

CLASH OF THE CLASSES EXPLANATION

- Clash of the Classes is an event that involves all of the class councils.
- A class council is a group of students from each class that actively participates in class functions.
- Each class competes against each other in a series of relay type events.
- Some of the events are the same from year to year, but at least one new event is added each year.
- If an event doesn't "work" or go "well" it is discussed at the next meeting. It will either be removed from the event list or "tweaked" for next year.
- This is a fun event where the prize is bragging rights. Each class has a friendly rivalry with each other.
- Depending on the event the classes compete at the same time or by twos- for example, freshmen and sophomores, juniors and seniors.
- Each class has their own color and this is represented that night by the classes wearing t-shirts. The class gets their "color" their freshmen year and will have that color all four years.
- Members of Student Council help out on the night of the event, but if they are playing they are banned from helping that night no class can claim undue advantage.
- Any member can take part in the planning (even if he/she will be playing) and if they are "smart" they will bring this information back to the class.
- Any member can be on the committee so this is not unfair advantage.
- Various staff members act as judges for the event.
- The Student Council advisor stays out of the judging unless a ruling needs to be made.
- Points are earned for how the class places in the events- 4, 3, 2, 1. A tie means the team shares the score and a disqualification gets a zero.
- At the end of the night, the scores are tallied and the victor is announced.
- The night takes roughly a month to plan.

Clash of the Classes is looked forward to every year by the students and staff alike- it is a night to play, cheer each other on, and hopefully be the class to end up with BRAGGING RIGHTS!!!

CLASH OF THE CLASSES EVENTS

Test Your Knowledge

Entire Team

This will be a trivia contest with a list of 20 questions and the team will fill in the correct answers. The team with the most correct answers wins. This will last 3 minutes.

Tug of War

10 Girls

10 Boys

1. Teams line up along the rope alternating boys and girls.
2. The team who pulls the ribbon out of the circle first moves on to the finals.
3. The two remaining teams will be in the final competition. The two losing teams will compete for third place.

Through the Legs Race

10 Students per Team

Eight students will line up single file behind the starting line. Each puts his hand on the waist of the person in front of him/her and spreads his/her feet apart. You must line up close to each other with no excess space between you (elbows by your stomach area, not beyond). At the signal, the last person crawls through the legs of all the teammates. As soon as someone passes through your legs you can begin to crawl through. Each person will stand at the front of the line after making it through. Each person must go through the line till everyone makes it across the finish line. **The first team to finish and sit wins. Every member of the team must be past the finish line.** If the team has to be told more than once to “bunch up” all those students through the legs will have to crawl out and go to the back of the line and start again from wherever you are at that time.

Hula Hoop Race

8 Boys

8 Girls

Students will stand in a line side by side and hold hands. A hula hoop will start at the end of one row and pass the entire length without anyone letting go. Each person must pass through the hoop. When it reaches the end that person will run to the other end and start it again. It will pass through the entire length three times.

Jump, Jack, Jump

10 People

Students must go to the starting point and jump rope five times. Then, run to the next point and do five jumping jacks. Then, run to the next point and jump rope five more times. Then, go back to the jumping jack point and do five jumping jacks. Then go to the starting point and jump rope five times. The first team to have everyone finished and seated wins.

M&M Mania

4 Boys

4 Girls

There will be a bowl of M&M's and an empty bowl. Students will run to the bowls, get on their knees and using a straw "suck" up the M&M (they can't put their hands on the ground for support or to hold their straw- they must be behind their back) and maneuver over to the empty bowl on their knees and drop the M&M in the bowl. Then, run back and the next person will go. This will be a continuous M&M run for two minutes. There will be a cup of straws for each team. It is suggested that you have a non player hold the cup of straws and then possibly a player uses their straw more than once- when you are out of straws you are out of the game.

Catching the School Bus

8 Students

Four students will line up at each end of the gym. Each student must take off and untie their sneakers (students must be in sneakers or a tie shoe for this event). When the race begins, those students at one end will put on and tie their shoes, put on a shirt and put on a hat. Then they will run to the other end of the gym and take everything off including their shoes- they must be untied. As soon as they start taking off the “clothes” the person waiting to go next can start to get dressed. When they are dressed they run to the other end of the gym and the process starts again. After sitting the person who just went can put on and tie their shoes. The last person to go- after getting to the other end of the gym- will take everything off, but they do not have to take their shoes off. The first team undressed, with all their shoes on and tied, and seated wins.

Sneaker Toss

12 Students

Each team will select 12 students. The students will take off one sneaker and it will be placed in a pile in the center of the gym. The students will then line up. All four classes will do this event at the same time, but only one person from each team may go at a time. The student will run to the pile of sneakers, find and put on the correct sneaker (it must match the one on your foot), tie it (you must tie it just outside the circle of sneakers), be cleared by a judge, and run back and tag the next person in line. That person will then do the same and this will continue until everyone on the team has retrieved his/her sneaker. The first team that has everyone wearing both original sneakers, and seated, wins. The sneaker must be on all the way and tied before the student can go back to the line. If it is not, your sneaker will be tossed back into the pile and you will be sent to the back of the line and you must go again. Students may not throw sneakers out of the circle, hide someone else's or leave a teammate's in plain sight.

“Egg” Carry

6 Students

Each team will have 6 eggs. Students will balance 6 eggs on a “plate”. They must walk around cones and go from one end of the gym to the other. When they reach the last cone they turn around and go back the same way walking around the cones. If you drop your egg you must go back to the end you are closest to and start again. The student passes off the plate to the next person. The team that has had all players cross the finish line and seated in the shortest amount of time, wins.

Food Eating Contest

5 People

5 people from each team will take part in this event. Each person will have to eat one item of food completely. When that person is finished, the next person can go. You must be cleared by a judge. It does not matter what order you eat the food in, but each person can only eat one thing. Whichever team finishes the food in the fastest amount of time, wins. The bottle of water is there if you want it- it does not have to be consumed.

Envelope Trivia

5 People

There are five categories of trivia questions- grammar, math, history, science, and pop culture. The questions will be in labeled envelopes at one end of the gym. You must run up, choose an envelope, and answer the question. The person can't leave to run to the next person until the judge says the question is correct. After three tries, the person will be sent back and the next person can go. You will be allowed to go back and try to answer any unanswered questions. It does not matter what order you answer the questions in. The winner is the team with the most correct answers in the shortest amount of time. There is a time limit of 5 minutes.

Sportsmanship Award

The sportsmanship award will go to the class that demonstrates the most team effort and shows the most respect to the other classes and judges. Conduct during the events and spirit week itself will be taken into consideration. The decision of the judges is final. Also, a team may have points deducted from their final score for behavior during the events if unsportsmanship like behavior is excessive.

Advisors- Please be aware and tell your team members!

The students on the committee are concerned about cheating and fair play and are developing rules and consequences for cheating. One of those rules will be a return to the starting point and a 10 second penalty for any member of the team that cheats. They want to ensure that everyone has a good time and that all is fair. The members stated that they don't mind losing as much if they lost fairly. They will also be going over the rules with the judges prior to the night of Clash of the Classes.

PLEASE POST

CLASH OF THE CLASSES

COME OUT FOR THE ANNUAL
CLASH OF THE CLASSES!

THURSDAY APRIL 23RD
AT 6:00 PM IN THE GYM

COME OUT AND WATCH THE FUN!!!

**SEE WHICH CLASS
WILL WIN IT ALL!!!!**

CLASH OF THE CLASSES
FRIDAY APRIL 23rd, 6:00 PM

- Each team needs to consist of 20 students- you should try to have an even number of boys and girls. You can have more students if you wish but entire team events will consist of only 20 students. **(A class may have more than 20 students that want to take part and it is the class advisor's discretion to have more than 20 students on the team)**
- Students need to take part in more than one event- no tug-of-war ringers. Whole team events do not count.
- The cost to play is \$8.00 per student. This is to purchase the t-shirts that all players must wear. Any size shirt over XL is \$2.00 more. Please make sure that the students do not order shirts that will be too big or too small for them.
- Only Neptune students are eligible to be on the team. If they don't attend Neptune, but play a sport for Neptune, they can be on the team.
- Shirt sizes and money are due by **April 1st**.
- Money is due by **April 16th** .
- There will be a meeting on April 20th to go over and answer questions about the events. One representative, but no more than two, from each team must attend this meeting. Advisors are welcome to attend, but do not have to attend.

GOOD LUCK TO ALL TEAMS!

REMEMBER- GOOD SPORTSMANSHIP COUNTS!!

(LASH OF THE CLASSES)

The Student Council needs judges for Clash of the Classes. If you can help out please let me know. It is on Thursday, April 23RD from 6:00 – 9:00. I would need you to be there around 5:30 to go over the games with you. It is a fun night and the time goes quickly. Hope you can help out!

Catherine

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GRAMMAR

WHAT IS THE ADJECTIVE IN THIS SENTENCE?

MY FAVORITE AUNT JUST BOUGHT ME A CAR.

MATH

COMPLETE THE MATH PROBLEM.

WHAT IS 8 PLUS 2?

WHAT IS 37 MINUS 23?

ADD BOTH ANSWERS TOGETHER.

SUBTRACT 7.

WHAT IS THE FINAL NUMBER?

SCIENCE

**WHAT IS AN ANIMAL CALLED THAT ONLY EATS
VEGETABLES?**

HISTORY

**WHEN WAS THE DECLARATION OF INDEPENDENCE SIGNED?
(DATE AND/OR YEAR)**

POP CULTURE

**WHO INTERRUPTED TAYLOR SWIFT'S SPEECH AT THE MTV
VIDEO MUSIC AWARDS?**

ANSWERS

GRAMMAR

FAVORITE

MATH

10, 24, 34, 23

HISTORY

JULY 4, 1776

SCIENCE

HERBIVORE

POP CULTURE

KANYE WEST