



Awana® Sparks -A-Rama

The following rules and guidelines will govern the Sparks-A-Rama events for the Texas area for the Awana club year 2011 – 2012. Latest Sparks rulebook can be found at www.awanatexas.org.



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www.awana.org – (630) 213-2000

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SPARKS FUN DAY

Sparks-A-Rama is similar to an Awana Games event, but it is different. It is a day of fun for young children, a day of exciting participation with new friends, **not a day of high-pressured competition.** Sparks-aged children are not ready for the keen rivalry of an AwanaGames meet. Do not expect or encourage them to compete as fervently as older boys and girls. Sparkies 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, and Line Judges who will participate in an authorized Awana Sparks-A-Rama event for Kindergarten through 2nd graders.

AUTHORIZATION OF SPARKS-A-RAMA MEETS

An Event Specialist or Awana Outreach Missionary must authorize all Sparks-A-Rama meets. If several registered churches with Awana clubs are interested in conducting an AwanaGames event in an area where none is scheduled, they should contact their area Awana Outreach Missionary. Please refer to the Awana Texas website www.awanatexas.org for contact information.

COMPOSITION OF SPARKS-A-RAMA TEAMS

A Sparks team consists of a **minimum of 10 players to a maximum of 14 players as follows:**

5 – 7 Boys and 5 – 7 Girls.

Sparks teams **must** have one male and one female coach.

The number of circles used in a meet, the organization of the meet, and the assignment of teams depends on the number of churches competing and the size of the facility. The Sparks-A-Rama Event Specialist has final authority to allocate space available for Sparks' teams and to set registration requirements.

REGISTRATION PROCEDURES

REQUIREMENTS

1. Only currently registered churches are authorized to compete in a Sparks-A-Rama event. Churches are encouraged to enter multiple teams for the Sparks-A-Rama event.
2. The completed Sparks-A-Rama registration form, accompanied by a registration fee and the Awana Event Participation Agreement, are required for a team to be officially registered. (The fee covers part of the operating costs of the Sparks-A-Rama). Teams are accepted on a "first-come, first-paid" basis. Registrations must be received with payment and Event Participation forms a minimum of two (2) weeks prior to the scheduled event. This allows your ministry team ample time to prepare the event. **No refunds will be issued to teams withdrawing their registration.**
3. We provide all game equipment used during Sparks-A-Rama.

PROCESSING REGISTRATIONS

Completed registrations and payment will be accepted according to the order in which they are received. When all team lines on all circles available for the Sparks-A-Rama event have been filled, additional team registrations will be accepted only on a "standby" basis. Such teams will be notified accordingly.

All teams accepting a "standby" position are expected to practice as if they were an accepted team. They must also be ready to participate if notified at least 24 hours before the event. If a standby team is unable to participate when notified of acceptance, the registration fee is lost. Standby teams that are not asked to replace another team will be refunded the full registration fee following the Sparks-A-Rama event.

TEAM ASSIGNMENTS

Team assignments to a particular team line/color on a particular circle (where there is more than one circle) will be specified prior to the event. The team assignments will be emailed to the main contact of each participating church prior to the event. It is the main contact's responsibility to disseminate this information to their coaches and others as required.

Remember to confirm your square assignments on game day when you check in. There may be last minute changes.

QUALIFICATIONS OF TEAM MEMBERS

1. All Sparky clubbers in 2nd grade or lower who did not reach their 9th birthday by September 1st prior to the Sparks-A-Rama event may participate.
2. All team members must have passed 10 sections this current club season for spring game events. All team members must have passed six (6) sections this current club season for fall game events.
3. Teams may register for only one Sparks-A-Rama event per season.

GOOD SPORTSMANSHIP

An important aspect of the Awana youth program 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 the Sparks-A-Rama event. We encourage all team coaches to motivate their team enthusiastically. 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 volunteers who do their best to officiate according to Sparks-A-Rama rules.

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

Each team is awarded two (2) sportsmanship points per event for a total of fourteen (14) points. Additional sportsmanship points may be given to teams at the discretion of the Outreach Missionary and Event Specialist.

GENERAL INFORMATION

ROSTER SHEET

The team roster sheet is submitted on the event day at the time of check-in. The team roster sheet, prepared ahead of time by the team coaches, must contain the name, age, grade in school, date of birth of each player, and sections completed. The roster is checked for compliance and discrepancies addressed and resolved at check-in time.

TEAM OUTFITS

Teams are highly encouraged to make personalized team shirts representing their church for the competition. Coaches are responsible to ensure that uniforms are respectable and in keeping with Christian standards of dress. Everyone on the playing floor must wear non-marking gym shoes. This includes Coaches, Line Judges, Circle Directors, Scorekeepers, and Team members. **NO STREET SHOES or FLIP-FLOPS ALLOWED.**

Team coaches should wear either their Awana uniform or the special uniform chosen for their team. Awana T-shirts, which may be purchased from Awana headquarters, give the team a good appearance on the floor.

INSURANCE

Awana does not carry insurance covering team members. All churches **must** obtain insurance information for church-sponsored activities so they can supply their own protection.

PERMISSION SLIP

The coach **must** have in his/her possession on the gym floor, a permission slip signed by a parent of each player stating, "Emergency treatment may be given if necessary," emergency contact information, and any known allergies.

EXTRA PLAYERS

Extra players brought by a team on a "standby basis," as well as those recruited from the stands to fill in short teams, **must** have permission slips before they can participate. Extras players in excess of team requirements must sit in the stands with the other spectators if not picked up by another team.

SPIRIT BANNER POINTS

Your church will receive three (3) Spirit Banner points for your team(s) if your church brings a poster, banner, sign, etc. that **measures a minimum of 3 feet by 5 feet** with your church's name on it and used to cheer for your team.

SPARKS-A-RAMA AWARDS

Team Plaque — to winning team of four teams participating (one per winning team).

Participation Patch — to all team members and coaches.

Place Ribbon — to all team members and coaches.

PROMOTING INTEREST IN SPARKS-A-RAMA MEETS

A good cheering section goes a long way toward helping a team win! The Sparks-A-Rama event is an enthusiastic introduction to people who have not had any previous contact with Awana. Here are some suggestions for encouraging spectators to attend:

1. Sparks-A-Rama should be promoted at club meetings. Clubbers not selected for the team can encourage the team to victory by attending the event and cheering for friends on the team. Clubbers not on the team should be made to feel as much a part of the Sparks-A-Rama as team members.
2. Sparks-A-Rama should be promoted at Sunday School. Many boys and girls who do not attend club, as well as adults who are unfamiliar with Awana would attend a Sparks-A-Rama event if invited. Use stunts, skits, or other interesting methods to give announcements.
3. Sparks-A-Rama should be promoted in church. The Pastor can do much to encourage support of AwanaGames club teams in the weekly church bulletin and in his announcements.
4. Sparks-A-Rama should be promoted to the parents. People who have never seen a Sparks-A-Rama event may need an extra push to get them there the first time. A visit or a letter may be all they need.
5. Sparks-A-Rama should be promoted in the neighborhood. An article announcing the team's participation in the area Sparks-A-Rama may be written for a local newspaper. Radio and TV interviews can often be arranged.

SPARKS-A-RAMA DAY SCHEDULE

ARRIVAL TIME

Teams must arrive at the event a minimum of 60 minutes prior to the starting time. Coaches should check in immediately upon arrival.

CIRCLE AND TEAM LINE LOCATIONS

No running on the circle or practicing is permitted before the event begins. Teams will help reduce congestion if they go to their assigned team color and game square location and stay there.

MEETING SPARKS-A-RAMA OFFICIALS

The Line Judges and Circle Director will give last-minute instructions to team coaches before the games begin in the center of the game square. Team coaches will be given an opportunity to ask last-minute questions of officials before the event begins.

FLAG CEREMONY

All team members should be instructed before the event to face the flag during the ceremony and to

place their hands on their heart at the given signal.

SPARKLE TIME

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

SPARKS YELL

Leader - Who are we?

Sparks - Sparks!

Leader - Who for?

Sparks - Jesus!

Leader - What to do?

Sparks - Light the world!

SPARKS THEME SONG

"Sparks for Jesus"

SPARKS KEY VERSE

John 3:16

SPARKS MOTTO

"My Friend for Christ"

BIBLE VERSE

I Corinthians 15:3

...Christ died for our sins according to the Scriptures.

BIBLE VERSE

I Corinthians 15:4

And that He was buried, and that He rose again the third day according to the Scriptures.

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

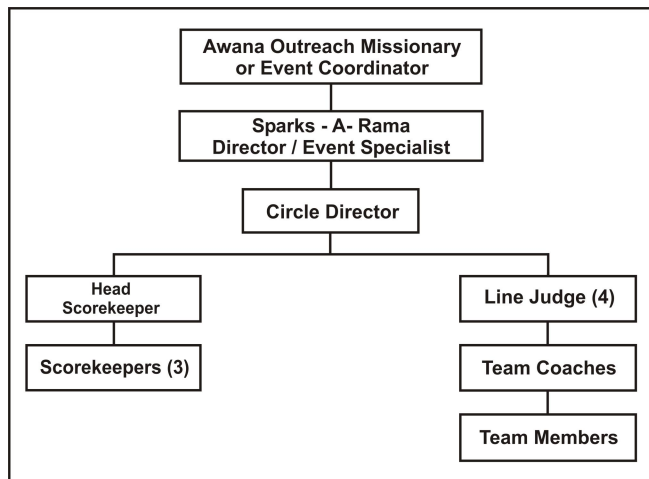
Recognition may also be given to Sparks for their outstanding achievements.

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, he consults the Circle Director.

Unless requested by the Circle Director, no coach is allowed on the game floor to consult with him at anytime. The Circle Director's decision is final.



SPARKS-A-RAMA EVENT SPECIALIST

The Sparks-A-Rama Director / Event Specialist oversees the entire operation from planning through team registrations to supervision of the Sparks-A-Rama event.

CIRCLE DIRECTOR RESPONSIBILITY

The Circle Director is responsible for the following:

- Coaches' meeting at start of event
- Circle operation after official start
- Declaring reruns
- Indicating event winners
- Coordination and ultimate responsibilities of Line Judges
- Scorekeepers' activities
- Timers' activities
- Final word on all matters not covered in written rules

LINE JUDGES RESPONSIBILITY

In each circle, four trained officials, who are familiar with all Sparks-A-Rama events, 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, poor sportsmanship, etc.

OFFICIAL STARTER RESPONSIBILITY

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

OFFICIAL SCOREKEEPER RESPONSIBILITY

Individuals for each circle record the scores for each event as reported by the Circle Director. Additional helpers (scoreboard runners) may post these scores where they are visible to the spectators.

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 and the coaches meeting. They must give directions from the sidelines only, out of the way of players and Circle Director / Line Judges.

1. Coaches may ask their team's Line Judge to review a decision with the Circle Director.
2. A coach may be asked to leave the floor when the Circle Director considers it necessary.
3. **All** coaches are advised and encouraged to attend the Sparks-A-Rama coaches' training session.
4. **All** coaches must remain behind their team line at all times while Sparks-A-Rama events are in progress.
5. Players are not permitted to leave their team line at any time during their event unless it is an emergency.
6. Players are not permitted to consume any beverage, food, salt pills, etc. during the games.

Coaches should instruct team members to go all the way into the center for each heat - no matter how hopeless it may seem - because the apparent winners may have been disqualified.

GENERAL RULES and DEFINITIONS

The Sparks-A-Rama rules and definitions are arranged alphabetically for quick reference.

ADHERENTS

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

BALLOONS

All nine to eleven-inch balloons are inflated to about eight inches in diameter.

CENTER BEANBAG

See Striped Beanbag.

CENTER PIN

See Scoring Pin.

CIRCLE PINS

(See Game Circle Diagram) All circle pins must be passed with both feet outside the circle in all running events. A player cannot jump pins. If a pin has fallen, that point on the circle normally marked by the pin must be passed with both feet outside the circle pin as if the pin were in its proper place. (Runners may cut inside the circle between circle pins, but they must be outside the circle at each pin.) Anyone knocking over a circle pin during an event disqualifies his team for that event or heat.

DISQUALIFICATION

The Circle Director and/or Line Judges may disqualify a team at any time during an event for one or more of the following reasons:

1. Unnecessary roughness or other poor conduct
2. Knocking over a circle pin
3. Causing interference to other participants
4. Player participating in more than the prescribed number of events (see "Participation" in *General Rules*)
5. Breaking other game rules not listed here, but described elsewhere in this book.
6. Play, which is not according to the spirit of the game (see *General Rules* "Spirit of the Game").
7. Exceeding the required team size.

Loss of sportsmanship points for the following:

1. Players consuming beverages or food during the games on the floor or given to them from the stands or consuming during an emergency leave
2. Players leaving their team line during the games for non-emergency reasons.

FALSE START

The Circle Director and Line Judges will call a "false start" when action is started in an event or heat before the starting signal. The event or heat in that circle is brought to a halt as rapidly as possible and restarted by the Circle Director. Two false starts in one event or heat by a single team disqualifies that team for that event or heat. The remaining teams will be restarted.

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.

INTERFERENCE

The Circle Director and Line Judges may declare "interference" if, in the opinions of these officials, a teams 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 team member or coach causes interference, his 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. The Circle Director may declare a rerun when interference is called.

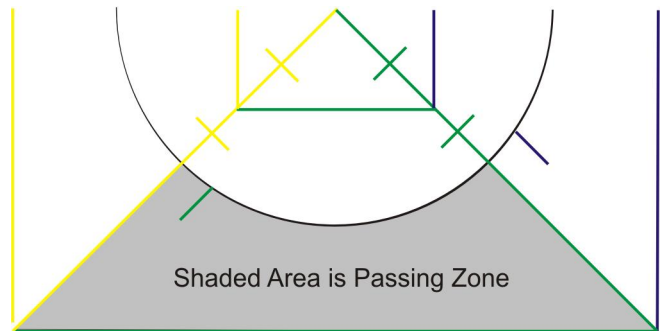
PARTICIPATION

Each team member must play in a minimum of two events.

PASSING ZONE

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

PASSING ZONE DIAGRAM



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 center 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 an Event").

PRACTICES

In preparing for the Sparks-A-Rama, only four additional practices are allowed outside of club nights.

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 members were the cause of an interference call, **or**
2. The team had already been disqualified for a violation before interference call or other situation requiring a rerun (see "Interference" in *General Rules*).

SCORING

The scoring for each event is stated in the game event rules. The Circle Director determines who the winners are and reports the results to the scorekeepers.

Players should not leave the circle or set down the center pin or center beanbag until the Circle Director has determined their team standings.

SCORING 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 the center striped beanbag when first- and second-place points are to be awarded.) First-place points are awarded the team whose player has possession of center scoring pin at end of the event or heat (see *General Rules* "Possession"). Only used in Texas for the Sparky Crawl. Also, See "Tip Pins"

SPIRIT OF THE GAME

When a team deliberately stretches existing rules to play a game differently from that planned by the national event team, 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 Passing Zone Diagram) Events, which are run around the circle, will be started with the player outside the circle and behind the starting diagonal for his team color. All running events are in a counterclockwise direction around the circle.

STARTING SIGNAL

The Line Judge signals the Circle Director when their color team is ready. 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 or heat.

STRIPED BEANBAG

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

SUBSTITUTIONS

Substitutions are only allowed on an emergency basis i.e. if a player gets hurt and is not able to continue. The substitute player must meet all team member qualifications to participate (age, sections passed, permission slip, etc.).

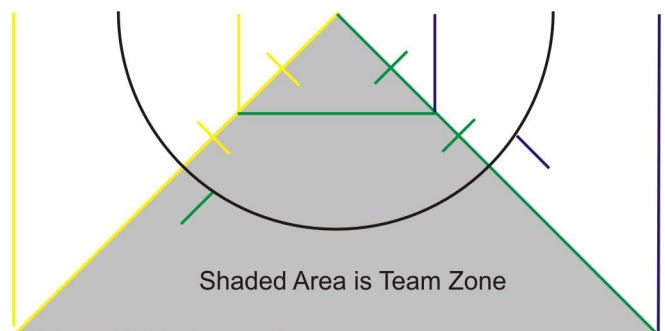
TEAM LINES

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

TEAM ZONE

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

TEAM ZONE DIAGRAM



TIE GAME (EVENT)

When two teams, in the opinion of the Circle Director, touch or knock over the Tip Pin at the same instant, or gain possession of the Center Pin or Center Beanbag at the same instant, a tie is declared.

Available points are divided equally between the tied teams. 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, second-place points are split.

Should this split 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 Sparky Balloon Pop – coaches choose who plays.

TIP PINS

Tip Pins are used in lieu of the center pin and beanbag in the Texas Area (except for the Sparky Crawl event). When using the Tip pins the Possession Rule is eliminated from the heat. The Tip pins are set at the five foot-mark on each team's color line. Players entering the center of the circle **must** touch or knock over the Tip pin with their hand(s). Players are disqualified when they use any other part of their body to touch the Tip pin.

WINNER OF AN EVENT

The Circle Director declares the winner(s) of each event. They may consult with the Line Judges to determine the winner. If the player touching or knocking over the Tip Pin has been disqualified, the second player touching or knocking over the Tip Pin will be awarded the first place points. If the Circle Director can determine the third-place player, that player will be awarded second-place points. If the second place player is disqualified, the Circle Director will award the second place points to the third place player, etc.

In events using the Center Pin and Center Beanbag - players should hold the Center Pin or Center Beanbag until the Circle Director indicates which teams have won. 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, they may call for a rerun.

SPARKS-A-RAMA - GAME SQUARE DIAGRAM LEGEND

BB	=	BLUE BEANBAG
CP	=	CIRCLE PIN
GB	=	GREEN BEANBAG
L	=	LEADER
P1	=	PLAYER 1
P2	=	PLAYER 2
P3	=	PLAYER 3
P4	=	PLAYER 4
P5	=	PLAYER 5
P6	=	PLAYER 6
P7	=	PLAYER 7
P8	=	PLAYER 8
P9	=	PLAYER 9
P10	=	PLAYER 10
P11	=	PLAYER 11
P12	=	PLAYER 12
RB	=	RED BEANBAG
SB	=	STRIPE BEANBAG
SP	=	SCORING PIN
TP	=	TIP PIN
YB	=	YELLOW BEANBAG

GAME EVENTS

Event 1 — Sparky Crawl

All players – Two heats
Heat 1 – All players
Heat 2 – All players

Scoring:

1st place – Four points
2nd place – Two points

Equipment: Striped Beanbag and Scoring Pin

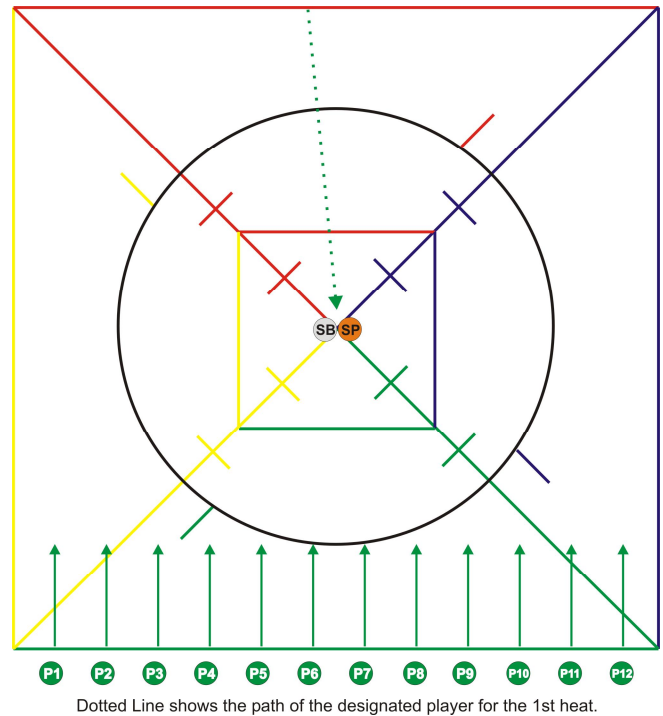
Players spread out along the entire line on their hands and knees behind their color line (See diagram below). One coach from each team crosses to the opposite color line. At the signal, all teams crawl on their hands and knees across the square to the opposite team line. When the center is clear, each Circle Director will place the Scoring Pin and Striped Beanbag in position. As soon as the entire team has completely crossed the team line opposite its starting line, the Coach sends a player into the center to retrieve the Scoring Pin or Striped Beanbag. This game will be played a second time with players crawling back to their original team line. As soon as the entire team has completely crossed their team line, the Coach sends a player into the center to retrieve the Scoring Pin or Striped Beanbag.

It is recommended that churches provide kneepads or coverings for the Sparky Crawl. Rolled up tube socks also provide a good cushion.

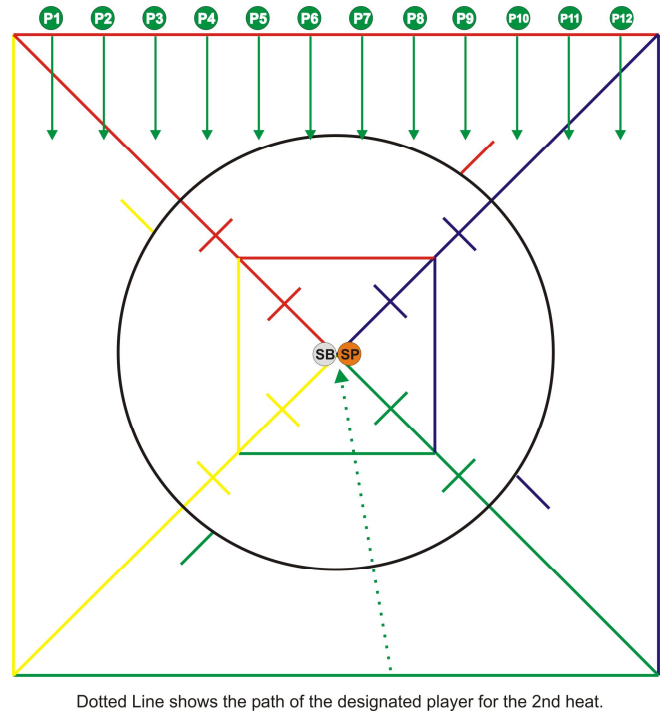
RIGID PLASTIC KNEE PROTECTORS WILL NOT BE PERMITTED AS THEY MAY DAMAGE THE GYM FLOOR.

A team is disqualified from the heat if they enter the square before the entire team has crossed the team line.

SPARKY CRAWL DIAGRAM (HEAT 1)



SPARKY CRAWL DIAGRAM (HEAT 2)



EVENT 2 — SPARKY BEANBAG — IN AND OUT

10 players – Two heats

Heat 1 – 10 players

Heat 2 – 10 players

Scoring:

1st place – Four points

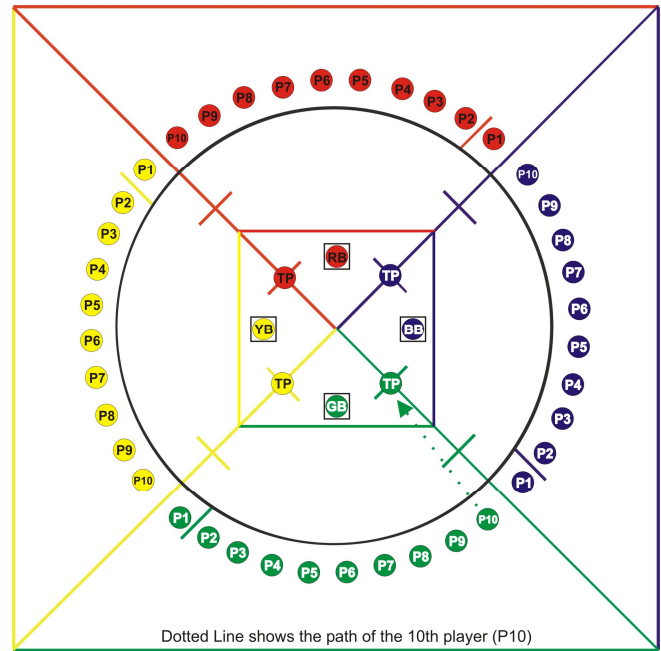
2nd place – Two points

Equipment: Four small containers, four colored beanbags, and four tip pins.

Players line up on their team's circle line (See Sparky Beanbag In and Out Diagram). Container is set in team's small triangle with the colored beanbag in it. At the starting 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 places beanbag in the container, returns to team line and tags player #3. Action continues until all team members have participated. The last player with beanbag in hand runs into the center touches the Tip Pin. The player is not disqualified if they knock down the Tip Pin during play.

Players may not proceed into the circle before being tagged or given the beanbag.

SPARKY BEANBAG IN AND OUT DIAGRAM



EVENT 3 — SPARKY SAFARI

6 players – Two heats, 1 lap

Heat 1 – Three girls

Heat 2 – Three boys

Scoring:

1st place – Four points

2nd place – Two points

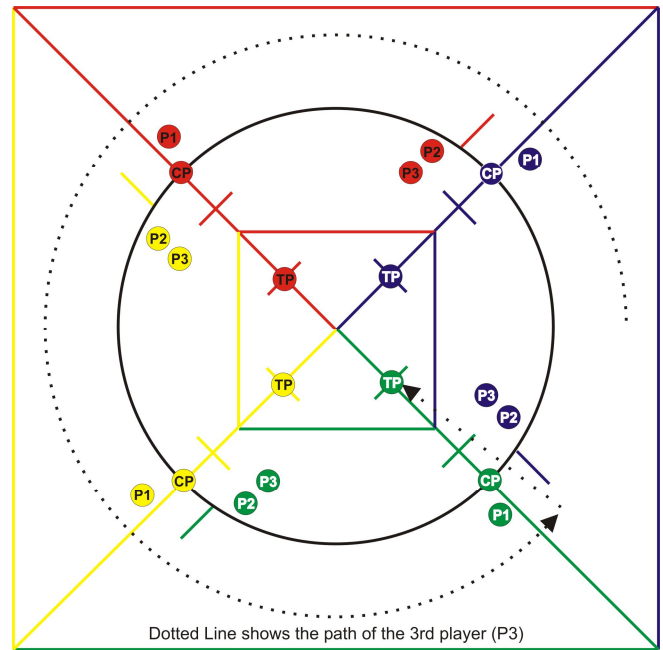
Equipment: Four circle pins, four colored beanbags, four tip pins.

First player is positioned at their teams circle pin. The other two runners wait inside the circle within their team zone (See diagram below). Team colored 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 circle pin, and into center and touches the Tip Pin. The player is not disqualified if they knock down the Tip Pin during play.

Player #3 must have beanbag on their head until he/she crosses the circle line for the approach into the center of the circle.

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 their passing zone. After passing beanbag, player returns to team line. Hairstyles and accessories should not be used to enhance winning - player could be disqualified.

SPARKY SAFARI DIAGRAM



EVENT 4 — BALLOON BATTLE

10 players – Two heats

Heat 1 – Five players

Heat 2 – Five players

Scoring:

1st place – Six points (lowest number of units)

2nd place – Four points (2nd lowest number of units)

3rd place – Two points (3rd lowest number of units)

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

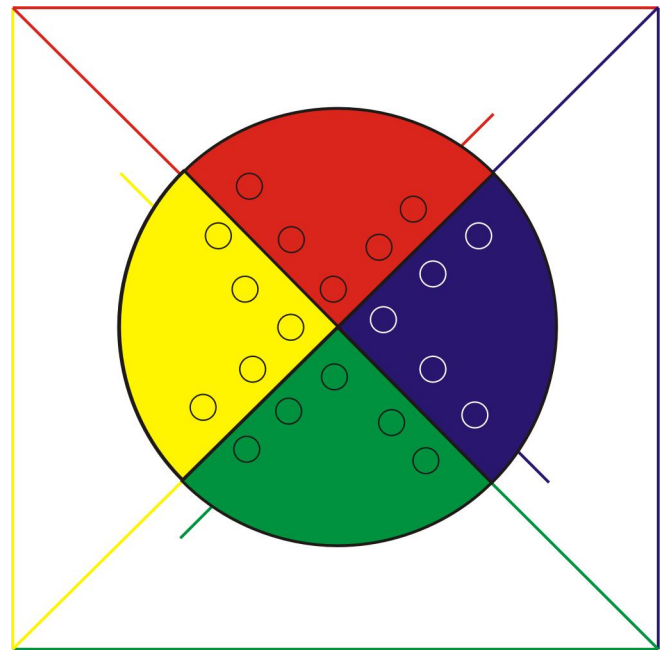
One coach from each team holds rope stretched from corner to corner, making visible boundaries to help players stay within their triangles.

Players stand anywhere within their own color playing area. Circle Director holds balloons and stands in center of circle. The balloons are tossed into air at the start signal. Players bat balloons with their hands to keep them from touching the floor in their color playing area. Players may not hold balloons or step out of their area. When a balloon touches floor within a team's color playing area, that team receives one unit.

Balloons do not have to go over the rope before they touch the ground.

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 playing areas, Circle Director or Line Judge restarts play from center of circle until time runs out. Players may participate in only one heat. Team with lowest number of units wins.

SPARKY BALLOON BATTLE DIAGRAM



EVENT 5 — RABBIT HUNT

10 players – Four heats

Heat 1 – Red in the center of the circle

Heat 2 – Blue in the center of the circle

Heat 3 – Green in the center of the circle

Heat 4 – Yellow in the center of the circle

Scoring:

1st place – Six points

2nd place – Four points

3rd place – Two points

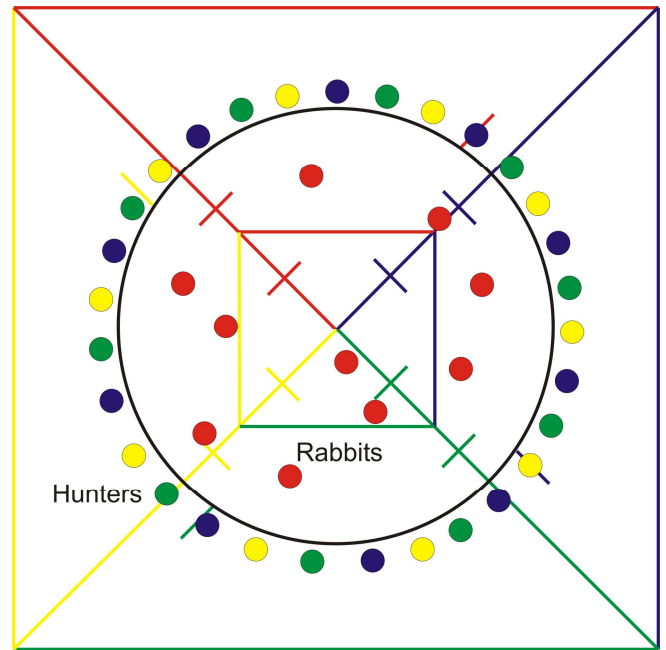
Equipment: two sport balls

One team (Rabbits) stands anywhere within the circle. The three other teams (Hunters) position themselves evenly anywhere around the circle in no specific sequence. At signal, Hunters toss balls, trying to hit Rabbits below the shoulders. When hit, Rabbits leave the circle immediately, returning to their team line (they do not participate as a Hunter).

Rabbits are disqualified if they step outside circle before being hit with the ball.

Hunters may not step inside circle while tossing ball. Action stops after **30 seconds**. Rabbits remaining inside the circle are counted. Play is repeated until all teams have had a turn to be rabbits. Team with the most rabbits left inside the circle wins.

SPARKY RABBIT HUNT DIAGRAM



EVENT 6 — SPARKY TRAIN

10 players – Two heats, 1 lap

Heat 1 – Five girls

Heat 2 – Five boys

Scoring:

1st place – Four points

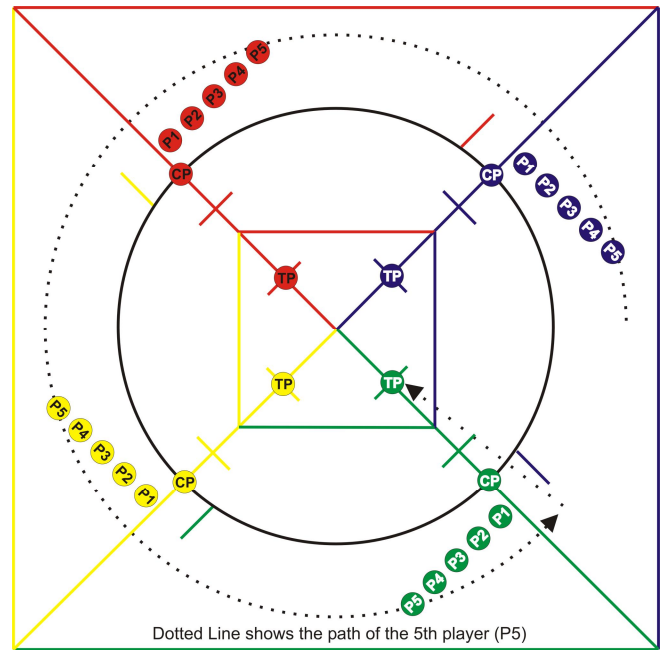
2nd place – Two points

Equipment: Four circle pins and four tip pins.

Players line up behind one another outside their circle line, as pictured on diagram below. Using both hands, each player grasps the waist of player in front of him/her to form a train. At signal, train runs around circle. If train becomes disconnected (player loses hold of another player), train must stop, rejoin, then continue.

When all five players cross the starting line, the last player separates from the train, runs into the center, and touches the Tip Pin. The player is not disqualified if they knock down the Tip Pin during play.

SPARKY TRAIN DIAGRAM



EVENT 7 — SPARKY BALLOON POP

10 players – Two heats

Heat 1 – Player #10 is a girl

Heat 2 – Player #10 is a boy

Scoring:

1st place – Four points

2nd place – Two points

Equipment: Four nine-inch balloons per heat (one of each color)

All team players straddle their team diagonal line with their backs toward center of circle, as close together as they wish. Player #10 (last in line) stands on the eight-foot hash mark. Player #1 holds balloon on back of his/her head. At signal, the balloon is passed through the legs of the first 9 players to the 10th player.

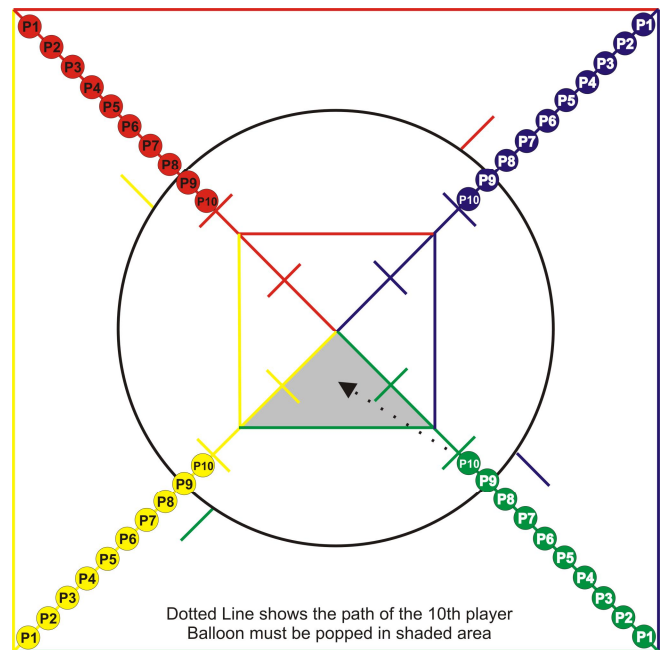
When last player in line has possession of balloon, he/she runs into his/her team's inner triangle, places balloon on the floor, and sits on balloon until it breaks.

First player to break balloon within his/her triangle wins.

It is not necessary that each player touch the balloon.

The Line Judge may insert another balloon if a balloon breaks before it gets to player #10.

SPARKY BALLOON POP DIAGRAM



Official Awana Sparks-A-Rama Game Circle / Square

The Sparks-A-Rama 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 Awana Game Circle diagram:

- A—Circle Pins
- C—Diagonal or Starting Line
- D—Team Lines
- E—Tip Pin
- F—Scoring Pin; Striped Beanbag

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

