

# TOURNIES

2011

LAKE ONTARIO REGION BBYO

Coordinated  
by Jesse & Mel

## Gotta win'em all!

December 9-11, 2011  
Four Points by Sheraton Mississauga Meadowvale

# Official Contest Manual

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# About Tournies

**Tournies is a regional championship weekend based completely around chapter competitions.**

At Tournies 2011, your chapter will face off against others from across the region in a wide variety of events grouped into five categories: Team-Building, Athletics, Creativity, Forensics and Skills.

This is the time to fight for your chapter and participate in intense competitions. Bring your chapter Pokémon and your chapter spirit and get ready to have the time of your life!

Please read through this entire packet to learn about all of the competitions that will be taking place, as some competitions require advanced preparation. As well, some competitions require your whole chapter while others require only one or two people, so you'll have to choose your delegates.

There is a Preparation Checklist on Pages 19/20 so you can ensure your chapter has taken care of all necessary advanced preparations.

There is also a delegate form on Page 21 that your chapter must submit upon arrival at Tournies. This is where your chapter will list who will be your delegate for certain competitions.

# Choosing Your Pokémon

**Each chapter has the opportunity to choose which Pokémon will represent their chapter at Tournies 2011.**

Here's how the selection process will work:

1. Your chapter's Pokémon must be one of the original 151.
2. You cannot choose a starter Pokémon (Bubasaur, Squirtle, Charmander, Pikachu).
3. No "families" of Pokémon will be allowed.  
This means your chapter cannot have an evolved form of a Pokémon if another chapter already has chosen the lower or higher form.
4. Chapters must conduct some form of voting with their members before choosing their Pokémon (voting can be done at a program or online).
5. Once your chapter has voted, your chapter president must send an email to Melanie ([lor.sganit@hotmail.com](mailto:lor.sganit@hotmail.com)) AND Jesse ([jesse.aza.freedman@gmail.com](mailto:jesse.aza.freedman@gmail.com)) AND Tatum ([tajess@gmail.com](mailto:tajess@gmail.com)) stating which Pokémon you'd like.
6. Approval will be granted on a first-come, first-served basis – Meaning your chapter will be told to select again if your choice has been taken by another chapter or if another chapter has already chosen a lower or higher form of that Pokémon.
7. Once your chapter has submitted your choice and received approval, you cannot change your Pokémon under any circumstances.

# Point System

<b>Creativity &amp; Forensics</b>	
<b>First Place</b>	<b>10 Points</b>
<b>Second Place</b>	<b>7 Points</b>
<b>Athletics</b>	
<b>First Place</b>	<b>7 Points</b>
<b>Second Place</b>	<b>5 Points</b>
<b>Team-Building &amp; Skills</b>	
<b>First Place</b>	<b>3 Points</b>
<b>Second Place</b>	<b>1 Point</b>

# Category 1: Team-Building

**These competitions will take place Friday night. They will involve your whole chapter and require no advanced preparation.**

There will be a series of twelve team-building competitions, to be announced at Tournies.

Examples MAY include (but are not limited to):

- Who Can Make the Highest Card Tower?
- Pass the Pulse
- All Aboard
- Back to Back
- Keep It Up
- Birthday Line
- Height Line
- Follow the Leader
- Human Knot
- Hide!
- Count Off
- M&M Swap

# Category 2: Athletics

**These competitions will take place in the gym, in the pool and in the hotel – Most on Saturday afternoon. You are required to choose delegates as noted.**

## **Dodge Ball**

- i. Each team will be made up of 1 AZA chapter and 1 BBG chapter as determined by the judges.
- ii. Standard dodge ball rules apply (game format to be determined by the coordinator).

## **Basketball (5-on-5)**

- i. Separate games will be held for AZA and BBG.
- ii. Each team must have 5 starting players. Teams may sub in additional players.
- iii. An injury stops play immediately
- iv. The decision of the referee is final.
- v. All standard basketball rules apply (game length to be determined by the coordinator).

## **Volleyball**

- i. Separate games will be held for AZA and BBG.
- ii. Each team must have 6 starting players. Teams may rotate in additional players at the server's position.
- iii. All standard volleyball rules apply (game length to be determined by the coordinator).

## **Swimming Relay**

- i. Each chapter may enter a team of 3 swimmers.
- ii. These three members line up on deck in the deep end of the pool.
- iii. When the whistle is blown, the first person begins in the water, holding the wall with their hands and touching the

- wall with their feet, their backs facing the opposite end of the pool
- iv. At the blow of the whistle, the first swimmer does two lengths of back crawl. Completing a lap means swimming the same stroke for the whole distance and touching each wall with their hands.
  - v. For the following swimmers there is no start signal, but rather the previous swimming completing his or her turn by touching the wall signals the start for the subsequent swimmer
  - vi. The 2<sup>nd</sup> swimmer in the relay must complete two laps of breaststroke
  - vii. The 3<sup>rd</sup> and last swimmer in the relay must complete two laps of front crawl
  - viii. The team with the fastest time wins
  - ix. The team of a swimmer whose feet lose touch with the starting platform before the preceding team-mate touches the wall shall be disqualified
  - x. Any relay team shall be disqualified from a race if a team member, other than the swimmer designated to swim that length, enters the water when the race is being conducted, before all swimmers of all teams have finished the race.
  - xi. Any swimmer having finished his race, or their distance in a relay event, must leave the pool as soon as possible without obstructing any other swimmer who has not yet finished their race. Otherwise the swimmer committing the fault, or their relay team, shall be disqualified.

### **Swimming Tow**

- i. Each chapter may enter a team of two swimmers.
- ii. One person tows the other with a flutter board.
- iii. Both players may kick their legs.
- iv. The tower only needs to have one hand on the flutter board, but the towee must have both hands on the flutter board.
- v. To start, both players must be holding the flutter board, but only the towee must be touching the wall
- vi. There is no rule as to whether the tower must swim forwards, backwards, or sideways
- vii. The first tower to touch the wall on the opposite end of the pool wins.

### **Synchronized Swimming**

- i. Chapters will have 10 minutes to plan a routine
- ii. At least 5 members must participate (no maximum).
- iii. Each chapter will have 5 minutes to practice in the pool
- iv. The routine must be 1-3 minutes long.

- v. No music will be available, so you can choose to do it without music or have members who are not participate provide music through humming or singing
- vi. Judging will be based on creativity, synchronization (with each other and any music if applicable), as well as swimming ability.

### **Water Polo**

- i. Each team will be made up of 1 AZA chapter and 1 BBG chapter as determined by the judges.
- ii. Each team needs 6 starting players and 1 starting goalkeeper. Therefore each chapter shall have 3 starting players and a candidate for starting goalkeeper.
- iii. Players tread water the entire game and cannot touch the bottom or sides of the pool. Except for the goalkeeper, players may handle the ball with only one hand.
- iv. The game is played in halves. The length of each half shall be determined in advance by the coordinator.
- v. Substitutions are most common after a goal is scored, between periods, or for an ejected player. Players can also substitute by swimming to their bench corner and tagging an entering player. Each team is allowed three time-outs during regulation
- vi. A goal (1 point) is scored when the ball is thrown or pushed completely past the face of the goal. A shot made from further than seven meters from the goal is awarded two points, unless the shooter was fouled immediately prior to the shot
- vii. Starting: Each half begins with the teams lined up on opposite goal line. On a signal from the referee, the teams sprint toward center of the pool where the referee tosses the ball into the water. The team gaining possession of the ball advances it toward its offensive end of the pool by swimming, dribbling or passing the ball
- viii. Fouls:
  - a. Common Ordinary Fouls:
    - i. Touching the ball with two hands
    - ii. Taking the ball under water when tackled
    - iii. Impeding an opponent who is not holding the ball
    - iv. Pushing off an opponent
    - v. Stalling (failing to shoot or advance the ball within 35 seconds)
  - b. When the referee calls an ordinary foul, the offended team is awarded a free throw at the point of the foul. The offended team must put the ball in play within three seconds by releasing, swimming or passing the ball. A player cannot shoot the ball

on a free throw, unless the foul occurred beyond seven meters away from the goal.

- c. Common Exclusion Fouls:
  - i. Kicking or striking
  - ii. Deliberate splashing in the face
  - iii. An ordinary foul committed by the defense during dead time (after a foul occurs but before the offended player has put the ball into play)
  - iv. Interfering with a free throw
  - v. Misconduct or disrespect to the referee
  - vi. Holding, sinking, or pulling back an opponent not holding the ball
- d. Exclusion fouls result in a player being excluded for 20 seconds. The excluded player (or his/her substitute) may not return until the 20 second exclusion time expires, a goal is scored or a change of possession takes place, whichever occurs first. A player with three major fouls is removed from the game with substitution. Deliberate kicking or striking with intent to injure (brutality) results in ejection of the offending player for the remainder of the game, without substitution
- e. Penalty fouls are committed within the four-meter area where a goal probably would have resulted. The offensive player fouled while in control of the ball and facing the goal inside the four-meter line is usually awarded the penalty throw. A penalty foul is recorded against the player committing the foul. Any player in the game from the offended team can take the penalty throw. A penalty foul is recorded against the player committing the foul. Any player in the game from the offended team can take the penalty throw. The shot is taken from the four-meter line, with only the goalie defending
- f. The award of a penalty throw occurs in the following situation within the four-meter area
  - i. Any player, including the goalkeeper, pulling down or pushing away the goal
  - ii. Any player, except the goalkeeper playing the ball with both hands or a clenched fist
  - iii. The goalkeeper or a defensive player taking the ball underwater
  - iv. When an offensive player in control of the ball and facing the goal is fouled by holding, sinking or pulling back

### **Mini Sticks Hockey**

- i. Separate games will be held for AZA and BBG.
- ii. Each team must have 3 starting players. Teams may sub in additional players.
- iii. An injury stops play immediately.
- iv. The decision of the referee is final.
- v. All standard mini sticks rules apply.

# Category 3: Creativity

**Almost all of these competitions require advanced preparation and most will be presented by your chapter at Saturday night's show (with a couple exceptions).**

## **Chapter Song**

- i. Words must be original, but the tune does not have to be original.
- ii. The song should be about your chapter, region, AZA/BBG or BBYO.
- iii. Must have been created within the last 12 months.
- iv. The song should be peppy and not exceed 5 minutes in length.
- v. Instruments may be used only if played by chapter members – no ringers.
- vi. iPods may be used.
- vii. All chapter members at the convention must participate in the performance.
- viii. Chapter must provide 3 copies of the lyrics to the judges (either typed or handwritten).
- ix. Judging will be based on originality, spirit of presentation, and singability (compatibility of words/tunes).

## **Chapter Cheer**

- i. Must be a chant; no singing.
- ii. Must have been created within the last 12 months.
- iii. All chapter members at the convention must participate in the performance.
- iv. Chapter must provide 3 copies of the lyrics to the judges (either typed or handwritten).
- v. May not exceed 1 minute.
- vi. Background music is not allowed.
- vii. Judging will be based on originality and spirit of presentation.

### **Chapter Banner or Flag**

- i. The banner or flag should be creative and original.
- ii. The banner or flag must represent your chapter.
- iii. The banner or flag can be made of any material.
- iv. There is no size limit.
- v. The banner or flag must include your chapter name and number.
- vi. Must have been created within the last 12 months.
- vii. The contents of the banner must be appropriate. No innuendos or profanity.
- viii. Judging will be based on creativity, originality and how well it represents the chapter.

### **Chapter Video**

- i. Chapters may enter one video in the competition.
- ii. A minimum of 6 chapter members must appear in the video or be heard on the audio track.
- iii. Videos must be brought to Tournies on a USB stick or DVD, or uploaded to the internet.
- iv. The videos can be a maximum of five minutes in length.
- v. May be (but is not limited to) a commercial, short film, newscast, etc. be creative!
- vi. The material in the video should be exemplary of the AZA/BBG ideals embodied in the Cardinal Principles and Menorah Pledges.
- vii. The audio soundtrack may contain any combination of relevant musical and verbal recording.
- viii. Judging will be based on content (message, plot, story, etc.), originality and presentation (audio and video editing).

### **Chapter Apparel**

- i. Chapters may showcase one item of chapter, regional or international apparel for judging.
- ii. Must have been created by the chapter or one of its members (e.g. A BBYO, AZA, BBG, LOR or chapter item the chapter created or had made, but not a BBYO, AZA, BBG, LOR or chapter item someone in the chapter bought from another chapter.)
- iii. May be hand-made or professionally printed.

### **Theme Apparel**

- iv. Chapters may coordinate apparel in conjunction with the convention theme.
  - a. This year's theme is "*Pokémon*".
- v. Every representative from your chapter must participate.
- vi. Theme apparel must be worn for at least 2 hours during Tournies programming.

- vii. Judging will be based on creativity and how well it showcases the Tournies theme.

### **3D Art**

- i. This year's 3D Art theme is "Design the Ultimate Pokémon."
- ii. Chapters may enter one piece of 3D art.
- iii. The 3-dimensional model or sculpture must not exceed 3ftx3ftx3ft.

### **Vocal Performance (solo or duet)**

- i. Chapters may enter one solo or one duet.
- ii. Any tasteful song or songs may be sung.
- iii. There will be a 5 minute limit per contestant.
- iv. Instruments may not be used – only iPods.
- v. No mime or lip sink allowed.
- vi. Songs must be memorized; No song sheets allowed.

### **Dance Performance (group)**

- i. Chapters may enter one group dance performance.
- ii. The group must consist of at least 5 members.
- iii. Groups may use iPod accompaniment, with or without words.
- iv. Groups may not sing.
- v. Performances may not exceed 3 minutes.
- vi. Costumes and props may be used but they must be approved by the chapter advisor.
- vii. Judging will be based on originality, presentation (grace, ability, etc.) and coordination with music.

### **Stand Up Comedy**

- i. Chapters may choose one delegate to compete.
- ii. Only one contestant may be present in the room at one time.
- iii. Contestant may deliver more than one joke in the five minutes allowed.
- iv. Jokes do not have to be original, but should be in good taste as deemed by the judges.
- v. A contestant will be penalized for exceeding the time limits, but not for being under the allotted time. Judges should not penalize if a speaker completes a sentence or thought after the time limit signal, but if he ignores it and goes way beyond.
- vi. Contestants may use notes, but shall be penalized if they read verbatim.
- vii. Judging will be based on delivery (facial expressions, use of hands, voice, etc.)

### **Comedy Sketch**

- i. Chapters may enter one group in the competition.
- ii. A minimum of 4 chapter members must participate in the comedy sketch.
- iii. The sketch can be a maximum of five minutes in length.
- iv. The sketch does not have to be original, but should be in good taste as deemed by the judges.
- v. Audio recordings and/or use of instruments is not allowed.
- vi. Costumes and props are allowed but must be approved by a chapter advisor.
- vii. Judging will be based on content (message, plot, story, etc.), humour, originality and presentation.

### **Advisor Appreciation**

- i. Chapters may enter one individual or group in the competition.
- ii. There is no minimum or maximum number of chapter members that must participate in the presentation.
- iii. Presentation types can include (but are not limited to) a song, dance, poetry, video, skit, slideshow, scrapbook poster, etc.
- iv. The presentation can be a maximum of five minutes in length.
- v. Judging will be based on creativity, originality and presentation.

# Category 4: Forensics

**Some of these competitions require advanced preparation and most (but not all) will be presented by just one or two delegates from your chapter during a convention meal.**

## **Oratory**

- i. One delegate from each chapter shall give a speech about the given topic.
  - a. *This year's topic shall be "Do you consider yourself a Jewish Canadian or a Canadian Jew? Why?"*
- ii. A time limit of 7 minutes will be observed.
- iii. Notes and props are allowed.
- iv. Judging will be based on content and delivery.

## **Storytelling**

- i. One delegate from each chapter shall tell a story about the given topic.
  - a. *This year's topic shall be, "A person wakes up in a white room with only a Pikachu for company."*
- ii. A time limit of 7 minutes will be observed.
- iii. Stories may be original or adapted.
- iv. Stories must be memorized for presentation.
- v. Notes and props will not be allowed.
- vi. Judging will be based on content and delivery.

## **Sound Effects**

- v. One delegate from each chapter shall compete.
- vi. A series of noises shall be played one by one (based on the convention theme).
- vii. The representatives must repeat each noise that was played.
- viii. The winner will be chosen based on tone, pitch, and general sound accuracy

### **Top Ten List**

- i. Chapters will send up one or two delegates to present a top 10 list pre-written by their chapter.
- ii. Only one top 10 list may be submitted per chapter.
- iii. The material in the top ten list must be appropriate as determined by staff and judges.
- iv. Judging will be based on creativity, humour and originality.

### **Silent Lunch**

- i. The entire chapter must remain silent for the entirety of a lunch time, beginning after the Hamotzie and ending as the Birkat Hamazon starts
- ii. There will be a hand gesture that represents asking permission to talk
- iii. If permission is given by the host, the person who asked for permission, and only the person who asked for permission, is allowed to talk.
- iv. The above exception should only be used to ask the host questions.
- v. Only the host is exempt from this game.
- vi. Judging will be based on a chapter's perceived enjoyment and their ability to effectively participate.

# Category 5: Skills

**These competitions do not require any advanced preparation. Most (but not all) involve a single representative from your chapter and most will take place during a convention meal.**

## Jeopardy

- i. A team is chosen to go first and begins the game by selecting a category and monetary value.
- ii. After the question is read, the first team to buzz in will get to answer. The member who buzzes must be the member to give the response.
  - a. *Note – Instead of using a buzzer this year, contestants instead must yell “Pikachu”.*
- iii. Teams are allowed to discuss responses prior to buzzing in, but all conversation must stop when someone buzzes in.
- iv. The response must be given in the form of a question.
- v. A correct response earns the value of the clue and gives the answering team the right to select the next clue.
- vi. If the player gives an incorrect response or fails to answer in time (10 seconds) another team may buzz in and respond.
- vii. If no correct response, the host reads the correct response and the team who originally chose the question maintains control of the board.
- viii. The team with the most points at the end wins.

## Backgammon

- i. All standard Backgammon rules apply.
- ii. A Backgammon book shall end all disputes.
- iii. The way dice are thrown will be agreed upon between both players before the start of the game.

## Checkers

- i. Coin flip determines who goes first.

- ii. A player, if the opportunity is there, must jump!
- iii. A touch move will prevail. This is, if a checker is touched, it must be moved. Players are permitted to retract moves. Otherwise, the usual rules shall prevail.
- iv. Checkers that reach the end of the line are converted into a king.

### Chess

- i. The game shall be limited to a maximum of 90 minutes. Individual moves may not exceed 5 minutes. If the game is not completed at the set time, the winner will be chosen by the point system.
- ii. Point System: Queen 9 points, Knights 3 points, Rook 5 points, Bishop 3 points, Pawn 1 point, King Game.
- iii. Touch Move: When piece is touched it must be moved. If a move is made it may not be retracted unless the move is illegal. (If a player does not intend to move a man but merely wishes to adjust its position, he must let his opponent know before the adjustment is made.)
- iv. Illegal Moves: If a player makes a move, which is not in accordance with the rules of the game he must retract it and make a different move with the same man, provided this is legally possible. If it is not, he must make a legal move with any other man.
- v. Castling: Once during each game both the player and the opponent have the privilege of castling; that is, moving the king two squares either to the left or right and placing the rook toward which he moved on the square over which the king has passed. Castling can only be done when the king and either rook have not been moved. Exception: Cannot castle out of or into check. If one of the squares the king or rook cross would result in a piece being taken at that square, the castling is illegal.
- vi. Stalemate: If and when the king is a lone piece and has not been checkmated in 21 moves, a stalemate occurs, and a new game will decide the winner. (Players are responsible for counting 21 moves out loud.) Perpetual check will result in 5 moves with a stalemate. (This rule for perpetual check will apply to other pieces as well as the king.)
- vii. Enpassant: If an opponent jumps a pawn two spaces and lands on the space adjoining your pawn, you may take the piece as if he had only moved once. This move is optional and must be taken on your next move, if at all.

# Preparation Checklist

To help your chapter prepare, here's a summary of the items that require advanced preparation:

- [ ] **Choose Your Pokémon** – See instructions on page 3 of this packet.
- [ ] **Chapter Song** – See page 11, and be sure to have 3 copies of the lyrics for the judges (either typed or handwritten). Also be sure to bring any iPod music or musical instruments if needed.
- [ ] **Chapter Cheer** – See page 11, and be sure to have 3 copies of the lyrics for the judges (either typed or handwritten).
- [ ] **Chapter Banner or Flag** – See page 12, and be sure to bring it to convention.
- [ ] **Chapter Video** – See page 12, and be sure to bring it on a USB, DVD or uploaded to the internet.
- [ ] **Chapter Apparel** – See page 12, and be sure to bring it to convention.
- [ ] **Theme Apparel** – See page 12, and be sure all members are prepared with theirs for convention.
- [ ] **3D Art** – See page 13, and be sure to bring it to convention.
- [ ] **Vocal Performance** – See page 13, and be sure whoever is competing brings any necessary music on an iPod.

***Preparation Checklist continued...***

- [ ] **Dance Performance** – See page 13, and be sure to bring any necessary music on an iPod (also any costumes or props if necessary).
- [ ] **Stand Up Comedy** – See page 13, and be sure your delegate is prepared (with notes or cue cards if necessary).
- [ ] **Comedy Sketch** – See page 14, and be sure your group is prepared (with any scripts, notes, costumes or props if necessary).
- [ ] **Advisor Appreciation** – See page 14, and be sure to bring whatever you're presenting.
- [ ] **Oratory** – See page 15, and be sure your delegate prepares and bring any cue cards, notes or props if needed.
- [ ] **Storytelling** – See page 15, and be sure your delegate is prepared to speak on the set topic.
- [ ] **Top Ten List** – See page 16, and be sure to bring your chapter's top ten list for submission (typed or handwritten).

***All competitions requiring advanced preparation are listed above. All other competitions do not require any advanced preparation.***

***Lastly, each chapter must hand in a completed 'Delegate Form' upon arrival at Tournies. Decisions can be made in advance or on the bus to Tournies.***

- [ ] **Delegate Form** – See page 21.

# Delegate Form

Your chapter must hand in one copy of this form when you arrive at Tournies.

Chapter: \_\_\_\_\_

Pokémon: \_\_\_\_\_

Please list your delegates for each competition.

Competitions that require your whole chapter to participate are **not** listed on this form – See packet for full listing of competitions.

**ATHLETICS – Everyone must be listed twice before anyone is 3 times:**

Basketball – 5 starters: \_\_\_\_\_

Volleyball – 6 starters: \_\_\_\_\_

Swim Relay – 3ppl: \_\_\_\_\_

Swim Tow – 2 ppl: \_\_\_\_\_

Synchro Swim- 5+ ppl: \_\_\_\_\_

*(more synchro are ok, but just list 5 for now)*

Water Polo – 3 starters: \_\_\_\_\_

Goalkeeper: \_\_\_\_\_

Mini Sticks – 3 starters: \_\_\_\_\_

**CREATIVITY – Must have each member once here before repeating:**

Chapter Video – min 6: \_\_\_\_\_

*(more ppl in video is ok, but just list 6 for now)*

Vocal – solo or duet: \_\_\_\_\_

Dance – min. 5: \_\_\_\_\_

*(more ppl in dance is ok, but just list 5 for now)*

Stand Up Comedy – 1: \_\_\_\_\_

Comedy Sketch – min. 4: \_\_\_\_\_

Advisor Apprec. – min 1: \_\_\_\_\_ *(more ppl is ok, just list 1 now)*

**FORENSIC/SKILLS – Must be a different chapter member in each contest:**

Oratory – 1 person: \_\_\_\_\_

Storytelling – 1 person: \_\_\_\_\_

Sound Effects – 1 person: \_\_\_\_\_

Backgammon – 1 person: \_\_\_\_\_

Checkers – 1 person: \_\_\_\_\_

Chess – 1 person: \_\_\_\_\_