## Interschool Selection Policy

## Cross Country:

- Top 6 students from each year at school Cross Country event are invited to Interschool


## Winter/Summer Carnivals:

- All students from Year 6 to compete in the carnivals
- A and B teams are based on ability
- Carnival game time is managed to ensure maximum participation of all students


## Athletics - Jumps \& Throws:

- Preliminary events carried out throughout term three in Friday Sport and class time.
- All students will be provided the opportunity to record at least two throws or jumps for each event
- Top two students from each event qualify for the School Carnival. $3^{\text {rd }}$ place becomes reserve
- Top two students at the school jumps and throws final day qualify for the Interschool carnival. $3^{\text {rd }}$ place becomes reserve


## 100m

- Each faction runs up to two events to give absent students a chance to compete for $1^{\text {st }}$ division
- Absent students compete against students who finished in top half of $1^{\text {st }}$ race/s
- $1^{\text {st }}$ division running race will have two competitors from each faction


## 200/400m

- Each faction runs up to two events to give absent students a chance to compete
- After first qualifying race $1^{\text {st }}$ automatically qualifies for the carnival and $2^{\text {nd }}$ competes against absent students in second qualifying race
- $1^{\text {st }}$ in the second qualifying race qualifies for the school carnival. $2^{\text {nd }}$ place becomes reserve
- Winner and runner up of each event at the carnival qualify for Interschool and $3^{\text {rd }}$ place becomes reserve


## Athletics Friday Team Games (Years 3 \& 4)

- Top three runners from $1^{\text {st }}$ division running race at school carnival are included in team of eight
- Other five places are decided following open trials for all students based on athletic ability, throwing and catching skills
- Once the team is complete, the five remaining competitors for final three running divisions
- Order for leader ball events to be determined on throwing, catching and athletic ability


## Athletics Friday Team Games (Years 5 \& 6)

- Top four runners from $1^{\text {st }}$ division running race at school carnival are included in team of ten
- Other six places are decided following open trials for all students based on athletic ability, throwing and catching skills
- Once the team is complete, the six remaining competitors for final two running divisions
- Order for leader ball events to be determined on throwing, catching and athletic ability


## *All final team selection decisions are at the discretion of school principal

