Letter from the Homecoming Chair

To the students,

Welcome to Homecoming 2019! This year we are excited to celebrate ETSU with not only students, but faculty and alumni as well. Our homecoming celebration 2019 is all about Buc pride, and X MARKS THE SPOT!

I’m very lucky to have the best Homecoming Team who has made my position as smooth as possible. Thank you so much to every one of you for volunteering and dedicating your time to make this week the best it can be. Thank you to my homecoming committee, Lexi Petrak and the best advisor, Carter Warden. We have worked so hard and none of this would be possible without the help each of you provided along the way.

I hope you all are as excited for this week as I am—it’s going to be a great time!

Roxy Reed
Student Government Association
Secretary of State Fall 2019

Email applications to REEDRL1@etsu.edu or submit to SGA Office or SAO 2nd floor of the CPA by 6:00 pm on Oct. 7th, 2019
There Will Be a Winner in Two Categories

Please note there will not be one overall competition winner based on cumulative points. Each event will be a standalone competition and winners will be awarded for each event. However, there will be two major categories for competition with student groups choosing to complete in the fraternity and sorority group category or the independent group category. We hope this will encourage a greater variety and number of student organizations and groups to be involved in homecoming activities.

Email applications to REEDRL1@etsu.edu
or submit to SGA Office or SAO 2nd floor of the CPA by October 7th at 6:00 pm

Student Homecoming Events

Monday, October 28th
Video
Homecoming Proclamation
Homecoming Court Introductions
10:00 am – 4:00 pm
Banner Competition (Borchuck Plaza - rain loc. CPA Overhang)
6:30 pm
Kick Off – Pep Rally (Quad)
7:00 pm
Paint U DJ Paint Party

Tuesday, October 29th
All Day
Court Campaigning Begins (Borchuck Plaza, Quad)
11:00 – 2:00 pm
President for a Day (Borchuck Plaza)
2:00 pm
Cornhole Free Play (Quad)
4:00 pm
Cornhole Tournament (Quad)
7:00 pm
Zipline, ’Smores & Pumpkin Painting (CPA Aerial Course)

Wednesday, October 30th
All Day
College Spirit Day (Wear school colors all day)
12:00 am
Court Campaigning cont. (Borchuck Plaza, Quad)
10:00 am – 4:00 pm
Blood Drive Competition (Warf Pickel Plaza)
11:00 – 2:00 pm
President for a Day (Borchuck Plaza)
5:00 pm
Captain Kidd Goat Yoga (CPA Court Yard)

Thursday, October 31st
12:00 am – 11:59 pm
Homecoming Court Voting Begins (online)
9:00 am – 3:00 pm
Canned Food Creation (Greene Stadium Roundabout)
11:00 – 2:00 pm
President for a Day (Quad)
5:30 pm
Buccaneer Battleship (CPA Swimming Pool)

Friday, November 1st
11:00am-2:00pm
President for a Day (Quad)
6:00 pm
Volleyball Game vs Mercer (Brooks Gym)
7:30 pm
Skit Night (Mini Dome)

Saturday, November 2nd
8:00 am – 3:00 pm
Tailgating (Lot 21)
1:15 pm
Buc Walk
12:00 pm
Men’s Soccer vs Wofford (Summer Taylor Stadium)
3:30 pm
Football Game vs Citadel (Greene Stadium)
8:30 pm
Comedy and NPHC Unity Showcase (Mini Dome)
8:00 pm
Volleyball Game vs Chattanooga (Brooks Gym)

Sunday, November 3rd
3:30 pm
Gospel and International Choir Concert (Brown Hall Auditorium)
COVER ENTRY FOR ALL COMPETITIVE HOMECOMING EVENTS

**This sheet must be submitted for participation in any and all homecoming events by 6:00 PM on Monday, October 7th. Check individual event rules for additional registration requirements. **

Name of Organization/Hall Council:
___________________________________________________________

Category: Fraternity and Sorority _____________ or Independent Group ______________

Will your group be paired with another organization for Homecoming Competition? ____________

If yes, please provide the name of the organization you will be paired with:
____________________________________________________________________________________

Name of Primary Contact for Your Group:
___________________________________________________________

Primary Contact’s Email Address:
______________________________________________________________

Primary Contact’s Phone Number:
______________________________________________________________

Please place a check mark next to all events that your organization or office will participate in. Groups are not required to participate in all activities. All events are open to all groups.

☐ Homecoming COURT (page 4)

If checked, please provide candidate name(s)
______________________________________________________________

☐ Pep Rally: Monday October 28th (page 21)
☐ Banner Competition: Monday October 28th (page 8)
☐ Cornhole Tournament: Tuesday October 29th (page 17)
☐ Blood Drive Competition, Wednesday October 30th (page 7, 23-26)
☐ Canned Food Creations: Thursday, October 31st (page 11) - Bucky’s Pantry Bonus (See page 12)
☐ Buccaneer Battleship: Thursday October 31st (page 13)
☐ Skit Night: Friday November 1st (page 9)

There is a required organization captains meeting on Wednesday October 9th at 8:00 pm
In CPA Main Aerobics Studio.

***All entry forms are due on or before Monday, October 7th, 2019 by 6:00 pm***

Email applications to REEDRL1@etsu.edu or submit to SGA Office or SAO 2nd floor of the CPA by 6:00 pm
Homecoming Court

Summary of Dates & Times:
- Submit Registration, Resume & Essay – Monday, October 7th by 6:00 pm
- Attend Homecoming Court Info Meeting – Wednesday, October 9th at 7:00 pm
- Campaigning Begins - 12:00 AM on Tuesday, October 29th
- Campaigning Ends- 11:59 PM on Wednesday, October 30th
- Voting Begins – 12:00 AM on Thursday October 31st
- Voting Closes – 11:59 PM on Thursday October 31st
- Pep Rally – Monday, October 28th at 6:30 pm
- Football Game Half-time Ceremony – Saturday November 2nd at 3:30 pm

Eligibility:
- Candidates must be in good academic standing with the university.
- Candidates may not hold a position on the Student Government Executive Board (President, Vice President, and Secretary).
- Candidates may not currently be chairing any Homecoming event or serving on the Homecoming Committee.
- Candidates must represent a student organization but are not required to have a running companion.

Registration & How to Enter:
In order to enter the competition, assuming all eligibility requirements are met, candidates are required to submit a registration form (located at the front of this book), a summary of their campus and community involvement (details to follow), and an essay (details to follow).

• Summary of Campus and Community Involvement
  All candidates are required to submit a brief summary highlighting their personal campus involvement as well as their personal community involvement. This summary should be no longer than one page, and should highlight leadership positions, service projects, scholastic achievements, involvement in organizations, and/or any other information that the candidate deems important. The format and style of the document is left up to the individual candidates. The candidate’s name and the organization they are representing are required on the document.

• Essay
  All candidates are required to write a one to two-page essay that answers the following question:
  “What does ETSU Pride mean to you, and how have you experienced this pride through school spirit, campus involvement, and campus traditions?”

  The above question is open to individual interpretation; however, the essay must adhere to the following guidelines.
  o The essay must be no longer than two pages in length.
  o The essay must be typed, double-spaced, 12-point font, and in Times New Roman.
The top right margin of the document should include the candidate’s name and the organization they are representing.

All required documents must be submitted no later than October 7th, by 6:00 pm. The registration form must be submitted to Secretary of State, Roxy Reed, and the involvement summary and the required essay must be submitted, via email, to the Homecoming Court Chair. Candidates who fail to submit any of the required documents will forfeit their opportunity to participate in the competition.

**Candidate Expectations:**

- **Information Meeting (Required)**
  All candidates are required to attend an informational meeting on Wednesday, October 9th at 8 pm in the CPA Main Aerobics Studio. This meeting will serve as an opportunity for candidates to meet one another, to review the rules and guidelines for campaigning, and to ask any questions. If the candidate cannot be present at this meeting, there must be a representative present on behalf of the candidate.

- **Official Campaign Photos (Required)**
  Each candidate is required to have an official photo taken for the Homecoming Court Press Release and for the online ballot. These photos will be taken by an Official University Photographer at the ETSU Photo Lab on October 16th and 17th. Photo headshots will be taken 9 - 11 AM and 1:30 – 4:00 PM both days. Each candidate must sign up for their photo session and will be responsible for being at the ETSU Photo Lab at the correct time and on the correct date. No photo sessions will be rescheduled unless prior arrangements are made with the Homecoming Court Chair, Regan Swisher. No duplications of studio shots or other photos will be made or allowed.

- **Homecoming Pep Rally (Required)**
  All candidates are required to attend the Homecoming Pep Rally on Monday October 28th, 6:30 pm. During the event, the Homecoming Court Chair will be presenting a brief introduction of each candidate. These events serve as an opportunity for students to see and meet candidates in person.

- **Homecoming Football Game (Required)**
  All candidates are required to attend the Homecoming Football Game on Saturday, November 2nd at 3:30 PM. This event serves as an opportunity for candidates to show off their school spirit and the winners of the Homecoming Court will be announced. Candidates will be required to attend walk through before game, time TBD.
**Campaigning:**

All candidates are given permission to campaign and ask for support from fellow students; however, certain rules and regulations do apply.

- **When**
  
  Campaigning will begin at **12:00 AM on Tuesday October 29th**. No candidates, or the organizations they are representing, will be permitted to campaign before this time. Campaigning will end at **11:59 PM on Wednesday October 30th**.

- **Where**
  
  Candidates may campaign on the Borchuck Plaza, and the Quad. All other areas are considered off limits for campaigning including the library, classrooms, all residential areas, CPA and the DP Culp Student Center.

- **How**
  
  Candidates are encouraged to be creative and to have fun while campaigning; however, there are a few rules and guidelines that must be adhered to.

  - Allowed: Posters, Social Media, Vehicle Decorations, Candy, T-shirts, buttons, and other promotional items.
  - Not Allowed: Chalk, iPads, Laptops, and Tablets.

  *Specific Rules regarding each of these items above will be distributed at the Information Meeting.

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**Scoring Breakdown:**

- **Online Votes – 70%**
- **Essay – 30%**

Once all candidate’s scores have been calculated, the male and female with the highest score will be crowned Homecoming King and Homecoming Queen. The male and female with the second highest number of points will be crowned the Homecoming Prince and Homecoming Princess.

Judges will include alumni, staff and faculty.

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All other questions or concerns can be directed to the Homecoming Court Chair or can be addressed during the Candidate’s Information Meeting on Wednesday October 9th at 8:00 pm in CPA Main Aerobics Studio.

The Homecoming Court Chair, Roxy Reed, can be contacted at REEDRL1@ETSU.EDU or text at 423-523-4723
**Blood Drive Competition**

**When:** Wednesday October 30th, 2019 10:00 am - 4:00 pm

**Where:** Warf Pickel Plaza

**What:** Buccaneers supporting local blood bank. Each blood donation saves up to 3 lives.

**How:** Each organization must schedule an appointment to give blood. To be eligible for points the appointment schedule at the end of this document must be turned in by October 7th, by 6:00 pm with homecoming application.

**Points:** Points will be awarded for each group as follows and be added to cumulative total.

- 200 Points  50+ Units of Blood Donated
- 150 Points  35-49 Units of Blood Donated
- 100 Points  26-35 Units of Blood Donated
- 75 Points   21-25 Units of Blood Donated
- 50 Points   15-20 Units of Blood Donated
- 25 Points   5-14 Units of Blood Donated

**Contact:** Emma Choquette; CHOQUETTE@ETSU.EDU
Roxy Reed; REEDRL1@ETSU.EDU
Banner Painting Competition

**When:** Monday, October 28th, (10:00am-4:00pm)
(Judging will take place from 4:00 pm-4:30 pm)

**Where:** Borchuck Plaza (rain location CPA overhang)

**What:** A fun event where students and organizations will decorate a banner to be displayed to show ETSU pride, represent their organization and to have love for the university under the theme of “X Marks the Spot”.

**How:**
1. Each group will be provided with materials that include a 3x8 waterproof vinyl banner, paint, brushes, and tarps. The banners must hang vertically.
2. If you choose to bring some of your own paints, make sure they are acrylic waterproof. Any materials that are supplied by the organization and not by the Homecoming committee must be pre-approved prior to the event. This must be done at least 7 days in advance – no items will be approved the day of the event!
3. Pre-planning is encouraged. You are permitted to bring sketches, pre-planned measurements, diagrams, and other planning documents.
4. Banners are to be decorated from 10 a.m. to 4 p.m.
5. The following materials are prohibited, and an organization will be disqualified for the use of any of these items: stencils, stamps, glitter of any sort, glue, non-waterproof paints, and temporary items such as shaving cream, strings, and foam art.
6. Please let a homecoming committee member know when you are finished.
7. The following are reasons for disqualification: use of prohibited materials, use of obscene words or graphics, professionally made banners, groups/organizations copying other’s ideas, alumni or inactive members participating in event, or being absent from event.
8. Judging will be based on originality, creativity, appearance, and adherence to the theme. Speaking to the judges while judging takes place is not allowed.
9. Judges will include alumni, staff and faculty.

**Contact:** Roxy Reed; REEDRL1@ETSU.EDU
Skit Night

When: Friday, November 1st, 2019 at 7300 pm

Where: Mini Dome

Admission: Free! First come, first serve!

Content: The skit should be based on your interpretation of the ETSU Homecoming theme, and will be judged on: originality, performance, ETSU spirit and relationship to the theme.

Things to Remember:

1. Your organization’s skit should be appropriate and respectful of all audiences. These guests are looking forward to taking part in skit night, so please put forth your best effort and performance. This includes music, lines, costumes, dance moves, etc. Groups failing to follow this rule will be disqualified. If you are questioning the appropriateness of a particular aspect of your performance, just be safe and don’t do it!

2. In past years, organizations have raised questions about the objectivity in scoring of skit night performances. To help address questions and concerns, the scorecard for your organization will be returned to the organization’s delegate. We hope the transparency in judging will promote fairness as well as positive attitudes from the organizations and its members.

3. Each organization will create an original skit script using active members as the cast. A designated Homecoming Staff member will record all skits. Further recording information will be provided at the mandatory informational meeting. In order to rehearse, each group will receive a copy of your individual audio dialogue.

4. Each organization is permitted 25 active members to participate in their skit night performance. (Inactive or alumni members of your organization will not be permitted to perform in your organization’s skit night performance.)

5. Skits can be no longer than 6 minutes in length. Groups will be given no more than 2 minutes for set up. Take this time limit into consideration when choosing props. Points will be deducted for exceeding the time limits.

6. The audio version of skits must be pre-recorded. See Roxy Reed for details.

Dates to remember:

October 7th: Deadline to sign up is 6:00 pm. Use the form provided at the beginning of the Homecoming Rules & Regulations Booklet to indicate your intention to participate in Skit Night. Return completed forms to the Student Activities and Organizations Office.

October 31st: Mandatory Skit Night Rehearsal with full tech support will take place starting at 4:00 pm-9:00 pm (Mini Dome).

Rehearsals:

- Organizations must sign up for a rehearsal time in ink on the sign-up sheet located on the Student Government Association office door.
• These times are available on a first come, first serve basis. No exceptions will be granted.
• Technical rehearsals will be by appointment only on Thursday, October 31st from 4:00 pm to 9:00 pm.

**Things to remember:**

• No other group(s) will be permitted in the practice facility during a scheduled organization’s practice.
• On October 31st technical rehearsal times are twenty (20) minutes in length.
• Only one rehearsal time slot per group will be permitted.
• Your group must be present at their scheduled rehearsal time. Groups arriving late or missing members will be asked to vacate and will lose their rehearsal time.
• No “make-up” rehearsals will be scheduled.
• No other group(s) will be permitted in the practice facility during a scheduled organization’s rehearsal.
• Your rehearsal should be the exact routine, setup, and performance of the skit that will be performed on November 9th.
• These are technical rehearsals, NOT practice. Please come prepared.

**What to bring to rehearsal on October 31st:**

1. A list of all participants along with their current and valid E-numbers.
2. A copy of your organization’s skit.
3. Props/Costumes as well as a list of props and costumes that are to be used. (Props will be approved at rehearsal. If additional props are used on skit night, twenty (20) points will deducted from your final score.
4. A brief biography of the involved organization. This will be announced before your performance.

Judges will include alumni, staff and faculty.

**Contact:** Emma Choquette; CHOQUETTE@ETSU.EDU Savanna Misciagna; MISCIAGNAS@ETSU.EDU John Cole; COLEJ1@ETSU.EDU

Roxy Reed: REEDRL1@ETSU.EDU
Canned Food Creation

When: Thursday, October 31st, 2019 from 9:00 AM to 3:00 PM

Where: Football Stadium Roundabout

What: Build a sculpture with canned food to commemorate ETSU and our theme, Let the Games Begin! Teams will create massive structures for display in the heart of campus. Once the competition is over, the food will be donated to Second Harvest Food Bank and bonus point items Bucky’s Food Pantry at ETSU.

How:
1. Organizations collect cans and design a strategy for building an impressive creation from 9:00 AM to 3:00 PM.
2. Groups can use up to 20,000 items (canned goods) in their creation. Items must meet the following criteria:
   a. Items with dents or damage to the packaging are NOT acceptable.
   b. Water will not be accepted.
   c. Cereal or dried goods in undamaged packages will be accepted.
   d. Check or Money Orders in place of food items will be accepted. For every 5 dollars given, the organization will be awarded 1 pound toward their total weight.
3. Cans may be delivered between 8 AM and 3 PM on October 31st, but construction/assembly cannot begin until the official start time of 10:00 AM. Food delivered after 3:00:00 PM will not count toward weight total.
4. A space of 5’ x 5’ will be assigned for each organization’s construction. Structures must stay within these boundaries and cannot exceed six feet tall. The structures must have height to them, not just a flat structure. If it exceeds these measurements or is just a flat creation these teams will be disqualified.
5. You may not use paper to wrap the cans or other foods in. Additional materials used in creations (flags, wooden blocks, etc.) must be pre-approved by Blaine Smith by no later than October 17th.
6. Construction ends at 3 PM. No organization will be permitted to continue working on the creation after that time.
7. Each organization will be responsible for loading and labeling their own boxes of cans at the conclusion of the event. Any cans collected that will not be used in the creation should be boxed and labeled prior to the event.
8. Each group participating must have at least 3 representatives present after judging is complete to load food from creations into respective trucks.
9. Creations will be judged by alumni judges based on the following criteria:
   a. Ingenuity/Creativity
   b. Relevance to the Homecoming theme
   c. Size and Sturdiness of Construction
10. Two awards will be given for this event. One award will be given to the group that collects the largest amount of food/heaviest weight, as per the list provided by Second Harvest Food Bank. The creations are limited to the use of no more than 20,000 cans; however, teams may collect more cans than will be used in the creation in order to increase weight totals for this award. Another award will be given to the group that scores the highest according to judging for their creation. Judges will include alumni, staff and faculty.
11. We encourage early delivery of food that will not be used in the canned sculptures to 2nd Harvest Food Bank Monday through Wednesday of homecoming week. Food delivered early will be
tagged and weighed for each organization in advance. This will simplify the collection of food on Thursday after the event and will speed up the weight portion of the competition.

12. See extra items for Bucky’s Food Pantry (next page).

Contact: Roxy Reed; REEDRL1@ETSU.EDU

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**Bucky’s Food Pantry Bonus Items**

In addition to helping the Second Harvest Food Bank we want to support our own Bucky’s Food Pantry.

For every 100 items given you will receive 50 pounds credit toward food weight (up to maximum of 500 items / 250 pounds weight credit).

Bucky’s Pantry has immediate need of these items:
Canned meats {tuna, potted meat, Spam, Vienna Sausage, etc.}, small bags of rice, pudding / jello and canned fruits.

Items not needed: Canned corn, Canned Green Beans, and Canned Soup Canned Beans of any kind.

Contact: Roxy Reed; REEDRL1@ETSU.EDU

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**President for A Day – FUN Event, no competition points**

*When:* Tuesday, Wednesday, Thursday
*What:* A food drive competition.
*Where:* Quad and Borchuck Plaza
*How:* A student is able to enter the president for a day competition during the allotted time period of 11:00am – 2:00pm Tuesday, Wednesday, Thursday, Friday at Borchuck Plaza and the Quad (See the schedule for the coordinating locations and days)
One entry is equivalent to 5 NON-PERISHABLE canned food items. There is no limit to daily entries. The winner will be announced during the homecoming football game halftime show.
The student who wins will switch places for the day (meaning Dr. Noland will go through your daily schedule, and vice versa) this day will be set prior.

CONTACT: Event Chairs: John Cole COLEJ1@ETSU.EDU, Dustin Kidd KIDDDT@ETSU.EDU
Secretary of State Roxy Reed
Buccaneer Battleship

When: Thursday October 31st, 5:30 pm
Where: CPA Swimming Pool

ASSUMPTION OF RISK AND RELEASE OF LIABILITY

East Tennessee State University assumes no responsibility for injuries received during intramural activities. All participants are reminded that intramural participation is completely voluntary. Participants/spectators acknowledge the inherent risks associated with the activity and agree to hold harmless East Tennessee State University, the Department of Campus Recreation, its officers, agents, and employees from any and all liability, claims, actions, or causes of actions arising out of or related to any injury or illness, including death, that may be sustained by a participant/spectator, or to any loss or damage to property belonging to a participant/spectator, whether caused by negligence or otherwise. Participants/spectators agree to assume any financial costs that may result of or arising from intramural participation. It is strongly suggested that all players have a physical examination and secure adequate medical insurance prior to participation. The State of Tennessee nor ETSU can accept liability for injuries sustained by participants/spectators during intramural activities.

Player Safety

Concussions – Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional (licensed physician). If a player is transported to a hospital or has been seen by a physician for concussion like symptoms, then documentation must be provided to the Assistant Director stating the player is medically cleared to participate prior to further intramural participation. Common symptoms of concussion include: Headache, Fogginess, Difficulty concentrating, Easily confused, Slowed thought processes, Difficulty with memory, Nausea, Lack of energy, tiredness, Dizziness, poor balance, Blurred vision, Sensitive to light and sounds, Mood changes – irritable, anxious or tearful, Appears dazed or stunned, Confused about assignment, Forgets plays, Unsure of game, score or opponent, Moves clumsily, Answers questions slowly, Loses consciousness, Shows behavior or personality changes

Blood Rule – Any player with an open wound and/or blood on his/her uniform must leave the game. The player many not return until the wound is covered and there is no blood visible on the bandaging. Clothing with blood on it must be removed before returning to the game. The intramural staff will have a first aid kit on hand. This kit is to be used for injuries ONLY. Band-aids will not be given out unless a participant has a visible cut. Athletic tape WILL NOT be given out for any reason. Should an accident or injury occur, please notify a Campus Recreation staff member immediately.

ID POLICY
All participants must present a valid ETSU ID card, with a visible picture, at the beginning of every game to participate. Participants must use the same valid ETSU ID that they used to scan and enter the CPA – other ETSU ID’s and guest passes are not valid for intramural participation. Additionally, the use of a “one-time pass” to enter the facility due to a forgotten ID will not constitute as an acceptable form of ID to participate. Driver’s licenses and class schedules are NOT acceptable forms of ID. Players must present their own ID’s to the scorekeepers prior to the game. It is University policy that individuals (including spectators) be in possession of their ID card at all times and must show their ID to a University official upon request. The fraudulent possession or use of another individual’s card may result in the confiscation of the card and other campus actions.

GAME CHECK-IN

Teams are expected to be ready to check in (without any jewelry on) with the scorer’s table 10 minutes prior to their scheduled game time. Captains are expected to be ready to meet with the game officials approximately 5 minutes prior to game time. Teams should be ready to play immediately following this meeting. Game time is forfeit time. Teams not ready to begin at game time will be assessed a forfeit.

Grace Period – If a team does not have the required number of minimum players by game time, there will be a grace period of 10 minutes. There must be at least one player checked-in for the allowed grace period.

The game clock will be started at game time following the captains meeting. After the 10 minutes, if the team still does not have the required minimum then the game will be forfeited. If the team does reach the required minimum they will use a timeout to sign in their players and stop the clock. The game will start by rule, following this timeout.

PARTICIPANT AND SPECTATOR CODE OF CONDUCT

As a university activity, intramural events expect the same conduct and behavior as any other social and recreational activities. Participants and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Any spectator exhibiting unsportsmanlike conduct, threatening behavior, or using obscene language will be asked to leave the facility by a staff member. Participants who are ejected from a game have one minute to leave sight and sound of the facility. Failure to comply will result in forfeiture of the game and campus police being called. Teams are responsible for the conduct of their spectators.

Tobacco, Alcohol, Drugs – It is against university policy to smoke or use tobacco outside the confines of a personal vehicle. Alcohol and other illegal substances are prohibited on the ETSU Campus, including the BCPA and all intramural fields. Alcohol consumption prior to participation or during an intramural event is not only unsafe, but also a violation of University rules and is illegal for individual’s underage. No individual is allowed to participate in an intramural event or be in attendance as a spectator while smoking/using tobacco or under the influence of alcohol/illega drugs. Violation will result in the individual(s) being asked to leave the facility and possible referral to the
Office of Judicial Affairs. Failure to leave the facility will result in campus police being called. In some instances, campus police may be immediately notified.

Trash – Each team is responsible for keeping their sideline and bench area clean and free of trash. It is also against CPA rules to have drinks in the gym other than bottled water. Teams leaving trash and empty bottles on their sideline will be given an unsatisfactory sportsmanship rating. This may adversely affect league and play-off eligibility.

THE GAME

Each team MUST consist of four (4) players. Teams may consist of any combination of males and females. It is imperative that every member of the team be proficient swimmers, but life jackets are available upon request.

EQUIPMENT

Canoes: Canoes will be provided. Buckets & Paddles: Each canoe will be provided two (2) buckets. Each canoe will also have two (2) paddles. All buckets and paddles will be provided on-site. It is recommended that you shower prior to entering the natatorium area. All participants must wear appropriate swim wear to participate. It is recommended, but not required, that females wear a one-piece bathing suit (t-shirts are allowed but a bathing suit must be underneath). Goggles are recommended, but not required. No shoes are allowed, except swim-specific footwear (swim shoes, fins, etc).

GAME FORMAT

The object of the game is to use the buckets to try to sink other canoes with water until their canoe is completely submerged. In order to move around in the pool, teams can use their hands, paddles, or buckets. Teams will enter their canoe from the edge of the pool. A whistle or horn will signal the start of play. When the whistle or horn is sounded, teams must maneuver their canoes inside the boundary markers. At no point during the contest should the canoe return outside the boundary markers until the team has been eliminated. If a team does so, or hits one of the pool walls, they will be required to pour two full bucket inside of their canoe. Additional buckets may be added up to disqualification as penalties for attempting to stay outside the playing area. At the beginning of a match, teams may begin attacking other canoes once the starting whistle has been blown. If a team drops a bucket or shield in the water, only members of that team may touch/retrieve the dropped item.

TIMING & SCORING

Points will be allocated as follows:
If there are 4 teams 4th place – 1 point 3rd place – 2 points 2nd place – 3 points 1st place – 4 points. Each team will get 2 round robin games. The top 4 teams will make the playoffs, and the winner will be the last ship remaining during that playoff round. If there is a tie in points that creates more than 4 teams being in the playoffs, a canoe race will be used to determine which team(s) should make it into the playoff round. There will be no time limit for games, however teams will be required by the supervisor to place one full bucket of water into their own canoe every 4 minutes. Failure to comply with this will result in additional buckets, up to disqualification. The clock will stop whenever a whistle is blown to stop play. Stalling: If in the opinion of the official a canoe is stalling; the official will communicate with the team that the canoe must move towards other competition. THIS IS A JUDGMENT CALL.
RESTRICTIONS & PENALTIES

Teams may NOT: Throw water from inside of the canoe. PENALTY = The team must COMPLETELY fill up 2 buckets from the pool and dump them in their canoe. Stand at any time while in the canoe (or have the bottom of either foot contacting the floor of the canoe). PENALTY = The team must COMPLETELY fill up 2 buckets from the pool and dump them in their canoe. Continue play after a whistle. PENALTY = The team must COMPLETELY fill up 2 buckets from the pool and dump them in their canoe. Touch (with their body) or retrieve another team’s shield/bucket while it is in the water PENALTY = The team must COMPLETELY fill up 2 buckets from the pool and dump them in their canoe. Leave the designated playing area or contact a pool wall. PENALTY = The team must COMPLETELY fill up 2 buckets from the pool and dump them in their canoe. Jump out of the canoe at any time during the battle. PENALTY = Team Disqualification Physically contact any member or equipment from another team to keep them from attacking or defending. PENALTY = 1st offense is a team warning and the team must COMPLETELY fill up 2 buckets from the pool and dump the water into their canoe. The 2nd offense will result in team disqualification. For all penalties, the official will blow their whistle and all “battleship activities” must cease (paddling, refilling buckets, etc.). The official will blow their whistle again to indicate the game has resumed.

ELIMINATION

Once your canoe has been sunk or your team has been disqualified, you must get out of the canoe and guide it to the loading zone of the pool. If your actions cause your canoe to capsize, your team is out of the competition. Any attempt to hinder another team after your canoe has been sunk will result in your disqualification for the rest of the evening and/or ejection from Intramural Sports for all players involved.
Cornhole Rules

Rules have been adapted from the American Cornhole Association. Modifications have been made to suit ETSU Campus Recreation programs.

ASSUMPTION OF RISK AND RELEASE OF LIABILITY
East Tennessee State University assumes no responsibility for injuries received during intramural activities. All participants are reminded that intramural participation is completely voluntary. Participants/spectators acknowledge the inherent risks associated with the activity and agree to hold harmless East Tennessee State University, the Department of Campus Recreation, its officers, agents, and employees from any and all liability, claims, actions, or causes of actions arising out of or related to any injury or illness, including death, that may be sustained by a participant/spectator, or to any loss or damage to property belonging to a participant/spectator, whether caused by negligence or otherwise. Participants/spectators agree to assume any financial costs that may result of or arising from intramural participation. It is strongly suggested that all players have a physical examination and secure adequate medical insurance prior to participation. The State of Tennessee nor ETSU can accept liability for injuries sustained by participants/spectators during intramural activities.

Player Safety
Concussions – Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional (licensed physician). If a player is transported to a hospital or has been seen by a physician for concussion like symptoms, then documentation must be provided to the Assistant Director stating the player is medically cleared to participate prior to further intramural participation. Common symptoms of concussion include: Headache, Fogginess, Difficulty concentrating, Easily confused, Slowed thought processes, Difficulty with memory, Nausea, Lack of energy, tiredness, Dizziness, poor balance, Blurred vision, Sensitive to light and sounds, Mood changes – irritable, anxious or tearful, Appears dazed or stunned, Confused about assignment, Forgets plays, Unsure of game, score or opponent, Moves clumsily, Answers questions slowly, Loses consciousness, Shows behavior or personality changes

Blood Rule – Any player with an open wound and/or blood on his/her uniform must leave the game. The player may not return until the wound is covered and there is no blood visible on the bandaging. Clothing with blood on it must be removed before returning to the game. The intramural staff will have a first aid kit on hand. This kit is to be used for injuries ONLY. Band-aids will not be given out unless a participant has a visible cut. Athletic tape WILL NOT be given out for any reason. Should an accident or injury occur, please notify a Campus Recreation staff member immediately.

ID POLICY
All participants must present a valid ETSU ID card, with a visible picture, at the beginning of every game to participate. Participants must use the same valid ETSU ID that they used to scan and enter the CPA – other ETSU ID’s and guest passes are not valid for intramural participation. Additionally, the use of a “one-time pass” to enter the facility due to a forgotten ID will not constitute as an acceptable form of ID to participate. Driver’s licenses and class schedules are NOT acceptable forms of ID. Players must present their own ID’s to the scorekeepers prior to the game. It is always University policy that individuals (including spectators) be in possession of their ID card and must show their ID to a University official upon request. The fraudulent
possession or use of another individual’s card may result in the confiscation of the card and other campus actions.

GAME CHECK-IN
Teams are expected to be ready to check in (without any jewelry on) with the scorer’s table 10 minutes prior to their scheduled game time. Captains are expected to be ready to meet with the game officials approximately 5 minutes prior to game time. Teams should be ready to play immediately following this meeting. Game time is forfeit time. Teams not ready to begin at game time will be assessed a forfeit.
Grace Period– If a team does not have the required number of minimum players by game time, there will be a grace period of 10 minutes. There must be at least one player checked-in for the allowed grace period. The game clock will be started at game time following the captains meeting. After the 10 minutes, if the team still does not have the required minimum then the game will be forfeited. If the team does reach the required minimum, they will use a timeout to sign in their players and stop the clock. The game will start by rule, following this timeout.

PARTICIPANT AND SPECTATOR CODE OF CONDUCT
As a university activity, intramural events expect the same conduct and behavior as any other social and recreational activities. Participants and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Any spectator exhibiting unsportsmanlike conduct, threatening behavior, or using obscene language will be asked to leave the facility by a staff member. Participants who are ejected from a game have one minute to leave sight and sound of the facility. Failure to comply will result in forfeiture of the game and campus police being called. Teams are responsible for the conduct of their spectators.
Tobacco, Alcohol, Drugs – It is against university policy to smoke or use tobacco outside the confines of a personal vehicle. Alcohol and other illegal substances are prohibited on the ETSU Campus, including the BCPA and all intramural fields. Alcohol consumption prior to participation or during an intramural event is not only unsafe, but also a violation of University rules and is illegal for individual’s underage. No individual is allowed to participate in an intramural event or be in attendance as a spectator while smoking/using tobacco or under the influence of alcohol/illegal drugs. Violation will result in the individual(s) being asked to leave the facility and possible referral to the Office of Judicial Affairs. Failure to leave the facility will result in campus police being called. In some instances, campus police may be immediately notified.
Trash – Each team is responsible for keeping their sideline and bench area clean and free of trash. It is also against CPA rules to have drinks in the gym other than bottled water. Teams leaving trash and empty bottles on their sideline will be given an unsatisfactory sportsmanship rating. This may adversely affect league and play-off eligibility.

Court Layout
Pitcher’s Box
The pitcher’s box is a rectangle 4ft by 3ft at each end of the court, right beside each side of the Cornhole boards. Each participant must remain in the pitcher’s box while pitching the bag(s).

Foul Lines
The foul lines shall be defined as an imaginary line 30 ft. from the beginning of the hole in the opposite Cornhole board.
Pitching Distances
Participants shall pitch from the pitcher’s box behind the 30ft. foul lines.

Play
Doubles Play
Two participants are partners against another team of two contestants. In doubles play, one participant of each team pitches from one cornhole board and the other participants pitch from the other cornhole board.

Value of the Corn Bag
Corn Bag In-The-Hole - A corn bag in-the-hole is a corn bag which was pitched through the hole in the cornhole board or otherwise comes to rest inside the cornhole board (knocked in by another pitch or an act of God). A corn bag in-the-hole has a value of three points.

Corn Bag In-The-Count – A corn bag in-the-count is not in-the-hole but lands with any portion of the bag that rests on the cornhole board without touching the ground is in-the-count. A corn bag in-the-count has a value of one point. For a bag to be in-the-count, it must not touch the ground or any portion of the court prior to coming to rest on the board. If a bag touches the ground before coming to rest on the board, it is a foul and must be removed from the board prior to continuing play.

Corn Bag Out-Of-The-Count – A corn bag which comes to rest anywhere except in-the-count or in-the-hole is out-of-the-count and has no scoring value. A bag which is declared to be a foul is considered to be out-of-the-count (no matter where it comes to rest) and must be removed from the board prior to continuing play.

Delivery of Bags
The first side of participants alternate pitching bag until they have thrown all four. Then the remaining participants (pitching from the other cornhole board) continue to alternate in the same manner until all four bags are delivered and the inning is complete.
A participant may deliver the bags from either the left or right pitchers’ box. However, in any one turn, all bags must be delivered from the same pitcher’s box. A participant shall pitch the entire tournament with the same hand or arm, except in medical emergency situations.
Each participant shall deliver the bag within 20 seconds. The time shall start when the participant steps onto the pitcher’s box with the intention of pitching.

Pitching Rotation During the Game
The participant who scored in the preceding turn shall pitch first in the next turn. If neither pitcher scores, the participant who pitched second (last) in the preceding turn shall pitch first in next turn.

Position of Participants During Delivery
The pitcher must maintain constant contact with the designated pitcher’s box during the entire address and release of the bag. The only exception is for physically challenged participants, who must simply remain completely behind the (designated) 21 ft. foul line when the bag is released. The opponent, while not pitching, shall stand behind the board at least 2 ft. to the rear of the participant who is pitching. After a short distance participant (physically challenged) pitches first they must return to the cornhole board if the opponent or any participant on an adjacent court is a full distance pitcher.

Foul Bags
The following are rule violations that must be recognized and called by a participant. The penalty is to declare the bag a foul, which requires the bag to be removed prior to resuming play.
Any bag pitched when the participant has made contact with or crossed over the foul line before the bag is released.
Any bag pitched when the participant has started or stepped completely outside the pitching box before releasing the bag.

a. Any bag not delivered within the 20 second time limit
b. A bag pitched from a different pitcher’s box than the first bag
c. Any bag that contacted the court or the ground before coming to rest on the board
d. Any bag which struck an object such as a tree limb, wire, ceiling, wall etc.

Any bag that leaves a participant’s hand once the final forward swing of the delivery process has start shall count as a pitched bag. A bag that is accidentally dropped by a participant before the final forward swing has started shall not be considered a foul and may be picked up and pitcher.

A participant’s bag shall be called foul if the participant removes the bag before the score of that bag has been agreed upon. A supervisor shall be called if a decision cannot be reached. The supervisor shall determine the scoring for the turn.

**Length of Game**

**Point Limits**
Each game shall be played until the first team of participants reaches (or exceeds) 21 points or the 30-minute time limit has expired. No new turn shall begin after the 30-minute time limit expires.

**Scoring**

**Cancellation Scoring**
In cancellation scoring, bags in-the-hole and bag in-the-count pitched by opposing participants during a turn in doubles play cancel each other out. Only non-cancelled bags are counted in the score.

**Score Calculation**
The points of the lowest scoring contestant are subtracted from the points of the highest scoring contestant which shall declare the turn winner.
The winner of the turn adds the difference in the turn score to their total game.
**Pep Rally**

**When:** Monday October 28th, 2019 at 6:30 pm

**Where:** Quad

**What:** To celebrate homecoming, athletics, and homecoming candidates.

**How:**

1. Get Creative. Go all out on your costumes! Show us how much blue and gold you own and support our candidates and athletics.

2. Be loud. We want you to have a headache when we are finished. Let the entire campus know that we are excited for football! Bring noise makers, horn, etc. We will take a roll call of all organizations registered for pep rally participation.

3. Show your ETSU PRIDE! We want you all to be decked in Blue and Gold and incorporate the superhero theme. Use paint, beads, and whatever else you want to show pride. Just be appropriate!

This event is to get you pumped up and ready for ETSU athletics and to celebrate the upcoming season of football! Bring your organization so that you can be recognized and make some serious noise! Trust me, it will not go unnoticed. Paired with prizes this evening will be one for the books. This is also where each organization’s King and Queen Candidates will be introduced.

King and Queen Candidates will receive pep rally instructions at Homecoming Court required meeting on Wednesday October 9th, 2019.

**Judging:** Judging will be based on creativity of your organization’s group chants, as well as overall attendance, and blue and gold dress shown by members. Judges will include alumni, staff and faculty.

**Contact:** Roxy Reed; REEDRL1@ETSU.EDU
Closing Remarks

In closing, I would like to thank my homecoming team again, Lexi, and Carter Warden for all their hard work and preparation. I also want to thank SGA 2019 President Aamir Shaikh for allowing and trusting me with the role of Fall 2019 Secretary of State!

Lastly, thank you to every single organization that is participating this year. We are doing things a little bit differently and I hope you enjoy the changes. Again, a very big thank you to each of you!

Roxy Reed
Student Government Association
Secretary of State Fall 2019
REEDRL1@ETSU.EDU

Email applications to REEDRL1@etsu.edu
or submit to SGA Office or SAO 2nd floor of the CPA by 6:00 pm
Blood donors must be in good health and weigh at least 110 pounds. Health requirements include; no cold or flu in the past week; no antibiotics in the past week; no pregnancy in the past six weeks; *no tattoos in the last 3 months (tattoos and piercings must have been done by a state licensed facility)*; surgical procedures will need to be evaluated by blood bank personnel. Donors must be at least 17 years of age. If you have question about specific medications or medical conditions, call the blood bank at 423-408-7500

**PLEASE EAT A GOOD MEAL BEFORE DONATING!**

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<th>Cornhole</th>
<th>Blood Drive</th>
<th>Canned Food Weight</th>
<th>Canned Food Creativity</th>
<th>Battleship</th>
<th>Skit</th>
<th>Court King</th>
<th>Court Queen</th>
</tr>
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<tr>
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</tr>
</tbody>
</table>

*For every 50 items given you will receive 50 pounds credit toward food weight (up to maximum of 250 items / 250 pounds weight credit) added to Canned Food Weight category.*