

PSHS FAMILY DAY

Organized by the PSHS Executive PTA Board

September 6, 2008, PSHS gym, 8:00 a.m. to 11:00 a.m.

PSHS Celebrates Family Day 2008

On September 6, 2008, PSHS once again gathers its family of students, parents, and teachers to celebrate our traditional "Family Day" at the PSHS gym. For three hours, from 8:00 to 11:00 am, the PSHS family members get to join hands to march, play, have fun, and cheer together.

The first two games, designed and organized by the Student Alliance to be competed in by the different "houses" will be followed by two games organized by the PTA Family Day organizers, to be competed in by batches. The games as expected will draw on a wide participation of teachers, students and their parents. Family Day is then followed by the Batch Lunches from 11:15 am to 12:45 pm, and the Card Giving and Parents-Teachers Conferences from 1:00 pm onwards.

The gym will be a sea of white, yellow, red and blue and we expect the parents to also wear their children's colors. In addition, the Student Alliance will be supplying colored armbands to distinguish the various houses.

Unlike last year, there will be no cheering demonstrations for the 2008 edition of Family Day.

There will be four major prizes – a Batch Games Winner, a House Games Winner, a Model Batch and a Model House. There will be three minor prizes for the second placers. The Batch Games Winner gets P2,500, the House Games Winner gets P1,500, the Model Batch gets P2,000 and the Model House gets P1,000. Second placers get P2,000, P1,000, P1,500 and P500 respectively. The prizes go to the batch student councils.

Emceeding the 2008 Family Day are Mark Viegelmann and Bernie Belen. Bing del Rosario, last year's emcee, is overall coordinator.

TEAM BATCH	TEAM COLOR	LUNCH VENUE	FAMILY DAY ASSIGNMENT
2012	white	4/f hall	assembly & parade
2011	yellow	cafeteria	registration
2010	red	ASTB	program & games
2009	blue	pool side	opening ceremonies

THE DAY'S PROGRAM

TIME	EVENT
6:15 - 8:45	Registration
8:00 - 8:30	Batch and sections assemble
8:30 - 8:50	Parade of student participants from parade ground to gym
8:50 -	Parade of National Colors National Anthem Opening Prayer Oath of Sportsmanship Parade of Batch Banners Formal Opening
- 9:10	
9:15 - 9:35	Game 1: Find the Shoe
9:40 - 10:00	Game 2: Ball Wave
10:00 - 10:20	Game 3: Pass the Hoops
10:25 - 10:45	Game 4: It's Cramming Time
10:45 -	Awarding of prizes Acknowledgments Formal Closing
- 11:00	
11:15 - 12:45	Batch Lunch Get-Together
1:00 -	Card giving Parents-Teachers conferences

PSHS PTA EXECUTIVE BOARD SY 08-09

POSITION	DIRECTOR	BATCH
President	Jun Eusebio	2009
VP	Bing del Rosario	2010
Secretary	Nancy Tan	2011
Treasurer	Beth Uy	2012
Batch Rep 2	Mon Castillo	2009
Adviser	Bonics Torralba	2009
Batch Rep 2	Vic Marquez	2010
Adviser	Sophie Docto	2010
Batch Rep 2	Noel Azucena	2011
Adviser	Martin Perez	2011
Batch Rep 2	Mercy Tabafunda	2012
Adviser	Tolits Englatera	2012

MODEL BATCH AWARD

The Model Batch, which will win the cash prize of P2,000, and the Model House, which wins P1,000, will be primarily determined by the total points scored in attendance and punctuality. The batch, and house, that register the most students and parents or guardians earliest will score the highest attendance points.

It is therefore important that as soon as students or their parents arrive, that they immediately go and sign up at the registration tables.

Each attendee will be scored depending on the time they register:

Before 7:45 am	3 points
From 7:45 to 8:15 am	2 points
From 8:15 to 8:45 am	1 point
After 8:45 am	0 points

The attendance-punctuality points will be tabulated by B2011 once the registration table closes at 8:45.

From the total attendance and punctuality points, the organizers will deduct, if warranted, sportsmanship demerits as assigned by the designated chief judge (anywhere from 50 to maximum 200 points). The sportsmanship demerits will be based on:

- how often the batch teams violate by the game rules or are asked to repeat a race because of violations
- if they protest the marshals' decisions
- if they boo or jeer the other teams
- how slowly they get ready for each of the games and if they hold up the games
- if a high percentage of parents are not wearing the team colors

The batch and house with the highest overall points win the Model Batch and Model House Awards.

FROM ASSEMBLY TO FORMAL OPENING

1. At 8:00 am., the sections and batches will begin assembling at the track in front of the grandstand facing counterclockwise (or westward).
2. At 8:30 am, the marching band leads the parade of student participants once around the track, then moves towards the gym. Students line up and march two abreast, by batch (from 1st year to 4th year) and within batch, by section alphabetically. If it's raining, the parade will begin at the pool area inside the gym and do one turn around the pool.
3. Inside the gym, as they enter, each section will be introduced by the masters of ceremonies.
4. The sections march once around the gym then take their designated position on the basketball court (now in single-file formation).
5. As soon as all the sections are inside and lined up, the parade of colors, National Anthem, Opening Prayer, and Oath of Sportsmanship follow.
6. The opening ceremonies is capped by the March & Alignment of the Batch Banners, where each batch's PTA president, batch student council president, and batch adviser carry the batch banner, march around once, then climb on stage.
7. Confetti fireworks immediately follow the aligning of the banners.
8. The Campus Director comes up on stage to give the opening remarks and the PTA president declares Family Day open.

SECTIONS BY YEAR				
HOUSE COLOR	1ST	2ND	3RD	4TH
Purple	Diamond	Adelfa	Rubidium	Tau
Blue	Emerald	Dahlia	Beryllium	Gluon
Red	Garnet	Ilang Ilang	Cesium	Electron
Orange	Jade	Rosal	Strontium	Photon
White	Opal	Sampaguita	Magnesium	Graviton
Green	Ruby	Jasmin	Potassium	Truth
Yellow	Sapphire	Champaca	Lithium	Charm
Black	Topaz	Camia	Sodium	Muon

EVERYTHING ABOUT THE GAMES

POINTS AWARDED PER GAME:

1ST - 4 POINTS 2ND - 3 POINTS
3RD - 2 POINTS 4TH - 1 POINT

S.A. GAME 1: Find the Shoe

Participants: 10 students and 5 parents and-or teachers per house. All 15 participants should be wearing rubber shoes.

Mechanics:

1. There will be two qualifying heats, with four houses playing per heat. The top two times from each heat qualify for the final round.
2. Heat 1: Black, Yellow, Green and Purple. Heat 2: Red, Blue, Orange and White.
3. Players for a team will remove their shoes and leave them in a designated pile spot 15 feet away. The game marshal mixes up the shoe pile.
4. The 15 players form a relay queue behind the starting line. On signal, the first player runs from the back of the start line to the shoe pile, find his or her shoes, wears and ties them securely, run back to the start line, and tag the second player, who then does the same thing. If the returning player doesn't tag the next player, or the next player runs ahead before the tag, the starting line marshal for the team will recall the player to the start line.
5. There will be a marshal standing beside each shoe pile who will ensure that each player has properly slipped his feet completely into the shoes and that the shoes are fully laced. Violators will be recalled back to the pile.

S.A. GAME 2: Ball Wave

Participants: 20 students and 10 parents and-or teachers per house

Materials: 4 basketballs.

Mechanics:

1. Two rounds, with four houses participating per round. Same as game 1 round assignments.
2. The 30 players form a straight column and spread themselves evenly. Their positions, three feet apart, will be marked on the floor.
3. The last person, player 30, is given the basketball. On signal, player 30 will pass the ball between the legs of the person in front of him, player 29. Player 29 gets the ball between his legs and then passes the ball over the head of player 28, the person in front of him. Player 28 gets the overhead ball then passes it between the legs of player 27, the person in front, and so on. When player 1 receives the ball under the legs, he passes overhead back to player 2 and the ball moves in the opposite direction.
4. The basketball must alternately travel under the legs and over the head. For example, two successive 'between the legs' passes will not be allowed. A player receiving an overhead pass cannot turn sideways to get

the pass. The ball should not touch the floor in the 'between the legs' pass. The ball should not be dropped at anytime. The game marshal will recall the ball back to the point where the violation happens.

5. The house team finishes and their effort timed when the basketball again reaches player 30, the person who started the game.
6. The top two times from the eight houses will be awarded. It's possible that the top times may come from the same round.

PTA GAME 1: Pass Those Hoops

Participants: 15 females and 15 males. Of the 30 participants, there must be 2 batch teachers and 5 parents minimum.

Materials: two hula hoops and two armbands per batch

Mechanics:

1. The 30 participants join hands to form a 25 meter circle, which will be outlined on the game floor.
2. The two hula hoops are inserted on opposite sides of the circle by the game marshal. The two players with the hoops are pre-identified with arm bands. The team will be given two minutes to practice.
3. On signal, both hoops are passed clockwise, along the circle from one player to the next, without releasing hands.
4. Any batch that breaks the link, whether at the point where the hoop is or even far away from the hoop, will be required to repeat with running time (for the first offense) and disqualified (for the second offense) and get zero points.
5. The team that gets both hoops to the starting players in the fastest time wins.
6. Two batches play at the same time. They will draw lots to determine the sequence.

PTA GAME 2: It's Cramming Time

Participants: unlimited although males preferred

Mechanics:

1. The batch that can cram the most batch males - students, teachers and parents - into the 12 feet diameter circle wins.
2. Three minutes will be provided to get all your participants onto the floor, map out your cramming strategy, and practice. But during this time, you will not be allowed to enter the circle itself.
3. On signal, you will have only 30 seconds to cram your participants into the circle before the rope held by the marshals is drawn closed
4. At the end of the 30 seconds, a marshal will quickly count the number of participants to be disqualified because part of their feet are touching the circle line.
5. The rope is widened, participants are released one at a time and counted, minus the out-of-circle count.
6. This game will be conducted two batches at a time, to be drawn by lots. The batch with the most number of legitimate participants wins.

