

2023



TECHNICAL PACKAGE

DENE GAMES

TECHNICAL PACKAGE
2023 ARCTIC WINTER GAMES

Sport: Dene Games

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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. Rules

Competition will be conducted under the rules as developed and approved by the AWGIC and as per individual event rules (appendices).

3. Participants

Each Participating Unit may enter a team comprised of a maximum of sixteen (16) competitors and two (2) coaches as follows:

Competitors

Females born in 2006 or later	-	4
Males born in 2004 or later	-	4
Females born in 2004 or later	-	4
Open Male	-	4

Note: Units can register Participants within any of the eligible birth years, at the discretion of their Chef de Mission. Units are not obligated to register Participants within the youngest or oldest age category. Where no minimum age category is listed, Chefs de Mission are responsible for determining an appropriate minimum age for their Unit's Participants, with consideration for Eligibility and Competition structure (as outlined in the Technical Package) and the AWGIC's value of meaningful competition.

Staff

Coaches	-	2
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Support Staff - 0

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

4. Eligibility

To be eligible to compete in the Arctic Winter Games, an athlete shall:

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

Athletes eligible for the younger age category may compete in the older age category at the discretion of their Chef de Mission. Should they choose to do so, the athlete may only compete in the older age category for all events. Requests to have an athlete compete in an older age category must be submitted to the AWGIC Technical Director and Technical Coordinator a minimum of 14 days prior to the start of the Games.

Competitors can only register in one category.

See Appendix F for additional eligibility requirements.

5. Competition

Format

The competition shall take place abiding by the rules as prescribed by the AWGIC as published on January 1 of the year of the Games.

Events

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- a. All categories
- Finger Pull
 - Hand Games (team)
 - Snow Snake
 - Stick Pull
 - Pole Push (team)
 - All Around (Total Score of the three (3) individual events)
- b. Events shall be scheduled in the following order:
- Day One – Stick Pull
 - Day Two – Snow Snake
 - Day Three – Hand Games
 - Day Four – Finger Pull
 - Day Five – Pole Push

Schedule

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). The Master Sport Schedule becomes "final" three (3) months prior to the commencement of the Games, unless otherwise approved by the AWGIC. A final review and approval of the Master Sport Schedule must be conducted by the AWGIC Technical Director prior to being considered "final".

The Master Sport Schedule is developed by the Host Society in consultation with the Director of Sport Technical (e.g., Sport Vice President), Sport Chairs and the AWGIC as required. The sport schedule is developed using the Sport Technical Packages and by reviewing the sport schedules from previous Games.

The Host Society shall:

- Create a process for stakeholders to provide input and request changes to the schedule;
- 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;
- Refer to the Dene Games Competition Manual;
- Schedule prescribed warm up and competition times;
- Include a pre-competition review of the Technical Package and rules by officials and coaches from each Unit.

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Note: Once the competition time period begins warm up activities are not allowed in the competition area.

The Host Society, to the best of their ability shall:

- Refrain from scheduling any competition or practice/training within three (3) hours of the beginning of the Opening Ceremony;
- Respect the timing required for participant feeding, transportation and marshalling for opening and closing ceremonies;
- 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).

6. Scoring

Points will be awarded as follows for each individual event for the purposes of determining the winners of the all-around events:

1 st	-10 points
2 nd	-9 points
3 rd	-8 points
4 th	-7 points
5 th	-6 points
6 th	-5 points
7 th	-4 points
8 th	-3 points
9 th	-2 points
10 th	-1 points
11 th	place or lower no points

If a tie exists once all of the points have been calculated, the Host Society shall award Ulu according to the Culture and Ceremonies – Ulu Medal Presentations chapter of the Staging Manual.

7. Medals

Medals shall be awarded individually by team as follows:

- Gold - 48
- Silver - 48
- Bronze - 48

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8. Equipment

All equipment must abide by AWGIC rules.

9. Competition Uniform

All uniforms must meet AWGIC Contingent Uniform Policy requirements.

10. Registration

All Participants (athletes, coaches, managers and support staff) must be registered in the Arctic Winter Games electronic registration system (GEMS.pro) no later than 14 days prior to the Opening Ceremony.

In the case of injury or sickness - and at the discretion of the Head Official - a competitor may be excused from competition and the event that they have registered to compete in. Where a competitor has been excused from an event for reasons of illness or injury, the Head Official may allow a coach to act as a replacement competitor in the team events only (Pole Push and Hand Games) but only if they fit the category eligibility requirements (i.e., the coach must be the respective gender and age).

11. Protests & Appeals

Field of Play disputes should be managed in accordance with the [AWGIC Field of Play conduct Policy and Protest Procedure](#) and the Traditional Sport Jury Policy.

Disputes

The Host Society shall establish an appeals/dispute protocol consistent with the following:

- The Arctic Winter Games International Committee Conduct Policy and Protest Procedure – Field of Play shall be the governing authority for the establishment of an Arctic Sports - Dene Games Sport Technical Appeals Committee. The AWGIC Discipline Policy shall prevail in all matters not clearly covered by this committee and in any disagreement between the two.
- The Technical Appeals Committee shall consist of the Head Official as designated by the Technical Package and two other officials appointed by the Host Society.

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- Coaches may file an appeal with the Head Official in verbal form within (3) three minutes of the conclusion of an event. Results shall not be announced prior to this (3) minute deadline passing. The use of video recording(s) will not be allowed in the case of a protest.
- The Coach must then provide a written summary of the appeal on the Arctic Winter Games appeal forms to the Head Official within (30) minutes of the completion of the event.
- The Technical Appeals Committee shall meet and render a decision on the appeal as soon as possible. Only the Head Official will announce the decision of the appeal to the parties involved. All sport technical decisions of the Technical Appeals Committee are final unless an appeal can be justified as detailed the Arctic Winter Games Conduct Policy and Protest Procedure – Field of Play.

12. AWG General Rules

Officials

Head Official

- A Head Official shall be appointed by the Host Society to oversee all competitions at each venue. The Head Official shall enforce the rules of each competition and rule on any disputes. Their decision on points of fact connected with the competition shall be final so far as the result of the competition is concerned.

Judges

- Six (6) judges or more may be appointed to oversee the competitions (dependent on competition format and number of competitors). Judges shall enforce the rules of each competition and advise the Head Official on any disputes. Judges and the Head Official are only to offer advice to athletes and coaches in the interpretation of the rules and are not to provide instruction or other forms of advice.

13. Event Hosting Considerations

- A minimum of six officials/judges is recommended per group;
- During preliminaries, two competition circles will facilitate the completion of events in a timely manner;
- Two sets of drummers is recommended;
- Medical staff should be present at the Finger Pull and Pole Push events;

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- Warming Tents should be provided for both Pole Push and Snow Snake events;
- The recommended facility dimension for each activity are included at the end of this document.

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14. Appendix A: Finger Pull Rules

1. **START:** 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.

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.

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.

2. **MOVEMENT:**

- a. One player is designated "defensive". This player must be sitting in the defensive position with their left leg outstretched straight on the floor. This player's wrist must be in a defensive position and the back of the hand must be facing downward (palm up). This player's shin needs to be lined up with the marked centre line (sole of foot flat against inner thigh of outstretched leg).
- b. The second player is designated "offensive". This player's wrist must be straight up and down (palm facing left and back of hand facing right). 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. The offensive player must not straighten their legs on the pull.
- c. Players with long hair must have it tied back so that it does not obstruct the judge's line of sight. Players are not allowed to wear long sleeves or clothing that obstructs the judge's line of sight. The judge must be able to see the elbow in the defensive position.
- d. Players must keep finger nails trimmed to prevent injury to other players. Officials will inspect the condition of the player's hands and nails before each match up. In cases where an injury/bleeding occurs, the head official will make a decision on return to play.

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- e. On signal, the offensive competitor pulls with a strong, slow and steady, pulling motion, with no jerking, squeezing, re-gripping or twisting motion allowed.

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.

In both the offensive and defensive positions, no pushing or twisting is allowed.

- f. Infractions – if a player has committed an infraction it will result in the loss of the pull. Infractions include but are not limited to:
- Jerking, twisting, re-gripping or pushing during a pull;
 - Removing hand from opponents' knee (see Section 1, first player)
 - Removing hand from the opponents' shoulder during the pull (see Section 1, second player)

3. **ATTEMPTS:** The competition consists of a best of three “pulls”. The first “pull” as described above, the second “pull” with positions reversed. 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.

4. **SCORING:** The winner of a “pull” is declared if the defensive player's elbow moves forward, finger is straightened, loses grip, or he in some way signifies giving up. 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 for 2004/2005/2006/2007 players and 10 seconds for Open Male players, the defensive player is declared the winner.

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. Infractions of jerking and twisting will result in the following:

1st infraction – loss of pull

2nd infraction - loss of match

3rd infraction – disqualification from event

Scorekeepers should be informed by officials when an infraction occurs. Infractions carry over from one match to the next.

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5. **COMPETITION FORMAT:** Double elimination format. Initial pairs determined by draw. 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).

15. Appendix B: Hand Games Rules

1. **START:** This is a team competition with four (4) players on each team. Teams start in a kneeling position facing each other in pairs. The game is accompanied by drumming. Each game is provided with twelve (12) small sticks.

2. **MOVEMENT:** Teams take turns to hide and guess. Each player on the hiding team will take their token and with both hands hidden, place the token in one hand or the other. 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. This movement takes place with all players on one team at the same time. The opposite player (shooter), by a (hand) signal, guesses the hand containing the token. The second team then repeats the motions of hiding a token for the first team to guess. Teams may rearrange their players in line during the course of the game if they choose. The charts at the end of this document display the Hand Game signals.
 1. For Arctic Winter Games, teams will consist of four (4) players and a coach. 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.
 2. Each team will declare one player at a time to be the captain or shooter.
 3. The captain or shooter can be changed during a game.
 4. 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.

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5. 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.
6. Players may kneel on mats and may use a blanket or other cover to help conceal their hands when hiding.
7. 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.
8. 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!”
9. When a call is made, players on the opposing (hiding) team must clearly show both hands.
10. The captain or shooter must hold their position until the official indicates that they are able to return to their straight up starting position.
11. Players must not stay down too long while hiding their object, no more than eight seconds.
12. 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.
13. Players may not cross and uncross their arms.
14. 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.
15. 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

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- 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.
16. 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.
 17. 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.
 18. 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 opposing team while joining their team members hiding for the second round.
 19. 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. Officials must be able to see all competitors hands clearly.
 21. Time-outs are not allowed.
 22. Appeals on competition related matters may only be filed if they are based on procedural fairness or rule interpretation, see Traditional Sport Jury Policy in the Arctic Winter Games Staging Manual. Appeals may not be filed based on statements of fact, i.e. a judge

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or officials decision on players' move, hand signals and other competition activities.

3. **ATTEMPTS:** 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. If the competition reaches the thirty minute (30) limit and play is still underway, the competition will continue until that play has concluded.
4. **SCORING:** A team wins if it has all the sticks or if at the end of thirty (30) minutes it has the most sticks. If both teams have the same number of sticks, the two captains will compete for one stick only. The winner of last stick in competition shall decide if they want to hide or guess in this tie breaker.
5. **COMPETITION FORMAT:** Double elimination.
6. **EQUIPMENT:** Twelve (12) small sticks approximately 25 millimeters (twelve inches) long. Each player should also have a small token for hiding. Local tradition shall be observed in the stick design.

The game should be accompanied by a minimum of eight (8) Dene drummers.

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16. Appendix C: Snow Snake Rules

1. **START:** A player may be standing or may choose to walk or run to the throwing line.
2. **MOVEMENT:** 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. The object is to make the spear slide over the snow as far as possible. Players will be allowed a maximum of a 20' run up prior to each attempt (throw).
3. **ATTEMPTS:** Each player has three (3) attempts. One practice throw per player is allowed before the competition begins.
4. **SCORING:** 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. The spear may leave and reenter the trough during its slide.
5. **COMPETITION FORMAT:** The rotation is established by draw.
6. **EQUIPMENT:** The spear is a straight spruce or pine (not a 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. The surface of the spear must be varnished.

The Host Society must provide practice spears for use by contingents. Use of other spears is not permitted. 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.

The snowfield is generally level and packed; it may be on a lake and should be at least 200 meters (656 feet) in length. A trough 3 meters (10') wide with 300 millimeters (1') snow bank on either side must be developed.

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17. Appendix D: Stick Pull Rules

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.

2. **MOVEMENT:** On the signal to start:
 - Players pull straight backwards with a hard steady motion
 - The non-pulling hand must stay on the player's hip or behind their back
 - The elbow of the pulling hand must stay in a locked position
 - Shoulders cannot be dropped
 - Heels cannot be raised off of the floor

Feet:

- Taped starting positions will be marked on the floor by the officials
- Feet are to be shoulder width apart, they may be staggered with one foot on starting mark and the second foot behind
- Any movement of the feet during the pull will result in the player losing the pull.
- 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.

Grip:

- Competitors must use their bare hands for the competition
- Once the grip is set at the beginning of the pull, players cannot initiate any movement of the hands
- Competitors grip must not cross the centre line

Pull:

- 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
- Jerking or bending the elbow are not allowed
- The starting position must be maintained

Other:

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- Officials will not provide warnings for infractions once the competition has started
 - When the official has declared an infraction, that player shall be deemed to have lost that pull
 - 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
 - Players may only leave the competition area with the approval of an official
3. **ATTEMPTS:** The competition consists of a best of three (3) “pulls”. 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. The winner of the first pull calls the coin toss.
4. **SCORING:** 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.
5. **COMPETITION FORMAT:** Double elimination format. Initial pairs determined by draw. 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).
6. **EQUIPMENT:** The stick is birch or spruce and shaved to a size that can be gripped comfortably. 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. 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. The stick is to be thoroughly greased with Crisco brand lard to make it tougher to grip. 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". The platforms will be held together by grip tape. The grip tape will be placed between each level.

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18. Appendix E: Pole Push Rules

1. **START:** Each team of four (4) players grasps opposite ends of the pole, with the centre mark of the pole positioned over the centre point of the marked circle.
2. **MOVEMENT:** On the signal, each team pushes forward on the pole attempting to push the other team out of the marked ring. The pole is to be held no higher than the shoulder and no lower than the hip.
3. **ATTEMPTS:** The competition consists of a best of three (3) “pushes”.
4. **TEAMS:** 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.

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.

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.

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.

5. **COMPETITION FORMAT:** Individual matches will be best two of three pushes. Overall competition will be double elimination. Initial pairs determined by draw.
6. **EQUIPMENT:** Open and 2004 or later 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.

The 2004 or later and 2006 or later 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.

In both cases, the pole must be the same diameter over its entire length. A variance of up to 25 millimeters (1") is allowed.

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The ring should be 9 meters (30') in diameter and clearly marked including an X marked in the centre. Spectators shall be controlled to minimum 6 meters (20') beyond the circle. Coaches, players and officials are the only individuals allowed in the competition area.

Shoes with spikes are not allowed. Competitors may use gloves or mittens but no rubber grips are allowed.

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19. Appendix F

AWGP1 ATHLETE AND CULTURAL PERFORMER ELIGIBILITY POLICY

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 and cultural participants for their teams.

1. To be eligible to compete in the Arctic Winter Games, an athlete shall:
 - a. be a "Developing Athlete" as described in the Glossary of Terms and not have been a member of a national team in the sport in which they are competing, nor competed in, nor have been selected for an international competition as a representative of their country in the sport within one (1) year of the opening date of the Games (sports without national sport governing bodies are exempt from this rule)
 - b. compete in one sport only
 - c) meet individual sport requirements as per the current technical package.

2. 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.

3. To be eligible to participate in the Arctic Winter Games, all Contingent Athletes and Cultural performers shall:
 - a. 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);

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- b. have been a continuous resident of the participating Contingent for six (6) months prior to the opening day of the Games;
- c. 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;
- d. comply with all rules and regulations of their Contingent.

NOTE #1.1: '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.

NOTE #1.2: A resident of a participating Contingent who is attending school outside the Contingent is deemed to be a continuous resident of their Contingent and is eligible to compete for their residence Contingent or the Contingent in which they are attending school (if a participating Contingent) but not both.

NOTE #1.3: 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.

NOTE #1.4: Individual Contingents may impose additional requirements for eligibility for their team provided they do not contravene the intent of the AWG International Committee policies.

* 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.

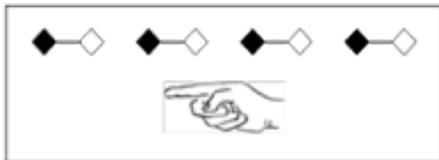
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20. Appendix G

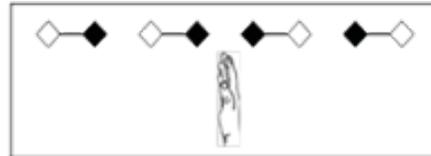
Dene Games Hand Signals

Signal 1

- All objects are on the left side.
- This signal can also be given with four fingers of the hand extended and the thumb hidden.



- The captain can split the line in three different ways.

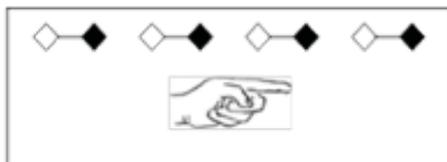


Signal 4

- The hand splits the line:
- The objects are hidden in the outside hand.
- The line can be split in three different ways.
- This signal is sometimes also given with both hands at the same time, indicating a double split in the line.
- Signals [1], [2] and [4] are also used when only one hiding player is left.

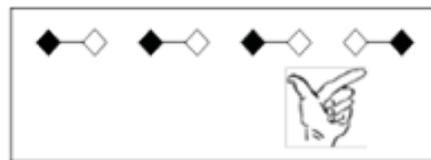
Signal 2

- All objects are on the right side.
- This signal can also be given with four fingers of the hand extended and the thumb hidden.



Signal 3

- Hand splits the line.
- All objects are hidden in the inside hand (the hand closest to the captain's pointing hand); the thumb is hidden.



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