



SCHOOL
FUNDRAISING
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PROGRAM



Home Run Derby Kit

We thank you for joining us in hosting a Home Run Derby at your school as part of Give 2 Glennon. Whether you are making the derby a part of a special school celebration, assembly, picnic or including it in your physical education class, this packet contains the information you need to make your derby a great success!

Your Home Run Derby Kit Includes:

- 🍷 Wiffle ball bat
- 🍷 Ball tee (if needed)
- 🍷 Six wiffle balls
- 🍷 Scorecards
- 🍷 Ribbon/tape (to connect chairs)

You Will Need:

- 🍷 Four adult supervisors
- 🍷 Folding chairs to form score lines (approximately 18 chairs)
- 🍷 Bucket for collecting balls (optional)
- 🍷 More incentives (if desired)
- 🍷 Extra ball tee (just in case!)

Registration & Other Considerations

In order to raise funds for SSM Health Cardinal Glennon, we recommend a \$5 entry fee per person, but feel free to adjust in order to best fit your student population. Make sure you also take a moment to think about what sort of prizes you will hand out to the winners.

We also suggest that you give students a week or two to sign up for the derby. Help get students excited to participate by putting up flyers and making reminder announcements. Finally, don't forget to have fun with the event!

Setting Up Your Derby



Example of school Home Run Derby setup

Setup:

1. Determine the placement of tee (in gym, ball field, grassy area or courtyard)
2. Place four sets of six or more chairs in an arc
 - First line of chairs should be approximately 15 feet or paces from the tee
 - Second line of chairs should be approximately 30-35 feet or paces from the tee
 - Third line of chairs should be approximately 50 feet or paces (or more) from the tee
 - Fourth line of chairs should be approximately 75 feet or paces (or more) from the tee

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Setup (cont'd)

3. Place the ribbon between each arc of chairs
4. Place 6-12 wiffle balls in a bucket
5. Line up participants a safe distance behind the tee. It is best to have a list of the participants and call them to the tee by name when it is their turn.
6. Place other students and spectators on the side line as cheerleaders, outfielders and runners. The runners collect the balls from the outfield and run them back to the tee. You can rotate students between these activities and also have participants join in after they have completed their swings.
7. Assign one adult (or student) to be the announcer. The announcer calls out the points per swing and introduces each participant when it is her/his turn. Using a sound system or megaphone is very effective.
8. Assign one adult to keep track of each participant's score per swing using the score sheets provided.
9. Assign one adult as the "Ball/Tee Manager." This person will need to work fast by replacing the balls on the tee as they are hit. They should also be mindful of the height of the tee. A second person can help collect balls from the runners in a bucket and hand them off to the manager.
10. Assign one adult as the "Coach." This person will help each participant get into position. They will also manage the students in the outfield and the runners to make sure balls are retrieved and quickly returned.
11. If more adults are available, it would be helpful to have one with the students on the sideline and one in the outfield.



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RULES OF THE GAME

Each participant gets 10 swings at the ball on the tee. The object of the game is to hit as many wiffle balls over the ribbon lines as possible. The participants that earn the highest points per age group wins. We suggest that participants be separated and placed into respective groups categorized by grades: **K-2, 3-5, 6-8, etc.**

How to keep score:

- ⦿ **Hits over the first line count as 1 point**
- ⦿ **Hits over the second line count as 2 points**
- ⦿ **Hits over the third line count as 3 points**
- ⦿ **Hits over the fourth line count as 4 points**
- ⦿ **Foul balls (anything that lands to the left or the right of the outer chairs, or behind the tee) or balls not hit over the first line count at 0 points**

After 10 swings, add up the participant's total points using the scorecard.

If there is a tie between two or more participants, have a repeat match allowing five swings each. Keep repeating until there is one winner.

Don't forget to take a moment to remind everyone that their participation is helping support the children and families of SSM Health Cardinal Glennon!

Other Ideas

- Have a DJ or Play by Play announcer create a fun atmosphere for the audience.
- Create an extra layer of fun and competition by having the students compete against some of the teachers with an extra prize for the students if they win.
- Encourage classes to come up with different cheers to help root on their classmates.

