

## 2014 TCNJ HOMECOMING SPIRIT WEEK: THEME, GUIDELINES, RULES, AND GENERAL INFORMATION

Get Ready for TCNJ Homecoming Spirit Week 2014!

Please join us as we celebrate our 27<sup>th</sup> Homecoming Spirit Week at TCNJ!! This week of events has been established to bring the community together while demonstrating our campus' student pride and involvement.

This year's theme is HBO Shows! Each team has been asked to select a HBO show of their choice. Specific team sub-theme selections are outlined below.

Teams who decide to enter Homecoming after the team meeting on Tuesday, September 29th may do so. Late entry team captains should contact the homecoming chair, Nicole DiMarco, through the homecoming email account (homecomi@tcnj.edu) and may register for any individual theme that has not been selected.

All teams are asked to remember that Homecoming is a community event. Children and alumni will be present at many events. Good taste and good sportsmanship are always expected. Behavior expressed toward the judges, crowd or fellow competitors that is considered by the judges to be in poor taste including, but not limited to, bad language, derogatory references to race or religion, excessive sexual or violent behavior, or apparent use of alcohol or drugs may result in disqualification by the judges.

This decision is final.

TEAMS	SUB-THEME
Alpha Chi Rho, Sigma Sigma Sigma	Bored to Death
Delta Phi Epsilon, Sigma Alpha Epsilon	Carnival
FYE Wolfe	Boardwalk Empire
Kappa Delta, Phi Alpha Delta, Delta Lambda Phi	Game of Thrones
Leadership Development Program, Ultimate Frisbee	Sex and the City
Phi Kappa Psi, Theta Phi Alpha	True Blood
Phi Kappa Tau, Zeta Tau Alpha	Entourage
Phi Sigma Sigma, Club Baseball	John Adams
Pi Sigma Epsilon, TCNJ Musical Theater, Alpha Phi Omega	Rome
SasCo	The Sopranos
Sigma Lambda Beta, Sigma Kappa, Alpha Epsilon Pi	The Pacific
Sigma Pi, Delta Zeta	Band of Brothers

This Spirit Week Packet is brought to you by the Homecoming Spirit Week Committee and the Office of Student Activities.

# 2014 TCNJ HOMECOMING SPIRIT WEEK:

## RULES, PROCEDURES, AND RESPONSIBILITIES

Welcome to the 2014 Homecoming "HBO Shows" Spirit Week Competition. As TCNJ celebrates the 27<sup>th</sup> anniversary of Homecoming Spirit Week, the Homecoming Committee is escalating the celebration of our school's biggest and best event! We are excited to see all TCNJ students and organizations come together to celebrate the College and show school spirit.

**Theme:** HBO Shows

**Spirit Week Teams:** All competitors must be TCNJ undergraduate students and form a Spirit Week Team in order to compete in Spirit Week events.

Teams may be formed by student organizations, athletic teams, academic schools, or residence hall communities. The term organization is defined by the Homecoming Committee as being a recognized organization by the Student Government, and having active status according to the Office of the Dean of Students. **Students who want to form a team, but are not affiliated with a particular organization or residence community, may do so by contacting** the Homecoming Committee ([homecomi@tcnj.edu](mailto:homecomi@tcnj.edu)) who will assist you.

All events are co-ed and as such all teams must be formed by female and male competitors.

Teams may consist of 20 - 150 undergraduate TCNJ students. Team rosters (found on the Homecoming Spirit Week website ([www.tcnjhomecoming.weebly.com](http://www.tcnjhomecoming.weebly.com))) must be submitted for approval prior to the week's activities.

**ID's and Rosters:** **Each participant must bring their TCNJ UNDERGRADUATE STUDENT ID to the check in before each event. No TCNJ UNDERGRADUATE STUDENT ID means NO participation!!!** If a TCNJ Undergraduate Student ID is forgotten, the individual will have until the start of the event to get their TCNJ Undergraduate Student ID and show it to one of the Homecoming Chairs. If the event has begun and an individual still does not have their TCNJ Undergraduate Student ID, he/she **will not** be allowed to participate. Absolutely no late registrations or additions to the roster will be accepted for any reason. Team Captains, **not** the Homecoming Committee, are responsible for creating and submitting team rosters.

**Roster Policy:** Teams will submit a general roster via Excel, both electronically and hard copy with signatures to the Homecoming Spirit Week Committee by Friday, October 10th. Rosters will be checked for eligibility and any team with discrepancies will be notified within 48 hours. There will only be individual event rosters will be required for Lip Sync and Dance. These are to be filled out online using Qualtrics and can be found on the Homecoming Spirit Week website [www.tcnjhomecoming.weebly.com](http://www.tcnjhomecoming.weebly.com). Lip Sync and Dance rosters are due Friday, October 10th, 2014.

Team members may participate in up to 4 spirit week events. At each event, participating team members must be present with their TCNJ Undergraduate ID at the posted check-in time.

**Attendance Policy:** One member of each team is invited to attend each Homecoming Spirit Week Team Meeting every Tuesday at 8:30pm in BSC 210. Most teams are made up of multiple organizations, but only one member of the ENTIRE team is asked to attend every meeting. Any member of the team is invited to attend. There will be a sign in sheet to keep track of attendance at Team Meetings.

## 2014 TCNJ HOMECOMING SPIRIT WEEK: RULES, PROCEDURES, AND RESPONSIBILITIES

<b>Points and Judging:</b>	<p>The three teams earning the highest number of points over the entire week will receive the prizes described above. Events are judged based on the rules for each competition, team completion time (if applicable), or judges discretion (ie. creativity, etc). Please remember that these decisions are final. Please also note that the judges are all volunteers who are doing their best to support us and sponsor a great Spirit Week. Any discourteous or disrespectful behavior toward the judges will result in a team's disqualification from that event or from Spirit Week.</p>
<b>Disqualification &amp; Appeal:</b>	<p>Judges' decisions about winners, places, and disqualifications are final. If a team is disqualified from an event by a judge, there is no appeal route.</p> <p>Any judge, staff member or Homecoming Spirit Week Committee member can make a recommendation to eliminate a team from the entire Homecoming Spirit Week competition based on violations or poor sportsmanship. Such a recommendation is forwarded to the Homecoming Spirit Week Committee for review. The Committee may then accept or reject the recommendation to eliminate a team.</p> <p>No videotapes or other recordings are allowed as a route of appeal about winners, places and disqualifications.</p> <p><b>There will be penalties for teams who do not follow the rules specified and/or who do not represent The College of New Jersey in a respectable manner. Penalties include but are not limited to: written warnings, disqualification of individuals or teams from an event, and disqualification of individuals or teams from Homecoming Spirit Week.</b></p> <p><b>THE HOMECOMING SPIRIT WEEK CHAIRS AND ADVISORS RESERVE THE RIGHT TO ALTER WARNING AND DISQUALIFICATION RULES AND CAN ISSUE OTHER PENALTIES BASED ON THE SEVERITY OF THE OFFENSE(S). THEIR DECISION(S) ARE FINAL!</b></p>

<p><b>Point System:</b></p>	<p>Points are awarded to teams that complete each event based on individual event guidelines. A team who might not win an event all week can still accumulate enough points to win Spirit Week.</p> <p>Here's how it works: All events are listed as Rank point (i.e. 12 competing teams means 1<sup>st</sup> place receives 12 points, 12<sup>th</sup> place receives 1 point), Double point (2 times the ranked place points), Triple point (3 times the ranked place points), or Participation point (5 points) events. It's that simple.</p> <table border="1" data-bbox="360 485 1274 1058"> <thead> <tr> <th data-bbox="360 485 633 638"><u>Rank Point Events</u></th> <th data-bbox="633 485 932 638"><u>Double Point Events</u></th> <th data-bbox="932 485 1274 638"><u>Participation Point Events</u></th> </tr> </thead> <tbody> <tr> <td data-bbox="360 638 633 1058">           Human Pyramid            Three-Legged Race            Potato Sack Race            Dizzy Bat Race            Volleyball            Tournament         </td> <td data-bbox="633 638 932 1058">           Banner            Lip Sync/Dance            Backdrop            Cheerleading            Tug of War   <b><u>Triple Point Events</u></b>            Lip Sync Contest            Dance Contest         </td> <td data-bbox="932 638 1274 1058">           Yell Like Hell            Set-up/Clean-up         </td> </tr> </tbody> </table>	<u>Rank Point Events</u>	<u>Double Point Events</u>	<u>Participation Point Events</u>	Human Pyramid Three-Legged Race Potato Sack Race Dizzy Bat Race Volleyball Tournament	Banner Lip Sync/Dance Backdrop Cheerleading Tug of War  <b><u>Triple Point Events</u></b> Lip Sync Contest Dance Contest	Yell Like Hell Set-up/Clean-up
<u>Rank Point Events</u>	<u>Double Point Events</u>	<u>Participation Point Events</u>					
Human Pyramid Three-Legged Race Potato Sack Race Dizzy Bat Race Volleyball Tournament	Banner Lip Sync/Dance Backdrop Cheerleading Tug of War  <b><u>Triple Point Events</u></b> Lip Sync Contest Dance Contest	Yell Like Hell Set-up/Clean-up					
<p><b>Set Up and Clean-Up:</b></p>	<p>Each Spirit Week event will be assigned to a team, through a random drawing, for the purpose of cleanup and set up. Teams will be notified which events they will be cleaning up and setting-up on Friday October 10th, 2014 via email and the Homecoming Website. Teams successfully setting-up and cleaning-up their event will earn 5 participation points for set up and 5 participation points for clean-up. Teams failing to successfully clean-up or set-up their event will have 5 points deducted from their total score. Team and event captains should check with homecoming staff for confirmation that their event has been successfully set-up and cleaned up.</p>						
<p><b>Questions:</b></p>	<p>Please feel free to contact the Homecoming Chair: Nicole DiMarco or Advisor: Jessica Claar (ext. 2455) or by email at <a href="mailto:homecomi@tcnj.edu">homecomi@tcnj.edu</a>.</p>						

# 2014 TCNJ HOMECOMING SPIRIT WEEK: SPORTSMANSHIP POLICY AND TEAM CAPTAIN RESPONSIBILITIES

## **Sportsmanship Expectations**

Only Team Captains and Event Captains may lodge a complaint to the event management staff. Team Captains and Event Captains are solely responsible for informing their own team members of this policy.

Team members participating in an event may ask questions about participation but may not question a judge's decision.

Any student participating in a Spirit Week event that is perceived to be under the influence of alcohol or drugs will be removed from the program. **No exceptions.**

It is the discretion of the judges and event management staff to determine what good sportsmanship is. Since this will vary from person to person, it is best to make sure that team members are courteous at all times.

Failure to follow any of these expectations may result in disqualification from an individual event or the overall competition.

## **Captain Responsibilities**

Team Captains and Event Captains are responsible for overseeing their team during Spirit Week events and for serving as a liaison between their team and the Homecoming Spirit Week Committee. They must also ensure that their team successfully completes event set-up and clean-up.

Captains should remind all team members that the Homecoming Spirit Week Committee, professional staff, and judges are all volunteers. Everyone working an event must be treated with courtesy and respect.

## SPIRIT BANNER COMPETITION:

Date:	Monday, October 20, 2014
Approximate Time:	12:00pm Pre-Weigh-In; 12:30pm Final Weigh-In
Location:	2 <sup>nd</sup> Floor of the Brower Student Center
Points:	Double Point Event

### **Guidelines:**

1. Your banner should incorporate school spirit, the Homecoming football game, and your team's individual theme.
2. Banners may be decorated in any manner (no loose glitter may be used in the decoration), but should be able to be folded and hung **vertically**.
3. The team's name must be written on the back of the banner in the lower right hand corner so we know which team submitted it. Your team name, as always, may also be included in the design of the banner.
4. Banners may not be larger than 6' by 8' and may not exceed 5 pounds. Banners will be measured on all four sides. Nothing can be dangling or hanging from the sides of the banners. Banners not meeting these criteria will be disqualified.
5. Each team must also sew a pocket into the top of their banner for the dowel to go through to hang the banner in the BSC. This material sewn for the dowel should measure to about 6 inches wide.
6. The only measuring tools allowed during the optional pre-weigh in and measuring and the final weigh-in will be the ones provided by the Homecoming Committee. An optional pre-weigh in and measuring will be at 11:30am. This will allow each team the opportunity to make adjustments to its banner, if necessary. Teams will have the option to officially submit their banners after a successful pre-weigh in. (Weigh in will take place in the BSC Atrium whereas banner hanging will take place on the 2<sup>nd</sup> floor of the BSC.)
7. The final weigh-in and measuring will be at 12:00pm, at which time the teams will be required to sign in. At this time, teams may no longer make alterations to their banner. **Once approved, at least 3 members from each team must stay to help hang their banner.**
8. Teams showing up after 12:00pm or failing to sign in at this time will not be allowed to submit their banner. We recommend that your team show up at least 10 minutes prior to the deadline to avoid disqualification.
9. After a successful weigh-in, the Homecoming Spirit Week Committee will provide each team wooden dowels to hang the banners.
10. Banner Winners will be posted on the Homecoming Spirit Week website on Saturday, October 24, 2014.

Judges will be looking for creativity, originality, and Homecoming Spirit. Banners will be judged during the week and hung in the Student Center on Monday, October 20, 2014. Good taste is a must or teams will be disqualified. **Teams may not use anything that requires electricity or batteries, anything electronic, or any liquids in or on the banners.**

## YELL LIKE HELL:

Date:	Monday, October 20, 2014
Approximate Time:	Check In: 12:00 pm, Start Time 12:30 pm
Location:	Brower Student Center Atrium
Number of Contestants/Team:	All team members present may participate
Composition:	At least 10 members must participate
Points:	Five Participation Points

### **Rules & Procedures:**

1. This chant must be submitted to the Homecoming Spirit Week email account by FRIDAY, OCTOBER 10<sup>th</sup> at 6 P.M. All chants will be approved before being performed on Monday.
2. This event gives each team the opportunity to show Homecoming spirit by creating and performing an original chant.
3. The chant will be no less than thirty seconds but no more than one minute long. The clock will start running at the first word of the cheer.
4. The chant must incorporate these elements:
  - o TCNJ (Must say the school name; all other elements are general categories)
  - o Homecoming Football Game (**Note: TCNJ is playing William Patterson.**)
  - o Homecoming Spirit Week Sub-Theme
  - o Your Student Organization/Team name
1. At the event, teams will take turns shouting their chant as their banner is being hung. As for all other Spirit Week event, teams will perform in a pre-determined order presented the day of the event.
2. When chanting, each member of the organization participating must be seen saying the words for points to be awarded.
1. All team members chanting will stand together as they are performing.
1. Each team must remain present for the duration of the event to be awarded participation points.
1. Props and dressing up appropriately will be permitted but will not impact the team's earned points.
1. No soundtrack or amplification system may be utilized.
1. No tumbling or acrobatics are permitted.

# VOLLEYBALL TOURNAMENT:

Date:	Tuesday, October 21, 2014
Approximate Time:	4:00pm (check-in: 3:30pm)
Location:	Sundial Lawn
Number of Contestants/Team:	Maximum twelve players
Composition:	Minimum four Females
Points:	Rank Point Event

## **Rules & Procedures:**

### GENERAL INFORMATION

1. Each team shall consist of no more than twelve players, four of whom must be female.
2. Teams must have 6 players on the court at all times, two of which must be female.
3. Teams can substitute any of their 12 players at the end of a game or at the side swap mark.
4. There will be a swapping of sides half way through.
5. Players rotate clockwise.
6. The competition is a single elimination bracket. Each match will consist of only one game.
7. The game shall consist of 21 points and you must win by 2 points.
8. Rally scoring will be in place: a point will be scored on every serve. A point shall be called when the receiving team fails to return the ball legally to the opponents' court.

### THE GAME

1. A serve shall be made by the back right player who must stand with both feet behind the back line of the court. The ball must be served over the net into the opponents' court with one hand (open or closed). Serving the ball underhand or overhand is acceptable.
2. No spiking or blocking a served ball.
3. When a served ball passes under the net, or touches any player, surface, or object before entering the opponents' court, a side-out shall be called, and the serve will be awarded to the other team. If on your serve the ball hits the net and goes over, the ball is considered in play. If on your serve the ball hits the net and fails to pass over, it will be considered a point lost and the serve will pass to the other team.
4. When ball is in play, it may be hit a maximum of three times on one team's side before it must be sent over the net.
5. When a ball momentarily comes to rest in the hands or arms of a player and is not clearly hit he shall be considered as catching or holding the ball and possession of the ball will pass to the other team.
6. A player may not hit the ball twice in succession (a block is not considered a hit). If two or more players contact the ball simultaneously, either player may continue to hit the ball immediately after.
7. If you block a ball and it stays on your side, this does not count as one of the three touches.
8. The ball may be played off the net if it is on your team's side of the court.
9. The ball is out of bounds when it touches any surface or object outside of court.
10. The ball may be played out of bounds if it remains on the possessing team's side of the court and if the play remains within the three touch rule.
11. The ball striking the boundary line will be considered in-play.
12. No blatant touching, pulling, or tugging the net. If your team is in violation, the point and serve will pass to the other team.



# CHEERLEADING COMPETITION:

Date:	Wednesday, October 22, 2014
Approximate Time:	11:00am (check-in: 10:45 am)
Location:	Sundial Lawn
Number of Contestants/Team:	Five to Seven Cheerleaders
Composition:	Five to Seven Males
Points:	Double Point Event

## **Rules and Procedures:**

- All teams must turn in a typed copy of their cheer to the judges prior to the start of the contest, including their team name by Friday, October 17th. Please send it to the Homecoming email account: [homecomi@tcnj.edu](mailto:homecomi@tcnj.edu).**
- There are four basic categories which cheerleaders will be judged in.
  - Performance (Overall Impression)* – The cheer routine, designed by the team, is not to exceed two minutes. Tumbling will be permitted. If a person is to be lifted, his waist can go no higher than the shoulders of the person(s) lifting him. Judges will keep safety in the highest regard; however, they will apply their best judgment in cases of dismount, repositioning, etc. that may cause one’s waist to rise slightly above a base’s shoulder.
  - Performance (Theme Incorporation and Cheer)* -- Judges will be looking for how the routine ties in elements of theme. Cheers should include of at least one of the following references: Lion’s Pride, Beat SUNY, or your organization’s name.
  - Costumes* – Judges will be looking for relevance to the cheerleader image, originality and if the appearance of costume is theme-based.
    - Team costumes must not include sharp or hard objects or any type of object that could cause injury to the players.
  - Following Directions* –Adherence to the two-minute time limit and aerial/acrobatic rules.
- NO MUSIC and NO PROPS will be permitted.
- All cheerleading squads must be present and ready to perform by the time indicated above.
- Cheerleaders are encouraged to display good sportsmanship during the performances of other teams’ cheerleaders.

## TUG OF WAR:

Date:	Wednesday, October 22, 2014
Approximate Time:	12:00pm (check-in: 11:45am)
Location:	Sundial Lawn
Number of Contestants/Team:	Six
Composition:	Six Females
Points:	Double Point Event

### **Rules and Procedures:**

1. Two teams will be positioned on either end of a tug-of war rope.
2. Teams will be approximately 15-20 feet apart with a flag tied in the middle of the rope.
3. There will be no choosing sides of the field; teams will be pre-assigned to a side.
4. Each team will be defending their own end line and attempting to pull the flag across it.
5. Due to the strenuous nature of this contest, no individual contest will be permitted to last longer than 2 minutes.
6. In the event that the flag has not reached an end line after the 2 minute contest, the judges will determine a winner based upon which end line the flag is nearest. Their decision is final.
7. Team members' hands may not cross the marks placed on the rope.
8. Team members may not wear shoes with outdoor spikes. Mountain boots, turf shoes, any type of cleats (plastic or metal) and indoor soccer shoes are also prohibited. **Only gloves provided by the Homecoming Spirit Week Committee will be allowed.** Glove use is optional. Chalking hands of any kind is prohibited.
9. The team's anchor may only wrap the rope loop around the shoulder or waist or in your hands. No other team members may wrap any part of the rope around themselves.
10. Sitting on the rope or sitting on the ground will not be permitted. Sitting on the rope may result in disqualification.
11. A single elimination bracket will be established.
12. Should the number of teams participating create a situation where a "bye" is necessary in the first round, that team along with the others will be drawn at random for the second round.
13. All subsequent rounds will be similarly drawn at random in a "bye" situation.

Please note: Once the contest has begun, the same six contestants who begin the competition for each team must finish it. No substitutions will be permitted once the contest has begun. If a team member leaves, you may tug with fewer members or forfeit at your option.

## FIELD GAMES: POTATO SACK RACE

Date:	Wednesday, October 22, 2014
Approximate Time:	1:00pm (check-in: 12:45pm)
Location:	Sundial Lawn
Number of Contestants/Team:	Four
Composition:	Two Males and Two Females
Points:	Rank Point Event

### ***Rules & Procedures:***

1. One member of each team will be given a sack by the Homecoming Committee and be asked to hop approximately 25 yards. Both feet must be in sack before beginning to hop.
2. Individuals must hop down the length of their lane and pass off the sack to the 2<sup>nd</sup> member.
3. The 2<sup>nd</sup> team member returns down the lane by hopping and passes the sack off to the 3<sup>rd</sup> team member.
4. The 3<sup>rd</sup> team member hops the length again and passes the sack to the 4<sup>th</sup> team member.
5. The 4<sup>th</sup> team member returns by hopping to the starting position.
6. No diving, rolling, etc. is allowed to pass the finish line. Noncompliance will result in disqualification.
7. Individuals may completely take off and pass the sack once he/she has completely crossed the line. Only then may the next person take the sack and hop down the lane.
8. Approximately two to four teams will compete at one time. Teams will be awarded first through last place points based on best times as recorded on stopwatches.
9. Field Game Winners will be posted on the Homecoming Spirit Week website on Saturday, October 19, 2014 following the game.

# FIELD GAMES:

## DIZZY BAT RACE

Date:	Wednesday, October 22, 2014
Approximate Time:	2:00pm (check-in: 1:45pm)
Location:	Sundial Lawn
Number of Contestants/Team:	Four
Composition:	Two Males and Two Females
Points:	Rank Point Event

### **Rules & Procedures:**

1. Two coed pairs will be positioned at opposite ends of the lane. Teams will have to alternate males and females in this competition.
2. When the signal to go is given, the first person will grab a bat lying on the ground in front of them and proceed to spin around it, a full 360 degrees, 10 times. **The bat must remain on the ground the entire time** and the runner must keep their head on the bat (or a hand placed between their head and the bat for comfort reasons) for ALL 10 spins. The person cannot leave until the judge has said, "go." This is to ensure that the runner has completed all 10 spins.
3. The bat then **MUST BE PLACED** on the ground. Throwing the bat is unacceptable. Use caution when releasing the bat. Judges will use discretion as to whether a release was a throw or not.
4. After completing the spins, the person runs the length of the field to their teammate at the opposite end. They must tag their partner's hand. A "tag" is when the person has crossed the finish line and slapped their partner's hand.
5. After being tagged, the next person will do the same course (repeat steps 2-4), with the same rules applying.
6. Approximately two to four teams will compete at one team. Teams will be awarded first through last place points based on best times as recorded on stopwatches.
7. Field Game Winners will be posted on the Homecoming Spirit Week website on Saturday, October 19, 2014 following the game.

## FIELD GAMES: THREE-LEGGED RACE

Date:	Wednesday, October 22, 2014
Approximate Time:	3:00pm (check-in: 2:45pm)
Location:	Sundial Lawn
Number of Contestants/Team:	Eight
Composition:	Four Males and Four Females
Points:	Rank Point Event

### ***Rules and Procedures:***

1. Each coed pair will tape themselves together (at the ankle and just below the knee) with materials provided by the Homecoming Spirit Week Committee. Teams will be provided with duct tape; however each team needs one pair of socks as contestants will have duct tape around their ankle to hold them in place. Judges will check to make sure that both ties are tied securely and correctly. Pairs can be composed same sex or coed, as the team sees fit.
2. If the tape falls off at anytime during the competition, the team must stop in place and retape before continuing.
3. If the tape breaks at anytime during the competition, it will be up to the discretion of the judges and the Homecoming Committee to allow the team to redo the race.
4. One runner must hold the baton in his/her hand at all times. This baton will be used as a pass-off device. If a team drops the baton they must stop and pick it up before they can advance.
5. Two pairs will be stationed at each end of an approximately twenty-five-yard long lane.
6. Pairs will then move down the lane, tag off to second pair. The second pair will return up the lane, tag off to the third pair. The third pair will move down the lane, tag off to the fourth pair. The fourth pair will then return to the starting position.
7. A "tag" will be complete when a pair has crossed the line opposite where it started and passed the baton to the next pair.
8. Approximately two to four teams will compete at one team. Teams will be awarded first through last place points based on best times as recorded on stopwatches.
9. Field Game Winners will be posted on the Homecoming Spirit Week website on Saturday, October 19, 2014 following the game.

# FIELD GAMES:

## HUMAN PYRAMID

Date:	Wednesday, October 22, 2014
Approximate Time:	4:00pm (check-in: 3:45pm)
Location:	Sundial Lawn
Number of Contestants/Team:	Ten
Composition:	5 Males and 5 Females, 6 Males and 4 Females, or 4 Males and 6 Females
Points:	Rank Point Event

### **Rules & Procedures:**

1. At the sound of a starting whistle, teams will be required to build a human pyramid.
2. On their hands and knees, contestants will build a pyramid of four people on the bottom, three, two, and one.
3. All contestants' hands and knees must touch the ground or another team member during the five-second-hold period. No elbows should be touching the ground or another team member below you in the pyramid at any time. **Failure to comply with these guidelines will result in disqualification. This rule will be strictly enforced.**
4. Team members must all start in an upright position without touching one another. On the sound of go, team members may assemble in pyramid position. **All team members must wear shoes.**
5. Two separate stop watches will be used, one to time construction and one to time the five-second-hold period. The contest is strictly for best time as recorded by the judge.
6. Once each pyramid is built, the watch shall be stopped, but all teams must be able to hold their positions for a count out loud of five seconds on the second stop watch or their time will not be counted.
7. All teams will be permitted three attempts and may use their best time. Spotters will be provided for each team.
8. Field Game Winners will be posted on the Homecoming Spirit Week website on Saturday, October 19, 2014 following the game.

# COMMUNITY SERVICE:

## Wrapping Utensils for TASK

Date:	Thursday October 23, 2014
Approximate Time:	7:00 pm
Location:	Brower Student Center Atrium
Number of Contestants/Team:	Minimum of six
Points:	No Participation Points

### ***Rules and Procedures:***

1. Each team will wrap approximately 1,000 sets of utensils.
2. Team members will be responsible for staying the duration of the event, which will last until all utensils are wrapped.
3. Wrapped utensils will be donated to TASK, the Trenton Area Soup Kitchen, upon completion.

## LIP SYNC COMPETITION:

Date:	Friday, October 24, 2014
Approximate Time:	7:00pm (check-in: 5:00pm)
Location:	Student Recreation Center
Number of Contestants/Team:	Two to Eight Performers & Two Prop Managers
Composition:	Minimum One Female and One Male
Points:	Triple Point Event
Admission:	\$5 Spectators (Contestants Exempt)

### Guidelines:

1. Each team is being asked to perform a lip sync depicting its individual theme in a typical TCNJ scene.
2. Lip syncs this may be to a song, an acted-out scene, or any combination of the two.
3. Whether you are using music, or simply voices, every sound must be recorded. No live music, voices, or other noises are permitted.
4. Excerpts from multiple songs or remixes will be permitted.
5. Lip Syncs may not exceed 4 minutes. For each complete 15 seconds period over four minutes, a one-point penalty will be deducted from your final place points.
6. Judges will be looking for school spirit, lip sync ability, choreography, humor, appropriateness to theme, music choice and mix, and creativity.
7. The contest will occur as follows - contestants must check in with the event staff at 5:00pm. Any contestants who expect to arrive late due to a class **MUST GIVE AT LEAST 2 HOURS NOTIFICATION** to the Homecoming Committee email: [homecomi@tcnj.edu](mailto:homecomi@tcnj.edu). All props must be checked in between 12:00pm and 4:45pm. No late check-in of props or contestants is permitted. **NO EXCEPTIONS!**
8. Only the competing team members and 2 prop masters are allowed backstage.
9. A DJ and a sound system will be provided. All lip sync song/scenes must be recorded on 1 track of 1 CD. No mixing will be permitted at the DJ location. CD's must be clearly marked with LIP SYNC and the TEAM's Name and must be turned in during sign in. At the time of sign-in, each team may choose to test their CD at the DJ station.
10. The 2 prop masters are to be the only ones in charge of costumes. If any costumes are lost or damaged, only the prop masters can be held accountable. **Prop Managers must report to the check in desk by 6:00 PM. They must wear a nametag identifying them as the Prop Manager. No one will be able to act as the prop manager and be behind the scenes unless notification is submitted via the online Qualtrics form to be found on the Homecoming website: [tcnjhomecoming.weebly.com](http://tcnjhomecoming.weebly.com).**
11. Any actions deemed inappropriate will result in point deduction for the team. (No gratuitous sex, violence or language.)
12. No horns or whistles will be permitted in the audience. Anyone found with horns or whistles will be ejected from the event.
13. Audience members may not bring bags into the Rec Center.
14. LipSync Winners will be announced at the end of the event.
15. **See attached guidelines for rules on scenery, backdrops and props.**



## DANCE COMPETITION:

Date:	Friday, October 24, 2014
Approximate Time:	Immediately Following Lip Sync performance of team
Location:	Student Recreation Center
Number of Contestants/Team:	Two to Eight Performers & Two Prop Managers
Composition:	Minimum One Female and One Male
Points:	Triple Point Event
Admission:	\$5 Spectators (Contestants Exempt)

### **Guidelines:**

1. During the dance competition you must showcase our individual theme's characters' dancing abilities. Unlike the Lip Sync where you must adapt your theme to TCNJ, the Dance contest requires you to convey your choice through dance in its original setting.
2. The contest will occur as follows - contestants must check in with the event staff at 5:00pm. Any contestants who expect to arrive late due to a class MUST GIVE AT LEAST 2 HOURS NOTIFICATION using Homecoming Committee email: [homecomi@tcnj.edu](mailto:homecomi@tcnj.edu). All props must be checked in between 12:00pm and 4:45pm. No late check-in of props or contestants is permitted. **NO EXCEPTIONS!**
3. Each contestant pair or group will then have the length of their song or 4 minutes (whichever comes first) to go up on stage and dance. For each complete 15 seconds period over four minutes, a one-point penalty will be deducted from your final place points.
4. Remixes and excerpts from multiple songs will be permitted.
5. Judges will be looking for the best choreography (telling your theme through dance), dancing ability, originality, music selection and mix, and creativity.
6. A DJ and a sound system will be provided. Contestants must supply their own music, recorded on 1 track of 1 CD. No mixing will be permitted at the DJ location. CD's must be clearly marked DANCE with your team's name, and must be turned in during sign in. At the time of sign-in, each team may choose to test their CD at the DJ station.
7. Dance Winners will be announced at the end of the event.
8. **See attached guidelines for rules on scenery, backdrops and props.**

# LIP SYNC AND DANCE COMPETITION:

## STUNTS, SCENERY, BACKDROP, PROPS, CLEAN UP

The following guidelines apply to both the Lip Sync and Dance competitions. Teams not adhering to these guidelines will be disqualified from these events.

### **Stunts**

Any stunts that are assisted (more than one person doing said stunt) must be filmed and submitted to the Homecoming Email ([homecomi@tcnj.edu](mailto:homecomi@tcnj.edu)) by Friday, October 17<sup>th</sup>. Additionally, all for all assisted stunts, the waist of the person being assisted may not go above the shoulders of the person(s) assisting.

### **Check-In**

All props and scenery for both Lip Sync and Dance contests must be checked-in with the Homecoming Spirit Week Committee at the Student Recreation Center between 12:00- 4:45 pm.

### **Scenery**

Each piece of scenery must be fully assembled and be able to be carried onto and off of the stage by one performer. Therefore, materials used to build/create scenery should be light, durable, freestanding and easily movable. No scenery may be taller than 6 feet.

### **Backdrop**

The stage will be equipped with a rod to which a sheet(s) may be attached as a backdrop. Shower curtain hooks must be already attached to the sheet(s) for quick and easy hanging. Hooks will not be provided at the event. These hooks should be spaced one foot apart. This type of backdrop will be the only type permitted. Teams may decorate their sheets in a manner that enhances their program. The stage will be 30 feet wide and 20 feet deep; therefore, backdrops may be up to 30 feet in length. The height from the rod to the stage floor will be 8 feet (which is equivalent to the length of a standard size sheet). **Backdrops will be judge based on creativity, originality, and Homecoming Spirit. This will be counted as a Double point event.**

### **Props**

Only performers and prop manager can carry props on stage, AND NO PROP CAN BE CARRIED BY MORE THAN ONE PERSON. **Note:** Contestants may have two and only two additional team members serve as the prop manager. The prop manager may stay backstage throughout the contests to safeguard props and scenery. Only those individuals performing and those designated prop managers may carry scenery or props onto or off of the stage. In addition, the backdrop will be hung up and removed by the Recreation Center Staff.

**NOTE: No loose glitter may be used on props, scenery, or backdrops.**

NOTE: No props that may spill onto the stage are permitted including, but not limited to, any liquid, squirt guns, silly string, powder, shredded paper, fire, lit candles, etc. No props may be thrown onto the stage or into the audience including, but not limited to, silly string, confetti, glow sticks, pieces of costumes, or any other projectiles, etc. No flora (flowers) or fauna (animals) may be used as props, scenery, or backdrop in either contest. Teams will not be penalized in the event of a prop unintentionally rolling off the stage.

NOTE: Each team's backdrops and props must be claimed and taken from the Rec Center immediately following Lip Sync & Dance. Failure to remove your teams' backdrop and prop will result in point deductions from your team's overall Spirit Week score.

# IMPORTANT

## *Clean Up*

Any team participating in either Lip Sync and/or Dance shall be **REQUIRED** to send **AT LEAST FOUR** individuals (preferable 2 male/2 female) from the team to stay for the duration of Clean Up. Failure to send team members to clean up and/or have team members stay for the duration of clean up will result in **DISQUALIFICATION** from the 2015 Homecoming Spirit Week competition (**AKA The Next Year**). No one may leave from clean up until they have been dismissed by either the Homecoming Spirit Week chair Nicole DiMarco, or by the Advisor, Jess Claar.