



POST-EVENT REPORT

Event:	Cadet – Junior World Fencing Championships Bourges 2016
Event Date:	1-10 April 2016
Host Country:	Bourges, France
Author:	International Fair Play Committee
Subject:	Fair Play Education Programme
Date:	14 April 2016

1. Introduction

This report is to summarise the **fair play education programme** which was carried out **by the International Fair Play Committee (CIFP)** during the **Cadet – Junior World Fencing Championships in Bourges, France**.

2. Fair Play Education Programme

It was the **first time in the history of fencing** that **fair play had been promoted within the framework of an education programme**. The fair play games which were introduced to the young fencers were specifically developed for the Youth Olympic Games by the CIFP.



2.1 Educational objectives

The **educational objectives** of the CIFP's fair play programme were as follows:

1. To **promote sportsmanship** among athletes and the values composing fair play.
2. To **develop a better understanding of the notion of fair play** and how fair play and its values can be **applicable in the daily lives of the athletes**.
3. To put fair play **theory into practice via exciting interactive activities and eye-catching promotional materials**.

2.2 Contents

The CIFP included the following elements in the fair play games to convey the messages of sportsmanship:

- **Clear definition of values** composing the notion of fair play;
- **Key messages** and slogans related to sportsmanship;
- **Examples** of how the values of fair play can be adopted in the daily lives of the athletes on and off the sporting field;
- **Images and stories of popular athletes** showing fair play attitude throughout their career;
- Exciting **case studies** introducing fair play acts carried out in the history of the Olympic Games.

The CIFP conducted its activities in the following formats:

- **Board games** and **computer games**;
- Free and easy **10 to 15-minute activities** supported by experts;
- Activities were available in **English** and **French**.

The Fair Play Stand offered the following **activities to its visitors**.

Fair Play Board Game				
Activity	Brief description	Educational objectives	Materials to be provided	Number of players at a time
Fair Play Activity Game	Based on the party game Activity, where players have to describe words related to fair play and sport pantomimic or by drawing.	To encourage young people to think about and try to explain the meaning of fair play and related values in their own words.	Board, cards, hourglass, dice, pieces, stationery (paper, pencil)	2 to 10

Fair Play Computer Games				
Activity	Brief description	Educational objectives	Materials to be provided	Number of players at a time
1 Fair Selfie, Your Selfie – Show Your Fair Play Gesture!	Athletes can take 'fair play selfies' expressing gestures and emotions of sportsmanship through body language.	To teach gestures and emotions characterizing fair play to the youth through first-hand experience.	Computer software	1 to 4
2 What is Fair Play? Watch It!	Athletes can watch short films introducing fair behaviour on the sporting field.	To teach through moving images how athletes can behave in the spirit of sportsmanship and embody the values of fair play on the sporting field.	Computer software	1 to 4
3 What Would You Do? – Fair Play Case Studies	5 short films illustrating excellent examples of fair play in sport history presented to the youth. Each story	To make athletes put themselves in a particular situation by contemplating their possible reactions to the events featured	Computer software	1 to 4

	ends abruptly and athletes are asked how they would behave in the same situation.	in the films.		
4 Logo hunt – Test your visual acuity!	Players can test their visual perception by reacting accordingly if they catch a glimpse of the fair play logo decorating some of the 15 pictures flashed by the computer in a short time frame.	To increase awareness of the fair play logo while players can test their visual acuity and reaction time.	Computer software	1
5 Piece Together Your Fair Play Picture! - Puzzle	Players have to piece together a picture displaying an image of fair play and a related slogan.	To show some aspects of fair play by means of images and related slogans.	Computer software	1 to 4
6 Challenge Your Memory – Card Game	Players have to collect all pairs of cards bearing images and values of fair play on a 24-card deck.	To display the values of fair play	Computer software	1 to 4

2.3 Promotional Materials

In addition to the interactive games, **printed materials** and **giveaways conveying slogans and messages of sportsmanship** complemented the fair play education programme.

Brochures introducing the world of fair play and also containing a Fair Play Charter specifically written for the youth were produced in English.

Postcards featuring the most exciting short stories of the Fair Play Awards in fencing such as **colourful pins** and **bracelets** were distributed among the visitors.

Last but not least two **roll-up banners** displaying **fair play scenes in fencing** decorated the stand.

Fair Play Gift Items				
Item	Educational message	Amount	Language	Distribution
Fair play brochure	To introduce the notion of fair play and present a fair play charter for youth	1000	English	Athletes, coaches, visitors in general
Fair play postcard	To introduce and feature some of the greatest Fair Play Award Winners in fencing and their act of fair play	1000 (7 different stories)	English	Athletes, coaches, visitors in general
Fair play pin	To introduce and promote the fair play logo	1000 (4 different colours)	N/A	Athletes, coaches, visitors in general
Fair play bracelet	To promote the fair play logo and slogan	200 (2 different colours)	English	Athletes, coaches, visitors in general

2.4 Operation of the Fair Play Stand

Fair Play Stand in CREPS	
Dates of operation:	1-6 April 2016
Opening hours:	10:00-17:30 on a daily basis
Venue:	CREPS in Bourges
CIFP Team:	Mr Jenő Kamuti, CIFP President 2 staff members to operate the stand

The **Fair Play Stand** was located at the main entrance of the CREPS, which was one of the two official venues of the Junior – Cadet World Fencing Championships. This was an ideal location concerning the visitor's flow as the building served as a 'logistical hub' for athletes. (Please note that originally, the stand was set up at another place which was not frequented by the athletes therefore it had to be moved on the second day.)

It was an excellent idea to set up the **Fair Play Stand next to** that of **anti-doping**. The two teams **closely cooperated** during the event and encouraged the visitors to get involved in both the fair play and anti-doping activities. This **partnership proved to be successful** and largely contributed to the



reinforcement of the common messages of sportsmanship and anti-doping.

Concerning the **number of visitors**, all guests of the **CIFP stand who played** any of the **fair play computer games** had to **register themselves** on computer. Thus, a database became available that shows the breakdown of participants on a daily basis in each category of the games as well as their nationality and sports. (NB Due to the small number of visitors, no player was registered on computer on 1 April.)

According to the statistics, a **total of 135 visitors representing 33 countries** (out of the 150 participating nations) **played the six computer games**. In average, **2,14 different games** were played **by each player**.

NUMBER OF PLAYERS PER COMPUTER GAMES							
Day	Puzzle	Memory	Logo hunt	Selfie	What is fair play	What would you do	TOTAL PER DAY:
2 April	9	8	22	7	1	10	57
3 April	8	14	23	8	6	15	74
4 April	3	13	8	4	1	7	36
5 April	5	6	14	3	3	4	35
6 April	9	18	39	4	7	10	87
TOTAL PER GAME:	34	59	106	26	18	46	289
TOTAL NUMBER OF PLAYERS:							135
TOTAL NUMBER OF COUNTRIES:							33
NUMBER OF COMPUTER GAMES PLAYED PER PLAYER (AVERAGE):							2,14

The **Logo Hunt** and the **Memory** proved to be the most popular games. **106 (78,5 %)** and **59 (43,7 %)** athletes chose them respectively. The **“What would you do?”** game as well as the **Puzzle** were also of interest to the youth, **46 (34%)** and **34 (25,2 %)** players watched fair play case studies and put together a fair play image.

Concerning the other two games, interestingly, much less athletes took a fair play **Selfie (26 players / 19,3 %)** or watched the short videos on fair play gestures i.e **“What is fair play” (18 players / 13,3 %)**.

The **total number of participants** in the fair play activities could not be defined considering that not all visitors played the computer games. Nevertheless, judging by the amount of promotional materials distributed among the guests, **an estimated number of 250-300 people might have visited the Fair Play Stand** during the 5 days of its operation.

3. Finances

The fair play education programme was **financed by the FIE**. The organisation covered almost all expenditures (i.e. production of promotional materials, transportation, accommodation and meals) of the project except for the travel and meals of a second staff member which was necessary to carry out the activities. **The CIFP provided the remaining amount.** For further information please see below the **detailed budget**.

International Fair Play Committee (CIFP) - Fair Play Education Programme		
Cadet-Junior World Fencing Championship - Bourges, France 1-10 April 2016		
BUDGET - ITEMS PAID BY FIE & CIFP		
EXPENSES	HUF	EUR
Description	Total Gross	Total Gross
Graphic design (incl. editing work - HUN)	40 600	131,0
Technical equipment rental fee (notebooks 2)	71 120	229,4
Travel	549 461	1 772,5
Meals	418 500	1 350,0
Printing (Brochure 1000, postcards 1000, roll-up banners 2)	496 000	1 600,0
Merchandising (Pins 1000)	155 000	500,0
Furniture rental fee - Bourges, FR	99 200,0	320,0
Accommodation	775 000,0	2 500,0
SUBTOTAL:	2 604 881	8 403

EUR=310 HUF as of 11 March

NB Certain items covered by the FIE are unknown to the CIFP, therefore the budget above contains some figures of the first draft budget approved by the FIE at the beginning of the project.

4. Conclusions and recommendations

1. The **fair play education programme** was specifically developed for the Youth Olympic Games and the young generation of athletes by the CIFP. The cadet and junior fencing events provide a great platform for educating the young fencers. It would be worthy of consideration to incorporate the fair play activities into the official programme of the continental championships as well.
2. Fair play's **cooperation with the anti-doping team** was excellent. The two teams supported each other and reinforced each other's message throughout the event. It would be wise to continue this partnership in the future. Furthermore, it is suggested that the opening hours of the two stands are harmonized.
3. Concerning **activities**, compared with the experience of the Youth Olympic Games, athletes mainly participated in the activities in smaller groups (i.e. 2-3 persons at a time) in fencing therefore games which can be played individually were favoured. No team building activities could be offered to the visitors. Should these games be presented to the athletes on the next occasion, specific workshop sessions advertised in advance on site should be organised. Additionally, a dedicated workshop area of approx. 50-60 m2 is required.
4. With regard to the **promotion of the education programme**, the anti-doping stand offered some prize money and organised drawing lots every day among the participants of their activity. Though the amount was small, it proved to be a huge motivational factor and gave a huge boost to the number of their visitors. It should be considered whether the CIFP could also offer a valuable prize in order to promote the fair play activities.
5. Regarding **promotional materials**, the pins and silicon bracelets (the latter were supplied by the CIFP) were extremely popular among the young fencers. It is highly recommended that in addition to these items, pocket calendars or other printed materials are produced instead of post cards and brochures for future events. Nevertheless, all of these products made in Bourges were of high quality. Special thanks to FIE for that!
6. As far as the **number of staff** is concerned, it is required to have two team members. One person alone cannot manage the stand.



The International Fair Play Committee considers the debut of the fair play education programme at the Cadet – Junior World Fencing Championships successful and looks forward to promoting sportsmanship in future events. Special thanks for the support of FIE!

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