

### GENERAL APPLICATIONS

Adhesive Numbers can be stuck onto a team's set of water bottles. Each team member must only drink from the water bottle which displays the same number as the back of their shirt/jersey/etc. Adhesive Number Stickers on markers can be used to mark the distance, (metre by metre from the foul line) for throwing events and long jump, so students know how far they have thrown or jumped.

Adhesive Number Stickers can be stuck onto PVC marker flags and used for athletics throwing events. As the competitor improves on their own personal throw or jump their marker is moved further out. Upon completion the measurer only needs to measure once per competitor.

Adhesive Number Stickers can be applied to flexidomes or witches hats in a tabloid situation. Stickers can simply be used to mark the order in which the activities should be followed, or can be used to stipulate an activity i.e. 5 means 5 people do star jumps five times.

Use as Orienteering markers / Control points.

Used for standardised sports. Place numbers on PVC marker flags. The further the student throws, kicks, leaps etc into each zone, they will earn points on a lineal scale. For example if the flags are placed at 5m intervals each student who kicks a football and lands past the flag marked 7, they earn 7 points.

### MODIFIED GAMES

Place on witches hat and have scattered within and around the three-point arc on a basketball court. The cone with 1 can be placed closer to the ring and number 12 placed behind the three-point line. Scatter all other cones around the area, the higher the number the more difficult the shot. Students have one-two minutes, and can choose to take a shot from any cone. A successful shot earns the participant the corresponding points represented on the cone. The highest score after the allotted time is the winner..