

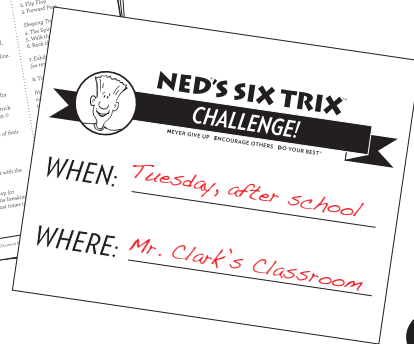
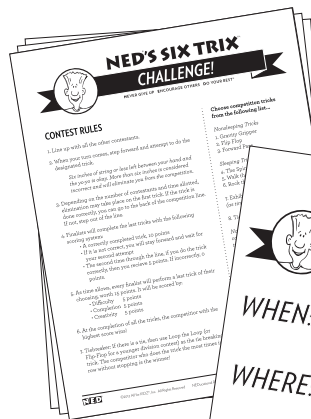
Run a yo-yo contest... NED's Six Trix Challenge

Everything you need to host a yo-yo contest for multiple age/skill levels, including contest rules, signs, scoring sheet and participation awards.

- What You'll Need:**
- Multiple copies of the 8.5x11" sheets including **Contest Rules and Scoring Sheets**
 - A designated **open space** for the contest
 - **Kids** who love to yo!

Directions:

1 Make copies of the Contest Rules available

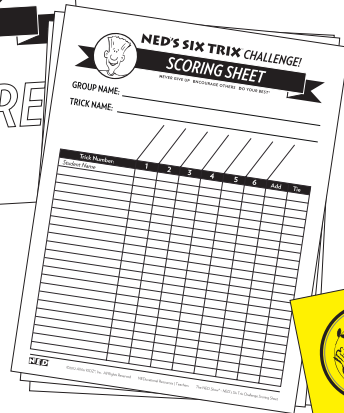


2

Post the time & place of the contest in advance



3 On the day of the contest post signs

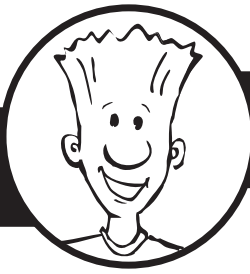


4 Make copies of the scoring sheet

5 Make copies of the award medals below to hand out to all participants. Print on cardstock or laminate the medals for extra durability.



You're all set!



NED'S SIX TRIX™

CHALLENGE!

NEVER GIVE UP ENCOURAGE OTHERS DO YOUR BEST®

CONTEST RULES

1. Line up with all the other contestants.
2. When your turn comes, step forward and attempt to do the designated trick.
When you catch the yo after the trick, six inches of unwound string (between your hand and the yo-yo) is okay. More than six inches is considered incorrect and may eliminate you from the competition.
3. Depending on the number of contestants and time allotted, elimination may take place on the first trick. If the trick is done correctly, you can go to the back of the competition line. If not, step out of the line.
4. Finalists will complete the last tricks with the following scoring system:
 - A correctly completed trick, **10 points**
 - If it is not correct, you will stay forward and wait for your second attempt
 - The second time through the line, if you do the trick correctly, then you receive **5 points**. If incorrectly, **0 points**.
5. As time allows, every finalist will perform a last trick of their choosing, worth **15 points**. It will be scored by:
 - Difficulty **5 points**
 - Completion **5 points**
 - Creativity **5 points**
6. At the completion of all the tricks, the competitor with the highest score wins!
7. **Tiebreaker:** If there is a tie, then use Loop the Loop (or Flip-Flop for a younger division contest) as the tie breaking trick. The competitor who does the trick the most times in a row without stopping is the winner!

Choose competition tricks from the following list...

Nonsleeping Tricks

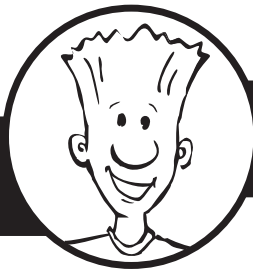
1. Gravity Gripper
2. Flip Flop
3. Forward Pass

Sleeping Tricks

4. The Spinner
5. Walk the Dog
6. Rock the Baby
7. Exhibition trick of your choice (as time allows)
8. Tiebreaker (if necessary)

Add more tricks to your contest using The NED Show's *How 2 Yo™* DVD. If your school hosted the NED Show, it received a free copy!

Note: For younger divisional contests limit the competition tricks to nonsleepers. As student age and skill increases, the sleeping tricks can be added.



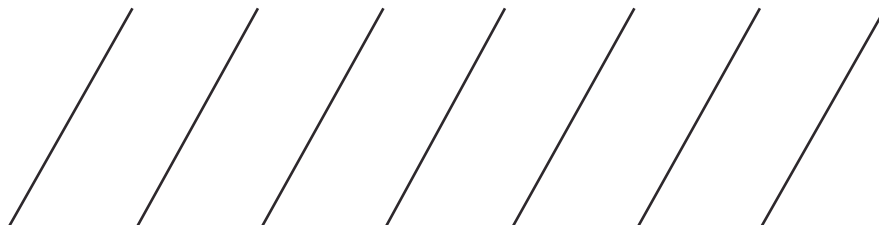
NED'S SIX TRIX™ CHALLENGE!

SCORING SHEET

NEVER GIVE UP ENCOURAGE OTHERS DO YOUR BEST®

GROUP NAME: _____

TRICK NAME: _____



Trick Number:	1	2	3	4	5	6	Add	Tie
Student Name								





*Special medal
for the contest winner*

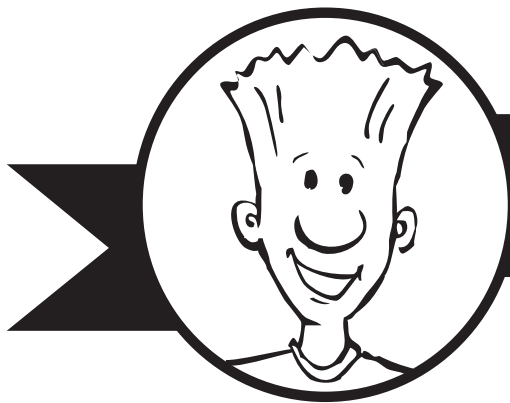


✂ CUT OUT MEDALS
&

AWARD TO ALL COMPETITORS



NED'S SIX TRIX™



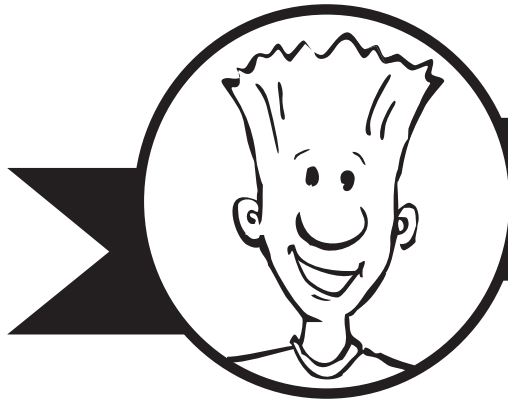
CHALLENGE!

NEVER GIVE UP ENCOURAGE OTHERS DO YOUR BEST®

WHEN: _____

WHERE: _____

NED'S SIX TRIX™



CHALLENGE!

NEVER GIVE UP ENCOURAGE OTHERS DO YOUR BEST®

LINE UP HERE