

Jack Petchey Schools' Table Tennis League

Handbook



Introduction

Jack Petchey is one of the UK's most successful businessmen. Born in East London in July 1925, Jack came from a working class background with very few advantages. From an early age he showed the entrepreneurial skills that have aided his success.

After being told that "you'll never make a businessman" Jack decided to go it alone. With just £60 to his name he bought a motor car and founded his first car hire business. Since then, Jack has gone from strength to strength; launching a string of thriving business including car sales and establishing bustling holiday resorts in both Portugal and Tenerife!

After a successful stint in business, Jack wanted to give something back to the community and in 1999 the Jack Petchey Foundation was established to support programmes and projects that benefit young people.

The Jack Petchey Achievement Award Scheme is at the heart of the Foundation's work. It is run in almost 2,000 schools, colleges and youth organisations throughout London and Essex and contributes millions of pounds each year. The scheme is a reward and recognition initiative which enables schools and youth organisations to celebrate the achievements of their young people as well as receive additional funding.

Throughout his younger years, Jack had a passion for playing table tennis and believes the sport is a prime example of young people using their time in a constructive way. It is an inclusive sport that people of all ages and abilities can engage in where they can exercise, have fun and socialise all at the same time!

In 2010 the Jack Petchey Foundation sought out partnership with the ETTA to help promote access to the sport to enable the young people of today to have more opportunities to get involved in this fantastic sport!

Jack and everyone at the Foundation are exceptionally proud of our partnership with ETTA and the London Schools competition.



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Table Tennis League FAQ's

Q. *Can a team be of any size?*

A. Yes – preferably 2, 3 or 4 players.

Q. *Is there a fixed number of teams in a league?*

A. No – 6 to 8 teams is a good number but it can be more or less.

Q. *Is there a fixed age group throughout the country for the Jack Petchey Schools' League?*

A. No – school events are often organised at Under 16, Under 13 or Under 11 – but you can choose the most suitable age group to meet your needs.

Q. *Can boys and girls be in the same team?*

A. Yes – if it helps to form a league, but a mixed team often tends to be all boys. It's good to have a separate girls' league.

Q. *Do schools who play in the league automatically qualify for the ESTTA Team Competitions?*

A. No – the leagues are stand alone events in their own right.

Q. *Can a school enter the county round of the ESTTA Team event who do not take part in the league?*

A. Yes.

Q. *Is a match always best of 5 games, are games first to 11 points, how many serves does each player have, can doubles be part of a match how many tables do you need?*

A. The answer to these questions and many more are included in this Jack Petchey Schools' League Organisers Handbook.

ESTTA website: www.estta.org.uk

Rationale

The Butterfly 'More Schools' Project investigated how schools could introduce practical sessions to interest students in playing and enjoying participation in table tennis activities.

It recommended **individual events** as the easy starting point for both intra-school and inter-school competitions. Events could be:

- A straight knockout
- A two-way knockout
- Played in a round-robin group system
- A combination of group and knockout systems

There is a fine balance between the number of tables and time available against the number of competitors when selecting an appropriate system of play. **The best matches in any event are those keenly contested by players of a similar standard.** Participation at the right level is key in order for players to enjoy their experience, continue to make progress and improve their playing ability.

In the Butterfly 'More Schools' Project **Team Competitions** were also addressed – but these were for a single day's event or progressive knockout events. Lose in the first match and you are out of the competition!

Templates for the above project can be found on www.estta.org.uk – follow links to Development and the Butterfly 'More Schools' Project.

Competition Managers and School Games Organisers have created new opportunities for participation in table tennis in schools. Their work has been mostly to organise one-off knockout competitions within their Partnership/Borough mostly leading to the English Schools' Table Tennis Association County Schools' events and into the well established ESTTA Team and Individual Championships.

With the increase of interest in the sport, **the time is right to consolidate and move from one-off events into a regularity of play which can be achieved by the formation of local inter-school leagues.** This should provide sustainable growth.

Hence .. **the Jack Petchey Schools' League Project!**



Teams, Times & Tables

Before you can make a decision about the format of your Schools' League you must answer these three questions:

- How many players will there be in each **TEAM**?
- How many **TABLES** are available for the match?
- How much **TIME** – hours/minutes per match, number of weeks, time of year is available?

We will investigate each of these areas – **there is no right answer!** Make the system fit your requirements.

You will also have to answer other questions:

- What are your age limits?
- Will your league teams be all boys, all girls or mixed?
- Will you play home and away matches (each team plays other teams twice), home or away matches (each team other teams once) or arrange all matches at a central venue which has appropriate facilities?
- At what level is your league aimed – beginners or established players?
- Will you exclude some players because their standard is higher and this league does not fit into their player pathway development?

So here goes



How to Play

Before you start to play it is useful to know a few of the basic facts

How to grip the bat

In Europe the shake-hands grip is the most common and probably the most versatile. 'Shake hands' with the bat. The thumb and forefinger lie roughly parallel to the straight edge of the rubber. The remaining three fingers are wrapped loosely around the handle for stability.

To decide who serves

Toss a coin at the start of the game to decide who serves or receives first, or to start play at either end of the table. The server then changes every 2 points, unless both players have scored 10 points, in which case service changes every point. The player serving first in a game receives first in the next game.

How to serve

The ball must rest on the flat palm of the hand, above the height of the table and behind the end line. Throw the ball up at least 16cm, as near vertical as possible, making contact when the ball is falling. It must bounce once on any part of the server's side of the table, clear the net and then bounce on any part of the receiver's side.

How to return a serve

Strike the ball after it has bounced once on the receiver's side of the table and before it bounces twice. The ball must clear the net and land on the server's side of the table.

How to play a point

Each player strikes the ball after it has bounced once on their side of the table, to clear the net and land on the opponents side. A point is won/lost when a player misses the ball, the ball bounces twice, the ball does not land on the table or does not clear the net.



How to win a match

A match consists of the best of any number of odd games – normally 3 or 5 in school matches. Each game is up to 11 points, unless both players have scored 10 points in which case the winner is the first to gain a lead of 2 points.

Doubles

In doubles, every serve must be made from and to the right-hand side of the table. Players must then strike the ball alternately in strict rotation. The player first to receive service becomes the next server. After serving for 2 points, a player must move from the right hand side of the table to allow his partner to receive service.

Example: If A & B are playing X & Y – for 2 points A serves to X, then for 2 points X serves to B, then B to Y, Y to A and A to X in the next game the order is reversed – X to A, A to Y, Y to B and B to X and so on.

The full set of laws are published by the International Table Tennis Federation (ITTF) and can be found on their website www.ittf.com



Format ~ For & Against ~ You Choose

4-a-side Team Match

Number of players in a Team	4
Total number of Individual matches	8
Number of matches for each player	2
Doubles	No

Total match time for best of 3 games on 1 table	1 hr. 20 mins. to 1 hrs. 40 mins.
Total match time for best of 3 games on 2 tables	40 mins. to 50 mins.
Total match time for best of 5 games on 1 table	2 hrs. to 2 hrs. 30 mins.
Total match time for best of 5 games on 2 tables	1 hr. to 1 hr. 15 mins.

Advantages:

- Very much a 'team' competition
- All singles - no problem understanding doubles
- Can be played easily on 2 tables
- No one player dominates the match

Disadvantages:

- You need to find 4 players
- The match can be drawn
- Takes longer than other formats

Additional Notes:

- Used by ESTTA for County and National events
- Top Tip - best of 3 on 2 tables
- Umpiring/scoring must be done by a player not involved in the match
- Players must all learn to Umpire
- Team match score sheets are included and can be downloaded from www.etta.co.uk/change4life



4-a-side Team - Match Score Sheet

Each Game to 11 points - Best of 5 Games

Home Team		Away Team	
School:		School:	
A		W	
B		X	
C		Y	
D		Z	

Match	Player Name	Game Score					Winner	Match Score	
		1	2	3	4	5		Home	Away
1	A								
	X								
2	B								
	W								
3	C								
	Z								
4	D								
	Y								
5	A								
	W								
6	C								
	X								
7	B								
	Y								
8	D								
	Z								

Final Match Score

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Winners: _____

Signed: _____ (Umpire)

Date: _____



4-a-side Team - Match Score Sheet

Each Game to 11 points - Best of 3 Games

Home Team		Away Team	
School:		School:	
A		W	
B		X	
C		Y	
D		Z	

Match	Player Name	Game Score			Winner	Match Score	
		1	2	3		Home	Away
1	A						
	X						
2	B						
	W						
3	C						
	Z						
4	D						
	Y						
5	A						
	W						
6	C						
	X						
7	B						
	Y						
8	D						
	Z						

Final Match Score

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Winners: _____

Signed: _____ (Umpire)

Date: _____



Format ~ For & Against ~ You Choose

3-a-side Team Match with Doubles

Number of players in a Team	3
Total number of Individual matches	7
Number of matches for each player	2 + 1 doubles pair
Doubles	Yes

Total match time for best of 3 games on 1 table	1 hr. 10 mins. to 1 hrs. 40 mins.
Total match time for best of 3 games on 2 tables	50 mins. to 1 hr.
Total match time for best of 5 games on 1 table	1 hrs. 45 mins.to 2 hrs. 10 mins.
Total match time for best of 5 games on 2 tables	1 hr. 15 mins. to 1 hr. 30 mins.

Advantages:

- Still very much a 'team' game
- Introduces playing and scoring doubles
- You always have a winner

Disadvantages:

- Players must understand how to play doubles
- Not as easy to schedule on 2 tables
- One player can dominate winning 2 singles and the doubles

Additional Notes:

- Variation to play 3-a-side WITHOUT doubles
- An easier match to play on 2 tables with matches in pairs
- Reduced time as only 6 matches in the event
- Team match score sheets are included and are also available from www.etta.co.uk/change4life
- 3-a-side team match score sheets with and without doubles are available from www.etta.co.uk/change4life



3-a-side Team - Match Score Sheet (with Doubles)

Each Game to 11 points - Best of 5 Games

Home Team		Away Team	
School:		School:	
A		X	
B		Y	
C		Z	

Match	Player Name	Game Score					Winner	Match Score	
		1	2	3	4	5		Home	Away
1	A								
	Y								
2	B								
	X								
3	C								
	Z								
4	Doubles								
5	A								
	X								
6	C								
	Y								
7	B								
	Z								

Final Match Score

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Winners: _____

Signed: _____ (Umpire)

Date: _____



3-a-side Team - Match Score Sheet (with Doubles)

Each Game to 11 points - Best of 3 Games

Home Team		Away Team	
School:		School:	
A		X	
B		Y	
C		Z	

Match	Player Name	Game Score			Winner	Match Score	
		1	2	3		Home	Away
1	A						
	Y						
2	B						
	X						
3	C						
	Z						
4	Doubles						
5	A						
	X						
6	C						
	Y						
7	B						
	Z						

Final Match Score

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Winners: _____

Signed: _____ (Umpire)

Date: _____



Format ~ For & Against ~ You Choose

2-a-side Team Match with Doubles

Number of players in a Team match with doubles	2
Total number of Individual matches	5
Number of matches for each player	2 + doubles
Doubles	Yes

Total match time for best of 3 games on 1 table	50 mins. to 1 hr.
Total match time for best of 3 games on 2 tables	30 mins. to 40 mins.
Total match time for best of 5 games on 1 table	1 hrs. 15 mins. to 1 hrs. 30 mins.
Total match time for best of 5 games on 2 tables	45 mins. to 55 mins.

Advantages:

- You only need 2 players
- Both players involved in doubles
- You always have a winner
- Matches are quick but meaningful
- Some schools could enter more than 1 team
- At a central venue - time for more than 1 match per team to be played

Disadvantages:

- Not many players taking part - less desirable option
- One player can dominate winning 2 singles and the doubles

Additional Notes:

- Variation to play 2-a-side without doubles - see second template
- An easier but less meaningful match than with doubles
- Team match score sheets are included & are also available from www.etta.co.uk/change4life
- 2-a-side team match score sheets with & without doubles is available from www.etta.co.uk/change4life



2-a-side Team - Match Score Sheet (with Doubles)

Each Game to 11 points - Best of 5 Games

Home Team

Away Team

School:		School:	
A		X	
B		Y	

Match	Player Name	Game Score					Winner	Match Score	
		1	2	3	4	5		Home	Away
1	A								
	X								
2	B								
	Y								
3	Doubles								
4	A								
	Y								
5	B								
	X								

Final Match Score

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Winners: _____

Signed: _____ (Umpire)

Date: _____



2-a-side Team - Match Score Sheet (with Doubles)

Each Game to 11 points - Best of 3 Games

Home Team		Away Team	
School:		School:	
A		X	
B		Y	

Match	Player Name	Game Score			Winner	Match Score	
		1	2	3		Home	Away
1	A						
	X						
2	B						
	Y						
3	Doubles						
4	A						
	Y						
5	B						
	X						

Final Match Score

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Winners: _____

Signed: _____ (Umpire)

Date: _____

Completing a Team Match Score Sheet

Example – 3-a-side Team (with doubles) Best of 3 Games

- The home team is A, B, C – the away team is X, Y, Z.
It is recommended that your team play in ranked order: i.e. A (or X) is your number 1 (best) player, B (or Y) is number 2 player and C (or Z) number 3 player. In many events, teams may play in any order, but ranked order allows the best players to play each other and avoid the number 3 players.
- Write the players' names against their letter: e.g. A = Sam Bates.
- Match 1 – A v Y. Bates (A) wins the first game 11-4 and the second game 11-7. As this is the best of 3 games match – the third game is not played.
Record A as the winner and the rolling match score to read 1 – 0.
- Match 2 – B v X. Flower (X) wins 2 games, is recorded as the winner and the rolling match score reads 1 – 1.
- Match 3 – C v Z. Brown wins the first game, Keats the second game – therefore the third and deciding game is played which is won by Brown (Z). Record Z as the winner and the rolling match score as 1 – 2.
- Match 4 – Doubles. At this stage each team nominate their doubles pair and enter the players' names (any 2 of the 3 players may play). A & B win in 3 games. Rolling match score now 2 – 2.
- Match 5 – A v X. Bates (A) wins the first game. In the second game the score reaches 10–10. A player must win by 2 clear points. At this stage players serve alternatively. The score moves on from 10–10, then 11-10, 11-11, 12-11, 12-12, 12-13, 13-13, - still no clear winner – then 14-13 and finally, 15-13 making A the clear winner by 2 points. His win is recorded and the rolling score becomes 3 – 2.
- Match 6 – C v Y. Another match decided in 3 games. Y wins to make the score 3 – 3.
- Match 7 – B v Z. A close match to end the competition. Won by Z making the final score 3 – 4 in favour of the X, Y, Z team (Broken Cross). The boxes at the bottom of the score sheet are completed, signed and dated.
- Note: All 7 individual matches are played, even if a team has reached a winning margin in the match, otherwise some players may only play 1 match.
- If the match is played on 2 tables, always check that the correct pairing goes to the right table: e.g. to start the event A plays Y and B plays X.



3-a-side Team - Match Score Sheet (with Doubles)

Each Game to 11 points - Best of 3 Games

Home Team

Away Team

School:	Sandal	School:	Broken Cross
A	Sam Bates	X	David Flower
B	Paul Newport	Y	Mark Durham
C	John Keats	Z	Gary Brown

Match		Player Name	Game Score			Winner	Match Score	
			1	2	3		Home	Away
1	A	Sam Bates	11	11		A	1	0
	Y	Mark Durham	4	7				
2	B	Paul Newport	7	9		X	1	1
	X	David Flower	11	11				
3	C	John Keats	8	11	6	Z	1	2
	Z	Gary Brown	11	7	11			
4	Doubles	Paul Newport/Sam Bates	11	9	11	A/B	2	2
		Mark Durham/Gary Brown	6	11	7			
5	A	Sam Bates	11	15		A	3	2
	X	David Flower	9	13				
6	C	John Keats	10	11	3	Y	3	3
	Y	Mark Durham	12	9	11			
7	B	Paul Newport	11	14	11	Z	3	4
	Z	Gary Brown	13	12	13			

Final Match Score

3

4

Winners: BROKEN CROSS

Signed: Ivor Check

(Umpire)

Date: 14/9/2012



League Match Schedule - 8 Teams

Team	1st Week	2nd Week	3rd Week	4th Week	5th Week	6th Week	7th Week
1 plays	8h	7a	6h	5a	4h	3a	2h
2 plays	7h	6a	5h	4a	3h	8h	1a
3 plays	6h	5a	4h	8h	2a	1h	7a
4 plays	5h	8a	3a	2h	1a	7h	6a
5 plays	4a	3h	2a	1h	7a	6h	8a
6 plays	3a	2h	1a	7h	8a	5a	4h
7 plays	2a	1h	8a	6a	5h	4a	3h
8 plays	1a	4h	7h	3a	6h	2a	5h

Notes:

- There are 8 teams in the league played over a 7 week period
- Each team plays all other teams either at home or away
- Teams will play either 4 matches at home and 3 away or 3 matches at home and 4 away
- Example - in the first week Team 1 is at home to team 8; in the second week Team 1 is away to Team 7

Decisions:

- Play the above schedule only (7 matches each)
- Play the above schedule then repeat the schedule reversing home/away venues (14 matches each)
- Play the above schedule (7 matches each) followed by a top 4 play-off (all play all) for places 1/4 and a bottom 4 play-off (all play all) for places 5/8.
- This gives a more appropriate level of competition to complete the league (an additional 3 matches each)

7 Team Leagues:

- Use the same schedule for a 7 team league - teams playing 'Team 8' have a bye
- Example - in the first week team 4 is at home to team 5; in the second week team 4 has a bye (as team 8 does not exist)

Different Version:

- A more user friendly version of this schedule is shown on the next page and is also available from www.etta.co.uk/change4life



Fixture List - 8 Teams

	Fixture Date	Name of School (Home)		v		Name of School (Away)	Result	Winner
Week 1			1	v	8			
			2	v	7			
			3	v	6			
			4	v	5			
Week 2			7	v	1			
			6	v	2			
			5	v	3			
			8	v	4			
Week 3			1	v	6			
			2	v	5			
			3	v	4			
			8	v	7			
Week 4			5	v	1			
			4	v	2			
			3	v	8			
			6	v	7			
Week 5			1	v	4			
			2	v	3			
			7	v	5			
			8	v	6			
Week 6			3	v	1			
			4	v	7			
			5	v	6			
			2	v	8			
Week 7			1	v	2			
			6	v	4			
			7	v	3			
			8	v	5			

League Match Schedule - 6 Teams

Team	1st Week	2nd Week	3rd Week	4th Week	5th Week
1 plays	6h	5a	4h	3a	2h
2 plays	5h	4a	3h	6a	1a
3 plays	4h	6a	2a	1h	5a
4 plays	3a	2h	1a	5h	6h
5 plays	2a	1h	6a	4a	3h
6 plays	1a	3h	5h	2h	4a

Notes:

- There are 6 teams in the league played over a 5 week period
- Each team plays all other teams either home or away

Decisions:

- Play the above schedule only (5 matches) or repeat the schedule reversing home/away venues (10 matches)

Different Version:

- A more user friendly version of this schedule is shown on the facing page and is also available from www.etta.co.uk/change4life

Alternative:

Play at a Central Venue

Week 1	Team 1 v Team 6	(1 or 2 tables)
	Team 2 v Team 5	(1 or 2 tables)
	Team 3 v Team 4	(1 or 2 tables)
Week 2	Team 4 v Team 2	(1 or 2 tables)
	Team 5 v Team 1	(1 or 2 tables)
	Team 6 v Team 3	(1 or 2 tables)

.... and so on

Having all 6 teams at one venue creates a good atmosphere and if at a table tennis club, forges good links for the future



Fixture List - 6 Teams

	Fixture Date	Name of School (Home)		v		Name of School (Away)	Result	Winner
Week 1			1	v	6			
			2	v	5			
			3	v	4			
Week 2			4	v	2			
			5	v	1			
			6	v	3			
Week 3			1	v	4			
			2	v	3			
			6	v	5			
Week 4			3	v	1			
			4	v	5			
			6	v	2			
Week 5			1	v	2			
			4	v	6			
			5	v	3			

Maximising Opportunities & Fitting the Pieces Together

- Intra/Inter Jack Petchey Schools' League (Level 1 / 2 Leagues)
- Borough Team and Individual Knockout Competitions ... leading to ...
- ESTTA County Schools' Team and Individual qualifying events ... leading to ...
- ESTTA National Competitions. (See Matrix)

It could look like this:

Autumn Term

Week A	Schools' League – Week 1 matches
Week B	Schools' League – Week 2 matches
Week C	Borough Team Knockout events
Week D	Schools' League – Week 3 matches
Week E	ESTTA County Team Championships

Spring Term

Week F	Schools' League – Week 4 matches
Week G	Borough Individual Knockout events
Week H	Schools' League – Week 5 matches
Week I	Schools' League – Week 6 matches
Week J	ESTTA County Individual Championships
Week K	Schools' League – Week 7 matches

Your system must suit **your needs, your resources, your manpower!**

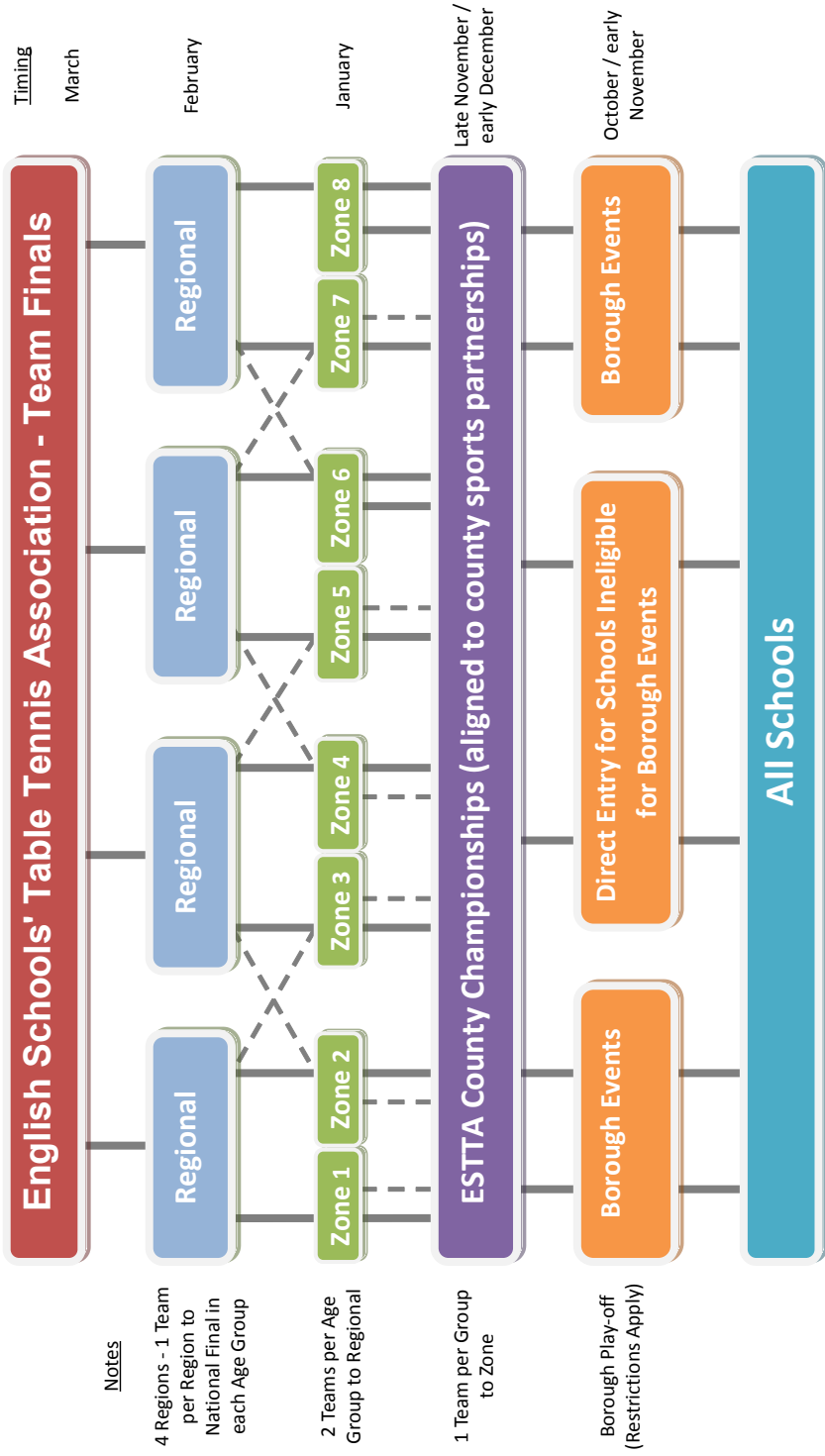
Players must enjoy playing at their level and progress when they will benefit from new experiences.

APPROPRIATE ~ ADAPTABLE ~ ACHIEVABLE



Stages in the ESTTA Team Championships

Under 19/16/13/11 - Boys/Girls - 4-a-side



Notes

4 Regions - 1 Team per Region to National Final in each Age Group

2 Teams per Age Group to Regional

1 Team per Group to Zone

Borough Play-off (Restrictions Apply)

Press & Publicity

Publicity is good for schools, your **county**, the **English Schools' Table Tennis Association**, table tennis in general and not least, for the **Jack Petchey Foundation** – the sponsors.

With the success of the Olympic and Paralympic Games, there has never been a better time to promote school sport. Engaging the media locally can help raise the profile of **your school**, **your partnership** and the **wider schools' networks**.

We also want local table tennis clubs to know of your enthusiasm to promote their sport. They will be encouraged to help something new, particularly an event that raises the profile of table tennis.

Let the press know of your league's existence. The best publicity is local. Tell the media and local politicians how your network is revitalising competitive school sport at local level. Why not invite your MP to make presentations at the end of the season – their presence will ensure press interest and a photograph in the local press.

Remember, it is the politicians who make decisions about spending Government money to promote programmes which they feel are worthwhile. If we don't tell them what we do – they won't know.

!!! Shout it from the rooftops !!!

School sport is going through a period of change - funding and support following the Olympic and Paralympic Games will depend upon many factors. How can we change the inspiration of the Games to participation? We believe the format of the Jack Petchey Schools' Table Tennis Leagues is a structure that will lead to greater enjoyment and participation and stand the test of time.

Thank you for your support.

Why not enter the next competition?



English Schools' Table Tennis Association Website

Who is your County Schools' Secretary/Contact?

Where are the Zone Team Finals played?

What is the Butterfly 'More Schools' Project Toolkit?

Why play table tennis – we have no tables?

When is the closing date for entry into each event?

How many players are in a school team?

Home Page

- Links to – About ESTTA, News, Calendar, Results, Development, Gallery, Contacts.
- Hyperlinks to the websites of The English Table Tennis Association (ETTA), School Games, The International School Sport Federation (ISF), Butterfly – ESTTA Equipment Sponsors.
- Flag up of Monthly News and next competitions.

About ESTTA

- The Objects of The English Schools' Table Tennis Association (ESTTA).
- Constitution and General Rules.
- Team and Individual Championship Regulations.
- ESTTA Counties based on LEAs within County Sports' Partnerships.
- Team Match Score Sheet – 4 a side (other team size score sheets in 'More Schools' Project).
- Draft Team & Individual Entry Forms for the use of County Schools' Secretaries.

News

- Latest termly Newsletter.
- Team selection for International Schools' events.
- Reports.

Calendar

- The Season at a Glance and detailed Calendar of Zone, Regional and National Finals and Schools' International events.

Results - latest

- Butterfly School Team and Individual events.
- British Schools' Invitation Internationals.
- ISF World Schools' Table Tennis Championships.
- Sainsbury's School Games.

Development

- The Butterfly 'More Schools' Project Toolkit - a downloadable range of material for starting and developing Schools' Table Tennis and the Butterfly Schools' League project - material to assist with starting intra and inter-school leagues.
- Information: The Butterfly Skills Cards (Primary) and the Butterfly Skills TT Programme.
- ETTA Development Department Staff and Regional Development Managers.
- Useful websites (ETTA, ITTF, ISF).

Photo Gallery

- Butterfly Team and Individual Championship Winners.
- Photographs from major events.

Contacts – Telephone & e-mail

- ESTTA Officials.
- County School Secretaries and their areas.

Keep up to date on www.estta.org.uk



The Jack Petchey Foundation's
**Achievement Award
Scheme**



**Reward your
young people
and get funding
for your club**



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