



It's time once again to really get going on your Sparks-A-Rama-meets!

Some maybe saying, "What is a Sparks-A-Rama?" Let me tell you a little bit about it. It is similar to an AwanaGames Meet, and yet it is different. It is a day of fun for your Sparks, a day of exciting participation with new friends, and **not a day of high-pressure competition**. Sparks-aged children are not ready for the keen rivalry of an AwanaGames Meet. Don't expect or encourage them to compete as fervently an older boys and girls do.

Sparks play games for the fun of playing them. Winning should be the gratifying results of their team's effort, but not the whole purpose of the **Sparks-A-Rama**.

Sparks-A-Rama can also be a ministry to parents. **It is an opportunity to present the Gospel of Jesus Christ. Remind parents not to stress highly competitive attitudes with their children on this special day.**

So get geared up and bring your Sparks out for a fun-filled day. See you at the Sparks (Fun) Sparks-A-Rama

Sparks - A - RAMA

REGISTRATION: \$60 per team

There is a late fee of \$15.00 per team if registration is postmarked after February 4, 2010.

Mail Completed registration with the fee to: - **Emily Leslie, 4107, 154th Street, Urbandale, IA. 50323**

Please indicate on your Sparks registration if you plan to have a team made up of mostly 2nd graders.

- Sparks Clubs with 30 or more clubbers may register more than one team, as the circles permits. Teams that have participated in past years will be placed on circles together. New teams will be placed with new teams (where possible).
- Team size - A team consists of a minimum of 10 and a maximum of 29, **including at least 5 boys and 5 girls.**
- Substitutions will be allowed any time after an event is completed. Substitutes must be seated on the floor behind the team, with a leader.
- We will have an extra heat of the Sparky Train. This will be for fun with no points given for this heat. We may also have others if time allows....we call them sportsmanship heats.
- Line judges will run along beside the clubbers to assist them in the running events. Coaches may be in your playing triangle to assist your Sparks as long as you do not interfere with the other teams.
- In event number 3 - Balloon Battle, we will be using 2 balloons.
- In event number 5- Sparky Train, When ALL the players cross the starting line player number 5 (the last one) runs in for the center pin or bean bag.
- For insurance reasons you can NOT have Cubbies be part of your Sparks team!