



M A S R C



MIG: THE COMEBACK

Technical Package

BIIG HOOP

UPDATED: April 19, 2021

Biiig Hoop

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Participant Eligibility

Ancestry

Participants must identify as Indigenous, including Metis, First Nations or Inuit

Age Categories

Students enrolled in grades 7 through 12 are eligible to participate. Winners will be selected in each of the age categories below for each gender (male and female):

- 13U: Ages 11-13
- 16U: Ages 14-16
- 19U: Ages 17-19

*age categories are based on participants age as of May 14, 2021.

IMPORTANT NOTE:

We encourage Physical Education Specialists to engage their entire classes in these events, not only those of Indigenous ancestry. However, please only submit results for those who identify as Metis, First Nations or Inuit.

History of the Inino (Cree) Big Hoop Game

The Inino Big Hoop Game was played by the Cree. They played this game to develop lateral movements, as these are important while running through the bush, being in battle, as well as playing most games and sports¹!

Event Setup

- This event can be held with all age categories/genders at once, or separately, whatever is easiest for you. Remember to score each age category and gender separately.
- Competition can be held indoors, or outdoors
 - Outdoors will give you longer rolling distances
 - Long, relatively flat surface to roll the hoop

Equipment Setup

Traditional Hoop: Constructed of woven red willow into a hoop that is 1.5-2 meters in diameter

Non-Traditional: Large hoop that is 1.5-2 meters in diameter. This can be made with irrigation tubing and connectors. To make a non-traditional hoop, you will need the following materials:

- ¾ Irrigation Tubing, approximately 21 feet
- ¾ Poly Coupling Connector

¹Blair Robillard, "Inino (Cree) Big Hoop, in *Playing with a Great Heart: Restoring the Original Intent of Play through Indigenous Games and Activities*" (Winnipeg, Manitoba: Manitoba Aboriginal Sports and Recreation Council, 2019), 58.

- Measuring Tape
- Pipe Cutter/Box Cutter
- Hair Dryer/Pot of Boiling Water
- Electrical Tape

*We encourage you to engage students in helping with harvesting and building the traditional hoop, or helping put together the materials for the non-traditional hoop!

Event Participation

The MIG 2021 Inino (Cree) Big Hoop competition will consist of both male and female events for the 13U, 16U and 19U age categories. There is an unlimited amount of participants in each age category and gender (male/female).

Competition Format

- The rotation of the participants will be established prior to the start of competition. The same rotation will be maintained throughout the competition.
- This event may be held for each age group and gender together, or separately (whatever it easiest)
 - When counting scores, make sure to determine 1st, 2nd, and 3rd place winners in each of the age categories and genders.

Competition Rules

- The event facilitator will roll the hoop down a long and relatively flat surface (indoor or outdoor)
- The participant tries to go through the hoop as many times as possible, before the hoop tips over or gets knocked down by the participant.
- The objective of the game is to weave laterally through the hoop as it rolls forward
- A lateral movement is ONE direction
 - I.e. Left to right, or right to left
- Each participant will get 5 turns

Scoring

- After each turn, the participants amount of lateral movements will be recorded
- After each participant has had their total of 5 turns, the total amount of successful lateral movements will be counted
- The participant with the greatest amount of successful lateral movements will win the competition

Tie Breaking Rules

School/Group Level

In the event of a tie at the school/group level, the following steps shall be followed to declare a winner:

1. The tied participants will each have another turn - The participant that succeeds the most lateral movements in that turn wins the tie.
2. If there is still a tie - the participant who had more successful attempts in turn #1, wins the tie
3. If there is still a tie, the participant who had more successful attempts in turn #2, wins the tie
4. If there is still a tie - honour the tie, participants will be awarded for that position

Please note that when an extra turn is had in order to break a tie (Point #1), that score does not replace any previous score, it is only used to break the tie between those participants.

Provincial Level (MASRC)

In the event of a tie when ranking provincially, the following steps shall be followed to declare a winner:

1. The participant who had more successful attempts in a turn first, wins the tie
2. The participant who had more successful attempts in turn #1 wins the tie
3. If there is still a tie, the participant who had more successful attempts in turn #2, wins the tie
4. If there is still a tie - honour the tie, participants will be awarded for that position

Please note that when an extra turn is had in order to break a tie (Point #1), that score does not replace any previous score, it is only used to break the tie between those participants.

Score Cards

MIG 2021 Biiig Hoop Game (Example)

Name: _____

Age Category (Circle): 13U / 16U / 19U

Gender (Circle): Male / Female

Identifies as (Circle): First Nations / Metis / Inuit / None

	Successful lateral movements
Turn 1	
Turn 2	

Turn 3	
Turn 4	
Turn 5	
TOTAL:	

HOW TO USE SCORECARD:

1. Have the participant fill out the information at the top of the scorecard
2. Count the successful lateral movements after each turn and record them
3. Total the amount of movements after the 5 turns
4. Submit results by May 19, 2021

Awards

All participants of the MIG 2021 Inino (Cree) Big Hoop event across Manitoba will be ranked based on their scoring. A gold, silver and bronze medal will be given to the first, second and third place participants (respectively) in each age category and gender.