

MS/US Jubilee Packet
2010

MS/US Jubilee Schedule 1

Monday, May 17th through Wednesday, May 21st

XL 10:00-10:50 Volleyball

Egg Hunt

Thursday, May 20th (egg hunt)

8:30 Report to SLC for attendance

8:45-12:00 Softball

12:00-12:50 Lunch

1:00-3:15 Softball

Friday, May 21st (egg hunt)

8:30-9:15 Cheers

9:15-9:45 Volleyball Finals

9:45-10:30 Softball Finals

10:40-12:00 Scholar Bowl

12:00 Lunch (on your own)

12:30 Musical Chairs

1:00 Tug-O-War

1:45 Water Balloon Toss/relays

2:15 Glass Hill

3:00 Awards and clean up

MS/US Jubilee Schedule 2

(if soccer or baseball get to semifinals of playoffs)

Monday, May 17 through Wednesday, May 19

XL 10:00-10:50 Volleyball

Egg Hunt

Thursday, May 20th (egg hunt)

8:30 Report to SLC for attendance

8:45-12:00 Softball

12:00-12:50 Lunch

1:00-3:15 Softball

Friday, May 21st

Exam Review Day

Monday, May 24th (egg hunt)

8:30-9:15 Cheers

9:15-9:45 Volleyball Finals

9:45-10:30 Softball Finals

10:40-12:00 Scholar Bowl

12:00 Lunch (on your own)

12:30 Musical Chairs

1:00 Tug-O-War

1:45 Water Balloon Toss/relays

2:15 Glass Hill

3:00 Awards and clean up

EGG HUNT RULES

The egg will be hidden everyday during the week of Jubilee.

Rules:

The egg must be sought for and/or found:

Before school (before 8:20)

XL (after community time and before 2 block)

Lunch (12:20-12:50)

After school until 3:30

The egg hunt will not take place during any class time.

The egg will not be hidden in any building, near the ELC, deep in the woods, or in the parking lot.

You may not get help from any faculty or staff members on the clues.

When the egg is found, immediately take the egg to Mr. Stuart. You must turn in all answers to the clues to Mr. Stuart at that time!

SCHOLAR BOWL RULES

Four members from each Jubilee team can participate at one time.

Teams may substitute members at the end of each 10 question round.

Questions will be from all academic areas.

The highest total of correct answers wins.

Flag Contest

Flags should measure approximately 3ftx2ft.

They can be made out of any material. It should be sturdy enough to hold up for the week. In other words, don't use paper products or something that could rip easily. Old bed sheets or pillow cases work well!

You must supply your own flag pole.

Your design should be creative and original. You may use visuals or 3D objects on your flags. Make sure your flags are tastefully done. Any questionable language or graphics, and your flag will be immediately taken up and disqualified.

Flags will be judged along with your cheer.

Materials from the art room are off limits!!!

CHEER COMPETITION

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

All cheers must include every member of the team.

The cheer must be tasteful.

Make sure that your team sponsor clears the cheer before it goes on stage. If your sponsor is not there, you will not be able to perform on your cheer.

Volleyball Rules

One game is played to 25 points with a 2 point advantage. Rally scoring will be used.

There will be a 15 minute time limit on the games.

Eight players will play on the court at a time, with the eighth player rotating off the court and the next player in line rotating in.

The serving team is determined by a coin toss between captains. The winning team may choose to serve or pick which side to be on.

The ball is served from the back right corner of the court. The server must stay behind the end line while serving except for small 5th and 6th graders. This shall be determined by the official.

A point is scored on each volley, whether to the serving team or the receiving team, depending on who wins the point.

A team gaining the serve must rotate before beginning the serve.

Only one serve is allowed and it must land in-bounds. If it touches the net, it is a point for the other side.

FOULS: touch the net, reaching over or under the net and touch an opponent while the ball is in play, to step over the center line.

The penalty for a foul is the loss of the ball for the side serving and a point for the other side.

Holding or throwing the ball while it is in play is a foul. The play must be a distinct batting of the ball.

A player may not play the ball twice in succession.

A ball may be played a maximum of 3 times by anyone on the team before going over the net.

A ball touching the line is considered in-bounds.

The ball may be hit in any manner with the hand, but no other part of the body.

When two opponents hit the ball simultaneously out of bounds, the point is played over.

You may not be over the net to spike the ball, however, **you may block over the net**, but may not touch the net.

Volleyball Round Robin Tournament

To be played during XL on Monday, Tuesday, and Wednesday morning. We will finish on Friday morning with the finals.

1. Azalea v Tx Orange
Royal v Lt. Blue
Navy v Cardinal
Jade v Steel
Red v Orange
Sapphire v F. Green
Bye: GOLD
 2. Azalea v Royal
Tx Orange v Navy
Lt. Blue v Jade
Cardinal v Red
Steel v Sapphire
Orange v Gold
Bye: FOREST GREEN
 3. Royal v Navy
Azalea v Jade
Tx Orange v Red
Lt. Blue v Sapphire
Cardinal v Gold
Steel v F. Green
Bye: ORANGE
 4. Navy v Jade
Royal v Red
Azalea v Sapphire
Tx Orange v Gold
Lt. Blue v F. Green
Cardinal V Orange
Bye: STEEL
 5. Jade v Royal
Navy v Sapphire
Royal v Gold
Azalea v F. Green
Tx. Orange v Orange
Lt. Blue v Steel
Bye: CARDINAL
 6. Red v Sapphire
Jade v Gold
Navy v F. Green
Royal v Orange
Azalea v Steel
Tx. Orange v Cardinal
Bye: LT. BLUE
- F. Green v Gold
Steel v Orange
Cardinal v Lt. Blue

One game will be played to 25 points, you have to win by 2 points. *There will be a 15 minute time limit.* The winning team will receive one point. At the end of the tournament, the 2 teams with the most points will play for the championship.

Softball Rules

A toss of a coin will determine home and visitor.

Captains must submit a batting lineup card to the official.

We will play 3 innings.

We will have a 15 run rule after 2 innings.

All members of the team must bat and must play the field.

All defensive players must remain behind the pitcher until the ball is hit by the batter.

The batting team supplies their own pitcher.

If the ball hits the pitcher, play should continue. The pitcher must make a reasonable attempt to get out of the way of the ball or the fielder trying to make the play. The official will determine if a reasonable effort was made.

There are no balls or strikes.

Three outs retire the side.

Three foul balls and the batter is out.

The pitch must be underhanded and at a moderate speed. An arc of at least 3 feet but no more than 12 feet high.

NO CLEATS

Base stealing is not allowed.

You may not lead off the base. You may leave once the ball crosses home plate.

NO SLIDING. This is for safety reasons.

A bunt must travel past the bunt line in order to be a fair ball, otherwise it is a foul ball.

Runners may advance one base on an overthrow that is out of play.

The basepath is an imaginary line three feet to either side of the direct line between the bases. You may not run out of the basepath to avoid being tagged by a player. You may run out of the basepath as long as no play is being made on you.

A batter may overrun first base provided no attempt is made to proceed to second base. If you turn towards second, one would assume that you are going, so you may not be tagged out. This is up to the official's discretion.

A player is out in the following instances:

1. When a fielder catches the ball before it touches the ground
2. If the foul ball is caught behind the plate, if the ball is fouled off higher than the batter's head.
3. When the batted ball is thrown to the base before he arrives on a force out.
4. If he fails to tag up after a fly ball is caught.
5. Running out of the basepath to avoid being tagged.
6. If touched by the ball in the hand of a fielder while not in contact with a base. In the case of being tagged with the glove, the ball must be in the glove when the tag is being applied.
7. If hit by a batted ball while off the base in fair territory.
8. If you pass the runner ahead of you.

Softball Tournament

1. Sapphire v Gold
Red v F. Green
Jade v Orange
Royal v Cardinal
Azalea v Lt Blue
Navy v Steel
Bye: Tx Orange
 2. F. Green v Gold
Orange v Sapphire
Steel v Red
Cardinal v Jade
Lt. Blue v Navy
Tx Orange v Royal
Bye: Azalea
 3. Orange v F. Green
Steel v Gold
Cardinal v Sapphire
Lt. Blue v Red
Tx Orange v Jade
Azalea v Navy
Bye: Royal
 4. Steel v Orange
Cardinal v F. Green
Lt. Blue v Gold
Tx Orange v Sapphire
Azalea v Red
Royal v Jade
Bye: Navy
 5. Cardinal v Steel
Lt. Blue v Orange
Tx. Orange v F. Green
Azalea v Gold
Royal v Sapphire
Navy v Red
Bye: Jade
 6. Lt. Blue v Cardinal
Tx Orange v Steel
Azalea v Orange
Royal v F. Green
Navy v Gold
Jade v Sapphire
Bye: Red
- Tx Orange v Azalea
Royal v Navy
Red v Jade

Field Day Events

Musical Chairs

A boy and girl member 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 two captains that are boys, they are allowed to do the chairs. If we have three captains, all teams will put in three participants, etc....

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, the team with more players has to drop-off the appropriate amount and age group of the missing players.

Relays

Sack race and three-legged race. This event may or may not be used depending on time available.

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. All shoes, 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.

Team Clean-up Assignments

Teachers please supervise this activity.

F. Green/Red

Drain the bottom of the plastic (Glass Hill).
Pull the plastic up to the top of the hill.
Leave the stakes where they are.
Roll up the hoses and leave them behind the concession stand.

Sapphire/Tx. Orange

Clean up the area around the bleachers at the very end of Jubilee, after the awards. Also clean up the area around the concession stand at the top of the hill. Place all clothing in a pile and throw all trash away in trash cans.

Light Blue/Navy

Pick up all clothing, coolers, and trash around the bleachers and the tug-o-war pit and place them in a pile to be picked up by the trash truck.

Cardinal/OSHA Orange

Put up the barrels/chairs/hoses to Musical Chairs. Put barrels, chairs, and hoses by the corner lockerroom door.

Azalea/Royal

Put tables in the SLC back in order from the scholar bowl . Pick up all trash between the SLC and the gym.

Gold/Steel

Take long ropes and equipment from the relays and place by the utility room door (outside).
Clean up the football bleachers and the hill surrounding the area.

Cardinal/Jade

Remove all volleyball equipment off of the field after finishing on **Wednesday** afternoon.
Standards go to the edge of the road, nets, balls, stakes, yellow ropes are to be taken to the utility room outside doors.