

AREAS OF SERVICE

1. Registration/Check-In Booth
 - a. 10 People must arrive at gym by 7 a.m.
 - b. Registration will end by 9 p.m.
2. Score Keepers
 - a. 4 People must arrive at gym by 7 a.m.
 - b. Will keep track of both teams scores
 - c. Will record team scores under “Team Captains” 1st Initial and last name.
3. Assistant Score Keepers
 - a. 4 People must arrive at gym by 7 a.m.
 - b. Will keep track of both team’s fouls.
 - c. Will record fouls under 1st Initial and last name.
4. Referees
 - a. 4 People must arrive at gym by 7 a.m.
 - b. Will call the game under strict “tournament style” playing.
 - c. Must have whistle and striped ref. shirt.
5. Stats Keepers/Info. Booth
 - a. 3 People must arrive at gym by 7 a.m.
 - b. Head stats keeper will organize games, assistants will record games played and announce upcoming games.
6. Dunking Contest Judges
 - a. 5 People must arrive at gym by 7:45 a.m.
 - b. Will judge the dunking contest using scores 1-10 (1 = bad, 10 = great)
 - c. Each judge will critique “style”, “creativity”, and “accomplishment” of dunks.
7. Snack Bar
 - a. 3 People must arrive at gym by 10:30 a.m.
8. Discipleship
 - a. Be prepared to disciple those who made a decision during the message.
 - b. Most people will already be saved when they come forward, your job is to give them a better understanding of the decision they made and how it has affected their lives.
 - c. You will direct the teenagers to the Youth Pastor whose church is closest to their home.
 - d. DO NOT RE-SAVE THE TEENAGERS. Ask questions before you decide what they need to hear.
 - e. Those who are involved in discipleship must be at gym by 7:45 a.m.

*Those who are present during the tournament and aren’t filling one of the above positions should take the opportunity to talk with the teenagers, keep the peace, and keep the gym clean.