

OFFICIAL RULE BOOK OF THE
TENAFLY HIGH SCHOOL
XLI ANNUAL OLYMPICS
MARCH 6, 2020



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Table of Contents

(1) 3 ON 3 VOLLEYBALL: PRE-EVENT	12
(2) APPLES TO APPLES: PLAY	12
(3) ACADEMIC PENTATHLON: ACADEMIC	13
(4) ALMA MATER ACAPELLA: PLAY	13
(5) ARROW PITCH POT: OPEN	13
(6) ART HAPPENING: OPEN	14
(7 & 8) BADMINTON (A & B): PRE-EVENT	14
(9) BALLOON TOSS: FUN	15
(10 & 11) BASKETBALL 3x3 (A & B): ATHLETIC	15
(12 & 13) BATTLESHIP (A & B): FUN	15
(14) BEAN BAG TOSS: PLAY	16
(15) BINGO: OPEN	16
(16) BUBBLE GUM BLOWING: FUN	16
(17) CAPTURE THE FLAG: ATHLETIC	17
(18) CATCH PHRASE: FUN	17
(19) CHARADES: FUN	18
(20 & 21) CHECKERS (A & B): ACADEMIC	18
(22 & 23) CHESS (A & B): ACADEMIC	18
(24) CHIN-UPS: ATHLETIC	19
(25) CLASS FEUD: PRE-EVENT	19
(26) CLASS SONG: OPEN	20
(27) CLASSICAL MUSIC: ACADEMIC	20
(28) COMPUTER PROGRAMMING: PRE-EVENT	21

(29-31) CONNECT 4 (A, B & C): ACADEMIC	21
(32) COOK-OFF: ACADEMIC	21
(33) CRAZY OBSTACLE COURSE: PLAY	22
(34) CROSSWORD PUZZLE: ACADEMIC	22
(35) CUPCAKE DECORATION WARS: ACADEMIC	22
(36) DANCE DANCE REVOLUTION: ATHLETIC	23
(37) DARTS WITH BALLOONS: FUN	23
(38) DECORATIONS: OPEN	23
(39-42) DODGEBALL (A, B, C & D): ATHLETIC	24
(43) DRAWING: PRE-EVENT	25
(44) EGYPTIAN RAT SCREW: FUN	25
(45) FIFA SOCCER: FUN	26
(46) FLOOR HOCKEY: PRE-EVENT	26
(47) FOREIGN LANGUAGE SCRABBLE (A, B, C): ACADEMIC	27
(48) FOUR CORNERS: PLAY	27
(49) FOUR SQUARE: ATHLETIC	27
(50) FOUR WAY CAGEBALL: PLAY	28
(51) GAGA BALL: ATHLETIC	29
(52) GOLF PUTTING: ATHLETIC	29
(53) GRAPHIC DESIGN LOGO COMPETITION: PRE-EVENT	30
(54) GUESS THAT TOUCH: PLAY	30
(55) GUESS THAT TUNE: PLAY	31
(56) GUITAR HERO: FUN	31
(57) HEADS UP!: PLAY	31

(58) HULA HOOP: ATHLETIC	32
(59) HUNGRY HUMAN HIPPOS: FUN	32
(60-63) JENGA (A, B, C & D): FUN	33
(64) JUMP ROPE: ATHLETIC	34
(65) JUST DANCE: PLAY	34
(66) KANJAM: ATHLETIC	35
(67) KARAOKE: PLAY	35
(68) KICKBALL: ATHLETIC	36
(69) KNOCKOUT: ATHLETIC	36
(70) LACROSSE (INDOOR): PRE-EVENT	37
(71) LADDER BALL: PLAY	38
(72) LIMBO: PLAY	38
(73) LIP SYNC BATTLE: FUN	39
(74) MADDEN: FUN	39
(75) MAKING THE COMMERCIAL (VIDEO): PRE-EVENT	40
(76) MARIO KART: PLAY	40
(77) MATH: ACADEMIC	41
(78) MATH PUZZLE MEDLEY: ACADEMIC	41
(79) MINUTE TO WIN IT RELAY: PLAY	41
(80 & 81) MONOPOLY (A & B): FUN	42
(82) MUSICAL CHAIRS: PLAY	42
(83) NBA 2K: FUN	42
(84) NINJA: PLAY	43
(85) ORIGAMI: OPEN	43

(86) PAPER AIRPLANE MAKING: FUN	44
(87) PENNY WARS: OPEN	44
(88) PHOTOGRAPHY: ACADEMIC	45
(89) PHOTO RECREATION:PLAY	45
(90 & 91) PICTONARY (A&B) : FUN	46
(92) PIE EATING: PLAY	46
(93) POETRY SLAM: ACADEMIC	47
(94) POP CULTURE KAHOOT: FUN	47
(95) PUSH-UPS: ATHLETIC	47
(96) PUZZLE MAKING: FUN	47
(97) QUIZ BOWL: ACADEMIC	47
(98) ROCK, PAPER, SCISSORS: OPEN	48
(99) RUBIK'S CUBE: ACADEMIC	48
(100 & 101) SCENE IT (A&B) : FUN	49
(102) SCIENCE: ACADEMIC	49
(103 & 104) SCRABBLE (A & B): ACADEMIC	49
(105) SIMON SAYS: PLAY	49
(106) SIT-UPS: ATHLETIC	50
(107) SOCCER: ATHLETIC	50
(108) SONG PING PONG: PLAY	51
(109) SPELLING BEE: ACADEMIC	51
(110) SPIKEBALL: ATHLETIC	52
(111) SPIT: PLAY	52
(112) STRAW ARCHITECTURE: ACADEMIC	53

(113) “STRAWS & STICKS”: FUN	54
(114) STRENUOUS OBSTACLE COURSE: ATHLETIC	54
(115) SUDOKU: ACADEMIC	54
(116) SUPER SMASH BROTHERS: PLAY	55
(117 & 118) TABLE TENNIS (PING-PONG) (A & B): PRE-EVENT	55
(119) THEATER IMPROV PRESENTATION: ACADEMIC	55
(120) THREE-LEGGED RACE: FUN	56
(121) TRIVIA SCAVENGER HUNT: FUN	56
(122) T-SHIRT DESIGN: OPEN	56
(123) TUG OF WAR: OPEN (WITH WEIGH-INS)	57
(124 & 125) TWISTER (A & B): FUN	57
(126) TWO TRUTHS AND A LIE (TEACHER EDITION): PLAY	58
(127) ULTIMATE FRISBEE: ATHLETIC	58
(128) UNO: FUN	59
(129) VOLLEYBALL: ATHLETIC	59
(130) WATER BOTTLE FLIPPING (STADIUM STYLE): PLAY	59
(131) WHEEL OF FORTUNE: FUN	59
(132) WII SPORTS - BOWLING: ATHLETIC	60
(133)WII SPORTS - BOXING: ATHLETIC	60
(134) WII SPORTS – TENNIS: ATHLETIC	60

WHAT IS THE TENAFLY HIGH SCHOOL OLYMPICS?

- In the Tenaflly High School Olympics, each class (grade) competes against the others in a wide variety of academic, artistic, athletic, and fun events.
- Olympics Day usually happens the first or second Friday in March, though a small proportion of events happen prior to Olympics Day.
- Olympics is a long-standing tradition at Tenaflly High School, with the first one occurring in 1980. For many years, Olympics started after a half day (or less) of classes but since 2013 it has occupied the majority of the normal school day. For many years in the beginning, Olympics went until late at night.

EVENT CATEGORIES:

- The categories for the Olympics are: **Pre-Event, Open, Play, Academic, Athletic, and Fun.**
- **Students are limited to participating in 3 Pre-Events. These do not count towards the events on Olympic Day.**
- **The following are the limits and explanation of the categories for the day of Olympics**
 - Open events mean that there is no roster- any student can show up and participate for their class. These events do not count towards the total number of events each student is allowed to participate in on the day of the Olympics.
 - Play events require a roster but also do not count towards the total number of events each student is allowed to participate in on the day of the Olympics.
 - The Academic, Athletic and Fun categories are limited. Students are limited to 3 events in each of these categories. They also may not participate in more than 6 events from all of these categories.

ROSTERS:

- Most Olympic events require a roster of official participants for that event from each class. For these events, only those students on the roster may participate, unless a substitution has been made (see Substitution Policy below).
- Traditionally, the class officers are the individuals responsible for determining their classes' Olympic rosters. The class advisor has the final say over the rosters for his or her class, however. In addition, each class may designate one **“Olympic Coordinator”** (assumed not to be one of the elected officers) who, along with the class officers, will have the authority to make substitutions on Olympic Day (see Substitution Policy below). Each class must inform the Olympic Committee of the name of the Olympic Coordinator, if there is one.

- **Rosters/Lineups for pre-events** will be **due to the Olympic Committee one week in advance of the event**. Failure to comply will result in a **penalty of 1 Olympic point per school day** the roster has not been submitted, with a maximum penalty of 3 points.
- **Rosters for main-day events** will have two submission dates;
- **The initial roster will be due two weeks prior to Olympic Day and must have 50% of the class participating in events. Classes can post initial roster and make changes without penalty for the final roster.** Failure to comply will result in a **penalty of 1 Olympic point per school day** the roster has not been submitted, with a maximum penalty of 3 points.
- **The final roster will be due one week prior to Olympic Day, unless otherwise specified by the Olympic Committee.** Failure to comply will result in a **penalty of 1 Olympic point per school day** the roster has not been submitted, with a maximum penalty of 3 points.

Rosters must be submitted in a format specified by the Olympic Committee.

SUBSTITUTIONS:

- **Once official event rosters are submitted** from each class to the Olympic Committee, **any changes to the rosters must be made using the substitution procedure** specified by the Olympic Committee.
- **Substitutions must be made for pre-events as well and must be made by the lunch period of the day of the pre-event.**
- **To make a substitution:**
 - A completed substitution form, signed by a Class Officer or Class Olympic Coordinator, must be presented by a Class Officer or a Class Olympic Coordinator, to a member of the Olympic Committee (typically the PITT on Olympic Day; in the folder in Room 211B before Olympic Day), who will verify the substitution in the computer and will stamp the form if the substitution is valid.
 - All substitutions must be handed **directly** to an Olympic Advisor or Officer. Forms left on teachers' desks are not guaranteed to be received.
 - The stamped substitution form should then be given to the judge of the event at the time of the event.
- Each class will be granted **25 free substitutions** for the non-Open Olympic events. **The 26th through 35th substitution will count as one penalty point per substitution; every point over that will be a two point penalty** against that class's grand total for Olympics.
- **Pre-Events will be granted 5 free substitutions. Any more than 5 substitution will count as one penalty point per substitution.**
- **Substitutions should be made IN ADVANCE of an event start, but no substitutions will be input by Olympics Officers after 10 minutes into event start time.**
- **Illegal substitutions** (i.e. substitutions made without following this process) are grounds for **receiving zero points** in the event in which the illegal substitution took place.
- **No substitutions will be allowed on Olympic Day for the opening Main Gym events.** These substitutions must be submitted at least the day before.

- Every class must have a table in the lobby or outside the PITT for substitutions.
- Only the Class Officers and Class Olympic Coordinator from each class may address the Olympic Committee members in charge of substitutions.

DISPUTES:

- If there is a problem which cannot be dealt with by the judge(s) and participant(s) of the event, then the problem should be brought to the attention of the Olympic Committee **within 15 minutes of the end of the event**. The Olympic Committee's Faculty Advisors (sometimes in conjunction with the school's administration), will make the final determination with regards to any disputes brought before the Olympic Committee.

SCORING PROCEDURES:

- The Olympic Committee will keep a running score by computer.
- Points are awarded as follows:

<i>First place:</i>	<i>6.0 points</i>
<i>Second place:</i>	<i>4.0 points</i>
<i>Third place:</i>	<i>3.0 points</i>
<i>Fourth place:</i>	<i>2.0 points</i>
<i>NO TEAM:</i>	<i>NO POINTS</i>

- The judges, on the basis of their judgment, may award penalty points.
- Disputes should be filed with the Olympic Committee.
- In the event of a tie, the points for the place(s) of the tie will be added, and the sum will be equally divided between (among) the tied teams.

EXAMPLE: a tie for first place between two classes would be handled like this:

$6 + 4 = 10$; and $10 / 2 = 5$; therefore each class would receive 5 points, and the next class would receive third place points.

BONUS OPPORTUNITIES: 3.5 POINTS each

- **Class Names** given, in writing, to the Olympic Committee, **by December 19th will receive an extra 3.5 points.** The final date to hand in the Class Name is **January 3rd for no penalty.** If the name is **changed after January 8th**, 3.5 points will be deducted.
- **Roster Deadline:** All rosters must be complete for every event that requires a roster on time. *Tug of War must have correct weights put in.

SPORTSMANSHIP

- We all strive for and **expect good sportsmanship by everyone** involved in the THS Olympics.
- **Students are expected to remain respectful to all students**, especially those on the Olympic Committee, who work hard to make Olympic Day possible.
- **Students are also expected to respect the decisions of the faculty and staff who help run and judge the events.**
- In the event of poor “mass” sportsmanship by a particular class, that class will **have 5.5 points deducted** from their score. Poor mass sportsmanship includes, but is not limited to, cheers, actions or signs of bad taste by a group of students from a particular class, or students jumping over the yellow barrier in the Main Gym to protest a call/result. Deductions can occur multiple times if behavior is not rectified.
- **If a group of students crosses the yellow barrier** on the floor to celebrate a victory in a Main Gym event, **that class is subject to disqualification** in that event (i.e. **obtaining a score of zero points** for that event).

SPORTSMANSHIP AWARD

- This award is not a part of the Olympic competition and has no bearing upon the results.
- The judges of each event will comment on the conduct of each class during their events, and based on the class’ fair play, good conduct, and other general sportsmanship, an overall winner will be chosen for this award.

CLASS COLORS

- Each class’ color will be distinct and be one of the following: red, green, blue or yellow. The colors will be rotated, such that the outgoing Senior class’ color will become the following year’s Freshmen class’ color.
- **The Class of 2020 is yellow, and the Class of 2021 is red, and the Class of 2022 is green, and the Class of 2023 is blue.**

MANDATORY ATTENDANCE:

- Unless excused by administration, students must attend and be on time for homeroom and all classes scheduled on Olympic Day. Students who fail to attend homeroom and their scheduled classes (or who arrive late) on Olympic Day may be disqualified from event participation.

OLYMPICS TOURNAMENT STYLES:

- **Standard Olympic Bracket Single Elimination Tournament:** This style typically occurs when there is a limitation on time. It consists of a two rounds. Rounds will be drawn by the Olympic Committee the week before Olympics and will be posted in the event folder. The second round consists of the winners of the first round competing to see who gets first place. In addition, if there is enough time, the second round also consists of a consolation game involving the losers of the first round games, and is used to determine third place. If there is not enough time for a consolation game, the judge may declare a tie between third and fourth place, or use some other tie-breaking scheme. If there are enough judges, space and equipment, two games can happen at once.
- **Round Robin Tournament:** If there is enough time for six games, a Round Robin tournament can be held, which allows for each grade to play each other grade. Each win counts as one point for that team (in games that can have ties, a win counts as two points, and a tie as one point). See appendix for the Round Robin Scoring Sheet and order of play.
- **Multiple Section Result Addition Event -** This is where there is a separate tournament for multiple sections of the same event. For each section, 4 points are given for 1st place, 3 points for 2nd, 2 points for 3rd, 1 point for 4th, and 0 points for no team. The final places in the event are determined by summing the points from all the sections. Multi-section events typically counts as single event on the Olympic scoreboard. If a team has a complete roster participate for one section and not for another, then that team should receive at least 2 points in the overall event for a 4th place finish.
- Some events are less formal and simply involve adding up the number of points each class scores to determine an overall winner.

OFFICIAL EVENT RULES

(in alphabetical order)

(<Event number>) <Event Name>: <Event Category>

(1) 3 ON 3 VOLLEYBALL: PRE-EVENT

- 3 students per class (at least 1 boy and 1 girl)
- If a class has fewer than the required number of participants they may participate but will play with a smaller team
- The first team to reach 25 (and lead by at least 2 points) wins.
- Players cannot touch or go over the net with any part of their body.
- Round Robin tournament (see Appendix)

(2) APPLES TO APPLES: PLAY

- 2 students per class
- If a class has fewer than the required number of participants they may still participate, but will face disadvantages.
- Participants will sit in a circle each with 7 red cards dealt by the judge. The remaining red cards will be in a pile in the middle of the table face down
 - Red cards are phrases, such as people, things, places, or events. The red cards match the description of the green cards.
- Green cards will be placed in the middle of the table in a pile face down.
 - The green cards are adjectives.
- The first green card will be drawn by the first judge (whoever is the first to arrive at the event) and read aloud
- Based on what is read off of the green card, participants (not the judge) will choose from their own deck, the red card they think fits best with the green card (based on humor, logic, etc).
- The judge will then shuffle all of the red cards given to them (to ensure anonymity). After reading all of the cards given aloud, the judge will select the red card they think best fits the green card. Whoever's card it was gets the green card from that round and becomes the judge for the next round
- This continues until someone earns 7 green cards, and is the winner of the game.
 - All cards will be added up at this point. The grade with the highest number of green cards wins first place. The grade with the second highest amount of green cards will receive 2nd place and so on.
 - Winner of individual games will get an extra point.
- *teacher supervising must make sure that the judge shuffles the cards handed to them so that they don't know whose card is whose.

(3) ACADEMIC PENTATHLON: ACADEMIC

- 2 students per class (1 girl and 1 boy).
- If a class has fewer than the required number of participants they may participate but will have **one point deducted** from their points earned for the event
- This event is a group of five small competitions under one event. Points (1–4) will be given to the class at the end of each small competition. The sum of the points for each team (grade) at the end of the five small competitions will determine the final places for the event.
- THE COMPETITIONS ARE:
- Word Search: 15 words are to be in a jumble of letters; the race is to see which class can find 15 the fastest.
- Sudoku: A race for time and accuracy to complete a 6X6 Sudoku puzzle.
- Arithmetic: A race for time and accuracy to see which class can work out the answers to 10 arithmetic questions. NO calculators allowed.
- Jumble: A race for time and accuracy to see which class can complete a Jumble puzzle. Jumble is a word puzzle published in most newspapers and is available online (unscrambling the words into it's normal spelling).
- Memory Contest: The teams will view a tray of 20 objects for one minute. The teams will then have 2 minutes to write down everything they can remember from the tray.

(4) ALMA MATER ACAPELLA: PLAY

- 2 students per class will sing together with all of the 8 participants
 - Line up will be treated as a pre-event on the roster so students can prepare and rehearse an original arrangement of the Tenaflly High School Alma Mater - 3 weeks prior to Olympics Day.
- This is NOT a competition, but a chance to earn up to 5 points for the class.
- Participants will sing the full three stanzas of the Tenaflly High School Alma Mater after the National Anthem.
- Students will be allowed to have printed copies of the lyrics. These copies are to be supplied by the class.
- Each participant will receive 2.5 points (up to 5 points total per class).
- There will be no point deduction if a participant is missing, but the class will not receive the points.

(5) ARROW PITCH POT: OPEN

- No roster requirement- this is a class-wide event.
- As many students as possible within the time allotted may participate to earn points for their grades
- The judge will ask the students their grades

- Each person will have a chance to aim and throw the arrow into 3 different pots from a set distance
 - Person who tossed into either of the two outer pots will receive one point.
 - Person who tossed into the pot in the middle (the smaller pot) will receive three points
- Each student will earn corresponding points for their class; the judge will record points by tallies.
- Class with the most points wins at the end of the allotted time will win.
- Students may participate for their class as many times as they would like. However, they are only allowed one throw at a time and must go back to the end of the line if they would like to throw again.

(6) ART HAPPENING: OPEN

- No roster required- this is a classwide event. Students may simply show up and participate.
- The object of Art Happening is for each class to produce as many completed artworks as possible during 1 hour.
- Each student can submit only one work of art to be counted in their grade total.
- All art must be made in the art room with the available art room supplies.
- Art will not be judged on artistic talent or artistic technique.
- All art must be completed based on the art guidelines to be posted on the day of the event.
- All art must be signed by the creator of the art and labeled with the student's grade.
- Points will be assigned based on the number of completed works of art submitted by each grade.
The class with the highest percentage of its members completing satisfactory works of art will receive first place.
- Art work will be disqualified if the student exhibits disruptive or inappropriate behavior while in the art room.

(7 & 8) BADMINTON (A & B): PRE-EVENT

- 12 students per class total (Section A requires 8 students, Section B requires 4):
 - 2 male singles players total (1 male singles player per section)
 - 2 female singles players total (1 female singles player per section)
 - 1 male doubles teams total (1 male doubles Section A only)
 - 1 female doubles teams total (1 female doubles team Section A)
 - 2 mixed doubles teams total (1 mixed doubles team per section)
- A class may participate with fewer than the required number of participants. All such classes **will receive zero points** for the part of the event they have no one to compete in.
- Two sections will play.
 - Each section will have a first through fourth place on the Olympic Scoreboard.
 - First place = 4 pts, Second = 3 pts, Third = 2 pts, Fourth = 1 pt, No Show = 0 points.
 - Add up the points for each team (grade) to determine the final places in the 2 divisions.
- **A participant may not participate in multiple categories** (e.g. the male singles player cannot be part of the male doubles or mixed doubles teams)
- Both Singles and doubles will use official rules and play up to 11 points.

- A class only needs to win by one point.
- A standard bracket tournament will be held at each of the category competitions.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(9) BALLOON TOSS: FUN

- 6 students per class
- Each teammate throws the water balloon to the other teammate.
- A boy stands on one side of one rope and a girl on the other side of the other rope.
- The ropes are moved farther apart after each throw/catch.
- Process of elimination will determine the winner.
- The classes eliminated 1st, 2nd, 3rd, and 4th will place 4th, 3rd, 2nd, and 1st respectively.
- This is a weather permitting event.

(10 & 11) BASKETBALL 3x3 (A & B): ATHLETIC

- 6 students per class (at least two girls). Two teams of 3 per class.
- If a class has fewer than the required number of participants they may participate but must play with a smaller team.
- This event will have 2 separate sections, each done according to the standard two-stage Olympics bracket format. Each section will have a first through fourth place. First place = 4 pts, Second = 3 pts, Third = 2 pts, Fourth = 1 pt, No Show = 0 pts. The sum of the points for each team (grade) will be used to determine the final event places for one spot on the Olympic Scoreboard.
- Games will last for 5 minutes each
- Each basket scored will count as one point.
- The referee will call all fouls.
- When a foul is called, the ball will be taken out from the three-point line.
- After every point, the ball must be checked in.
- Whenever there is a change of possession, the ball must be taken back beyond the three-point line. Whoever takes the ball beyond the three-point line must have both feet clearly beyond the line for his/her teams to score.
- **HOWEVER:** When the change of possession is a steal or a block, the team with the ball **DOES NOT** need to take the ball beyond the three-point line in order to score.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(12 & 13) BATTLESHIP (A & B): FUN

- 2 students per class total(1 student per section.)
- If a class has fewer than the required number of participants, they may participate but **will receive zero points** for every section of the game they do not have a participant for.
- This event will have 2 separate sections, each done according to the standard two-stage Olympics bracket format. Each section will have a first through fourth place. First place = 4 pts, Second =

3 pts, Third = 2 pts, Fourth = 1 pt, No Show = 0 pts. The sum of the points for each team (grade) will be used to determine the final event places for one score on the Olympic scoreboard.

- Standard game rules
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(14) BEAN BAG TOSS: PLAY

- 2 students per class
- The game will be played in the doubles format. Boards are 27 feet apart.
- This game will be held outdoors in administrative courtyard (if possible), otherwise the cafeteria.
- Each player's partner is directly across from them, competing against the other team's partner.
- Earning Points - To earn points, you must outscore your opponent for the round. The difference in score is your earned points. Points are scored by throwing the bag:
 - On the board - 1pt
 - In the hole - 3pt
- The player/team that earns the least points in one round goes first for the next round.
- The player/team to earn at least 15 pts by the end of one round wins the game. If there is a tie at the end of the round, another round is played until the tie is broken. Games do not need to be won by 2 points.
- Dead Bags - Bags cannot touch the ground. If a bag hits the ground and then rolls onto the board, that bag is dead and may be removed.
- Skunk - If a player/team is winning at least 13 pts to 0pts by the end of the round then that team wins the game.
- Standard Olympic Tournament Bracket
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(15) BINGO: OPEN

- No roster required. - this is a classwide event. Students may simply show up and play.
- Each class can have up to 10 cards out at a time.
- The class that has the most winning cards in 45 minutes, wins.
- Small prizes will be given out for Bingo
- A card can be started at any time during the 45 minutes, but will place chips based only what the student is present for.
- One card per student – student needs to place name on top of card.

(16) BUBBLE GUM BLOWING: FUN

- 3 students per class
- The objective is to create the largest bubble
- Bubblicious gum will be used
- Students will stand at a fixed distance from a camera or video recording device. Diameter of bubble will be measured on the device.
- Only one attempt per student.
- Class with the largest bubble wins.

(17) CAPTURE THE FLAG: ATHLETIC

- 12 students per class. (48 people total)
- 6 girls and 6 boys per class
- The game will be played outdoors behind the high school, even if there is snow on the ground. Students should be prepared with proper clothing, but the weather could affect whether or not the event takes place.
- A team earns 1 point whenever they capture the flag
- The team with the most points gets first, second most gets second and so on
- No aggressive pushing, pulling, scratching, biting, kicking. Any other contact other than tagging, will be called for a flagrant, the player will be called out for the round and will cost the team a capture point.
- No hovering or staying in the safety zone for more than 10 seconds. No one can go into their own team's safety zone
- No passing the flag to other teammates.
- When tagged, the person is out for the round.
- If the person with possession of the flag is tagged, the flag is returned to the corresponding safety zone.
- The person with possession of the flag can be tagged in any zone except their own
- A flag must be brought to their home zone in order to score a point
- People must stay inbounds. If they are to step out, they are out for the round. If a person is to have the flag and step out of bounds the flag is returned and they are out.
- Any misconduct or foul language will result in that person being out for the round
- If a referee is to make a call, the call is final and the referee cannot go back on his words.

(18) CATCH PHRASE: FUN

- 3 students per class
- A class will receive **zero points** if they have fewer than the required number of participants. (can still play for fun, but will not receive points)
- All participants from a class operate as a team
- Electronic version:
- The objective is to get your teammates to guess the word on the screen by giving them verbal clues. You cannot say a word that rhymes with the word, you cannot give the first letter of the word, and you cannot say part of the word.
- As soon as your teammates correctly guess the word, you must immediately pass the game device to the next person
- Students will sit in alternating manner (Team 1, Team 2, Team 1, ...) around a table or circular group of desks
- Standard rules
- Round Robin tournament

(19) CHARADES: FUN

- 3 students per class
- A class will receive **zero points** if they have fewer than the required number of participants (may still play for fun).
- Categories: TV, Movies, Book/Play, or Song
- Participants are allowed to use hand motions to box out a television set, show a movie reel, open a book, motion “sounds like” and tap out a syllable.
- Subject must be guessed in 2–minutes or less.
- Each student must act once.
- Each actor will draw a card at random. Within 30 seconds the actor must choose which of the 8 topics he/she will act out. Before acting, he/she must inform the judge of his/her choice.
- The winner is the team with the least total time for the 3 actors.
- In the event of a tie, each team will get to choose one student to act one more time.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(20 & 21) CHECKERS (A & B): ACADEMIC

- 2 students per class total. (1 student per section).
- If a class has fewer than the required number of participants, they may participate but **will receive zero points** for every section of the game they do not have a participant for.
- This event will have **2** separate sections, each done according to the standard two-stage Olympics bracket format. Each section will have a first through fourth place. First place = 4 pts, Second = 3 pts, Third = 2 pts, Fourth = 1 pt, No Show = 0 pts. The sum of the points for each team (grade) will be used to determine the final event places for one place on the Olympic scoreboard.
- **Note: this is a 45 minute event.**
- Each player gets a total of 10 minutes per game, also to make all of his/her moves using the **Chess Clock App** (in setting under increment type use Fischer type to add 10 minutes +2 second per move)
 - (Chess Clock App) When one has downloaded the app, as soon as the app is open they must PRESS **NEW TIME CONTROL** and Limit 20 minutes per game. Then they must go back to the home menu and select the **10+2** time setting and finally press start to play the game.
- Limit of 45 minutes for all rounds to be finished and/or final standings declared.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(22 & 23) CHESS (A & B): ACADEMIC

- 2 students per grade total. 1 student per section (A+B).
- If a grade has fewer than the required number of participants, the grade may still participate but **will receive zero points** for every section of the game they do not have a participant for.
- This event will have **2** separate sections, each done according to the standard two-stage Olympics bracket format. Each section will have a first through fourth place. First place = 4 pts, Second =

3 pts, Third = 2 pts, Fourth = 1 pt, No Show = 0 pts. The sum of the points for each team (grade) will be used to determine the final event places for one place on the Olympic scoreboard.

- **Note: this is a 45 minute event.**
- Each player gets a total of 10 minutes per game, also to make all of his/her moves using the Chess Clock App (in setting under increment type use Fischer type to add 10 minutes +2 second per move)
 - (Chess Clock App) When one has downloaded the app, as soon as the app is open they must PRESS **NEW TIME CONTROL** and Limit 20 minutes per game. Then they must go back to the home menu and select the **10+2** time setting and finally press start to play the game.
- If a player runs out of time he/she will lose that round.
- Winner and all standings must be declared within 45–minutes. Results are determined either by checkmate or winning on time.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(24) CHIN–UPS: ATHLETIC

- 3 students per class
- Starting position will be hanging from the bar, with arms completely straight.
- The chin must overcome the bar completely, and the arms must be straight out again to count as a legal chin–up.
- The number of chin–ups done without letting go of the bar or stopping (pausing for more than 5 seconds is automatic elimination) will be the total for each contestant.
- The total number of chin–ups completed by the four contestants from each grade will determine the winner.

(25) CLASS FEUD: PRE-EVENT

- 5 students per class.
- A class will receive **zero points** if they have fewer than the required number of participants.
- The game will begin with one student from each team coming to the front podium. Two teams will go against each other per round. They will be asked a question based on a survey from the student body. The student to answer first has his/her response tested to see if it was one of the answers generated by the survey.
- If it is the number ONE answer, the student's team has the option of trying to guess the remaining answers or to pass the question on to the other team. If the original student's answer was not "number one," then the other student is given a chance to guess a more popular answer. If he/she does, their team will have the option of playing or passing.
- Students take their guesses in the order they are seated.
- The team attempting to guess the responses is allowed 10–seconds per student to formulate an answer without any help from teammates. A team is allowed three incorrect responses (strikes) before the other team has the opportunity to answer the question.
- If a team uncovers all of the responses, they receive all of the points.

- If a team receives a question after the other team has had three strikes, they have 10–seconds to formulate an answer (they may work together as a team). If their answer is on the board then they receive all of the points. If their answer is not on the board then the original team receives the points.
- The game will be played until one team reaches 200 points. The team that reaches 200 points first is the winner and will go on to play the winner of the other round.
- No non-participants allowed in the venue, except for the class advisors, if they wish.
- The event will be broadcasted live on the school media system.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(26) CLASS SONG: OPEN

- Each class will perform **a class song of 4 minutes or less**, celebrating the virtues of their class. Classes will have a maximum of 5 minutes of time once the officials say “begin”.
- Plans and music should be **given to Mr. Moger at least two days in advance** of the event, to determine feasibility and so that the event will run smoothly and efficiently
- Lyrics should be **handed to the Olympics committee at least two weeks in advance** to verify the maturity and topic of the lyrics.
- Participants must set up all equipment during the previous Main Gym event. All classes’ equipment must be set up by the start of the first performance.
- **At most 10 individuals from each class are allowed on the gym floor** during the cheer (these individuals will either lead their class in the cheer, or be among the participants during the routine (e.g. dancers/lead performers)). The remainder of the class should be in the bleachers.
- Other classes can be referenced in a particular class’s song, but not in a degrading or inappropriate manner.
- Copies of the lyrics must be provided to judges.
- The classes will be judged on the following:
 1. *Thematic Content*
 2. *Creativity*
 3. *Overall Impression*
 4. *Participation - How much of the class is involved and how much enthusiasm is evident among the entire class? Does the entire class sing the majority of the lyrics?*

(27) CLASSICAL MUSIC: ACADEMIC

- 2 students per grade.
- Students will perform vocal, instrumental, or a classical piece. {Singular voice}
- Maximum time of piece is 6 minutes per student.
- May be a self-contained piece or a movement from a larger work, may not be a portion of a larger movement.
- Must be original piece, not an arrangement of it.
- Piece should be introduced by performer as part of stage presence.
- If needed, the musician can supply an accompanist, another student (who is not a judge), or a parent or faculty member.

- Solo is to be memorized.
- The scores from the two members of each grade will be combined to determine the event winner.
- Students should see **Mr. Millar** for scoring Rubric.

(28) COMPUTER PROGRAMMING: PRE-EVENT

- 2 students per class (a class will not be penalized if only one student participates)
- Teams will be required to write one program (may contain multiple parts)
- Task will be assigned at the event
- The teams will be given 50 minutes to write their program
- The winning team will be the first team that submits a correct implementation of the given task, as determined by the faculty judge. Remaining places are determined by the order in which teams submit a correct implementation. If two or more classes cannot complete the task in the time allotted, then the faculty judge will determine which program is closest to completion, and place teams accordingly.
- Teams can bring written reference materials, such as books or print-outs, but they **cannot use any online materials** during the competition.
- Program must be written in one of the following languages: C#, C++, Visual Basic, Python 3.5 or Java, on the computers in the room the event is held. Visual Studio will be installed on all machines to be used for this event. **If participants want to use Java, they must let the Olympic Committee know in advance so that the development environment (NetBeans) can be installed on the necessary computers. For Python, the default programming environment (IDLE) will be used.**

(29-31) CONNECT 4 (A, B & C): ACADEMIC

- 3 students per class total. (1 student per section).
- Standard game rules
- If a class has fewer than the required number of participants, they may participate but **will receive zero points** for every section of the game they do not have a participant for.
- This event will have **3** separate sections, each done according to the standard two-stage Olympics bracket format, but will count only once on the Olympic Scoreboard.
- Each section will have a first through fourth place. First place = 4 pts, Second = 3 pts, Third = 2 pts, Fourth = 1 pt, No Show = 0 pts. The team (grade) points will be added together and used to determine the final event placement for the one slot on the Olympic Scoreboard.
- Limit of 45 seconds per move
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(32) COOK-OFF: ACADEMIC

- 3 students per class
- If a class has fewer than the required number of participants they may participate but will have **one point deducted** from their points earned for the event
- This is a main-day event. Duration will be 1.5 hours.
 - There is a mandatory pre-meeting. If not attended, one point will be deducted. Pre-meeting date will be announced by the Olympic Committee

- Participants must prepare a dish of their choice in the time allotted, that incorporates all the required ingredients. In addition, there will be a large variety of optional ingredients and spices that may be used.
- **Recipes will not be provided and cannot be used**
- Details and all ingredients will be provided at the event

(33) CRAZY OBSTACLE COURSE: PLAY

- **Participants: The class advisor or teacher representing the class and the 4 class officers of each class**
- This Crazy Obstacle Course will contain the following activities that must be completed in the following order:
 1. Pop a balloon by sitting on it.
 2. Run through tires
 3. Pass a hula-hoop over the body
 4. Go underneath the obstacle provided
 5. Stack 10 Oreos®: one on top of the other
 6. Pick up basketball and dribble back to the starting line.
- THE CLASS ADVISOR OR TEACHER REPRESENTING EACH CLASS MUST BE THE 1st TO GO!
- If a participant fails any activity they will be asked to repeat the activity

(34) CROSSWORD PUZZLE: ACADEMIC

- 3 students per class.
- If a class has fewer than the required number of participants they may participate but must have at least two members. If they have less than two members, they cannot participate and will receive zero points in the event.
- The students must complete the crossword puzzle to the best of his/her ability in the 45-minute time period.
- Puzzle solving is NOT collaborative. Each student will be working on their own puzzle.
- Judging will be based on speed and accuracy of the best two entries per grade
- The first grade with **two** correctly completed puzzles, or best completed puzzles, after 45 minutes, will win. Tie-breaker will be the least time taken to complete the puzzle.
- NO outside materials may be used. (i.e. dictionary or any electronic devices).
- NO non-Olympic Committee spectators are allowed.

(35) CUPCAKE DECORATION WARS: ACADEMIC

- A team of 3 students per class. Each team should have one alternate in case someone is unable to compete.
- There is a mandatory meeting with Ms. Johnson for review of Rules and Evaluation Guidelines. Make sure participants are available for the meeting. Failure to have anyone attend will result in a **one point deduction**.

- If a class has fewer than the required number of participants, they may participate but will have **one point deducted** from their points earned for the event
- Contest time limit is 45 minutes. This will include the presentation to the judges.
- The participants will decorate cupcakes provided to them by the foods department. White icing and food coloring will be available to each class.
- The evaluation sheet will not be available to the participants during the event.
- It is expected that each class will be decorating their product with their class theme in mind. All decorations must be edible.
- Participants are encouraged to bring in their own decorations for their item but the decorations must all be edible and no more than \$20 should be spent on the decorations. (Bring in a receipt as proof)
- All cupcakes will be judged on creativity and appeal of the items as well as on clean up ability, etc.
- Each contestant can invite one guest to watch, but that guest cannot talk to him/her during the event
- It is encouraged that you interact with the judges, although you may not ask them any “how-to” questions.
- Do not interact with the other contestants during the event.
-

(36) DANCE DANCE REVOLUTION: ATHLETIC

- 2 students per class (1 girl, 1 boy).
- DDR Super Nova will be played – PS3 Console
- Play will be head to head in a bracket format with pairings as listed below.
 - Boys will play against boys and girls against girls.
- Initial Round: Each pair of students will dance to one song. The song, and its difficulty will be chosen by the lower grade participant in that match up.
- The losers of the first round will play in the second round for third and fourth place. The consolation round will dance to only one song chosen by who ever had the lower score in round 1.
- The winners of the first round will play in the second round for first and second place.
- In the first/second place match, the players will dance to two songs. The first song will be chosen by the lower grade student, the second song chosen by the higher grade student.
- The student with the higher combined total point value for the two songs will win.
- Four points will be awarded for first place, three for second... for the boys and girls separately. Boys and girls points will be added for the overall places in the event
- **INITIAL PAIRINGS WILL BE PLACED IN THE DDR FOLDER**

(37) DARTS WITH BALLOONS: FUN

- 2 students per class
- 3 throws per student
- The objective is to pop a balloon with a dart on a bulletin board set up by the judges.
- Participants will earn the point values specific to the different colored balloons popped.

(38) DECORATIONS: OPEN

- No roster. This is a class-wide event. Students may simply show up and participate
- Three-dimensional wall hangings are allowed.
- Decorations may be hung from the ceiling.
- **Banner must be ready by 3:30 PM the day before Olympics to be hung by custodians in the gym using the airlift**
- **Schedule permitting, decorations will be done on the afternoon before Olympics. A state basketball game could impact the timing of decoration of the gym.**
- **Decorations must be put together primarily on the afternoon/evening before Olympics, as there will be little time on Olympic morning to finish**
- No student names may be mentioned in the decorations.
- Banners and decorations must be school appropriate and must not be degrading to any group. Other rules as agreed to by Class Advisors and the Administration
- **Other classes can be referenced in the decorations of a particular class, but not in a violent or school-inappropriate manner.**
- **Damage imposed by any member of any class to another class's decorations will result in a 5 point deduction for those students' class.**
- **This event counts for double points (i.e. first place: $2(5) = 10$ pts; second place: $2(4) = 8$ pts; third place: $2(3) = 6$ pts; fourth place: $2(2) = 4$ pts)**
- This event will be judged by the school's art teachers and artistically inclined teachers..
- The contest will be judged when the student body is in the bleachers and therefore the overall appearance, including the wearing of class shirts and class colors will be factored in by the judges.
- The decorations will be judged on:
 - *Originality and creativity (designs or logos may be inspired by, but not be taken from copyrighted work)*
 - *Detail (how much work went into the piece)*
 - *Compositional elements (how the art elements all come together)*
 - *Workmanship (neatness)*

(39-42) DODGEBALL (A, B, C & D): ATHLETIC

- 20 students total per class, (at least 8 girls). 5 per class (at least two girls) for each section.
- If a class has fewer than the required number of participants, they may participate with a smaller team.
- This event will have 4 separate portions (A, B, C & D), each done according to the standard two-stage Olympics bracket format. Each section will have a first through fourth places. First place = 4 pts, Second = 3 pts, Third = 2 pts, Fourth = 1 pt, No Show = 0 pts. The sum of the points for each team (grade) will be used to determine the final event places for AB and CD.
- Dodgeball will have 2 spots on the Olympic Scoreboard.
- The court shall be divided into 2 equal portions by a center line and attack lines.
- Foam balls will be used.
- The object of the game is to eliminate all opposing players by getting them OUT. This may be done by 1) hitting an opposing player with a live thrown ball below the shoulders, 2) catching a LIVE ball thrown by your opponent before it touches the ground.

- Definition of “live”: a ball that has been thrown and has not touched anything, including the floor, another ball, another player, an official, or other item outside the playing field such as the wall or ceiling
- During play, all players must remain within the boundary lines, except to retrieve stray balls.
- Games begin by placing dodgeballs along the centerline (3 for one team, 3 for the other).
- Players take position behind the end line.
- Following a signal by the official, the teams may approach the center line to retrieve the balls.
- Teams may only retrieve their three balls.
- Once a ball is retrieved, it must be taken behind the attack line before it can be thrown.
- The first team to eliminate all opposing players will be the winner.
- In order to reduce stalling, a violation, loss of points, will be called if a team in the lead controls all 6 balls on the side of their court for more than 5 seconds.
- Any action deemed unsafe by a player shall lead to removal from the game.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(43) DRAWING: PRE-EVENT

- 2 students per grade
- Participants will draw an illustration (details will be given on that day).
- The materials will be supplied.
- Both entries per grade will be judged on artistic merit.
- The sum of the scores of the two students will be the final score for that team.
- 100–minute time limit.

(44) EGYPTIAN RAT SCREW: FUN

- 3 students per class. Three games run simultaneously.
- Only 4 people play at a time per game, one per each grade.
- As many games will be run as time allows, with each win earning a point for that class in the overall event
- Game play requires a standard deck of fifty two cards per game
- The deck is dealt evenly to all players until there are no more cards.
- Players should hold their pile in one hand face-down without looking at their cards.
- Beginning with the player to the left of the dealer and continuing in a clockwise direction. Each player uses their thumb to flip out the top card of their pile, to prevent looking at the card before other players, into a discard pile in a central location on the playing surface (you may want to mark this location for accuracy)
- This goes on until someone plays either a face card (K, Q, J) or an Ace.
- When a face or ace is played, the next player has a certain number of chances to beat it with any other face or ace. The number of chances is as follows: A=4, K=3, Q=2, and J=1 (thus Jacks are the hardest cards to beat and the most valuable in the game).
- If the player does not beat the face or ace within the specified number of chances, the previous player who laid down the face or ace gets to take the entire discard pile. However, if the player

does beat the face or ace with any other face or ace, the next player must then try to beat their card. This process continues until the pile has been won by someone.

- Whenever you win the pile, it is then your turn to play.
- At the same time, at any point ever during game play, if two of the same card, whether they are number cards or face cards, are played consecutively, the first person to slap the discard pile gets to take all of the cards.
- If there is a sandwich (for example a 5, 7, 5 or any 3 cards that have the same first and last number) the first player to slap the discarded pile in the center claims the cards.
- If a player slaps the discarded pile, but there is no double or sandwich, the player who slapped the discarded pile must burn, or put a card at the bottom of the discarded pile.
- If more than two people are playing the game, and a player runs out of cards in the middle of a face or ace battle, the next player must continue the battle and play the remainder of the chances.
- Once a player lays a card down, it kills any opportunities to slap anything that may have been slap-able underneath. The too-fast player does not get the chance to pick back up their card to try to slap. Instead, play continues.
- Play continues in this manner until someone has all of the cards. The last player must play one final card if there is still a discard pile when their opponent runs out of cards.
- If a player runs out of cards, they are done for the round.

(45) FIFA SOCCER: FUN

- 2 students from each class. Students from each grade play as a team (unless participants agree that playing alone is preferred).
- Xbox 360 Console
- FIFA 2013
- 10 minute halves will be played if 2v2 is played, and as long as two consoles and games are available. If there is only one console, or if participants would rather play 1v1 with two consoles, then there will be 5 minute halves. In addition, if 1v1 is preferred, this event becomes a two section event, with both sections played according to the standard Olympics bracket. Standings from each section will be added to determine an overall winner.
- Before the start of each game each player has 2.5 minutes to set up
- Personal controllers may be used.
- Memory cards may not be used
- Single elimination, bracket play.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(46) FLOOR HOCKEY: PRE-EVENT

- 7 students per class.
- 6 players (5 players + 1 goalie) per team on the floor at one time.
- Games are 7 minutes long. Time stopped for injury or other major concerns only.
- If a class has fewer than the required number of participants they may participate but will play with a shortened squad.
- Students **MUST** use sticks supplied by the Olympics.

- No contact or high sticks (above the knee).
- Referee can penalize players for 1 minute or more.
- No touching the goalie
- Stick blade must be kept on the floor when running.
- A non-bounce hockey ball will be used.
- Games will be scored two points for a win, one for a tie.
- Round robin tournament.
- If a tie breaker is needed, a shoot-out or extra time will occur – the referee will decide

(47) FOREIGN LANGUAGE SCRABBLE (A, B, C): ACADEMIC

- 6 students per class (2 students for each language).
- French, Spanish and Italian languages will be used.
- A Division will play in French, B Division will play in Spanish, C Section will play in Italian
- If a class has fewer than the required number of participants for a language, they may participate but will have **one point deducted** from their points earned for the entire event.
- Use rules provided by Scrabble.
- Each language will play on its own board.
- Combined total points from each language will determine the results of the event.
- **May run for more than one block**

(48) FOUR CORNERS: PLAY

- 8 students per class
- Each player starts in one of the four labeled corners of the room, 1,2,3, etc
- You may not stay in the middle of the room if you are not the judge
- The judge is in the middle of the room. With their eyes closed they will count out loud to fifteen
- Each player will walk/run around the room to another corner.
- Once the fifteen seconds are over each player must remain in the corner they choose to stand in, if they are not in a corner by fifteen seconds, then they must go to the corner closest to them
- When everyone is in a corner the judge will randomly select a number between one and four
- All students in the corner selected are out
- The game will be repeated until there is one player left
 - If the final two players are from the same grade then they both win
- The grades continue to play until one grade gets five wins
 - The same player does not have to win all five rounds
- If two grades have the same amount of wins, then there will be a bonus round where only the teams that are tied will participate in

(49) FOUR SQUARE: ATHLETIC

- 4 students per class
- 4 people per game; 1 player from each grade per game
- If a team is short a player, the grade will lose the rounds where they can not fill their square.
- New game every 5 minutes - Players switch every 5 min
- Starting squares decided by drawing playing cards (king, ace, queen, and jack)

• king	• ace
• queen	• jack

- Player in ace box serves by bouncing the ball once in their box and then hitting it to any of the other boxes on its way back up.
- Ace has 2 chances to serve. If after 2 serves ace doesn't serve correctly they are out
- Ball must bounce inside the squares
- Players must allow the ball to bounce in their box once before hitting back.
- Line is considered in bounds
- If ball hits line in between boxes, a do-over can be done.
- If ball hits a player's square twice, they are out
- If a player hits the ball before the ball bounces once, they are out
- If ball hits a player's box then bounces out of bounds, they are out
- If a player catches/holds the ball during the game they are out.
- If a player is out, they move to jack position and the players rotate accordingly
- Only hands are allowed to hit the ball
- No pegging
- Ball can't go above shoulder height.
- Points are based on position a player is in at the end of the time limit of 5 minutes
- Any player that violates rules will receive a warning and then can be put out by the judge.
- End of 4 games of 5 minutes, each team member having played a round, the class with the most points wins first place.
- Ace= 3 points
- King =2 points
- Queen= 1 points
- Jack = 0 points

(50) FOUR WAY CAGEBALL: PLAY

- 20 students per class (10 girls and 10 boys).
- 20 color sashes will be distributed to the class advisor/officer to distribute to their participants.
- The game will consist of 15 minutes of running time.

Revised: December 4, 2019

- The object is to have the ball hit the floor on your opponent's court.
- Every time the ball hits the floor on a team's court, that team will receive a point. The team that has the LEAST number of points at the end of the game wins.
- Teams may not pull, touch, or hang on the nets.
- Any team member deliberately hanging on the net will be immediately removed from the competition.
- Any part of the body may be used except the FEET and the HEAD.
- The game area will consist of four perpendicular nets, which will form four rectangles.
- The ball must pass over the net into another team's court. If the ball passes under the net or around the net, the passing team will receive a point.
- If a ball passes over the net but lands on the floor out of bounds, untouched by an opposing team, the passing team will receive a point.
- A ball, which lands in the bleachers, can be played out of the bleachers, but must return to that team's players on the court before it is passed to another team or another team's bleacher.
- No student, other than the 18 wearing arm sashes, may stand on the floor. Bleacher players must stand in the bleachers. A warning will be given for the first violation of this rule. Second, and all other violations, will "earn" the violating team a point.
- Out of bounds, on the non-bleacher side, is the line extending from bleacher to bleacher, passing through the standard holding the net.
- If a point would have been earned because of the ball contacting a backboard, that point will not count and the game will be restarted.

(51) GAGA BALL: ATHLETIC

- 3 players per class
- The object of the game is to eliminate your opponents by pegging them with the ball
- Players start with one hand touching the wall, one player throws the ball up in the air and the game begins once the ball touches the ground
- Players can only hit the ball with one hand
- Picking up or holding the ball is prohibited
- Players cannot catch the ball
- Players can dribble the ball three times, only three times, before attacking someone or bouncing it off the wall
- Players cannot kick the ball
- If the ball touches a player anywhere below the knee they are eliminated.
- If the ball gets hit out of the pit, the last person to touch it is eliminated
- The last player standing is the winner
-

(52) GOLF PUTTING: ATHLETIC

- 2 students per class.

Revised: December 4, 2019

- If a class has fewer than the required number of participants they may participate but will have **one point deducted** from their points earned for the event
- Each person will have three putts. After each putt, a marker (sticker) will be put down.
- A target or "hole" will be placed approximately 20 feet from the designated "tee".
- Judges will tape measure the closest marker from the hole.
- Only the closest distance to the ball from each class will be counted.
- Judges must have a tape measure.
- The best record of the putt from each person will be measured and ranked from first to eighth place.
- The two scores from each class will be added together and the lowest score wins.

(53) GRAPHIC DESIGN LOGO COMPETITION: PRE-EVENT

- 2 students per class.
- If a class has fewer than the required number of participants they may participate but will have **one point deducted** from their points earned for the event.
- Event will take place in the computer graphics room.
- Project will be done on a graphics program of student's choice or project may be hand drawn.
- A personal laptop may be used, but the software must be approved by the judge.
- 45 minute time limit.
- Further instructions and requirements will be provided by the judge during the competition.

(54) GUESS THAT TOUCH: PLAY

- 2 students per class
- There will be four boxes (one box will be in each corner of the room). Each box will be labelled with a number.
- Each team will stand next to a box and be given a clipboard.
- Beginning simultaneously, each team will have 2 minutes to feel the inside of the box and write down as many objects as they can. They must write down what number box they are at, and list their guesses.
- After 2 minutes are up, teams will rotate to the next box. The team at box 1 will move to box 2, the team at box 2 will move to box 3, the team at box 3 will move to box 4, and the team at box 4 will move to box 1. At the next box, repeat the same procedure as the previous bullet (2 minutes to feel inside the box and write down their guesses).
- Rotate and repeat for the next two boxes.
- The judge will look over the teams lists and count the TOTAL number of objects that are correct. Objects only count if they are listed under the correct corresponding box. (For example, if there is a paper clip in box #1, but students list "paper clip" under box #2, they will not get a point.) The team with the most correct objects wins.

(55) GUESS THAT TUNE: PLAY

- 5 students per class
- Class may play with fewer students.
- 3 rounds, each round plays five songs
- Judges will play songs from website provided.
- For each song, the groups will have 15 seconds to write down the title and the artist of the song on the given paper. The groups will have 1 minute after each round to finalize answers. The paper will be collected at the end of each round.
 - The groups gain points according to the answers they put on the paper: 1 point for song's title and 1 point for song's artist
- The team with the highest amount of points after 3 rounds wins

(56) GUITAR HERO: FUN

- 2 students per class.
- PS3 console.
- Guitar Hero World Tour.
- Play will be head to head play, in a bracket format with pairings as listed below.
- Students from opposing grades will play one song against each other. (ex. Freshmen pick the Juniors song and vice versa)
- Sum of players' scores for each grade will determine the winner.
- Song is chosen alternately by participants one from each grade.
- Students may bring their own controller.
- **INITIAL PAIRINGS WILL BE POSTED IN THE EVENT FOLDER**

(57) HEADS UP!: PLAY

- 4 students per class.
- Pass: Flip up / Correct: Flip Down.
- Each grade will play the 3 Categories: Trending, Superstars, and animals gone wild.
- Tie breaker: Animals Gone Wild.
- Each grade will play one game at a time and rotate.
- The number of correct answers will be added up to determine the final score.
- Grade with most correct answers will win.
- **NOTE: Students who are participating should bring their own phones and download the app to play Heads Up.**

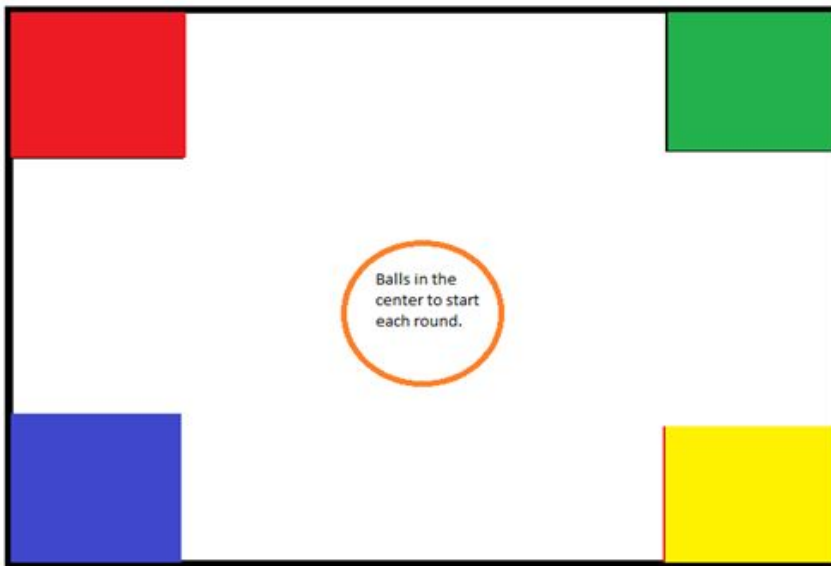
(58) HULA HOOP: ATHLETIC

- 6 students per class
- The competition will measure who can hoop the longest.
- Students will need to hoop in sets to account for the size of the room.
- Recommended process: 3 sets of 8 students (2 per class at a time)
- The number of seconds that each student in a particular class can successfully revolve one hoop around their bodies will be added together. Max time = 8 minutes per set..
- One judge will give tasks for hula hoopers to perform without losing their hoops.
- The other judges will keep track of the time at which each student drops out.
- Because this is run in sets, if there is only one person left in a set, he or she should continue to hoop in order to add time to the overall class time that will be used to calculate the places.
- Place will be determined by the addition of the hooping time accumulated by each of the 6 participants.

(59) HUNGRY HUMAN HIPPOS: FUN

- 4 students per grade
- 2 judges for timing and watching that “hippos” (students who are on the scooter) don’t use their arms or hands to collect “food” balls.
- Student who is on the scooter MUST wear a helmet.
- The student who is on the scooter must be pushed and pulled by someone on their team
- 4 rounds at 2 minutes each, or until all the balls have been cleared from the floor.
- Each pair will switch position/roles for the next round.
- No person can be a hippo twice until everyone in their team has done it once
- Divide group into teams; these will be done by grade level.
- Everyone will perform each role.
- The Hippo will lay on his or her stomach on the scooter, holding the small basket with the open side down. Both hands MUST remain in contact with the small basket at all times.
- On “GO”, the pushers/pullers will push the Hippo into the middle of the ring.
- The Hippo captures the colored “food” balls by putting the bucket down on top of the balls.
- The Hippos may ONLY USE BASKETS to trap/capture the “food” balls.
(There will be a judge watching that hippos don’t use arms or hands to collect balls.)*
- The pushers/pullers then pull the Hippos back, using the rope.
 - Pushers/pullers must stay in corner.*
 - Corners will be marked with tape
- Two people in each team collect all balls that are brought back to their designated corner and put them into the large basket. (Only the two collecting balls are allowed to do so.)*
- Olympic committee students push “food” balls back to the center while the game goes on, using hockey sticks or brooms.
 - The center of the gym will be marked with an “X” to help with where the balls should be.

- When the time is up and time judge yells “STOP”, time judge should make sure that people are not putting any more balls in the basket.*
- Ball collectors may NOT leave their designated area to collect balls.
- At the end of the round the balls will be counted by an Olympic Committee member and recorded.
 - The members will take the baskets of the balls to the center of the gym to count so they can dump them where we need them and the next round can get going.
- All 4 rounds will then be tallied to determine a winner.
- There is to be no intentional contact made by any player towards players or equipment from other teams. Example: Grabbing another team’s basket. Doing so will result in that team’s disqualification from that round.



- It will be up to the judges’ discretion whether contact between players was incidental/unavoidable or intentional.

(60-63) JENGA (A, B, C & D): FUN

- 8 students per class total (2 students per section)
- Players will operate as pairs
- If a class has fewer than the required number of participants, they may participate but **will receive zero points** for every section of the game they do not have both participants for.
- This event will have 4 separate sections, each done according to the standard two-stage Olympics bracket format. Each section will have a first through fourth place. First place = 4 pts, Second = 3 pts, Third = 2 pts, Fourth = 1 pt, No Show = 0 pts. The sum of the points for each team (grade) will be used to determine the final event places for one score on the Olympic Scoreboard.
- Players on the same team must alternate turns.
- Process of elimination will determine the winner.

- The pairings chart will determine the first game.
- To be played by standard Jenga rules.
- **Spectators are not allowed**
- **Note: this event may take more than an hour to complete**
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(64) JUMP ROPE: ATHLETIC

- 4 students per class
- There will be two sub-events: 1) who can execute the most jumps in a 1 minute time interval and 2) who can jump for the longest amount of time without tripping (3 minute limit)
- To determine the scores for each class:
- The number of jumps that each student in a particular class can successfully complete in the allotted time will be added together. The grade with the highest total will earn 4 points, the second highest will earn 3, the third highest will earn 2, and the lowest will earn 1.
- The number of seconds that each student in a particular class can successfully jump rope will be added together. The grade with the highest total will earn 4 points, the second highest will earn 3, the third highest will earn 2, and the lowest will earn 1.
- The above two points will be combined to determine first, second, third, and fourth place.

(65) JUST DANCE: PLAY

- 5 students per class
- **On top of this minimum requirement, as many students as possible are allowed to play within the allotted time span.**
- Nintendo Switch – Just Dance 2019 will be played
- 4 player game (one representative from each class at a time)
- Only individuals on the roster may win points for their respective grade.
- The first place in the game earns 4 points for their team, second gets 3 points, third gets 2 points, and fourth gets one point.
- Points from each of the 5 games will be added up to determine the overall winners.
- Once the official games with the rosters are finished, students at the event may play without points being rewarded.

(66) KANJAM: ATHLETIC

- 2 students per class (1 boy, 1 girl)
- Standard Olympic Tournament Bracket
- Coin flip to determine who goes first
- Team that goes second has “The Hammer” **important for Tie Breaker
- Play to 15 points, no deduction points will be used.
- You and a partner stand at opposite kans (which are placed **50 feet apart** in regulation play) and alternate throwing and deflecting the disc.
 - Each member of a team takes one turn throwing and one turn deflecting before passing the disc to the opposing team.
- One player throws the disc toward the kan and the other can redirect it.
- Essentially, you and a partner work together to get the disc to do one of three things: hit the kan, go inside of the kan through the top opening or, best of all, go through the kan’s slot opening for an Instant Win.
- Scoring:
 - **DINGER (1 point):** Your teammate deflects the disc to *hit* the kan.
 - **DEUCE (2 points):** The disc throw *hits* the kan, unassisted by a teammate.
 - **BUCKET (3 points):** Your teammate deflects the *throw into* the kan.
 - **INSTANT WIN:** The disc throw goes into the kan through the small slot opening in the front. Game over.
- TIE: When both teams score 15 pts in same number of rounds
 - Play overtime: Each team takes a turn -- The team with The Hammer goes second
 - Team A (person who goes first) Team B (team with Hammer)
 - Team A points > Team B Points TEAM A WINS
 - Team A points < Team B Points TEAM B WINS
 - Team A points = Team B Points TIE → Play again
 - Instant win automatically ends the game in overtime
- **INITIAL PAIRINGS WILL BE POSTED IN THE EVENT FOLDER**

(67) KARAOKE: PLAY

- Up to two students per class as the primary performer’s.
- Songs to be sung must be selected from the library of songs owned by the Olympic Committee. Each participant(s) must select two possible songs for their performance. The Committee will select one of these songs for the Olympic Day performance. The participant will learn which song they will sing while the preceding performance is taking place.
- If a participant(s) fails to submit their two possible songs by two days before Olympic Day, then the Olympic committee will choose a song.
- Participants will use a TV monitor and handheld microphone.
- Judges will grade, on a scale of 1-10, on each of three categories:

Revised: December 4, 2019

- *Accuracy of singing*
- *Quality of singing*
- *Overall entertainment value of the performance.*
- The participant's classmates may join the participant as backup singers.
- Order: Freshmen, Sophomores, Juniors, Seniors.

(68) KICKBALL: ATHLETIC

- 7 students per class.
- 3 outs per inning. Games will last 3 innings.
- The ball is foul only if it goes behind home base – all other hits are fair; 2 fouls is an out
- A caught fly ball is an out.
- If a ball hits an obstacle or the side walls, it is an out if caught on a fly.
- If a ball hits the ceiling, it is an automatic out.
- A ball hit above the padding on the back wall in the outfield will be an automatic homerun.
- You may throw and peg the runner with the ball from the waist down for an out.
- A game will end if a team is up by more than 5 runs at the end of an inning.
- Standard tournament bracket play.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(69) KNOCKOUT: ATHLETIC

- 8 students per class (4 boys and 4 girls)
- Note: Boys and girls will play on different baskets. Places from both genders will be combined to determine the overall winner.
- If a class has fewer number of participants than the required amount they may participate, but will be at a natural disadvantage.
- Students will create one line with alternating grades, 12-11-10-9-12-11-10-9-12 and so on.
- The line will start and all initial shots will be taken from the top of the circle.
- If a player misses their first shot, they will get their own rebound and shoot again from wherever they wish; no need to dribble.
- If a player makes a basket before the player in line behind them does, that player will get the rebound, quickly pass the ball to the next person in line, and proceed to the back of the line.
- If player 2, behind a player 1 in the line, makes their shot before the player 1 does, then player 1 is eliminated and must quickly get the ball to the next person in line.
- Whether eliminated or not, any player who does not quickly and accurately pass their ball to the next person in line, when required, may be eliminated from the event at the Judges' discretion.
- The first class to have all their participants eliminated will earn 4th place, the next class 3rd place and so on.
- During the course of play a participant may purposefully throw their ball at an opponent's, BUT in doing so both balls must be in the air. Touching an opponent's ball while the ball is in the opponent's hand is illegal, as is hitting an opponent's ball with your ball, while your ball is in your hands. Both actions will result in removal from the game.
- Players may not purposefully make contact with an opponent. Such contact will result in removal from the game.

(70) LACROSSE (INDOOR): PRE-EVENT

- 5 students per class, at least 2 girls.
- Each team will play each other twice and the best two teams who have recorded the best two amount of wins will play each other for the finals for the championship
 - If any of the teams tie in wins recorded and there are more than two teams in the finals each team with a draw in wins will play each other once more until there is a team with the highest number of wins recorded on one team and that team will become the champion
- Each Lacrosse game will be five minutes long, the clock will be stopped when a goal is made or when penalties are called
- The finals will be 10 minutes long
- Penalties include stick checking, body checking, trash talking, taunting, or any other act of poor sportsmanship
 - Two penalties will lead to an ejection of that player and a possible consideration of the team being disqualified from the finals based on the severity of the actions committed by the player
 - Any repeated aggressive checking or any flagrant, overuse and overwhelming force, will disqualify a team from the finals
- Players may lift an opponent's stick in order to make the ball fall from the opposing opponent's stick and gain possession of the ball
- Players must complete two passes (the ball cannot touch the ground) before shooting the ball
 - if the ball touches the ground it may be recovered unless the opposing team gains control of the ball; however, when the ball does touch the ground the pass count is reset and the team must have two passes again in order to shoot
 - A player must be outside of the “crease” in order to shoot the ball, if the person is inside the “crease” the shot will not count (the crease is a circular zone around the goal where the goalie is only permitted to be, if a goalie is not present in the goal zone or crease a defender may temporarily defend in the zone until the goalie returns)
- After each goal there will be a faceoff to start the game again after each goal, a face off is two players are kneeling on the ground and when the ref blows the whistle the players will try to gain possession of the ball by trapping the ball in the head of the lacrosse stick
- Lacrosse equipment and gear will be supplied, which include Tennis balls, 2 lacrosse goalie helmets, 2 goalie sticks, 2 lacrosse nets, Mini STX lacrosse youth sticks
 - Players may not use their own sticks

(71) LADDER BALL: PLAY

- 2 students per class
- Will be played outdoors in administrative courtyard if weather permits.
- One ladder
- 3 bolas (two balls connected by string)
- Toss line (5 paces from ladder)
- Ladder: bottom rung= 1 point, middle rung= 2 points, top rung= 3 points
- Game is played to (exactly) 30 points
- In order to win, a player must be the only one to score exactly 30 points after the completion of a round.
- **Gameplay**
- Each player from team 1 throws three bolas. Points are recorded.
- Each player from team 2 throws three bolas. Points are recorded.
- Winner of round (team that scored most points) is allowed to throw first in the subsequent round.
- Multiple rounds are played until an exact total of 30 points is reached. If a player goes over the exact point total (30), that player's points for that round do not count.
- **Rules: Tie**
- The tied teams will play as many overtime rounds as needed until one team ends a complete round with 2 points more than the other team (2 point head applies only to overtime rounds)
- **Rules: Bonus Points**
- Players can score an optional bonus of 1 point by hanging all 3 bolas from the same step or by hanging a bola on all 3 (1-2-3) steps in one round.
- Standard bracket single elimination tournament play
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(72) LIMBO: PLAY

- Minimum roster requirement: 2
- **On top of this minimum requirement, any number of students may participate**
- The first time through, each student will have his or her hand marked with a Sharpie.
- Once everyone who wants to participate has gone through once no new student may enter the line.
- A student may touch the bar. A failure is when bar falls from standards.
- A process of elimination will determine the winner.
- After one failure, a student is eliminated. After a student fails, their hand will be marked with a Sharpie a second time.
- When the group has been narrowed down to 12 finalists, the event will take a pause and move to finals in the Main Gym during the closing events.
- Finalists will be given a wristband to be eligible for the main gym final event.
- The classes eliminated 1st, 2nd, 3rd, and 4th will place 4th, 3rd, 2nd, and 1st respectively.
- If there is a tie, the two participants will play Rock Paper Scissors to determine the winner.

(73) LIP SYNC BATTLE: FUN

- Up to 6 students per class, but classes may perform with fewer than 6.
- Roster will be treated like a pre-event so group members can plan their performance.
- If no one shows up, their class will receive no points.
- Groups will create a performance for a specific song that has been approved by the committee
- One week before the day of Olympics:
 - Provide the Olympic Committee with the preferred recording of the song to be performed
 - The song must be less than five minutes
- Props are allowed but must be provided by the class.
- Costumes are allowed but must be supplied by the class.
- Olympic Committee will provide fake microphones, but groups may bring their own blinged or decorated fake microphones.
- Classmates that are not part of the group will not be able to join
- Judges will grade the performance on a scale of 1-5 (5 being the best) based on:
 - *Creativity*
 - *Enthusiasm*
 - *Synced lips*
 - *Synced movements*
- The group with the highest score will win.

(74) MADDEN: FUN

- 2 students from each class (will operate as a team, unless participants want otherwise)
- Xbox 360 Console
- Madden 2013
- 3 minute quarters will be played one-on-one. This event is a two section event, with both sections played according to the standard Olympics bracket. Switch to the other person on the team for second quarter. Standings from each section will be added to determine an overall winner. Play the game until the half time.
- Before the start of each game each player has 2 minutes to set up audibles or make substitutions.
- Level – Pro
- Injuries – Off
- Fatigue – Off
- Only real NFL teams can be used.
- Personal controllers may be used.
- Memory cards may not be used
- Single elimination, bracket play.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(75) MAKING THE COMMERCIAL (VIDEO): PRE-EVENT

- No roster. This is a class-wide event. Students may simply show up and participate as directed by the class leaders.
- Each class will create a video of two minutes or less that promotes class and school enthusiasm for the upcoming THS Olympics.
- There is no limit to the number of students involved in the video. You could put your whole class in the video if you want to! However, for editing and technical purposes, it is recommended that no more than 2 to 4 students be involved in the process- otherwise you may find yourselves wasting time arguing with each other.
- The videos will be run during Homeroom announcements the week of Olympics as planned by the TV crew and Mr. Moger.
- **A mandatory meeting will be held in the Library Media Center** for the participants (date will be advertised). At the meeting, the technical requirements and details will be reviewed by Mr. Moger.
- **If a class fails to send a representative to the meeting, two-points will be deducted from their score.**
- The scoring will be based on a set of criteria, which will be explained at the mandatory meeting.
- You may use your own equipment, or you may sign equipment from the THS media Center.
- It is not necessary to work on the video in school although the editing computers in the THS Media Center will be made available. **Please be mindful that it takes time to do this and be respectful of the Media Center staff.**
- **Videos should be submitted to Mr. Moger as HD quality QuickTime movies on a flash drive or SD card. Please do not submit Windows Media Player files.**
- All content must be school appropriate and tasteful in terms of references to other classes. Failure to be such, may eliminate that video from entry into the contest and that class may earn a ZERO for the event

(76) MARIO KART: PLAY

- 4 students per class.
- **On top of this minimum requirement, as many students as possible are allowed within the allotted time span.**
- 4 player game (one representative from each grade)
- The individuals on the official rosters play first.
- If a class representative is not present in the first 4 roster matches, that class will forfeit each round that they don't have a roster student present, but may play for fun. After the 4th match a player can repeat play for points.
- Only one player per grade for each round.
- Nintendo Switch Version
- Students should play all 4 rounds of play before changing their karts again. Students are not allowed to switch their cars in between every 4 games. Students should also be given a maximum of 2 minutes to choose their characters and make their karts.
- The student who has the highest leaderboard place on each individual round will earn a point for the student's grade.

- The overall winner of the four rounds do not count towards a point for their grade.
- Students can bring their own controllers.
- After the initial 4 games, if there is a representative from a grade that wants to play but has not played yet, then they are next to play for their grade.
- Original players can continue to represent their class if there are no new representatives.
- There can be as many rounds as can fit in the 45 minute block if students are present.
- Overall standings on the Olympic Scoreboard will be determined by the total amount of points each grade received respectively (highest = 1st etc.)

(77) MATH: ACADEMIC

- 4 students per class (2 girls and 2 boys).
- The problems will be of logic (knowledge of basic algebra is necessary).
- The questions will be provided and corrected by the Math department.
- The participants should bring their own calculator.

(78) MATH PUZZLE MEDLEY: ACADEMIC

- 3 students per class. Classes can compete with 2 members without penalty.
- If a class has less than 2 members show up, they cannot participate and will receive zero points for the event
- The puzzles that will be used are Kakuro (involves addition), KenKen (involves all 4 arithmetic operations), and Math Square (involves all 4 arithmetic operations).
- Will occur in stages (Kakuro followed by KenKen followed by Math Square).
- Each participant will attempt all three puzzles, one puzzle type at a time.
- No computers or calculators allowed.
- Students will be separated so that they cannot assist one another.
- First team to hand in two correct puzzles wins for that puzzle type, with other places determined appropriately.
- 15 minutes max per puzzle type.
- If no team has two complete puzzles at the end of the time period, places will be determined by how close the teams were to a complete and correct puzzle.

(79) MINUTE TO WIN IT RELAY: PLAY

- 4 students per class
- The order of the 8 games will be: Cookie Face, Penny Stack, Movin on Up, Marshmallow stacking, This Blows, Ponginator
- One person from each grade will play a game (each person will play two games)
- The first person to win a game earns 4 points for their team, second gets 3 points, third gets 2 points, fourth gets one point.
- Points from each of the 8 games will be added up to determine the overall winners.
- Rules will be provided to the judges in the event folder

(80 & 81) MONOPOLY (A & B): FUN

Note: this may take two blocks

- 4 students per class total. 2 students per game, each pair operating as a team.
- If a class has fewer than the required number of participants they may participate but will have **one point deducted** from their points earned for the event.
- Two separate games will be played
- Places will be determined by the order in which the players leave the game.
- The game is not to exceed 75 minutes; if after 75 minutes the game is still in progress, the winner will be determined by the value of the assets held at that point after the last person's turn.
- Each section (A & B) will have a first through fourth place. First place = 4 pts, Second = 3 pts, Third = 2 pts, Fourth = 1 pt, No Show = 0 pts. The sum of the points for each team (grade) will be used to determine the final event places
- This will occupy one place on the Olympic Scoreboard.

(82) MUSICAL CHAIRS: PLAY

- 6 students per class (2 boys and 2 girls).
- Students walk **clockwise** around the chairs until the music stops. When the music has stopped each participant will try to find an empty chair in which to sit, moving in a **clockwise** direction only.
- If a judge decides that a student is not moving during the music that student will be removed from the event when the music stops.
- If a judge decides that a student is pushing or shoving that student will be removed when the music stops.
- If a student is removed by a judge and if the person left standing is a non-offender that non-offender will be awarded the removed person's chair.
- **Judges will be strictly enforcing the above rules!**
- No jumping over chairs! No going backward!
- Process of elimination determines class winners.
- One line of chairs will be used.
- The classes eliminated 1st, 2nd, 3rd, and 4th will place 4th, 3rd, 2nd, and 1st respectively.

(83) NBA 2K: FUN

- 2 students per class.
- Students from each grade play as a team (unless participants agree that playing alone is preferred).
- Standard rules
- Quarters are 3 minutes each as long as two consoles and games are available. If there is only one console, or if participants would rather play 1v1 with two consoles, there still will be 3 minute quarters. In addition, if 1v1 is preferred, this event becomes a two section event, with both

sections played according to the standard Olympics bracket. Standings from each section will be added to determine an overall winner.

- NBA 2K14
- Xbox 360
- Students may bring their own controllers.
- Single elimination, bracket play.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(84) NINJA: PLAY

- 4 students per class
- Every player will stand in a circle alternating by grade (9,10,11,12, etc)
- Two students from the same grade cannot stand directly next to each other
- When the judge yells “Ninja” the game will start.
- The goal of the game is to eliminate other players by having your arm hit anywhere on their arm
- The oldest student will start the game and try to target someone to the direct left or right of them.
- The player has one chance to hit an opponent's arm and once they move, they must remain in that position until someone targets them or it is their turn again
- The person who is defending is also only allowed to move their arm once, and once they do they must remain in that position until it is their turn, or someone else targets them.
- After the initial move, players will make moves in clockwise order
- A turn can be quick or slow, no time constraint (reasonable)
 - Once it is your turn, you can attempt to eliminate your opponent right away, or you can wait for a second and see if you can outsmart them
 - If your arm is hit, you are not eliminated, because you have two arms. When one arm is eliminated, you may not use it to attack or defend
- Once your second arm is eliminated you are out of the game
- When someone is eliminated the circle begins to shrink until there are two people left.
- They will stand facing each other and try to hit the other players arm.
- The grade with the last person remaining wins, and so forth.
- If the last two players are from the same team they may choose to continue playing, but their grade has already won.

(85) ORIGAMI: OPEN

- No roster required. This is a class-wide event. Students may simply show up and participate.
- There will be tasks of varying difficulty that will be awarded different levels of points.
- Each class will have a different color paper based on their class color.
- A bin will be provided to place completed origami pieces organized by class.
- Olympic Committee will provide task and instructions and paper.

- The class with the most points will be the winner.

(86) PAPER AIRPLANE MAKING: FUN

- 2 students per class.
- Each participant will get three pieces of 8.5" x 11" computer paper to make their own plane(s) that they will fly in the competition.
- Each plane must be made with only one piece of paper. The paper may be ripped or torn. No paper clips or such can be attached to the plane.
- No folding or cutting instruments may be used.
- **Participants may NOT test fly their plane.**
- Each participant will make two consecutive flights. The flights may be made using the same or different plane made by the participant.
- The distance of the flight will be the final resting spot of the nose of the airplane. The greater distance of the two flights of each participant will be recorded.
- The class score will be the sum of each participant's best flight.
- The winner is the class with the greatest sum.

(87) PENNY WARS: OPEN

- No Roster
- Event will be run by the Impact Ambassadors
- All students may participate
- 4 jars will be set up during lunch for 3 days, with each jar corresponding to a respective grade
- Every penny, nickel, dime or quarter in each grade's jar counts as +1 point for the grade
- Every \$1 bill, \$5 bill, \$10 bill, and \$20 bill in each grade's jar counts as -1, -5, -10, and -20 points taken from the grade (each bill's face value = same number of points deducted)
 - Example: If 5 pennies are in the freshmen jar, and the juniors put a \$10 bill in the freshman jar, the freshmen will have a total score of $5(1 \text{ point}) - 10 = -5$ points.
- The grade with the greatest amount of points at the end of the 3 days wins 1st place, 2nd place = next highest amount, 3rd place = third highest amount, 4th place = fewest points
- No ties. Instead, we will count the number of quarters in the respective jars and the grade with more quarters will win the tiebreaker.

(88) PHOTOGRAPHY: ACADEMIC

- 2 students per class, working as a team.
- Student will take pictures with a digital camera during the opening activities on Olympic Day.
- Students will provide their own digital cameras and a means of getting the images off of the camera (e.g. a USB cable).
- After opening events, students will bring their cameras to Mr. Moger's room in the Library Media Center, where the images will be transferred from their camera to a school computer.
- Students will select up to 25 images to submit to create a slideshow, using the computers in Mr. Moger's room in the Library.
- All photos taken and the slide show will belong to the Olympic Committee after the event.
- The slideshow must be complete by 1:15 PM.
- **There will be a meeting for participants prior to Olympic Day**, to review the requirements and provide "press passes" that allow the students to be on the gym floor during the opening session. Date will be advertised by the Olympic Committee.

(89) PHOTO RECREATION:PLAY

- 6 students per class
- The game is split into 3 rounds, with 2 sections each.
- Each round starts with a certain amount of students (changes per round) who direct other students to stand in specific positions and poses to try and mimic a photo that only the students who direct the other students can see.
 - In the first round, three of the students will pose while 3 direct.
 - In the 2nd round, four of the student will pose while only 2 people direct.
 - In the last round, five of the students will pose while only 1 person directs.
- Not all classes get the same picture. Each class will get a random picture out of four.
- Each round has a time limit.
 - in the first round, the students have 4 minutes to finish each picture.
 - in the 2nd round, the students have 3 minutes to finish each picture.
 - in the last round, the students have 2 minutes to finish each picture.
- The students who direct can use **VERBAL COMMANDS ONLY** which means that they cannot:
 - Physically move the students
 - Show the students the picture
 - Act out how they are supposed to look
 - Tell them what picture it is or give them hints (in case they know of the picture)

- The students will be judged according to a rubric whose categories are pose, location, and expression.
 - Each category can be awarded 0-5 points to be given by the judge
 - Points will be added together at the end to determine place

(90 & 91) Pictionary (A&B) : FUN

- 6 students per class, (3 for each section).
- A class will receive **zero** points if they have fewer than the required number of participants.
- This event will have **2** separate sections, each done according to the standard two-stage Olympics bracket format. The sections will run simultaneously but in separate classrooms.
- Each section will have a first through fourth place that scores separately on the Olympic scoreboard.
- One player from the first team will draw a card from the box and will be given a 90-second period (starts immediately after card is drawn) to express the desired meaning to his/her teammates by drawing on the blackboard as many visual clues as possible without verbalizing and/or gesturing. NO letters or numbers can be used.
- If the sketcher's team guesses one word of the phrase, then the sketcher may write that word on the board.
- If the sketcher's team correctly guesses the phrase they will be awarded the number of seconds that took them to guess.
- If the sketcher's team fails to guess the phrase in the 90 second time period, 90 seconds will be added to their total time. The opposing team will then have the opportunity to make one guess within a 15 second time period. If the guess is wrong, no seconds will be awarded. If the guess by the opposing team is correct, the sketching team will have 30 seconds added to their total time.
- The two teams will alternate sketching until each participant has sketched.
- The team with the fewest points (lowest time) will be the winner.
- In the case of a tie there will be one additional sketch per team until the tie is broken.
- The winners of the first round will play each other for first place.
- The losers of the first round will play for third place.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(92) PIE EATING: PLAY

- 4 students per class (2 boys and 2 girls).
- Students will sit so that a table judge is viewing the progress of either a girl from each grade or a boy from each grade (order of seating: 9th boy, 10th boy, 11th boy, 12th boy, 9th girl, 10th girl...)
- A class will receive **zero** points if they have fewer than the required number of participants.
- When each participant finishes his/her pie, the judge will signal him or her to get up from the table and sit in the area behind the tables near their class sign. The pies will have whipped cream.
- Use of hands is NOT allowed.
- The crust of the pie does NOT have to be eaten.
- Any custard that is knocked out of the tin will be replaced by the judge, at his/her discretion, with extra custard.
- The winner is the first class with three participants sitting at their class sign.

(93) POETRY SLAM: ACADEMIC

- 1 student per class.
- Original poems only.
- Poems should be submitted to the Olympic committee at least one week in advance
- No longer than three minutes performing time (over three minutes results in point deductions)
- Judging is on a scale of 0-10 with decimals. 10 high. Typically three judges, scores averaged.
- No repeating a poem.
- School appropriate content only.
- **Participants must submit the poem they are going to be reading to the Olympic Committee at least two days in advance of the Olympic Day.**

(94) POP CULTURE KAHOOT: FUN

- 4 students per class; (2 teams of two students)
- Kahoot is a fast paced trivia game where players answer various questions, earning points depending on the speed and accuracy of the players' answers
- The Kahoot game will consist of 40 questions about pop culture (i.e. people, social media, memes etc.)
- Each team consisting of two players will use one mobile device to play the game.
- Final score will be the sum of total points of each team at the end of the game.

(95) PUSH-UPS: ATHLETIC

- 4 students per class
- Regulation push-ups will be when the chest of the student hits a foam softball and the body is straight.
- Each participant will do as many push-ups as possible in one minute, without stopping.
- The total number of regulation push-ups done per grade, of all four students included, will determine the winner.

(96) PUZZLE MAKING: FUN

- 4 students per class.
- If a class has fewer than the required number of participants they may participate.
- Each grade will assemble an identical 300 piece puzzle.
- Winner is determined by the order in which the teams assemble the puzzle.
- In case of time expiring, the order of finish will be the fewest number of pieces left.

(97) QUIZ BOWL: ACADEMIC

- 4 students per class.
- If a class has fewer than the required number of participants they may participate but will have **one point deducted** from their points earned for the event.

- The questions are from teachers in each department. They will range from trivia, geography, sports, music, theater and other academic subjects, as well as anything else they can think up.
- Pictures, musical excerpts, and other media may be used as questions.
- Two points will be given for a correct answer and one point will be subtracted for an incorrect answer for a regular question.
- ONLY 2 classes may attempt to answer a single question.
- For bonus questions, a correct answer will receive 3 points, but an incorrect answer WILL NOT result in a penalty.
- For bonus questions, only one class may attempt to answer a single question.
- Bidding on the final round question may only total up to and including 75% of the lowest team's point total when entering that round.
- **Note: this event will probably take two blocks**

(98) ROCK, PAPER, SCISSORS: OPEN

- No roster requirement – this is a class-wide event. Students may simply show up and participate
- As many students as possible within the time allotted may participate and earn points for their grade.
- Students begin by forming two lines: one with freshmen and juniors, the other with sophomores and seniors.
- The judge will ask the first person from each line to come up to play.
- The two students will play Rock, Paper, Scissors (**best three out of five**)
 - Rock beats scissors
 - Scissors beats paper
 - Paper beats rock
- Students will say, “Rock, Paper, Scissors, Says, Shoot,” and, on the “Shoot” throw their symbol. Students will alternate who says that sequence after each throw.
- The winner will earn a point for their class, and the judge will record that.
- The judge will call up the next two contenders.
- The winning team will be the one with the most points at the end of the allotted time.
- Judges will check off participants off class list; Once a student has played, they cannot play again.
- Students must arrive within the first 10 minutes of the event to participate.

(99) RUBIK’S CUBE: ACADEMIC

- 1 student per class.
- 3 Cubes will be used.
- When it is a participant’s turn to go, each of the other three participants will scramble one of the cubes. They have 5 minutes to scramble.
- The participant will then complete the three cubes.
- The participant who successfully completes the cubes in the shortest amount of time will be the winner.
- There is a 10 minute time limit for each participant.
- At the end of the 10 minutes the number of successful cubes will be recorded.
- Order: Freshmen, Sophomores, Juniors, Seniors

(100 & 101) SCENE IT (A&B) : FUN

- 8 students per class (4 per section)
- This event will have **2** separate sections, running simultaneously but in separate rooms.
- The A section will play Disney Scene It and the B section will play Harry Potter Scene It.
- Teams will follow the rules of the game to determine places within each section.
- Classes will all compete on the board at the same time. Order of finish will determine the score.
- Each section will have a first through fourth place on the Olympic Scoreboard.
- No cell phones may be consulted during the game.

(102) SCIENCE: ACADEMIC

- 2 students per class
- 25 Science questions covering basic Biology, Chemistry, and Physics.
- Students must bring a calculator -graphing or scientific. Calculators will not be provided.
- The Olympic Committee will provide scrap paper, pencils, a copy of the periodic table, a sheet of Chemistry formulas, and a sheet of Physics formulas.
- Places will be determined by the total combined score for each grade (highest points = first place, second highest = second place, etc.).

(103 & 104) SCRABBLE (A & B): ACADEMIC

- 4 students per class total. (2 students per class as a team for each game.)
- If a class has fewer than the required number of participants they may participate but will earn zero points for each section for which they do not have at least one player.
- **Note: this game may take two blocks of time.**
- Standard Scrabble Rules will be followed
- Students will NOT be allowed to use Scrabble Dictionary, nor will they be allowed to use any other books or reference materials.
- The dictionary will be on hand to settle disputes.
- There is a 3-minute time limit on moves.
- After 75-minutes the standings will be declared based on the total scores at that point.
- Since there are two games, there will be two sections, but will count only once on the Olympic Scoreboard.
- Each section will have a first through fourth place. First place = 4 pts, Second = 3 pts, Third = 2 pts, Fourth = 1 pt, No Show = 0 points. Add up the points for each team (grade) to determine the final places for one place on the Olympic Scoreboard.

(105) SIMON SAYS: PLAY

- 8 students per class.
- Winner will be determined by process of elimination.
- Traditional Simon Says rules as set by Simon.
- The classes eliminated 1st, 2nd, 3rd, and 4th will place 4th, 3rd, 2nd, and 1st respectively.

(106) SIT-UPS: ATHLETIC

- 4 students per class
- If a class has fewer than the required number of participants they may participate but will be at a disadvantage
- Starting position: knees bent and feet flat on the floor.
- Hands must be clasping shoulders at all times.
- For a sit-up to be counted the lower back must completely leave the ground on the way up AND the upper back must lay flat against the ground on the way down.
- Each student is timed for 1-minute and the number of proper sit-ups is counted.
- Students may not do sit ups for more than one minute
- The winner will be the class with the highest combined number of sit-ups of all participants.

(107) SOCCER: ATHLETIC

- 12 students per class (1 team of 6 boys and 1 team of 6 girls).
- The boy's team will play the first half and the girl's team will play the second half.
- Each half will be 4-minutes.
- The combined scores of both the girls and the boys' teams will determine the winner.
- If a class has fewer than the required number of participants they may participate but might need to play with a smaller team.
- The clock will be running throughout the game with the exception of time out for injuries.
- Ties will be broken by penalty kicks taken by 2 team members (1 boy and 1 girl).
- Further ties will be broken by another round of penalty kicks taken by 2 DIFFERENT team members (1 boy and 1 girl). If it is still tied after two rounds of kicks in the Consolation and Championship games a TIE will be declared. In the preliminary games continue with penalty kicks.
- The game is played 3 v 3 with a keeper for each team.
- Indoor Soccer Rules Apply.
- All free kicks are indirect.
- No offside.
- If players ask for ten feet to be enforced by the referee, then they must wait for a second whistle to proceed with the restart.
- Ball is live unless it strikes a spectator; ceiling, corners out of bounds.
- 10 yard restriction is ten feet.
- Keeper throw restricted to defensive half.
- No throw-ins: out of play - kick-in, keeper-throw, corner kick depending on situation
- Substitutions occur as game is in progress.
- Fouls:
 - Teams never play short.
 - Violent fouls – player may sit until allowed by referee to reenter (approx. 1 min); player may be removed from game(s).
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(108) SONG PING PONG: PLAY

- 10 students per class, **but a class may play with fewer students with no penalty.**
- The four groups, one from each class, stand in four sides of a classroom
- Singing will be in clockwise order
- A word or theme will be provided to the judges by the Olympic Committee
- After 1 minute 30 second of preparation time (time for the groups to talk within themselves on possible songs) one group (which will be decided randomly) will have to think of and start to sing a song with the chosen word anywhere in it within 30 seconds.
- The line containing the word must be sung, after which the challenge goes to the next group clockwise.
 - A song can only be used once per round, meaning that a song can be used for one word, and when those rounds end the song can be used again if it also has the new word.
- If a group can not sing an appropriate song within 30 seconds, the group is out **for this round**, and the turn goes clockwise to the next group.
- This continues until there is only one group left, and they will be granted a point.
 - After each “round” (every group sang once) the time is decreased by 5 seconds until it reaches 15 seconds at which point it stays for the rest of the game.
 - If all groups can’t sing a song in one “round” then all groups will return to the game at which point a new round will start
 - If there is only one group left and all other groups have not managed to find a word **in the same “round”** the group still has 30 seconds (or the appropriate time limit for that round) to find a song, and they will not have the point unless they can sing.
- At the beginning of the next round a new word is chosen and a different class starts first.
- The game continues until one group has reached 4 points, and they will be declared as winners.
 - The group with the 2nd most points are the 2nd place, and so on.
 - Teams can tie for a place. No tiebreaker needed.

(109) SPELLING BEE: ACADEMIC

- 3 students per class
- If a class has fewer than the required number of participants they may participate but will have **one point deducted** from their points earned for the event.
- When called to spell, the student must spell slowly and loudly.
- A misspelled word will eliminate the contestant from the event.
- A student may request for the teacher to use the word in context, but once only per word.
- When only 2 contestants remain and one contestant answers incorrectly, the winner must:
 - First correctly spell the word that the other contestant missed.
 - Then correctly spell another word.

- (if both contestants misspell the same word then the word will be discarded).
- The order of contestants will be Seniors, Juniors, Sophomores, Freshmen.
- The classes eliminated 1st, 2nd, 3rd, and 4th will place 4th, 3rd, 2nd, and 1st respectively.

(110) SPIKEBALL: ATHLETIC

- 4 students per class, (2 boys, 2 girls - 2 same sex teams)
- Ball – 12 inches
- Winner of rock, paper, scissors gets to pick a side or serve first.
- Opposing players line up across from each other
- Before the ball is served, any players not receiving the serve must be 6 feet from the net.
- The returner can stand at whatever distance they choose.
- Once the ball is served, players can move anywhere they want.
- Possession changes when the ball contacts the net.
- Each team has up to 3 hits per possession, but they do not need to use all 3 hits.
- No double hits by one person before the ball hits the net.
- If the ball hits the trampoline twice or touches the rim, that is a point to the opponent's team.
- You can use any part of your body.
- The team that did not score the previous point gets to serve next round.
- Team that reaches 21 points first wins.
- This event will have **2** separate sections (1 boys, 1 girls), each done according to the standard two-stage Olympics bracket format. Each section will have a first through fourth place. First place = 4 pts, Second = 3 pts, Third = 2 pts, Fourth = 1 pt, No Show = 0 pts. The sum of the points for each team (grade) will be used to determine the final event places for one spot on the Olympic Scoreboard.
- Standard bracket play.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(111) SPIT: PLAY

- 2 students per class
- This event will be tournament style, single elimination
- Both players will start out with half of a deck of cards, the object of the game is to have no cards in your pile.
- In order to play you must set up your cards in the normal “Spit” format, having five columns.
- The first column has one card facing up, the second has one card face down and one facing up, the next has two faced down cards and one facing up, all the way up to a column with four cards down and one card facing up.
- Your remaining cards should be placed on the side
- To start a round, each player flips the top card of their remaining cards
- When both players flip a card from their remaining cards pile the round begins
- Both flipped card should be in the middle of their two rows
- To play, you must place a card on top of the flipped card that is either one card higher or one card lower

- Ex: If it is a 3 of spades you can put down a 2 or 4 of any suit. If it is a queen, a jack or king can be placed
- The only cards that can be placed down are the cards facing upwards on your personal five columns, once you use one of the upright cards you may flip the card under it
 - If you have no cards under it, then you can move another face up card to the empty column and flip a card from the previous pile.
 - If you have flipped over all 5 cards in your row, and two or more of them are the same, you may put them together in one column, and flip over another card.
- Both players may play at the same time, there are no turns, meaning if you put down a 10 then you can put down a 9 then a 8 and another 9 right away. You may also place a card on either pile. It doesn't need to be on the card you flipped.
- You may not put down two cards that are of the same value, if you have two tens you must place either a Jack or a nine to use your second 10.
- If neither player can place a card on either of the piles ,both players flip a second card from their remaining cards
- Once someone's cards in all five columns are placed on the two in-play piles, they win that round and say, "Spit"
- Once this happens the winner slaps the pile they want (Usually the smaller pile) and you play a second round, repeating the same normal "Spit" format said earlier. Only the winner can select the pile they want, although they cannot pick up both piles to see which one is smaller.
- Using the cards from both your remaining pile and selected pile, you remake your five columns
- The game is repeated until one player doesn't have enough cards in their pile to complete all five columns used for game play.
- When this happens you only use one pile to flip cards and if the player with no remaining cards pile wins the round, then the game is over and they have won.
- Multiple Section Event Scoring will be used.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(112) STRAW ARCHITECTURE: ACADEMIC

- 4 students per class.
- If a class has fewer than the required number of participants, they may participate, but will have **one point deducted** from their total points earned for the event.
- Students will design and construct something (e.g. a bridge) out of hard plastic straws and connector pieces (all provided).
- The theme of the construction will be announced by the judge prior to the event.
- Constructions will be judged on
 - *Originality / creativity*
 - *Structural soundness*
 - *Practicality (i.e. could it be realistically duplicated with real materials?)*
 - *Degree of collaboration and good team-work*
 - *Maximization of the number of pieces provided*
- Teams will have 30 minutes to complete their construction.

- *This event is made possible by a grant from the Tenaflly Education Foundation.*

(113) “STRAWS & STICKS”: FUN

- 4 students per class: (2 for the M&M/straws section and 2 for the beans/chopsticks section)
- Teams may participate with fewer members, but will be at a disadvantage.
- This is a relay event involving moving tiny food items from one bowl to another.
- First section - M&M section: Each participant will receive a straw. There will be one bowl with M&Ms and one empty bowl for each team. 20 M&Ms will be placed in the starting bowl for each team. The object is to pick up M&Ms using the suction of straw and place them in the empty bowl. Two team-members working simultaneously.
- Once 20 M&Ms have been transferred to the empty bowl, the next section of players can begin for that team.
- Second section – Chopsticks & dried beans: Each participant will receive chopsticks. There will be one bowl with dried beans or peas and one empty bowl for each team. 20 beans will be placed in the starting bowl. Student picks up dried beans or peas with chopsticks and transfers them to an empty bowl. Two team-members working simultaneously.
- First team to complete both transfers wins.
- If an M&M or bean gets dropped during transfer, the judge will add another M&M or bean to the appropriate starting bowl.

(114) STRENUOUS OBSTACLE COURSE: ATHLETIC

- 8 students per class: 4 girls and 4 boys.
- A class will receive **zero** points if they have fewer than the required number of participants.
- The race will be conducted as a relay race.
- The event is a timed event, not a head to head competition.
- Each participant will
 1. Go over the mats.
 2. Run through the tires. (1 second will be added to the team’s time for every tire missed),
 3. Run under the hurdle,
 4. Run around the cone,
 5. Run past the finish line cones, at which time the next participant will start. (2 seconds will be added to the team’s time if a participant starts too early)
- Participants are needed to help set up and tear down the course.
- POINTS WILL BE DEDUCTED FOR FAILURE TO HELP SET-UP OR TAKE DOWN.

(115) SUDOKU: ACADEMIC

- 4 students per class
- Teams will not be penalized if only 3 students participate. If a team has less than 3 people, they cannot participate and will earn **zero** points for the event
- Students from each class will be separated, so that they cannot assist one another during this event.
- The student must complete the Sudoku to the best of their ability in the 45 minute time period.
- Judging will be based on speed and accuracy of the best two entries per grade.
- The tie-breaker will be the least amount of time taken to complete the puzzle.

- NO outside materials may be used. (i.e. calculators).
- NO non-Olympic Committee spectators are allowed.

(116) SUPER SMASH BROTHERS: PLAY

- 2 students per class
- **On top of this minimum requirement, as many students as possible are allowed within the allotted time span.**
- 4 player game (one representative from each class).
- The individuals on the official rosters play first.
- Each win counts as a point for that student's grade.
- After the initial game, if there is a representative from a grade that wants to play but has not played yet, then they are next to play for their grade.
- Super Smash Bros. Ultimate on the Nintendo Switch will be played.
- Students can bring their own controllers.
- Other rules will be agreed upon by all players and the judge.

(117 & 118) TABLE TENNIS (PING-PONG) (A & B): PRE-EVENT

- 12 students per class total (Section A requires 8 students, Section B requires 4):
 - 2 male singles players total (1 male singles player per section)
 - 2 female singles players total (1 female singles player per section)
 - 1 male doubles teams total (1 male doubles Section A only)
 - 1 female doubles teams total (1 female doubles team Section A)
 - 2 mixed doubles teams total (1 mixed doubles team per section)
- A class may participate with fewer than the 12 required number of participants. However they will receive zero points for the section(s) where participants are missing.
- Two sections will be run. Each section will have a first through fourth place. First place of each match = 4 pts, Second = 3 pts, Third = 2 pts, Fourth = 1 pt, No Show = 0 points. Add up the points for each team (grade) to determine the final places.
- A participant cannot participate in multiple categories (e.g. the male singles player cannot be part of the male doubles or mixed doubles teams).
- All games will be to 21 points, single elimination.
- Standard rules (UFTTA) will be used.
- Standard Bracket Play.
- Event winner will be the class that has the most total points in the five competitions for Division A and 3 competitions for Division B.
- A and B will be entered separately on the Olympic Scoreboard.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(119) THEATER IMPROV PRESENTATION: ACADEMIC

- 4 students per class
- A class may participate with fewer participants, but will receive 0 points in one of the evaluation categories (see below).

- The students will have 5 minutes to prepare an improvisational skit (details of the skit will be provided at the event).
- Students will be able to use any of the props provided.
- The skit will be 3 minutes long.
- Teams will be judged on the following criteria:
 - *Does the class utilize all 4 members? (10 pts)*
 - *Did the scene have a beginning, middle, and end? (10 pts)*
 - *Were the characters believable? (10 pts)*
 - *Is the scene original? (10 pts)*
 - *Diction and projection: Was each actor heard? (10 pts)*
 - *Teamwork: did the students effectively work together sharing the stage and creating a coherent piece? (10 points)*
 - *Respect: did all of the teams stay to listen to the other classes perform and were they a good supportive audience? (10 points)*

(120) THREE-LEGGED RACE: FUN

- 8 students per class.
- 2 ropes will be provided by the Olympic Committee.
- One rope must be positioned above the knee and one rope at the ankle.
- The starting position will be 2 couples at the finish line and 2 couples at the start line.
- The participants must have both bodies behind the start line.
- If the participant's rope falls down below or at the knee, they must stop and retie. They cannot hold the rope in position with their hands.
- If they fall, they must return to the spot where they fell and continue.
- Judges in each lane will enforce the rules.
- A class may participate with fewer than the required number of participants. All such classes will receive last place.

(121) TRIVIA SCAVENGER HUNT: FUN

- 4 students per class.
- If a class has fewer than the required number of participants they may participate but will have **one point deducted** from their total points earned for the event.
- Questions relating to facts about the school will be asked.
- The teams **MAY NOT** leave school grounds.
- Any class found assisting another class will be disqualified and receive 0 points.
- The winner will be determined by the most correct answers found in 45 minutes.
- In the event of a tie, the winner will be chosen based on the least amount of time used.

(122) T-SHIRT DESIGN: OPEN

- This is not a roster event.
- Judging quota (Each category: 5 point total; whole: 20 points):
 - *How closely it relates to class theme*

- *Originality/ Creativity (example of low score: using clip art)*
- *Quality of artwork (actual effort is made in designing)*
- *Price efficiency (Price limit: \$25 per shirt)*

(123) TUG OF WAR: OPEN (WITH WEIGH-INS)

- 2 teams. (1 team of boys and 1 team of girls. **The girls' team has a maximum weight of 1500 pounds. The boys' team has a maximum weight of 1750 pounds.**)
- Gloves are permitted.
- Bare feet are not allowed.
- Stickum-type spray is not allowed on soles of sneakers.
- The anchor may place the loop around his/her shoulder. No wrapping of the rope around body parts.
- Teams must wear the identifier provided by the Olympic Committee.
- Any student tugging that is not on the official roster or wearing the identifier will cause an automatic disqualification for that pull.
- **There will be no substitutions in this event on the morning of Olympics.**
- **Substitutions may be made the day before the event, only if the substitute has already been weighed by the deadline as set and advertised by the Olympic Committee.**
- **Students will have to be weighed in by the nurse.** Dates and times will be advertised by the Olympic Committee to ensure that students who want to weigh in will be able to.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(124 & 125) TWISTER (A & B): FUN

- 4 students per class total. (2 boys and 2 girls)
- If a class has fewer than the required number of participants, they may participate but **will receive zero points** for every section of the game they do not have the required number of participants.
- This event will have **2** separate sections, each done according to the standard two-stage Olympics bracket format. Each section will have a first through fourth place. First place = 4 pts, Second = 3 pts, Third = 2 pts, Fourth = 1 pt, No Show = 0 pts. The sum of the points for each team (grade) will be used to determine the final event places for one spot on the Olympic Scoreboard.
- Boys and girls play on separate Twister boards.
- Official rules apply.
- Two teams line up on the four circles on the TWISTER end of the sheet.
- The referee will call a spin and all four players will take positions.
- Partners may occupy the same circle with one limb.
- If one player from either team falls and touches the floor, the game is over, and the other team wins.
- The winning teams will play for first and second place.
- The losing teams will play for third and fourth places.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(126) TWO TRUTHS AND A LIE (TEACHER EDITION): PLAY

- 4 students per grade
- For each round, 1 student from each grade is allowed to participate. Students must take turns.
- A video is shown of a teacher saying two truths and a lie to the students.
- Each student will write down what they believe is the lie on a piece of paper (A, B, or C)
- Students are given 10 seconds to write down what they believe is the lie (A, B, or C).
- Students are not allowed to receive help from judges or their peers.
 - Other players must remain quiet when their teammate is playing
 - Students who call out/whisper/share answers with their teammates or another grade will be either disqualified or lose points for their team at the judges discretion.
- The judges will check paper responses to see if what the student has written is correct.
- If a student exceeds the time limit or receives help then they are disqualified and no points are given.
- If the student is correct, points will be rewarded.
- If the student is incorrect, no points will be given.
- 10 rounds will take place, or the game will run until time runs out.
- Places will be determined by cumulative points.

(127) ULTIMATE FRISBEE: ATHLETIC

- 6 students per class. (3 boys and 3 girls).
- If a class has fewer than the required number of participants they may participate but will be at a natural disadvantage. The two teams will stand at opposite sides of the gym; one team throws off to the other team, with all players from both teams standing behind the designated end lines.
- A team must throw the Frisbee to other members of the team in order to move the Frisbee down the court.
- A player cannot run with the Frisbee. 3 steps will be allowed for a player to stop his/her momentum.
- Defenders must stand 3 feet from the player with the Frisbee.
- Defenders can knock down or intercept the Frisbee in mid-flight.
- If a Frisbee hit the ground the last participant who touched the frisbee will lose the frisbee. It will be given to the other team.
- No physical contact is allowed
- A score will be the result of a forward pass to a teammate across the end line.
- A girl must touch the Frisbee for a score to count.
- The Frisbee may be caught off of the walls, but not for a score in the end zone. If the Frisbee is caught off of the wall in the end zone, it must be passed out of the zone, and back in for a score.
- The winner is the team with the most scores at the end of the 8-minute game.

- Round Robin Tournament.
- The number of wins in the round robin tournament determine the overall place.
- In the event of a tie, the team with the greater margin of victory throughout the tournament will be the victor.

(128) UNO: FUN

- 6 students per class.
- A class may participate with fewer students, but will naturally be at a disadvantage because there are fewer games they can play in and potentially win points in.
- Six games run simultaneously.
- Four player games.
- One participant per grade in each game.
- A win counts as a point for that grade. As many games as time allows will be played.
- Standard rules.

(129) VOLLEYBALL: ATHLETIC

- 6 students per class (must be coed)
- If a class has fewer than the required number of participants they may participate with a smaller squad. The girls will compete against the girls and the boys against the boys.
- The first team to reach 15 (and lead by at least 2 points) OR the team that is leading after 8–minutes of play will be the winner.
- Players cannot touch or go over the net with any part of their body.
- The point total from the results of the first round determines second round pairings.
- The winner of each game will be the team with the greater combined scores of the girls and boys.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(130) WATER BOTTLE FLIPPING (STADIUM STYLE): PLAY

- 5 students per class
- 5 desks will be set up in front of each class in the main gym during opening games.
- There will be 1 water bottles on each of the 5 tables (one for each player)
- When the announcer says FLIP players will have one chance to flip their bottle.
- Only one flip per round is allowed
- If a player lands their bottle properly, they are still in. If they don't, they are eliminated
- This continues until only one class has remaining player(s).

(131) WHEEL OF FORTUNE: FUN

- 2 students per class, (1 boy, 1 girl)
- Three rounds
- A category will be assigned to each phrase or word being guessed, ie: animals

- At the start of each turn, the wheel is spun and one person from the team will guess a consonant (no vowels) or the entire word/phrase. If the consonant is included in the mystery word/phrase (guessed correctly), the team can guess another consonant or buy a vowel for \$250. If the consonant is not included in the mystery word/phrase, the team's turn is over (repeat until mystery word/phrase is revealed).
- Players will receive the spun dollar amount times the instances that letter appears on the board. For instance, if you spin \$300, guess "r" and the puzzle has three instances of "r," the player receives \$900.
- The wheel will have different sections assigned with various values.
 - Bankrupt
 - Lose a Turn
 - 1 Million
 - Wild Card-is used to call for another consonant while the wheel is still on the cash space a contestant landed on.
 - Free play - call a letter for free
- Overall score will be determined by cash amount earned at the end of the game.

(132) WII SPORTS - BOWLING: ATHLETIC

- 1 student per class.
- Standard rules.
- Students can bring their own controllers.
- Standard bracket play.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(133)WII SPORTS - BOXING: ATHLETIC

- 1 student per class.
- Standard rules.
- Students can bring their own controllers.
- Standard bracket play.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

(134) WII SPORTS – TENNIS: ATHLETIC

- 1 student per class.
- Standard rules.
- Students can bring their own controllers.
- Standard bracket play.
- **INITIAL PAIRINGS WILL BE POSTED IN EVENT FOLDER**

Example Scoresheet - Some Brackets will have different initial pairings (randomly selected each year)

Olympic Bracket Score Sheet

Event: _____

Seniors _____

Game 1

Sophomores _____

Game 4

Juniors _____

Game 2

Freshmen _____

Game 4 winner = 1st place

Game 4 loser = 2nd place

Loser of Game 1 _____

Game 3

Loser of Game 2 _____

Game 3 winner = 3rd place

Game 3 loser = 4th place

Final Event Standings

1st Place _____

2nd Place _____

3rd Place _____

4th Place _____

THS Olympics

Round Robin Score Sheet

Event: _____

Order of games: (Circle Winner)

Juniors v Seniors

Freshmen v Sophomores

Sophomores v Seniors

Juniors v Freshmen

Seniors v Freshmen

Sophomores v Juniors

of Wins (points)

Freshmen _____

Sophomores _____

Juniors _____

Seniors _____

Final Event Standings

1st _____

2nd _____

3rd _____

4th _____