

# SIDEXICK STORY

HAWAII  
BAPTIST  
ACADEMY  
SPIRIT  
WEEK 2019

It's almost that time again! We're sure that every class is hard at work on getting things ready for Spirit Week 2019! To make sure everyone is on the right track, we've included information here that will help you prepare for all of the fun that will happen from January 7-11. If you have any questions or concerns, check with one of the high school Student Council officers or Mr. Traughber.

Here's what to expect for each of the five days of Spirit Week:

	DRESS-UP DAY	ACTIVITY
MONDAY	SQUAD DAY*	TUG-OF-WAR
TUESDAY	TOURIST TUESDAY*	GAME TBD
WEDNESDAY	WORKOUT WEDNESDAY *	PLATFORM JAM
THURSDAY	PEPPER SQUAD DRESS-UP DAY*	PEPPER SQUAD and CLASS CHEER
FRIDAY	EAGLE DAY	ALL-SCHOOL CHEER

Squad Day: Must be 2 or more students in a "squad." Outfit must be clearly matched through all individuals or clearly shown characters from a group

Tourist Tuesday: Students should dress like tourists and are allowed to wear slippers

Workout Wednesday: See the list of appropriate dress below

Pepper Squad Dress-Up Day: to be determined by each class council

Eagle Day: Black, gold, or white

### Rules for Dress-Up Days:

Classes earn Spirit Points based on percentage when students dress up in the manner supportive of that day. If a student is wearing a uniform top, that student can only wear a uniform bottom and uniform jacket or sweater. Uniform tops never count for Spirit Points.

Friday is designated as a T-Shirt Day. Such a day is set aside to encourage class and school unity. On this day, students can wear long pants or a uniform bottom with the assigned top. Only the top counts for Spirit Points on these days. Students should wear covered shoes each day except for Tourist Tuesday.

The remaining days are considered Full-Dress Days (denoted with an \*). Full-Dress Days are intended to encourage creativity and effort. The following things are not allowed:

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|--------------------------|--|
| Unapproved shorts        | Tank-tops only                                   |
| Underwear on the Outside | See-through or form-fitting clothing             |
| Holes or frayed clothing | Showing skin off the shoulder                    |
| Hair coloring            | Showing midriff and cleavage                     |
| Cross-dressing           | Questionable advertisements, pictures or wording |
| Spaghetti straps         |  |

Shorts worn on these days must be mid-thigh, preferably HBA-like shorts, walking shorts, or Bermuda shorts. Slippers, knee-length basketball shorts, and knee-length board shorts are only allowed when they are designated in advance as appropriate for a given day.

Don't forget our other pre-existing rules, too:

- \* covered shoes must be worn (in addition to saying "no slippers");
- \* no earrings for boys or any other piercings for boys and girls;
- \* no exposed tattoos;
- \* no extreme hairstyles such as mohawks, extreme fohawks, shaved heads, or shaved heads with patterns;
- \* natural hair color or a shade off until the assembly;
- \* no exposed midriff or cleavage.

At least one accessory must be worn or "in hand" to receive credit for Spirit Points on Full-Dress Days. Students must also at least wear a top that is appropriate for the day to receive credit. Students may wear appropriate accessories in the classroom at teacher's discretion.

Pepper Squad Dress-Up Day Allowances will be decided between class councils and the Student Council prior to Pepper Squad Dress-Up Day.

Student dress deemed inappropriate will count against their grade level's daily percentage for Spirit Points.

**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 (ie sexually suggestive or foul language). Should such instances occur, classes may have points deducted from their 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.

**Rules for Class Mascots/Class Spirit:**

Class mascots should inspire their classmates to participate in each afternoon’s Spirit Assembly. As such, they should be present at each afternoon assembly from the ringing of the starting bell. Class mascots are to treat one another with respect. They are present in order to inspire, not antagonize. **MASCOTS SHOULD BE SIDEKICKS, NOT THE MAIN CHARACTER FROM THE CHOSEN STORY.**

Things to keep in mind:

- All mascot costumes should be handmade
- There should be no more than two mascots per grade
- 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

<b>Points Possible</b>	1 <sup>st</sup> - 60	2 <sup>nd</sup> - 52	3 <sup>rd</sup> - 44	4 <sup>th</sup> - 36	5 <sup>th</sup> - 28	6 <sup>th</sup> - 20
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**Rules for the 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 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. A secret panel made up of will use the following criteria to award points:

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

<b>Points Possible</b>	1 <sup>st</sup> - 55	2 <sup>nd</sup> - 48	3 <sup>rd</sup> - 41	4 <sup>th</sup> - 34	5 <sup>th</sup> - 27	6 <sup>th</sup> - 20
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For the Tug-of-War Activity, winning teams get 5 points. A class can earn up to 10 points for the Tug-of-War.

For any service project fundraisers, students can earn up to 5 Spirit Points beyond a 3-point base.

For Dress-Up Days and other assembly activities:

<b>Points Possible</b>	1 <sup>st</sup> - 10	2 <sup>nd</sup> - 8	3 <sup>rd</sup> - 6	4 <sup>th</sup> - 4	5 <sup>th</sup> - 2	6 <sup>th</sup> - 1
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Classes will receive full points for whatever position they place, regardless of a tie.

### **Rules for Class Banners:**

*Class banners must be present at each Spirit Assembly. Banners should be completed before the Monday assembly. Please reuse the banner given to your class last year.*

*Please be sure to use tubing or poles of some kind so that the banner can be visible throughout each assembly. This will allow the judges a better opportunity to see each banner. Student should not bang poles into the bleachers.*

*Class banners will receive scores based on a ranking system. Judges will rank each poster. Then rankings will be determined based on a combination of each judge's ranking.*

*NOTE: 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 cannot be changed throughout the week.*

*Judges will rank the banners by the following criteria:*

- Creativity
- Level of Craftmanship
- Reflection of the overall theme and class-specific theme

<b>Points Possible</b>	1 <sup>st</sup> - 60	2 <sup>nd</sup> - 52	3 <sup>rd</sup> - 44	4 <sup>th</sup> - 36	5 <sup>th</sup> - 28	6 <sup>th</sup> - 20
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*Classes are responsible for taking care of their banners throughout the year. Please keep them in a safe place.*

### **Rules for Pepper Squad and Class Cheer:**

*Pepper Squad is to be a creative representation of each grade's specific theme as it relates to the overall theme. The audio portion of each Pepper Squad presentation should be shared with Mr. Traugber no later than 7:30 am on Tuesday, January 8th. Hard copies only. Audio tracks will be played from CD player.*

*Some things to keep in mind:*

- A minimum of 4 boys and 4 girls must perform
- A maximum of 7 minutes is allowed for the entire routine **and** the class cheer, which must be performed in such a way that the judges can understand what is being said
- Classes are not required to use the full 7 minutes
- Routines and cheers **must** be approved by the grade level advisor in charge. Advisers should check for going overtime and for questionable dress and/or dancing
- Classes cannot use the same backstory of the villain that Disney has already come up with

*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

<b>Points Possible</b>	1 <sup>st</sup> - 70	2 <sup>nd</sup> - 60	3 <sup>rd</sup> - 50	4 <sup>th</sup> - 40	5 <sup>th</sup> - 30	6 <sup>th</sup> - 20
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