

## MEGA26 Competition Rules and Criteria

We want MEGA to help and benefit the Groups and Individuals who make the effort to put on outstanding Participation Games.

### **BEST CLUB PARTICIPATION GAME (Incorporated Groups)**

Prize: CASH prizes

1<sup>st</sup> Place min \$1000. (Plus, Perpetual Trophy and Winners Tankard)

2<sup>nd</sup> Place \$750

3<sup>rd</sup> Place \$500

Must be an Incorporated Group.

Must Involve the Public as players

Must register Prior to the event.

### **BEST PARTICIPATION GAME (Non-Incorporated Groups and Individuals)**

Prize: Trader Vouchers (Winners get to choose the vouchers they want 1<sup>st</sup> place first)

1<sup>st</sup> Place 50% of vouchers (Plus, Perpetual Trophy and Tankard)

2<sup>nd</sup> Place nom 30% of vouchers

3<sup>rd</sup> Place nom 20% of vouchers

Must Involve the Public as players

Must register Prior to the event.

### **Criteria:**

Each game will be assessed by 3 independent (i.e. not a member of any of the competing groups) members of the GWC Committee on the following criteria.

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1. **Public Participation** – 1-4Pts – Based on the number of public involved and the excitement and engagement of those playing, Ability to join the game on the day, “Next Game at” clock or registration on the day.
2. **Overall Impact** – 1-4Pts - Based on the “wow” factor of the game.
3. **Quality** – 1-4Pts – Based on the quality of terrain, figures and presentation.
4. **Ease of Play/Innovation** – 1-4Pts - Based on the ability to “Pick up and Play” of the rule systems or innovation in the rules or gameplay.
5. **Information** - 1-4Pts – Based on the presentation of the club’s details, when & where they meet, cost, contact etc.
6. **Enthusiasm of Umpires** – 1Pts – Based on the Umpires “Zing” (TIE BREAKER POINT ONLY).