

Otamatea High School

Inter-Iwi Competitions

Rules, Weightings and Schedule of Events



He Waka Eke Noa



INTER IWI SPORTING CHAMPIONS CUP

OHS Swimming Sports	13 February
OHS Athletic Sports	25 February
OHS Triathlon	25 March
OHS Cross Country	28 May
OHS Road Race	20 October
Inter-Iwi Unihoc/Floorball	4 May –8 May
Inter-Iwi Football	22 June – 26 June
Inter-Iwi Basketball	27 July – 31 July
Inter-Iwi Netball	4 September – 11 September
Inter-Iwi Rippa Rugby	21 September – 25 September

INTER IWI COMPETITION WEIGHTINGS TO MAKE UP THE SPORTS CUP

	1 st	2 nd	3 rd	4 th
Athletics	15	12	9	6
Swimming	15	12	9	6
Cross Country	15	12	9	6
Road Race	15	12	9	6
Football	7	5	3	1
Unihoc/Floorball	7	5	3	1
Rippa	7	5	3	1
Netball	7	5	3	1
Triathlon	7	5	3	1
Basketball	7	5	3	1

Age Groupings are as at 1st Jan on year of competition

Sub Junior Under 12 as at 1st Jan

Junior Under 14 as at 1st Jan

Intermediate Under 16 as at 1st Jan

Senior Under 19 as at 1st Jan

School swimming sports entry rules and points System

There is an individual championship for boys and girls for each age group as well as the Inter-iwi competition.

Students may enter any of the swimming races on the day - please see chart below.

All students will receive a point for their iwi for entering a swimming race.

The students who swim the top 8 fastest times for boys and girls for each age group will receive extra points using the points system below.

Points system for inter-iwi championships and age group championships are: One point per entry and: 1 st place 8 points 2 nd place 7 points 3 rd place 6 points 4 th place 5 points 5 th place 4 points 6 th place 3 points 7 th place 2 points 8 th place 1 point	Relays only counted for iwi points. 1 st place 24 points 2 nd place 18 points 3 rd place 12 points 4 th place 6 points
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Championship

The 5 yellow highlighted events are the championship events. A student's points will only count from the highlighted events for the championship. The boy and girl from each age group with the most points from these 5 events will win the championship for that age group.

25m Free Style	25m Back stroke	25m Breast stroke	50m Free style	50m Back stroke	50m Breast stroke	75m medley	100m Free style	200m Free Style	25m Butter Fly	Fun inter iwi races
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For students wishing to compete for the championship for each age group there will be a meeting held prior to swimming sports day to confirm how this works.

Northland Swimming – A meeting will be held before swimming sports for all students who wish compete at this event.

Our school is committed to being SunSmart. We encourage the entire school community to use a combination of sun protection measures during Terms 1 & 4 as recommended by Sunsmart NZ: www.sunsmart.org.nz. We strongly recommend students bring their own sunscreen to use. School approved bucket hats are available to purchase from the school office at a cost of \$10.00. Whilst the school will make sunscreen available for students to use during school outdoor events and EOTC outdoor activities where appropriate, it is the responsibility of the student to choose to apply sunscreen and use it correctly and to repeat application throughout the day.

School athletics sports entry rules and points system

There is an individual championship for each age group as well as the iwi competition.

Students may enter any of the athletics events on the day - please see chart below.

All pupils will receive a point for their iwi for entering a field event or running heat.

Running heats/finals will all be held on athletics day. Students need to enter the running heats to be considered for the finals.

The students who run/jump/throw the top 8 best results for boys and girls for each age group will receive extra points using the points system below. There are qualifying standards for all events.

200, 400, 800, 1500 m Finals – The fastest 8 students from each age group will be named from the heats. 100 m has heats and then finals on the day.

Individual Champions will be decided from points in their total top five events with a split of either (this does not include the open events)

3 track events and 2 field events Or 2 track events and 3 field events.

If a running heat/final is happening at the same time as a field event. Please go and see the field event marshal to register your name and then complete in your running race first.

<u>Points system</u> for Inter-Iwi championships and age group championships are: One point per entry and: 1 st place 8 points 2 nd place 7 points 3 rd place 6 points 4 th place 5 points 5 th place 4 points 6 th place 3 points 7 th place 2 points 8 th place 1 point for all events entered	<u>Relays</u> Only counted for Iwi points. 1 st place 24 points 2 nd place 18 points 3 rd place 12 points 4 th place 6 points
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Events and Qualifying standards – 100m, 200m, 400m, 800m, 1500m

	LONG	SHOT	DISCUS	H JUMP	JAVELIN	TRIPLE
SJG	2.5m	4m	9m	90cm	-	-
SJB	3m	5m	10m	90cm	-	-
JG	2.5m	5m	11m	1.05cm	10m	6m
JB	3.5m	6m	13m	1.05cm	15m	8m
IG	3m	6m	13m	1.10cm	10m	6m
IB	4m	7m	15m	1.15cm	15m	8m
SG	3m	6m	13m	1.10cm	10m	6m
SB	4m	7m	19m	1.20cm	15m	8m

School cross country entry rules and points system

Distances

Sub Junior – 3000m

Junior – 3000m

Intermediate girls – 3000m

Senior girls – 3000m

Intermediate boys – 4000m

Senior boys – 5000m

Age Groupings are as at 1st Jan on year of competition

Sub Junior Under 12 as at 1st Jan

Junior Under 14 as at 1st Jan

Intermediate Under 16 as at 1st Jan

Senior Under 19 as at 1st Jan

Entry Conditions: Year 7-9 compulsory entry. Year 10-13 voluntary entry (normal medical & parental dispensations apply to all year levels)

Iwi Points Competition:

Every student to finish will earn one iwi point.

The first 12 boys and girls to finish for each age group will be awarded extra points towards the Inter-iwi Competition, determined by placing. 1st – 12, 2nd - 11, 3rd – 10 etc.

Fun Participation Race:

One lap of the Cross Country track. One house point for all students who complete the lap. This is only for students who do not enter the competitive races.



School road race entry rules and points system

Entry Conditions: Year 7 - compulsory entry. Year 8-13 voluntary entry (normal medical & parental dispensations apply to all year levels)

Distance – 5 km

Rules

Entries close the day before the race at 3.30pm. No entries will be accepted on the day. A roll call will be taken before the race and students who have not filled out an entry form will be sent back to class.

Students who do not make the top of Bickerstaffe Rd in 10 minutes will be turned around and sent back to Otamatea High School. These students will spend the rest of the afternoon on the astro.

Iwi point Competition:

Every student to finish under 35 minutes will earn two Iwi points. All competitors over 35.00 minutes earn 1 Iwi point

The first 12 boys and girls to finish will be awarded extra points towards the Inter-Iwi Competition, determined by placing. 1st – 12, 2nd - 11, 3rd – 10 etc.

Extra Competitions on the day

Cross-Code Challenge – Who is the fittest/fastest team in the school.

The first 7 runners placings from the team count. These are added up and the smallest total is the winning team.

Bonus Incentive: Each athlete who completes the course in under 45 minutes will receive a juicy. Each athlete under 25 minutes goes into a draw for \$10 Canteen Voucher.

School triathlon entry rules and points system.

Year 7 and 8

1. 200 metre SWIM (8 lengths of O.H.S pool)
2. 6 kilometre BIKE (from O.H.S pool – Right and down Bickerstaffe Road to Judd Road around cone and up to Cone at the 1 km mark past school then back to Judd Road and return to school) – 1 ½ laps
3. 2 kilometre RUN (along Bickerstaffe Road to 1km turn around and return) – 1 lap

Year 9 and above

1. 500 metre SWIM (20 lengths of O.H.S pool)
2. 14 kilometre BIKE (from O.H.S pool – Right and South down Bickerstaffe Road to Judd Road around cone and up to Cone at the 1 km mark past school and back to school. Do this lap 3 times and then once more to Judd Road and return to school – 3 ½ laps.

3. 4 kilometre RUN (from O.H.S pool following Bickerstaffe Rd footpath and go around the 1km marker cone and return around blue tent at school X 2.

Iwi Points

Every student gets an iwi point for the code they are entering

1 point for swimming

1 point for biking

1 point for running

For an individual this will mean they receive a total of three entry points. For a team each code will have an entry point for the student's house that is competing.

On top of this, the top three place getters for the following divisions get extra points:

Individual Boys and Girls

Boys Team

Girls Team

Mixed team

The Points are -

1st = 9 points

2nd = 6 points

3rd = 3 points

Eg: For an individual. They would get 3 entry points. If they won they would then get an extra 9 points = A total of 12 points

For a team made up of students from three different iwi's. Each student would get one point for entering. If they won they would then each get an extra 3 points = a total of 4 points each (12 points for the team)

Rules

Entries will close two days before the event by 9.30am. This is to ensure safety for the running of the day.

Safety briefing will be held the day before the races for the junior and senior events and these must be attended by all students competing for student safety. Non -attendance means not being able to compete.

INTER IWI COMPETITION

The following age groupings apply.

As at 1st Jan on year of competition:

Sub Junior	Under 12 as at 1st Jan
Junior	Under 14 as at 1st Jan
Intermediate	Under 16 as at 1st Jan
Senior	Under 19 as at 1st Jan

Each code has 4 days of competition. One day for each age group.

Unihoc/Floorball

- 5 a side – maximum of 3 males/females on the team
- 4 minute games
- Referees decision is final
- Minimum of 3 players to take the court
- Goalie allowed to use feet
- Penalty = High stick; ball must be hit below the knees
- Penalty = Ball hitting roof or windows
- Goalie out line – red line

Football

- 5 a side – maximum of 3 males/females on the team
- Goalie – pick the ball up between the wall and the red line; the goalie must throw the ball (instead of a kick) and the ball must bounce before half way.
- 3 - 4 minute games (depending on when it starts)
- If the player kicks/heads the ball and it hits the roof OR if it touches the upper white part of the wall it results in an indirect penalty to the other team
- Referees decision is final
- Minimum of three players to take the court

Basketball

- 5 a side – maximum of 3 males/females on the team
- 3 - 4 minute games (depending on when it starts)
- Referees decision is final
- Year 7, 8 & 9 play all rules except for; 3 seconds in the key, half court, shooting fouls (juniors just play to the side)
- Jump ball at the start of each ball.
- Minimum of three players to take the court.
- Normal scoring for basketball applies.

Fast Five Netball

- 5 a side – maximum of 3 males/females on the team
- All rules apply
- 6 minute games
- Referees decision is final
- Minimum of four players to take the court.
- Use netball score sheets

Rippa Rugby / Turbo Touch

- 5 a side – maximum of 3 males/females on the team
- 6 minute games
- Referees decision is final
- Minimum of 3 players needed to take the field.
- 5 rips and hand over on the 6th
- No kicks

WORKING OUT THE WINNER FOR INTER-IWI GAMES

- Add score up from each game
- Award points for each game 3 – win, 1 – draw, 0 - loss
- Transfer points from each game to the bottom chart
- Add the total points. Highest points is the winner.
- If iwis are on equal points, transfer the total scores 'for' the iwi of the three games in chart one. The highest score takes higher placement.
- If still a draw then transfer scores against from each game. The lowest points against takes the higher placement.



INTER IWI 'EKE NOA' Hoe (The Paddle)

Tableau Vivant	May
Haka and Waiata	Period 5 on Friday 3 July
Debating	Term 3 Week starting 10 August
Maths Week	Term 3 Week starting 24 August
Chess	Term 3 Week starting 31 August
My Iwi Rules	Term 4 Week starting 9 November
The Quiz	Term 4 Week starting 16 November

INTER IWI COMPETITION WEIGHTINGS TO MAKE UP 'EKE NOA'

	1st	2nd	3rd	4th
The Quiz	7	5	3	1
Debating	7	5	3	1
Mathex	7	5	3	1
My Iwi Rules	7	5	3	1
Chess	7	5	3	1
Haka/Waiata	15	12	9	6
Tablet Viviant	15	12	9	6

Inter-iwi 'Eke Noa' OHS Haka and Waiata

Haka competition rules - The inter-iwi haka and waiata competition is held at the end of the term in the gym.

1. Students and teachers can only perform for your school iwi.
2. All performers must be current students or staff members of Otamatea High School.
3. Iwi groups will be judged on the following criteria:

Pronunciation (Te mita o te reo)	15
Volume (Te hoihoi)	15
Presence (Te wēhi)	20
Movements/ Choreography (Nekehanga) Haka only	15
Synchronisation (Kotahitanga) Haka only	20
Staff involvement	5
Kaitātaki Tane (Best Male Leader)	5
Kaitātaki Wahine (Best Female Leader)	5
Total Marks	100

Please note that any costumes and props used will not affect the overall score

Inter-iwi 'Eke Noa' Debating

- Prefects responsible for arts to introduce competition at assembly. They will also include information about a Staff vs Students 'demonstration' debate that will provide an example for students to see how debating works.
- Iwi groups will then call for interested students for their debating team. Iwi captains to organise teams. There will be a single senior team from each iwi to represent Years 9-13. The junior teams (Years 7 & 8) will then have a separate competition following the senior one.
- Process for both senior and junior competition:
First round - Arawa vs Maniapoto on Tuesday. Ngapuhi vs Whatua on Thursday.
Second round - winner vs winner on Tuesday. Loser vs loser on Thursday.
- Moots will be released on Monday for the Tuesday debate; moot for Thursday debate released on Wednesday
- Venue - Library - interval.
- Judging using the Auckland Debating score sheets.

<http://aucklandschoolsdebating.org.nz/wp-content/uploads/2018/03/ASD-Marksheet-Alt.pdf>

- Winner of second round takes first place, loser second place etc. If a draw - countback on points from score-sheets.

Inter-iwi 'Eke Noa' Tableau Vivant

A *tableau vivant*, French for 'living picture', is a static scene containing one or more actors or models. They are stationary and silent, usually in costume, carefully posed, with props and/or scenery, and may be theatrically lit.

It thus combines aspects of theatre and the visual arts.

A tableau may either be 'performed' live, or depicted in painting, photography and sculpture, such as in many works of the Romantic, Aesthetic, Symbolist, Pre-Raphaelite, and Art Nouveau movements.



What to do...

Create a whānau tableau vivant using the people from your whānau class.

Choose one of many artworks of the Romantic, Aesthetic, Symbolist, Pre-Raphaelite, or Art Nouveau movements.

Make sure it is a painting with a lot of people in it.

Gather costuming and consider your background set.

Set it up and take your photo.

Add your whānau tableau vivant photo into the slide presentation given to your whānau teacher.

Your iwi votes on which one they think is the best. Send your final Tableau Vivant to Mrs Clist for final judging. Iwi with the highest votes wins.



	ARAWA	MANIAPOTO	NGĀPUHI	WHĀTUA
Image accuracy				
Pose and expression				
Personalised creative license				
Costuming and set				
Number of people used				

Inter-iwi 'Eke Noa' Inter-iwi Mathex Competition

Year 7 to Year 10 students

- Students are divided into year level iwi teams of 3 to 4 students. List of team names will be made available by the Mathematics department early on the day of the competition.
- Teams must have pens/pencils to answer their questions. Working out paper allowed. Only Year 10 students are allowed to use calculators. One calculator per Y10 team.
- Team tables will be arranged into iwi rows. When students first enter the hall they must find their labelled desk and group around it.
- Each team must specify a runner who will take their team answer to their allocated marker. The runner will go to the same marker for the whole competition.
- The same person must be the runner throughout.
- Runners must complete a full circuit for every question. Before the quiz start, runners will be shown by speaker exactly who their marker is and which way to run.
- Teams who change runners, or whose runners do not complete the full circuit will be automatically DISQUALIFIED.
- During the quiz runners may not talk to their marker - all answers must be written in the answer space on the question sheet. Remember to print all digits clearly and to cross out any old answers you don't want the marker to look at - they will only consider one answer at a time.
- Some questions may consist of more than one part, and so all parts must be answered correctly to get the 1 point. If only one part is incorrect the marker will only say "No, this is not correct" - they will not specify which part of the question is wrong. Thus all parts will need to be checked by the team.
- If the answer is correct you will receive the next question, otherwise you may go back to your team to give it another try.
- Your team may pass on a question you cannot solve after two attempts.
- After the allocated time for completing the questions students must remain seated until they are asked to move by the speaker.
- The Maths Department will collate iwi results and share with school at assembly.

Iwi point allocation:

- Teams work their way through 20 questions, one question at a time.
- 1 mark is awarded for each correctly answered question. No marks are awarded or deducted for incorrect or incomplete questions.
- A team may pass on a question they cannot solve. Some questions may consist of more than one part and so all parts must be answered correctly to get the 1 point. If only one part is incorrect the marker will only say "No, this is not correct" - they will not specify which part of the question is wrong.

Inter-iwi 'Eke Noa' OHS Chess

- There will be teams of four players in each iwi team. Players may be in any year group.
- Each iwi team will play each other iwi team exactly once i.e. three games each.
- The games will be played over three rounds (during lunchtimes).
- Teams of four can be made up of different players each day.
- All normal rules of chess apply (including castling and en passant) with the exception of 'touch move'. A move will only be considered complete when a player's fingers have been removed from the piece being moved.
- If a game is still in play at the end of lunchtime, then the teacher in charge of the tournament will adjudicate a winner, or rule the game a draw; unless the players have been put on the chess timer.
- If a game is close **and** in danger of not being finished in time, then the teacher in charge of the tournament may put the players on the chess timer. If a player's time runs out, then his/her opponent wins the game (unless he/she doesn't have mating material, in which case the game will be declared a draw).
- Spectators are not to comment on the games or give advice to players.
- Any queries are to be directed to the teacher in charge of the tournament, whose decision is final.
- After each round, the team with the most wins will receive a point. If the teams have the same number of wins, then half a point will be awarded to each team.
- After the three rounds the team with the most points will be declared the overall winner etc, down to fourth place.
- If teams have the same number of points, then the team with the highest number of wins will be declared the winner.
- If the teams are still tied, then a one-off game will be played between one player from each winning team, with 15 minutes each on the chess timer, to determine the overall winner.



Inter-iwi 'Eke Noa' OHS My Iwi Rules The Kitchen

- 1 student per year level (juniors only, therefore, 4 in a team).
- Each iwi to provide a staff member judge. Judge must have no special dietary requirements.
- All participants must wear covered shoes.
- Only iwi leaders and iwi Deans will be allowed in the room as spectators due to space constraints.
- Ingredients will be provided.
- All ingredients must be used.
- No recipes are allowed to be brought into the room.
- Pie or a pizza is the item that will be prepared and cooked.
- Presentation important BUT taste is the most important element.

My IWI rules Judging Sheet

IWI				Taster/ judge/s:		Date:	
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-5 is highest -1 lowest

Attribute	1	2	3	4	5	COMMENTS
<i>SENSORY</i>						
Visual / Appearance						
Flavor of Pie/Burger/Pizza						
Moisture/freshness of Burger/Pie/Pizza						
Fillings/Toppings – flavor combination of fillings						
Combined overall flavor (overall bite and texture - includes Toppings/fillings/sauces/seasonings)						
MARKS / 25						
<i>Teamwork/Cleaning</i>						
Teamwork/Communication						
Cleaning						
MARKS / 10						

Inter-iwi 'Eke Noa' OHS Social Sciences Junior Quiz

- Two days of competition Year 7 & 8 Quiz Day and Year 9 & 10 Quiz Day
- Both quiz days will be held during interval
- Each iwi will supply two teams of 4 for each day of competition
- 32 participants altogether
- Team members cannot be changed during the quiz.
- Shouting answers will result in points removed.
- Questions will be on:
 - current NZ and world events,
 - sports
 - music
 - geography
 - history
- Format of quiz will be Kahoot on Chromebooks.
- Total points across ALL teams will be added together, across the 2 days, and then placings are decided.

Inter-iwi 'Eke Noa' Calculation of Academic Cup

For students in years 7 to 10 a score will be calculated for each subject based on the overall curriculum level achieved by the student. A total score will then be calculated from all timetabled subjects, weighted by the timetabled number of hours per subject. An average will then be calculated for each iwi and each year group. For students in years 11 to 13, a GPA (grade point average) will be calculated for each student based on their NCEA results to date. A weighting of N=0, A=2, M=3, E=4 will be used when calculating the GPA. An average GPA score will then be calculated for each iwi and each year group.

For each year group 4 points will be awarded to the iwi that has the highest average score, 3 points for second, 2 points for third and 1 point for fourth. The academic cup will be awarded to the iwi with the most points overall.