

# **SPORTS DAY 2025**

**THURSDAY MARCH 6TH** 





# **SPORTS DAY RECORDS**

	R	iverbanks Colleg	ge B-12	
		oorts Day Record		
Event	Year 7	Year 8	Year 9	Year 10
100m	Jye Dickson – 14.01 -	Jye Dickson - 12.78	Jake Eastley - 12.42 -	Tony Marrone - 12.14 -
9.58	2023	- 2024	2023	2024
200m	Ryder Bunker – 28.78	Jye Dickson - 26.91	Tyler Stacey - 27.27	Tony Marrone - 25.95 -
19.19	- 2024	- 2024	- 2024	2024
400m	Tyler Stacey – 1:15.41 –	Jye Dickson -	Tyler Stacey -	Tony Marrone -
43.03	2022	1:04.42 - 2024	1:07.71 - 2024	1:04.02 - 2024
800m	Tadhg Sandberg <u>-</u>	Jye Dickson -	Tyler Stacey -	Naod Tsehaye -
1.40.91	<u>2:53</u> .81 - 2023	2:38.90 - 2024	2:38.47 - 2024	2:36.47 - 2024
1500m	Callum Freundt -	Jye Dickson -	Jordan Knight -	Naod Tsehaye -
3.26.00	6:12.00 - 2024	5:25.00 - 2024	5:42.00 - 2024	5:25.00 - 2024
Javelin	Zachery Freundt -	Kai <u>Skuse</u> - 21.55 –	Seumus Bollen -	Levi Mumford – 22.30 -
98.48	22.21 - 2024	2023	26.10 - 2023	2024
Discus	Blake Leighton – 22.12 -	Blayke Leighton -	Blayke Leighton -	Jai Evans - 27.45 -
74.08	2022	30.17 - 2023	29.20 - 2024	2024
Shot Put	Archie Matthews –	Jett <u>Petz</u> - 10.80 -	Michael Daly - 10.91	Bryan Alford – 9.20 -
23.56	8.60 - 2024	2024	- 2023	2024
Long Jump	Jett <u>Petz</u> – 4.52 - 2023	Blayke Leighton -	Michael Daly – 4.70 -	Michael Daly - 4.68 -
8.95		4.45 - 2023	2023	2024
Triple Jump	Blake Leighton – 9.40 -	Kai <u>Skuse</u> – 9.85 –	Blayke Leighton -	Michael Daly - 9.54 -
18.29	2022	2023	9.15 - 2024	2024
High Jump	Jack Jones – 1.47 - 2023	Hartley Bailey - 1.57	Michael Daly - 1.57 -	Michael Daly - 1.69 -
2.45		- 2023	2023	2024
Hurdles	Jack Jones – 16.93 - 2023	Blayke Leighton - 15.80 -	Zack Ellis – 16.52 - 2023	Oliver Dodd - 18.75 -
12.80		2023		2024

	Riverban	ks College B-12 Spo	rts Day Records Girl	S
Event	Year 7	Year 8	Year 9	Year 10
100m	Bella Braddock -	Chloe Heath & Sinead	Chloe Heath - 13.74 -	Kiera Herbst - 14.01 -
10.49	14.90 - 2023	Cain - 14.17 - 2023	2024	2024
200m	<b>Taylor Richards</b>	Bella Francis - 32.50 -	Chloe Heath - 29.53 -	Kiera Herbst - 31.08 -
21.34	- 32.25 - 2024	2022	2024	2024
400m	Aanika Kumar	Chloe Heath - 1:17.47	Madeline McDonald -	Kiera Herbst - 1:26.28 -
47.60	1:22.51 - 2022	- 2023	1:39.44 - 2024	2024
800m	<b>Mariah Johnson</b>	Aanika Kumar –	Aanika Kumar-	Marlee Welch - 4:42.81 -
1.53.28	- 3:13:64 - 2024	3:15.73 - 2023	3:06.22 - 2024	2024
1500m	Ellia Jones -	Shae Buckfield -	Aanika Kumar -	
3.49.11	7:22.00 - 2024	6:32.00 - 2024	6:59.00 - 2024	
Javelin	Dakota Gardner -	Chloe Heath – 19.64 -	Scarlet <u>Heitmann</u> –	Scarlet <u>Heitmann</u> - 19.10
72.28	11.99 - 2022	2023	21.90 - 2023	- 2024
Discus	<b>Taylor Richards</b>	Chloe Heath - 17.59 -	Chloe Heath - 20.19 -	Scarlet <u>Heitmann</u> - 19.96
76.80	- 15.30 - 2024	2023	2024	- 2024
Shot Put	Skye Schugmann	Chloe Heath - 8.27 -	Scarlet <u>Heitmann</u> –	Scarlet Heitmann - 9.28 -
22.63	- 6.21 - 2024	2023	7.69 - 2023	2024
Long Jump	Aanika Kumar -	Chloe Heath - 3.84 -	Chloe Heath - 4.19 -	Scarlet <u>Heitmann</u> - 3.48 -
7.52	3.50 - 2022	2023	2024	2024
Triple Jump	<b>Taylor Richards</b>	Chloe Heath – 8.99 -	Scarlet <u>Heitmann</u> –	
15.74	- 7.71 - 2024	2023	9.17 - 2023	
High Jump	Andee Richards -	Andee Richards -	Dakota Gardener -	Scarlet <u>Heitmann</u> - 1.27
2.09	1.45 - 2023	1.28 - 2024	1.36 - 2024	- 2024
Hurdles	Annaliese Biacsi -	Scarlette Saxon - 17.55 -	Scarlet Heitmann - 15.73 - 2023	Aleyah MacIntyre - 31.31
12.12	16.60 - 2023	2024		- 2024



### PRIMARY RIVER CAPTAINS



BIAR M



**ADELE B** 



AYVA T



VEDIKA N



TYLER F



**HARLEEN S** 



**EDWARD P** 



**PIPER J** 



MADELINE F



**ROSIE C** 



LUCA M



**CARLOS B** 



### **SECONDARY RIVER CAPTAINS**



**MADDISON L** 



**BROOKLYN W** 



**MICHAEL D** 



SOPHIE Z



**ANUREET K** 



**COLBY K** 



**ZOE D** 



AMITY M



SAMA



**ANNAS** 



**ROYAS** 



# **SPORTS DAY PROGRAM 2025**

CO	lleg	е		
Riverbanks	2025 Track	Schedule		
Event Order		Year Level	GENDER	Track Event
1	9:10		Boys	800m
3	9:15 9:22		Girls Girls	800m 800m
4	9:30		Boys	800m
5	9:38	9	Girls	800m
6	9:45		Boys	800m
7	9:52	8	Girls	800m
8 9	10:00 10:10		Boys Girls	800m 800m
10	10:15	7	Boys	800m
11	10:25		Girls	200m (Heat #1)
12 13	10:27 10:29		Girls Boys	200m (Heat #2) 200m (Heat #1)
14	10:31	Seniors	Boys	200m (Heat #2)
15	10:33	10	Girls	200m (Heat #1)
16	10:35	10	Girls	200m (Heat #2)
47	10:27	10	Dave	200m (Heat #4)
17 18	10:37 10:39	1	Boys Boys	200m (Heat #1) 200m (Heat #2)
19	10:41	9	Girls	200m (Heat #1)
20	10:43	9	Girls	200m (Heat #2)
21	10:45	9	Boys	200m (Heat #1)
22	10:47	9	Boys	200m (Heat #2)
23	10:49	8	Girls	200m (Heat #1)
24	10:51	8	Girls	200m (Heat #2)
25	10:53	8	Boys	200m (Heat #1)
			·	
26	10:55	8	Boys	200m (Heat #2)
27	10:57	7	Girls	200m (Heat #1)
28	10:59	7	Girls	200m (Heat #2)
29	11:01	7	Boys	200m (Heat #1)
30	11:03	7	Boys	200m (Heat #2)
31	11:10	Seniors	Boys	400m (Final)
32	11:14	Seniors	Girls	400m (Final)
33	11:18	10	Girls	400m (Div 1)
34	11:22	10	Girls	400m (Div 2)
35	11:26	10	Boys	400m (Div 1)
36	11:30	10	Boys	400m (Div 2)
37	11:34	9	Girls	400m (Div 1)
38	11:38	9	Girls	400m (Div 2)
39	11:42	9	Boys	400m (Div 1)
40	11:46	9	Boys	400m (Div 2)
			Girls	
41	11:50	8		400m (Div 1)
42	11:54	8	Girls	400m (Div 2)
43	11:58	8	Boys	400m (Div 1)
44 45	12:02	8	Boys Girls	400m (Div 2)
	12:06	7		400m (Div 1)
46	12:10	7	Girls	400m (Div 2)
47	12:14	7	Boys	400m (Div 1)
48	12:18	7	Boys	400m (Div 2)
49	11:45	Seniors	Boys	100m (Heat #1)
50	11:47	Seniors	Boys	100m (Heat #2)
51	11:49	Seniors	Girls	100m (Heat #1)
52	11:51	Seniors	Girls	100m (Heat #2)
53	11:53	10	Girls	100m (Heat #1)
54	11:55	10	Girls	100m (Heat #2)

55	11:57	10	Girls	100m (Heat #3)
55	11:57	10	GIIIS	Toom (Heat #3)
56	11:59	10	Boys	100m (Heat #1)
57	12:01	10	Boys	100m (Heat #2)
58	12:03	10	Boys	100m (Heat #3)
59	12:05	9	Girls	100m (Heat #1)
60	12:07	9	Girls	100m (Heat #2)
61	12:09	9	Girls	100m (Heat #3)
62	12:11	9	Boys	100m (Heat #1)
63	12:13	9	Boys	100m ((Heat #2)
64	12:15	9	Boys	100m (Heat #3)
65	12:17	8	Girls	100m (Heat #1)
66	12:19	8	Girls	100m (Heat #2)
67	12:21	8	Girls	100m (Heat #3)
68	12:23	8	Boys	100m (Heat #1)
69	12:25	8	Boys	100m (Heat #2)
			20,0	
70	12:27	8	Boys	100m (Heat #3)
71	12:29	7	Girls	100m (Heat #1)
72	12:31	7	Girls	100m (Heat #2)
73	12:33	7	Girls	100m (Heat #3)
74	12:35	7	Boys	100m (Heat #1)
75	12:37	7	Boys	100m (Heat #2)
76	12:39	7	Boys	100m (Heat #3)
77	12:41	7	Boys	100m Final
78	12:43	7	Girls	100m Final
79	12:45	8	Boys	100m Final
80 81	12:47 12:49	9	Girls Boys	100m Final 100m Final
82	12:51	9	Girls	100m Final
83 84	12:53	10 10	Boys Girls	100m Final
84 85	12:55 12:57	Seniors	Boys	100m Final 100m Final
86	12:59	Seniors	Girls	100m Final
87	1:05	7	Boys	4 x 100m Relay
88	1:09	7	Girls	4 x 100m Relay
90	1:14	8	Girls Boys	4 x 100m Relay 4 x 100m Relay
91	1:22	9	Girls	4 x 100m Relay
92	1:26	9	Boys	4 x 100m Relay
93	1:30	10	Girls	4 x 100m Relay
94	1:34	10	Boys	4 x 100m Relay
95	1:38	Seniors	Mixed	4 x 100m Relay
96	1:46	Staff vs Students Relay	Staff/Student s	4x 100m Relay
97	1:50	100m Gift Run	Riverbanks Gift	Qualifying Students



# **SPORTS DAY PROGRAM 2025**

Riverbanks 20	025 Field	Schedule		
Event Order	Time	Year Level	Gender	Event
1	9:10	Year 7 Novel	tv Events	
2	9:10	8	Boys	Shot Put 2
3	9:10	8	Girls	Shot Put 1
4	9:10	9	Boys	High Jump (Pit 1)
5	9:10	9	Girls	High Jump (Pit 2)
6 7	9:10	10 10	Boys Girls	Discus 2 Discus 1
8	9:10 9:10	Seniors	Boys	Long Jump 2
9	9:10	Seniors	Girls	Long Jump 1
10	10:00	Year 8 Novel	ty Events	
11	10:00	Seniors	Boys	Shot Put 2
12	10:00	Seniors	Girls	Shot Put 1
13	10:00	7	Boys	High Jump (Pit 1)
14	10:00	7	Girls	High Jump (Pit 2)
15	10:00	9	Boys	Discus 2
16	10:00	9	Girls	Discus 1
17	10:00	10	Boys	Long Jump 2
18	10:00	10	Girls	Long Jump 1
19	10:45	Year 9 Novel	ty Events	
20	10:45	10	Boys	Shot Put 2
21	10:45	10	Girls	Shot Put 1
22	10:45	Seniors	Boys	High Jump (Pit 1)
23	10:45	Seniors	Girls	High Jump (Pit 2)
24	10:45	7	Boys	Discus 2
25	10:45	7	Girls	Discus 1
26	10:45	8	Boys	Long Jump 2
27	10:45	8	Girls	Long Jump 1
28	<u>10:30</u>	Year 10 Nove	elty Events	
29	11:30	7	Boys	Shot Put 2
30	11:30	7	Girls	Shot Put 1
31	11:30	8	Boys	High Jump (Pit 1)
32	11:30	8	Girls	High Jump (Pit 2)
33	11:30	Seniors	Boys	Discus 2
34	11:30	Seniors	Girls	Discus 1
35	11:30	9	Boys	Long Jump 2
36	11:30	9	Girls	Long Jump 1
37	<u>12:15</u>	Seniors Nove	elty Events	
38	12:15	9	Boys	Shot Put 2
39	12:15	9	Girls	Shot Put 1
40	12:15	10	Boys	High Jump (Pit 1)
			· ·	
41	12:15	10	Girls	High Jump (Pit 2)
42	12:15	8	Boys	Discus 2
43	12:15	8	Girls	Discus 1
44	12:15	7	Boys	Long Jump 2
45	12:15	7	Girls	Long Jump 1

Riverbanks 20	25 Gathering	Schedule		
	Time	Year Level	Gender	Event
1	8:35	ALL	ALL	Thrive Class Rolls
2	8:50	ALL	ALL	Welcome / House Chants
3	13:55	ALL	ALL	Yard Clean Up
4	14:05	Presentations	ALL	Best Dressed/Secondary Shield/Values Shield
5	14:10	Return to Thrive / 2:15pm Dismissal	ALL	





### SCHOOL RULES FOR SPORTS DAY

- 1. IT IS A NORMAL SCHOOL DAY BEGINNING AT 8:35AM. STUDENTS ARE EXPECTED TO ATTEND REGARDLESS OF WHETHER THEY ARE COMPETING. IF ABSENT, A NOTE EXPLAINING THIS ABSENCE IS REQUIRED.
- 2. IT IS A CASUAL CLOTHES DAY. STUDENTS SHOULD TRY AND WEAR CLOTHES IN HOUSE TEAM COLOURS. SENSIBLE ATTIRE IS REQUIRED.
- **3.** LUNCH PASSES WILL NOT BE ISSUED. STUDENTS ARE EXPECTED TO REMAIN AT SCHOOL ALL DAY. STUDENTS WILL BE DISMISSED AT APPROXIMATELY 2:15PM.
- 4. STUDENTS AND STAFF ARE ADVISED TO REMAIN HYDRATED AND BE SUN-SMART ON THE DAY. HATS ARE ADVISED WHEN NOT COMPETING AND SUNSCREEN SHOULD BE REAPPLIED THROUGHOUT THE DAY AND SHADE SHELTERS WILL BE AVAILABLE.

### **RESTRICTIONS**

STUDENTS MAY ENTER AS MANY EVENTS AS THEY WISH. ALL INDIVIDUAL EVENTS COUNT FOR YEAR LEVEL TROPHIES, EXCLUDING NOVELTIES AND RELAYS. NOVELTY EVENTS INCLUDE: TUG OF WAR, CORNER SPRY, SPOKE RELAY, OBSTACLE RUN, EGG AND SPOON RACE, AND CHARLIE CHAPLIN.

### **COMPETITORS**

2 COMPETITORS FROM EACH RIVER ARE REQUIRED FOR EACH TRACK EVENT (D1,D2,D3) AND UP TO 4 COMPETITORS ARE ALLOWED FOR EACH FIELD EVENT. 1500M WILL BE LIMITED TO 6 COMPETITORS FROM EACH RIVER.



### **ADVICE FOR COMPETITORS**



- 1. WHEN COMPETING IN TRACK EVENTS. COMPETITORS SHOULD STAY IN THEIR LANES AFTER FINISHING. A JUDGE WILL COME AND GIVE THE COMPETITOR HIS/HER POSITION AND HAND OUT PLACE CARDS.
- 2. FOR TRACK EVENTS, COMPETITORS ARE TO REPORT TO THE MARSHALLING AREA AT LEAST 5 MINUTES BEFORE THEIR EVENT. IF IN 2 EVENTS AT ONCE. COMPETITORS MUST EXCUSE THEMSELVES FROM THE FIELD EVENT AND COMPETE IN THE TRACK EVENT, AND THEN RETURN TO THE FIELD EVENT STRAIGHT AFTER.
- **3.** COMPETITORS SHOULD REPORT DIRECT TO THE FIELD EVENT AREA AT LEAST 5 MINUTES BEFORE THE SCHEDULED START TIME.
- 4. COMPETITORS SHOULD NOT EAT OR DRINK TOO MUCH RIGHT BEFORE COMPETING.
- 5. TRY TO COMPLETE ALL EVENTS AND GIVE YOUR PERSONAL BEST EFFORT.
- **6.** THE COMMANDS FROM THE STARTER WILL BE 'ON YOUR MARKS' COMPETITORS SHOULD MOVE FORWARD TO SETTLE INTO THEIR START POSITION. THEN THE STARTER WILL SAY 'SET' COMPETITORS WILL THEN LEAN FORWARD REMAINING STILL AND BALANCED BEHIND THE START LINE. ONLY THEN WILL THE STARTER FIRE THE GUN. IF A COMPETITOR BREAKS TWICE, THEY ARE DISQUALIFIED.

### **POINT RULES**

Position	15t	2nd	3 <mark>rd</mark>	4th	5th	6 <mark>th</mark>	7 <mark>th</mark>	8th	9-16th
Points	16	14	12	10	8	6	4	2	1
Points for	Relays								
Position	1st	2nd	3 <mark>rd</mark>	4th	5th	6 <mark>th</mark>			
Points	32	24	16	8	4	2			
Points for	· Novelty	/ Events							
Points for Position	· Novelty	/ Events	3 <u>rd</u>	4th	5th	6 <mark>t</mark> ∖			
		T .	<b>3<u>rd</u></b> 8	<b>4<u>th</u></b> 4	<b>5th</b> 2	<b>6</b> ₩ 1			
Position Points Points for	1 <u>st</u> 16	<b>200</b>			2	1			
Position Points	1 <u>st</u> 16	<b>200</b>							

- · IF TWO OR MORE COMPETITORS TIE FOR A PLACE, THEN THEY WILL SHARE THE POINTS, BUT COMPETITORS FINISHING BEHIND ARE RELEGATED DOWN THE CORRESPONDING NUMBER OF POSITIONS.
- · ANY COMPETITORS WHO DO NOT FINISH STILL RECEIVE THE LOWEST NUMBER OF POINTS, PROVIDING THE CHIEF JUDGE IS SATISFIED THEY HAVE MADE A CONCERTED EFFORT.
- · ANY COMPETITOR/TEAM WHO IS DISQUALIFIED RECEIVES NO POINTS.



## **EXPLANATION OF EVENTS**

#### TRACK EVENTS

### 100M

A SPRINT RACE ALONG THE MIDDLE OF THE OVAL. COMPETITORS MUST STAY IN THEIR LANES AND NOT INTERFERE WITH FELLOW COMPETITORS. AT THE START, ANY PART OF THE BODY THAT IS GROUNDED MUST BE BEHIND THE LINE.

### 200M

A SPRINT RACE STARTING ON THE CURVE OF THE BACK STRAIGHT. THERE IS A STAGGERED START. THE SAME RULES APPLY AS THE 100M RACE.

### 400M

A LONG DISTANCE SPRINT. COMPLETING ONE FULL LAP OF THE OVAL. THERE IS A STAGGERED START. THE SAME RULES APPLY AS THE 100M RACE.

### 800M

A MIDDLE DISTANCE RUN. COMPETITORS MUST COMPLETE TWO FULL LAPS OF THE OVAL. COMPETITORS DO NOT RUN IN LANES. THE START IS ON A CURVED LINE ACROSS THE TRACK.

### 1500M

AN ENDURANCE RUN. THIS IS RUN PRIOR TO SPORTS DAY AND INVOLVES COMPLETING 4 AND A BIT LAPS OF THE SCHOOL OVAL. COMPETITORS START ON A CURVED LINE.

### **HURDLES**

THIS IS ALONG THE 100M TRACK AT SCHOOL AND DONE PRIOR TO SPORTS DAY. COMPETITORS MUST STAY IN THEIR LANE AS PER THE 100M RACE. COMPETITORS CAN KNOCK OVER ANY NUMBER OF HURDLES WITHOUT PENALTY, HOWEVER IT WILL SLOW THEM DOWN. COMPETITORS WILL ONLY BE DISQUALIFIED IF THEY LEAVE THEIR LANE.

### **FIELD EVENTS**

### **LONG JUMP**

COMPETITORS MUST JUMP OFF OF ONE FOOT. THE JUMPING FOOT IS ALLOWED TO HIT THE TAKE-OFF BOARD, BUT NOT GO OVER THE EDGE NEAREST THE SAND PIT. THE DISTANCE IS MEASURED FROM THIS EDGE TO THE POINT THAT IS CLOSEST TO THE TAKE-OFF BOARD. A COMPETITOR HAS 3 JUMPS – FOUL JUMPS ARE INCLUDED IN THIS TOTAL. TO SAVE TIME ONLY MEASURE THE BEST JUMP.

### TRIPLE JUMP

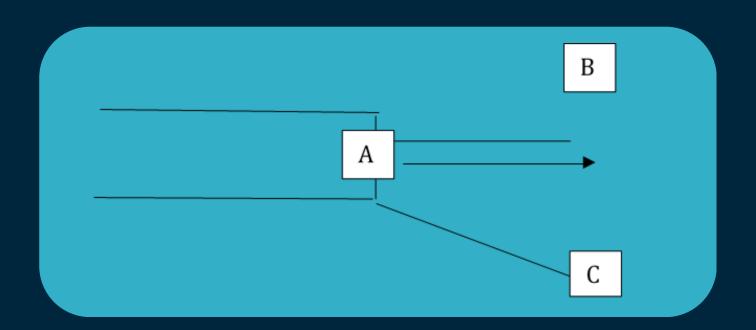
THE RULE FOR THIS EVENT IS THE SAME AS LONG JUMP. THE PHRASE 'HOP, STEP, JUMP' MORE ACCURATELY DESCRIBES THE TECHNIQUE REQUIRED. ON THE HOP THE COMPETITOR MUST LAND ON THE SAME FOOT. THEN THEY ARE TO STEP ONTO THE OTHER FOOT. FINALLY, THE LANDING IS USUALLY WITH BOTH FEET. TO SAVE TIME ONLY MEASURE THE BEST JUMP.



### EXPLANATION OF EVENTS CONT.

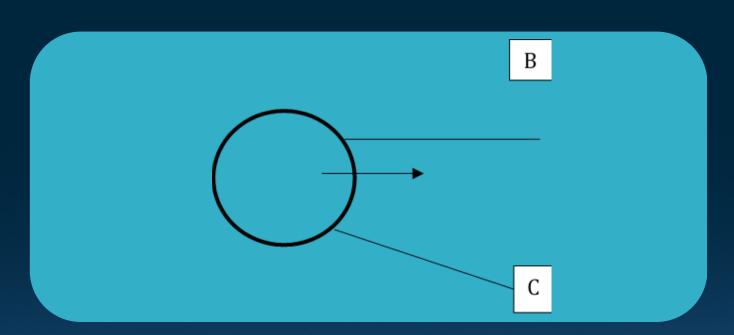
### **JAVELIN**

THIS EVENT IS DONE PRIOR TO SPORTS DAY AT SCHOOL THE COMPETITOR RUNS ALONG THE RUNWAY, AND MUST THROW THE JAVELIN BEFORE LINE A. THE COMPETITOR IS NOT ALLOWED TO GROUND ANY PART OF THEIR BODY OVER THE LINE, EVEN ONCE THE JAVELIN IS THROWN. THE JAVELIN MUST LAND BETWEEN THE V SHAPED LINES B AND C. THE JAVELIN DOES NOT HAVE TO STICK INTO THE GROUND; HOWEVER, THE TIP DOES NEED TO HIT THE GROUND FIRST AND LEAVE A MARK. IF THE COMPETITOR DOES STEP OVER THE LINE, THROW OUTSIDE THE V OR THE BACK OF THE JAVELIN HITS THE GROUND FIRST THE THROW IS CONSIDERED A FOUL COMPETITORS WILL HAVE 3 THROWS AND THE DISTANCE IS MEASURED FROM LINE A TO THE MARK THE JAVELIN LEAVES.



### **DISCUS**

THE DISCUS MUST BE THROWN FROM THE RING. THE THROWER IS ALLOWED TO CONTACT THE INSIDE OF THE RING, BUT NO PART OF THE BODY IS ALLOWED TO BE GROUNDED OUTSIDE THE RING, EVEN ONCE THE DISCUS IS THROWN. AFTER THE THROW, THE COMPETITOR MUST LEAVE VIA THE BACK PART OF THE RING. THE DISCUS MUST LAND WITHIN THE LINES MARKED B AND C. IT DOES NOT MATTER IF THE DISCUS ROLLS OUT OF THE AREA IT IS MEASURED FROM WHERE IT FIRST LANDS. IF THE COMPETITOR BREAKS ANY OF THESE RULES IT IS DEEMED A FOUL EACH COMPETITOR GETS 3 THROWS. TO SAVE TIME DON'T MEASURE EVERY THROW JUST PUT THE MARKER WITH NUMBER OUT THERE AND MEASURE THEIR BEST THROW.







## EXPLANATION OF EVENTS CONT.

### **SHOT PUT**

THE SHOT MUST BE PUSHED FROM INSIDE THE RING. THE COMPETITOR MUST TUCK THE SHOT INTO THEIR CHIN AND NOT THROW THE SHOT AS THIS WILL BE DEEMED A FOUL IF THEY DO. THE COMPETITOR IS ALLOWED TO CONTACT THE GROUND ANYWHERE INSIDE THE RING, BUT NO PART OF THEIR BODY CAN CONTACT THE GROUND IN FRONT OF THE RING. THE SHOT MUST LAND BETWEEN THE V LINES (B & C ABOVE). THIS DISTANCE IS MEASURED FROM WHERE THE SHOT FIRST LANDS TO THE FRONT OF THE RING. EACH COMPETITOR HAS 3 THROWS. TO SAVE TIME DON'T MEASURE EVERY THROW JUST PUT THE MARKER WITH NUMBER OUT THERE AND MEASURE THEIR BEST THROW.

Boys: Year 7-9s = 3kg Boys: 10 & senior = 4kg Girls: Years 7-Seniors = 3kg

### **HIGH JUMP**

THE HIGH JUMPER MUST TAKE OFF FROM ONE FOOT. THEY ARE ALLOWED TO CONTACT THE BAR, BUT NOT THE SUPPORTS. AS LONG AS THE HIGH JUMPER IS OFF THE MAT BY THE TIME THE BAR FALLS OFF THE JUMP IS CONSIDERED LEGAL. THE COMPETITOR CAN ABORT THEIR RUN UP PART WAY IN AND HAVE THE ATTEMPT NOT COUNTED, BUT IF THE COMPETITOR GOES UNDER THE BAR AND ONTO THE MAT IT IS COUNTED AS AN ATTEMPT. A COMPETITOR HAS 3 ATTEMPTS AT EACH HEIGHT. IF THEY FAIL 3 ATTEMPTS AT ONE HEIGHT, THEY ARE ELIMINATED. THE HEIGHT MEASURED, IS FROM THE LOWEST POINT ON THE BAR TO THE GROUND. IF 2 COMPETITORS DROP OUT AT THE SAME HEIGHT IT FIRST GOES ON HOW MANY ATTEMPTS, THEY TOOK ON THE PREVIOUS HEIGHT WITH THE COMPETITOR MAKING IT OVER IN LESS ATTEMPTS WINNING ON COUNT BACK.

### **RELAY 4 X 100**

THE BATON MUST CHANGE HANDS WITHIN THE CHANGEOVER AREA OF 20M. IF RUNNER DROPS THE BATON THAT TEAM IS NOT AUTOMATICALLY DISQUALIFIED PROVIDING THE PERSON WHO DROPS THE BATON PICKS IT UP AND THAT IT REMAINS IN THEIR LANE. ALL RUNNERS MUST REMAIN IN THEIR LANE EVEN ONCE THE BATON HAS BEEN PASSED UNTIL THE RELAY CHANGE JUDGE ALLOWS YOU TO MOVE OUT OF THEM. ANY COMPETITORS THAT FAIL TO DO THESE THINGS WILL BE DISQUALIFIED. THE AIM OF THE RELAY IS TO HAVE THE BATON TRAVEL AS QUICKLY AS POSSIBLE AROUND THE 400M TRACK





### **NOVELTY EVENT RULES**

#### **TUG OF WAR**

HEATS AND FINALS WILL BE HELD NEAR THE 100M TRACK ON SPORTS DAY. EACH YEAR LEVEL GROUP TO PROVIDE A TEAM OF TEN PEOPLE. FINALS WILL BE BEST OF THREE.

#### **EGG & SPOON**

RACE 3 PEOPLE AT EITHER END OF THE NOVELTY RELAY LINES. CARRY AN 'EGG' IN A SPOON TO THE OTHER END. ONE HAND ONLY ON THE SPOON. DROP AN EGG, STOP, PICK IT UP WITH THE SPOON AND CARRY ON.

#### **OBSTACLE RUN**

TEAM LINES UP AT ONE END OF THE RELAY NOVELTY LINES. EACH PERSON MUST GO OVER THE FIRST HURDLE (ANY WAY YOU CAN!), UNDER THE NEXT HURDLE AND AROUND THE POST AT THE END. DO THE SAME ON THE WAY BACK, THEN THE NEXT PERSON GOES.

#### **CORNER SPRY**

EACH PLAYER RECEIVES THE BALL FROM AND RETURNS IT TO THE LEADER WHO IS AT THE 'FRONT'. THE LAST PERSON IN LINE RUNS TO REPLACE THE LEADER. THE WHOLE TEAM MOVES AROUND ONE SPACE UNTIL THE LEADER IS BACK AT THE FRONT.

#### **SPOKE RELAY**

THE TEAM LINES UP ON THE MARKINGS PROVIDED IN A CROSS/SPOKE FORMATION, ALL FACING INTO THE CENTRE. THE PERSON AT THE FRONT OF EACH LINE ROLLS THE BALL THROUGH ALL THEIR TEAM MEMBER'S LEGS. THE LAST PERSON IN THE LINE PICKS UP THE BALL AND RUNS IN A CLOCKWISE DIRECTION AROUND THE BACK OF ALL THE OTHER TEAMS. AFTER RETURNING TO THEIR TEAM, THEY NEED TO RUN AROUND THE BACK OF THEIR TEAM TO THE FRONT OF THE LINE AND EVERYONE SHUFFLES BACK A POSITION AND THE BALL IS ROLLED AGAIN. THIS IS REPEATED UNTIL THE LAST PERSON TO RUN GETS BACK TO WHERE THEY STARTED. THE FIRST TEAM ALL SITTING DOWN ONCE EVERYONE HAS COMPLETED THEIR TURN WINS.

### **CHARLIE CHAPLIN**

A RELAY FOR SIX PEOPLE. EACH PERSON BALANCES A PLASTIC DOME CONE ON THEIR HEADS, HAS A STICK IN THEIR HAND AND A FOAM BALL BETWEEN THEIR KNEES. YOU MUST 'WADDLE' DOWN TO THE OTHER END AS QUICKLY AS POSSIBLE. IF THE BALL DROPS OUT OR THE CONE FALLS OFF, YOU MUST REPLACE THE ITEM BEFORE CONTINUING.

### **FOOD AND DRINKS**

### **RORYS CANTEEN**

VARIETY OF LUNCH GOODS, DRINKS, ICY TREATS, COFFEE



SAUSAGES IN BREAD & SOFT DRINKS

### **MAXINES BAKED POTATOES**

VARIETY OF FLAVOURS & DRINKS

### **GELISTA GELATO**

A GREAT ICE-CREAM TREAT TO COOL DOWN











## SPORTS DAY MAP

