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Digital School Sport Day

September 2025



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Concept



EuroPACE Project aims to organize a unique and transformative initiative in the field of school sports in form of “Digital School Sport Day” (DSSD) initiative during the European Week of Sports (EWoS), with the main goal of promoting physical activity and sports as a tool of health among the European youth, by implementing the visionary goal of uniting schools across borders through international level sports competitions, organized locally

Open to all for the benefit of all



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Vision

To consolidate international leadership in the business of marketing, promoting and staging multi-disciplinary events in grass root sports





Objectives



A	Promotion of healthy lifestyle by promotion of participation in school sports among young school students (aged 14-18 years), organized during the European Week of Sports (EWoS) – triggering maximum traction and participation.
B	Strategic incorporation of local competitions and online comparison of results, utilizing digital tools and technology, in collaboration with participating institutions across Europe, bringing a myriad of advantages including cost-effectiveness, scalability, sustainability, and broadened technological interaction.
C	Providing the participants the necessary support of competing on familiar grounds and particularly for the younger participants, there is a strong comfort in terms of a safe environment, being under the supervision of parents/other persons of trust – while providing the thrill and excitement of an international competition by vying against several schools from partner countries
D	Creating a localized approach enhancing the accessibility, allowing a diverse range of participants to engage in sports without the logistical challenges associated with travel and keeping away cultural differences or any socio-economic barriers.
E	Democratizing sports, encouraging a broader and more inclusive participation and also incentivizing the coaches and physical education teachers to participate in a completely new type of sports competition.
F	Ensuring a safe environment for the young school students by providing a secure and inclusive sports culture, thereby enhancing the overall experience, fostering a sense of confidence and well-being among participants and their communities.



Partners

COORDINATOR:



Asociatia Sportiva Corporate Games

PARTNERS:



Les Abeilles de Saint Clair



Centro Universitario Sportivo Palermo



European Dragon Boat Federation



European School Sport Federation



Institutul National de Cercetare pentru Sport



Project team Romania

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Company

- Founded in Bucharest in 2011 by **Radu Radulescu**, who saw that there was a need for grassroots sport projects and events
 - to play sport on a worldwide basis
 - represent a team
 - wear its colours
 - be proud to be part of a multisport festival for businesses





Digital School Sport Day **Medals**

A very special feature is the concept of dual competition

Students compete for

- Points for their school
- Medals for themselves





Digital School Sport Day Awards

Games Points are awarded to the Top 8 in all events. Eight points go to the winner of each individual event. Second receives 7 and so on to eighth place which earns 1 point. In team sports, Games Points are multiplied by the number of players on the field or court. Winning Relay running equals 32 points, second place 28 and so on

Adding up the points and medals from all sports, schools compete for:

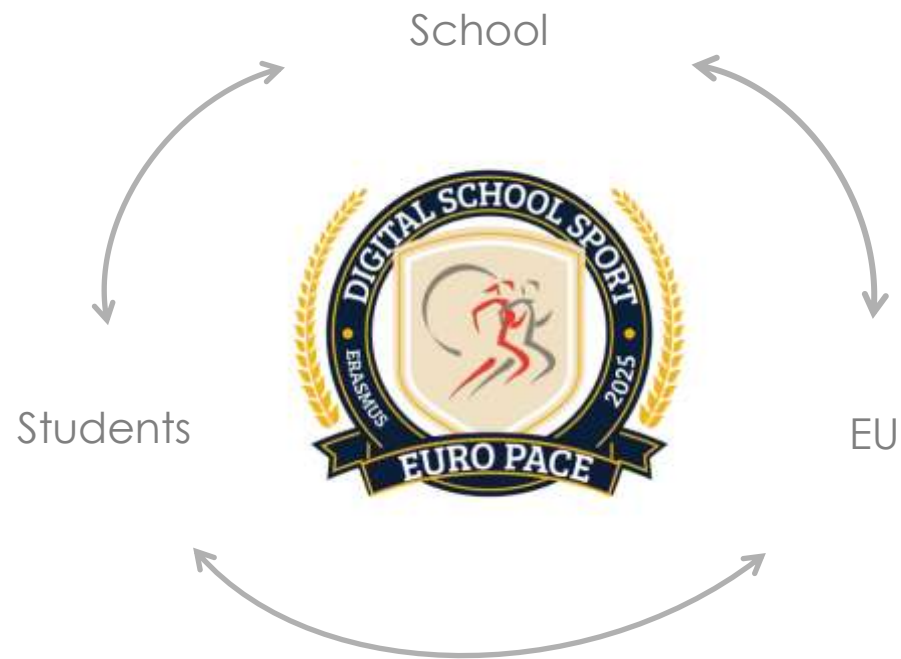
- ✓ Grand Award
- ✓ Medallist Award



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The Benefits





Students

- Builds students confidence
- Invests in morale, team spirit and business fitness
- Creates real « esprit de corps », happiness, excitement and pride





School



-
- To enhance awareness of the school's name
 - To bond and develop the team spirit
 - To provide networking opportunities at international level



UE



- By using a digital format, the Digital School Sport Day experience bridges the gap and fosters a sense of connectedness among young Europeans, complementing existing initiatives such as EWOS in promoting inclusive and accessible sport opportunities.
- Connecting young Europeans across borders while reducing the environmental impact of school sports and promoting inclusivity through localized and accessible competitions



Sport Events



Basketball
throws



Dragon Boat



Online Chess



Relay Running



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ONLINE CHESS

RULES

FIDE – modified for Corporate Games

REGULATIONS

Open Competition.

Each player has 10 minutes per game for all moves

Maximum ELO allowed is 2000

Platform chess.com

TEAM

1 boy + 1 girl

EQUIPMENT

School official T-shirt

Laptop, tablet or smart phone

Wi-Fi provided by organizers



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



BASKETBALL

RULES

FIBA – modified for Corporate Games

REGULATIONS

Players take turns shooting from the marked spots
Each player will execute 5 shots
Time limit 5 minutes/player

TEAM

2 boys + 2 girls

EQUIPMENT

Balls size 6
School official T-shirt



Place	1	2	3	4	5	6	7	8
Points	40	35	30	25	20	15	10	5



Dragon Boat

innovation

RULES

IDBF – modified for Corporate Games

REGULATIONS

All boats are competing on short distance (200m)
Races consists of qualification and finals
Crews MUST have a minimum of five (5) female paddlers in the boat at any time.

EQUIPMENT

Boats, paddles and life vest offered by organizers

TEAM SIZE

10 paddlers and one volunteer



Place	1	2	3	4	5	6	7	8
Points	96	84	72	60	48	36	24	12

RELAY RUNNING

RULES

IAAF – modified for Corporate Games

REGULATIONS

- Tartan track running
- 4 X 100 M
- Manual timing

EQUIPMENT

Bibs offered by organizers

TEAM SIZE

2 girls + 2 boys



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

Milestones

10th April

- Signing Partnership Agreement

April - May

- Training in school

2nd June

- Pilot test in Bucharest

September

- International Competition



Key innovative aspects of the Project

Digital platform for international connection and competition

Localized competitions with international exposure

Curated sports selected for broader appeal and inclusive approach

Collaborative finale (Dragon Boat racing) for unity

Gender equality and minimum female participation

Data-Driven Approach for Measurement and Improvement



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Thank you

