

# **HAWAII BAPTIST ACADEMY**

**Middle & High School Spirit Week**

**2023 Handbook**

**Updated 1/6/23**

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## **Introduction**

HBA's Middle and High School Spirit Week is an annual school tradition hosted by the high school Student Council and the Spirit Week Committee. The event takes place in early January, culminating with the Homecoming basketball game on Friday evening and the awarding of the Mana Cup, which is given to the class who exhibits the most school spirit during that week.

The purpose of Spirit Week is to:

- encourage class unity and spirit;
- inspire creativity;
- instill school pride;
- and to have fun!

Spirit Week activities include the following:

- Daily dress up days with designated themes
- Daily assemblies with class competitions, including:
  - Tug-of-War
  - Table Surfing
  - Pepper Squad (Spirit Week theme skits) & Class Cheers
  - All-School Cheer

The following rules and guidelines are in place to ensure that we continue to uphold our school's values during this event. These rules and guidelines are reviewed annually and may be revised at any time by the school's administrators and/or the Student Council advisor.

## **Sportsmanship and Spirit Concerns**

Throughout Spirit Week, individual students should not engage in behavior that could reasonably be determined to be insulting to other individuals or classes, mean-spirited, or generally inappropriate (i.e. sexually suggestive or foul language). Should such instances occur, classes may have points deducted from an appropriate activity/event score. This especially applies to the mascot daily scores and to Pepper Squad, but can include the individual actions of students in a grade level. If such instances are reported to a class or student council member, the concern will be passed on to an administrative panel for consideration.

## Dress Up Day Guidelines

### How to Earn Points

- Classes earn points based on the percentage of students who dress up in support of the dress day theme.
- Students earn points for their class by wearing the following:
  - A top **and/or accessory** that is appropriate and adheres to the dress day theme (students may wear accessories in the classroom at the teacher's discretion)
- Students who choose not to participate must wear their complete uniform (top and bottom). Uniforms do not count for spirit points.

### Dress Code

- Students must adhere to the dress guidelines as listed on page 16 in the High School Student/Parent Handbook & Catalog. Any dress code violations should be reported to the vice principal, and spirit points will not be awarded to those individuals. Examples of violations include:
  - Wearing exposed or visible undergarments
  - Cleavage
  - Exposed tattoos
  - Pierced jewelry of any kind (nose, lip, tongue, eyebrow, cheek, neck) except for girls wearing no more than two pairs of conventionally worn earrings in the earlobe
  - Gauge earrings
  - Dyed hair
  - Cross-dressing
  - See-through or form-fitting clothing (including spandex and yoga tights/pants)
  - Holes or frayed clothing
  - Advertisements, pictures and/or logos with inappropriate and/or questionable language
- Shorts may only be worn in support of a dress day theme when they are designated in advance as appropriate. The length must be at least mid-thigh, similar to the length of the students' uniform shorts.
- Slippers may only be worn in support of a dress day theme when they are designated in advance as appropriate for a given day.
- Allowances for the Pepper Squad Dress Day will be decided by the class councils and the Student Council prior to Pepper Squad.

### Points Possible

- 1st - 10
- 2nd - 8
- 3rd - 6
- 4th - 4
- 5th - 2
- 6th - 1

Classes will receive full points for whatever position they place, regardless of a tie.

## **Class Mascots**

Class mascots should inspire their classmates to participate during the assembly. Each mascot should be fully dressed and ready-to-go at the start of the assembly (when the starting bell rings).

### **Mascot Costume Requirements**

- Costumes should be primarily handmade.
- All costumes should follow the school dress guidelines as listed on page 16 of the Parent/Student Handbook.

### **Mascot Guidelines**

- Class mascots are to treat one another with respect and not antagonize other mascots.
- There should be no more than three mascots per grade level.

### **Mascot Judging**

- Mascots will be judged and scored each day, with an overall ranking given at the end of the week.
- Judges will grade by the following criteria:
  - Quality of costume
  - Level of spirit and sportsmanship shown by the class
  - Show of good sportsmanship by the mascot

### **Points Possible**

- 1st - 60
- 2nd - 52
- 3rd - 44
- 4th - 36
- 5th - 28
- 6th - 20

In the event of a tie, the next place awarded will skip a place. (So if there is a tie for 2nd, the next place given will be 4th place.)

## **Class Banners**

Each class is required to create a banner which will be displayed in the gymnasium at each Spirit Week assembly. Banners must be completed before the first assembly on Monday. Classes are responsible for taking care of their banners throughout the year. Please keep them in a safe place.

### **Materials & Guidelines:**

- The banners should be reused each year. Any new banner materials will be issued by the Student Council ahead of time.
- Please do not use materials that could cause problems for keeping the gym clean. Do not use glitter.
- Be sure that anything you attach to the banner still allows for the banner to be folded or wrapped up.
- Banners may be displayed using poles/tubing, or hung to the wall of the gym using removable command hooks.
- Banners should be clearly visible throughout each assembly to allow the judges a better opportunity to see each banner. Banners may not block or cover any championship banners. Doing so will result in a penalty of -5 points.
- Students may not mount banner poles into the bleachers, or use ladders to hang their banners.
- Banners cannot be changed throughout the week.
- There is no requirement for Bible verses or that every banner has every student's name or picture on it somewhere.

### **Scoring**

Class banners will receive scores based on a ranking system. Judges will rank each banner 1 to 6, with #1 being the best. The rankings will be determined based on a combination of each judge's ranking.

Judges will rank the banners by the following criteria:

- Creativity
- Level of craftsmanship
- Reflection of the overall and class-specific themes

### **Points Possible**

- 1st - 60
- 2nd - 52
- 3rd - 44
- 4th - 36
- 5th - 28
- 6th - 20

## **Pepper Squad and Class Cheer**

The Pepper Squad is to be a creative representation of each grade's specific theme as it relates to the overall theme.

### **Guidelines:**

- A maximum of 7 minutes is allowed for each grade levels' skit and class cheer. Any classes who go beyond the allotted time will be penalized 10 points for every minute.
- Scripts for both the skit and cheer must be approved by a class advisor prior to production. The content should reflect the standards outlined in the HBA Parent/Student Handbook. Anything that may be questionable should be presented to the vice principal prior to recording. Questionable content may include:
  - Cross-dressing
  - Suggestive dancing
- The audio recordings of the skit must be emailed and/or shared via Google Drive with the Student Council Advisor by the Tuesday of Spirit Week. The file format should be an MP3.
- A minimum of 4 boys and 4 girls must perform in the Pepper Squad Skit.
- The class cheer should be performed in such a way that the judges can understand what is being said.

### **Scoring:**

Judges will score the routines based on the following criteria:

- Quality and appropriateness of the routine
- Entertainment Value
- Routine fits with the class's theme
- Originality
- Clarity, Creativity, and Appropriateness of Class Cheer Words
- Spirit Shown During Class Cheer

### **Points Possible:**

- 1st - 70
- 2nd - 60
- 3rd - 50
- 4th - 40
- 5th - 30
- 6th - 20



## **All-School Cheer**

Perhaps the most easily-overlooked competition is the All-School Cheer. It is the last chance that each class has a chance to show its spirit. But the cheer isn't just about class pride; it's also about school pride.

The All-School Cheer is written by the cheerleading squad or student council and will be distributed no later than the first day of Spirit Week.

During the assembly, judges will go from grade to grade. Judging will begin when the judges are ready. The judges will use the following criteria to award points:

- Clarity and volume
- Creativity
- Show of class and school spirit

### **Points Possible**

- 1st - 55
- 2nd - 48
- 3rd - 41
- 4th - 34
- 5th - 27
- 6th - 20

## **Additional Competitions: Tug-of-War, Table Surfing, Fundraisers, etc.**

### **Tug-of-War**

Classes will go head-to-head in a competition of tug-of-war. Winning teams get 5 points. A class can earn up to 10 points for the Tug-of-War. All participants must wear athletic shoes. No bare feet or slippers.

### **Table Surfing**



[Click here](#) to watch a video.

The object of this relay race is to move a table from one side of the gymnasium to the other, using students as “waves.” Each grade level must have 20 students participate as waves. They will lie down on the gym floor shoulder-to-shoulder on their back. Another student will “ride” the waves on the folding table, guided by two students on either side. Just before the table approaches each “wave,” the individual should roll away from the table so the table passes them on their backside. Once the table has completely passed over them, they must run down the wave line to help move the wave and table toward the finish line. The grade level with the fastest finishing time will be awarded first place.

Points Possible:

- 1st - 10

- 2nd - 8
- 3rd - 6
- 4th - 4
- 5th - 2
- 6th - 1

### **Glow-in-the-Dark Capture the Flag**

Objective: Collect as many footballs and flags from your opponents. Flags are 1 point, and footballs are 10 points.

Length of Match: 4 minutes

All grade levels will be on the gym floor at the same time, with one match for boys and another match for girls. Each grade level will start from their home base (hula hoop) with their football inside of the hoop. The team is not allowed to touch their football, or step inside their hula hoop. They can only defend their football by pulling their opponents' flags.

Players who successfully steal flags and footballs from their opponents must store them in their base (hula hoop). Other teams may steal their footballs and flags at any time while the match is still in play.

Once a player loses both of their flags, they are out of the game.

Players will be immediately disqualified for the following behaviors:

- Tackling
- Rough Housing
- Trash Talking

Points Possible:

- 1st - 10
- 2nd - 8
- 3rd - 6
- 4th - 4
- 5th - 2
- 6th - 1

### **Fundraisers**

The Student Council and NHS will choose one non-profit organization to support during Spirit Week. If a Class raises at least \$300, they will automatically earn 3 points. If the \$300 goal is met, additional points will be given based on the grade's ranking.

Additional points after reaching \$300 goal:

- 1st Place - 7 points
- 2nd Place - 6 points
- 3rd Place - 5 points
- 4th Place - 4 points
- 5th Place - 3 points
- 6th Place - 2 points

Rules:

- Cash only. Checks and/or credit cards will not be accepted.
- Teachers may participate, but advisors may not include their donations with their class.

## Appendix A: Rubrics

### ALL-SCHOOL CHEER RUBRIC

Please rate each class on how well they perform the all-school cheer. It's okay if they hold the words in their hands or use signs. Ratings are out of 10 points (with 10 being great).

Category	Ranking (Select 1)									
Clarity	1	2	3	4	5	6	7	8	9	10
Volume	1	2	3	4	5	6	7	8	9	10
Class Spirit	1	2	3	4	5	6	7	8	9	10
Overall Impression	1	2	3	4	5	6	7	8	9	10

Total: \_\_\_\_\_

### CLASS BANNER RUBRIC

Please rank each banner '1' to '6,' with '1' being the best banner. There is no requirement for Bible verses or that every banner has every student's name or picture on it somewhere.

Please look for the following:

- Is the banner creative?
- Does the banner reflect a high quality of craftsmanship and quality?
- Does the banner use the overall and class theme well?

Grade Level	Comments/Notes	Rank	Points Earned
7th Grade			
8th Grade			
9th Grade			
10th Grade			
11th Grade			
12th Grade			

## CLASS MASCOT RUBRIC

Please take some time during today's assembly to watch each classes' mascot(s) and score them accordingly. Scores will be totaled at the end of the week and points will be given based on placement. '5' is the highest score that you can give per category.

Grade Level: \_\_\_\_\_ Mascot: \_\_\_\_\_

Category	Ranking (select 1)				
Quality of Costume	1	2	3	4	5
Class Spirit/ Sportsmanship	1	2	3	4	5
Mascot Sportsmanship	1	2	3	4	5

Total: \_\_\_\_\_

## PEPPER SQUAD

Rank each routine 1 to 6, with 1 being the best overall Pepper Squad routine. This is a "gut level" ranking not necessarily connected to the points.

Grade Level: \_\_\_\_\_ Theme: \_\_\_\_\_

Category	Ranking (choose one for each category)									
Quality of work and appropriateness	1	2	3	4	5	6	7	8	9	10
Entertainment Value	1	2	3	4	5	6	7	8	9	10
Fits class theme	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Clarity, creativity, and appropriateness of cheer	1	2	3	4	5	6	7	8	9	10
Class shows spirit doing the cheer	1	2	3	4	5	6	7	8	9	10

Total Points: \_\_\_\_\_

Overall Placement (1 to 6): \_\_\_\_\_