



The Green Playbook - Pocket Version

"A Step-by-Step Guide for Organising Sustainability-Focused Youth Sport Events"

WP2

Deliverable 2.2

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What is the Green Playbook Pocket Version?

The pocket version is a shorter version of the OofS Green Playbook. This pocket version focuses on the OofS activities and also includes information about inclusion and sustainable event management. This version can be useful for volunteers and referees during the event.

Part A: ECO GAMES (developed by SDE)

Activity 1: Capture the Eco Flag

A team game that combines movement, strategy and environmental learning.

Element	Detail
Category	Sustainability
Duration	10 minutes (or until flag is captured)
Format	2 teams per round (tournament bracket)
Players	5 participants per team (standard OofS format)
Staff	2 referees + 2 volunteers
Example of playing area	½ football pitch, inside sport hall
Sustainability Learning	Different types of waste require different handling and disposal methods; responsible waste management; teamwork and strategic decision-making.

Materials

- ☐ 20 plastic bottles
- ☐ 10 paper pieces
- ☐ 6 plastic bags
- ☐ 2 hazardous waste tokens (use a symbolic token or card to represent hazardous waste; do not use real hazardous waste items)
- ☐ 2 flags
- ☐ Cones for boundaries
- ☐ Team bibs
- ☐ Recycling containers for different recycling categories (according to local rules)

Preparation

1. Mark the playing area and re-entry zone.
2. Distribute waste items across the playing area so that both halves of the playing area have the same amount of waste: 10 plastic bottles, 5 paper pieces, 3 plastic bags, 1 hazardous waste token.
3. Set up the Recycling Area with recycling containers.

Gameplay

1. Both teams start the game in their respective playing area. With the referee's mark, a 10-minute timer is started.
2. Players enter the opposing team's half to collect items. Teams collect one item at a time, transport it to their Recycling Area and sort it into the correct recycling category to earn points.
3. Players can be tagged with a light touch by an opposing player when collecting waste items. Tagged players move to the re-entry zone, count to 10, and then return to play.
4. Once all waste items have been collected and correctly sorted, teams may attempt to capture the opposing team's flag.

Scoring

1. During the game, referees keep track of waste items sorted at the Recycling Area.
2. Capturing the flag ends the game and awards bonus points (40 points). If no flag is captured, the team with the highest score wins.

Element	Detail
Scoring - Waste Items	• Plastic bottles (20 available): 1 point each • Paper pieces (10 available): 2 points each • Plastic bags (6 available): 3 points each • Hazardous waste token (2 available): 5 points
Scoring - Flag	Captured flag: 40 points (only after all waste items have been correctly sorted from the other team's side)
Winning Condition	Highest score OR successful flag capture.

Scoring Sheet + Example

TEAM	Bottles (10)	Paper (10)	Bags (9)	Token (5)	Flag (40)	Total points

Activity 2: Eco Obstacle Course

A fast-paced relay where teams transport different types of reusable or recyclable materials through an obstacle course.

Element	Detail
Category	Sport
Duration	The team that has the fastest time
Format	One team at the time in the obstacle course
Players	5 participants per team
Staff	1 referee/obstacle course + 1 volunteer
Example of playing area	Room for 20-50m obstacle course
Sustainability learning	Cooperation and coordination; teamwork and communication; responsible handling of reusable and recyclable materials; understanding how different tasks may require different levels of effort and collaboration.

Materials

- ☐ Reusable or recyclable objects of different sizes
- ☐ Something to mark the waste items with, e.g. markers, colored fabric
- ☐ Obstacle course equipment (e.g. cones, hoops or tunnels)

Preparation

1. Set up the obstacle course. The obstacle course should be 20-50 meters and be identical for each team.
2. Mark waste items with different colors (at least three different colors: for small, medium and large items).

Gameplay

1. A team transports a pile of waste items, one waste item at a time, from one side of an obstacle course to another. After successfully transporting the item, the team returns to the pile of waste as fast as possible for the next item.
2. Different waste items require different levels of cooperation. Smaller items can be carried by one participant, while larger objects require two or more team members working together.

Scoring

1. During the game, referees keep track of waste items sorted at the Recycling Area.
2. Capturing the flag ends the game and awards bonus points (40 points). If no flag is captured, the team with the highest score wins.

Element	Detail
Level of Cooperation - Waste Items	• Small item (e.g. plastic bottle): 1 person • Medium item (e.g. cardboard box, reusable container or wooden object): 2 people • Large item: 3+ people
Winning Condition	The team that has taken all waste to the other side in the fastest time. The 100 points are divided based on ranking (time).

Activity 3: Eco Bowling

Eco Bowling turns recycling into a target game. Teams throw to knock down objects placed at different distances, the far ones worth more, then sort each one into the correct bin before the clock runs out.

Element	Detail
Category	Sport
Duration	7 minutes
Format	One team per bowling area
Players	5 participants per team
Staff	2 referee/bowling area + 1 volunteer
Example of playing area	Room for 15m playing area + recycling (any outdoor/indoor area)
Sustainability learning	Basic awareness of waste sorting and recycling; responsible handling of materials; teamwork, coordination and accuracy.

Materials

- ☐ Soft balls
- ☐ Different recyclable target objects (min. 10 objects) that can be knocked over
- ☐ Recycling containers
- ☐ Scoring sheets
- ☐ Distance markers
- ☐ Recycling containers for different recycling categories (according to local rules)

Preparation

1. Mark on the ground of the playing area 5m, 10m and 15m markings from the throwing area.
2. Set up the targets by the different markings, min. 10 objects.
3. Place the recycling containers near the playing area.

Gameplay

1. The team throws a soft ball at recyclable target objects placed at different distances. Targets positioned further away are worth more points but are more difficult to hit.

2. When a target is successfully knocked over, the team retrieves the object and places it in the correct recycling container before continuing.

Scoring

1. Teams must balance accuracy, speed and teamwork to maximise their score within the time limit of 7 minutes.
2. During the game, referees keep track of waste items sorted. Incorrect sorting of the waste items results in penalty points.

Element	Detail
Scoring - Targets Hit	• 5m: 1 point • 10m: 3 points • 15m: 5 points
Scoring — Penalties	Incorrectly sorted item: - 5 points
Winning Condition	Highest score after 7 minutes or all targets successfully hit and correctly sorted. The 100 points are divided based on ranking (points scored).

Activity 4: Eco Tail Tag

Eco Tail Tag combines a fast tag game with waste sorting. Teams capture each other's tails, then sort a matching waste item into the correct bin, with the best mix of speed and correct recycling taking the win.

Element	Detail
Category	Flexible (Sport or Sustainability)
Duration	3 minutes (or until all tails collected)
Format	2 teams per round (tournament bracket)
Players	5 participants per team
Staff	2 referees + 1 volunteer
Example of playing area	½ football pitch, inside sport hall
Sustainability learning	Waste sorting and recycling; understanding; correct sorting under time pressure; teamwork, speed and spatial awareness.

Materials

- ☐ Coloured tails (fabric pieces, 15 per team)
- ☐ Waste items representing locally relevant recycling categories
- ☐ Recycling containers for different recycling categories (according to local rules)
- ☐ A whistle or other signal device
- ☐ Cones for boundaries
- ☐ Team bibs

Preparation

1. Mark the playing area and set up the Recycling Area near the playing area.
2. Distribute the coloured tails to both teams. Each player wears three coloured tails attached to their waistband. Each team starts with 15 tails. Different tail colours represent recycling categories selected by the organiser and should reflect local waste management practices.

Gameplay

1. Two teams face each other to capture the other team's tails and recycle the waste items.
2. When a player captures a tail from an opposing participant, they run to the Recycling Area, collect the corresponding waste item and place it in the correct recycling container.

Scoring

1. During the game, referees keep track of waste items sorted at the Recycling Area. Incorrect sorting of the waste items results in penalty points.
2. The team with the highest score after 3 minutes wins.

Element	Detail
Scoring — Basic tails	Captured tail + correctly sorted waste item: 1 point
Scoring — Penalties	Incorrectly sorted waste item: –3 points
Winning condition	Highest score after 3 minutes. If all 15 tails are collected, the team with the fastest time is ranked higher. The 100 points are divided based on ranking (points scored or time).

Activity 5: Eco Rescue Mission

Eco Rescue Mission is a two-round race to collect and sort waste while the other team throws obstacles in your way. Swap roles each round: one team clears the waste, the other blocks the path with ropes, moving cones and pop-up sustainability questions.

Element	Detail
Category	Sustainability
Duration	10 minutes per round (teams switch roles)
Format	2 teams per round
Players	5 participants per team (standard OofS format)
Staff	2 referees + 2 volunteers
Example of playing area	½ football pitch, inside sport hall
Sustainability learning	Waste collection and sorting; teamwork and communication; problem-solving under pressure; resilience.

Materials

- ☐ Waste items
- ☐ Obstacles (e.g. ropes, cones)
- ☐ Recycling containers for different recycling categories (according to local rules)
- ☐ Centre markers
- ☐ Timer

Preparation

1. Mark the playing area and set up the Recycling Area.
2. Place an equal amount of waste items and environmental obstacles in each playing area.
3. If applicable: prepare the sustainability questions.

Gameplay

1. Teams compete in two rounds and switch roles between rounds. In each round, one team acts as the Collection Team and the other as the Challenge Team.
2. The Collection Team must collect waste items from the playing area and sort them into the correct recycling categories as quickly and accurately as possible. The Collection team brings one waste item to the Recycling Area at a time.
3. The Challenge Team creates environmental obstacles that the collectors must overcome. These may include holding barrier ropes that participants must duck under or step over, moving cones to create changing pathways, or acting as pollution checkpoints where participants must answer a short sustainability question before continuing. If a participant answers incorrectly, they must return the item to the collection area and try again.

Scoring

1. During the game, referees keep track of waste items sorted at the Recycling Area. Another referee keeps track of the Challenge Team's obstacles.
2. After both rounds have been completed, the team with the highest total score wins.

Element	Detail
Scoring – Collection Team	Correctly sorted waste item: 1 point
Scoring – Challenge Team	Participant delayed or required to repeat a task due to an environmental challenge: 2 points
Scoring – Team Bonus	If all waste items are correctly sorted within 10 minutes: +20 points
Winning condition	Highest combined points after both rounds.

Activity 6: Eco Upcycling Challenge

In the Eco Upcycling Challenge, teams get an identical pile of reused materials and race to build the tallest, cleverest structure they can. Every piece has to be carried over one at a time, so it takes teamwork, creativity and a steady hand, not just height.

Element	Detail
Category	Sustainability
Duration	10 minutes
Format	2 teams per round OR all teams participate simultaneously depending on resources
Players	5 participants per team. Participants share responsibilities for sorting, transporting and building. Roles may be rotated during the activity.
Staff	2 referees + 2 volunteers
Example of playing area	½ football pitch, inside sport hall
Sustainability learning	Material reuse and upcycling; creative problem-solving; teamwork and communication; circular economy concepts; responsible use of resources.
Things to consider	• Ensure that all teams receive an identical set of materials to support fair competition. • Clearly communicate the judging criteria before the activity begins and ensure that all teams are assessed using the same criteria. • Encourage creativity and resourcefulness rather than focusing solely on height.

Materials

- ☐ Identical sets of reusable or recyclable materials for each team (e.g. bottles, cardboard, paper tubes, caps, boxes and string)
- ☐ Timer
- ☐ Measuring tape
- ☐ Scoring sheet

Preparation

1. Mark the collection zone and construction zone.
2. Set up the reused and recyclable materials in the collection zone (the beginning). Each team should have the identical set of materials.

Gameplay

1. Participants transport the materials one item at a time from the collection zone to the construction zone. If a material is dropped, the participant returns to the collection zone and tries again.
2. Once materials have been transported, teams use them to construct their structure.

Scoring

1. After 10 minutes the referees evaluate the structure based on the evaluation criteria, including usage of materials, creativity, stability, and height.

Element	Detail
Scoring — Usage of all materials	The team that uses the most materials + 5 points
Scoring — Creativity	Creativity, design and functionality of the final structure: 1–10 points
Scoring — Stability	Construction remains standing independently during a 10-second stability test: +5 bonus points
Scoring — Height	The team with the tallest structure + 5 points
Winning condition	Highest total score. The 100 points are divided based on ranking.

PART B: ADDITIONAL ACTIVITIES

These activities complement the Eco Games with different formats: outdoor orienteering, transport incentives, knowledge testing, and creative workshops.

Activity 7: Eco Adventure Rogaining

Eco Adventure Rogaining sends teams out with a map to find control points and complete nature tasks along the way, from spotting species to answering biodiversity challenges. Part orienteering, part outdoor classroom, it rewards teams that explore widely and observe closely.

Element	Detail
Category	Flexible (Sport or Sustainability)
Duration	40–90 minutes (depending on the route length, terrain and number of participating teams. Shorter routes may be used for younger participants or introductory events.)
Format	All teams participate simultaneously. Staggered start (recommended: 3-minute intervals).
Players	5 participants per team
Staff	All available staff
Example of playing area	Adapt to local conditions
Sustainability learning	Biodiversity awareness; connection with nature; environmental observation skills; understanding local ecosystems; teamwork and outdoor navigation skills; responsible behaviour in natural environments.
Things to Consider	• Ensure all activities comply with local environmental regulations and land-use permissions. • Avoid disturbing wildlife or sensitive habitats. • Provide accessible route alternatives where possible. • Adapt tasks to local biodiversity, seasons and environmental conditions. • Adapt the route to the participants' orienteering skills and experience level. The activity can also be conducted in an urban environment.

Materials

- ☐ Maps
- ☐ Species identification cards or task sheets
- ☐ Answer sheets
- ☐ Control markers

- ☐ Any materials required for local biodiversity activities

Preparation

1. Plan the control points and create a map.
2. Set up the control points and a starting point.

Gameplay

1. Teams follow the map and go to different control points where they complete sustainability-related tasks such as identifying species, habitats or environmental features, documenting observations, answering quiz questions, or carrying out biodiversity activities.

Scoring

1. At each station a volunteer rewards points based on the team's performance.
2. At the end of the activity scores are added together. The team with the highest combined score wins.

Element	Detail
Scoring	• Amount of controls visited: 0-30 points • Species, habitat or environmental observations: 0-30 points • Biodiversity activity, ecosystem challenge or environmental task: 0-30 points • Optional teamwork, completion or time bonus: +10 points
Winning condition	Highest total score. The 100 points are divided based on ranking.

Activity 8: Green Travel Challenge (+ voluntary workshop station)

The Green Travel Challenge starts before you arrive: teams earn points for walking, cycling, carpooling or taking public transport to the event. A hands-on workshop on carbon footprints then turns those choices into a "30-Day Green Challenge" the team designs and shares.

Element	Detail
Category	Sustainability
Duration	Pre-event travel challenge + 45-minute workshop
Format	All teams participate
Players	5 participants per team (standard OofS format)
Staff	1-3 people, depending on format
Example of playing area	Depending on format
Sustainability learning	Carbon literacy; sustainable mobility; climate action; creative problem-solving; peer-led behaviour change.
Things to consider	• Ensure that transport incentives do not disadvantage participants with disabilities, accessibility needs, long travel distances or limited access to public transport. • Adapt transport criteria and scoring to local conditions, available infrastructure and accessibility considerations. • Encourage practical, realistic and achievable actions that participants can continue after the event. • Focus on positive behaviour change and learning rather than competition alone.

Materials

- ☐ Workshop materials (e.g. carbon footprint cards, infographics, case studies and discussion prompts)
- ☐ Poster paper or digital presentation tools
- ☐ Markers
- ☐ Evaluation sheets

Preparation

1. Prepare instructions and material for the workshop.
2. If applicable, inform participants about the Green Travel Challenge before attending the event.

Gameplay

Teams are encouraged to use sustainable travel options when attending the event. Eligible travel methods should be defined by the organiser according to local circumstances and may include walking, cycling, public transport or carpooling. Travel choices may be verified through photo evidence, travel tickets or another method determined by the organiser. During the event, participants take part in an interactive workshop on sustainable mobility, carbon footprints and personal climate action.

If the organisers want to conduct the workshop as one of the sustainability stations, it should encourage participants to reflect on their own travel habits and identify opportunities for more sustainable choices in everyday life. Following the workshop, each team designs an engaging and informative “30-Day Green Challenge” for their school, sports club or community. Teams present their challenge on a poster, flipchart or digital canvas, including:

- A challenge name and slogan
- 3–5 sustainable travel actions
- The target group
- How participation could be encouraged or tracked
- Expected environmental and community benefits

Teams then present their challenge to the group.

Scoring

All teams are scored on the creativity, feasibility, communication and potential sustainability impact of the proposed 30-Day Green Challenge.

Element	Detail
Scoring – Sustainable Travel	Demonstrating sustainable travel choices appropriate to their local context. The organiser should define the criteria in advance, taking into account local transport infrastructure, accessibility considerations and travel distances. 0-50 points.
Scoring for workshop station – Challenge Proposal	Creativity, feasibility, communication and potential sustainability impact of the proposed 30-Day Green Challenge: 0–100 points
Winning condition	Highest combined score from sustainable travel and challenge proposal.

Activity 9: Eco Knowledge Quiz

The Eco Knowledge Quiz puts teams' sustainability know-how to the test, from climate change and biodiversity to energy, water and waste. Teams talk each question through before answering, so it rewards good discussion as much as good knowledge.

Element	Detail
Category	Sustainability
Duration	15–20 minutes
Format	All teams participate simultaneously
Players	5 participants per team (standard OofS format)
Staff	1-3 people, depending on quiz format
Example of playing area	Outside/inside area, depending on quiz format
Sustainability learning	Environmental literacy; critical thinking; team discussion and decision-making; knowledge reinforcement.
Things to consider	• Adapt question difficulty to the age and experience of participants. • Include both local and global sustainability topics. • Ensure that questions are clear, accessible and culturally relevant. • If applicable, a version with three "speed questions", where the reward goes to the fastest correct answer, can be used.

Materials

- ☐ Quiz cards
- ☐ Presentation slides or digital quiz platform
- ☐ Answer sheets or answer cards
- ☐ Score sheet

Preparation

Prepare the questions and format for the quiz. Examples of questions can be found in annex F

Gameplay

Team-based quiz on local and global sustainability topics such as climate change, biodiversity, waste management, energy, water, transport and sustainable lifestyles. Participants are encouraged to discuss questions within

their teams before submitting their answers. Questions may be delivered through quiz cards, presentations or digital tools, depending on the event format.

Scoring

The team with the most correct answers wins. In case of a tie, a bonus question will be asked.

Element	Detail
Scoring	5 points per correct answer (maximum 50 points). The scoring can be adjusted based on the amount of questions asked.

Activity 10: Water Footprint Challenge

The Water Footprint Challenge asks a surprising question: how much hidden water goes into everyday things? Teams collect cards and rank products from lowest to highest footprint, then compare their guesses with the real figures in a short discussion.

Element	Detail
Category	Sustainability (water consumption and sustainable lifestyles)
Duration	5-10 minutes
Format	All teams participate simultaneously
Players	5 participants per team (standard OofS format)
Staff	All available staff
Example of playing area	Outside/inside area, depending on format
Sustainability learning	Water consumption, sustainable lifestyles, critical thinking, teamwork and awareness of hidden environmental impacts associated with everyday choices.
Things to consider	• Adapt products and examples to local contexts. • Use age-appropriate water footprint data and explanations. • Include a mix of food, clothing, transport and lifestyle examples. • Emphasise that the objective is learning and discussion rather than memorising exact figures.

Materials

- ☐ Water footprint cards representing products, foods and everyday activities with different water footprints (minimum 10 cards). **Low:** Apple, Bicycle, Glass of tap water; **Medium:** Cotton T-shirt, Cheese sandwich, Pair of jeans; **High:** Hamburger, Beef steak, Chocolate bar, AI-generated response
- ☐ Scoring sheets
- ☐ Optional visual materials showing actual water footprint figures

Note: Organisers are encouraged to verify the approximate water footprint values of the selected products using reliable sources (e.g. the [Water Footprint Network Product Gallery](#)), as values vary depending on production methods and country of origin. Presenting the approximate values after the activity can support discussion and learning.

Preparation

Prepare water footprint cards and playing area.

Gameplay

1. The activity is begun with a short introduction of the game and information about what a water footprint is. A set of cards is placed at a central station.
2. One participant at a time collects a card and brings it back to the team. Once all cards have been collected, teams work together to arrange them from the lowest to the highest estimated water footprint.
3. The organiser then reveals the correct order and facilitates a short discussion about hidden water use and sustainable consumption.

Scoring

All teams begin the activity at the same time. The team with the most correctly placed cards is the winner. In case of a tie, the fastest team is the winner.

Element	Detail
Scoring	5 points per correct answer (maximum 50 points). The scoring can be adjusted based on the amount of questions asked.
Winning condition	Highest total score after card ranking and bonus questions, if applicable.

Planning for Inclusive Participation

Creating an inclusive event starts long before the event day. Organisers are encouraged to consider accessibility, communication, recruitment and participation barriers throughout the planning process. The aim is to create opportunities for participation among a diverse range of young people, including those who may not currently participate in organised sport or who face barriers to participation.

When planning an OofS event, organisers are encouraged to consider the following aspects:

- Participation should be free of charge or kept as affordable as possible.
- Consider transport support, coordinated travel arrangements or other practical measures for participants facing economic, geographic or accessibility barriers.
- Use a variety of recruitment channels, including schools, sports clubs, youth organisations, disability organisations, LGBTQI+ organisations, migrant organisations and community groups where relevant.
- Encourage diverse participation and ensure that teams include at least two girls or young women.
- Provide clear information about the event, activities, accessibility arrangements, support options and participation requirements well in advance of the event.
- Communication materials should use clear, accessible and inclusive language. Where relevant, organisers may provide information in multiple languages or use plain language principles to improve accessibility.
- Use inclusive and non-stereotypical language and avoid assumptions about gender, ability, cultural background or previous sporting experience.
- Feature diverse participants and role models in communication materials. Use authentic images where possible and avoid reinforcing stereotypes.
- Ensure that communication focuses on participation, learning, teamwork and enjoyment rather than only competition and performance.
- Consider cultural and religious needs when planning schedules, catering, communication and participation arrangements.
- Registration processes should be simple and accessible. Alternative registration options, such as telephone or email registration, may be

offered for participants who experience barriers related to language, literacy, disability or digital access.

- Registration forms should provide opportunities for participants to communicate accessibility requirements, support needs or accommodation requests in advance. Where appropriate, organisers may also offer optional questions regarding preferred names and pronouns.
- Event venues should be selected with accessibility in mind, including routes, facilities, activity spaces, toilets and gathering areas where possible.
- Media consent procedures, data collection and participant information should comply with national legislation and safeguarding requirements.

Planning for inclusion does not mean that every event must provide every possible accommodation. Rather, organisers should take reasonable and proactive steps to identify and reduce barriers so that as many young people as possible can participate, contribute and feel welcome throughout the event.

Accessible and Inclusive Event Delivery

During the event, organisers should aim to create an environment where all participants can engage meaningfully, contribute to their teams and feel welcomed, respected and safe.

Activities should be delivered in ways that recognise different abilities, experiences, communication styles and support needs. The goal is not for all participants to participate in exactly the same way, but for everyone to have opportunities to contribute and engage.

Organisers are encouraged to consider the following aspects:

- Provide clear instructions using multiple communication methods where appropriate, including verbal demonstrations, visual examples and written explanations.
- Offer flexible participation options. Teams may distribute responsibilities according to individual strengths, abilities and interests. Participants may contribute through physical participation, strategy, communication, scoring, organisation or other supportive roles.
- Adapt activity rules, distances, time limits, equipment or playing areas where necessary to support participation and accessibility, if possible.

- Consider sensory and cognitive accessibility. Where music, whistles or other auditory signals are used, provide visual alternatives where possible and ensure access to quiet spaces or breaks if needed.
- Ensure that activity areas, gathering spaces and facilities are as accessible and easy to navigate as possible.
- Provide access to drinking water, rest areas and opportunities for participants to take breaks when needed.
- Consult participants directly. Where possible, ask participants what accommodations or adaptations may be helpful rather than making assumptions.
- Monitor participation throughout the event and take action if individuals or groups appear excluded or unable to participate fully.

Organisers should remain flexible and responsive throughout the event. The objective is not equal performance, but meaningful participation, learning, teamwork and engagement for all participants.

Sustainable and Resource-Efficient Event Management - how to combine sustainability with sports

Organisers are encouraged to minimise both financial costs and environmental impacts through efficient resource management and sustainable planning.

Examples include:

- Partner with municipalities, schools, clubs or community organisations to access venues, equipment, materials and staff support.
- Borrow materials and equipment whenever possible rather than purchasing new items.
- Reuse event materials such as bibs, cones, maps, signage and recycling bins across multiple events.
- Prioritise reused, repurposed and recyclable materials when designing activities.
- Use digital registration, communication and scoring tools where appropriate to reduce paper consumption.
- Avoid unnecessary purchases and minimise single-use products.

- Plan catering carefully to reduce food waste and prioritise sustainable options where possible.
- Choose local suppliers and environmentally responsible products and services where available.
- Encourage participants to use walking, cycling, public transport or shared transport options.
- Create a reusable event materials kit that can support future OofS events.



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