

## High School Madness

### RULES

1. Human Pyramid: Teams of 6 students (3 boys and 3 girls).

Students will form a pyramid with 3 students on the bottom row, 2 students in the middle row and 1 on top. Students will need to support themselves on their hands and knees with their elbows locked at all times. The school to win is the one whose pyramid is the last standing. Depending on how many teams, they may be multiple heats until there is only one school left.

2. Tug of War: Teams of 6 students (3 boys and 3 girls)

Both teams have all 6 members holding the rope. Students will pull the rope at opposite ends. First team to pull the other team, while holding onto the rope, across a designated line wins. Any shows may be worn. This will be done in several heats. Cleats of any kind and gloves are highly recommended. There will be multiple heats until there is only one school left.

3. Human Ring Toss: Teams of 6 students (3 boys and 3 girls)

Team will appoint 3 ring throwers and three ring catchers. Catchers will have their legs and arms tied and must catch the rings without moving their legs (blown up inner tubes) using only their arms. Team that gets all the rings on their catchers first wins.

4. Water Balloon Toss: Teams of 2 students

How far can you go? Let's see who can throw their water balloon the farthest without popping it. The last team remaining wins!

5. Cheer Competition: One performance per school

Each school is allowed one cheering performance up to 4 minutes total. Music must be turned in before the competition. Please no gymnastics, stunts, tumbling, flips, or jumping over other contestants.

6. Drum Line: To all high school band directors

Each drum line has up to 3 minutes to perform. All drum lines will be respectful of all other school's drum lines at all times.

7. Mascot Dance Battle: Mascot in their costume from each school

Up to two mascots per school can dance. All mascots will be in a designated area for a period of 30 seconds and dance to music picked out by the Tulare County Fair. All mascots must stay in their designated spot until they are called by the announcer for their school's dance. Judges will decide on best dance. Disqualification will be made for inappropriate dancing, such as removal of any pieces of clothing, profanity, sexual gestures and jumping over another mascot. Mascots will be disqualified if they leave their designated area before being called to the center area. Each mascot will be recognized by our announcer.

Scoring is as follows:

1. First place school in every round receives 5 points
2. Second place school in every round receives 3 points
3. Third place school in every round receives 1 point

Each student may participate in only one event. Extra school staff or students not participating in High School Madness Games are prohibited from being in the staging area below the grandstand. Each school will have designated seating in the grandstands to cheer on their school. Parents, family and other school faculty are welcome.

Profanity, booing or rudeness towards other teams, judges, security or other schools will result in disqualification of your school from the event. Points will be taken off for poor sportsmanship, destructive behavior, or destruction of property. There will be absolutely no standing on the grandstand benches.

SPIRIT- Your school will be judged on how spirited you are. Make signs! Cheer on your school! Dress the part!

Cheer, Dance, Drum Line, and Mascots- No stunts, gymnastics, tumbling, flips, or standing on equipment. This is for your safety. We will be on a tight schedule. We ask that you keep your performance under 3 total minutes. You will be required to give make a CD, or bring your phone/ipad/ipod with only the music you will be using and give it to the audio engineers. Your phones MUST be on airplane mode and unlocked. Please no profanity or inappropriate lyrics in your music. Your entire school will be disqualified from the games if any profanity is present in your music.