

# **LS Jubilee Packet**

## **2012**

# Lower School Jubilee Schedule

## Friday, May 25

9:30	Report to SLC for Downer Ball
9:45	Downer Ball on soccer field
11:15	Lunch
1:30	Meet in SLC for Scholar Bowl
2:30	Go back to class

## Tuesday, May 29

8:45	Report to SLC for cheers
9:15-11:00	Downer Ball
11:15-12:00	Lunch
12:00	Report to SLC
12:10-2:45	Field Day Musical Chairs Tug O War Relays Glass Hill
2:45	Report to softball bleachers for announcements and clean-up
2:55	Return to classroom with teacher for dismissal

# EC/PreK/Kindergarten Schedule

**Friday, May 25th**

9:30		Report to football bleachers for cheers
9:40	EC PreK K	Tug-O-War Musical Chairs Relays
10:00	EC PreK K	Musical Chairs Relays Tug-O-War
10:20	EC PreK K	Relays Tug-O-War Musical Chairs
10:40	EC Prek & K	Glass Hill Snack
11:00	PreK & K EC	Glass Hill Snack

# **SCHOLAR BOWL RULES**

**Friday, May 25<sup>th</sup> SLC**

All members from each Jubilee team participate at one time.

Questions will be from all academic areas.

The highest total of correct answers wins.

# **CHEER COMPETITION**

**8:45 Tuesday, May 29<sup>th</sup> SLC**

Cheers will be judged first thing on Tuesday morning in the SLC.

All cheers must include every member of the team.

# Downer Ball Rules

There are no ties - play until there is a winner.

The game consists of 3 innings.

Bat around rules apply. (everyone gets to kick each inning)

The kicking order cannot change during the game.

The decision as to which team will kick first will be determined by a toss of a coin by the official.

## **RULES:**

You can have more than one runner on a base.

Runners may pass other runners.

Runs are scored when players pass through the cones, **they do not run to home plate**

## **Outs can be made as follows:**

When the ball is thrown to the downer and is caught by the downer, any runner who is not on base is out.

When a ball is caught in the air, the kicker is out and runners return to bases.

Three fouls behind the plate.

## **Defense:**

On defense, each team sets up by spreading out on the field. Each team picks one downer and a pitcher. The downer must stand near their square. When the fielders have fielded the ball, they immediately throw it to the downer. If the ball is caught and in possession by the downer in the downer square, all runners not on a base are out.

If your team has 11 players and the other team has 12, you may kick someone twice for your team. If the player that is missing is a second grader, another second grader must kick for the missing team member. If you do not have another second grader, you must substitute the next youngest player and they should be of the same sex and the approximate ability of the missing player.

If you have 11 players and the other team has 12 and you are not missing anyone, see how many players of each grade they have and supply your extra player from the grade that they have an extra of.

# Downer Ball Tournament

1. Red v Green  
Sapphire v Royal  
Carolina Blue v Lime  
Jade v Gold
2. Lime v Green  
Gold v Red  
Sapphire v Jade  
Royal v C. Blue
3. Jade v Red  
Sapphire v C. Blue  
Royal v Green  
Gold v Lime
4. Royal v Gold  
Jade v Lime  
Sapphire v Red  
C. Blue v Green
5. Royal v Jade  
Lime v Red  
Gold v C. Blue  
Sapphire v Green
6. Jade v Carolina Blue  
Gold v Green  
Royal v Red  
Sapphire v Lime
7. Sapphire v Gold  
Royal v Lime  
Jade v Green  
C. Blue v Red

# Field Day Events

## **Musical Chairs**

Usually the 4th graders from each team compete for a chair when the music stops. Two chairs are tubs of water. Chairs are removed each round until only tubs are left. In the case of three 4th graders, we will allow each team to have three members.

## **Tug-O-War**

This event will be held over the water pit. Each member takes grasp of the rope behind the ribbon and at the signal begins to pull. A team loses when its ribbon is pulled over the center of the pit. The last person in line may not wrap the rope around their body. If the teams are equal in number, no one has to drop-off before a pull. If one team has more people than the other, players from another team will be added that are the appropriate age group of the missing players.

## **Relays**

Sack race and three-legged race

## **Water Balloon Toss**

One large balloon for each team. The teams line up behind the boundary line. Each person in line throws to the catcher and goes back to the end of the line. The catcher, after having thrown to each person in line, waits for the other teams to finish. The catcher is then moved back and the tossing continues until the last balloon is busted.

## **Glass Hill**

Each team tries to get as many players up Glass Hill before the time limit expires. Two people may climb at a time. You may not grasp the plastic to help yourself up the hill. All shoes, glasses, watches, and jewelry must be taken off for this event. You may not get a running start and your hands and feet must be in contact with the plastic as you go up.