**TIPS FOR TERRIFIC**

**CLASS COMPETITIONS**

1. Plan ahead. Planning in advance

allows time to creatively publicize

the game to maximize attendance.

2. Include a combination of old and

new competitions offering

guaranteed favourites at the

beginning of the school year to

generate enthusiastic and

excitement for the competitions.

3. Communicate with school media.

Be sure to set up a process to notify

your yearbook and school paper.

4. Practice the game in advance.

You’ll be able to determine the

proper length of the game. Very

few Class Comps should last longer

than two minutes.

5. Establish rules.

6. Set up a team of judges. Judges

should be able to make quick

decisions, communicate rules

clearly, and can divorce themselves

from their class and peers.

7. Designate the playing area. Use 1’

fluorescent tape to mark the

boundaries of your playing area. It

helps to keep the spectators back at

a distance that is safe and prevents

someone from interfering with the

game in the interest of fairness and

safety.

8. Demonstrate the task. Immediately

after announcing the rules,

demonstrate the task to the

participants and spectators.

9. Oops! Every now and then,

something will go wrong at the

very start of an event. Don’t

hesitate to blow a whistle to stop

play and declare a ‘false start’ if you

recognize that the event will be a

failure unless you step in.

10. Say, “Thanks!” Announce and

congratulate the winning team,

and then enthusiastically thank all

the participants, the judges, and

the spectators.