

BATTLE OF THE CLASSES

SHORE REGIONAL HIGH SCHOOL

WHAT IS BATTLE OF THE CLASSES?

- Battle of the Classes is a rivalry between grades to enhance school spirit
- A week long series of events culminating with a school wide competition during an activity period on Friday afternoon.
- Periods are shortened to create an hour and 40 minute activity period

T-SHIRTS

- T-shirts will act as admission to the event
- A new t-shirt is designed each year during a student competition
- T-shirts are sold at lunch Monday through Thursday for \$10

SPIRIT WEEK

- Each day of the week the students wear specific clothing depending on the theme of the day
- They check in at lunch with Student Council Representatives and earn one point per student
 - Monday: College T-shirt Day
 - Tuesday: Comfy Cozy Day
 - Wednesday: Flannel Day
 - Thursday: Team Tee/ Jersey Day
 - Friday: Battle of the Classes shirts

GRADE COLORS

- Each color should be incorporated in every part of their theme and design
 - Freshman: Green / Green Army
 - Sophomores: Orange/ Orange Outlaws
 - Juniors: Red/ Red Scare
 - Seniors: Blue/ Blue Tsunami

DAILY BATTLE EVENTS

Monday: iSpy

- Letters which spell "Battle of the Classes" will be taped up around the building. Students will retrieve them and bring them to Stuco Advisor.
- 1st Place=100 points 2nd=75 points 3rd=50 points 4th=25 points

Tuesday: Chants

- The class should prepare a chant that incorporates the class theme. Two to three members of the class should be selected to recite the chant over the announcements.
- Time limit: 30 seconds
- 1st Place=100 points 2nd=75 points 3rd=50 points 4th=25 points

· **Wednesday: Banners**

- Banners should be created by the class. It should reflect their color/class theme etc. They should be hung up in the front cafeteria for the start of lunch. They will be judged then and hang for the remainder of the week.
- 1st Place=200 points 2nd=150 points 3rd=100 points 4th=50 points

· **Thursday: Hallway Decorations**

- Each class must pick a theme which coordinates with their class color and decorate their hallway. Hallways will be judged by teachers.
- 1st Place=200 points 2nd=150 points 3rd=100 points 4th=50 points

BATTLE OF THE CLASSES (ACTIVITY PERIOD)

All events: 1st Place=400 points 2nd=300 points 3rd=200 points
4th=100 points

See exceptions for Dizzy Bat and Tug of War

1. Entrance (20 minutes)

- Please make sure a copy of your music is provided to Student Council in advance
- a. Freshman: 2 minutes maximum
- b. Sophomores: 3 minutes maximum
- c. Juniors: 4 minutes maximum
- d. Seniors: 5 minutes maximum

2. Three Legged Race (10 minutes)

- a. 3 laps back and forth
- b. Six players per grade
 - i. Members stand at one end of the gym
 - ii. Two players tie a bandana tightly around their ankles
 - iii. The pair must make one lap back and forth across the gym
 - iv. If bandana falls off, pair must return to the beginning
 - v. The first team to complete the laps win

3. Dizzy Bat (10 minutes)

- a. A player will spin around a bat 10 times then run diagonally across the playing court to their finish line.

- b. Requires two players from each grade: the same dizzy bat participant may not participate in both preliminary and final rounds
- c. Preliminary: #1 Freshman vs. Juniors #2 Sophomores vs. Seniors (200 pts)
- d. Final Round: Winner #1 vs. Winner #2 (win this round: 400 points)

4. Blind Man Quarterback (10 minutes)

- a. 4 players: at least 2 females
- b. 1 Center, 1 cheerleader, 1 quarterback, 1 wide receiver
 - i. One team centers a football to the blindfolded quarterback (quarterback is located 6 yards behind the center)
 - ii. The ball must leave the floor
 - iii. The quarterback must be standing (no kneeling, bending, or stooping)
 - iv. Quarterback must catch the ball in his/her shirt, he/she passes it to the wide receiver who is located at the opposite side of the gym
 - v. Wide receiver cannot go over the foul line to catch the pass, until quarterback throws ball
 - vi. After each pass, quarterback is repositioned by a referee 6 yards behind the center
- 1. Event lasts one minute and thirty seconds
- 2. Object is to complete as many passes as possible
- 3. Teams are penalized if quarterback kneels or commits any other infractions

5. Tug of War (20 minutes)

- a. 10 players, 3 must be female
- b. #1 Freshman vs. Juniors #2 Sophomores vs. Seniors (win this round: 200 pts)
- c. Winner of #1 vs. Winner of #2 (win this round: 400 points)
 - i. 10 players from each team will line up behind the designated line on the gym floor on the center court
 - ii. The rope will be drawn tightly with a flag in the center of the circle
 - iii. Officials will indicate to the teams when to draw tight on the rope
 - iv. Tugging will begin at the sound of the buzzer
 - v. First team to get flag over the circle line at the discretion of the officials will win the event

vi. Time taken to win the event will determine the overall time placement

1. Safety: spotters must be located at all sides of the gym around the tuggers

6. Grand Relay

a. The Grand Relay will be the last event and its contents (or its inclusion at all) will be determined by the availability of time. The components are listed below in order that they will be performed pending the time.

1. Crabwalkers (2—one per side)
 2. Wheelbarrowing (4—2 per side)
 3. Eat the Donut (3—1 eater, 1 holder, 1 tray holder)
- a. A donut will be tied to a string and held by a stick; eater's hands will be tied behind their back; first to complete donut wins (if more than 25% of donut falls to floor=disqualified)
4. Leap Frog (4—2 per side)
 5. Jump Ropers (2—1 per side)
 6. Basketball Walk (4—2 per side)
 7. Hoola Hoop (4—2 per side)
 8. Dress Up Runner (1)

SMASH 4 CASH

- While the points are being tallied, we have a "Smash 4 Cash"
- Teachers are nominated to be hit in the face with a pie
- All week long, students give money for what teacher they want to be pied
- The one with the most money gets hit!

CHOOSING THE WINNER

- All points are totaled from Spirit Week clothing, daily events, and activity period competitions

ALTERNATIVES/PENALTIES

- If a student does not want to participate in the activity period, they sit in a study hall
- Any student who destroys or cheats will not be allowed to attend and the class suffers point penalty