

A Guide for Community Games & Competitions

Under the Stylish Man Campaign

Rakai Health Sciences Program
and

The Johns Hopkins Bloomberg School of Public Health
Center for Communication Programs

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ABBREVIATIONS AND ACRONYMS USED

| | |
|---------|--|
| AIDS | Acquired Immune Deficiency Syndrome |
| ANC | Antenatal Care |
| ARVs | Anti Retroviral/Drugs |
| CAO | Chief Administration Officer |
| CCP | Centre for Communication Programs |
| CHM | Community Health Mobilizer |
| CSR | Corporate Social Responsibility |
| DHE | District Health Educator |
| DHO | District Health Officer |
| DHT | District Health Team |
| HCT | HIV Counseling and Testing |
| IPC | Interpersonal Communication |
| JHU-CCP | Johns Hopkins University Centre for Communication Programs |
| L.C | Local Council |
| L.C.1 | Local council One |
| L.C.V | Local council Five |
| PMTCT | Prevention of Mother To Child Transmission |
| RHSP | Rakai Health Sciences Program |
| SMC | Safe Male Circumcision |
| STI | Sexually Transmitted Disease |
| VHT | Village Health Team |
| VOC | Village Organizing Committees |

1.0. INTRODUCTION TO THE GUIDE

These guidelines have been developed to support community contests/competitions under the "Stylish Man Campaign" which is being implemented by the Rakai Health Sciences Program (RHSP) and the Johns Hopkins Bloomberg School of Public Health Center for Communication Programs (JHU-CCP).

The "Stylish Man" campaign is a community mobilization and multi-media campaign that seeks to improve the health and wellbeing of men in Rakai and their families by promoting combination of HIV services including but not limited to; Safe Male Circumcision (SMC), HIV Counseling and Testing (HCT), Prevention of Mother to Child Transmission (PMTCT) and HIV care and treatment. The campaign addresses the low utilization of health services generally, and HIV/AIDS services in particular, among men and will increase access to and utilization of these services by men.

At the centre of the campaign is a mobile activation truck, known as the "Man Van". The "Man Van", fitted with a stage, modern sound system and branded with the campaign colors, slogan and logo will visit 24 selected communities within Rakai providing entertainment, health education and HIV prevention messages, care and treatment services for men and couples. The campaign will also be rolled out on radio, community video halls (Bibanda) and outdoor media.

1.1. WHO CAN USE THESE GUIDELINES?

Since this is a community mobilization campaign that will be implemented at the village and community levels, it requires the active involvement of key community leaders at the village, community and district levels. The guide therefore will be used by the following groups of people;-

- **Village Organizing Committees (VOCs)** composed of the L.C.1 Chairperson, VHT/CHM, a successful business man or farmer, fisher folk leader, religious leaders, women representative, among others.
- **Community leaders** at the community level including; Community Advisory Board (CAB), sub-county/parish leaders, agriculture extension workers, sub-county/parish secretary for production, among others.
- **Health workers** including; in charges of health centre II-IV as well as clinicians and surgeons from RHSP.
- **Rakai District Local Government** including; the L.C.V chairperson, CAO and various secretaries at the district.
- **Rakai District Health Team (DHT)** including; the DHO, DHE, HIV/AIDS Focal Person, among others.
- **Staff and technical teams implementing the campaign;** RHSP staff, "Man Van" staff, JHU-CCP staff, ad agency staff and partners who will be involved in implementing the campaign.

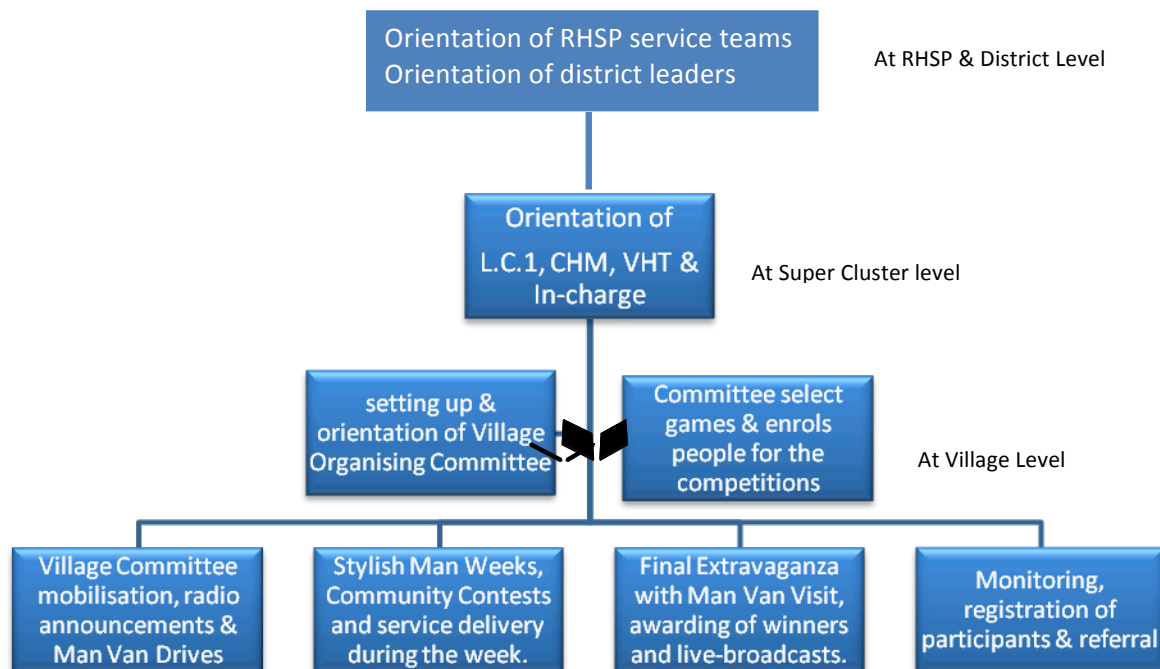
1.2. PURPOSE OF THE GUIDELINES

The guide will serve the following purposes;-

- Act as a reference document in the process of planning and organizing community contests/competitions under the "Stylish Man" campaign.
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- Specify guidelines and rules for different games/competitions during the "Stylish Man" week and the end of week extravaganza.
- Provide consistency and harmony between the various technical teams from RHSP, "Man Van" crew, JHU-CCP and partners responsible for implementing the campaign.
- Facilitate community participation and ownership in the planning and organization of "Stylish Man" week and end of week extravaganza in various communities/villages.

1.3. STRUCTURE OF "STYLISH MAN" COMMUNITY ACTIVITIES



According to the above structure, community activities for the "Stylish Man" campaign will kick off by orienting key staff at RHSP as well as various leaders in Rakai district. This will help galvanize support for the campaign among local leaders at the district level and enable them mobilize the wider district local government and District Health Team (DHT) to participate in various "Stylish Man" campaign activities. This will be followed by the orientation of the following community leaders in each of the six randomized communities;-

1. Community Advisory Board (CAB)
2. L.C.1 Chairpersons
3. LC III Chairpersons
4. Religious leaders
5. Agriculture extension workers
6. Secretary for production at the Sub-County
7. In-charge of health centre IIIs and IIs
8. Community Health Mobilizer (CHM) or the VHT Sub County/Parish Supervisor

During orientation, community leaders will receive the "Stylish Man" campaign brochure; guidelines and the "Man Van" schedule to enable them understand and support various campaign activities.

2.0. SETTING UP AND ORIENTATION OF VOCs

After their orientation, community leaders will go back to their communities, set-up and orient Village Organizing Committees (VOCs). RHSP will supervise and facilitate this process. Each VOC will receive a lump sum fee to facilitate the planning, coordination and mobilization of Stylish Man week activities.

2.1. COMPOSITION OF THE VOCs

Village Organizing Committee members will include the following

1. L.C.1 Chairperson, who will chair and lead the committee. But if he is not able to, the committee will select a chairperson amongst themselves.
2. A male CHM/VHT member, will be the vice chair person of the committee
3. A successful business man or farmer or fisher folk.
4. A religious leader who is more influential in the community.
5. A female representative, 25-35 years old, someone who can represent the spouses/wives of the target audiences (men aged 25-45).
6. A male secretary for the youth (to represent the youth age group 25-35)

2.2. ROLE OF THE VILLAGE ORGANIZING COMMITTEE

The Village Organizing Committee (VOC) is responsible for planning community entry, mobilization and implementation of all village level campaign activities under the "Stylish Man" campaign.

Specifically, VOC will;

1. Select relevant games/competitions that men and couples will participate in during the "Stylish Man" week. Selected games should be those applicable to the village in relation to availability of tools/facilities and user friendliness.
 2. Identify other games popular within the village and include them on the list of games provided by the "Stylish Man" campaign team to be played at the village level.
 3. Identify local resources and tools such as board games, pool table, ropes, playing field, among others, to support the selected games/competitions.
 4. Register people/teams that will participate in different games. Priority should be given to older men and couples between the age of 25-45.
 5. Mobilize all people in the village to attend and participate in the "Stylish Man" week activities, including but not limited to; games, contests/competitions and uptake of health services such as HCT, SMC information and referral, among others.
 6. Liaise with RHSP to select suitable venue for the "Stylish Man" week in the village.
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7. Convene a meeting of men in the village to nominate/identify at least two men in the village who fit the following criteria for "Mr. Stylo" (Mwami Mulembe);-
 - Must be aged between 25-45. Younger and very old men should not be considered.
 - Must be popular and influential in the village, usually a successful business man/farmer/*boda* rider/fisher man. Someone who others look up to.
 - Must be a man who recently got tested for HIV, got circumcised or escorted his spouse to attend ANC or bought a condom, and there is evidence for it. Alternatively, a successful influential man who is willing to take up at least one of the above services during the "Stylish Man" week.
 - Must be willing to talk about his decision to take up one of the above services publicly e.g. on radio or at the "Man Van" stage.
8. Review these guidelines and ensure that each game/contest is played out according to the set rules/guidelines.
9. Select locally competent people to officiate the contests/games as referees and umpires to ensure that each game/contest at the village level has the rightful winner(s).
10. Manage and address any emerging conflicts or disagreements that may arise from the competitions at the village level.
11. Inform selected "Mr. Stylo's" (Abasajja Ab'omulembe) that they will represent their village at the end of week extravaganza when the "'Man Van" returns". So they should prepare to attend.
12. Mobilize all people in the village to attend the end of week community extravaganza, where different fun games, activities and services will take place at the end of the week.

3.0. STYLISH MAN WEEKS

Before the "'Man Van'" comes to a particular community/village, VOCs will organize a week of community games and competitions which will include the following games;-

3.1. MEN GAMES DURING THE STYLISH MAN WEEK¹

1. Board Games - (Omweso, Ludo, Draught, and Cards).
2. Tag of War.
3. Fishing Games.
4. Mini-Soccer/foot ball matches.
5. Pool Table.
6. 100 Metre races or Mini Marathon (3-5kms).

¹ Please see pages 10-23 for details and specific rules and guidelines for each of the games.

7. Bicycle race.
8. Digging contest.
9. Others as identified by the Village Organizing Committee.

3.2. COUPLE GAMES DURING THE STYLISH MAN WEEK

1. Three Legged Race
2. Sack Race
3. Matooke Peeling
4. "Kadongo Kamu" Kareoke/miming competition
5. Drama skits and forum theatre based on the stylish man messages.
6. Others as identified by the Village Organizing Committee.

3.3. HEALTH SERVICES DURING STYLISH MAN WEEK

As the above competitions/games continue during the "Stylish Man" week, there will be a number of basic health services offered at/or near the closest health centre II, III or IV including; HCT, SMC registration and referral, ART counseling and referral, condom distribution/sales, among others. The above health centers will be encouraged to provide "red carpet HIV services to men and couples where men or couples who come to access any of the above will be given special treatment, including taking them ahead of the queue. In addition, they will get a basic give-away item such as a T-shirt, Cap, key holder or other corporate branded merchandize and a coupon which will enter them into a grand draw to win a major prize when the "Man Van" comes at the end of week.

At the beginning of the "Stylish Man" week, the "Man Van" will drive through the selected community announcing the start of the "Stylish Man" week, the different games and contests scheduled in the week and the particular venues where the "Stylish Man" activities would happen. The van will announce various activities and opportunities to win prizes that will take place during the week and refer people to the end of week extravaganza when the "Man Van" will return. At the end of the first day, the "Man Van" will continue to other communities as village competitions and services go on.

For maximum impact and continuity, all games and competitions during the "Stylish Man" week will be set-up at/or near a closet health centre in each of the selected clusters.

3.4. GENERAL RULES FOR THE STYLISH MAN WEEK

1. Games will be organized and managed by the Village Organizing Committees.
 2. The Committee will mobilize people in the village to participate in the week-long games and services.
 3. Only men and women aged 18 years and above, can participate in the games at the village level. However, special attention will be given to men and couples between the age of 25 and 45. These will be given giveaway items and a coupon when they access any of the HIV services being offered during the week.
 4. To participate in the games as a couple, the husband and wife must agree.
-

5. The winner for every category will be determined by the judge/referee or umpire identified by the Village Organizing Committee. The Judge must be a person of high moral standing on the village and a person who clearly understands the rules of the game.
6. During the "Stylish Man" week, the Committee will maintain a list of winners in various categories. Each of these winners will receive a giveaway item at the service tents and in addition, be given an opportunity to utilize at least one of the services being offered, at a red-carpet arrangement. This will enable them receive a coupon which qualifies them for a grand draw at the end of week extravaganza.
7. Winners (men and couples) between the ages of 25-45 who have coupons will have a chance to represent their village at the end of week extravaganza where they will also win individual prizes and prizes for their village.
8. The L.C 1 Chairperson will compile a list of winners (men and couples) between the age of 25-45 and will introduce them at the end of week extravaganza on the van stage which will be recorded and later broadcast on radio.
9. All other members of the village who participate in the games and do not win or even those who do not participate in the games can still access available health services at the tents where they will be given a coupon to qualify them for the grand draw.
10. Men and couples who access any of the health services during the "Stylish Man" week will get a coupon which enters them in a grand draw to win a special prize at the end of week extravaganza.

3.5. SPECIFIC GUIDELINES GAMES DURING THE STYLISH MAN WEEK

3.5.1. Omweso (board game)

This game involves the use of a board of 32 pits and 62 black pebbles. During the game, two men compete by picking the pebbles and moving them from hole to hole at a terrific speed, without leaving themselves open to capture. The last player to be able to make a legal move possible by capturing all an opponent's stones or reducing the opponent to no more than one seed in each pit, wins the game.

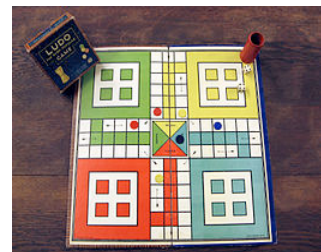


The VOC should choose a judge for the session. Someone who knows the game and is respected by men. The VOC can ask men to nominate a judge for the contest but him/her should report to the Committee.

3.5.2. Ludo (Board Game)

Ludo is a board game for two to four players (2-4), which entails the use of a square board with a cross-shaped *game track*, a dice and 4 tokens for each of the four players. Where the players compete by racing their four tokens from start to finish according to die rolls. The token is moved forward according to the number that appears on dice. For example if you throw a 2, your token moves forward two places.

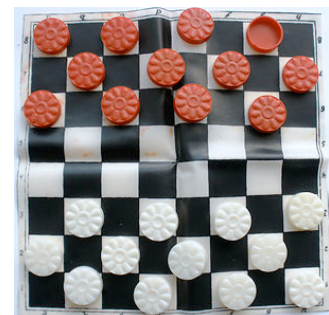
The token that reaches the home is taken off the board reducing the number of tokens each time. The player whose tokens all reach the home before the opponents wins the game. Choose a judge who knows the game and is respected.



3.5.3 Draughts or Checkers

Draughts involves the use of a 64 square checkerboard, 24 draughts/pieces (dark color 12 pieces and light color 12 pieces) and a coin. Where two men compete by moving the single draughts forward diagonally into a square without another piece in it. If an opponent's piece is in the next square, the player can jump it and capture it, removing the piece from the board. They can only do this if the next square is empty. Only "Kings" are allowed to move and capture diagonally forwards and backwards.

The game is won by the player who first manages to take all his opponent's pieces or renders them unable to move.



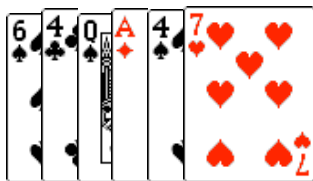
3.5.4. Cards

This game involves use of 54 playing cards from which 10 cards are provided to each player if they are 2 and 7 cards each if they are 3 to 4 players. The two to four (2-4) players compete by either drawing (from the pile that is left) or melding valid combinations or discarding until a player has no cards left in hand or there are no cards left in the stock, and the person whose turn it is does not wish to draw from the discard pile.

Scoring: When a player goes out, the other players add up the value of all the cards still remaining in their hands using the point values below.

The cards have point values as follows:

- 2, 3, 4, 5, 6, 7, 8, 9, 10 --- face value (2 for a two, 3 for a three, etc.)
- Jack, Queen, King --- 10 points each
- Ace, Joker --- 15 points each



3.5.5. Tug of war

Tug of war, also known as **tug war**, **rope war** or **rope pulling**, is a sport that involves two teams that are even in number, strength, ability, size and gender competing by pulling each other in a test of strength. The team that manages to pull the other over the winning line drawn on the ground wins the game.



3.5.6. Fishing Game

Fishing, also called angling, is the sport of catching fish, typically with rod, line, bait and hook. Like hunting, fishing originated as a means of providing food for survival. Today it is one of the most popular participant sport. It involves use of appropriate baits and hooks that fit into the fish's mouth (size 8 to 5/0).

The first person to catch the fish and unhook it is the winner of the game. If more than one player catches the fish at the same time, the person with the biggest fish wins the contest.



3.5.7. Football

This is the most popular sport among men all over the world and is increasingly becoming popular among women.

The game is played by two teams each consisting of 11 players. There are different positions on the pitch and each one of the members has a role to play. The game is played with all the body parts except for the hands. Only the keeper is allowed to use his hands but only in his 18 yards box (goal area). A game is played for 90 minutes and in two halves of 45 minutes each with a 15 minutes interval. There are usually additional minutes added due to the interruptions in the game. The additional minutes apply for both halves. However, for these "Stylish Man" competitions, the game can be played for less than 90 minutes. The VOC will decide whether 90 minutes are plausible and advise the right duration accordingly.



The team that puts the ball in the opponents net the highest number of times wins the game.

3.5.8. Pool

This is a famous game that involves a flat pool table, 16 balls (7 red, 7 yellow, 1 black and 1 white balls) plus Cues-(sticks used in playing the game). Where two players compete by hitting their selected colors with the white ball using the cues and potting them.



When a ball is potted, the player has another chance to hit other balls. The black ball is potted last. If you pot black before all your balls, you lose the game. Potting the white ball gives the opponent chance to play twice.

Choose a pool table attendant who knows the game.

To win the game you must have potted one colour fully finish with black or if your opponent pots the black ball before he finishes potting his own colour.

3.5.9. Marathon

In this game men will compete by running either as individuals (100M) or as a team (400M).

Choose 1 official to start the marathon and at least 3 people at the finishing point to time and determine the winning participants.

There is no limitation on the number of participants.



3.5.10. Bicycle race.

In this sport, men will compete in a bicycle race by riding their bicycles. The objective is for one to ride through the designated route very fast and reach the finish point before the opponents.



Each participant must have their own bicycle.

The first racer to cross the finishing line is declared winner of the race.

Note:

- Do not use a rope as the finishing line.
- Do not stand in the way of the racers.

3.5.11. Digging race

In this game, hoes and the area to be dug will be required. The area should be chosen by the Village Organizing committee. Men will compete by digging a portion of land allocated to them. The objective of the game is for one to dig their portion very fast and neatly and complete it before the opponents.

The first person to complete their portion of land leaving it well dug should be declared winner.

3.6. COUPLE GAMES

3.6.1. Three Legged Race

The three legged race involves two people running with legs tied together. In this case a woman and a man (Couple) from the community whose two legs are tied together while each ones' second leg is left free.



The objective of the game is to run very fast and cross the finishing line before the opponents. First couple to cross the finishing line should be declared the winners.

3.6.2. Sack Race

This is a very interesting game that can be played by most people. For one to fully participate they should be able to have both feet in the sack with the hands holding the sack.



Men/couples will run for a distance of 50m to get to the point where sacks have been placed, then use the shortest time possible to fit in the sacks, with both their feet in the sacks will continue the race for another 50m to reach the finishing line.

The first man/couple to reach the finish line will be declared the winner.

3.6.3. Matooke Peeling game

This game requires a bunch of Matooke, 2 knives, 3 banana leaves, 1 basket and Banana fibers for each couple. In the game, couples will compete by peeling matooke neatly and tying them in the banana leaves with fibers. The couple should agree whether they both do the peeling or one peels as the other prepares the banana leaves and the fibers.



Marks will be awarded through fast finishing and neatness. It is not compulsory that the one who finishes first wins the game.

4.0. END OF WEEK EXTRAVAGANZA

At the end of the week, the "Man Van" will return and set up at the "Man Van" centre (a trading centre with the highest number of people in the community) for an end of week extravaganza where men and couples who have participated in different activities/services during the week and have been issued with coupons will participate in a grand draw to win bigger prizes on the stage of the van.

Van Centre activities will include;-

- A cocktail of entertainment based activities such as games, film/video, music, dance and drama competitions as well as testimonies from "Mr. Stylos" (Abasajja Ab'omulembe) at the stage of the "Man Van".
- Tent services for men and women - a package of men's health consultation services and women services.
- A mobile circumcision clinic
- Merchandize shop/man market by RHSP
- Merchandize shop/man market by different sponsors/suppliers e.g. Katumwa Sports Centre
- Family planning market by UHMG/Mari Stopes.
- Condom selling points by UHMG

4.1. FUN ACTIVITIES AND GAMES AT THE VAN STAGE

1. The ""Man Van"" comes back to the community and sets up at the van centre.
2. The van centre stage will have a Master of Ceremony (M.C) and a D.J who will be in charge of all events taking place at the van stage.
3. The "Man Van" plays music, promotions and short films as DJs welcome and invite people to participate in various tent services going on at the van centre.
4. Radio Buddu sets up to record and produce the end of week extravaganza to be re-broadcast on radio at a later date. DJ tells the gathering crowd that the event is being recorded and will be broadcast on Radio Buddu in the course of next week.
5. The M.C and DJ tell the crowd that there will be a cocktail of fun games and competitions at the stage where various "Mr. Stylo's" from participating villages will compete and win prizes. Also, all men and couples who have accessed services during the week and have a coupon will be able to participate in these games and activities.
6. Men or couples without a coupon can still access one by visiting the service tents.
7. M.C and/or DJ announces that all men and couples who have coupons enter into a grand draw where they win a bigger prize at the end of the event. So men/couples should rush to the service tents and get coupons as well as other giveaway items that will be open throughout the day.
8. The M.C announces that "Stylish Man" activities have been running all week and invites L.C leaders representing participating villages to introduce their Village Organiz-

ing Committee members and gives a brief on what has been going on in their villages during the "Stylish Man" week.

9. Each L.C chairpersons welcome people from their villages both crowd and "Mr. Stylo" representative and thanks them for participating during the week.
10. Each L.C gives the number of people who have participated in various "Stylish Man" activities during the week. [At the end of the show, the village with the highest number of men who have accessed "stylish man" services gets a prize].
11. Each L.C chairperson reads out names and introduces "Mr. Stylo's" from their village one by one, as they come on stage, with the crowd cheering, clapping and welcoming them.
12. The M.C asks each "Mr. Stylo" to give a short testimony on why they were selected to become "Mr. Stylo" for their village and what is good about being stylish?
13. The M.C announces that "Mr. Stylo's" on the stage will compete for the "Stylish Man Walk." This will be a masculine version of the famous "cat walk" - allowing men to show off their masculinity and what is popularly known as SWAG or style.
14. "Mr. Stylo's" will walk on stage on a tune of a popular song. The M.C will ask the crowd to vote "Mr. Stylo" with the best walk/SWAG.
15. The M.C and/or DJ will have short bios/profiles of the selected "Mr. Stylo's" so that s/he can highlight special aspects of the "Mr. Stylo's" at any stage during the interludes.
16. Radio Buddu presenter interviews "Mr. Stylo's" on the van stage with the crowd voting for the one with the most compelling interview.
17. The M.C and/or DJ introduces a quiz contest on a variety of topics, sports, politics, arts and entertainment, health, business, religion, among others where Mr. Stylo's will compete and win prizes and medals for their village.
18. The M.C will have a record of the number of points/wins that each Mr. Stylo collects. At the end of the contest, the man with the highest points will be crowned "Mr. Super Stylo" for that community.

In addition to Mr. Stylos, men and couples in the crowd who have coupons can be nominated to participate in any of the following fun games and contests where they also get a chance to win various prizes.

The M.C and/or DJ will choose from these games/activities;-

1. **Karaoke local music contest:** Where men and couples will sing songs from known artists with the crowd voting for the winner.
 2. **Sing like and act like your favorite kadongo-kamu/Local band singer:** Men and/or couples who have coupons will identify their favorite "kadongo kamu" or local band artist and sing/act like them on stage. The crowd will vote for the winner who gives a good representation of the singer.
 3. **Complete the song/lyrics contest:** Where the DJ will play the beginning of a popular song and ask men to complete the song. The man who completes the song lyrics wins the contest.
 4. **Assemble a bicycle contest:** Where men will be given a dismantled bicycle and asked to assemble it in a short period of time. The man who assembles the bike in a shortest possible time wins the contest and sets a record which other men in the crowd who have coupons, can be invited to challenge. This activity should go on until the earlier record is broken.
 5. **Matooke peeling competitions for couples/men:** Where Mr. Stylo's and their spouses or men and/or couples from the crowd who have coupons compete for the peeling competition. The man or couple who peels the highest number of Matooke in a short period of time wins the contest. The M.C and DJ will count publicly and allow the crowd to participate in determining the winner.
 6. **Dance competition:** Where men will compete in a dance contest involving a variety of dance styles, including but not limited to the Buganda cultural dance. The M.C and DJ should ask the crowd to vote for the winner. Where the crowd does not agree, the M.C should use his/her discretion and decide the winner.
 7. **Situation based question contest:** For example, what would you do if you received 100 million Uganda shillings? If you had a chance to meet the President or the Kabaka of Buganda, what would you tell him? The M.C should facilitate the crowd to vote for the best answer/responses.
 8. **Stylish Man knowledge:** Name at least four attributes that a stylish man must have?
 9. **Stylish Man walk contest:** As in (13 & 14) above but this time, the competition is for men from the crowd not "Mr. Stylo's."
 10. **Sing the national anthem contest:** Where men from the crowd who have coupons compete by singing the national anthem with clear lyrics . The M.C facilitates the crowd to decide the winner who sings the anthem better than others.
 11. **Sing the Buganda kingdom anthem (Ekitiibwa Kya Buganda):** Where men from the crowd who have coupons compete by singing the Buganda anthem. The M.C facilitates the crowd to decide the winner who sings the anthem better than others.
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12. **Press Ups/Push Up contest:** Where men with coupons from the stage compete on the highest number of press ups done. Counting the press ups publicly, the man with the highest number of press ups wins the contest.
13. **Juggling with the ball on the stage:** Men compete by juggling with the ball or keeping it on their head or feet longer. The man who juggles or keeps the ball on their head or feet for the longest time wins the contest.
14. **Chair competition:** Where men compete for seats on a few available chairs on the stage. The man who fails to find a seat gets eliminated until there is only one winner. The M.C or DJ should keep reducing the number of chairs available on the stage. At any-time, the number of chairs on the stage must be less than one, the number of men competing for the sits. For every round, the DJ must play loud and fast music and encourage men to move around the stage very fast. Men should be tasked with finding a seat as soon as the music stops. Hard confrontation and fighting is not allowed for this game.

4.2. RULES FOR GAMES/ACTIVITIES AT THE STAGE OF THE VAN

1. The Van Manager will be in charge of everything that goes on at the van stage. He/she will be the ultimate judge on all contentious issues where the crowd fails to agree and will exercise his discretion through the M.C/D.J who will be talking on the stage of the van.
 2. In each of the above games/contests, the crowd will be voting the winners. The Master of Ceremony will only facilitate the crowd to come up with the winner. Where there is no agreement on the winner, the M.C in consultation with the van manager will decide on the matter.
 3. L.C.1 Chairpersons are responsible for introducing members of their Village Organizing Committee, "Mr. Stylo's" (Abasajja Ab'omulembe) representing their villages as well as verify the authenticity and residence of men and couples who are chosen to compete in various competitions at the van stage.
 4. Each village must have at least two "Mr. Stylo's" (Abasajja Ab'omulembe) representing it at the "Man Van" stage contest. In addition, villages are encouraged to mobilize many men and couples from their village to come and access health services so that they can get coupons. Coupons will allow them to get simple giveaway items but also enter into a grand draw to win a major prize on the van stage at the end.
 5. Only men or couples with a coupon can participate in the competitions on the stage of the van. For a couple to participate, the wife or husband or both, must have a coupon got as a result of participating in one of the health services provided during the "Stylish Man" week or during the end of week extravaganza.
 6. All competitions at the van stage will be based on village representation. "Mr. Stylo's" as well as men and couples who participate must be coming from a particular village within the van centre area. The L.C.1 Chairperson will confirm whether the people actually come from that village.
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7. Contest will start with and focus on selected "Mr. Stylo's" representing particular villages to get winners in as many categories as possible. After that, the contest will proceed to men and women from the crowd who have coupons.
 8. At any stage during the stage contests, men and couples from the crowd who have accessed services during the week and have coupons can be nominated to participate in any of the above contests on the van stage. The key to getting involved in all activities is the coupon. The coupon entitles one to;
 - Receiving a simple giveaway item at the tent services if they access any of the health services.
 - Automatic entry into the grand draw where one has a chance to win a major/bigger prize.
 - A chance to participate in various contests on the van stage where they also get an opportunity to represent their village and win other prizes.
 9. Nobody will get a coupon unless they have accessed at least one of the services. The coupon will be of a different colour for every cluster and will have a name for that village.
 10. At any stage during the stage contests, the M.C will constantly be announcing that men and couples who did not have a chance to participate in activities during the "Stylish Man" week can still visit the service tents and access the services in order to get a coupon and participate in the on-going stage competitions.
 11. The M.C/DJ will constantly remind people about the importance of having a coupon which include; getting a giveaway item, automatic entry into a grand draw to win a major prize as well as an opportunity to participate in the stage competitions where they also have a chance to win something.
 12. The games/activities/competitions at the van stage will be many to allow many men and couples who have coupons to participate and win something and enter into the grand draw.
 13. Every circumcised man in the village will be counted as a gold medal and will receive a special coupon. At the end of the stage contests, the village with the highest number of gold medals wins a goat which they can roast at the end of the contest. The goat will come with crates of soda.
 14. At the end of the stage contests, the M.C will invite the guest of honor (available local leader e.g. L.C. II or III) to conduct the grand draw in which one overall individual coupon holder will win a major prize.
 15. The guest of honor will hand over prizes to individuals and winning villages in different categories noted above.
 16. The guest of honor and RHSP representative will make closing remarks and refer people to the nearby health centre to continue accessing "Stylish Man" services. After consulting relevant health centers, he will make the promise of ongoing "red carpet" HIV services at the nearby health centre where men and couples who go to access services will be given special treatment.
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17. Radio Buddu will record and post-produce the above event into a one hour "Stylish Man Radio Show" and broadcast it in the following week. The radio broadcast will include interviews from winning individuals and village, testimonies and clips from "Mr. Stylo's" and winners from different categories above.
18. At the van stage center the MC/DJ will inform the people the day and time when Radio Buddu will broadcast the post produced Stylish Man Radio show.

5.0. DOCUMENTATION & MONITORING OF STYLISH MAN ACTIVITIES

During orientation, the L.C.1 chairperson as the chair of the Village Organizing Committee, will be given a book or forms where he/she will record all activities of the "Stylish Man" week and the participation of his village in the end of week extravaganza. The forms will include;-

1. **A registration sheet;** which the Committee will use to register people who will participate in various games/competitions during the "Stylish Man" week.
2. **Winners form;** where all people who have participated and won in various games will be written.
3. **Campaign feedback form;** That every L.C.1 chairperson/Committee will fill and sign at the end of the "Stylish Man" week.
4. **Confidential SMS exchange/interaction;** with "Stylish Men" who have registered and allowed to receive messages from "Mr. Stylo" (Mwaami Mulembe).

6.0. INFORMATION AND INQUIRIES

For more information or inquiries, please contact,

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