

The Boys' Brigade

West of England & Channel Islands District

**Battalions of Avon, Bournemouth, Cornwall,
Devon, Gloucestershire, Guernsey, Jersey,
Plymouth and Somerset.**

**The Boys' Brigade
West of England and
Channel Islands District**



District Competitions Day

Yeovil College, Yeovil, Somerset – 2nd April 2011

Entries are invited for the **District Junior Section Fun Day** on Saturday 2nd April 2011 at Yeovil College, Mudford Road, Yeovil, Somerset, BA21 4DR. Start time 10.00am.

Members of the Junior Section of the Boys' Brigade, Girls' Association and Girls' Brigade may enter. Entries may be from any Company or joint Companies and are not restricted to one per Battalion.

A deposit of £25 from each **Company** must accompany your entry form, this will be returned when the team participates on the day. Entries must be received before **19th March 2011**. Details of event fixtures and directions will be sent to Companies via email and post after this date.

Overnight accommodation can be made available around Yeovil, please contact the Convenor.

Events running during the day:

- Figure Marching
- Team Games
- Cross Country
- Dodgeball
- Unihoc
- 5-a-side Football

Best Wishes,
Jason Frost

Convenor 2011

"Sittaford"
20 Burroughes Avenue,
Yeovil,
Somerset,
BA21 3JU

Email: jas.frost@vodafoneemail.co.uk

Telephone: 01935 427840
07786 988 171

OBJECT: THE ADVANCEMENT OF CHRIST'S KINGDOM AMONGST BOYS AND THE PROMOTION OF HABITS OF OBEDIENCE, REVERENCE, DISCIPLINE, SELF-RESPECT AND ALL THAT TENDS TOWARDS A TRUE CHRISTIAN MANLINESS.

FIGURE MARCHING: Teams of six members. Movements attached. Teams will be inspected, the marks counting towards the final score. The only commands permitted are “Quick March”, after inspection to get the squad to the starting position in the hall and “Halt”, after the movements are completed. Music and marking cones are optional.

TEAM GAMES: Teams of six members, however the squad may be of any size. One sub is permitted before each game begins. Teams are responsible to bring their own equipment. Each team is also required to provide a timekeeper with a stopwatch.

CROSS COUNTRY: Teams consist of three or four members, the position of the first three to finish being used to calculate the team’s overall position. All runners are automatically entered in the individual competition. Individual runners that are not part of a team may also compete.

A list of runners must be given to the Convenor on the day before the event begins.

Two age groups: members **aged 9 and under** and members **aged 10 and above** on the day.

DODGEBALL: Teams consist of five players with no subs being permitted during a match.

The playing area will be a badminton court or similar. The area will be divided into three sections, two attack zones and a neutral zone. Match results will be decided on a best of three sets format.

The aim of the game is to eliminate the opposing players by hitting them with a “live” ball at shoulder height or below. A live ball is one that has not bounced or hit a wall or ceiling. Any ball that has bounced can be collected without elimination.

The game will begin with three balls placed along a centre line on the playing area with the team members stood on the back boundary line of the court. On the ref’s whistle, each team rushes forward to claim the balls. Once a player has a ball, it must be returned to the attack zone before it can be thrown at the opposition. The ball can be carried back to the attack zone or passed between players. Players must remain within the attack zone at all times with the exception of collecting dead balls from the neutral area. Players can still be eliminated whilst in the neutral area. At no time is a player to enter the opposition’s attack zone.

A player is out when:

- a live ball hits their body or clothes.
- an opposition player catches a live ball. The attacking player is then out. If this occurs an eliminated player from the catcher’s team is allowed back into play.
- the player leaves the playing area. If you catch a ball and momentum takes you off the court, then you are still out. There will be ball boys around to retrieve stray balls.
- if a player is hit by a live ball and then the ball is caught by a team-mate the thrower is eliminated.
- however if a live ball deflects off a number of players before bouncing, they are all eliminated.
- a player can block a live ball with the ball that they are holding, but if they drop their ball they are eliminated. A player can parry a live ball to a team-mate and if caught the thrower is out.

Once eliminated a player stands in a line outside and to the side of the court in the order in which they were eliminated from the game. If a player catches a live ball, the first team-mate (longest eliminated) in the queue rejoins play.

UNIHOC: Teams consist of five players, however the squad may be of any size. One sub is permitted during the game. Players **MUST** wear shin guards. If a goalkeeper handles the ball outside of his area then a penalty will be awarded against them. If a defender enters his own goal area then a penalty will be awarded against them. If an attacker enters the opposition’s goal area then an indirect free hit will be awarded against them. There is no offside rule. Defenders must stand at least two metres from the ball at a free hit, except when the ball is closer to their goal area than two metres in which case the defender may stand on their goal area line. The goalkeeper must roll the ball into play underarm. Players are to keep two hands on their sticks at all times and their sticks must remain below waist height when striking the ball.

FOOTBALL: Teams consist of five players, however the squad may be of any size. One sub is permitted during the game. Players **MUST** wear shin guards. If a goalkeeper handles the ball outside of his area then a penalty will be awarded against them. If a defender enters his own goal area then a penalty will be awarded against them. If an attacker enters the opposition's goal area then an indirect free kick will be awarded against them. If the ball is played above shoulder height (this is at the discretion of the referee) an indirect free kick will be awarded against the last player to touch the ball. There is no offside rule. Defenders must stand at least two metres from the ball at a free kick except when the ball is closer to their goal area than two metres in which case the defender may stand on their goal area line. The goalkeeper must roll the ball into play underarm.

CRAFTWORK:

Under 9 years: A4 felt tip pen picture on the theme "Jonah and the Whale"

9 -10 years: A4 picture on the theme "Jonah and the Whale" using any arts material

10-11 years: A3 collage on the theme "Jonah and the Whale"

Groupwork (entry made by all ages of Junior Section) : Model on A4 size base on the theme "Jonah and the Whale"

Entries can sent in the post to the Convenor or brought by other Companies on the day if entrants are unable to attend the event.

Please ensure that the artist's name, age and Company is clearly marked on the back

Trophies are awarded to successful Companies. These Companies are requested to leave a deposit cheque to the value of £15 payable to "The Boys' Brigade, West of England & Channel Islands District" for each trophy received. These cheques will be given back to the Company when the trophy is returned before or at the equivalent competition in 2012. However the cheque will be forfeited for a replacement if any trophy is lost or damaged.

DISTRICT JUNIOR FUNDAY ENTRY FORM

Yeovil College, 2nd April 2011.

Name.....

Address.....

Company.....

Telephone..... Email.....

Competition	Number in team	Team/s entered?
Figure Marching	6	
Team Games	6	
Cross Country Age 9 & under	3/4 Or individual runners	
Cross Country Age 10 & above	3/4 Or individual runners	
Dodgeball	5	
Unihoc	5	
Football	5	
Craftwork Age 9 & under	Any number of entries	
Craftwork Age 9-10	Any number of entries	
Craftwork Age 10 & above	Any number of entries	
Group Craftwork	Any number of entries	

Please return above form by the 19th March to :

Mr. M. Godolphin,
16 Trelawney Road,
Camborne,
Cornwall.
TR14 7LN

or email to mrg2cbb@tiscali.co.uk

Please remember to also send a deposit cheque payable to "The Boys' Brigade, West of England & Channel Islands District". This cheque will be returned to Companies on the day. Thank you.

TEAM GAMES EQUIPMENT AND GAMES.

Each team is to provide its own equipment, this will consist of a normal sized plastic football, a normal sized plastic bucket and a tennis ball. Each team is to provide a person with a stopwatch to time another team. It is to be assumed that lines A and B are approximately two metres apart.

GAME 1—THROW AND CATCH: Number one, holding the football, stands behind line A. The remainder line up in single file behind line B. On the whistle number one throws the ball to number two. Number two catches the ball, throws it back to number one then stands behind number one. Number one catches the ball, returned by number two, then throws it to number three. This continues until number one catches the ball from number six, at the same time as number six runs to stand behind number five so number one runs to line B. The game is repeated. When number one again catches the ball, returned by number six, he holds it aloft to indicate that the team has completed the game.

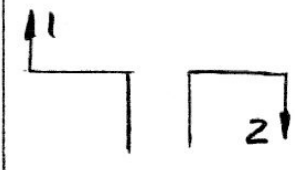
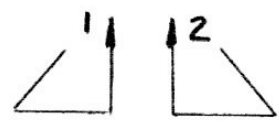
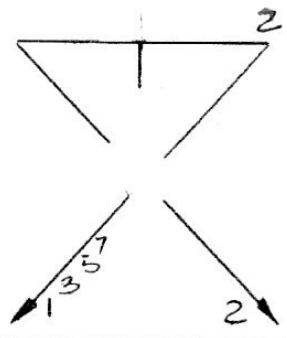
GAME 2—PASS AND CRAWL: The whole team lines up in a single file behind line A, number six, at the rear, holds the football. On the whistle the ball is passed forward overhead, each player touching the ball. When number one receives the ball he crawls through the legs of the others, taking the ball with him, and stands behind number six. The ball is then passed forward again. This continues until number one is at the front and again receives the ball which he holds aloft to indicate that the team has completed the game.

GAME 3—OVER AND UNDER: The whole team lines up in a single file behind line A, number one holds the football. On the whistle number one passes the ball over their head to number two. Number two passes the ball through their legs to number three. The ball is passed alternately overhead and through legs until number six receives it. Number six then runs to the front of the team, taking the ball with them, and stands in front of number one. The ball is passed backwards again over the head of number six, through the legs of number one etc. This continues until number one is again at the front where they hold the ball aloft to indicate that the team has completed the game. Note: The person at the front must always pass the ball overhead.

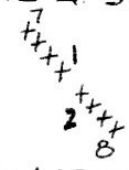
GAME 4—IN AND OUT: The team stand in a single file behind line A, Numbers 1, 3 and 5 each hold a tennis ball, a bucket stands behind line B. On the whistle Number 1 places their tennis ball in the bucket then returns to stand behind Number 6. When Number 1 has returned and crossed line A, Number 2 retrieves the ball from the bucket then stands behind Number 1. When Number 2 has returned and crossed line A, Number 3 puts their ball in the bucket -- Number 4 retrieves, Number 5 puts the ball in and Number 6 retrieves. When Number 6 has returned and crossed line A, Number 1 runs around the bucket, neither puts in nor retrieves, then stands behind Number 6. The game is repeated with Numbers 2, 4 and 6 putting a ball in, Numbers 3, 5 and 1 retrieving. When Number 1 has returned and crossed line A, Number 2 raises their arm to signify that the team has finished.

GAME 5—TUNNEL BALL The whole team lines up in a single file behind line A, number one holds the football. On the whistle the ball is rolled through the legs of the team to the back. Number six takes the ball to the front of the team and the game is repeated until number one is back at the front of the team where they hold the ball aloft to indicate that the team has completed the game.

x1
x2
x
x
x
x
x
x8



MEET IN CENTRE, MARK TIME 4 STEPS

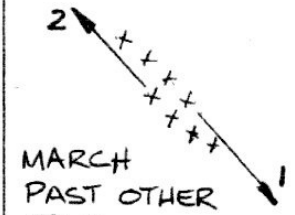


THEN TURN LEFT

MARCH 1 FULL ROTATION



MARK TIME 4 STEPS, THEN TURN RIGHT



MARCH PAST OTHER FILE

