



HOSTING TOURNAMENT REQUIREMENTS

To organize & conduct a Tournament, select & appoint your Tournament Director

PREPARATION

1. Select a Tournament date, time, and location
2. Post Tournament Flyer/Sign-Up Sheet on bulletin board and announce as appropriate - allow 3-4 weeks for sign up
3. Distribute parental/guardian permission slips - allow 1 week to turn in signed permission slips
4. Hold Tournament no later than 1 week after collection of permission slips

For materials, such as Sign Up Sheets & Permission Slips, go to PetSportsLeague.Com & Select "DIRECTORS"

TOURNAMENT GUIDELINES

Objective

Host the Qualifying Round to determine "best team" to compete in the Final Round.

Location

Sufficient space for all participants to play and observe.

Date

Qualifying Round to be completed no later than June 10th.

Time Requirement

Each Match (Team vs. Team) will take approximately 5 minutes - *A Team consists of 1 to 2 players.*

Each Game System / Audio Visual Station accommodates play of 8 teams for a duration of approximately 55 minutes.

Practice

Youth Centers often provide game stations and games for free play. If your local center does not carry the game, they will likely pick up a copy upon your request. Email INFO@JUDOBABY.COM for Tournament discounted game and shipping.

TOURNAMENT SETUP, PLAY, & RULES

EQUIPMENT & SETUP

Audio Video - *Provided by Your Org.*

For each Wii game system / Audio Visual Station you will need one TV or projector with Audio/Video (AV) inputs

Game System - *Loaned to Org by Student or Educator (See Sign-Up Sheets)*

Nintendo Wii with 4 Wii Remotes (Standard or Motion Plus)

Connect the AC Adapter to your Wii game system

Connect the Wii game system to your TV using the game system's AV cables

Turn on game system and connect Wii Remotes (4 per system)

For further assistance go to: http://www.nintendo.com/consumer/systems/wii/en_na/ht_index.jsp

Game Disc - *Loaned to Org by Student or Educator*

JERRY RICE & NITUS' DOG FOOTBALL - for Wii

Insert game disc into Wii system and select the Dog Football icon to begin

TOURNAMENT

Teams

Each team consists of 1 to 2 participants. At least one member of the team must be a Student or Member of a School or Organization they are representing. The second player must be a fellow student, friend, family member, or relative (as approved on students permission slip).

Rules

Team with the Highest Score WINS. Single elimination. Charts may be generated as follows:
Select a Chart (Blind Draw) from the link below based on the number of participating "teams."

<http://www.printyourbrackets.com/single-elimination-tournament-brackets.html>

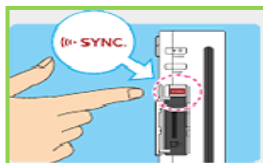
To compete in the final round, a winning team must consist of 2 players. Therefore, should the winning "team" of your Qualifying Round consist of 1 player, a second player must be chosen. We suggest selecting an individual from the second place team, followed by third place, and so on, until a teammate is chosen



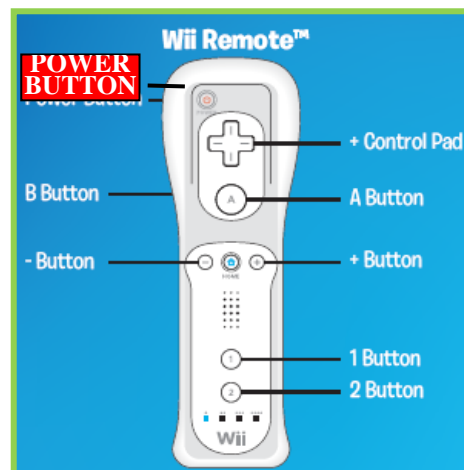
DOG FOOTBALL - HOW TO SETUP & PLAY-

1. Turn ON the Wii and insert JERRY RICE & NITUS' DOG FOOTBALL. Turn ON **Wii Remotes** by pressing the Wii Remote Power Button!

If you need to synchronize any Wii Remotes with the Wii system, press the "SYNC" button on the front of the Wii system



Now open the Wii Remote's battery compartment and press the red button



2. Point the Wii Remote at the screen. You will see a pointer on screen that follows your motion. Place the pointer on the DOG FOOTBALL icon and press the A button, then select **"Start."**
3. Follow screen instruction to press (A) + (B) simultaneously to enter main menu
The B button is located on the back of the Wii Remote

4. Select **"OPTIONS"** and set as follows:
 - Character Swapping: AUTOMATIC (or Players Choice)
Each player sets this option by pointing and clicking in the "AUTOMATIC" row
 - Tackle Resistance: Set to ON (or Players Choice)
Each player sets this option by pointing and clicking in the "ON" row
 - Quarterback Rotation: Set to ON POSSESSION (or Players choice)
Option is set for all players, but, while playing the game a team can press the "+" or "-" button and select "Options" to change this setting for their team only

CHARACTER SWAPPING
While playing with the "AUTOMATIC" setting, the game will try and keep you in control of the dog closest to the ball. Otherwise, you must press down on the control pad to change dogs.

TACKLE RESISTANCE
While playing with the "ON" setting, it is more difficult for your dog to be tackled

QUARTERBACK ROTATION
While playing with the "ON POSSESSION" setting, players on the same team alternate control of the quarterback for each new possession of the ball

5. Select the **"Close"** button, then select **"Play Now"**

6. SELECT YOUR TEAM screen - Team Assignment

- Players 1 & 2 (P1 & P2) click on the Character Logo at the top left of the screen to Join Team 1
- Players 3 & 4 (P3 & P4) click on the Character Logo at the top right of the screen to Join Team 2
- Players on each team appear below the Team Logo as P1, P2, P3, or P4 with Team Captain represented in gold. Team Captains select a desired Quarterback from the human character icons located in the top center.
- Once selected, the human Quarterback character appears below the team logo along with two assigned team dog breeds. To change a dog breed, Team Captains click on one of the two dogs closest to their Quarterback and exchange from dog breed menu.

7. Select the **"Next"** button to advance to SELECT YOUR FIELD screen.

TREATS
Treats enhance dog performance. During gameplay, click on "TREATS" button and select a treat. Point at your dog and press the A button to give him the treat. Press UP on the Control Pad to activate the treat during play (except Focus Treat)

8. Select **"Settings"** below or **"Reset To Default"**

- Quarter Length: 1 minute
- **Treats:** Some
- **Special Balls:** Max

SPECIAL BALLS
Special Balls enhance QB & / or Dog performance. During gameplay, click on the "BALLS" button to select a game ball.

9. Select **"Save Changes."** Select the desired Play Field by clicking on the field icons (images of play fields) and choose **"PLAY!"** to begin



REFLECTION

WHAT DID WE LEARN?

The following provides an outline to facilitate open discussion between students and their peers, allowing them to understand, reflect, and share 21st Century skills learned and exercised through participation in the Tournament.

1. **Tournament Director**, in each case, will read the **skill**, and its **definition**, followed by **questions** leading to response from the students
2. To elicit response (if necessary), offer one or two possible "answers" (provided in red)
3. Please encourage response from all participants

SKILL: CONVERGENT THINKING

DEFINITION: The process of reviewing all available information to arrive at the single best possible answer.

Q1: While there are many ways to use the WiiMote to advance through menus, you MUST apply a specific action in each case. For example, what WiiMote action is required to start a game? Is there any *other* way to achieve this result?

A1: *To start the game, you must point the cursor at the "Play" button while pressing the A button. There is no other way.*

Q2: Once in the game, what are some of the character moves and related WiiMote actions required?

A2: *Throw the ball (sharply swing WiiMote while releasing A button), kick the ball (press A button twice and swing WiiMote Upward), Manual Jump (hold down the A button and swing up on the WiiMote), etc.*

SKILL: DIVERGENT THINKING

DEFINITION: The process of generating several possible solutions to any given problem

Q1: The game has many problems to solve and goals to achieve. Can you think of what some of those are?

A1: *How To win, Score the Most Points, get a Fur-st-Down, stop your opponent from scoring, etc.*

Q2: Can you name the various things in the game that help you solve problems and achieve goals?

A2: *Different play types, play fields and field objects, ball types, treats, dog breeds, quarterbacks, opponent skills and styles, etc.*

Q3: How did you use these different things to solve the problems and achieve the goals?

A3: *Used treats to help my dog catch the ball, special balls designed for long throws, jumped over objects in the field to gain more points, used blitz plays to stop my opponent, etc.*

SKILL: SYSTEMIC THINKING

DEFINITION: A video game is a system made up of various smaller parts. Systemic Thinking is the process of understanding the relationship of the various parts within a system and how they interact and influence one another.

Q1: We talked about different "parts" of the game, such as treats, game balls, dog types, field types, etc. Can you describe the various parts of the game and what they do?

A1: *Treats are used to enhance dog abilities, game balls affect things like throw distance and accuracy, different dogs have different strengths and different ways to use the field (small dogs go in tunnels, big dogs jump on or over big objects, etc.), different plays for short or long distance attempts, etc.*

Q2: Now let's think about how you achieved a higher level of gameplay by combining various parts in the system.

For example, you can quickly gain greater distance by combining a long pass play with a ball designed for longer throws.

What other parts, when combined, increase your chance of winning?

A2: *Combine Power Treats with a Blitz play to plow through the Offense and sack the Quarterback. Combine the Speed Treat with run plays to leave defenders in the dust. When attempting to pass the ball and collect your full "A.R.F. Bonus," combine a long pass play with a ball designed for long distance throws AND a Focus Treat to practically guarantee a successful play. Etc.*

Q3: The game provides a training mode and additional text during gameplay to help you better understand the individual parts of the game, the relationships between parts, and how they relate to the system as a whole. How many of you completed the training mode? Do you think understanding the relationship between the parts of a system and the system as a whole is an advantage to solving problems and achieving goals?

A3: *Yes. Let participants discuss.*



SKILL: CREATIVE THINKING

DEFINITION: Generating new ideas by approaching problems or existing practices in innovative or imaginative ways

Q1: Can convergent or divergent thinking be used in a creative way? If so, how?

A1: Convergent, no, as there is only one possible answer. Divergent, Yes. Creative use of game tools to solve problems and achieve goals, such as combining different dog treats, plays, game balls, size dogs, and overall strategies against different opponents, etc., in imaginative ways.

Q2: Creative use of game tools provides a better understanding of how all game parts work together (*Systemic Thinking*). If you were able to understand ALL parts and ALL relationships within the system, do you think you could generate even MORE creative ideas on how best to play the game and win?

A2: Yes. Let participants discuss.

Q3: Did anyone gain new creative ideas on how to win the game through our group discussion?

A2: Let participants discuss

LIFE SKILL: HEALTH & EXERCISE

DEFINITION: Health is the condition of being sound in body, mind, and spirit. Exercise is bodily or mental exertion, especially for the sake of skill training or improvement of health.

Q1: Successful play of the game is both mentally and physically challenging, requiring focus, determination, dexterous and demanding physical motion, and practice. Do you think playing games like this are good for health and exercise? Why or why not?

A1: let participants discuss.

Q2: Subject matter of the game features humans and dogs outdoors engaged in a physical and mental sport. After playing the game, did you consider going outside to play a sport or simply enjoy the outdoors with others? Do you believe outdoor activities are good for health and exercise?

A1: Let participants discuss.

Q3: Do you think it's important to balance your health and exercise time between indoor and outdoor game activities? Why or why not?

A1: Let participants discuss.

LIFE SKILL: TEAMWORK / COLLABORATION

DEFINITION: Cooperative effort by members of a group or team to achieve a common goal: As in the tournament, you worked together to win the game.

Q1: While working as a team, did you discover any particular strengths or abilities of your teammate?

A1: Let participants discuss.

Q2: How did you and your teammate combine your individual strengths and abilities to succeed in the game?

A2: Taking on specific role of authority, like choosing the plays, or always in charge of quarterback, etc. / let participants discuss.

Q3: Do you feel like you communicated effectively with your teammate? Why or why not? If not, how do you think you could do better?

A2: Let participants discuss.

Q4: Great teamwork requires listening, effective communication, respect for individual contributions, putting aside individual glory, agreeing on decisions together, and compromise. Do you feel like you and your teammate exhibited Great Teamwork? Why or why not?

A2: Let participants discuss

CLOSING REMARKS

To assist in funding our art, music, and athletic programs, we are working together as an Organization, as a community, and as a team. The team includes Judobaby for designing the game and tournament, sponsors who provide donations, our principal for recognizing the opportunity, the superintendent for approving the program, the Tournament Director and Assistant for organizing and leading our qualifying round, your parents for allowing you to play, and all of you for participating. Without everyone working together as a team, NONE of this would be happening.

I also want to thank all of you for reflecting on what we have learned through the Tournament. Please turn to your teammate and thank them for working with you. Your homework assignment, write a Thank You letter to either your parents, principal, or superintendent for helping make this Tournament a reality.

Finally, let's all congratulate our winners and wish them good luck in the Final Round. I will provide details on the Tournament Finals as soon as I receive them.