



AQUASPLASH FESTIVAL SCORING TEMPLATE

DATE OF FESTIVAL:	TIME:
VENUE FOR FESTIVAL:	
PERSON RESPONSIBLE FOR DELIVERING FESTIVAL:	

THE FOLLOWING IS A GUIDE TO ASSIST FESTIVAL ORGANISERS IN SCORING AN AQUASPLASH FESTIVAL.

Please amend the scoring and activities to suit the needs of the participants. You may also wish to consider:

- Awards/prizes for winning team, team displaying best sportsmanship qualities etc and the environment you wish to create for award/prize giving.
- Awarding extra points for sportsmanship qualities, non-swimmers (to ensure integration), high level of skills seen in activities etc.
- How young leaders could assist in scoring and recording activities.
- Agreeing and communicating the scoring system right at the start so all participants are aware.
- Having a score-master for the whole event.

EXAMPLE SCORING SYSTEM:

- 3 points** Winning team (first to complete the task, or team that displays the highest level of skill if a non-competitive activity).
 - 2 points** Team that cheers other team mates on, congratulates performances, shows respect for other team mates and assists other team mates where required.
 - 1 point** Team that encourages other team mates and participates in the activity
- (Points and ½ points can be deducted as required by the score-master.

ACTIVITY	SCORING SYSTEM TO BE USED	POINTS AWARDED	ADDITIONAL NOTES/ GOOD PRACTICE OBSERVED



