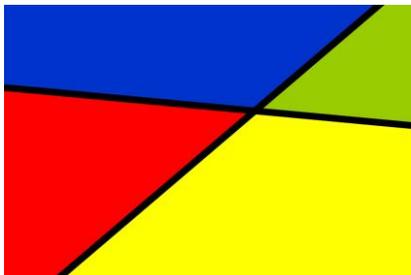


Revised for 2020

**Puget Sound Games
Sparks-a-Rama
Official Rules and Regulations**



**SW Washington
& the
Olympic Peninsula**



*Puget Sound Games
P.O. Box 301
Burley, WA 98322
AwanaGamesWVEC@gmail.com
253.256.3494*

Puget Sound Strategic Ministries (PSSM)

Thank you for participating in Puget Sound Games, sponsored by Puget Sound Strategic Ministries.

In 1999, seven men with a passion for the Awana ministry formed a nonprofit 501C(3) organization registered in the State of Washington with the primary purpose of supporting the Missionaries and the Ministries who share a common purpose. We continue with this passion, and as an organization we are committed to sponsor the Puget Sound Games, Bible Quizzing and Camp ministries by providing the leadership, facilities, insurance, materials and performing the necessary functions for successful ministries.

Our mission is *“Teaching and Training Youth with Biblical Truth”* Our goal is to teach Biblical truth to our youth and lead them in a meaningful and active relationship with God, through our Lord and Savior Jesus Christ. In faith, we step forward, to expand our earlier ministry of supporting our missionaries, and add to our ministry a special focus on facilitating the organizational structure to establish Puget Sound Games, Bible Quizzing and Camp.

How can you be a part of the ministry?

1. Pray for:
 - Kyle & Nancy Herr, our Awana Missionaries and Joel & Baily Easling, Awana Missionary Appointees, who advise and assist us with promoting and organizing our events.
 - The children who participate in all the events, that they will come to know and love the Lord Jesus Christ.
 - The adults who volunteer in each of these events. These volunteers make these events possible.
2. Provide support to PSSM, which provides scholarships to campers, assistance with event insurance, and assistance to Awana Missionaries.

TO FIND OUT HOW TO SUPPORT THIS MINISTRY GO TO: www.pssmnw.org

Revised for 2020 Highlighted in yellow.
IMPORTANT NOTE: This book may only be altered by the Puget Sound Games Western Washington Event Coordinator (AGWWEC). Any other alterations must be submitted to the AGWWEC for review to AwanaGamesWWEC@gmail.com .

SW WA & the Olympic Peninsula Awana Sparks-a-Rama List For 2020

1. **Sparky Pyramid Relay**
2. **Sparky Safari**
3. **Balloon Battle**
4. **Rabbit Hunt**
5. **Sparky Train**
6. **Roll-a-Rama Relay**
7. **Sparky Beanbag - In and Out**

SPARKS FUN DAY

Sparks-a-Rama is similar to an AwanaGames meet, but yet it's different. It's a day of fun for young children and a day of exciting participation with new friends. **Coaches, remember this is not a day of high-pressured competition.** Sparks-aged children are not ready for the keen rivalry of an AwanaGames meet. Don't expect or encourage them to compete as fervently as older boys and girls. Sparks play games for the fun of playing them. Winning can be one gratifying result of their team effort.

Sparks-a-Rama should also be a ministry to parents. It is an opportunity to present clearly the gospel of Jesus Christ. **Remind parents not to stress highly competitive attitudes with their children on this special day.**



INTRODUCTION

This manual is designed for Team Coaches, Circle Directors, Line Judges and Scorekeepers who will participate in an authorized Awana Sparks-a-Rama regional meet.

ORGANIZATION OF SPARKS-A MEETS

The number of circles used in a meet, the organization of the meet, and the assignment of teams depend on the number of teams competing and the size of the facility. The Puget Sound AwanaGames Event Coordinators have final authority to allocate space available for coed teams and to set registration requirements.

REGISTRATION PROCEDURES

REQUIREMENTS

1. Only currently registered churches are authorized to compete in Sparks-a-Rama meets.
2. The Sparks-a-Rama registration form accompanied by a registration fee is required. The fee covers part of the operating costs of the Sparks-a-Rama. All game equipment is provided. Until the registration fee is paid in full, a team is not considered to be "**officially registered.**" Teams are accepted on a "first-come, first-paid" basis. **No refunds will be issued to teams withdrawing their registration.**

PROCESSING REGISTRATIONS

Completed registrations will be accepted according to the order in which they are received. When all team lines on all circles available for the meet have been filled, additional team registrations may be asked to change to another Puget Sound AwanaGames event venue to balance out teams per circle or they will be accepted but may not obtain the desired color team line or they may have to modify the number on their team to balance the Game circle field of play.

TEAM ASSIGNMENTS

The procedure for team assignments to a particular team line/color or a particular circle (where there is more than one circle) will be specified prior to the meet via email. However, during the day of the event teams may be changed from their desired color team line due to low count teams or no-show teams. If their colored team shirt does not match or could present confusion for the Circle Director or Line Judges, each player of a team will be temporarily issued a colored bandana to match the team line they are assigned.

QUALIFICATIONS OF TEAM MEMBERS

1. All Sparky clubbers in 2nd grade or lower **who did not reach their 9th birthday by September 1** prior to the meet may participate.
2. All Sparks-a-Rama participants must have passed 10 sections this club year by day of the meet.
3. Teams may register for only one Sparks-a-Rama meet.
4. **Every Team member must bring a completed Parental Consent, and Concussion Form to participate in the Events.**

GENERAL INFORMATION

GOOD SPORTSMANSHIP

An important aspect of the Awana ministry is teaching good sportsmanship. Whether we win or lose is not as important as putting forth our best effort. Maintaining a friendly attitude at all times demonstrates that Christ can give peace and victory in every circumstance. No coach should destroy a Christian testimony by even one moment's display of poor sportsmanship.

Being a winner for the Lord is more important than winning a Sparks-a-Rama meet. We encourage all team coaches to enthusiastically motivate their team. However, one should not mistake enthusiasm for unsportsmanlike outbursts. Officials in all sports make “wrong calls,” but our officials are trained, devoted, impartial, born-again people who do their best to officiate according to Sparks-a-Rama rules.

Sparks-a-Rama affords Awana leaders an opportunity to display a charitable spirit under the pressure of competition. Many unsaved people may be observing. We need to watch our actions, and all coaches should remind themselves and their team that their testimony for Christ before others is of utmost importance.

Each team is awarded a sportsmanship point per event. For un-sportsmanship like conduct, sportsmanship points will not be given based on the decision of the Circle Director or Event Coordinator.

COMPOSITION OF SPARKS-A-RAMA TEAMS AND ROSTER SHEET

A team consists of a minimum of 10 players and a maximum of 12 players, of which at least three must be boys and three must be girls. Every player must participate in at least **three games**

The Team Roster sheet indicating name, grade in school, **age and date of birth** of each player, **as well as the names of the Team Coaches**, must be prepared by the Team Coach and submitted to the area event staff **at the Team Check-In table the day of the event**, according to the schedule set by the Puget Sound AwanaGames Event Coordinator.

The Pastor or Commander must sign the Team Roster Sheet attesting that the Team Coaches have had a favorable background check performed within the last two or three years by the sponsoring Church.

TEAM OUTFITS

Coaches are responsible to be sure that uniforms are respectable and in keeping with Christian standards of dress. Gym shoes must be worn by everyone on the playing floor. This includes Coaches, Line Judges, Circle Directors, and Team Members. Team Coaches should wear either their Awana uniform or the special uniform/T-shirt chosen for their team by their Awana Club.

INSURANCE

The Puget Sound AwanaGames Western Washington Event Coordinator does not carry insurance covering team members. All churches should obtain insurance information for church-sponsored activities so they can supply their own protection. The Team Coach must present, upon check-in, the **“Parental Consent and Release of Liability” form along with a WA State Concussion Form** with original parent signature. It is also recommended that the coach maintain a photo copy of the same form to have in his/her possession on the gym floor.

Extra players brought by a team on a “standby basis,” as well as those recruited from the stands to fill in short teams, must also have the **“Parental Consent and Release of Liability” form along with a WA State Concussion Form** with original parent signature.

The “Parental Consent and Release of Liability” form can be obtained from the Puget Sound AwanaGames Event Coordinator at the Coaches, Line Judges, and Scorekeepers area training events or on the Registration web site.

SPARKS-A-RAMA AWARDS

- Championship Banner – First Place Team per Circle
 - 1st Place – Medallions with special ribbons*
 - 2nd, 3rd & 4th Place – Medallions with ribbons*
- *Individual Puget Sound AwanaGames awards are given to all team players and two coaches, **maximum of 14 per team.**

SPARKS-A-RAMA DAY SCHEDULE

ARRIVAL TIME

Teams must arrive 60 minutes prior to the starting time of the meet. Coaches should check in immediately upon arrival. A coach from every team must bring a completed required Puget Sound AwanaGames Parental Consent form, as well as a signed Concussion form for each team member along with the Team Roster **signed by the Pastor or Commander**. (Have the names arranged in the same order.)

CIRCLE AND TEAM LINE LOCATIONS

No running or practicing on the circle, or inside the event facilities, is permitted before the meet begins. Teams will help reduce congestion if they go to their assigned staging area.

MEETING SPARKS-A-RAMA OFFICIALS

The Line Judges and the Circle Director will give last-minute instructions to team coaches and lead in prayer. Team coaches will be given opportunity to ask last-minute questions of officials before the meet begins.

FLAG CEREMONY

All team members should be instructed before the meet to stand and face the flag during the ceremony and to place their right hand on their chest over their heart at the given signal "Right-hand salute".

SPARKLE TIME

All team members on all circles recite/sing in unison:

SPARKS THEME SONG - "Sparks for Jesus"

SPARKS YELL

- | | | | |
|-------------|--------------------|-------------|-------------------------|
| 1. Leader - | Who are we? | 4. Sparks - | Jesus! |
| 2. Sparks - | Sparks! | 5. Leader - | What to do? |
| 3. Leader - | Who for? | 6. Sparks - | Light the world! |

SPARKS VERSE - John 3:16

GOSPEL PRESENTATION

While Sparks-a-Rama is meant to be exciting and fun, the purpose of all Sparks special events is to reach unsaved families and friends for Jesus Christ. A brief gospel message is given which is skillfully designed to appeal to adults, yet to be age-appropriate for Sparks and where unsaved parents and friends (as well as team members) are confronted with the plan of salvation. **This is a central focus of the meet**, since many parents, relatives and friends who might never attend a church-based Awana function may have their only opportunity to hear the gospel. It is most commonly done just prior to the start of the events, or at a "halftime" break during the event.

Recognition may also be given to Sparks for their outstanding achievements.

Coaches should instruct their team members to sit quietly without talking or whispering during the message and recognition time. Players are not permitted to leave their team line.

SPARKS-A-RAMA PERSONNEL

CHAIN OF COMMAND ON EACH CIRCLE

Team members should ask questions only of their coach. If the Coach has a question or comment, he/she speaks only to the Line Judge on his/her team line. If the Line Judge cannot answer the question satisfactorily, the Line Judge consults with the Circle Director. **Unless requested by the Circle Director, no team coach is allowed on the game floor to consult him at any time.**

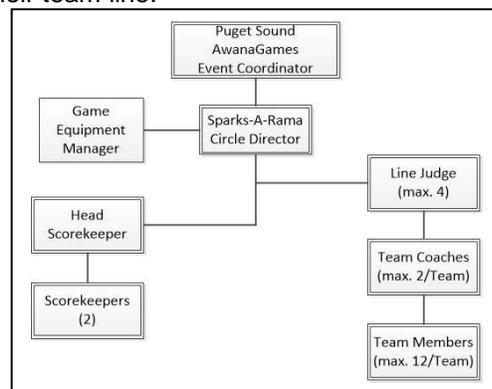
PUGET SOUND AWANA GAMES WESTERN WASHINGTON EVENT COORDINATOR & AWANA MISSIONARY

The Event Coordinator oversees the entire operation from planning through team registrations to supervision of the AwanaGames meet, and is advised by the Awana Missionary.

CIRCLE DIRECTOR IS RESPONSIBLE FOR:

- Coaches' meeting at start of meet
- Assisted by the Game Equipment Manager to setup events with correct equipment
- Declaring reruns
- Indicating event winners
- Circle operation after official start and coordination of Line Judges
- Scorekeepers' activities
- Final word on all matters not covered in written rules

LINE JUDGES



In each circle, four trained officials who are familiar with all Sparks-a-Rama games, rules governing each, and how to resolve tie events, tie heats, or tie score, assist the Circle Director in watching for false starts, broken rules, fallen pins, interference, etc.

OFFICIAL SCOREKEEPERS & HEAD SCOREKEEPER

Two individuals in each circle record the scores for each event as reported by the Circle Director. They are monitored by the Head Scorekeeper who can supervise up to four Scorekeepers across two circles.

OFFICIAL STARTER

He gives the starting signal for all circles at beginning of most events or heats.

TEAM COACHES

Two coaches are required for each team. Team coaches are **not** permitted in the playing area any time during the Sparks-A-Rama meet, except to position players for the next event. They must give directions from the sidelines only, unless event rules state otherwise, out of the way of players and Line Judges.

1. Coaches may ask their teams' Line Judge to review a decision with the Circle Director.
2. A coach may be asked to leave the game square when the Circle Director considers it necessary.
3. All Coaches are advised and encouraged to attend the Sparks class at the area AwanaGames Coach/Line Judge/Scorekeeper training session.
4. All coaches must remain behind their team line at all times while Sparks-a-Rama events are in progress, unless event rules state otherwise.

GENERAL RULES/DEFINITIONS – (Arranged alphabetically for quick reference)

ADHERENTS

No adherents are permitted on gym shoes, including everything from professional adherents to wet cloths. No cloths will be allowed on the gym floor. Violators will be disqualified. The best safety measure is a good pair of gym shoes with a clean tread.

BALLOONS

Nine to eleven inch balloons are inflated to about eight inches in diameter.

CENTER BEANBAG

In game events that finish in the middle of the circle, and which have second place; a beanbag is placed on the intersection of the two diagonal lines with the center pin on top of or next to it. At the conclusion of the event or heat, second-place points are awarded the team of the player who has possession of the center beanbag (see *General Rules* "Possession").

CENTER PIN

In events that finish in the middle of the circle, a game pin is set at the intersection of the two diagonal lines. (It is placed on top of or next to the center beanbag when first- and second-place points are to be awarded.) First-place points are awarded the team whose player has **possession** of center pin at end when the Circle Director awards positions. (see *General Rules* "Possession"). It is recommended that 6 oz. of sand be added to each pin.

CIRCLE PINS

(See Game Circle Diagram) All circle pins must be passed with both feet outside the circle in all running events. No jumping of pins is allowed. If a pin has fallen, that point on the circle normally marked by the pin must be passed with both feet outside the circle as if the pin were in its proper place. (Players may cut inside the circle between circle pins, but they must be outside the circle at each pin). Players knocking over a circle pin during a game disqualifies his/her team for that event or heat. It is recommended that 6 oz. of sand be added to each pin.

DISQUALIFICATION

A team may be disqualified by the Circle Director and/or Line Judges at any time during an event for one or more of the following reasons:

1. Touch the Scoring Pin with anything other than the players' hand.
2. Unnecessary roughness or other poor conduct.
3. Knocking over a circle pin.
4. Causing interference to other players.
5. Breaking other game rules not listed here, but described elsewhere in this manual.
6. Play which is not according to the spirit of the game (see *General Rules* "Spirit of the Game").

Teams are not disqualified if a player steps outside of the game square during a running event.

Coaches should instruct players to go all the way into the center for each event — no matter if they think they will score or not — because the apparent winners may have been disqualified.

FALSE START

The Circle Director and Line Judges will call a “false start” **when any players’ feet display any forward movement before the starting signal**. The event in that circle is brought to a halt as rapidly as possible, and then restarted by the Circle Director. Two false starts in one event or heat by a single team disqualifies that team from that event or heat. The remaining teams will be restarted for that event.

FLOOR MARKINGS

Lines are marked on the floor with tape. The width of the tape provides a margin for error in games, which use tape boundaries. If any player’s foot protrudes beyond the tape in these games, his/her team will be disqualified for that event or heat (See Game Circle Diagram).

INTERFERENCE

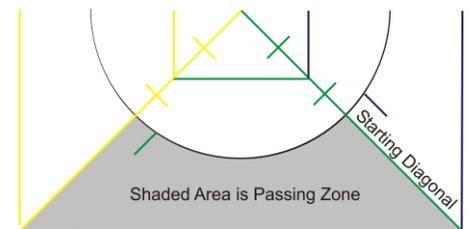
The Circle Director and Line Judges may declare “interference” if, in the opinion of these officials, a team’s fair chance of winning is impaired by something other than normal breaks and hazards of the game. This includes hampering of teams’ or players’ progress by someone other than players participating in a particular event or heat, such as officials, spectators, coaches, and nonparticipating players of opposing teams. When a player or coach causes interference, his/her team will be disqualified from that event. Interference may also be called when players’ progress is hindered by foreign matter or water on the floor. When interference is called, the Circle Director may declare a rerun.

PARTICIPATION

All players must play in a minimum of three events.

PASSING ZONE

In the Relay event (Sparky Safari), the animals must be passed within that section of the circle contained within the team zone assigned to each team (see Diagram). Passing the beanbag in any other zone — including passing it over a starting diagonal — disqualifies that team for that event.



POSSESSION

In events using the center pin and center beanbag to determine the winners, the player must have possession of the center pin or center beanbag to be awarded points. Touching the pin or beanbag is not enough. However, if the player who has possession of the center pin or center beanbag has been disqualified, the next player into the center will be awarded points (see *General Rules* “Winner of Event”).

PRACTICES

In preparing for the AwanaGames, practices are recommended. Each team is allowed an unlimited number of practices in preparing for the AwanaGames meet, prior to the day of the event. **No running or practicing on the circle, or inside the event facilities, is permitted before the meet begins.**

RERUN

A rerun of an event or heat will be held for interference calls. A rerun is also in order when, in the opinion of the Circle Director and Line Judges, the awarding of points cannot be determined fairly.

A team will not be allowed to participate in the rerun if:

1. Any of its players were the cause of an interference call, **or**
2. The team had already been disqualified for a violation previous to an interference call or other situation requiring a rerun (see *General Rules* “Interference”).

SCORING

The scoring for each event is stated in the game rules. The Circle Director in consultation with the Line Judges determines who the winners are and reports to the scorekeepers. Players should not leave the circle or give up possession of the center pin, beanbag, or put down color scoring pin until the Circle Director has determined team standings.

SCORING PIN AND BEAN BAG

The Orange Game pin and Striped Bean Bag are set at the center of the game circle, which are to be grabbed or touched by the player’s hand(s) only. Sparks should hold the pin or bean bag until the Circle Director or Line Judge requests these items from the players once they have determined the scoring teams. (See details of Disqualification section above).

SPIRIT OF THE GAME

When a team deliberately stretches existing rules to play a game differently from that planned by the national event committee, the spirit of the game has been violated. The Circle Director and Line Judges will declare the team disqualified for that event or heat, even though the team may have followed the letter of the rules as written.

STARTING DIAGONAL

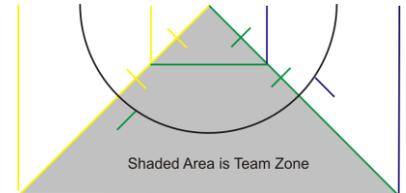
(See Game Circle Diagram) Events, which are run around the circle, will be started with the player outside the circle and behind the starting diagonal for his/her team color. All running events are run in a counterclockwise direction.

STARTING SIGNAL

When each team is ready, the judge on that line signals the Circle Director. When all Line Judges in a circle have indicated their teams are ready, the Circle Director signals the official starter. When all Circle Directors have signaled, the official starter will start the event.

TEAM LINES

(See Game Circle Diagram) Red, blue, green, and yellow lines forming a square outside the circle give team boundaries. Players not participating in an event must stay seated behind these lines.



TEAM ZONE

The triangle within the square, bounded by the team line (or circle line) and the two diagonal lines, forms the team zone.

TIE GAME (EVENT) OR TIE HEAT

When two teams, in the decision of the Circle Director, gain possession of the center pin or center beanbag at the same instant, a tie is declared.

If it is a tie for first place in a game having second place, first- and second-place points are added together and split, eliminating second place. If it is a tie for second-place, the points are split. Should this result in a half-point, the half-point is set-aside until the end of all events and is used to break a final tie.

TIE SCORE

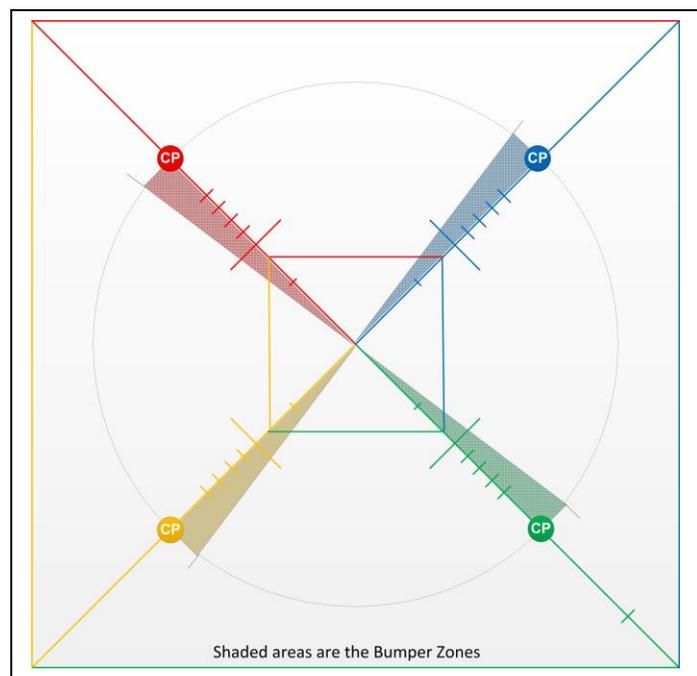
When two or more teams are tied at the end of the last event, the tie may be resolved by playing one heat of the **Event #7 Sparky Beanbag - In and Out** – coaches choose who plays.

WINNER OF AN EVENT WHEN USING CENTER PIN AND CENTER BEAN BAG

The Circle Director declares the winner(s) of each event. He may consult with the Line Judges to determine the winner. Players must hold the center pin or center beanbag until the Circle Director indicates which teams have won unless utilizing scoring pins. If the player holding the center pin has been disqualified, the player with possession of the center beanbag will receive first place points. If the Circle Director can determine the third place player, that player will be awarded second place points. If the player with the center beanbag is disqualified, the Circle Director will award second place to the third place player. Where it is not possible for the Circle Director to determine the winner, he may call for a rerun.

BUMPER ZONE

The Bumper Zone is the area to the right of a Circle Pin in the adjacent Team Zone. This area shall remain unobstructed to allow teams to run around their Circle Color Pin and into the center for defined play. The line perpendicular to the circle placed 4 feet from each team diagonal line identifies the beginning of the Bumper Zone.



SPARKS GAME EVENTS

EVENT 1—SPARKY PYRAMID RELAY

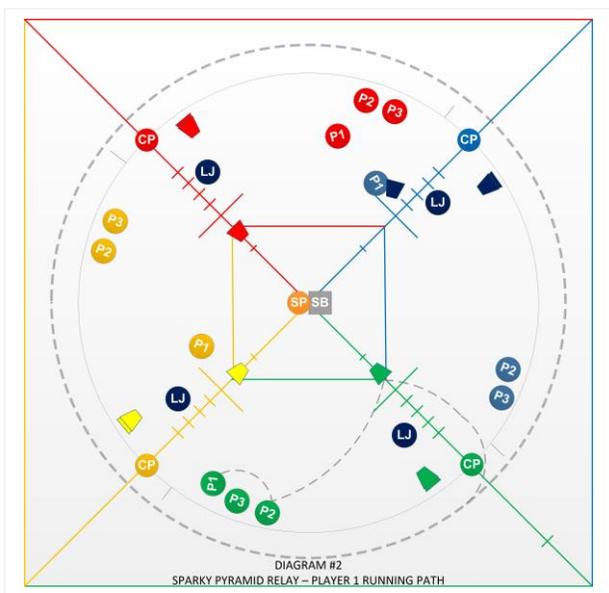
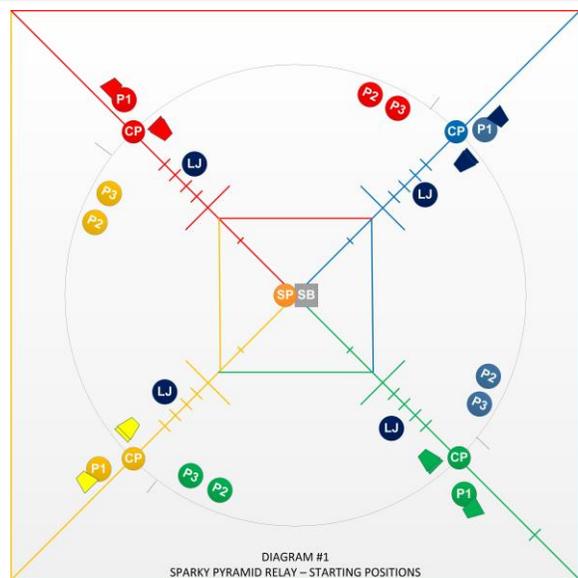
6 players - 2 heats Heat 1: 3 Girls Heat 2: 3 Boys

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

Equipment: 3 Jumbo Speed Stack Cups per team down stacked on the circle line to the left of the intersection of the team diagonal and circle line, circle pins, center scoring pin, striped bag.

Player 1 (P1) lines up at the team diagonal holding a Jumbo Stacking Cup ready to run around the circle. The remaining two players, from each team, line up standing **inside the team's circle line in relay position, near 4 foot bumper mark but outside of the Bumper Zone**. The remaining cups stay down stacked (See Diagram #1).

P1 runs one lap around the circle while holding the Jumbo Cup. P1 continues around their color team's circle pin and into the circle to place the jumbo cup **on the 7 foot triangle corner & team's diagonal line**. P1 then runs to their team and **hand-tags** Player 2 (P2) and then P1 sits down next to Player 3 (P3) inside the circle (See Diagram #2).



After being tagged, the P2 grabs the second Jumbo Cup from the team's stack and runs one lap around the circle while holding the Jumbo Cup. P2 rounds their color team's circle pin and runs into the circle to place the Jumbo Cup next to the first Jumbo cup on the **on the 7 foot triangle corner & team's diagonal line**. P2 then runs to their team, **hand-tags** the P3 and sits down in their original starting position.

After being tagged, the P3 grabs the remaining Jumbo Cup from the team's stack and runs one lap around the circle while holding the Jumbo Cup. P3 rounds their color

team's circle pin and runs into the circle to place the Jumbo Cup on the top of the first two Jumbo Cups **on the 7 foot triangle corner & team's diagonal line** to form a pyramid (See Diagram #3). P3 then runs into the center for the center scoring pin or striped beanbag.

The first two teams to successfully stack all three cups and possesses the center scoring pin or striped bag wins.

If a player accidentally knocks down their teams stack while placing the Jumbo cup into position, they are allowed to restack the Jumbo cups prior to sitting down or scoring. If a player drops a Jumbo Cup while running they must stop and pick it up and resume play. **If any player doesn't go around the circle pin or if they do not hand-tag the next player, the Line Judge will interrupt play to have them fix their error.**

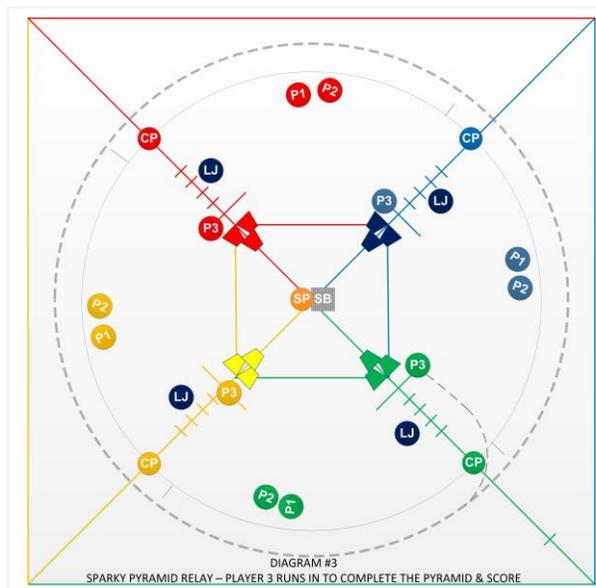


DIAGRAM CODES: CP=Circle Pin, TP=Team Scoring Pin, SP=Center Scoring Pin, SB=Striped Bag, LJ=Line Judge, CD=Circle Director, CH=Coach, P1= Player 1, P2=Player 2, etc.

EVENT 2—SPARKY SAFARI – WITH ANIMALS

8 players - 2 heats Heat 1: 4 Sparks Heat 2: 4 different Sparks

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

Equipment: Four circle pins, sixteen 6-10 inch stuffed animals, 4 small plastic baskets as “cages” positioned upside down, center pin and beanbag.

First player is positioned at starting pin. The other three runners wait standing **inside the team’s circle line in relay position, near 4 foot bumper mark**. Each player has a stuffed animal. At signal, Player #1 runs around circle and hands-off stuffed animal to Player #2, who runs around circle with two stuffed animals. Player #2 hands-off two stuffed animals to Player #3, who runs around the circle with three stuffed animals. Player #3 hands-off three stuffed animals to Player #4, who runs around the circle with four stuffed animals and **then around their color team circle pin**, and to the ‘animal cage’ (small basket turned up-side-down) located at the outside middle of the teams inner triangle. **Only Player #4 may handle the “cage” when placing the animals inside. Other team players cannot help “fill the cage”.** **Player #4 then runs into the center for center pin or striped beanbag.** All parts of the animals must be completely in the ‘cage’ with no parts sticking out from under the bottom. The ‘cage’ must be flat on the floor (it is okay if parts of the animals are sticking out holes of the ‘cage’). If a player drops an animal while running around circle, player may pick up the animal and continue. The animals must be completely handed-off within team passing zone (see *General Rules* “Passing Zone”), or the team is disqualified. Animals must be handed-off (given, not thrown) to the next player. After passing the animal(s), **players sit down inside the circle, outside the bumper zone, so as not to cause interference with other team players running around the circle. At the start of the event, the plastic basket is upside down.**

No animals were harmed in the making of this game.

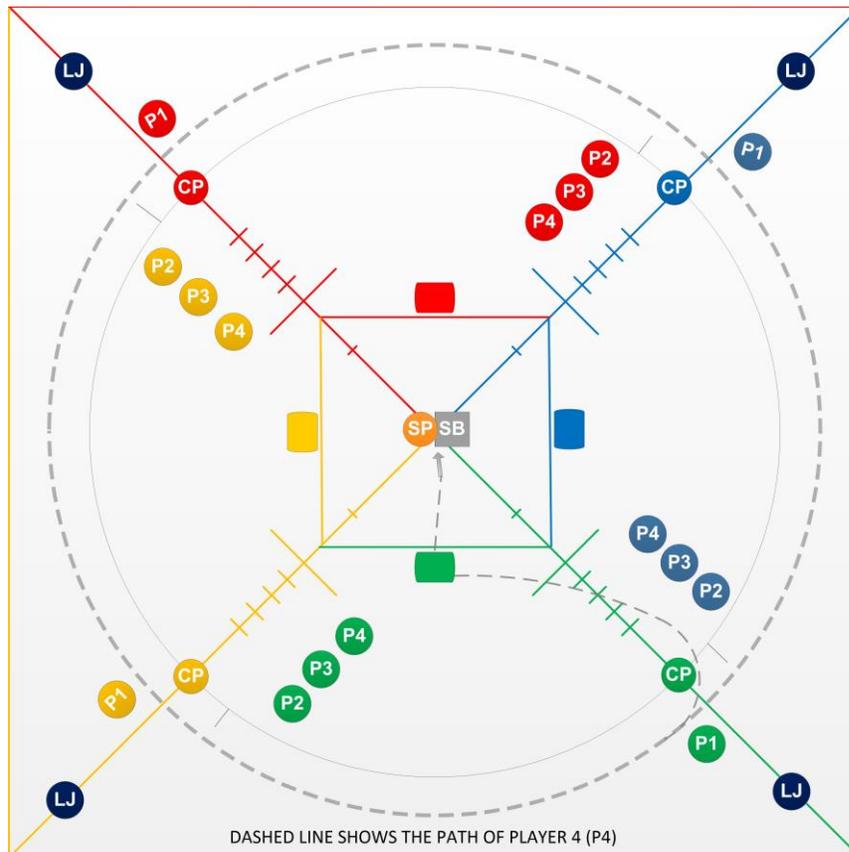


DIAGRAM CODES: CP=Circle Pin, TP=Team Scoring Pin, SP=Center Scoring Pin, SB=Striped Bag, LJ=Line Judge, CD=Circle Director, CH=Coach, P1= Player 1, P2=Player 2, etc.

EVENT 3—BALLOON BATTLE

10 players; two heats

Maximum of Five players (girls and/or boys) per heat

Scoring: 1st place (lowest number of units) - six points
2nd place (2nd lowest number of units) - four points
3rd place (3rd lowest number of units) - two points

Equipment: two nine-inch balloons, two sixty-foot lengths of lightweight rope

One coach from each team holds rope stretched from circle line to circle line and stands at the intersection of the circle and diagonal line, making visible boundaries to help players stay within their team zones. (Balloons can either go over or under the rope but only counts a point wherever it touches the floor.)

Players stand anywhere within their own team zone. Circle Director holds balloons and stands near the circle center. At signal, balloons are tossed into air. Players bat balloons with their hands to keep them from touching the floor in their team zone. Players may not hold balloons or step out of their team zone. When a balloon touches floor within a team's zone, that team receives one point. There is a **60-second** time limit for each heat. Circle Director starts new heat in center of circle. If a balloon lands outside of team zones, **Circle Director or Line Judge restarts play from near circle center continually until time limit ends.** Players may participate in only one heat.

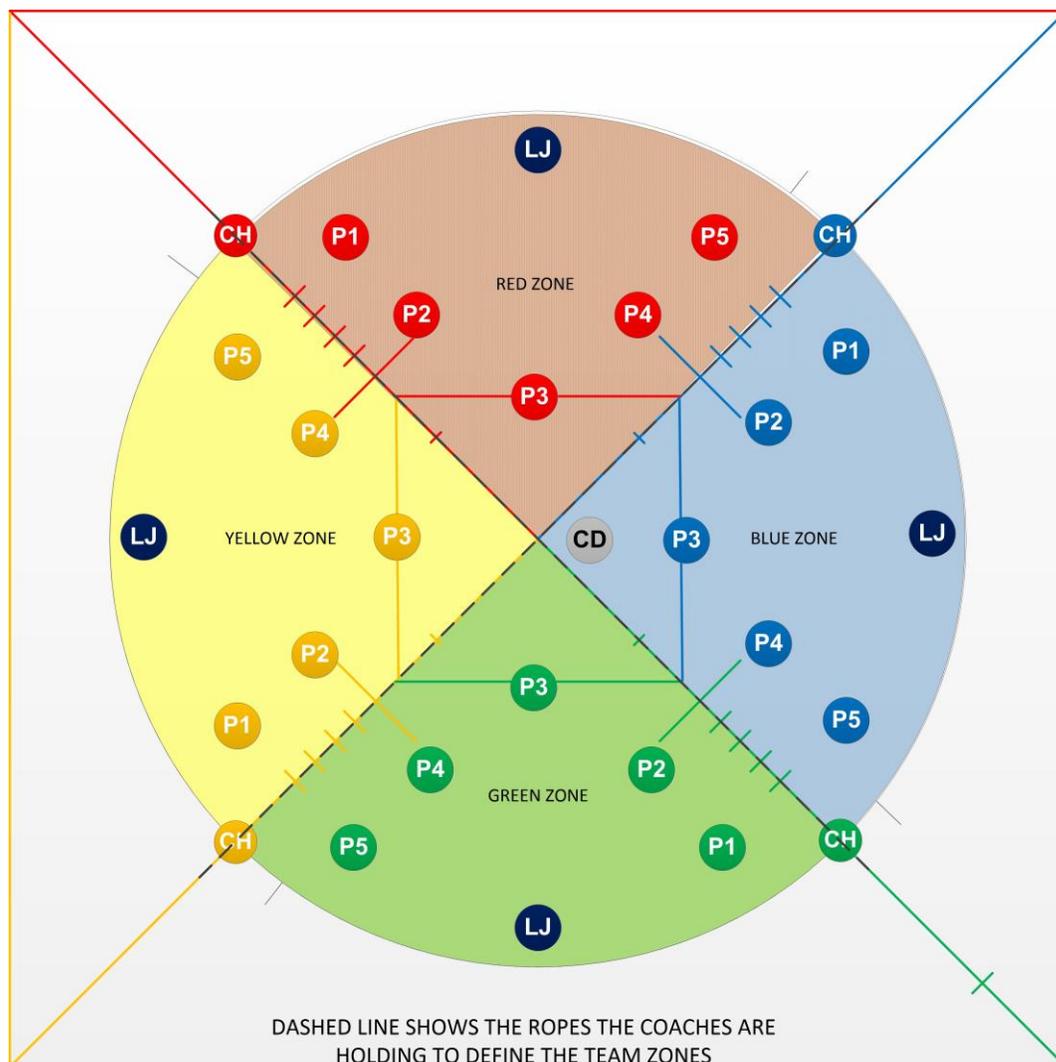


DIAGRAM CODES: CP=Circle Pin, TP=Team Scoring Pin, SP=Center Scoring Pin, SB=Striped Bag, LJ=Line Judge, CD=Circle Director, CH=Coach, P1= Player 1, P2=Player 2, etc.

EVENT 4—RABBIT HUNT

10 players; four heats

Scoring: 1st place - six points
2nd place - four points
3rd place - two points

Equipment: two foam sport balls

One team (Rabbits) moves anywhere within the circle. The three other teams (**Hunters**) **position themselves evenly anywhere around the outside circle.** At signal, Hunters toss foam balls, trying to hit Rabbits. When hit **anywhere on the body**, Rabbits leave circle, returning to their team line. Rabbits are disqualified if they step outside circle before being hit. Hunters may not step inside circle while tossing ball. Action stops after **30 seconds**; rabbits still in circle are counted. Play is repeated until all teams have had a turn to be Rabbits. Team with the most Rabbits left in the circle wins. The ball is considered “poison” and is **untouchable** by any team player inside the circle.

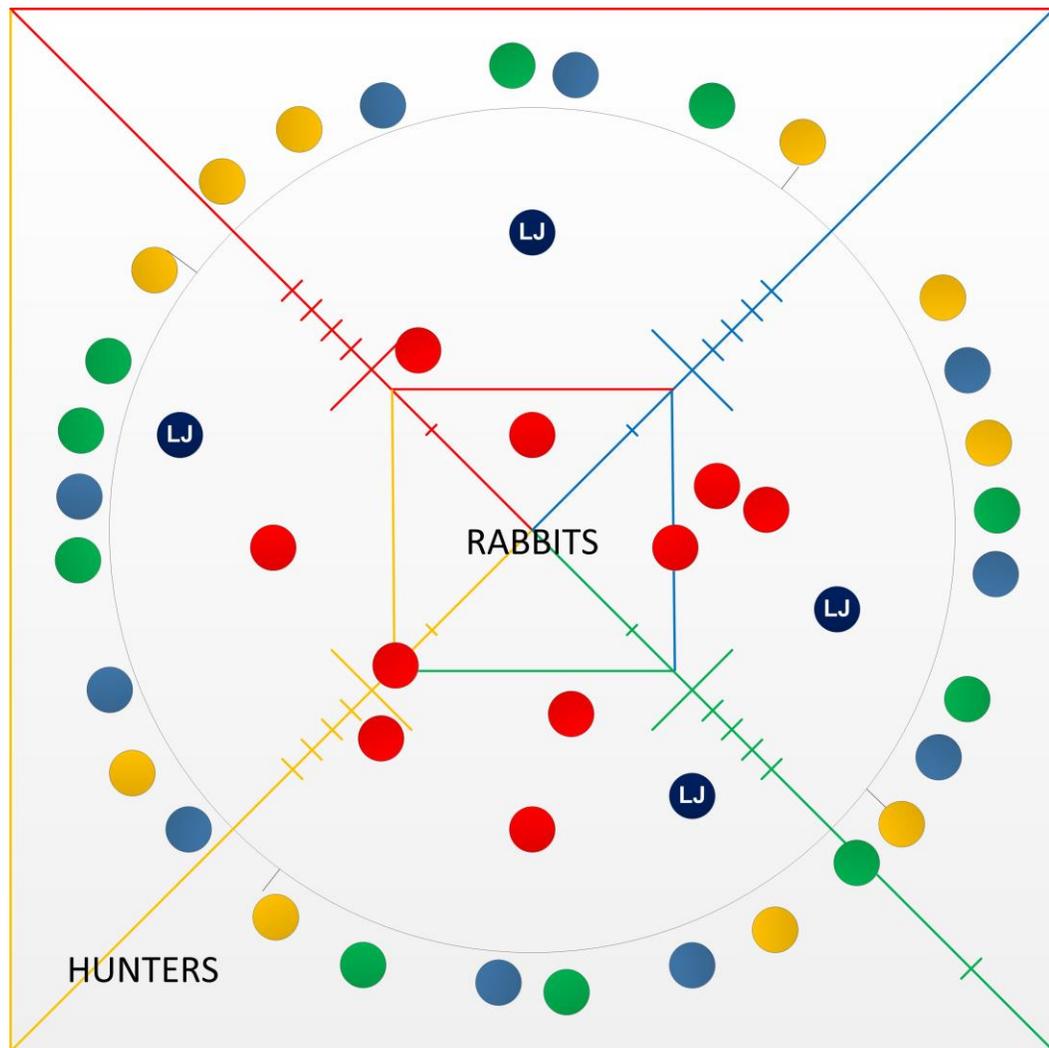


DIAGRAM CODES: CP=Circle Pin, TP=Team Scoring Pin, SP=Center Scoring Pin, SB=Striped Bag, LJ=Line Judge, CD=Circle Director, CH=Coach, P1= Player 1, P2=Player 2, etc.

EVENT 5—SPARKY TRAIN

10 players; two heats

1st heat - five players (one lap each)

2nd heat - five different players (one lap each)

Scoring: 1st place - four points

2nd place - two points

Equipment: Four circle pins, center pin and beanbag, two 6 ft swimming noodles per team*

Players line up behind one another outside their circle line, as pictured on diagram. **Using hands, each player grasps the Noodle on left and right side of players to form a train.** At signal, train runs around circle. If train becomes disconnected (player loses hold of the noodle), train must stop, rejoin its players, and then continue. When all five players cross the starting line, the last player separates from the train and runs into the center for center pin or beanbag.

*All players must be holding the noodles while running around circle. If they come unattached, train must stop and all players must grab noodles before continuing around circle.

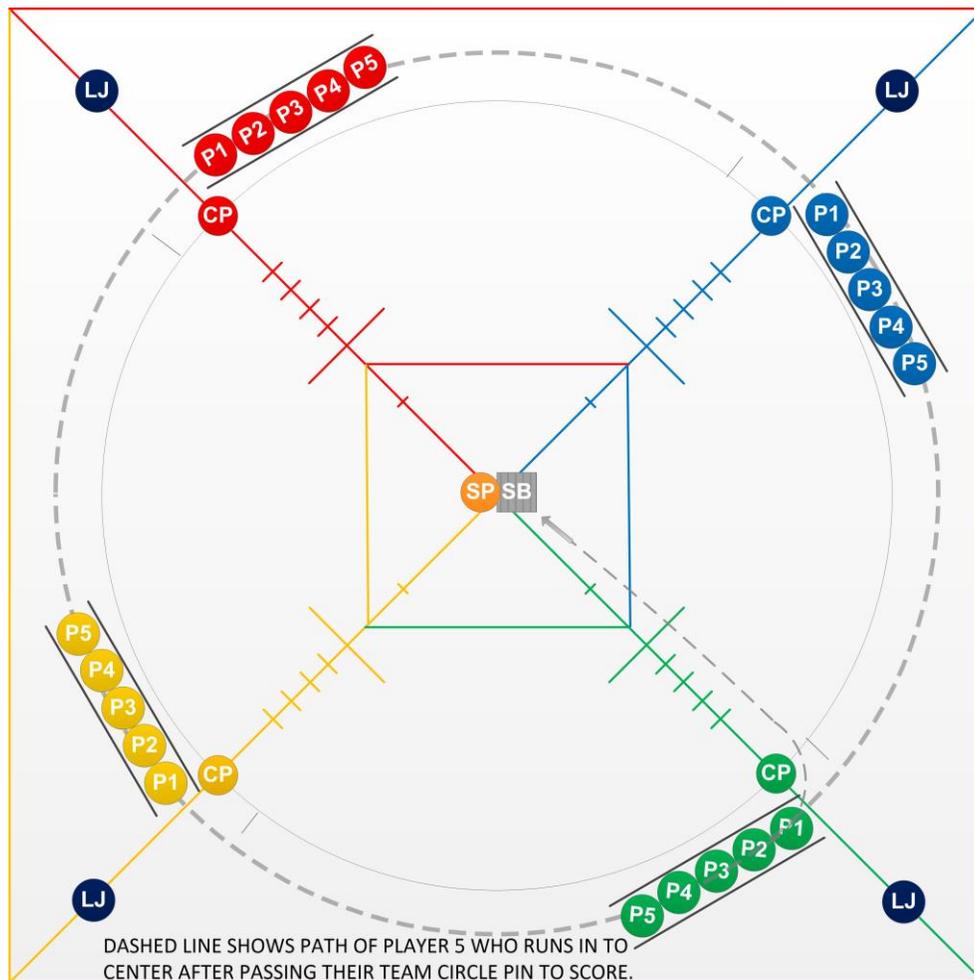


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EVENT 6—ROLL-A-RAMA RELAY

10 players; two heats

1st heat - 5 girls; 2nd heat – 5 boys

Scoring: 1st place - four points; 2nd place - two points

Equipment: Four rubber playground balls (8 to 8.5 inch); center pin & striped bean bag

A rubber playground ball is provided to Player #1 of each team. Player #1 kneels, with both knees on the floor, inside the team's center triangle. The four other players line up, also on their knees, along the outside of their team's circle line. Player #1 holds the ball in her/his hand.

At the starting signal, Player #1 rolls the ball to Player #2 (who is farthest from the starting diagonal) **without their body crossing the center triangle lines**. Player #2 rolls the ball back to Player #1, who then rolls the ball to Player #3. Player #3 rolls the ball back to Player #1, who then rolls the ball to Player #4. Player #4 rolls the ball back to Player #1, who then rolls the ball to Player #5. When **Player #5 receives the ball, Player #5 HOLDS the ball and he/she immediately stands up in place**. After **Player #5 stands up, this shows Player #1 to standup and run out** toward their team circle pin, run around the pin and return to the center of the circle, **without the ball**, to capture the center pin or beanbag. The player with possession of the center pin wins 1st place and the player with possession of the striped bean bag wins 2nd place.

Players #2, #3, #4 or #5 may not cross, with knees or feet, over the circle line at any time during the event, but they may retrieve the ball if it is outside the circle or team line. Player #1 may leave their teams center triangle to retrieve the ball, but must return to the center triangle to their knees to resume play. Failure to return behind the triangle line or crossing the circle line disqualifies the team. The **Team Coach is allowed on the Game Floor** during this event, but only **behind their Sparky players, to indicate to Player #1 to which player the ball needs to be rolled and to tell Player #5 when to stand up to show when Player #1 can run around their team's circle pin** and into the center to score. If the ball goes out of the team's zone within the circle, only Player #1 may retrieve it, otherwise the team will be disqualified.

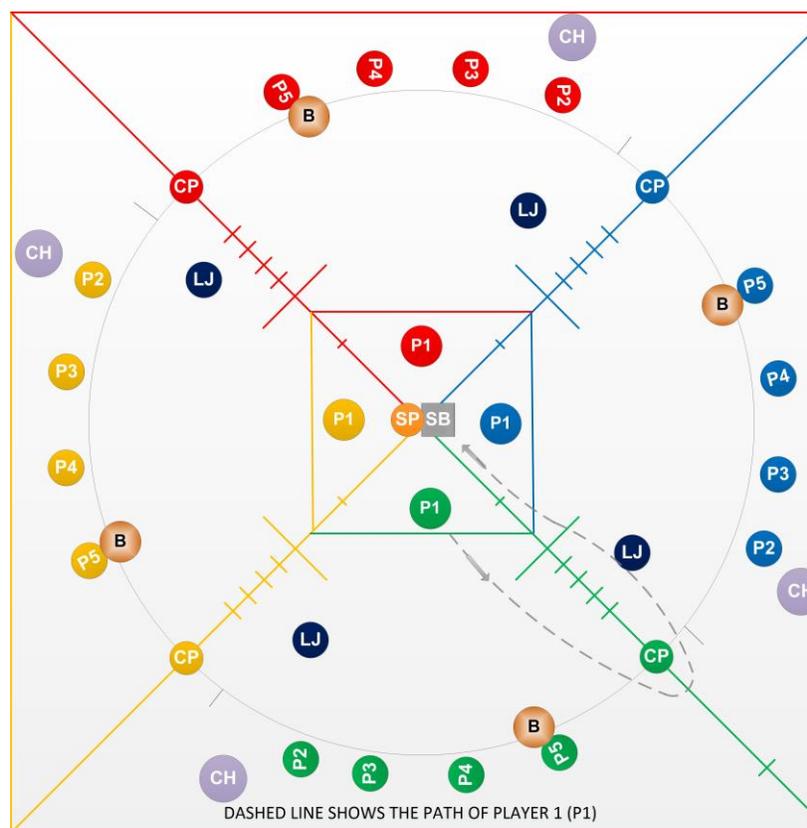


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EVENT 7—SPARKY BEANBAG – IN AND OUT

10 players - two heats

Scoring: 1st place - four points

2nd place - two points

Equipment: Four small containers with four beanbags already in containers, four circle pins, center pin and beanbag.

Players line up on their team's circle line. The empty Container is set in team's small triangle. At signal, Player #1 with beanbag in hand (farthest from his/her team's starting diagonal) runs to container and **puts** beanbag into container (*for Sparks we use grace as to how they put it in*), Player #1 runs back to the line and **hand-tags** Player #2. Player #2 runs to container and retrieves the beanbag, runs back to team line and **hands beanbag** to Player #3. Action continues until all players have participated. **The last player (#10) without beanbag in hand runs straight into the center for scoring pin or striped beanbag.**

Players may not proceed into the circle before being **hand-tagged** or given the beanbag. The Team Coach is allowed on the Game Floor during this event, but only behind their Sparky players, to assist players as to when to run to the center exchange the bean bag or when to score.

Line Judges are allowed to reposition and upright a container if moved outside the inner triangle or tipped over by players.

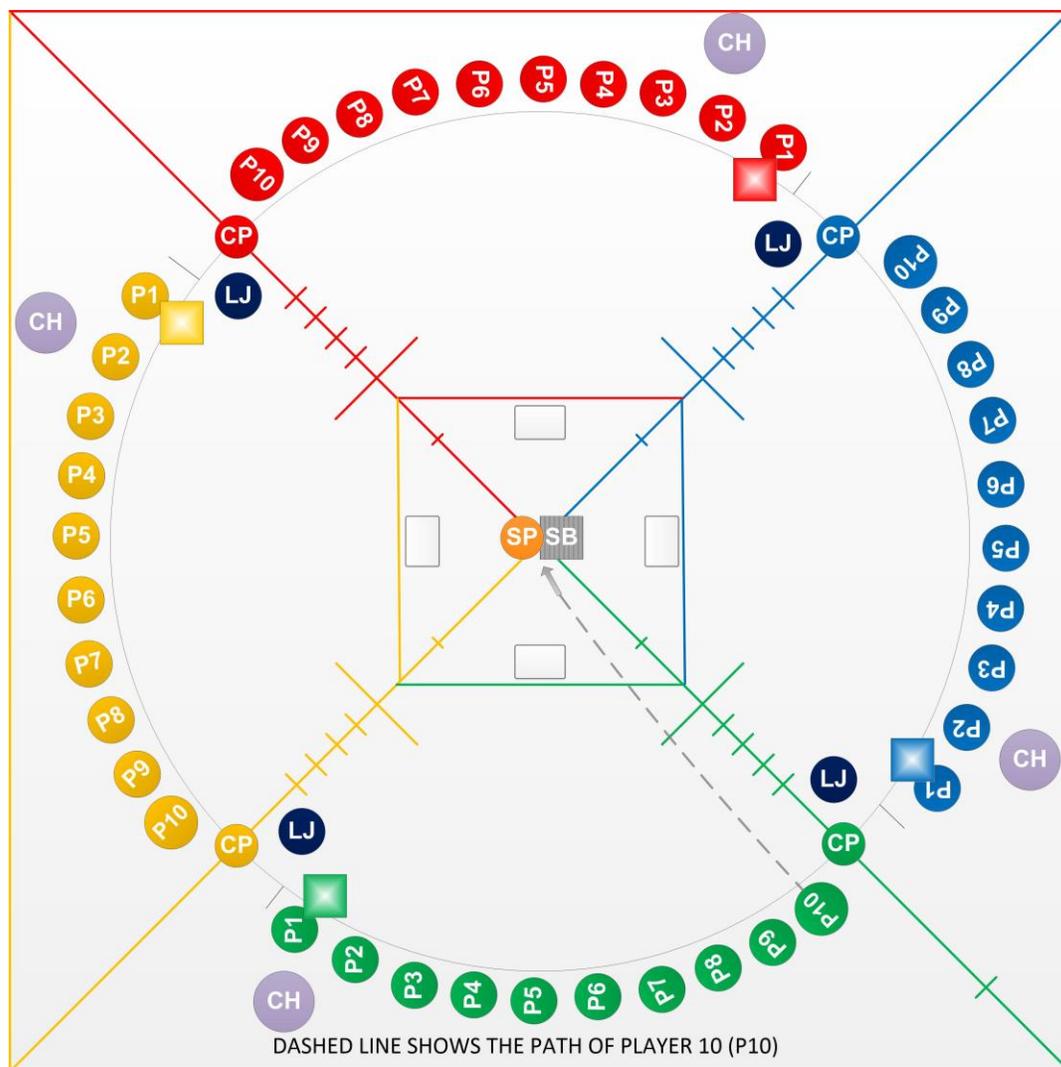


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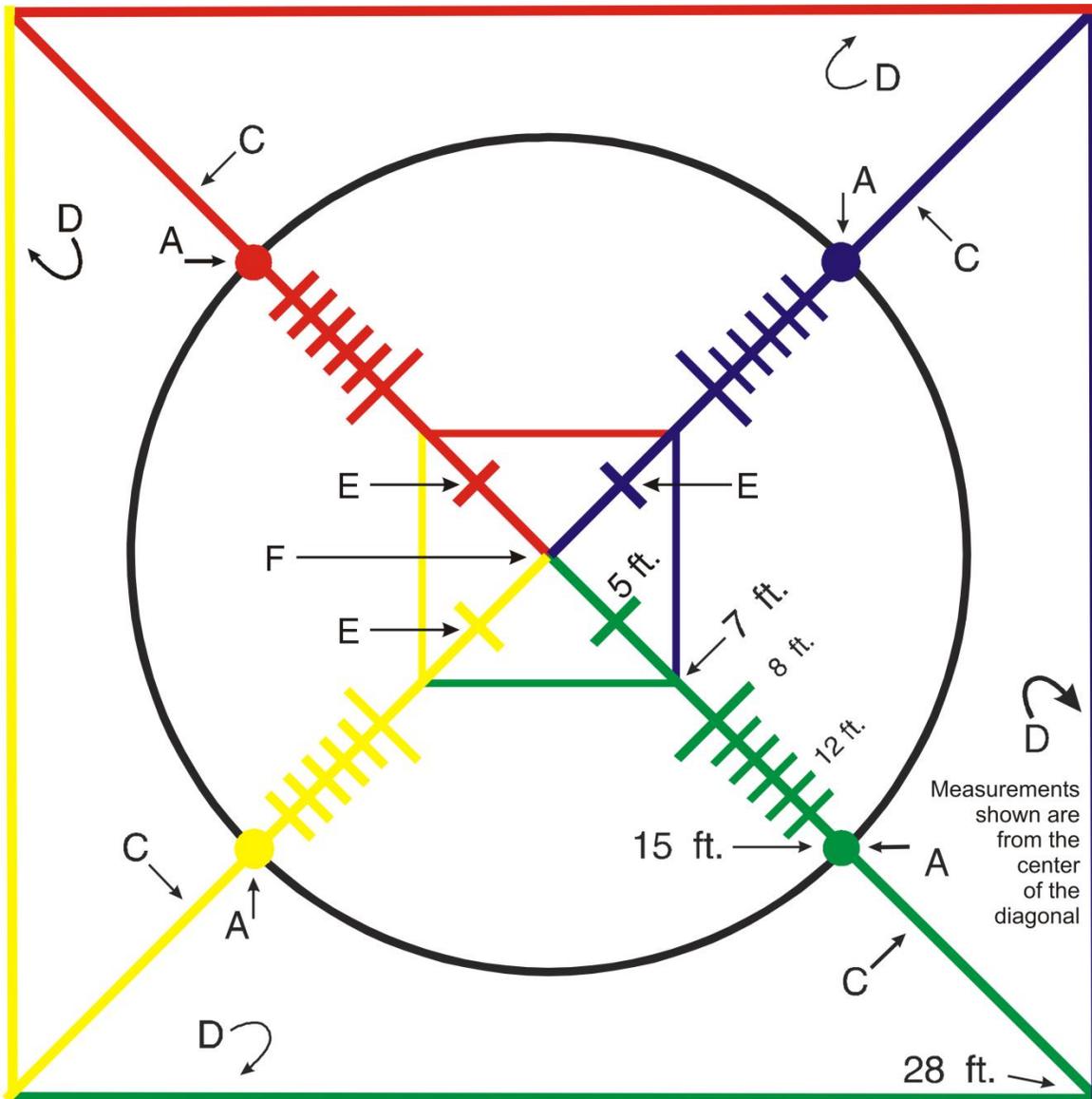
OFFICIAL AWANA SPARKS-A-RAMA CIRCLE

The AwanaGames Circle is 30 feet in diameter surrounded by a 37-40 foot square. Each team is designated by a color and occupies a quarter-circle or one side of that square.

Key to diagram:

- A—Circle Pins
- C—Diagonal or Starting Line
- D—Team Lines or AwanaGames Square
- E—Scoring Pins (Only for T&T, Trek & Journey)
- F—Center Pin

Starting position of player(s) is indicated with the rules for each event. Make sure your team is familiar with the Awana Circle.



Sparks -A-Rama™



We are Joel & Bailly Easling the Awana Missionaries to SW WA & the Olympic Peninsula. We have served in Awana for over 10 years, both have attended Awana Clubs throughout their childhood, and both are Awana Citation recipients. We serve 160 churches North from King Co. South to the Columbia River, East from the Cascade Mt. West to the Pacific Ocean including the entire Olympic Peninsula. We are blessed to be able to support the Awana leaders in their local ministries through trainings, visits, communications and area wide events, Such as Bible Quizzing and AwanaGames. We conduct four fall Awana Ministry Conferences in our region to help leaders become better equipped to serve in their churches and minister to children and young people from 2 - 18 yrs.

Missionaries SW WA and the Olympic Peninsula
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AwanaGames meets are exciting, but they couldn't even be scheduled without your Awana Missionaries, **Joel & Bailly Easling**. They have a big job, as you can see by their biography, and need your support. You invest time

and effort in your club...are you investing in your missionary, too? Your Awana missionary travels throughout their Area of Responsibility starting new clubs/programs and counseling established clubs. But they are often hindered by lack of support.

Today, more than ever, your Awana Missionary needs people to share in their ministry. Can Joel & Bailly count on your faithful support? ...*the laborer is worthy of his hire. Luke 10:7*

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