

# Holy Cross Guild System

## Details of the System

### Service (500 points possible)

There are 3 components to the service accumulation of points.

1. At the end of the 3<sup>rd</sup> quarter the seniors will have completed and received a grade for their senior service projects. The total possible points for the guild is 167. If the seniors in the guild have an average of 100% for their senior service project the guild will receive 167 points. If the seniors in the guild have an average of 90% for their senior service project the guild will receive 150 points.
2. Each guild will create and complete a Guild service project. These projects will be planned and carried out by the adult and student members of the guild. All projects must be approved by the Guild Student Government. The Guild Master will monitor all service projects. The maximum number of points possible for this project is 167. If the project is completed the guild will receive 150 points. The Guild master can award up to 17 points for guilds whose projects go above and beyond minimum expectations as well as incorporate participation by all members of the Guild.
3. All students are required to do service as part of the curriculum at Holy Cross High School. At the end of each quarter the average service grade will be calculated for each guild. This average will then be multiplied by  $1 \frac{2}{3}$  and divided by 3 in order to determine the number of points possible. For example, if a Guild has a 90% service average for the first quarter it will receive 50 points for the 1<sup>st</sup> quarter competition. The maximum points possible per quarter is 56.

### Academics (500 points possible)

There are 3 components to the academic accumulation of points.

1. The academic check will be done at the end of each quarter. The academic score for each guild will be based on average numerical grade for the quarter. For the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> quarters that average percentage will be based on 150 maximum points possible. For example, if a guild's 1<sup>st</sup> quarter numerical average is an 85% they will receive 127.5 points.
2. In the 4<sup>th</sup> quarter the percentage of students in the guild passing all of his/her classes will gain points for the Guild. This portion is worth 50 points. For example if 87% of students are passing all of their classes the guild will receive 43.5 points.
3. At the end of each quarter students will have an opportunity to earn points for the Guild by being a member of the honor roll. Each student in guild who is on the Principal's List will receive 3 bonus points for his/her Guild. Each student in a guild who is on the Maroon List will receive 2 bonus points for his/her Guild. Each student in a guild who is on the Grey List will receive 1 bonus point for his/her Guild.

### **Discipline (500 points possible)**

The discipline portion of the points is derived from the demerit policy established at Holy Cross High School. The discipline check will be done at the end of each quarter. Each student can earn 5 points per quarter for the Guild. If a student receives a demerit in a quarter the Guild loses 2 of those points. Each student has the opportunity to earn 20 points for the guild during the school year.

### **Involvement (500 points possible)**

There are two components to the involvement portion of the competition.

1. Marquis and Major events are one way points for involvement are accumulated. These events are located on the Guild Calendar and School Website Calendar. Sporting events, social events, working Open House/Grade School events, award night events, etc. are types of marquis events. Homecoming Dances, Turkey Trot, Spirit Week, etc. are examples of major events. When a student attends one of these marquis or major events he/she earns a point for the Guild. All students must have their school I.D. at these events in order to be counted for the competition. Student I.D. numbers will be recorded for verification of attendance. Each guild will be responsible for checking I.D.s and submitting totals for 3 marquis events and 1 major event per year.
2. Participation in extra-curricular activities is another way to earn points in the guild. For each extra-curricular activity a student in involved, he/she will receive a point. These will be calculated at the end of each quarter and students only receive a point if the extra-curricular was active (in season) during that quarter. All coaches and moderators must submit an "active" list of members of an extra-curricular activity at the end of each quarter.

### **Attendance (250 points possible)**

There are two components to the attendance portion of the competition.

1. The attendance check will be done quarterly. The attendance rate for each guild will be calculated at this time. Attendance checks include absences and tardies (2 tardies= 1 absence). Each quarter the total number of days is divided by the number of days the students in the guild attend school. For example, if there are 45 days in the 1<sup>st</sup> quarter multiplied by 34 students and adults in the guild that would equal a possible 1530. If the guild attended 1500 of these days the percentage of attendance for that quarter would be 98%. Each guild can earn 75 points for each of the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> quarters, 50 points for the 4<sup>th</sup> quarter. If the guild's 1<sup>st</sup> quarter attendance average was 98% that guild would receive 73.5 points.
2. Each student who has perfect attendance in a particular quarter can earn 1 bonus point for the guild.

### **Fundraising (250 points possible)**

There are three major fundraisers that will be considered in this part of the competition.

1. The Fall Raffle will run from October 5<sup>th</sup>-November 20<sup>th</sup>. Each guild will be given a guild goal for chances sold. This goal will be the equivalent of each member (student & staff) selling his/her chances. This portion is worth 90 points in the competition. The points are awarded based on the percentage of the goal sold. For example if a guild sells 90% of the goal, the guild will receive 81 points. The guild must sell a minimum of 50% of its goal in order to receive any points. If the guild reaches the guild goal the entire guild will also be eligible for a day off school on Monday, November 30<sup>th</sup>. The Guild that sells the most overall tickets and reaches 100% or more of its goal will attend a lunch off-campus during the Guild Activity Block in January.
2. The Ramble for the Roses is an important fundraiser for the school. Registration for this walk will begin on April 2 and go through April 23<sup>rd</sup>. Each guild will be given a guild goal for registrations sold. This goal will be the equivalent of each member (student and staff) registering himself/herself and 3 other people for the walk for a total of 4 registrations. This portion is worth 70 points in the competition. The points are awarded based on the percentage of the goal achieved. For example if a guild has a 90% completion rate, the guild will receive 63 points. The guild must complete a minimum of 50% of its goal in order to receive any points. Each student who completes the goal (registers himself/herself and 3 others) will receive a half day off of school on the day of the Ramble on April 27<sup>th</sup>.
3. The Spring Raffle will run from February 16<sup>th</sup>-March 26<sup>th</sup>. Each guild will be given a guild goal for chances sold. This goal will be the equivalent of each member (student & staff) selling his/her chances. This portion is worth 90 points in the competition. The points are awarded based on the percentage of the goal sold. For example if a guild sells 90% of the goal, the guild will receive 81 points. The guild must sell a minimum of 50% of its goal in order to receive any points. If the guild reaches the guild goal the entire guild will also be eligible for a day off school on Monday, April 12<sup>th</sup>. The Guild that sells the most overall tickets and reaches 100% or more of its goal will attend a lunch off-campus during the Guild Activity Block in April.