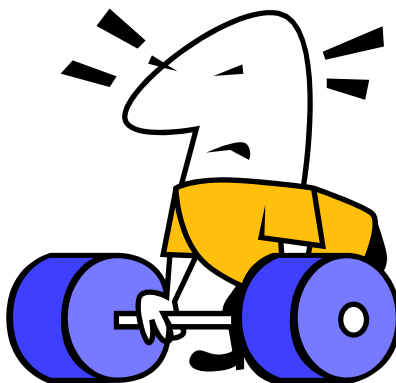


# *Ontario Student Classics Conference Guidebook*

## *Athletic Competitions*



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## *Athletic Events*

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# Rules for Athletic Competitions

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## Age Classifications

- *Junior*: Age fifteen and under as of January 1, 2010.
- *Senior*: Age sixteen and over as of January 1, 2010.

## General Rules

- Schools participating in team events such as Discus Ultimus, Tug-of-War (both all girls' and co-ed), Certamen Navale and Chariot Race (both all girls' and co-ed) must pre-register with the Athletic Head by faxing the Athletic Competition Confirmation Sheet to the Athletic Head by April 1<sup>st</sup>.
- A student may participate in a **maximum of four** individual athletic events, and any number of team events. Please see the "Summary of Points – Athletic" at the end of the Athletic section for a summary of these categories.
- The Top Athlete trophy will be awarded based on individual events only.  
All contestants must report to the athletic team at least five minutes before the start of an event. Please note that all athletic events are either timed events measured by stopwatch-- **marked with an asterisk \* on this schedule**--or else NON-timed performance events.  
Timed events are more flexible, and students can arrive shortly after the posted start time, in case of minor conflicts with other events. NON-timed events have a firm start time which students **MUST** be present for. These are always run in this order: Jr. Girls, Jr. Boys, Sr. Girls, Sr. Boys.. No events will be re-run.
- For certain events, standardized equipment such as Frisbees, batons, and rubber balls for the slings will be provided. Note that schools wishing to compete in the slinging competition **must provide their own sling(s)**, made according to the outlined rules below.
- For the following team events: Tug-of-War, Discus Ultimus, Relay Race, and 100m Mixed Medley Relay, if an all-boys school and an all-girls school wish to form a coed team, this must be arranged in advance and so entered during the registration process. No spontaneous inter-school coed teams can be created on the field or at the pool. **Each** of the schools will be awarded the **full points** for placement in this event. Please note that this rule applies only to all-boys and all-girls schools. Thus, for example, three girls from an all-girls school may not team up with three boys from a coed school for coed tug-of-war.

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## Rules for Track and Field Events

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### Chariot Race

- Enter one chariot per school (This must be the same chariot that the school has entered in the Chariot Design creative competition. In order to take part in the Chariot Race, a chariot must have been inspected during the Chariot Design judging, accompanied by one or more students directly involved in its creation/redesign/redecoration. Judges will at that point decide, whether the chariot is safe to race or not. The judges' decision that a chariot is unsafe to race is final. Chariots which have not been presented during Chariot Design judging and for any subsequent required safety inspection, accompanied by one or more students, will not be allowed to race.)
- Five persons comprise a Chariot Race team (one of the members is the "charioteer," and a change of "horses" must occur at the halfway mark)
- Team members may be of any age
- Each team must be comprised of a maximum of 2 male "horses" (for co-ed teams)
- The charioteer may be of either gender (for co-ed team)
- The charioteer must wear a helmet and knee pads
- Rubber tires on the chariot are mandatory
- This is a race against time
- No spikes are permitted for this event

### All Girls' Rules

- Only all girls' schools are eligible to compete in this category
- An all girls' school may compete in **either** the co-ed **or** the all girls' category, **not both**
- A co-ed school may NOT enter into the all girls' category with an all girls' team
- This event is scored separately from the co-ed category with the same point value

### Tug-of-War

- Enter one team per school
- Six students comprise a Tug-of-War team
- Team members may be of any age
- No spikes are permitted for this event

### Co-ed Rules

- A team may have a maximum of 3 boys
- An all-boys school may form a co-ed team with three girls from an all-girls school (see general rules above)
- An all-girls school may form a co-ed team with three boys from an all-boys school (see general rules above), or may compete with a six-girl team

### All Girls' Rules

- Only all girls' schools are eligible to compete in this category
- An all girls' school may compete in **either** the co-ed **or** the all girls' category, **not both**

- A co-ed school may NOT enter into the all girls' category with an all girls team
- This event is scored separately from the co-ed category with the same point value

### **(Tug-of-War) Scoring**

- Advancement from Round One will be determined by "Best 2 of 3 Tugs"
- Advancement from Round Two and beyond will be determined by one tug only

### **Discus Ultimus**

- Enter one team per school
- Eight students comprise a Discus Ultimus team (maximum 3 boys), 5 players and 3 substitutes
- Team members may be of any age
- An all-boys school may form a co-ed team with three girls from an all-girls school (see general rules above)
- An all-girls school may form a co-ed team with three boys from an all-boys school (see general rules above), or may compete with a six-girl team
- Participation in this competition is limited to 12 teams → first to pay, first to play
- Frisbees are supplied
- Discus Ultimus is a self-officiated event in which all rules (pertaining to teams, the play, and equipment) must be called as a foul by players on the field. Judges will help in the arbitration of calls, but the responsibility to make a call rests primarily with each player. It is highly recommended therefore that all DU players have a firm understanding of these rules and be prepared to call them.
- Players are encouraged to expand their understanding of Ultimate rules by visiting websites such as Vancouver Ultimate League (Rules Forum: [http://vul.bc.ca/v3/forum/forum\\_subject\\_display.cfm?TopicID=7](http://vul.bc.ca/v3/forum/forum_subject_display.cfm?TopicID=7)) and Ultimate Players Association (<http://www.upa.org/>)

### **Rules for Discus Ultimus**

#### The Field

- Field is rectangular with two scoring zones ('end zones') at both of the narrower ends
- Field is to be c. 30 m wide x 60 m long; end zones are 12 m deep (see diagram)
- Field will be marked off with pylons and will include half-field markers
- Playing field must be grass and on the most level ground available

#### Team Rules

- Teams are comprised of 8 players but must have sufficient male and female players to satisfy the on-field requirements
- Each team must field a team of five players (+ 3 substitutes) with no more than three male players on the field at any time
- All-girls' teams are permitted
- In the event of missing players, a team may opt to play with four; the same gender guidelines listed above apply

- If a team cannot field four players of the appropriate gender ratio within ten minutes of the scheduled game start time, the team shall forfeit and a score of 1/0 (one to zero) shall apply to the game in favour of the non-forfeiting team
- If a team's player attendance causes a late start, there shall be no allowance of time to compensate: the game will end at its scheduled time regardless of a late start
- Player substitution is allowed only in the event of an injury or after a point; before the resumption of play. Following a substitution, a failure to maintain the required gender-ratio will result in an immediate turnover and stoppage in play to allow for correction. This shall be called as a foul by the opposing team.

### Equipment

- Players may wear any uniform which allows them to distinguish themselves from the opposing team as long as it is appropriate
- Cleats are permitted providing they have no metal whatsoever
- Gloves are permitted
- Sun glasses and goggles are permitted
- Game disc will be official I75g Ultimate Frisbee Discs
- Any equipment conflicts which do not pose a safety issue are up to the opposing teams to rule on. If there is a question of safety, the presiding judge shall have the final word.

### The Play

- To begin a play/ match, both teams must line up on their respective end zone lines and raise their hands to signal "ready"
- The pulling team will then throw their disc to the receiving team
- If a player of the receiving team attempts to catch the pull and fumbles, it is a turnover
- When the disc comes to rest after a pull, it is in the possession of the receiving team
- A disc carrier has ten "stalls" to make his or her pass after which it is a turnover (counted by a player marking the disc-carrier: "stall one"... "stall two"...etc.)
- A defending player can commence the stall count when an offensive player has reached the disc regardless of having picked it up or not.
- If no defensive player counts stalls, there is no limit to the time a disc-carrier may have the disc
- If a pass is successful, the catching player becomes the disc-carrier
- If a pass is incomplete, there is a turnover wherever the disc comes to rest
- If a pass is intercepted or knocked down by an opponent, it is a turnover where the disc rests
- While the disc-carrier has the disc, the defensive player can be no closer to them than one disc-width, and no contact may occur
- A disc cannot be played with the legs or feet

### Rules of Disc Movement and Passing

- No player may move while in possession of the disc (called a "travel")
- If a player is running when a catch is made, they must slow as quickly as possible and return to the approximate position of the catch
- A player may use any throw to pass the disc but 'handoffs' are not permitted

- In order to make a pass, the disc-carrier must have an established pivot-point (foot or knee), i.e. no pass may be made while lying down or in mid air with the exception of the ‘motus ultimus’ (see line rules below)

### Rules of Contact and Space

- Each player has the right to open space whether in possession of the disc, on the offensive, or on the defensive
- No body contact of any kind is permitted
- Intentional contact or dangerous play is grounds for forfeiture of the match as decided by the presiding judge
- In both vertical as well as horizontal movement, each player has the responsibility to avoid body contact regardless of the situation (i.e. ‘playing the disc first’ is not an excuse for contact)

### Line Rules (Refer to pitch-diagram)

- Lines are considered ‘out’
- The end zone line is considered part of the playing area, not the end zone
- A disc is deemed out of play when it has come to rest on the ground, or has been played by a player who is out of play
- If a player catches and passes a disc in mid air (without touching the ground) even while out, the play is legal and the pass is valid (called a ‘motus ultimus’)

### Scoring

- A team scores by legally completing a pass into their offensive end zone
- Each score is worth 1 (one) point
- When a catch is made in the end zone, the receiving player should indicate the score by raising the disc overhead. No lift = “not in”!
- When a point has been made, the teams switch ends by having the scoring team remain at that end (which is now their defensive end) and the other team returning to the opposite end to resume play. This removes advantages of wind, sun, and incline.
- No point can be made from further than the half-field mark. If a pass *is* accidentally completed from further than half, the point *must* be contested by a player *on the field*. In this event, there is a turnover on the endzone line.

### Miscellaneous

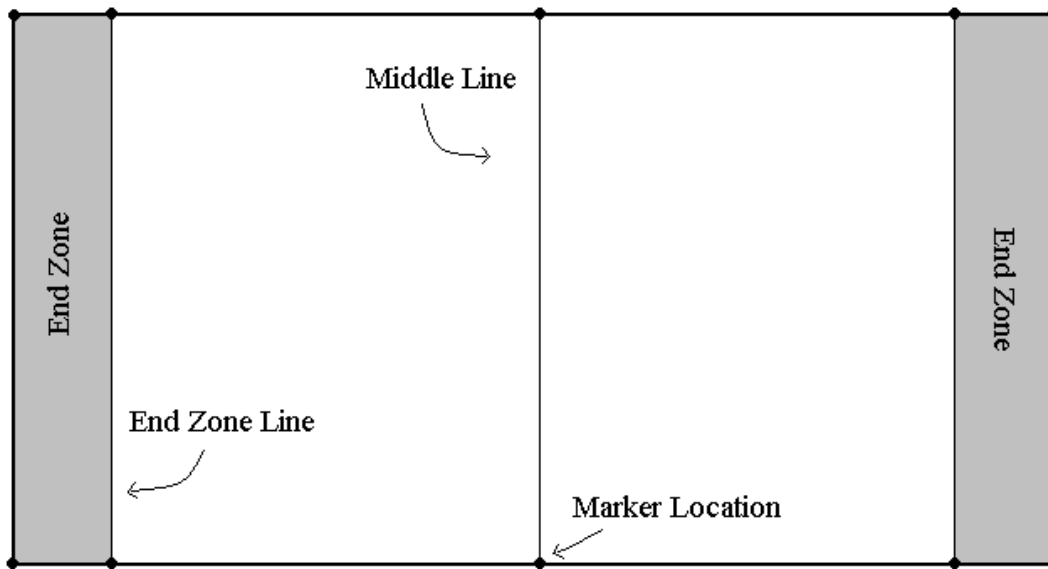
- If during a “pull” or “huck” the disc begins to fall out of play, the receiving team may order a “Middle” by clapping overhead and/or yelling “middle” *before the disc comes to rest*. This allows them to bring the disc to the centre of the field to recommence play at the point where the disc went out.
- In order to recommence play in any situation other than after a point, the disc carrier should offer the disc to the nearest opposing team member to “check” it into play with a gentle tap of the disc (like a high five). If there are no opposing players nearby or the play demands a speedy turnover, the disc carrier may use the ground of the playing area to “check-in”. In either situation, the player should then yell “Disc In” to notify others that play has recommenced.

- At the start of the game, a member from each team will meet to determine the first receiving team by toss of disc (toss the disc into the air and have one player call 'up' or 'down'). The winner can choose an end to start in or to receive first.

### Overtime

- No ties shall be allowed. Any game ending in a tie after regulation time will go to sudden-death decision
- Sudden-death games will be five minutes in length
- One sudden-death game will be played in qualifying games, and two (if required) in a championship
- All normal rules apply
- Substitution is allowed between regulation play and overtime and between overtime games (if two)
- If after the specified overtime there is still no victor, the teams shall compete in a pulling contest
- The pulling contest is limited to those players who were on the field at the end of the most recent overtime play. i.e. no substitution is permitted for the pulling contest
- The pulling contest will consist of a member from each team standing on one end zone line and 'pulling' a disc down the field. Whoever pulls the farthest shall receive one point for their team. The winning team shall be the team with the most points after all five players have pulled.

### Discus Ultimus Field



### The Tournament

- Awards in the Discus Ultimus event shall be determined by a simple tree-based tournament
- A win is worth one point
- A loss is worth zero points
- Event judges shall have the final word on disqualification, point awards, and team advancements
- See Discus Ultimus Rounds of Play on the following page

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## Discus Ultimus Rounds of Play

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### Qualifying Round (Day 1)

|          |                          |                           |                            |
|----------|--------------------------|---------------------------|----------------------------|
| Round 1: | <u>Field A</u><br>1 vs 2 | <u>Field B</u><br>3 vs 4  | <u>Field C</u><br>5 vs 6   |
| Round 2: | <u>Field A</u><br>7 vs 8 | <u>Field B</u><br>9 vs 10 | <u>Field C</u><br>11 vs 12 |

Winners in each round advance to the quarter-final round. The team's rank in the qualifying round is determined by highest score. In the event of a tie, the team with the **lowest** points against the team determines rank.

### Quarter-Final Round (Day 1)

|  |  |  |
|--|--|--|
| <u>Field A</u><br>1 <sup>st</sup> vs 4 <sup>th</sup> | <u>Field B</u><br>2 <sup>nd</sup> vs 5 <sup>th</sup> | <u>Field C</u><br>3 <sup>rd</sup> vs 6 <sup>th</sup> |
|--|--|--|

Winners on each field advance to the semi-final round automatically. The highest point score of the 3 remaining teams will determine who advances to the semi-final round. Again, in the event of a tie, the **lowest** points against determines the winner. The 5<sup>th</sup> and 6<sup>th</sup> ranked teams will play for the 5<sup>th</sup> place ribbon during the semi-final round on day 2.

### Semi-Final Round (Day 2)

|  |  |  |
|--|--|--|
| <u>Field A</u><br>1 <sup>st</sup> vs 3 <sup>rd</sup> | <u>Field B</u><br>2 <sup>nd</sup> vs 4 <sup>th</sup> | <u>Field C</u><br>5 <sup>th</sup> vs 6 <sup>th</sup><br><i>5<sup>th</sup> place ribbon</i> |
|--|--|--|

### Final Round (Day 2)

|  |  |
|--|--|
| <u>Field A</u><br>Winner A<br>vs<br>Winner B<br><i>1<sup>st</sup> and 2<sup>nd</sup> place ribbons</i> | <u>Field B</u><br>2 <sup>nd</sup> A<br>vs<br>2 <sup>nd</sup> B<br><i>3<sup>rd</sup> and 4<sup>th</sup> place ribbons</i> |
|--|--|

### **Relay Race**

- Enter one team per school
- Team members may be of any age
- Four students comprise a Relay Race team (maximum 2 boys)
- An all-boys school may form a coed team with two girls from an all-girls school (see general rules above)
- An all-girls school may form a coed team with two boys from an all-boys school (see general rules above), or may compete with a four-girl team
- This is a race against time
- Spikes are permitted for this event
- Batons are supplied

### **All Girls' Rules**

- Only all girls' schools are eligible to compete in this category
- An all girls' school may compete in **either** the co-ed **or** the all girls' category, **not both**
- A co-ed school may NOT enter into the all girls' category with an all girls' team
- This event is scored separately from the co-ed category with the same point value

### **Foot Race**

- Enter a maximum of two students per school per age category
- Distance corresponds approximately to 100m
- Spikes are permitted for this event

### **Mini-Marathon**

- Enter a maximum of two students per school per age category
- Follow a 400-800 metre (depending on terrain and conditions) cross-country race course as set out by stakes
- Spikes are permitted for this event

### **Frisbee Toss**

- Enter a maximum of two students per school per age category
- Frisbees are provided

### **Slinging**

- Enter a maximum of two students of any age per division
- Students must use their own ancient-style sling (no elastic); balls are provided
- The total length of an open slingshot must not exceed 185 cm. Please see instructions and illustration on the following page

## The Ancient Art of Slings

The most famous slingers of the ancient world were the Rhodian slingers of the eastern Mediterranean, employed to great advantage by Xenophon, and the Balearic slingers employed by Julius Caesar. The sling, when open, appears to have been a maximum of 185 cm. in length, with a leather pouch to hold the bolt in the middle. This was probably a widening cut into the leather of the sling. The lead projectile (slingshot) weighed twenty five to thirty grams, was oblong in shape and at distances of up to about one hundred metres could penetrate unprotected flesh. The bolt might have the name of the commander or a belligerent phrase such as “Take that” inscribed upon it. The slinger carried his bolts in a bag on his hip and practised reloading in rapid succession.

### The Method

One end of the sling was looped around the wrist or hand; the other end was grasped by the fingers. The sling was twirled in a slanting horizontal-vertical slope to build up speed. The loose end was released when the bolt was launched.



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## Rules for Swimming Events

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### General Rules

- SNC (Swim/Natation Canada) rules apply to all Conference swimming events
- Each school which intends to compete in any swimming events must enter in the appropriate fields on the Conference's electronic registration site the names of school representatives who will fill the following two positions:
  - i) one student team captain, who is the contact person for the school's swimming team, interacting with the judges, handing in swim cards, etc.
  - ii) one non-swimming student judge, who will stay outside of the pool and assist the judges in timing the races (*a teacher or chaperone may take the place of a student judge if necessary*)
- Swim cards will be provided to each swimmer at the beginning of the meet
- Swimmers will be divided into heats, depending on category, as well as swimming experience

### Girls' 50m Freestyle (Individual)

- Enter one or two girls of any age
- Each student swims 50 m

### Boys' 50m Freestyle (Individual)

- Enter one or two boys of any age
- Each student swims 50 m

### Girls' 100m Freestyle (Individual)

- Enter one or two girls of any age
- Each student swims 100m

### Boys' 100m Freestyle (Individual)

- Enter one or two boys of any age
- Each student swims 100m

### 100m Mixed Medley Relay

- Enter four students per team (maximum 2 boys)
- An all-boys school may form a coed team with two girls from an all-girls school (see general rules above)
- An all-girls school may form a coed team with two boys from an all-boys school (see general rules above), or may compete with a four-girl team
- Each student swims 25 m in one of the following strokes (in this order): back, breast, butterfly, and freestyle

### **All Girls' Rules**

- Only all girls' schools are eligible to compete in this category
- An all girls' school may compete in **either** the co-ed **or** the all girls' category, **not both**
- A co-ed school may NOT enter into the all girls' category with an all girls' team
- This event is scored separately from the co-ed category with the same point value

### **Certamen Navale**

- Boats and paddles are provided
- Enter two students per team, one team per school (maximum one boy for co-ed schools)
- An all-boys school may form a coed team with one girl from an all-girls school (see general rules above)
- An all-girls school may form a coed team with one boy from an all-boys school (see general rules above), or may compete with an all girl team
- This is a race against time in which the two students paddle their boat one length of the pool (25 m), hit the black swimming lane marker with the bow, turn the boat around and paddle back (25 m) to the starting block

## Summary of Points – Athletic

Each school which enters a student or team in an Athletic competition which does not place among the 1<sup>st</sup> through 5<sup>th</sup> place rankings shall receive one point for entering.

Individual events (shaded) are eligible for the Top Athlete trophy. No student may enter more than four of these events. There is no limit to the number of team (unshaded) events which a student may enter.

| CODE | NAME OF COMPETITION         | ABBREVIATION     | 1 <sup>st</sup> | 2 <sup>nd</sup> | 3 <sup>rd</sup> | 4 <sup>th</sup> | 5 <sup>th</sup> |
|------|-----------------------------|------------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| B01  | Junior Girls' Foot Race     | Jr. G. Foot      | 10              | 8               | 6               | 4               | 2               |
| B02  | Senior Girls' Foot Race     | Sr. G. Foot      | 10              | 8               | 6               | 4               | 2               |
| B03  | Junior Boys' Foot Race      | Jr. B. Foot      | 10              | 8               | 6               | 4               | 2               |
| B04  | Senior Boys' Foot Race      | Sr. B. Foot      | 10              | 8               | 6               | 4               | 2               |
| B05  | Junior Girls' Mini-Marathon | Jr. G. Mini-Mar. | 10              | 8               | 6               | 4               | 2               |
| B06  | Senior Girls' Mini-Marathon | Sr. G. Mini-Mar. | 10              | 8               | 6               | 4               | 2               |
| B07  | Junior Boys' Mini-Marathon  | Jr. B. Mini-Mar. | 10              | 8               | 6               | 4               | 2               |
| B08  | Senior Boys' Mini-Marathon  | Sr. B. Mini-Mar. | 10              | 8               | 6               | 4               | 2               |
| B09  | Junior Girls' Frisbee Toss  | Jr. G. FrisB     | 10              | 8               | 6               | 4               | 2               |
| B10  | Senior Girls' Frisbee Toss  | Sr. G. FrisB     | 10              | 8               | 6               | 4               | 2               |
| B11  | Junior Boys' Frisbee Toss   | Jr. B. FrisB     | 10              | 8               | 6               | 4               | 2               |
| B12  | Senior Boys' Frisbee Toss   | Sr. B. FrisB     | 10              | 8               | 6               | 4               | 2               |
| B13  | Junior Girls' Slings        | Jr. G. Sling     | 10              | 8               | 6               | 4               | 2               |
| B14  | Senior Girls' Slings        | Sr. G. Sling     | 10              | 8               | 6               | 4               | 2               |
| B15  | Junior Boys' Slings         | Jr. B. Sling     | 10              | 8               | 6               | 4               | 2               |
| B16  | Senior Boys' Slings         | Sr. B. Sling     | 10              | 8               | 6               | 4               | 2               |
| B17  | Girls' 50 m Freestyle       | G. Frst. 50      | 10              | 8               | 6               | 4               | 2               |
| B18  | Boys' 50 m Freestyle        | B. Frst. 50      | 10              | 8               | 6               | 4               | 2               |
| B19  | Girls' 100 m Freestyle      | G. Frst. 100     | 10              | 8               | 6               | 4               | 2               |
| B20  | Boys' 100 m Freestyle       | B. Frst. 100     | 10              | 8               | 6               | 4               | 2               |
| B21  | Mixed 100 m Medley Relay    | Mix Med. (Co-ed) | 25              | 20              | 15              | 10              | 5               |
| B22  | All Girls' Relay Race       | Mix Med. (G)     | 25              | 20              | 15              | 10              | 5               |
| B23  | Relay Race                  | Relay (Co-ed)    | 25              | 20              | 15              | 10              | 5               |
| B24  | All Girls' Relay Race       | Relay (G)        | 25              | 20              | 15              | 10              | 5               |
| B25  | Discus Ultimus              | Discus           | 25              | 20              | 15              | 10              | 5               |
| B26  | All Girls' Tug-of-War       | T-o-W (G)        | 25              | 20              | 15              | 10              | 5               |
| B27  | Tug-of-War                  | T-o-W (Co-ed)    | 25              | 20              | 15              | 10              | 5               |
| B28  | All Girls' Chariot Race     | Ch. Race (G)     | 25              | 20              | 15              | 10              | 5               |
| B29  | Chariot Race                | Ch. Race (Co-ed) | 25              | 20              | 15              | 10              | 5               |
| B30  | Certamen Navale             | Cert. Nav.       | 15              | 12              | 9               | 6               | 3               |

**Athletic Events – Specific Expectations**

| CODE | NAME OF COMPETITION         | Specific Expectations Involved in Competitions   |
|------|-----------------------------|--|
| B01  | Junior Girls' 100m Dash     | <p><b>Level One:</b></p> <p><b>OL1.04</b> – identify artifacts and terms related to cultural aspects of ancient societies (e.g., housing, clothing, recreation) in material presented orally (e.g., talks by guest speakers, discussions, taped interviews).</p> <p><b>OS1.08</b> – demonstrate knowledge of cultural aspects of ancient societies by participating in quizzes, games, and presentations.</p> <p><b>RE1.05</b> – demonstrate knowledge of cultural aspects of ancient societies gained through reading, in projects, presentations, and discussions.</p> <p><b>AK1.05</b> – gather and analyse information about the ancient world, using a variety of electronic and print sources, including books, the Internet, and software packages;</p> <p><b>AK1.06</b> – show the influence of classical culture on later societies in writing assignments and artistic works (e.g., create a poster on the Olympics that suggests their historical roots).</p> <p><b>Level Two:</b></p> <p><b>LII.03</b> – demonstrate knowledge of aspects of ancient societies (e.g., scientific theories, technological innovations, practice of medicine) by responding to information presented orally (e.g., in presentations, oral reports, talks by guest speakers).</p> <p><b>SP1.06</b> – demonstrate a detailed knowledge of cultural aspects of ancient societies by sharing information in various group activities (e.g., debates, contests) and individual oral presentations (e.g., book reviews, reports on topics such as ancient medicine).</p> <p><b>RE1.04</b> – demonstrate knowledge of various aspects of ancient societies gained through reading a variety of materials (e.g., historical fiction, newspaper and magazine articles, CD-ROMs) in detailed reports, presentations, and discussions.</p> <p><b>OC1.05</b> – gather and analyse archaeological information relating to the ancient world, using a variety of electronic and print sources (e.g., the Internet, software packages, books);</p> <p><b>OC1.06</b> – show the influence of Classical culture on later societies in areas such as science, art, and philosophy in various projects (e.g., prepare a presentation showing the widespread use of Classical images and allusions in advertising).</p> <p><b>Level Three:</b></p> <p><b>LII.03</b> – show extensive knowledge of ancient societies and of the culture of the classical world by responding appropriately to presentations (e.g., discuss information presented by guest lecturers or peers).</p> <p><b>RE1.04</b> – demonstrate extensive knowledge of classical culture gained through reading (e.g., reference books, ancient texts in the classical language or in English translation) in independent study projects, seminars, and debates.</p> <p><b>OC1.05</b> – gather and analyse information about the ancient world, using a variety of electronic and print sources (e.g., the Internet, software packages, and books);</p> <p><b>OC1.06</b> – show the influence of classical culture on later societies in areas such as literature, law, and theology (e.g., compare aspects of modern law with the law practised in ancient societies).</p> |
| B02  | Senior Girls' 100m Dash     |  |
| B03  | Junior Boys' 100m Dash      |  |
| B04  | Senior Boys' 100m Dash      |  |
| B05  | Junior Girls' Mini-Marathon |  |
| B06  | Senior Girls' Mini-Marathon |  |
| B07  | Junior Boys' Mini-Marathon  |  |
| B08  | Senior Boys' Mini-Marathon  |  |
| B09  | Junior Girls' Frisbee Toss  |  |
| B10  | Senior Girls' Frisbee Toss  |  |
| B11  | Junior Boys' Frisbee Toss   |  |
| B12  | Senior Boys' Frisbee Toss   |  |
| B13  | Junior Girls' Slinging      |  |
| B14  | Senior Girls' Slinging      |  |
| B15  | Junior Boys' Slinging       |  |
| B16  | Senior Boys' Slinging       |  |
| B17  | Girls' 50 m Freestyle       |  |
| B18  | Boys' 50 m Freestyle        |  |
| B19  | Girls' 100 m Freestyle      |  |
| B20  | Boys' 100 m Freestyle       |  |
| B21  | Mixed 100 m Medley Relay    |  |
| B22  | All Girls' Medley Relay     |  |
| B23  | Relay Race                  |  |
| B24  | All Girls' Relay Race       |  |
| B25  | Discus Ultimus              |  |
| B26  | All Girls' Tug-of-War       |  |
| B27  | Tug-of-War                  |  |
| B28  | All Girls' Chariot Race     |  |
| B29  | Chariot Race                |  |
| B30  | Certamen Navale             |  |