**Copiah Homecoming 2016**

**Silver Wars**

**Jr. High/High School Game Rules:**

* Each class will have a plastic container. The containers will be placed in the cafeteria each day during break and lunch.
* Students in each class will put silver coins in their container during break and lunch.
* Points awarded are equivalent to the penny value of the coin. (a nickel is worth 5 points; a dime is worth 10 points; a quarter is worth 25 points; a half dollar is worth 50 points; a silver dollar is worth 100 points.)
* Students from other classes may put green money (dollars) in another class’s container to lower their opponent’s count. Green money deducts points from the jug. (A dollar bill deducts 100 points; a five-dollar bill deducts 500 points; a ten-dollar bill deducts 1000 points; etc.)
* Student council members will be posted in the cafeteria during break and lunch to guard the containers.
* Competition will stop each day after lunch. A student council member from each class will determine their class totals. A council member will also count 7th and 8th grade points.
* Containers will be emptied each day after lunch and kept in the lab. Running totals will be announced each morning.

**Junior High and High School Prizes (7th through 12th):** The 1st place grade will meet, vote, and chose their prize. The 2nd place grade will meet, vote, and choose from the remaining prizes. The 3rd place grade will receive the remaining prize.

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| 1 | Each member of the class will receive 6 coupons for 3 extra points added to one major test grade in each academic class **excluding the 9 weeks tests and exams**. All information on the coupon must be filled out completely and presented to the teacher at the time the test is taken. Teachers reserve the right to deny usage of a coupon on a specific test grade (for example, research papers, etc.). A coupon may be used only once in each academic class. Any extra coupons may not be used. All coupons must be used during the 2nd nine weeks. |
| 2 | Each member of the class will receive 6 coupons for 5 extra points added to one major test grade in each academic class **excluding the 9 weeks tests and exams**. All information on the coupon must be filled out completely and presented to the teacher at the time the test is taken. Teachers reserve the right to deny usage of a coupon on a specific test grade (for example, research papers, etc.). A coupon may be used only once in each academic class. Any extra coupons may not be used. All coupons must be used during the 2nd nine weeks. |
| 3 | Each member of the winning class will be allowed to miss ½ day of school. It will count as a school absence and will not count against incentive points.  **Members of the winning class must:**   * **miss the same designated day.** * **make up all missed assignments.** * **be signed out in advance by a parent.** * **attend any required after school extracurricular practice or activity.** |