Lincoln High School

Spirit Week 2026

October 13 — 17, 2026

LINCOLN HIGH SCHOOL
SC
STUDENT COUNCIL

The Official Handbook

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What's Up With Spirit Week?

Spirit Week is one of the best times of anyone's Lincoln High School career. It emphasizes teamwork, fun, and a love for your school that cannot be experienced anywhere else. It sends the school into a whirlwind of competitiveness and class pride. Each class sets out hard in September to begin their Spirit Week roller coaster ride. During Spirit Week, classes collect food, compete in Kindness Wars, hurl dodgeballs at each other, and compete in some of the most fun group events known on the face of the earth in order to decide the most spirited class. Historically, the Seniors have dominated Spirit Week, but that doesn't mean another class is doomed — there have been upsets! The best advice we can give everyone: try your hardest, listen to your Executive Boards & Advisers, and, ultimately, have fun!

Common Misconceptions about Spirit Week

- **"It is rigged and the seniors always win."** This is false; all events are judged fairly by neutral teachers and, frankly, anyone who isn't a senior cannot wait to see the year where the seniors are beaten.
- The only reason upperclassmen seem to have advantages over the lowerclassmen is because they have more experience, plain and simple. With hard work, any class can win.

Inspirational Words to the Freshmen!

- Freshmen: Do your best to participate and have fun.
- Plus, with the help of this packet, you will actually know what you are doing, as this helpful guide has not always been available for classes to refer to.

Spirit Days

Spirit Days offer Lincoln High School a week to dress up in a common theme. It allows students to get as creative and funny as they like, without going over the top, and is always full of excitement.

Rules and Regulations

1. No student is to dress up in inappropriate outfits. The policies in the Student Handbook are in full effect during Spirit Week.
2. Student Council and Faculty have the right to deem any outfit inappropriate, so please use your best judgment.
3. The winner of the spirit day is based on a percentage of students present who are dressed for the day. All students will be counted in Advisory Period.
4. Winners will be announced the day of the dress-up day over the announcements.

> **Advisory teachers that dress up count as 5 students towards their respective Advisory classes. Only ONE teacher/adult per Advisory will be counted.**

Tuesday, October 13th — Character Day

Dress up as your favorite character from a movie, TV show, book, or video game and bring them to life for the day. Whether you go all-out with a full costume or stick to an iconic accessory, show off the pop-culture personalities you love most.

Wednesday, October 14th — "Country vs. Country Club" Day

Choose your aesthetic: dust off your boots, denim, and flannel for a rustic country vibe, or put together a preppy outfit such as a sweater vest, polo shirt, khakis, or tennis skirt for a classy country club look.

Thursday, October 15th — "Throwback" Day

Pick a favorite decade — from the groovy '70s and neon '80s to the classic Y2K era — and wear the fashion trends that defined it.

Friday, October 16th — Class Colors Day

Needs no explanation. Go all out.

Hallway Decorations Competition

Each class has a designated hallway to decorate during Spirit Week. Designated hallways may be decorated from Tuesday, October 13th through Thursday, October 15th. Each class will decorate their designated hallway in their class colors. Decorating can be done before school, after school, advisory, and Lion Block. The designated hallways will be judged by the administration. The winner will be announced at the pep rally on Friday afternoon.

Seniors — Lower A Wing

Juniors — Lower C Wing

Sophomores — Upper A Wing

Freshmen — Upper C Wing

Kindness Wars 2026

Get ready to spread positivity during our Kindness Wars competition, running from Tuesday, October 13th through Friday, October 16th! Throughout the week, faculty, staff, and administration will be handing out Kindness Tickets whenever they catch students performing helpful gestures and everyday acts of kindness. If you receive a ticket, drop it into your grade level's labeled class box located in the front lobby outside the Main Office during non-class times, such as before school, between passing periods, or during lunch. Be sure to turn in all of your tickets before the competition officially closes at **9:00 AM on Friday, October 16th** so your class can claim victory and prove who can spread the most kindness!

> **The grade with the most points collected will receive 10,000 Spirit Week points!**

Food Drive

All the food that is collected will go to the town for the Thanksgiving baskets, so please participate in this event. **The grade with the most points collected will receive 10,000 Spirit Week points!**

Boxes will be located in the front lobby outside of the Main Office.

FOOD COLLECTION ENDS AT 9 AM FRIDAY, OCTOBER 16.

Each class is assigned certain foods — take note of what your class should be bringing in!	
Seniors	Corn and cranberry sauce
Juniors	Carrots and stuffing
Sophomores	Peas and instant potatoes
Freshmen	Squash, pumpkin, and gravy

Battle of the Classes

Time Frame

5:30 PM	Breathalyzers
6:00 PM	Introduction of Executive Boards
6:15 PM	First Event Begins

General Rules

1. Members of each class may participate in only **ONE** Battle of the Classes event plus **either** Dodgeball **OR** Tug-of-War, at the discretion of their class advisor.
2. The Student Council Executive Board has the final say on **ALL** calls during Battle of the Classes.
3. Points will be deducted for poor conduct (talking while the spirit stick is up, disrespect to Student Council, faculty, or other classes, etc.).
4. Any class that leaves behind a mess in their area forfeits the points they would have earned in Battle of the Classes.

The Events

Hungry, Hungry Hippos

Classes compete in an oversize version of the classic board game where players race to collect as many balls as possible using a rolling scooter and container. Two boys and two girls from each class will participate in this event.

Dodgeball

"If you're going to become true dodgeballers, then you've got to learn the five d's of dodgeball: dodge, duck, dip, dive and dodge!" Have you got what it takes? This is gritty, class vs. class, last man (or woman) standing dodgeball.

Rules

- Each team is comprised of 10 players (5 boys, 5 girls).
- Games will begin with five balls placed at center court and teams touching their own walls.
- The President of Student Council will announce "1-2-3 Dodgeball" to begin the match.
- If the ball hits you on the fly, you are out.
- If you catch a ball on the fly, the person who threw it is out.
- Student Council calls are final.

Order of Dodgeball Matches

1. Freshmen vs. Seniors
2. Sophomores vs. Juniors
3. Losers of first two matches
4. Winners of first two matches

Limbo

This is the simple game of flexibility. A bar will be held in the middle of the gym as students try to go under it. The bar continually gets lower after each round. This game requires two boys and two girls from each class.

Rules

- If a person falls while trying to go under, they are out.
- If a person hits the bar, they are out.

Tug-of-War

This event tests the sheer strength of the classes. Ten boys and ten girls try to pull each other onto the other side of the gym. Boys and girls compete separately in this event. No adhesive spray may be applied to the hands or feet for this event. Shoes must be worn by all competitors.

- Freshmen face Seniors first
- Sophomores face Juniors
- Losers of each match face each other
- Winners of each match face off for the Tug-of-War championship

Balloon Pop Relay

Six students (3 boys, 3 girls) from each class will participate in a relay. One student will blow up and tie a balloon, then pass it to their partner, who will pop it by sitting on it. The second pair may not begin to blow up their balloon until the first is popped, and so on down the line. The class that successfully blows up, ties, and correctly pops three balloons will be declared the winner.

Ring Pass (Hoop de Doo!)

In this event, four boys and four girls from each class form a line holding hands, alternating boy/girl. The hoop will be placed on the arm of the first person in line and must be passed all the way down the line without anyone breaking the chain of people.

Bean Bag Toss

In bean bag toss, students will each take a turn throwing two bean bags at the board. The objective of the game is to get the bean bag in the hole. The student who gets the most bags in the hole wins; if none go in, the winner is the player with the bean bag closest to the hole.

Knockout

In this game, members of each class will line up on the free throw line, with the first two people in line (freshman first, senior second) holding a basketball. The first person shoots; if they make their basket, they go to the back of the line. If they miss and the person behind them makes their basket first, the first shooter is knocked out. The game continues until only one person is left. Boys will compete on one side of the gym and girls on the other side simultaneously. There are 2 boy and 2 girl participants from each class in this event.

3-Legged / Wheelbarrow Relay

In this event, four classmates will stand at the baseline of the gym. Two will have their legs bound together with duct tape, while the other two compete in the wheelbarrow race. When the signal is given, the two people doing the wheelbarrow race go to the other end of the gym, then switch positions and come back. Once they are over the line, the 3-legged racers race to the other side of the gym and back. The first team back is crowned the victor. Student Council will provide each class with a pair of gloves to use in the wheelbarrow relay; no other traction aids will be allowed. For the wheelbarrow leg of the race, you must push your partner at all times, which means **NO PULLING!!** Boys and girls compete separately in this event.

Musical Chairs

The game starts with 2 players from each class, one male and one female. Chairs are arranged in a circle facing outward, with the players standing in a circle just outside of that. A non-playing individual plays recorded music. While the music is playing, the players in the circle walk in unison around the chairs. When the music controller suddenly shuts off the music, everyone must race to sit down in one of the chairs. The player who is left without a chair is eliminated from the game, and one chair is also removed to ensure that there will always be one fewer chair than there are players. The music resumes and the cycle repeats until there is only one player left in the game, who is the winner.

Class Banners

Every class is to create a banner that is both aesthetically pleasing and encompasses their theme. Judges will be judging your banners on: **Originality**, incorporation/use of **class color(s)**, how well it relates to your overall **theme**, and the **overall impression**. Using the LHS Core Values can improve the impression you make.

Banner Requirements

The banner should be **6′ by 8′ with proper hanging hardware so that the custodial staff may hang the banner properly.** Banners may not extend more than 6 inches out from the frame to ensure that they will be able to be displayed.

Banners should be primarily the class color of each class:

Freshmen	White (black/silver as secondary colors)
Sophomores	Red
Juniors	Blue
Seniors	Red, white, and blue

Banners must be completed by the end of the day on Wednesday, October 14th. Banners will be judged by Faculty, Staff, and Administration. The winner will be announced at the pep rally on Friday afternoon.

Spirit Week Points Breakdown

Event	1st	2nd	3rd	4th
Battle of the Classes	10,000	8,000	6,000	4,000
Class Banner	10,000	8,000	6,000	4,000
Food Drive	10,000	8,000	6,000	4,000
Hallway Decorations Competition	10,000	8,000	6,000	4,000
Kindness Wars	10,000	8,000	6,000	4,000
Spirit Days	10,000	8,000	6,000	4,000

Total points up for grabs: 60,000 points!

Homecoming Game

Friday, October 16th, 2026

6:00 p.m. kickoff

Mt. Hope vs. Lincoln

Ferguson Field — LHS

Homecoming Dance

"Tale as Old as Time"

Saturday, October 17, 2026

6 pm – 9 pm

Homecoming is the first semi-formal dance of the year and is also the culmination of Spirit Week. Homecoming is always a good time and always sells out, so make sure you get your ticket early. **Tickets will be sold from Monday, October 5th until Friday, October 9th at 2 pm.**

Homecoming Royalty

Homecoming Royalty will be decided as the top six senior students, nominated by the student body. The whole court will be introduced at the Pep Rally on Friday, and the Royalty will be recognized at the Homecoming Dance on Saturday.

Spirit Week Schedule

Tuesday, October 13th — Character Day

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Wednesday Night

Battle of the Classes — 6 pm @ LHS Gym

Thursday, October 15th — "Throwback" Day

Pick a favorite decade — from the groovy '70s and neon '80s to the classic Y2K era — and wear the fashion trends that defined it.

Friday, October 16th — Class Colors Day

Needs no explanation. Go all out.
Pep Rally during last period

Friday Night

Homecoming Game (Mt. Hope vs. Lincoln) — 6 pm under the lights @ LHS Ferguson Field

Saturday, October 17, 2026

Homecoming Dance (6:00–9:30 pm)



Questions?

Contact the Student Council Advisor:

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