Four beanbags*, center pin

The player stands outside the circle with the beanbag, just behind the starting diagonal. At starting signal, player runs one lap around the circle, and then goes around player's own circle pin. Can stand anywhere from 12 foot hash mark to circle. **(If they back up and knock down their own color circle pin, they are not disqualified. Their color pin is dead once they go around it without knocking it down and run to their 12-foot hash mark).** Standing behind the 12-foot hash mark, player tosses (either over or under hand) the beanbag at the center pin. First player to knock down center pin wins. Players retrieve their own beanbag and go back to their own 12-foot hash mark and continue play until one player knocks down the center pin. Beanbags going outside of team zone may be retrieved. If a player steps across the 12-foot hash mark when making their throw, that throw will not count, but the player is not disqualified. ***There will be a time limit for each heat of 60 seconds. If no one knocks down the center pin within 60 seconds from when the heat begins, time will be called and no points will be scored for that heat.***



AGILITY RACE (will be used if we find we need an additional game)

One player per heat

Number of heats determined by participation

Scoring: 1st place - three points each heat
2nd place - one point each heat

Equipment: four circle pins, four scoring pins on five-foot marks, and four pins on nine foot marks.

Each player in each heat starts at team starting line. Players proceed around each circle pin as well as pins positioned on ninefoot mark in center of each team zone (see Diagram). After completing one lap, player runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Player who knocks over any circle or center pin is disqualified.

Both players' feet must pass outside circle pins and inside center pins. Hands may contact the floor.

