

WHITEHORSE 2026



TECHNICAL PACKAGE for DENE GAMES



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Dedication

This Technical Package is dedicated to the memory of Ian Legaree. Ian served as the Technical Director of the Arctic Winter Games International Committee for more than 25 years. During that time he brought order, organization and consistency to the process of developing the Sport Technical Packages that guide the conduct of competitions at the Arctic Winter Games. Through his many hours of work and extensive technical knowledge of multiple sports, the clarity, quality, and functionality of the Sport Technical Packages improved continuously, always with the objective of improving the competition experience of all participants, while ensuring safe and fair competition. His dedication to this task has enhanced the Arctic Winter Games experience for thousands of participants, which is his lasting contribution to the Games.

1. Introduction

Technical Packages are critical guiding documents that assist Host Societies as they coordinate all sport competition (including competition formats, rules and procedures) and Mission Teams as they coordinate their teams' participation (including athlete eligibility, categories and team composition). Every Games' Host Society and Participating Unit's Mission Team, Coaches and Managers have an obligation to read and understand every aspect of the Technical Package. Should a need for clarification arise, questions should be directed through the Participating Unit's Chef de Mission for review and response by the Arctic Winter Games International Committee (AWGIC) Technical Director and Technical Coordinator.

2. Eligibility

Please refer to Appendix F for detailed eligibility rules

3. Registering for the Games

- 3.1. All participants (athletes, coaches and chaperones) must be registered in the Arctic Winter Games electronic registration system (GEMS.pro), including registering for specific events, no later than 14 days prior to the Opening Ceremony.
- 3.2. Chefs de Mission are responsible for ensuring compliance with 3.1 by all members of their jurisdiction's delegation.
- 3.3. Changes to team rosters in the final 14 days prior to the start of the Arctic Winter Games must be made through the Host Society.

4. Rules Governing Competition

- 4.1. See Appendix A, International Sport Federation Rules, and Appendix C, Arctic Winter Games Technical Rules for more detailed information.

5. Governing Body Sanction

- 5.1. It is not required that this competition be sanctioned by a sport governing body.
- 5.2. If this competition is sanctioned, the Host Society must advise the jurisdictions on sanctioning and any related matters that might affect their teams

6. Participants and Age Classes

- 6.1. Each Participating Unit may enter a team comprised of up to 16 athletes and three (4) coaches as shown in the table below.
- 6.2. All competitors must have been born in 2013 or earlier in order to meet the minimum age requirement of the AWG International Committee.

Class Name	Years of Birth	Athletes in Age Class	
		Male	Female
U18	2008-2013	4	4
Open	No age limits	4	4
Coaches		2	2

- 6.3. If qualified coaches are available - or otherwise approved by the AWGIC Technical Director and Technical Coordinator – a minimum of one coach must be female and a minimum of one coach must be male.
- 6.4. If a coach from one gender is not available a chaperone of that gender must be substituted.
- 6.5. Units must ensure that coaches are screened and trained in accordance with their jurisdiction's coaching standards.

7. Competition Program

The competition program shall consist of these events

- 7.1. Individual Events
- 7.2. Finger Pull
- 7.3. Hand Games
- 7.4. Snow Snake
- 7.5. Stick Pull
- 7.6. Pole Push
- 7.7. Individual All Around

8. Competition Schedule

- 8.1. Competition shall be conducted as per the schedule below.
Is there a recommended/suggested day-by-day schedule for this sport?
- 8.2. Alterations at the discretion of the Host Society must be approved by the AWGIC.
- 8.3. For details on the Host Society's process for developing competition schedules and their responsibilities in developing the schedule, please refer to Appendix G.

Day	Event/Format	Age Class/Gender
Sunday	Practice	All categories
Monday	Stick Pull	All categories
Tuesday	Snow Snake	All categories
Wednesday	Hand Games	All categories
Thursday	Finger Pull	All categories
Friday	Pole Push	All categories
Saturday		

9. Equipment

Equipment for each event is specified in Appendix C

10. Competition Uniform

10.1. All uniforms must meet AWGIC Contingent Uniform Policy requirements. During competition athletes cannot wear jewelry or other equipment such as head phones / ear buds that may become detached and create a safety hazard.

11. Scoring

Points will be awarded as per the table below for each individual event for the purposes of determining the winner of the All Around event:

Place	Points	Place	Points
1	10	6	5
2	9	7	4
3	8	8	3
4	7	9	2
5	6	10	1

See Appendix E regarding the policy for awarding medals in the case of ties for medal-winning positions

12. Medals

Ulu Color	Age Group	Individual Events		Hand Games/Pole Push	
		M	F	M	F
Gold	U18	4	4	8	8
	Open	4	4	8	8
Silver	U18	4	4	8	8
	Open	4	4	8	8
Bronze	U18	4	4	8	8
	Open	4	4	8	8

13. Major Officials

The major officials for Dene Games are:

- 13.1. 1 Head Official
- 13.2. 8 Judges
- 13.3. 1 Master of Ceremonies

14. Resolution of Field of Play Disputes

- 14.1. Arctic Winter Games policies dictate that each sport shall establish a sport specific jury to deal with protests arising from the field of play as dictated by the rules specified in section 5 of this Technical Package.
- 14.2. Decisions resolved in accordance with existing rules are considered final.
- 14.3. Such decisions may only be appealed to the Games Jury under these conditions:
 - 14.3.1. Failure to follow the rules as specified in the AWGIC Sport Technical Package.
 - 14.3.2. An error in fact.
 - 14.3.3. Failure to follow the dispute resolution procedures specified in the relevant International Federation and/or National Governing Body rules and/or AWGIC Exceptions.
- 14.4. See Appendix B for details on the appeals process.



Appendix A

International Sport Federation Rules

Appendix A – International Sport Federation Rules

15. International Sport Federation Rules

- 15.1. There is no international sport governing body rulebook for the Dene Games events at the Arctic Winter Games. Dene Games competition at the Arctic Winter Games shall be governed by the rules in Appendix C below



Appendix B

Games Jury and Review Board

Appendix B – Games Jury and Review Board

All field of play disputes will be resolved according to the governing rules cited in Rule 4 of this Technical Package. This Appendix deals with the appeal of any decisions arising from action on the Field of Play (FOP) which one party believes to be in contravention of proper application of those rules

16. Games Jury

16.1. Composition and of the Games Jury

The Games Jury shall include the following members:

16.1.1. AWGIC Technical Director.

16.1.2. Host Society Sport Manager.

16.1.3. All Chefs de Mission, or designees, with these exclusions:

- the Chef de Mission representing the Contingent filing the appeal;
- the Chef de Mission of the Contingent against which the appeal is being filed is excluded from the Games Jury.

16.2. Games Jury Chair and Quorum

16.2.1. The AWGIC Technical Director will chair the Games Jury.

16.2.2. A minimum of three (3) members must be present to carry out the business of the Games Jury.

16.2.3. No discussion of an appeal may occur, nor may the business before the Games Jury be conducted, without a quorum.

16.2.4. Should the Games Jury lose quorum during a proceeding, the proceeding shall be suspended until there is a quorum.

16.3. Basis for Submitting an Appeal to the Games Jury.

An appeal will be heard by the Games Jury in the following circumstances:

16.3.1. Failure to follow the Rules as specified in the AWGIC Sport Technical Package, including the failure to correctly apply the applicable International Federation and/or National Governing Body rules and/or AWGIC exceptions.

16.3.2. Failure to follow the dispute resolution procedures specified in the relevant International Federation and/or National Governing Body rules specified in Rule 4 of this Technical Package and/or AWGIC exceptions.

16.4. Who Can Submit an Appeal to the Games Jury

16.4.1. A Chef de Mission or their identified designee.

16.4.2. The Head Official of a sport.

- 16.5. Submitting an Appeal of Sport Decision to Games Jury
 - 16.5.1. An appeal must be submitted within five hours of the Contingent receiving the decision made under the specific sport's dispute resolution process or receiving notice that the sport will not be hearing a matter.
 - 16.5.2. The AWGIC Secretariat will provide the URL for the online Appeal of Sport Decision to Games Jury form to all Chefs de Mission.
 - 16.5.3. Upon submission, the form will be transferred electronically to the AWGIC Technical Director.
 - 16.5.4. The AWGIC Technical Director or their designee will screen all appeals submitted to the Games Jury.
- 16.6. Determination of Eligibility of the Appeal to Be Heard
 - 16.6.1. The AWGIC Technical Director or their designee determines whether an appeal does or does not fall within the identified grounds under Section 16.3
 - 16.6.2. If the AWGIC Technical Director or their designee judges the appeal to fall within the identified ground under section 16.3, the appeal shall be heard.
 - 16.6.3. If the AWGIC Technical Director or their designee judges that the appeal does not fall within the identified ground under section 16.3, the appeal shall be dismissed.
 - 16.6.4. The decision of the AWGIC Technical Director or their designee to dismiss the appeal may not be reviewed or appealed.
- 16.7. Communication of Decision to Hear or Dismiss
 - 16.7.1. The AWGIC Technical Director shall inform the respective Chef de Mission of the screening decision, who will inform the individual(s) involved of the decision of the AWGIC Technical Director to hear/not hear the appeal.
 - 16.7.2. If the decision is to hear the appeal, the AWGIC Technical Director shall inform the Chef de Mission responsible for the individuals and/or team against whom the appeal has been made.
 - 16.7.3. The AWGIC Technical Director shall provide the Chef de Mission of the Respondents, if applicable, with a copy of the appeal form submitted to the Games Jury.
- 16.8. Hearing schedule:
 - 16.8.1. The Games Jury shall convene as soon as is practical.
 - 16.8.2. If the AWGIC Technical Director determines that sufficient time has passed, they may proceed with the appeal process, provided there is a quorum to do so.
 - 16.8.3. The AWGIC Technical Director may appoint AWGIC staff or designate someone to record the hearing.

16.9. Hearing and Deliberation

- 16.9.1. The Respondents may represent themselves before the Games Jury or name a representative to do so on their behalf.
- 16.9.2. Representatives may not testify (i.e., give evidence) on behalf of a Respondent.
- 16.9.3. After hearing the description and reasons for the appeal, as well as any relevant testimony and evidence related to the appeal, the Games Jury will deliberate and render a decision in writing.
- 16.9.4. In extraordinary circumstances, the Games Jury may first issue a verbal decision, with the full written decision, with reasons, to be issued as soon as possible following the verbal decision.
- 16.9.5. In making its decision, the Games Jury will have no greater authority than that of the original decision-maker. The Games Jury may decide to:
 - Reject the appeal and confirm the decision being appealed;
 - Uphold the appeal and refer the matter back to the initial decision-maker for a new decision, or;
 - Uphold the appeal and vary the decision.

16.10. Notification of Games Jury Decision

The AWGIC Technical Director will communicate Games Jury decisions to the appropriate parties, including:

- 16.10.1. To the Chef de Mission of the Respondents
- 16.10.2. To the Chef de Mission of the jurisdiction of the individual(s)/Contingent who brought the issue to the Games Jury.
- 16.10.3. The AWGIC Technical Director is the only person authorized to speak on behalf of the AWGIC to the media regarding Games Jury appeal decisions.
- 16.10.4. A summary of the decision of the Games Jury will be made publicly available on the AWGIC website. No identifying information about any individual participant(s) will be included in the summary.

17. Review Board

- 17.1. Review Board Process.
 - 17.1.1. Following the decision, the AWGIC Technical Director must inform the Chefs de Mission of the parties involved of the option to apply for a review of a Games Jury decision by the Review Board.
- 17.2. Submitting a Request for Review of Games Jury Decision
 - 17.2.1. An appeal must be submitted via the online Request for Review of Games Jury Decision form within five hours of the Contingent receiving the Games Jury's decision being communicated to the Contingent via the Chef de Mission
 - 17.2.2. The AWGIC Secretariat will provide the URL for the online Request for Review of Games Jury Decision form to all Chefs de Mission.
 - 17.2.3. Upon submission, the form will be transmitted electronically to the AWGIC Technical Director who will forward it to the members of the Review Board appointed for the hearing.
- 17.3. Basis for Request for Review
 - 17.3.1. A review of a Games Jury decision will be heard by the Review Board if the request for review meets at least one of the following grounds:
 - The Games Jury failed to correctly apply the applicable bylaws, rules and policies.
 - The decision of the Games Jury was unreasonable.
- 17.4. Composition of the Review Board.

The Review Board consists of three members.

 - 17.4.1. Two AWGIC directors who are not involved in the complaint process
 - 17.4.2. The Host Society President/Chair or General Manager.
- 17.5. Review Board Process
 - 17.5.1. The Review Board will determine if there are sufficient grounds to warrant a review.
 - 17.5.2. The Review Board will designate one of its members to notify the parties to the request for review of the Games Jury's decision as to whether the request will or will not be reviewed.
 - 17.5.3. The Review Board may appoint AWGIC staff or designate someone to record the review process.
 - 17.5.4. If the Review Board determines that there are sufficient grounds, the Review Board will conduct a review of the Games Jury's decision based on the written decision of the Games Jury, as well as any supporting written documentation submitted to the Games Jury.
 - 17.5.5. The Review Board will determine whether the Games Jury's decision was reasonable, or unreasonable, and will
 - Overturn the decision or
 - Uphold the decision.
 - 17.5.6. The Review Board's determination is final.



Appendix C

Arctic Winter Games Technical Rules for Dene Games

Appendix C – Arctic Winter Games Technical Rules for Dene Games

18. Stick Pull

18.1. Start

Two players stand beside each other facing opposite directions. Players must have their head up looking straight ahead with their knees straight. The official places the greased stick in their hands..

18.2. Movement

18.2.1. Players pull straight backwards with a hard steady motion.

18.2.2. The non-pulling hand must stay on the player's hip or behind their back.

18.2.3. The elbow of the pulling hand must stay in a locked position.

18.2.4. Shoulders cannot be dropped.

18.2.5. After the initial movement, heels cannot be raised off of the floor.

18.3. Feet

18.3.1. Taped starting positions will be marked on the floor by the officials.

18.3.2. Feet are to be shoulder width apart, they may be staggered with one foot on starting mark and the second foot behind.

18.3.3. Any movement of the feet during the pull will result in the player losing the pull.

18.3.4. When there is a height difference between two competitors, officials will have the smaller competitor stand on a platform. This will ensure that the competitors' hands are at the same level, or close to it. This will make the pull fair for both competitors

18.4. Grip

18.4.1. Competitors must use their bare hands for the competition

18.4.2. Once the grip is set at the beginning of the pull, players cannot initiate any movement of the hands

18.4.3. Competitors grip must not cross the centre line

18.5. Pull

18.5.1. Players must keep the stick parallel to the ground and in the same plane at all times with no pushing down or pulling up as they are pulling.

18.5.2. Jerking or bending the elbow are not allowed

18.5.3. The starting position must be maintained

18.5.4. When the whole of the stick goes past the hip, the pull is concluded.

18.5.5. The pull should be one continuous consistent pulling action (no pushing).

18.6. Other

18.6.1. Officials will not provide warnings for infractions once the competition has started.

- 18.6.2. When the official has declared an infraction, that player shall be deemed to have lost that pull
- 18.6.3. Once the competition has started players cannot wash their hands (water or hand sanitizer), remove the grease from their hands by rubbing them on the floor, clothing or any other object until the 2nd pull is over and the competition concluded for each set of two athletes. If, for health or other reasons, players are excused for a break, their hands will be re-greased.
- 18.6.4. Players may only leave the competition area with the approval of an official
- 18.7. Attempts
 - 18.7.1. The competition consists of a best of three (3) "pulls".
 - 18.7.2. The first "pull" is the right hands, the second "pull" with the left hands and the third "pull", if necessary, is determined by the flip of a coin.
 - 18.7.3. The winner of the first pull calls the coin toss.
- 18.8. Scoring
 - 18.8.1. The winner of a "pull" is declared when the stick is pulled from the hand of the opponent or if one of the players pulls the stick to the side of their body, behind their hip, and holds it for 8 seconds while their opponent is still gripping on to it, they are declared the winner.
- 18.9. Competition Format
 - 18.9.1. Double elimination format.
 - 18.9.2. Initial pairs determined by draw.
 - 18.9.3. Ties for 5th, 7th and 9th place will share the allotted points, 5th and 6th share 11 points (5.5 each), 7th and 8th share 7 points (3.5 each) and 9th and 10th share 3 points (1.5 each).
- 18.10. Equipment
 - 18.10.1. The stick is birch or spruce and shaved to a size that can be gripped comfortably.
 - 18.10.2. The stick is approximately 300 millimeters (12") long and 25 millimeters (1") in diameter at the centre and tapered to approximately 13 millimeters (1/2") diameter at each end.
 - 18.10.3. The stick shall be marked with three lines: one at the centre point of the stick, and two others, 13 millimeters (1/2") on both sides of that line.
 - 18.10.4. The stick is to be thoroughly greased with Crisco brand lard to make it tougher to grip.
 - 18.10.5. Platforms will be made from plywood. The dimensions should be 1"x30"x24". The platforms can be stacked 1" at a time up to 10".
 - 18.10.6. The platforms will be held together by grip tape. The grip tape will be placed between each level.

19. Snow Snake

- 19.1. Start
 - 19.1.1. A player may be standing or may choose to walk or run to the throwing line.
- 19.2. Movement
 - 19.2.1. Without crossing or touching the throwing line, the team player - using one hand - utilizes an underhand delivery (below the hip) and throws the spear along the surface of the snowfield.
 - 19.2.2. The object is to make the spear slide over the snow as far as possible.
 - 19.2.3. Players will be allowed a maximum of a 20' run up prior to each attempt (throw).
- 19.3. Order of Competitors and Attempts
 - 19.3.1. The rotation is established by draw.
 - 19.3.2. Each player has three (3) attempts.
 - 19.3.3. One practice throw per player is allowed before the competition begins.
- 19.4. Scoring
 - 19.4.1. The distance the spear travels from the throwing line to the tip of the spear, with the longest distance being the winner or at the point that the spear exits the trough.
 - 19.4.2. The spear may leave and reenter the trough during its slide.
- 19.5. Venue Specifications
 - 19.5.1. The snowfield is generally level and packed; it may be on a lake and should be at least 200 meters (656 feet) in length.
 - 19.5.2. A trough 3 meters (10') wide with 300 millimeters (1') snow bank on either side must be developed.
 - 19.5.3. Two competition tracks are recommended.
- 19.6. Equipment
 - 19.6.1. The spear is a straight spruce or pine branch (not a purchased dowel) stick 1.4 meters (4'6") in length and 25-31.75 millimeters (1" to 1-1/4") in diameter and with a natural taper, sharpened at the thicker end of the pole.
 - 19.6.2. The surface of the spear must be varnished
 - 19.6.3. The Host Society must provide practice spears for use by contingents. Use of other spears is not permitted.
 - 19.6.4. Prior to the competition, the Host Society will convene a meeting with one representative from each Contingent and the Head Official. This group will select two spears to be used for the entire competition. If a consensus cannot be reached, the Head Official will make the final decision.

20. Hand Games

20.1. Team Composition

20.1.1. For Arctic Winter Games, teams will consist of four (4) players and a coach.

20.1.2. If a player cannot participate for injury reasons, the coach may be substituted if the coach is the same gender and within the same age category. Once a player is out of a competition they cannot reenter except as outlined in 19.1.4.2.

20.2. Team of Three Competitors

If a contingent only has three (3) competitors in a category or one (1) of the four competitors entered in a category has been removed from the Games for injury reasons, they can enter a team of three (3) competitors as follows:

20.2.1. Prior to the start of each game, the coach will identify the three players to the referee,

20.2.2. The coach will also indicate which player will be allowed to substitute back in after they have been eliminated so that the team completes four (4) rounds.

20.2.3. No other player (except a coach as outlined in 19.1.3), can enter the competition as a substitute described in 19.1.2.2.

20.3. Start

20.3.1. Teams start in a kneeling position facing each other in pairs.

20.3.2. The game is accompanied by drumming.

20.3.3. Each game is provided with twelve (12) small sticks and three (3) larger sticks.

20.4. Movement

20.4.1. Teams take turns to hide and guess.

20.4.2. Each player on the hiding team will take their token and with both hands hidden, place the token in one hand or the other.

20.4.3. Presenting the hands, without revealing the token for the other team to see, the player attempts to deceive the player from the opposite team (known as the "shooter") with elaborate gestures of the hands, arms, head and upper body.

20.4.4. This movement takes place with all players on one team at the same time.

20.4.5. The opposite player (shooter), by a (hand) signal, guesses the hand containing the token.

20.4.6. The second team then repeats the motions of hiding a token for the first team to guess.

20.4.7. Teams may rearrange their players in line during the course of the game if they choose.

20.4.8. The charts at the end of this document display the Hand Game signals.

20.4.9. Each team will declare one player at a time to be the captain or shooter.

20.4.10. The captain or shooter can be changed during a game.

20.4.11. For a four-person team, all games will start with 12 sticks. These sticks should be finger sized in diameter, 12 inches long, and may be peeled or decorated. Local tradition shall be observed in their design.

20.4.12. Players must each have a small object to conceal in their hands. This can be a coin, rock or other small object. This object must be presented at the

- beginning of the game and used throughout the game. If a token is lost a new one may be used in its place
- 20.4.13. Players may kneel on mats and may use a blanket or other cover to help conceal their hands when hiding.
- 20.4.14. There are only four calls (hand signals) used for the four-person team, as indicated on the attached sheets. All signals must be clearly visible to the judges. The call must be held until the official indicates that all tokens have been accounted for
- 20.4.15. When a call (hand signals) is made, there must be a sound given with the call, this can be a loud clap of the hands, a sharp whistle, or a call such as “Ho!” or “Hutch!”
- 20.4.16. When a call is made, players on the opposing (hiding) team must clearly show both hands.
- 20.4.17. The captain or shooter must hold their position until the official indicates that they are able to return to their straight up starting position.
- 20.4.18. Players must not stay down too long while hiding their object, no more than eight seconds.
- 20.4.19. Players may either hold their hands to each side or distinctly cross their arms. Players who have their arms crossed are called in the same manner, with the side the object is actually located in counting for the purpose of the call.
- 20.4.20. Players may not cross and uncross their arms.
- 20.4.21. Players may not ask for interference from the audience in deciding the interpretation of calls or rules, as this would detract from both the spirit and tempo of the game. Players may build audience rapport and interest through skillful play and dramatic displays. Spectators shall be controlled to the sides of the Field of Play and may not stand immediately behind competitors; this area is reserved for drummers only.
- 20.4.22. All 12 sticks start in the middle between the opposing teams. Play is started by a guessing contest between the opposing captains, who hide and guess the position of the opposing captain’s object simultaneously. This continues until one captain is successful and the other is unsuccessful. The captain who wins this initial exchange wins one stick for their team, hides their object first, along with all the members of their team
- 20.4.23. Each time a captain is unsuccessful in guessing the position of an opposing player’s object he must give the opposing team one stick from the middle per unsuccessful guess. A player who is caught by the “shooter” is eliminated for the turn. A player who successfully deceives the opposing captain continues to play until caught. Play continues until all the sticks (12) are gone from the middle, at which time captains must draw on the collection of markers (sticks), which they have won thus far in play. Players hiding their tokens reveal their hand that the signal refers and keeps revealing that hand until the judge tells them to lower it. By a gesture of good faith, the players reveal their other hand.
- 20.4.24. Players will be given one warning for infractions of these rules. Second and subsequent infractions will result in the loss of one stick to the other team for each infraction.

- 20.4.25. When one team has won eleven sticks (all but one) and still has at least one player who has not been caught that remaining player assumes an important role. This last call both decides who will win the first round of the game, and which team will start the second round as the team hiding. If this one last player can deceive the opposing captain, then he wins the last (12th) stick for their team and will return all the sticks to the centre while receiving one of the larger sticks for their team (signifying they won the first round) then joining their team members hiding for the second round.
- 20.4.26. One match will consist of winning two rounds of play (12+12 or 24 sticks). Tournament play requires that one team win two of three games.
- 20.4.27. Officials must be able to see all competitors' hands clearly.
- 20.4.28. Time-outs are not allowed
- 20.4.29. Team athletes, coaches or others are not allowed to assist competing teams with signals or other gestures.
- 20.5. Attempts
 - 20.5.1. The competition continues, with teams alternating hiding or guessing until one team has all the other team's sticks or thirty (30) minutes has elapsed per match.
 - 20.5.2. If the competition reaches the thirty minute (30) limit and play is still underway, the competition will continue until that play has concluded.
 - 20.5.3. An official will announce when five minutes remains in each game.
- 20.6. Scoring
 - 20.6.1. A team wins if it has all the sticks or if at the end of thirty (30) minutes it has the most sticks.
 - 20.6.2. If both teams have the same number of sticks, the two captains will compete for one stick only.
 - 20.6.3. The winner of last stick in competition shall decide if they want to hide or guess in this tie breaker.
- 20.7. Competition Format
 - 20.7.1. Double elimination.
 - 20.7.2. Only athletes, coaches, drummers and officials are allowed in the competition area. A special section shall be set aside for the use of media.
- 20.8. Equipment
 - 20.8.1. Twelve (12) small sticks approximately 25 millimeters (12 inches) long.
 - 20.8.2. Three (3) larger sticks for scoring rounds won.
 - 20.8.3. Each player should also have a small token for hiding.
 - 20.8.4. Local tradition shall be observed in the stick design.
 - 20.8.5. The game should be accompanied by a minimum of eight (8) Dene drummers.
 - 20.8.6. It is recommended that posters or other visual descriptions of hand signals be provided to assist athletes and inform spectators.

21. Finger Pull

- 21.1. Start

- 21.1.1. Two players sit facing each other, one player with the right leg bent and the second player with both feet braced against the shin of the first player's bent leg.
- 21.1.2. The first player, leaning slightly to the side, braces their right elbow against their bent right thigh and places their hand on the opponent's left knee.
- 21.1.3. Judges can allow variations in the placement of the elbow on the right thigh to accommodate athlete body type variations.
- 21.1.4. The second player braces their left hand on the first player's left shoulder and the two players lock their middle fingers between the first and second knuckle at the middle portion of the finger without squeezing in the hook position.
- 21.2. Movement/Defensive Player
 - One player is designated "defensive".
 - 21.2.1. This player must be sitting in the defensive position with their left leg outstretched straight on the floor.
 - 21.2.2. This player's wrist must be in a defensive position and the back of the hand must be facing downward (palm up).
 - If the palm curves or bends upwards or downwards it is considered a twist and a loss of a pull
 - If the hand is moved from the starting position (left or right) it is considered a twist and a loss of a pull.
 - 21.2.3. This player's shin needs to be lined up with the marked centre line (sole of foot flat against inner thigh of outstretched leg).
- 21.3. Movement/Offensive Player
 - The second player is designated "offensive".
 - 21.3.1. This player's wrist must be straight up and down (palm facing left and back of hand facing right).
 - 21.3.2. This player's feet must remain together braced on the shin of the defensive player's bent leg, and knees be bent upright and remain together during the pull.
 - 21.3.3. The offensive player must not straighten their legs on the pull.
- 21.4. Clothing/Hair/Fingernails/Wounds
 - 21.4.1. Players with long hair must have it tied back so that it does not obstruct the judge's line of sight.
 - 21.4.2. Players are not allowed to wear long sleeves or clothing that obstructs the judge's line of sight.
 - 21.4.3. The judge must be able to see the elbow in the defensive position.
 - 21.4.4. Players must keep finger nails trimmed to prevent injury to other players.
 - 21.4.5. Officials will inspect the condition of the player's hands and nails before each match up.
 - 21.4.6. In cases where an injury/bleeding occurs, the head official will make a decision on return to play.
 - 21.4.7. On signal, the offensive competitor pulls with a strong, slow and steady, pulling motion, with no jerking, squeezing, re-gripping or twisting motion allowed.
 - 21.4.8. The object is for the second (offensive) player to pull the first player's (defensive) arm out slightly (elbow to move) or to cause the first player to

straighten their finger or otherwise signal giving up. In the defensive position if the elbow stays locked the buttocks may leave the ground. Only if the arm is moved will the game be called.

- 21.4.9. In both the offensive and defensive positions, no pushing or twisting is allowed.
- 21.5. Infractions
 - If a player has committed an infraction it will result in the loss of the pull. Infractions include but are not limited to:
 - 21.5.1. Jerking, twisting, re-gripping or pushing during a pull;
 - 21.5.2. Removing hand from opponents' knee (see Section 1, first player)
 - 21.5.3. Removing hand from the opponents' shoulder during the pull
- 21.6. Attempts
 - 21.6.1. The competition consists of a best of three "pulls".
 - 21.6.2. The first "pull" as described above, the second "pull" with positions reversed.
 - 21.6.3. If a third pull is necessary, the positions of the players are determined by a flip of a coin. The winner of the first pull calls the coin toss.
- 21.7. Scoring
 - 21.7.1. The winner of a "pull" is declared if the defensive player's elbow moves forward, finger is straightened, loses grip, or they in some way signifies giving up.
 - 21.7.2. If the offensive player is unable to move the defensive player's elbow forward, straighten the defensive player's arm, or finger in 8 seconds, the defensive player is declared the winner.
- 21.8. Infraction Penalties/Disqualification
 - 21.8.1. A player may be disqualified from the competition if in the judge's opinion he twists or jerks the opponent's hand in such a way to present a danger or injury.
 - 21.8.2. Infractions of jerking and twisting will result in the following:
 - 21.8.3. 1st infraction - loss of pull
 - 21.8.4. 2nd infraction - loss of match
 - 21.8.5. 3rd infraction – disqualification from event
 - 21.8.6. Scorekeepers should be informed by officials when an infraction occurs. Infractions carry over from one match to the next.
- 21.9. Competition Format
 - 21.9.1. Double elimination format.
 - 21.9.2. Initial pairs determined by draw.
 - 21.9.3. Ties for 5th, 7th and 9th place will share the allotted points, 5th and 6th share 11 points (5.5 each), 7th and 8th share 7 points (3.5 each) and 9th and 10th share 3 points (1.5 each).

22. Pole Push**22.1. Movement**

- 22.1.1. On the signal, each team pushes forward on the pole attempting to push the other team out of the marked ring.
- 22.1.2. The pole is to be held no higher than the shoulder and no lower than the hip during the entire push.
- 22.1.3. Teams must push forward at all times and are not allowed to swing the pole or let go. If they do so, the team will lose the push.
- 22.1.4. To win, a team must push all members of the other team fully outside the ring. An entire team is not allowed to move up on the pole to avoid being pushed out. If they do so, the team will lose that push.
- 22.1.5. Individual players pushed to the centre line of the pole may let go and move back to the end of the pole without being disqualified, however, if a player crosses that centre line, their team loses the push.
- 22.1.6. If a team has their side of the pole pushed to the ground and the forward movement is stopped because the pole digs into the ground, the push will be awarded to the other team
- 22.1.7. Players cannot be in a sitting or kneeling position, except if they fall, and if they do fall, they must get up right away.
- 22.1.8. Team can only push forward. They cannot pull or hold in place.
- 22.1.9. As soon as a pole is down that team loses their push.
- 22.1.10. During a push, if an athlete is hurt, no other athlete or coach may take their place during a push.

22.2. Attempts

- 22.2.1. The competition consists of a best of three (3) "pushes"..

22.3. Competition Format and Scoring

- 22.3.1. Individual matches will be best two of three pushes.
- 22.3.2. Overall competition will be double elimination. Initial pairs determined by draw.

22.4. Equipment

- 22.4.1. Open and U18 Male categories shall use a dry spruce or pine pole of 6 meters (20') and approximately 140 millimeters minimum (8" minimum) in diameter, marked at its centre.
- 22.4.2. The Open or U18 Female categories shall use a dry spruce or pine pole of 5.5 meters (18') and approximately 100 to 125 millimeters (6") in diameter, marked at its centre.
- 22.4.3. In both cases, the pole must be the same diameter over its entire length. A variance of up to 25 millimeters (1") is allowed.
- 22.4.4. The ring should be 9 meters (30') in diameter and clearly marked including an X marked in the centre.
- 22.4.5. Spectators shall be controlled to minimum 6 meters (20') beyond the circle.
- 22.4.6. Coaches, players and officials are the only individuals allowed in the competition area.
- 22.4.7. Shoes with spikes are not allowed. Competitors may use gloves or mittens but no rubber grips are allowed.



Appendix D

Age Class Naming Convention

Appendix D – Age Class Naming Convention

101. Age Class Naming Convention

Arctic Winter Games age classes are named according to this formula:

“U” followed by a number equal to 1 plus the age in years, on December 31 of the calendar year prior to the Games, of an athlete born in the earliest year of eligibility for that class

Example: oldest year of birth for class “x” = 2007

Age of a person born in 2007 on December 31, 2025 = 18 years old

$1 + 18 = 19$

“U” + “19” = Age class name is U19. .

Appendix E

Ties Within the Medal-Winning Positions

Appendix E – Ties Within the Medal-Winning Positions

201. Ties Within the First Three Places

In the case of ties for medal-winning positions, two medals will be awarded for that position, and no medals awarded for the next position.

201.1. In the case of a tie for the Gold Ulu, no Silver ulu will be awarded.

201.2. In the case of a tie for the Silver Ulu, no Bronze ulu will be awarded.

201.3. In the case of a tie for the Bronze Ulu, two Bronze ulus will be awarded.



Appendix F

Eligibility and Age Requirements

Appendix F – Eligibility and Age Requirements

Preamble:

The Arctic Winter Games combine athletic competition, cultural exchange and social interaction among northern contingents. Arctic Winter Games athletic competitions feature sports that enjoy worldwide popularity and sports unique to the north. The AWG Cultural Program offers opportunities for northern artists to perform on a larger stage to diverse audiences. The Arctic Winter Games International Committee is responsible for providing direction and guidance to contingents to ensure meaningful competition and a diverse cultural program in the Arctic Winter Games Program.

Purpose:

This policy provides direction and guidance to the participating contingents when selecting athletes, cultural and youth ambassador program participants for their teams.

Sport Participation:

As the guardian and rights holder of the biennial premier circumpolar sport and cultural event for northern youth, the Arctic Winter Games International Committee (AWGIC) offers male and female sport competition for Arctic Winter Games participants.

The AWGIC board, membership, and stakeholders remain committed to ongoing collaboration and monitoring developments within the global sport community. While remaining true to its core values of respect and a participant-centred approach, the AWGIC will continue to act with integrity and be accountable for its decisions.

General Eligibility Rules – for all Participants

301. To be eligible to participate in the Arctic Winter Games, all Contingent Athletes, Cultural delegates and Youth Ambassador Program participants shall:
- 301.1. be a resident of Yukon, Northwest Territories, Alberta North (north of 55 degrees), Greenland, Alaska, Nunavut or any other participating Contingent/Guest Contingent approved by the Arctic Winter Games International Committee (AWGIC). Current approved Guest Contingents are Nunavik (Quebec, Canada), Yamal-Nenets (Russia)*, Sapmi (Finland/Norway/Sweden);
 - 301.2. have been a continuous resident of the participating Contingent for six (6) months prior to the opening day of the Games;
 - 301.3. comply with all other Arctic Winter Games rules and regulations as outlined in the Arctic Winter Games Staging Manual, Arctic Winter Games Technical Packages or other publications issued by the Arctic Winter Games International Committee;

- 301.4. comply with all rules and regulations of their Contingent.
- 302. Residence
 - 302.1. 'Resident' means a person who makes their permanent home in a jurisdiction and includes someone who may be temporarily absent from the jurisdiction but who maintains a close connection with the jurisdiction and has the intention of returning to the jurisdiction after a temporary absence. An individual leaving a jurisdiction with no intention of returning continues to be considered a resident of that jurisdiction up to 90 days after leaving and may participate if the first day of the Games falls within that 90-day period.
 - 302.2. An individual who is a resident of a jurisdiction not eligible to compete at the Games; but who lives in a participating jurisdiction as a student, or who is there on a temporary work visa, or who is otherwise temporarily living in a participating jurisdiction; is not considered a resident of the participating jurisdiction and is therefore ineligible to compete in the Arctic Winter Games.
- 303. Jurisdictional Residency Standards
Individual Contingents may impose additional requirements for eligibility for their team provided they do not contravene the intent of the AWG International Committee policies.
- 304. Minimum Age Requirement
All participants must have reached the age of 12 as of the December 31 immediately preceding the Arctic Winter Games in which they will participate.
 - 304.1. If a contingent desires to bring a participant who is below the minimum age, the Chef de Mission must submit a request via the online form to the AWGIC Technical Director not less than 30 days prior to the Opening Ceremony of the Games
 - 304.2. The AWGIC Secretariat will provide the URL for the online minimum age waiver form to all Chefs de Mission
 - 304.3. Upon submission, the form will be electronically transmitted to the AWGIC Technical Director for review.
 - 304.4. Within 48 hours of submission of the online form, the AWGIC Technical Director will respond to the Chef de Mission with a decision.
- 305. Aging Up
The AWGIC Technical Committee has established age limits for each age group specified in this Technical Package.
 - 305.1. If a contingent desires to bring a participant who is below the minimum age for their age group as specified in this technical package, the Chef de Mission must submit a request via the online form to the AWGIC Technical Director not less than 30 days prior to the Opening Ceremony of the Games
 - 305.2. The AWGIC Secretariat will provide the URL for the online aging up waiver form to all Chefs de Mission
 - 305.3. Upon submission, the form will be electronically transmitted to the AWGIC Technical Director for review.
 - 305.4. Within 48 hours of submission of the online form, the AWGIC Technical Director will respond to the Chef de Mission with a decision.

306. Athlete Eligibility

To participate in the Arctic Winter Games as an athlete, each participant must meet the definition of a "Developing Athlete"

306.1. A Developing Athlete is one who has not represented one's nation in international competition (outside of an Arctic Winter Games) in the sport they are competing in.

306.1.1. An athlete who has competed for one's club in international competition (not representing one's nation) is considered a developing athlete;

306.1.2. An athlete who is a member of one's national team, but has not represented one's nation in international competition is considered a developing athlete.

307. Cultural Delegate Eligibility

To be eligible to participate in the Arctic Winter Games, a Contingent Cultural performer shall comply with the eligibility requirements included in the current Cultural Technical Package.

308. Youth Ambassador Program Eligibility

To be eligible to participate in the Arctic Winter Games, a Youth Ambassador Program participant shall comply with the eligibility requirements included in the current Youth Ambassador Program Technical Package.

Yamal Suspension

* The Arctic Winter Games International Committee has suspended Yamal, Russia, with immediate effect, following the attacks unfolding in Ukraine in a March 1, 2022 decision.



Appendix G

Schedule Development Process

Appendix G – Schedule Development Process

- 401. Master Sport Schedule
 - 401.1. First Draft

The Host Society shall distribute a first draft of the Master Sport Schedule - a detailed multi-sport schedule, including: competitions, practices/training, pre-Games Coach/Manager meetings and all technical meetings - to the AWGIC and each Participating Unit's Chef de Mission for review no later than 1 year (12 months) prior to the commencement of the Games (Opening Ceremony).
 - 401.2. Final Schedule

The Master Sport Schedule becomes “final” three (3) months prior to the commencement of the Games, unless otherwise approved by the AWGIC.

 - 401.2.1. A final review and approval of the Master Sport Schedule must be conducted by the AWGIC Technical Director prior to being considered “final”.
 - 401.2.2. The Master Sport Schedule is developed by the Host Society in consultation with the Sport Vice President, Sport Chairs and the AWGIC as required.
 - 401.2.3. The sport schedule is developed using the Sport Technical Packages and by reviewing the sport schedules from previous Games.
- 402. Host Society is required to:
 - 402.1. Create a process for stakeholders to provide input and request changes to the schedule;
 - 402.2. Revise and update the Master Sport Schedule, redistributing updated versions as required on an ongoing basis between 12 months pre-Games and the end of the Games;
 - 402.3. Refer to the AWGIC Staging Manual to view approved sport schedule templates.
- 403. Host Society must do their best to:
 - 403.1. Refrain from scheduling any competition or practice/training within three (3) hours of the beginning of the Opening Ceremony;
 - 403.2. Respect the timing required for participant feeding, transportation and marshaling for opening and closing ceremonies;
 - 403.3. Ensure that practice/training during the first day of the Games reflects the travel realities of Participating Units (e.g., Units with the least amount of travel should be scheduled to practice/train and/or compete first upon arrival in the Host jurisdiction, where Units with the most travel should practice/train and/or compete last).



- 403.4. Once published, refrain from making changes to the schedule unless weather or other conditions outside the control of organizers occur.