PISTA SA PISAY

FAMILY DAY 2013

GAMES

1. INDAKAN

A dance routine will be prepared and uploaded in YouTube by the members of SAGALA (c/o Ma’am Sagucio). Students, teachers and parents/guardians must take time to view and learn the steps for the dance off entitled “Indakan” .

On family day, all batches will have to perform the dance routine one at a time. The Sagala will perform a demo on the stage to remind the batches of the steps. Before the start of the game, the batch advisers will draw lots to determine the sequence of performance. Each batch with the teachers and parents will perform on the area of the oval track facing the grandstand where the judges are seated. After the performance, the batch will move to the left side to give way to the next performing batch.

The Board of Judges will be comprised of the PSHS Management Committee (Invitation will be released by EPTC):

Ms. Virginia P. Andres – Campus Director

Ms. Elizabeth J. Alamer –FAD Chief

Ms. Mary Jane L. Turingan –SSD Chief

Dr. Jose M. Andaya –CISD Chief

Criteria for Judging

* Organization – 25 points ( batch should be able to organized themselves within the time allotted (2 mins) checking on the alignment and spacing
* Participation – 25 points (number of dancers which includes students, parents and teachers)
* Accuracy – 25 points (steps match the given choreography)
* Synchrony – 25 points (timing to the musing and dancing simultaneously)

The scores from each judge will be averaged. The Batch with the highest number of points will be declared the WINNER of the Indakan. The batch advisers will serve as Point Tabulators.

1. KAKAIBANG PISTA RELAY

The relay will be composed of 6 stations. Each station will have 4 sets of players, 1 set per batch. Each set will be called by its station and batch color it is representing. For example: The batch 2014 set of players in station 1 will be called Team Blue 1. One set is composed of 1 Teacher, 1 Parent, 1 male student and 1 female student. The sets of players for each station will already be positioned on the stations where they will play.

The Six Stations are the following but not necessarily in this order.

1. Sipa
   * to shoot the sipa into the container – 10 points each
   * HPS = 40
   * One sipa per player; one chance per student
2. Makabagong Patintero

* to cross the path without encountering the hits
* highest possible score is 40
* only the students will cross the path with the teacher and parent giving directions.
* high possibility of getting shoes and socks wet

1. Tumbang Preso

* to hit the can – 1 can = 10
* HPS - 40
* One slipper per player

1. Makabagong “Holen”

* To shoot the ball into the ‘hole’.
* HPS = 40
* One holen per player

1. Tubigan

* to transfer the water to the other container
* HPS – 40

1. Makabagong Basagan ng Palayok

* To hit the ‘palayok’
* HPS – 40 plus bonus of 20 = 60
* One change to hit the pot per player; if all contents or all pieces of the puzzle falls, then the team gets the 40 points automatically. No need to hit the pot again.
* Only players can get the candie. May keep or give the candies away.

The players of station 1 should make sure they are wearing their color coded hats. After accomplishing the task, the players will run to the next station to transfer the hat to the next station players to signal that team 2 can start doing the task. In case the hat falls or flies, the player should get it and wear it.

Scoring

For each station, the highest possible score is 40 and a bonus points of 20 will be given to the team who can put together the puzzle at the ‘Makabagong Basagan ng Palayok’ station and show it to the audience. Additional points will be given to the team based on the time they finish the relay. Below is the point system based on the time they finish the relay.

First team to finish – 40 points

Second team to finish – 30 points

Third team to finish – 20 points

Fourth team to finish – 10 points

For the Relay, the HPS = 300 and for the Indakan, the HPS = 157. The scores on these two games will be added together to determine the winner.

Cheering Squad

Each batch will have a cheering squad composed of 24 students. Each batch will represent a tribal group previously determined by draw lots. Tribal groups represented are as follows

Batch 2019 - Maranao

Batch 2018 -

Batch 2015 – Pintados/Ati-atihan

Batch 2014 - Pinagbenga

Each Cheering Squad will be given a minute to cheer for their teams before the relay starts. They are also required to cheer when their batch finishes the relay. After each station their batch finishes, they may cheer for their teams. They will be positioned in the grandstand.

Their performance is crutial because in case of a tie, their performance will be rated by the judges (same judges in the ‘Indakan’) based on Audience Impact.

First Place – 40 points

Second Place – 30 points

Third Place – 20 points

Fourth Place – 10 points

Cheating will not be tolerated. If found cheating, the set of players for that station will be disqualified and will have a score of zero for that station.

Players will gain points if they are able to accomplish the task in a station

1. GULONG NG BUHAY

In this game, everybody is encourage to participate even the alumni and PSHS employees. Each Team/Batch will be given a minute to go to the circle in the field. After 1 minute, the people inside the circle will be counted by the marshals. The team with the most number of persons inside the circle wins. Tokens will be given to the winners,

List of Game Marshals

|  |  |  |
| --- | --- | --- |
| Name of Volunteer | Section | Assignment |
|  | Diamond |  |
|  | Emerald |  |
|  | Garnet |  |
|  | Jade |  |
|  | Opal |  |
|  | Ruby |  |
|  | Sapphire |  |
|  | Topaz |  |
|  | Adelfa |  |
|  | Champaca |  |
|  | Dalhia |  |
|  | Ilang-ilang |  |
|  | Jasmin |  |
|  | Rosal |  |
|  |  |  |
|  | Sampaguita |  |
|  | Be |  |
|  | Cs |  |
|  | Li |  |
|  | Mg |  |
|  | K |  |
|  | Rb |  |
|  | Na |  |
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|  |  |  |
|  |  |  |
|  | Truth |  |
|  |  |  |

Family Day

Refreshments for the marshals/judges

Banners and Mock Checks

Raffle Prizes

Video or powerpoint presentation of games

First Aid Supplies

Materials Requirements

* whistle
* watch/timer
* banderitas
* Score sheets and tally sheets
* pens
* ribbons 4 colors
* Scaffoldings
* local candies
* 6 decorated Bilaos for the Station Signages (ok na except for the painting)
* 6 Poles for the Station Signages
* Tarp for the Gulong ng Buhay
* 16 hats (buri or something native)
* 16 sipa
* 4 basins
* 16 evap cans (ok na)
* 8 pairs of slippers
* 32 eye patches (unused )
* 200 plastic ice bags filled with water and pails to contain them for easy transporting
* 4 big pails
* 16 large marbles
* 4 fly traps nailed on the ground
* 4 Ice cream containers (1 gallon) filled with water
* 4 ice cream containers decorated filled with local candies
* 16 ice cream cup container
* 4 long neck tall soy sauce plastic bottle
* 2 Tall poles for the pabitin
* 1 five meters rope
* Illustration boards
* Board paper
* double sided tape

Arm bands (58 pcs for marshals, 4 for medics, 2 for official timers)

Refreshments for all marshals

Field Preparation

* Coordinate with FAD re readiness of the field
* In charge of putting up the poles for each stations
* Set up each stations while doing the raffle
* Clean Up Committee