



# Good Sport Game

## 1: Introduction:

Thanks to television and our societal *so called* “Role Models” many struggle with *how* to treat others with the most basic *respect*. Good sportsmanship is on the brink of extinction. The **Good Sport Game** is designed to work *alongside* any other game you are playing to reward players for being decent to each other and therefore increasing the fun of the game(s). (An option for scorekeepers)

## 2: Effective motivation:

This game works because no time is wasted tabulating points *during* the game time, yet players are very aware of their actions and how they affect others. (**Never** let players know *their* GSG total)

## 3: Simple implementation:

Simply and *calmly* say, “Today while we are playing together the entire time the Good Sport Game is also going on. Every player has **100 Good Sport Points** to start. Any time the scorekeeper, influencer or host hears or sees actions or words from players that are NOT being a ‘Good Sport’, that player *loses* some of their Good Sport Points.”

Then *calmly* say, “We value everyone’s time so we will **not** be constantly *stopping* the game to tell someone they *lost* some Good Sport Points. When the game time is over, based on what we have observed we will give a Good Sport Grade to each player. Don’t worry no-one *ever* gets 100%”

Then *calmly* say any or all of the below statements that fit with you, the scorekeeper.

“The easiest way to get the best Good Sport Grade is think ‘how would I feel if someone did or said that to me?’ If you would **not** like it being done to you, don’t do it!”

“Focus on cheering others success and you will do well at the Good Sport Game.”

“Please remember *tattling* on others *costs* YOU Good Sport points”

**Must** *calmly* say: “Good Sport Points are considered a separate game and get averaged with the results of all the other games being played today which are submitted toward annual standings.”

**4: Possible reasons for loss of Good Sport Points:** (Every scorekeeper will be *different* in what they consider as a detractor from fun for all, just be *consistent within* your ‘grading’ criteria)

**A:** *Verbal put downs; any kind:* Swearing, whining, discouraging, trash talking, complaining, tattling on others, audible negative self talk and anything that *lowers* the fun of the game in the minds of other players.

**B:** *Lack of basic manners:* Interrupting, talking too loud, sighing in disgust, talking with mouth full, not listening, rolling eyes in response to what someone says.....

## **5: Possible reasons for gaining Good Sport Points:**

**A:** Verbal “lift ups”: Positive affirmations of all kinds, encouraging, cheering, rooting for others.

**B:** Respectful body language: Listening, nodding, smiling, laughing and enjoying.

## **6: Be objective:** In giving points *after* game time for each player do the following:

**A:** No favorites: Regardless of who is at your game time and your relationship to them, be consistent in your analysis of how they affected the game time.

**B:** Get *input* from influencers or hosts in what points give players, *other* than themselves.

**C:** *Avoid* perfect scores and wide separations between players:

Start with the player you think was the best “sport” and give them between **70** and **80** points. Move down in ranking by 5 or 10 point increments per player to the bottom. Be as fair as possible, knowing you will **not** be perfect. (If high number of players use **1** or **2** points increments in ranking.)

**D:** Remember this game is *optional* for scorekeepers to use as a tool for enhancing fun and maintaining order without having to resort to constant reminders to “be quiet and listen”.

## **7: Conclusion:**

Consider “Good Sport Game” as a ‘behind the scenes’ *regulator* of an entire game time. Players need to be *aware* of what they do and say without being myopic and legalistic. Never give anyone their Good Sport Game total. I often say “If you ask for points or your score it hurts your score.” I have witnessed players noticeably changing their behavior in real time because they are *aware* of how they are acting as a result of a consistently executed GAME.

As always forward any *feedback* about ways to improve any game to: **dblcookies@gmail.com**