

January 16, 2014

Dear Parents,

We would like to remind you that our Family Day will be on **Saturday**, **January 25, 2014**, at the SHS gym with the theme “Pinoy Familypics”. Registration begins at 730 am and the activity will start promptly at 8 am.

The four sections will be battling for prizes for their class in a series of Pinoy street games which involves the whole family. Each section will be divided into three (3) teams that will compete for their section in three (3) different games, namely: Pinoy Obstacle Relay, Touch Ball and Patintero. All teams will play in all the games in a round-robin point system.

Everyone is requested to come in sports attire (comfortable sport shirt, shorts or pants, rubber shoes) of the corresponding color per section:

**Molave** - Blue, **Ipil** - Red, **Yakal** - Yellow, **Narra** – Green

**Children are required to bring their slippers for the Pinoy Obstacle Relay**.

All games will be played with parents or adult members of the family. Game players must be in healthy condition. Prospective players with current medical condition (i.e. knee, foot and/or back problem, etc.) are advised not to play to avoid any injury or complicate any medical problems. Bring towels, extra change of clothes and lots of water.

The following is the program of activities for that day:

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| TIME | ACTIVITY |
| 730 AM | **Registration** |
| 800 AM | **Opening Ceremonies**   * **National Anthem** * **Opening Prayer** * **Welcome Remarks** * **Acknowledgement of participants/Cheer presentation** * **Overview of Program Flow and Objectives** * **Sportsmanship Pledge** |
| 845 AM | **Stretching Exercises/Preparation for games** |
| 900 AM  930 AM  1000 AM | **The Battles- Pinoy Familympics**\*   * Pinoy Obstacle Relay (In sequence - Luksong tinik, Luksong baka, Tumbang preso and Kadang-kadang) * Pinoy Touch ball * Pantintero   **Side games for Kids below 7 years** **old**   * For 1-3 years old - Sipa/kick ball * For 4-6 years old – Sungka, Piko, Hollen, Rubber band and Jackstone |
| 1030 AM | **Intermission Numbers**  **Awarding Ceremonies**  **Closing Remarks**  **Distribution of Family Kits** |
| 1130 AM-onwards | **Pamilya salo-salo / Lunch** |

*\*With 10 minutes interval rest between games*

The following are the mechanics for each game:

**PINOY OBSTACLE RELAY**

The Obstacle Relay Race are composed of 4 games: Luksong Tinik, Luksong Baka, Tumbang Preso and Kadang-kadang.

**Team Composition and Players**

There will be 30 kids from each team playing this course. Obstacles will be composed of parents from opposing team. A total of 6 parents will be the obstacles - (2) parents for Luksong Tinik Level 1, (2) parents for Luksong Tinik Level 2, (1) parent for Luksong Baka and (1) parent as post of Kadang-Kadang.

* 1. Ipil parents will play with Molave kids
  2. Molave parents will play with Narra kids
  3. Narra parents will play with Yakal kids
  4. Yakal parents will play with Ipil kids

**Goal and Point System**

1. The first team to complete all 5 stations will be awarded 20 speed points. 2nd team will be given 15 speed points, 3rd is awarded 10 points and the last team 5 points.
2. Each student who completes a station correctly will be given 2 points. A student who doesn’t is given 1 point.
3. To garner 2 points in Luksong Tinik and Luksong Baka, the student should be able to jump the hurdles without touching the obstacles. If she touches any body part of the obstacle, she will only be given 1 point.
4. To garner 2 points for Tumbang Preso, the student should be able to hit the can with her slippers from the hitting line. She has 2 chances to hit the can using either pair of her slippers. If she didn't hit, she will be given only 1 point.
5. To garner 2 points for Kadang-kadang, the player should be able to walk on the coconut bao around the post without falling off. If she falls of at any time, she needs to get on the bao again and proceed to the finish line. She will only be given 1 point if she falls.

**PINOY TOUCH BALL**

**Team composition and Players**

There will be 3 teams per section composed of **10 parents and 10 kids**.

**Mechanics and Rules**

1. Each game will be played for a **maximum of 2 minutes**. First single whistle will be the start, second long whistle means the end of the 2 minute round.
2. 3 teams of each section will be competing simultaneously with other sections.
3. Throwers are allowed to hit their targets on any parts of the body except on the face and sensitive body parts such as breast and genitals.
4. **Targets** that will be hit by the ball will be out of the round.
5. **Throwers** who will step on the line will also be out of the round.
6. For the first round, parents of one team will be the **targets** and the kids of the opposing team will be the **throwers**. For the second round, the parents of the previous throwers will become the **targets** and the kids of the other team will become the **throwers**.

**System of Scoring**

1. Each team can have a maximum of 10 points per game.
2. One hit = 1 point
3. By end of 2 minutes, targets that are left standing/unhit will be the actual points garnered by the **Target** team. Points from the number of hits will be by the **Thrower** team

**PATINTERO**

**Team composition and Players**

1. Each section will have a team of 6 defensive players and 10 offensive players.
2. Players are composed of **line** **guards** and **passers**. A **defensive team** is called **line guard** while an **offensive team** is called the **passer**.
3. The defensive team should be composed of **3 parents/adults and 3 students.** The offensive team should be 10 students.
4. There will be **1 line guard for each horizontal line** and **2 line guards** as **patotot** or **middle line guards**.

**Mechanics and Rules**

1. The game runs for three (3) minutes.
2. There will be two (2) rounds per game. Line guards and passers will switch for the 2nd round.
3. First short whistle is the start of the round while the second long whistle marks the end of the round. Players are to remain in their positions at the end of the round until told to leave the patintero court.
4. The game is started with bato-bato pick. Winner in bato-bato pick automatically becomes the passer.
5. In a span of three (3) minutes time, offensive team or the line passers must accumulate points to get a score during the game.
6. Each person to cross a line gets 1 point. This means that if that player reaches the goal area, he/she will get 4 points in total.
7. Line guard’s aim is to tag the line passer or the opponent using their hands without going out of their assigned line. No back-touching, no stepping out of line. If any of the passer is tagged, the passer is automatically out of the game.

**System of Scoring**

1. Each passer gets 1 pt per entered level.
2. Passers accumulate points as they pass each level from point of entry to end of the patintero line and vice versa without being tagged.

The overall winner will be the section with the highest total number of points at the end of all the games.

Please be sure to send your reply slips/payments on or before **20 January 2014. Walk-ins will not be entertained.**

We still welcome any donations of cash and kind (water, kakanin, energy drinks, taho, etc). Please contact your section’s PTA officers if you have any concern.

Thank you very much and see you on the 25th !

Sincerely yours,

Grade 2 PTA Officers