

SPIRIT BOWL: DreamWorks

Spirit Bowl was filled with extremely competitive games. Each team fought their way up to the top to get that sweet victory. All of the grades cheered at the top of their lungs to uplift the players participating. "Po's Kung Fu Battle Arena", inspired by the Hunger Games, was very tense. There was different kinds of weapons the players could choose from. When the countdown ended they ran their way into the center to grab them. In the end, the last person standing took the win. Another intense game sneaking through the way was the "Penguin's Spy Training". This obstacle course had multiple parts, from a cup stacking relay to a balloon slide. One simple mistake would make them have to restart. This game took a lot of skill and caution.



Sophomores dash across the court during "Full Court 21".

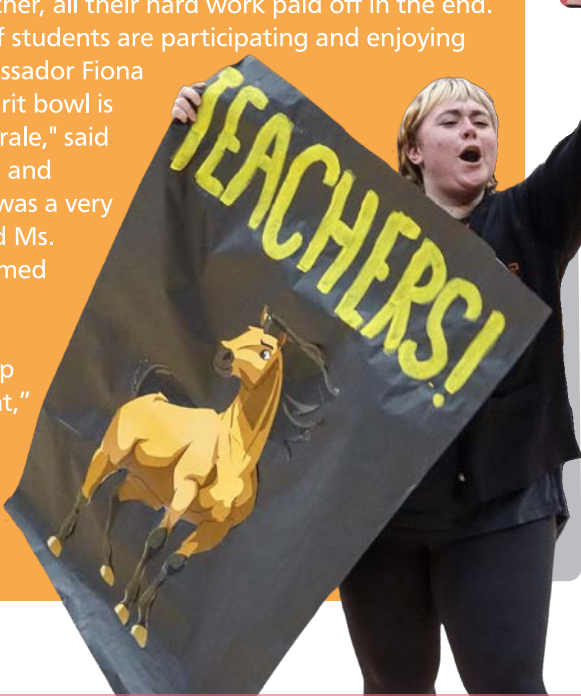


Bo Harding (12)

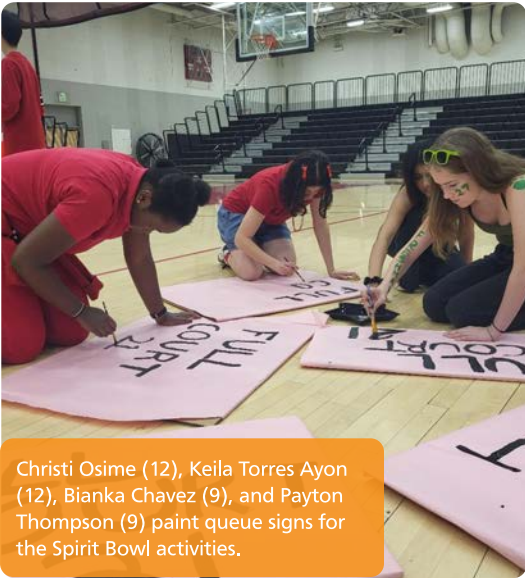
TEAM WORK MAKES THE DREAM WORK

Spirit Bowl was a largely a student-run event, with crucial support from Student Government advisors Ms. Holly Reynolds and Pickle. With this being the Student Government advisors' first ever year planning Spirit Bowl, things were quite confusing at first, but as everyone worked together, all their hard work paid off in the end. "I think, overall, a lot of students are participating and enjoying it," said Diversity Ambassador Fiona Zara (12). "I believe spirit bowl is beneficial to school morale," said advisor Pickle. Planning and executing Spirit Bowl "was a very daunting task... me and Ms. Reynolds felt overwhelmed and stressed, but we ended up pulling it together and coming up with a really great event," they added.

Pickle cheers on the teachers with a banner representing their theme, *Spirit*.



Referees Lillian Brennan (11), Claire Mautz (12), Bo Harding (12), Justice Porter (12), Juliet Decena Garcia (12), and Derek Wilhelm (12)



Christi Osime (12), Keila Torres Ayon (12), Bianka Chavez (9), and Payton Thompson (9) paint queue signs for the Spirit Bowl activities.



FULL COURT 21 An old-fashioned basketball game with every grade on the court.



DUNK CONTEST Teams are awarded points for accurate and artistic dunks.



LIMBO The person who is still able to pass under the lowest rung wins.



TUG-OF-WAR Using a fire hose, each team attempts to pull the center "marker" to their side.



SHREK'S SWAMP Each team of 10 people must traverse the court while stepping only on cardboard mats.



SENIORS

Theme: *Kung Fu Panda*
Points: 11922



ELP

Theme: *Megamind*
Points: 10611



TEACHERS

Theme: *Spirit*
Points: 9835



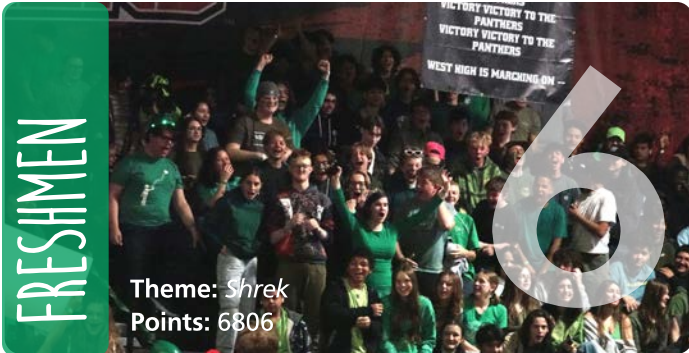
JUNIORS

Theme: *How to Train Your Dragon*
Points: 9208



SOPHOMORES

Theme: *Madagascar*
Points: 7063



FRESHMEN

Theme: *Shrek*
Points: 6806

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FINAL RANKINGS