The Double - Edged Sword

The Original Student Newspaper of St. Paul High School

ISSUE NO. IV *11/6/2026*

Girls' Golf CONQUERS CIF

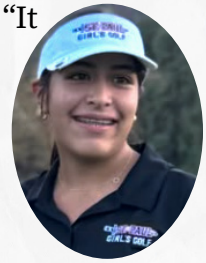
- Emmy Sifuentes, Class of 2030



The Girls' Golf season has officially wrapped up, and the team earned numerous accomplishments along the way. Amelia Sandoval, Samantha Garcia, Roxanne Quinonez, Sophia Baca, Katie Cervantes, BreeAnn Salcido, Amaya Ruvalcaba, Helena Morales, and Jubilee Viallalta completed yet another season, this time going undefeated in the Del Rey League.

Freshman Amelia Sandoval went to both the Preliminaries and the Finals competition, placing second at Prelims and fifth at Finals. Sophomore BreeAnn also attended the Prelims and Finals competition, getting fourth at Prelims and fourth at Finals. Finally, Senior Samantha Garcia advanced to the first round of the CIF Individuals. The team as a whole received the title of First Team All-League, a momentous achievement. Great work on a stellar season, ladies!

The team played fifteen matches in 2026, outshining nearly all of their opponents with a final record of 14-1-2. In a particularly hot fall, the girls outlasted intense heat to go 8-0 in league play and help set the standard for St. Paul athletics. the girls stand tall as champions who have earned their place on the throne.



Amelia Sandoval, an up-and-coming freshman star, shared her thoughts on her first season during a recent interview: "It was really good. I'm really proud of us winning the league. I'm proud of myself personally because I scored really well this season." She stated, "My favorite match was versus Montebello and Valley Christian. I loved my group; we were the first group, and I got second place, hitting +7...They were competitive but super friendly. I felt I was going to do really well that day, and it was a great experience overall."

In this issue...



Jude recaps the Brewers' domination in the World Series, pg. 5



Angel reviews the new *Street Fighter* movie, pg. 8



Vote on which faculty/staff pet is the cutest on campus, pg. 13

Girls Golf CONQUERS CIF contd.

- Emmy Sifuentes, Class of 2030



The freshman golfer continued, saying, “My favorite golf course was the Harding Golf Course at Griffith Park in Los Angeles. It was a really manageable course, and I had a really good time. There were not many hills, and I played really well...But my least favorite was Mountain Meadows Golf Course in Pomona. There were many hills, which tired me out to the point where my legs were literally shaking.”

She continued discussing her projections for next season, saying, "One goal I have for next year is to go to the SEGA Qualifiers and get to the third round because I know I have the potential to make it.” She also said she has bright plans for the future, being very committed to the sport and dreams of going D1. “I am really excited to play again for St. Paul. I know that I will be so much better next year and have so much potential to reach the next level, that level being on a D1 college team.”

She gave some advice to finish off the interview for all athletes trying to improve or make it in their sport, saying, “Continue to practice and always work hard. Focus on your mental well-being and practice even the little things. But don't let the small mistakes that you make bring you down. And always remember to build confidence through any successful moment.”

This golf season was one for the books, full of great memories, scores, and achievements. The school is entirely proud of the hard work these girls put in for a remarkable season. Mr. Dixon expressed his excitement for the girls’ win as St. Paul’s Athletic Director: “It’s the first time the school has won a league championship in girl’s golf, so that is a big accomplishment. We’re definitely proud of all our girls teams who have been excelling in recent years and the hard work they have put in.” We can’t wait to see what next year holds, as the team strives for another colossal season. We wish the best of luck to the golfers who won’t be with us next season and look forward with excitement to the returning squad.

Season Rewind:

- 14-1-2 Record
- 8-0 in Del Rey League
- Largest margin of victory came on September 28th against Bishop Conaty-Loretto with a 123-stroke difference
- Ended the season on a six-win hot streak
- Samantha Garcia '27 and Breann Salcido '29 both competed in the CIF Individual Championship after finishing top-4 in Prelims



Photo Courtesy of commons.wikimedia.org

Photos Courtesy of @sphs_girls_golf via instagram

Halloween's Best Costumes

- Arianna Murillo, Class of 2030

On Friday, October 30th, St. Paul had their annual Halloween celebration, but with a little twist. This year, ASB put together a haunted house for students to enjoy during both lunch and at halftime of that night's football game. Admission for the frightening experience was $2 and came with quite a few scares as ASB decked out the Fransiscan Center. Students and even teachers were recruited to hide underneath tables, behind doors, and at the end of hallways to scare those brave enough to enter. Freshman Victoria Montoya said, "The house was really scary, but it was also super fun to go through."



Ms. Gonzalez as Rowley and Mr. Mitchell as Mr. Mitchell



Emmy Sifuentes '30 as Ms. Frizzle
"Seatbelts, everyone!

Students also had the option to dress up in Halloween costumes on Friday as numerous teachers and students transformed themselves into someone entirely new. It was a great way to start the Halloween weekend off right! With Olivia Moran '29 photographing some stellar costumes during lunch, we have selected the top picks this year! (in no particular order)



Coach Avina '94 as Clark Kent...or could it be Superman?!



Chris '28 as Napoleon...
"There's nothing we can do."



CJ '29 as the winner of the Big Z Memorial Surf-Off...
"I'm Chicken Joe.
Joseph.
It's long for Joe."

Photos courtesy of Olivia Moran

Halloween's Best Costumes contd.



Justin '29 as Freddy Krueger



Cody '29 as a banana
"Go bananas!"



Galilea '30 as Dr. Egon Spengler...
Forward all ghostly inquiries to
our hotline: (516) 718-TRAP



Mr. Nichols as Mike Ditka...
"Go get me a juicebox!"



Yami '28 and Jenna '30 as
Adam Sandler



Ms. Patino as a spooky,
scary skeleton

Photos courtesy of Olivia Moran

Brewers Win in Five!

- Jude Tellez, Class of 2030

The MLB postseason has come to a close as the wintry air of November begins to fill empty stadiums. Pro baseball's conclusion came after a five game series between the Milwuake Brewers of the NL and the Tampa Bay Rays of the AL. Both teams were competing for their first World Series championship in organization history.

Game 1:

Milwaukee and Tampa Bay both played good defense in the first battle. Jacob “the Miz” Misoirowski was on the mound for the Brewers. The 6’7” pitcher was on fire this game, striking out five Rays. Near the end of the game, Tampa Bay was down 1-3 in the 9th and had loaded the bases with only one out. A Brewers’ double play ended the game before the Rays could fully rally back. However, in World Series climactic fashion, the Rays challenged the call at 2nd base and won. Even with the call going to Tampa Bay, the batter struck out, and the Brewers won game one.



Game 2:

Frustrated by their loss game one loss, the Rays punched up to a 4-0 lead in the first inning of their second bout. While the Rays jumped ahead early, these would be the only runs that Tampa Bay would score in game two. Throughout the game, the Brewers slowly chipped away at the Rays’ bullpen and finished the game 5-4. With the Rays' 0-2 to start the World Series, they looked to beat the Brewers, who were traveling to Tampa Bay for game three.



Game 3:

The Rays returned home to Tropicana Field with three home games in Tampa Bay, of which they would need to be near perfect to keep their championship aspirations alive. The Brewers brought their excellent pitching rotation and strong hitting to the third game, scoring a pair of runs in the third inning. Two innings later, all hell broke loose, with the Brewers scoring eight runs to make the score 10-0. The Rays ended up scoring a run in the 9th inning to avoid a shutout, but they were placed on the brink of elimination.

Game 4:

The Rays went up two runs early in game four, as they hoped to keep their season alive. The Brewers tied up the game in the 5th inning, and it ended after twelve innings with a Rays walk-off. Even with the Brewers only three outs away from a World Series sweep in the 12th, they were forced into a game five. No team has ever come back from a 0-3 deficit in

The Miz heaved the fastest pitch ever recorded in World Series history at 103.5 mph.

Photos Courtesy of commons.wikimedia.org

Brewers Win in Five! contd.

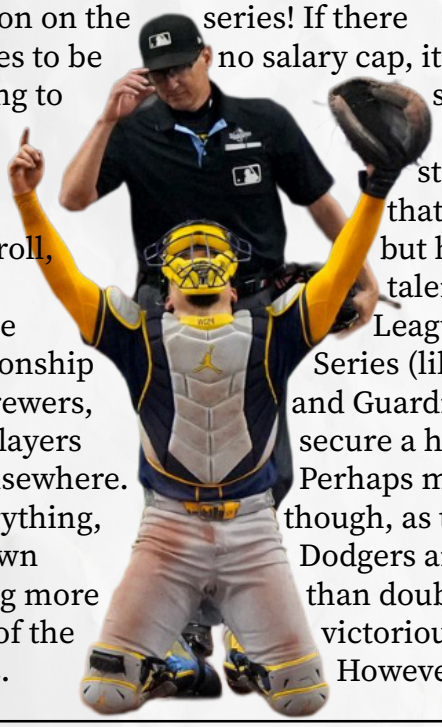
- Jude Tellez, Class of 2030

the World Series or pushed a game six.

Game 5:

The Brewers once again trotted out "The Miz" to sling a shutdown from the mound, with the Rays winning a solid 4-1 in the fifth game to close the series. For the first time in MLB history, the Brewers are World Series champions, returning to Milwaukee as the top team in baseball. For batting at a.381 clip with four RBIs, throwing out four of nine base-stealers, and winning ten of thirteen challenges, William Contreras became the eighth catcher all-time to win the title of World Series MVP.

That's all, folks! The 2026 baseball season has come to a close with Milwaukee taking down Tampa Bay in five games. Shoutout to Mr. Tingleff for his correct prediction on the series! If there continues to be no salary cap, it will be intriguing to see which players stay on teams that have a low payroll, but have enough talent to make the League Championship Series (like the Rays, Brewers, and Guardians) or which players secure a higher check elsewhere. Perhaps money is not everything, though, as the hometown Dodgers are spending more than double the payroll of the victorious Brewers. However, the Dodgers will have their shot to retake the throne with the first game of Spring Training being on February 19th versus the Chicago White Sox and the first pitch of the Dodgers' regular season on March 25th versus the Atlanta Braves. As the legendary Vin Scully said, "When the upcoming winter gives way to spring, rest assured it will be time for Dodger baseball."



Quick Hits

- NCAAM college basketball tipped off in Rome with two Catholic universities: the Notre Dame Fighting Irish versus the Villanova Wildcats
- Led by Lebron James, the Philadelphia 76ers won eight of their first nine games and might be contenders for the NBA Finals
- Coach Avina's Steelers sit alone atop the AFC North over Mr. Nichols' Bengals
- Kimi Antonelli became the youngest-ever Formula 1 World Drivers' Champion at twenty-years-old

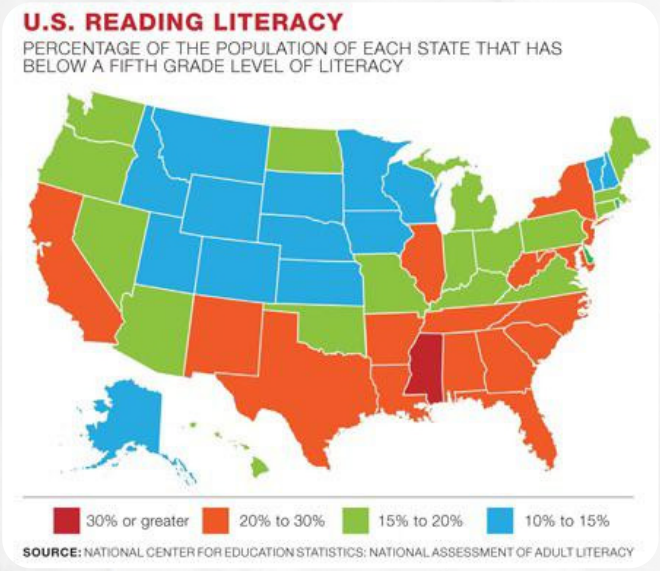


Brewers catcher, William Contreras, after Milwaukee secured their last out.

Photos Courtesy of commons.wikimedia.org

Don't Let Your Literacy Falter

- Anabella Bravo, Class of 2029



When you were a kid, you might have had an academic task focused on building literacy, like participating in a Read-A-Thon, writing a book report, or even playing *ABC Mouse*. For some, it might have been your favorite excuse to read, or perhaps you dreaded it and dreaded any time you had to read a book for school. However, sometimes I think we forget how important those moments of literacy-building back in second grade really were.

As of this year, 54% of adults in the U.S. read at or below a sixth-grader's reading level. If an adult lacks basic reading and writing skills, it can be difficult for them to even get a good job; they are faced with limited options and could be overlooked for promotions. Imagine half of the people you know, stuck at an entry level job since their reading level is below a sixth grade. While some tasks such as writing emails or completing forms can be aided by the use of A.I., it does not help you in the long run. Having artificial intelligence cannot replace your own intelligence. Numerous jobs (administrative assistant, paralegal, office technician) require a typing test to see how quickly and accurately you can type. If you can't provide effective, person-based communication both physically and over an email, it can be extraordinarily difficult to help someone. Literacy helps to build these necessary human-centric skills and communication competencies that A.I. cannot replicate.

While it is imperative that a great concentration for building literacy exists, the individual is not always at fault for lack of education. It is common for underfunded schools to fall behind in many departments, or even to retain teachers as many educators burn out and end up leaving. When schools don't have funding for supplies, teacher aids, academic programs, or sometimes even just teachers, it creates a domino effect of learning that negatively impacts student outcomes. It can be reasonable to see why so many adults and kids lack age-appropriate proficiency in the English language.

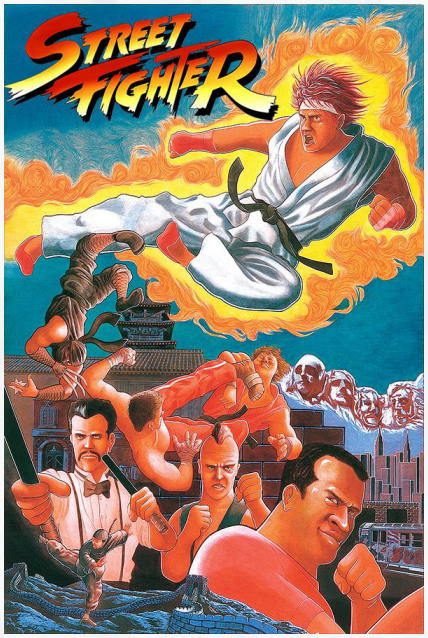
The next time you find yourself dreading to read a book for English class, try to reframe it as a privilege. It can be hard to remember how much effort our elementary teachers put into us to create a good foundation and possibly a love for reading. Not everyone needs to love reading or English class, but it is apparent how important it is to build one's literacy in both the short and long-term. So shout out to all the teachers out there who come and try their best every day for us!

Photo Courtesy of commons.wikimedia.org

Is *Street Fighter* Worth the Watch? contd.

- Angel Hernandez, Class of 2028

During the late 1980s, one of the only home consoles was the SNES, a remarkable device that was considered a luxury to own. Instead of purchasing the console, many people would go to arcades, playing games like *Pac-Man*, *Galaga*, and more until one cold day in December 1987, when *Street Fighter* was released in America. This was not the first fighting game to be released, and in all honesty, it was rather atrocious. The arcade machine had rubber controls instead of normal buttons that broke frequently, and the gameplay was mediocre, only allowing you to play as Ryu (if you were playing solo). The game was largely forgotten until 1991, when *Street Fighter II* came out. The sequel was a massive success, fixed all of the game's previous problems, dominated arcades, and sold six million copies when it was released to the SNES. It made a total of $10 billion, leading to a best-selling franchise that I still love to this day.



Some of my favorite childhood memories were playing *Street Fighter II* with my parents, as they relived their own childood. I could see the childlike wonder in their faces as we dueled, spamming "Hadoken" and getting beaten badly by their Chun-Li combos (NOT a favorite memory). When I found out *Street Fighter* was getting a movie, I was ecstatic. Now that it has finally been released, I went to see it, preparing myself to see the heart of the game on the big screen. The 2026 *Street Fighter* movie follows estranged friends and martial artists Ryu and Ken as they are pulled into an underground tournament by Chun-Li. To survive the tournament, Ryu and Ken must work through their broken past and unite. Now, without further ado, my spoiler-free review:

I really enjoyed this movie overall, but it was not without flaws. The animated scenes were amazing; you could see the level of detail created for those specific sequences, and they were the best part of the movie...which sounds bad for a live-action movie, but they worked hand in hand together. I loved when a fight occurred, because it felt as if it came straight out of the game, so many people who have played the original *Street Fighter* or *Street Fighter II* will get a kick out of it. While the limited fights did not always occur for a reason, it is *Street Fighter* after all; they don't need a reason!

Sadly, this movie had many flaws that hurt the experience by the time the final credits rolled. The first blemish is that the plot was entirely underbaked. I understand the desire to include the full *Street Fighter* cast of characters, but they added so many characters to the mix that the scope was too broad to focus on any one character developing. The pinnacle of interest for many in



Photos Courtesy of commons.wikimedia.org

Is *Street Fighter* Worth the Watch? contd.

- Angel Hernandez, Class of 2028

this movie was that they brought the entire *Street Fighter II* roster to the big screen, leading fans to expect legendary matchups. Although the movie had a runtime of two hours, half of the runtime focused on Ken alone in the tournament. Then the other half was focused on a mix of Ken, Ryu, Chun-Li, and M. Bison. The final result was the roster being underused, with most characters only being used in one fight!

Additionally, Ryu and Ken were not united for almost the entire runtime of the film. Each character is left to do their own thing, with Ken competing in the tournament and Ryu being forced into a side quest. While Ken was an amazing lead, due to his incredible character development and charm, Ryu felt more like a side character, even though the intention was for them to be teaming up.

The fatal and final flaw with this movie was the plot. In the trailers and advertisements, it showed numerous fights and focused almost exclusively on the tournament. However, this was not the case, as there were only thirteen fights in the movie, with a good amount taking place off-screen!!! The whole point of *Street Fighter* is fighting! Instead of being a movie about fighting, action, and pizzazz, it was more yap than fight. Let the hands do the talking! Also, many of the battles were super rushed, especially the tournament fights. The plot and fights, both juggling numerous storylines, did not help the pacing at all. It was as if the writers were trying to create three different (yet major) storylines in one movie, and the vision did NOT pay off. The flow made it difficult to follow each character's arc, and some sections of the plot were entirely pointless, needlessly dragging on the movie's runtime and taking away the spotlight from other characters. The movie ended on a cliffhanger that wasn't too dramatic, but it was rather fruitless and left a bit to be desired.

While I did enjoy this movie, the experience could have been better with a stronger vision, a more fully developed plot, and saving some of the characters for future movies. I give this movie a 6.5/10, and recommend that you watch it if you want to turn your brain off and watch a funny, semi-action-packed movie. Even though the film did not live up to my expectations of what a *Street Fighter* movie should be, it brought back fond memories of my childhood; I could see the kid in my dad's face as we watched the movie, and it was moments like those that made the movie valuable to my heart.



Street Fighter ended on a cliffhanger that teases a sequel before its title card and final credits rolled (pictured above). A follow-up title might be on the horizon if the first movie performs well enough at the box office.

Photo courtesy of Angel Hernandez, Class of 2028

Rumors for *Battlefront III* Development Heat Up

- Nicholas Razo, Class of 2029

This past year has certainly been a very busy time for *Star Wars* fans. Followers of the franchise have been able to enjoy both *Star Wars: Zero Company* and *Star Wars: Galactic Racer*, as well as view the newest *Star Wars* movie, *The Mandalorian and Grogu*, which was released May 22nd in theaters. However, all of these projects pale in comparison to the rumored *Battlefront III* that may be in the works by EA Games.

While the title has not yet been confirmed by a game publisher, rumors are circulating that EA Games (the publisher of the previous two *Battlefront* installments) is working on a new game in the series. The company has officially stated that they will be bringing in both DICE and Respawn in order to "collaborate on a future project". DICE was the developer for the first and second *Battlefront* games, while Respawn developed both *Jedi: Fallen Order* and *Jedi Survivor*.

Reputable entertainment news sites such as Variety and Polygon reported that "multiple sources" confirmed the collaboration is *Battlefront III* for Lucasfilm Games. The fact that both DICE and Respawn have previous experience with very popular *Star Wars* games reinforces this rumor even further.

The first *Battlefront* game in the series produced by EA Games was *Battlefront*, published in 2015. The game focused heavily on George Lucas's original trilogy and was highly regarded by *Star Wars* fans. The title was praised for its stunning graphics and authentic *Star Wars* experience; however, many people were disappointed by the game's lack of game modes and its use of only one *Star Wars* era. Furthermore, many fans viewed the prices for the game's season



pass as predatory due to how expensive and underwhelming it was. Nonetheless, the game had a fairly successful runtime, but its support was eventually suspended due to the sequel being published only two years later.

Star Wars: Battlefront II was launched in 2017, developed by DICE once again. The game was released with all three eras of *Star Wars*: the prequel era, the original trilogy, and the sequel trilogy. However, the game faced heavy backlash for its use of loot boxes that locked much of the game's content behind a paywall. As more and more content was released, such as the release of heroes like General Grievous, Obi-Wan Kenobi, Anakin Skywalker, etc., EA Games began to ease up on its "pay-to-win" practices. As of 2026, the game has been



Photos Courtesy of commons.wikimedia.org

Rumors for *Battlefront III* Development Heat Up contd.

- Nicholas Razo, Class of 2029

completely overhauled in terms of in-game purchases and has become much less dependent on microtransactions.

Before EA rebooted the franchise, there were two prior *Battlefront* games released in 2004 and 2005, developed by Pandemic Studios for LucasArts. These original games are seen as one of the most culturally significant games in their era, and are generally considered some of the all-time best *Star Wars* games by fans. These games had the previously mentioned features such as ground-to-space combat, but also included a wide variety of vehicles. Most notably, its "Galactic Conquest" game mode allowed players to fight for control over the galaxy in a large-scale, turn-based match. Fights over individual planets transitioned into the traditional conquest gameplay, where you had to fight for control over key points on the map. The resources you had to fight with would be dictated by your decisions on the galactic map, giving the original titles a grander feel and larger scope than the later two titles.

Although EA abandoned support for *Battlefront I* in 2016 and *Battlefront II* in 2020, the games have continued to have a very lively and dedicated player base that constantly revives the titles every few months. Due to these constant revivals, many fans have been very vocal about their desire for a third installment that is updated for years beyond its release.

Many fans are expecting this hopeful third installment to take what the previous two titles had and mesh them with elements from the original *Battlefront* games of the early 2000's. Re-adding large-scale battles (with turn-based combat) while also expanding the character roster to include newer figures like the Mandalorian (season one - 2019) and Ahsoka (first feature series - 2023) is the vision that many Star Wars enthusiasts have.

While still just rumors of a release, the rumblings have been hugely significant for longtime fans. *Battlefront II* has been abandoned for nearly six years now, and with the release of countless other *Star Wars* games, as well as the rumored leaks, the player base of *Battlefront II* now has hope for the future. Although rumors are all that fans have to work with for now, the possibility of a new chapter in the *Battlefront* franchise is certainly a realistic, and exciting, possibility.



Recent concept posters for Battlefront III feature characters such as the Mandalorian and Ahsoka who have been introduced or gained significant popularity since the last *Battlefront* title nine years ago.

Photo Courtesy of commons.wikimedia.org

ISSUE NO. IV **The Comedy Corner and Satire** 11/06/2026

A Plea to End Pineapple on Pizza

- Josephine Mancinas, Class of 2029



Pineapple on pizza is a horribly bold choice that is made every day by ravenous individuals. One might think that it is okay to defile pizza with such cold, yellow chunks; however, this is a crime against the fundamental laws of nature. Pineapple does NOT belong on pizza! I claim such a statement because pizza is meant to be enjoyed as a savory meal that replenishes all the wants and needs of our demanding lives that have burdened us since the day we were born. We as a people deserve to be refreshed with a delicious slice of pizza that isn't polluted by fruit-focused delusions of mad men. By nature, sweet is supposed to be consumed with sweet (except for salted caramel) and savory is supposed to be consumed with savory! The addition of pineapple on pizza is nothing more than a guise of trying to be different and unique, but it is nothing more than just plain crazy.

This option to include fruit on pizza is obscene and should never have been outlawed in the first place! As a community, state, and even nation, we must take back the era of pizza before the dawn of pineapple. Now you may think, "Who even invented this wretched sin?" The man responsible for the creation of this dish is Sotirios "Sam" Panopoulos, who first released the pizza in Ontario! The dish spawns from Canada of all places, even though the name of the dish is literally Hawaiian! I believe a deeper conspiracy is afoot that goes to the very top.

We will not be scared of the opinions of the majority, for we must take back the righteousness of pizza! Even though we may be looked down upon for this separation, we will rally against the jeers of our opposition. As the old saying goes, "It is better to live one day as a lion than one hundred years as a sheep!" Sheep walk among us all, growing accustomed to this abomination in the sixty-four years since its release. I plead with you to wake up, sheeple! Become a lion and fight back!

When life gives you pineapples...you certainly don't add them to delectable pizza! All of this is a crime against nature, humanity, and life itself. We must make our stand before it is too late. The need for reform is dire; act now or fall accustomed to the ways of the pineapple.



Do not be fooled by Sam's warm smile. "Big Pineapple" is being trojan-horsed onto pizza without our knowledge!

Drawing Courtesy of Josephine Mancinas, Class of 2029 PLEASE NOTE THAT THIS PIECE IS SATIRE! Photo Courtesy of commons.wikimedia.org

Cute or Chopped: Who on Campus Has the Top Pet???

Eight faculty and staff members submitted a photo of their pet who they believe is the cutest companion on campus. Bad news: some of the submissions are a bit chopped and it is up to YOU to help determine which pet will take the throne as TOP DOG...or cat...or chick?! Yes, we have a chick in the running here, folks!! Vote in the linked poll below (also included in the biweekly email from jnichols@stpaulhs.org) to decide who advances into the Final Four and has a shot at the title of "Premier Pooch" or similarly alliterative title. Voting closes 11/16 at 3pm with the Final Four opening for votes on 11/20.

Link: https://forms.gle/FFh3mKQkPrmj6yYo9



1.Bernie



2.Perseus



8.Robert



7.Churu



4.Bear



3.Remy



5.Blue



6.Astro

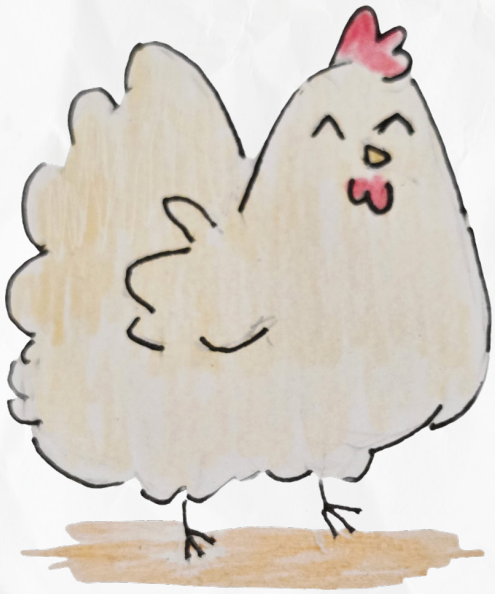
Champion

Photos courtesy of assorted faculty and staff on campus

ISSUE NO. IV The Doodle Den 11/6/2026

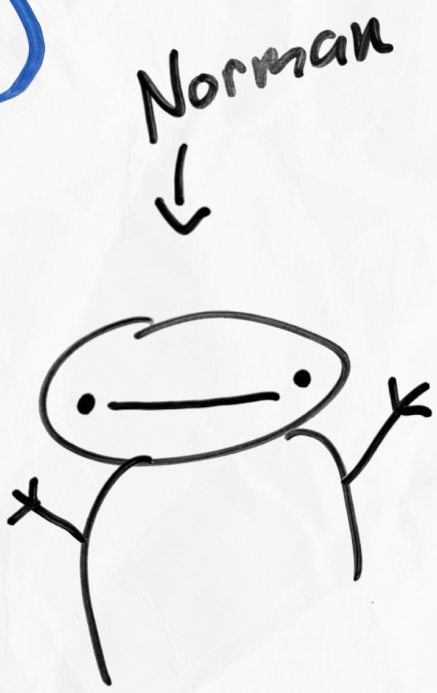
Student Doodles:











Thank You to Our Staff!

Student Staff Writers:

Anabella Bravo, Class of 2029

Angel Hernandez, Class of 2028

Josephine Mancinas, Class of 2029

Ariana Murillo, Class of 2030

Nicholas Razo, Class of 2029

Emmy Sifuentes, Class of 2030

Jude Tellez, Class of 2030

Student Doodlers:

Josephine Mancinas, Class of 2029

Bao Tran Pham, Class of 2030

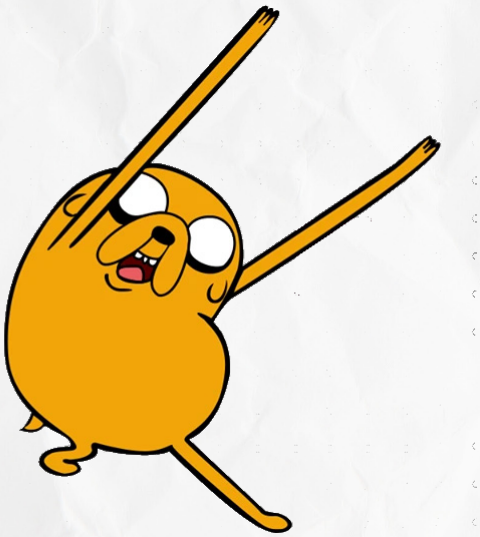
Galilea Placencia, Class of 2030

Faculty Advisors:

Ms. Kiara Gonzalez

Mr. Joseph Nichols





Interested in Joining the Double-Edged Sword?

Email jnichols@stpaulhs.org or kgonzalez@stpaulhs.org for more information.

We meet Fridays during lunch in room 106 to plan articles and plot our uprising!

Photos Courtesy of commons.wikimedia.org