



2020 Virtual Bowling Tournament

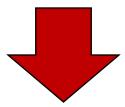
The global COVID-19 pandemic has created many stumbling blocks as we return to competition in 2020. Special Olympics Wyoming will offer competition while following the State and Organization's limits on gathering size and physical distancing requirements. Our goal is to provide the healthiest and safest competition possible for all participants. With that said, Special Olympics Wyoming will only offer virtual bowling at the area and state level for the 2020 fall season.

Athletes will compete at the local level and their scores will be used for placement at Area Games and from there be used for State. Below you will find an outline of what this virtual tournament will look like at each level and the process within each competition.

Local Level (In Person)

October 17th-31st

- A local bowling protocol has been developed by staff for local programs to use as a resource to run their event
- Local programs will be granted a two week window to complete a local tournament
- Athletes we be allowed to compete in groups of twenty five or less per session
 - o If have more than twenty five athletes in program, schedule separate sessions throughout a day or multiple (Ex. Program has 100 athletes; Day one will host a morning and afternoon session with 25 athletes each. Day two will do the same with the remaining athletes.) *Determine groups by age, aphetically, etc.
- Pictures and videos should be taken throughout competition, live feeds on social media, and sent to area directors and the state office
- Divisions will be based on their practice qualifying scores
- Athletes will bowl three games and scores will be recorded
- Local medals will be handed out upon completion of three games
- Local tournament scores will be sent to Area Directors



Area Tournament (Virtual)

November 5th or 6th

- Virtual area tournament date will be set by the Area Director
- Athletes must compete at local level tournament to qualify in virtual Area Games

Pre-event

- Area Director will schedule time for virtual event (times of postings)
- Athlete training scores will be used to division athletes
- Once divisions are complete, Area Directors will then input athlete local tournament scores as their final score
- Local tournament scores will be used to place athletes and award medals

Virtual Event

- The virtual event will be a live feed on one designated day through Facebook
- Opening Ceremony
 - Each Area Games will develop an Opening Ceremony with a video of Law Enforcement and Athletes lighting a torch
- Competition
 - Area Directors will post pictures/videos from all local tournaments throughout the scheduled event time on Facebook area page
- Awards
 - Area Directors will video an award ceremony. Area Director and Law Enforcement reading the placements (Gold, Silver, Bronze, 4th)



State Tournament (Virtual)

November 12th and 13th

• Athletes must compete at a local tournament and area tournament in order to qualify in virtual state tournament

Pre-event

- State staff schedule for virtual event (times of postings)
- Area Directors will send state all information received from Local Programs
- Once divisions are complete, State Office will then input athlete local tournament scores
- Athletes will then be placed and awarded medals

Virtual Event

- The Virtual Event will be broadcasted on Facebook for two days (Thurs & Fri)
- Opening Ceremony
 - Thursday Night on Facebook
 - Video of Law Enforcement and Athletes lighting a torch
 - Participating Athlete names will be listed (credits type style and/or photos slide)
 - Video of each oath being read by a representative
 - Special Guest Speaker
- Competition
 - Friday
 - State will post pictures/videos from all Local Tournaments throughout the scheduled event time on Facebook area page
- Dance
 - Thursday Night following Opening Ceremony
 - Dance Party via Zoom
- Awards
 - State office will video an award ceremony. State Representative and Law Enforcement reading the placements (Gold, Silver, Bronze, 4th)