

# EGHS Spoon Game<sup>©</sup> Rules

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## I. How the EGHS Spoon Game<sup>©</sup> works

- A. Each player must purchase a spoon from *The Spectrum* to enter gameplay
- B. Each player is assigned a target
- C. Said player must eliminate their target by touching them with their spoon while the enemy player is not in contact with their spoon (II.C)
- D. When player A is eliminated by player B, player B inherits player A's target

## II. General Rules

- A. The Spoon
  1. The spoon must be purchased from *The Spectrum*
  2. The spoon may not be replaced.
  3. If the spoon breaks it can be fixed by any means necessary, however, the surface original spoon must be showing in some capacity
  4. Any fixed spoons must maintain the appearance of a spoon for identification purposes
  5. Spoons may be decorated, but the spoon must maintain the appearance of a spoon
  6. Matt Wegrzyn Rule: A player cannot attach a writing utensil to their spoon
  7. A spoon may not be attached to a player's body in any way (lanyard, tape, etc.)

8. Spoon must remain visible, not in pockets, or tucked in sleeves<sup>1</sup>
  9. Spoons cannot be stolen or hidden, stealing or hiding another player's spoon can result in a disqualification
- B. Being "Safe"
1. A player is safe in a safe or "spoon free" zone (III)
  2. A player is safe outside of a safe zone by holding their spoon (II.C)
- C. Contact with the spoon
1. The spoon must be touching the hands of the holder, in order for the holder to be safe from elimination
  2. It does not matter if the holder is wearing gloves or has a barrier between skin and spoon, it just needs to be controlled by the holder
- D. Elimination of targets
1. In normal play (IV.A), a player can only eliminate their target<sup>2</sup>
  2. For a player to eliminate their target they must contact their body (clothing included) while their target is deemed unsafe
  3. A player in a safe zone may not tag a player out of a safe zone
- E. Witnesses
1. In order for an elimination to be valid, a witness must be present
  2. If no witness is present, a clear video will suffice
  3. If there is no witness account or video, the elimination is invalid
- F. Lying
1. Players are allowed to lie about who their target is
  2. Players are not allowed to lie about if they're still in the game (i.e. a player cannot claim they're out of the game for whatever reason one day and then continue playing the next)
    - a. If a player lies about their status in the game they will be disqualified with no exceptions

### III. Safe Zones

**Definition:** A safe zone is a space in which no player can be eliminated by anybody, synonymous with "spoon free zone"

#### A. Classrooms/Classes

1. A teacher may declare their room as a safe zone
2. There must be a visual declaration of the safe zone (sign, written on board, etc.) in order for the classroom to be a valid safe zone

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<sup>1</sup> Note: At least  $\frac{1}{3}$  of the spoon must be visible for either party to see. For example, when held in a hand, typically  $\frac{2}{3}$  of the spoon is not seen.

<sup>2</sup> Target: person told to eliminate as assigned by *The Spectrum*

3. From the bell that starts the day<sup>3</sup> to the bell that ends the school day, that room is safe, even in between classes
4. After school the room is not safe unless an assessment is being given, the player is safe from when they receive the test until when they hand it in
5. The player is in the room when their entire body is in the room, they are out of the room when they have completely left the room (i.g. To enter a room from the hallway you must fully enter the room, but to leave the room you must fully leave the room)
6. If the class is leaving the room or is not bounds to the walls of a room (gym, photo, etc.), the teacher must clarify to the members of the class, if the members of class are safe,
  - a. If the class is deemed safe, they are safe until the bell

#### B. Sports

1. All official EGHS sports are spoon free
2. Locker rooms are safe zones, on and off EGHS campus
3. Captains' practices are **not** official safe zones
4. Practices are safe from the coach's start of practice to the coach's dismissal of practice - if a player is kept after practice by a **coach** they are safe
5. Games/Meets/Matches with no bus: Players are safe beginning at the coach's designated time of arrival until they are dismissed by the coach at the end of the game
6. Games/Meets/Matches with a bus: Players are safe when they enter the bus to go to their game until they leave the bus when they are back home after their game
7. Games/Meets/Matches as an attendee: Players are not safe if they are attending the game as a fan/viewer.

#### C. Drama/Music/Performances

1. EGHS drama is treated just like EGHS sports, if a player is participating in drama, during drama hours they are safe
2. EGHS music performances are safe zones for any performer that will perform in that show
3. EGHS Talent Show and International Idol, tech and supporting staff are safe the entire night and during dress rehearsals if announced by a teacher, performers are safe when in the performance area, they are unsafe if they rejoin the audience

#### D. Clubs

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<sup>3</sup> Bell that starts the day: the bell immediately preceding the announcements (8:00 on a normal day)

1. Club meetings and club events can be deemed spoon free by the club president or the club advisor
- E. Driving, Cars, and Parking Lots
1. Parking lots are safe zones
  2. Passengers and drivers inside cars are safe
  3. Driveways are safe zones when there is a car in the driveway (it can be parked), but not safe when the driveway is empty
- F. Field Trips
1. The individual in charge of the field trip may declare a field trip spoon free
  2. If the field trip is spoon free, a player is safe from when they enter the bus until they leave the bus when they are back home after their trip
- G. Homes/ Bathrooms
1. No EGHS student (other than those in charge of the game) may declare a safe zone
  2. All homes are safe zones for the players that live there, similarly player A cannot tag player B out in player A's home.
  3. All bathrooms - everywhere - are safe zones
- H. Spoon Olympiad
1. If the game reaches olympiad phase (IV.F), the players are safe from elimination via tag and can only be eliminated by the results of the olympiad
- I. SAT and ACT Testing Areas
1. The school building in which an SAT or ACT test is being administered in is entirely spoon free/safe for the duration beginning at the start of that day on which the test is being administered until the time that the student has left the school grounds that day.
    - a. Ex. On April 10, (date of in-school SAT) a student is safe in the EGHS building beginning when they walk in and ending when they leave.
- J. Religious Services
1. A player may not strike out another player for the duration of the religious service, however it is free game once the service is over.
- K. Hospitals
1. Hospitals are spoon free zones
- L. Work
1. You are safe for as long as you are working (at a legal, I-will-pay-taxes-on-this-income job)
    - a. The Counter Clause: if you are working and go on break, you are no longer safe. If you come out from behind a "counter" in food service or are somewhere other than your job, you are no longer safe.

M. World War I Debate

1. The World War I Debate is a spoon free zone for any participants or judges from the bell that starts the day to the bell that ends the day.

N. Gyms

1. Gyms are not generally safe zones
  - a. While a player is using equipment or in the middle of an exercise, they are safe for the duration of the exercise.

O. NHS Ceremony

1. The NHS ceremony is Spoon Free for the duration of the night

#### IV. Possible Phases

- A. Normal Play - Players are assigned a target and can only eliminate their targets with a spoon during this phase
  1. In this phase each player must eliminate their original target to continue
  2. There will be no changing of targets once initially assigned by Spectrum staff, regardless of parties relationships to the other.
- B. Free for All - Any player can eliminate any other player with a spoon
- C. Group Phase - Players are organized into groups of four(ish) and their targets are members of their target group assigned by Spectrum Staff.
  1. Group members work together to get all members of their target group out.
  2. If all members of their target group are not out by the end of the round, the entire group is eliminated.
  3. Each player must get at least one member of the target group out or they will be individually eliminated.
- D. Sc-Avenger Hunt - One Tuesday-Friday week to solve five riddles and submit your answers
- E. Two Liter Bottle Round - Any player can eliminate any player, however, instead of a spoon players must carry a two liter bottle
  1. Bottle must be factory sealed<sup>4</sup> and contain 2 liters of fluid
  2. Players are responsible for getting their own bottle
  3. Bottles cannot be tethered to their holder
  4. Bottle Contact
    - a. The bottle must be in control and in the hands of the holder, similar to but not defined as, the complete catch rule in the NFL, in order for the holder to be safe from elimination

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<sup>4</sup> Factory sealed: A new bottle that has never been opened

1. If both hands are around the bottle and it's resting on a surface, the player is in control of the bottle
  2. If one hand is around the bottle and it's resting on a surface, the player is not in control of the bottle
    - a. If the surface is a player's own body (leg, stomach, etc.) they are in full control of the bottle
    - b. It does not matter if the holder is wearing gloves or has a barrier between skin and bottle, it just needs to be controlled by the holder
  5. Elimination: player A can eliminate player B by touching player B (not holding bottle) with the bottle of player A
  6. Players cannot open each other's bottles for the purpose of getting each other out
    - a. If a player is caught breaking the factory seal of another player's bottles, they will be disqualified
- F. Duel Round - Two players are given each other as targets and one must eliminate the other to move on
1. If neither players can eliminate the other, both players will be eliminated
- G. Non Player Elimination: Part One - Any player in the game can be eliminated by EGHS freshmen, sophomores and other remaining players
1. Players may carry their original spoon or a bottle to be safe
  2. Freshmen and Sophomores of EGHS can eliminate players in the game by touching them **and** verbally declaring their elimination
  3. The elimination is not valid unless the elimination is verbally declared
  4. Remaining players can still eliminate other players
- H. Non Player Elimination: Part Two - Any player in the game can be eliminated by any EGHS student or faculty member
1. Players can carry a bottle or their original spoon to be safe
  2. Any EGHS student can eliminate players in the game by touching them **and** verbally declaring their elimination
  3. Remaining players can still eliminate other players
- I. Spoon Olympiad - In the event of a prolonged contest, the Spoon Game will end in a special event
1. The Spoon Olympiad may be one of the followings event or a combination of the following events:
    - a. Spoon Balance - Which player can balance the most metal spoons on their face (face cannot be laying back)
    - b. Spoon Egg Walk - Which player can walk the furthest with an egg on a metal spoon (extended from the body)?

- c. Spoon Building - Which player can build the highest structure using only office tape and plastic spoons?
- d. Spoon Collection - Which player has the greatest collection of original spoon game spoons with the names of the spoons' respective owners?
- e. Spoon Throw: Distance - Which player can throw their plastic spoon the farthest?
- f. Spoon Speed Eating - Which player can eat the most applesauce (or similar substance) using just one standard sized spoon as the vehicle from the source of food to the mouth in a minute?
- g. Spoon dig - Which player can transfer the most sand from the sandbox to a bucket using only a standard spoon in a minute?
- h. Spoon Throw: Accuracy - Players play a game of PIG (the basketball game) but instead of a basketball, they use a spoon
- i. Spoons - Players play spoons, the card game
- j. Make a spoon - Which player can create the biggest homemade spoon?
- k. Find the Spoon - Which player can find a spoon hidden on the EGHS campus?
- l. Spoon language - Which player can say "spoon" in the most languages?
- m. Spoon game trivia - Which player can name the most champions of the EGHS spoon game?
- n. Fill the bottle - Which player can fill a water bottle the fastest, using only a spoon and a bucket of water?
- o. Kahoot - Which player can win a kahoot selected at random?
- p. Spoon fruit peel - Which player can peel an orange or a banana (completely) the fastest using two metal spoons?

## **V. Appeal Procedure**

- A. READ THE RULES
- B. Settle your issue amongst yourselves
- C. If you absolutely cannot come to a verdict or compromise, all appeals should be directed first to Emily Clarke or Mary Murphy, then to Mr. Brocato
  1. Appeals that cannot be immediately resolved may take the case to Spoon Court© after school or during advisory
    - a. Both players must be present and prepared to defend their case. Certain clauses should be cited if necessary.

- b. Representatives (i.e. Spoon Attorneys) may also be present if requested by their client

## VI. End Game

- A. The winner is declared once all other contestants have been eliminated
- B. The winner can also be declared if they are the winner of the Spoon Olympiad

## VII. Dates / Timeline

- A. Normal Phase starts 2/25/2025 at exactly 8:00 A.M.
- B. Free for All starts 3/11/2025 at 8:00 A.M.
- C. Duel Round starts 3/25/2025 at 8:00 A.M.
- D. Two Liter Bottle Phase 4/8/2025 at 8:00 A.M.
- E. The Spoon Olympiad will take place if all contests have not been eliminated
- F. These dates and rounds are subject to change. *The Spectrum*/Spoon Game Officials reserve the right to alterations.

## VIII. Adaptations/Clarifications

- A. Clarification of III.B.4:
  1. If there is an unclear end to an EGHS sport's practice, the player leaves the safe zone of the practice and becomes unsafe after the player touches their spoon or bottle (they must touch their spoon/ bottle within a reasonable amount of time after the assumed end of practice.
- B. Adaptation of IV.D.1:
  1. Players may carry their original spoon or a bottle to be safe, unless a replacement spoon was administered by Spectrum Staff
- C. Clarification of III.A.3:
  1. From 7:50-8:00 the band room is NOT a spoon free zone. It only becomes a spoon free zone once the bell that starts the day rings
  2. While jazz band is taking place, it is a spoon free zone

## IX. Removal

- A. Going forward, as per **3/9/23**:
  1. Any player who looks at the master document of names in the spoon games will be removed from the game, due to unfair advantage.
  2. A player is allowed to carry around any spoon they wish. Or a replica if they lose their spoon. However, if a player lies about their spoon (i.e. says that a spoon is their original after eliminating a player) they will be removed from the game.
  3. If someone asks their friend to steal someone's spoon they will be removed from the game.

4. Players cannot lie about their status in the game (i.e. announce they've quit and then the next day rejoin). If a player lies about the status in the game, they will be eliminated.
5. If a player opens another player's target without their knowledge (i.e. telling a friend that you'll pick up their spoon and discovering who their target is) they are eliminated and the player whose target was opened moves on to the next round assuming they don't get tagged out