

Interhouse Event Rules

The rules in this document are to support the participation of pupils in Interhouse events.
House Captains must fully understand the rules before discussing form classes.

Note that this is a set of rules of events that may run each year but is no guarantee that they will run every year.

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Inter house Bake Off Rules

There will be a pupil and a staff Bake off Competition, all the ingredients/equipment will be provided by HE.

- Up to 4 members from each house
- Pupils there must be at least 1 S1-3 and 1 Senior 4-6 in each team
- Staff – this does not have to be the form tutors or guidance teacher but they must know what house they are doing it for.
- There will be a winner chosen from each house and then they will be ranked in order 1-5 for house points
- Judges decision is final
- Everyone must ensure the classroom is tidy by 1 pm to leave

Starts are 12.25 – Judging 12.55

BASKETBALL

Interhouse basketball for S1, S2 and S3 will be a combined event (girls and boys taking part together).

Squads will be made up of roughly 8-10 players.

In S1/2 only five players will be on court at any one time. The split of girls/boys on court is entirely up to House Captains to decide, however each gender must be represented on court at all times. This could be a 4/1 split or a 3/2 split. If no split of genders then the team can only field 4 players.

In S3 only four players will be on court at any one time. The split of girls/boys on court is entirely up to House Captains to decide, however each gender must be represented on court at all times. This could be a 3/1 split or a 2/2 split. If no split of genders then the team can only field 3 players.

Interhouse Breakout Game Rules

- 1 team per house
- Max of 5 members in each team
- Must be at least one junior and one senior in each team
- No spectators allowed
- People who took part last year cannot take part again. I have a list!

Seated by 12.25

Start at 12.30

Ceilidh Competition

The Interhouse Ceilidh will be a group Ceilidh competition involving **ANY** 6 pupils from S1-6 from your house.

The groups will all dance to the same song while being judged by 5 members of staff. At the end of each dance, the staff members will allocate scores for set criteria. The dances can be group or paired dances and at least one dance will involve transitions.

This will then be repeated for a second dance.

The Ceilidh will include:

- Virginia Reel
- Dashing White Sergeant
- Military Two Step / Canadian Barn Dance (pairs)

****No instruction for the dances will be given by staff on the day. However, teams will be given 1 minute after the dance has been called to discuss the version they will dance****

If the judges cannot split the quality of two houses, they will be given a tied position and share the points available.

The house with the most points at the end of the 2 or 3 dances will receive 12 inter-house points, the second team will receive 10 points and so on.

* Failure to have at least 6 participants will result in your house not being able to participate in the event.

CRASH MAT REGATTA (now in final event)

All years - Teams will consist of 12 pupils. Your team must consist of:

S1 Boy

S1 Girl

S2 Boy

S2 Girl

S3 Boy

S3 Girl

S4 Boy

S4 Girl

S5 Boy

S5 Girl

S6 Boy

S6 Girl

The team can decide if they start with an S1 girl and S6 boy combination or S1 boy and S6 girl combination.

The pair will take turns to slide the crash mat from one end of the hall to the other (full crash mat inside the last badminton court = green light to pick up their crash mat). The team then carry their crash mat back to the starting position (without impeding any other teams progress). The whole team can help carry the crash mat back to the starting point if required.

The second pair sliding will be a combination of S2 and S5 and 3rd pairs will be S3 and S4 pupils. There will be a second team of opposite pairs that will repeat this process from S1 and S6 combinations onwards.

First team to complete two runs per pair each wins 12 points. Second, receive 10 points etc.

Any failure to follow rules or intentional interference with other teams will result in a 10 second penalty for that house.

Cross Country Running

All years - Participants will run round a designated course as quickly as possible to gain House points as shown.

Performance points

Pupils will run a designated route and runners placed from 1st – 10th place will be allocated running points i.e. 1st = 10, 2nd = 9, 3rd = 8 etc.. These will be allocated for the fastest runners. There will be a separate tally for pupils who identify as male and those who identify as female. Any pupil who identifies as neither can select which tally they wish to be included in - there will be separate staff to collate names. The points will be added together for each house and 10, 8, 6, 4, 2 points allocated to House determined by their final runner tally - 1st place = 10 points, 2nd place = 8 points etc.

Participation points

Each day the amount of runners will be recorded and these will be totalled at the end of the week. Points will be allocated for the greatest participation from each house as a percentage of the total number of pupils in the house. Points will be allocated as 10, 8, 6, 4, 2 in order of greatest percentage of participation to the lowest.

CYCLING

All years - Teams will consist of 6 pupils with one from each year group. There must be 3 boys and 3 girls in each team and each boy/girl must be from alternate years from S1 – S6 eg: S1 boy followed by and S2 girl etc. or S1 girl followed by a S2 boy. If a house cannot field a team of 6, they can take part with reduced numbers. Substitutions from another year or of the wrong sex will not be permitted. In addition pupils are not allowed to compete for the wrong house. If a house is short of a cyclist/s, the team continue to compete with the number of cyclists they have.

If for example a house does not have a S4 pupil, a member of PE staff will get on the bike and cycle slowly just to keep the pedals turning and the machine “on”. They all run on a dynamo system. This will ensure the machine doesn’t re-set and all distances to that point are not lost. No pedalling = no power !

Five static bicycles will be available and pupils will cycle for a period of time as shown – S1, S2 and S3 will cycle for 2 minutes and S4, S5 and S6 will cycle for 3 minutes.

A timer will be present to ensure pupils switch over at the right time. Pupils will cycle in order of their year group from S1 – S6. The total distance cycled by the team will be used to allocate the house points using normal scoring.

Dodgeball

S1 - S6 - Squads can have as many pupils as you wish. However very large squads may mean less actual court time for all. Teams on court for the actual games will have of 8 players.

However all teams must have a minimum of 3 males and 3 females on court, eg - five girls and three boys, five boys and three girls or possibly four and four.

Timed games of continual play.

You are out when:-

1. The ball hits you on the shoulder or below without bouncing
2. If an opposition player makes a catch from your throw

When you have been hit or caught out, the player goes to stand on a bench in the opposition half.

To get back into the game:-

1. You have to successfully catch a ball that has been thrown by a player in your own team, WHILST remaining on the bench.
2. Once a ball is caught, you must run over and touch your own team's bench to 'activate' you as a player again. *(This means if your whole team goes out before you touch the bench, even if you are on your way to do so, the game is over.)*

Referee's decision is final. The team with most players still in at the end of the time period will be the winning team OR a quick victory might happen in the first 40/50 secs for example. House points will be allocated in the usual manner.

Final Event

FOOTBALL

All years - Teams of 7 players and can be any combination of sexes.

A team can play with two players but not one. If a team cannot raise a team, they will receive 0 points. Games will last for 4 minutes and played on the astroturf pitches.

(Senior pupils will play 5v5 instead of 7v7)

Junior/Senior 'Have I Got News For You?'

All years - Teams will consist of three pupils, one student from each year group, S1 to S3 for Junior, S4 to S6 for senior for each house.

'Have I Got News For You?' is a television quiz show. Our quiz will give you the chance to show how much you know about current affairs, world issues and the things that have been happening across the world throughout the school year. There will be questions on everything from sport to science and health; politics and celebrity and pop culture.

Points will be allocated as follows:

- 10 points for the winning team
- 8 points for second position
- 6 points for third position
- 2 points for all other participating teams

JUNIOR/SENIOR BOARD GAMES

Board challenges will take place over the duration of two lunchtimes, one for junior and one for senior. For both junior and senior, SIX chosen pupils will represent their house in this event. Pupils may be from any year group within the range of the event. All games will have a time limit and the winners are assessed at the end of the time limit. At the end of the time limit, the winners will be decided by:

- Highest score in SCRABBLE
- Most cash/property value in MONOPOLY
- Most wedges/correct answers in TRIVIAL PURSUIT (Junior for Junior, Adult for Seniors)

(Scores will be combined between houses)

- 5 pupils playing Scrabble x 2
- 5 pupils playing Trivial Pursuit x 2
- 5 pupils playing Monopoly x 2

Points will be Awarded as per normal rules, 10 points for first place, 8 for second down to 2 points for 5th place

JUST A MINUTE

All years - Teams will consist of four pupils, one each from S1 to s3 and a House Captain for the Junior event and one from S4 to S6 and a House Captain for Senior Event.

The purpose is to speak for up to one minute on a subject without pausing or repeating oneself. Starting with the youngest team members, each will speak on a subject selected at random from a card on the table. That member will be given 10 seconds to gather their thoughts before starting. Participants should not be repeating oneself and should not go on a tangent and talk about something too far from the topic itself.

The length of time that they achieve will be recorded for their House. This will be repeated for the older group, ending with the House Captain. Two judges will be present and their decision is final. The topics will be prepared and selected at random by the player. They cannot be changed once drawn.

When all competitors have had their minute, the times will be totalled together and the placings of each House will be decided based on their total time. Maximum score will be 240 seconds. Normal house points will then be allocated.

SPELLING BEE

All years - Teams will consist of three pupils – one from each year group S1-3 for Junior and one each from S4-6 for senior.

Support - House Captains are allowed to support their house team. Each competitor is also allowed to invite an additional 2 guests (who must be from their house).

There will be six rounds, one for each year group. For the Junior Spelling Bee, this means we will have 3 rounds.

Each competitor will be asked to spell 2 words appropriate to their age group, with a final if needed. In total, then - each house will be asked to spell 6 words (2 for S1, 2 for S2 and 2 for S3).

The words will be picked from a selection of words for that round, at random.

The judge(s) will read out the words to the competitor.

Once spelling has started, it cannot be restarted.

The judge's decision on the spelling will be final.

One point will be awarded for each correct answer and at the end of the competition, points will be added together and the normal house points allocated.

If there is a draw at the end of the 6 rounds, house points will be divided between the relevant houses.

Paper Aeroplane Challenge

Each house will be invited to enter a Junior Team of 3 pupils and a Senior Team of 3 pupils. The 3 pupils can be from any year group within that cohort.

Teams will make and decorate a paper aeroplane using the resources supplied. The aeroplanes will then be launched and points will be awarded for

- Furthest distance flown
- Most Aesthetically Pleasing

Teams can arrive and create their aeroplanes from 12.15.

Launching will start at 12.35.

D&T Challenge

All years - This will take place in the Art Department and for each year group, the team will consist of 4 team members. There must be a mix of genders in each team.

For the S5/6 event, there must be 2 pupils from S5 and 2 from S6.

Art staff will set the challenges and clear criteria for success (and point allocation) will be issued at the beginning of each event. The team will work together to complete the task over a set period of time and at the end will be judged by Art staff. Normal house points will then be allocated.

Reading Challenge

Read a book. Tell Mrs Scott or your English Teacher about it. Gain a point.

Points will be added up at the end and houses will be assigned the usual 10/8/6/4/2 scores – there is a Finale Event booked on the Interhouse Calendar for Friday 7th March in the Library.

ROWING (now in final event)

Teams will consist of 6 pupils with one from each year group. There must be 3 boys and 3 girls in each team and each boy/girl must be from alternate years from S1 – S6 eg: S1 boy followed by and S2 girl etc. or S1 girl followed by a S2 boy. If a house cannot field a team of 6, they can take part with reduced numbers. Substitutions with another year or of the wrong sex will not be permitted. Four rowing machines will be available and pupils will row for a period of time as shown – S1, S2 and S3 will row for 2 minutes and S4, S5 and S6 will row for 3 minutes. A clock will be visible to all teams so they know when to change over. Rowers will row in order of their year group From S1 – S6. The total distance rowed by the team will be used to allocate the house points using normal scoring.

Senior Badminton

Interhouse badminton will be a doubles event from S4-6. Only four players will be on the court at any one time (2 x Doubles Matches).

These double pairings can be made up of any combination of genders.

One game will last 4 minutes and consist of two doubles matches side by side.

How to win a match: If a doubles pair win their match they will gain 1 point in that game. If your second doubles pair also wins their match, you will win that game 2-0, gaining 3 points in the competition.

A Draw: if each house wins one match each (1-1) then the game will end in a draw, with both teams receiving 2 points in the competition.

The house with the most points at the end of the round-robin tournament will receive 12 inter-house points, the second team will receive 10 points and so on.

Senior Volleyball

Interhouse Volleyball for S4-6 will be a combined event (girls and boys taking part together) in a 6v6 match.

*The minimum gender split for these matches is a 4/2. That could be 4 boys and 2 girls or 4 girls and two boys. A 3/3 split is also acceptable.

Matches will be timed games (4-5 mins) and the winning team will receive 3 points at the end.

A member of PE staff will referee each game to ensure rotations are used correctly.

SPELLING BEE

All years (Junior and Senior)

Teams will consist of three pupils – one from each year group S1 – S3; S4 - S6.

There will be three rounds, one for each year group.

Each competitor will be asked to spell 3 words appropriate to their age group from the spelling bee lists which will be issued after the October break via Year Group Google Classrooms and House Captains/Prefects.

The judge(s) will read out random words to the competitors.

Once spelling has started, it cannot be restarted. The judge's decision on the spelling will be final.

One point will be awarded for each correct answer and at the end of the competition, points added together and the normal house points allocated. If there is a draw at the end of the 6 rounds, house points will be divided between the relevant houses.

TUG-OF-WAR (now in final event)

All years - Teams will consist of 6 pupils with one from each year group. There must be 3 boys and 3 girls in each team and each boy/girl must be from alternate years from S1 – S6 eg: S1 boy followed by and S2 girl etc. or S1 girl followed by a S2 boy. If a house cannot field a team of 6, they can take part with reduced numbers. Substitutions with another year or of the wrong sex will not be permitted. No gloves are permitted to be worn and only trainers without studs can be worn. Each round will consist of the best of 3 pulls (or for a maximum of 2 minutes) and the winner is declared when the marker on the rope is pulled level with the flag (placed in the centre of both teams at the beginning of each bout).

A member of the PE staff will act as the judge for this event and their decision is final. Points will be allocated for each pull as shown:

3 pts for a win; 2 pts for a draw; 1 point for a loss ; 0 points for a no show

After the events the points will be added together and normal house points allocated for the event.

TUTOR TEAM CHALLENGE

All years - Each team will consist of four members from the relevant year group. There will be four rounds with all teams answering the questions. Scores will be gathered at the end of each round. House points will be awarded on the basis of most correct points gained. If there is a draw at the end of the 4 rounds of competition, there will be a tie- break question to decide the overall winner.

Teams must have a minimum of 3 team members to compete and the team must consist of all members from the heats. If a team has 2 or less team members, they will not be allowed to compete and be awarded 0 points.

Team members and the house captains attending all must be there by 12.30 pm for the quiz to start. There can only be 2 house captains in attendance, this can be different house captains each event but only 2 from each house.

Pi memorising Digits Competition

One S1 and one S2 pupil from each house will be selected in class and they will take part in the final event as a team.

Each pupil will take it in turns to memorise as many digits as possible and the number of digits they can memorise will be combined with their team mate.

The totals will be scored as following:

1st - 10 points

2nd - 8 points

3rd - 6 points

4th - 4 points

5th - 2 points

Taskmaster Rules

BGE - Teams of 5 are required from all houses. Pupils can be from any year group within BGE. For example one house may have 5 S1s in their team and another house may have 2 S3s, 2 S1s and an S2.

Teams will participate in a team task in the style of the TV show Taskmaster.

Tasks will not be revealed until they are about to begin.

The efforts of each group will be judged by the Taskmaster (Mr Matheson) and ranked from 5 to 1 with 5 being the winner. Points will then be doubled when converted to house points.

5: 10 points

4: 8 points

3: 6 points

2: 4 points

1: 2 points

S4 - Same rules as above but teams will be made up of only S4 pupils.

S5/6 - Same rules as above but teams will be made up of only S5/6 pupils.