 ​

***Before the ‘bring a buddy’ event*** ​

​

**Invite:**Ask young people to invite a friend to a Wicketz Hub. You can use the invite template provided on the DO Portal or you can encourage young people to make their own invitations and flyers advertising. They must include timings, location and what to wear. ​

​

**Incentives:** Use an incentive as a thank you to the young people for bringing their friends. This not only helps to encourage them to take part in bringing a buddy but helps them to feel valued. When conducting surveys woman & girl participants.  ​

​

**Accessible:** Make sure your hub is visible/identifiable. The use of banners close to the location will support this.  ​

​

**Barriers:** Consider any other barriers to welcoming new participants, such as increasing group size. Look at pla

***Attending their first session*** ​

* Introduce and welcome new young people at the start of the session. This can be done by the young person who brought their friends or coach. ​
* Be available to ask any questions from participants or parents.  ​
* Encourage Wicketz participants to show them around and explain where the toilets/changing rooms are. ​
* Come prepared with copies of forms/ how new members sign up. ​
* Have group/ your contact details to give out to new members.  ​
* Stay positive, friendly and use encouragement and praise.  Starting somewhere new is daunting and it is important they get a positive first experience.  ​
* Never leave them alone; it is important to play games in pairs or teams to avoid fear of embarrassment, leading to them being put off.

***After they have attended***​

​

* At the end of the session, provide information about the session and details of how a new member can sign up. Be sure to say words of encouragement and explain there is no big commitment- they can attend as little or as much as they please.  ​
* Send words of encouragement to parents about how well their child/children did. This helps make them feel valued and you stand a higher chance of them coming back! ​