Michigan Technological University
celebrating 100 years of
MICHIGAN TECH FOOTBALL
HOMECOMING 2022
OCT. 2-8 Houghton, MI
BLACK AND GOLD
NEVER GETS OLD!

Homecoming Info Packet 2022
#BlackAndGold2022
Schedule of Events

Thursday, September 22

• Court Meeting – Alumni Lounge C, 3:00 PM

Friday, September 23

• Team Meeting – MUB Superior Room, 6:00 PM

Sunday, October 2, 2022

• Pi Mile – Walker Lawn, 10:00 AM
• Window Painting – SDC, 12:00-2:00 PM
• Kickball Tournament – Softball Fields 1-4, 2:00-4:00 PM
• Tug-of-War – Softball Fields 1-4, 2:00-4:00 PM

Monday, October 3, 2022

• Shirt Swap – MUB Circle, 2:00 PM

Tuesday, October 4, 2022

• MUB Board Engineering Minute-to-Win it – Walker Lawn, 6:00 PM

Wednesday, October 5, 2022

• Trivia – The Annex (Wads G11) 7:00 PM

Thursday, October 6, 2022

• Trails Relay – Tech Trails, 4:30 PM
• Homecoming Court Dinner – Alumni Lounge, 6:00 PM

Friday, October 7, 2022

• Cardboard Boat Races – Houghton Waterfront Park, 4:00 PM

Saturday, October 8

• Cornhole – Lot 24, 10:00 AM
• Homecoming Tailgate – Lot 24, 11:00AM-1:00 PM
• Football Game and Royalty Crowning
• Dueling Pianos – MUB Ballroom, 9:00 PM

Sunday, October 9

• Window Clean Up – SDC 2:00-4:00 PM
Point System

Pi Mile 5K
Teams will receive 1 point per participant

Window Painting
By Class
1st 25 Points
2nd 20 Points
3rd 15 Points
Participation 5 Points
Husky Social 5 Points

Kickball
1st 25 Points
2nd 20 Points
3rd 15 Points
Participation 10 Points
Husky Social 5 Points

Tug-of-War
By Class
1st 20 Points
2nd 15 Points
Two or more wins 15 Points
One win 5 Points
Participation 5 Points
Husky Social 5 Points

Engineering Minute-to-Win It
By Class
1st 25 Points
2nd 20 Points
3rd 15 Points
Participation 10 Points
Husky Social 5 Points

Trivia Night
By Class
1st 25 Points
2nd 20 Points
3rd 15 Points
Participation 5 Points

Cardboard Boat Design
By Class
Design (up to) 20 Points
Creativity (up to) 10 Points

Cardboard Boat Races
By Class/ Based on Time
1st 40 Points
2nd 30 Points
3rd 20 Points
Completion of Course 10 Points
Participation 5 Points
Husky Social 5 Points

Cornhole Tournament
By Class
1st 25 Points
2nd 20 Points
3rd 15 Points
Participation 5 Points

OPTIONAL BONUS POINTS:
Homecoming Court Candidate
(Teams may only receive points for 1 candidate)
Candidate reaches Top 8 10 Points
Candidate wins Royalty 10 Points

** Any event that a team is a no show will result in a loss of 20 points.
Pi Mile

Date: Sunday, October 2
Time: 10:00 AM
Location: Walker Lawn (Rain or Shine)

Participants
Teams must register through Involvement Link and individuals must register at *link coming soon* If you register before the link is live, you will receive an email with the correct link.

Rules and Requirements
• Individuals must sign up ahead of time.
• Individuals must pay to participate in this event.
• The course will start near Walker Lawn, go through campus and part of town, turn down by the Super 8, come back along the water, and go up the Prince’s Point hill.
• The path will be clearly marked and there will be a leader on a bike.
• There will be two water stations.

Notes
• All members participating must sign and adhere to the Assumption of Risk/Release of Liability Waiver.
• In case of rain, the run will still take place. If weather is too severe, the race will be postponed for 2 hours. If the weather is still too severe, the race will be moved to a different date.

Husky Social
An additional five points (max) may be earned per event by teams that interact with the Homecoming themed Student Leadership & Involvement Facebook and/or Instagram page. One point may be earned for each photo/video Student Leadership & Involvement is tagged in. Teams should use #BlackAndGold2022.

Teams should be sure to include the team name in the photo description, or add a comment to ensure their posts are counted towards the overall total.

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BONUS POINTS – Theme
Participants are encouraged to dress for the homecoming theme. Doing so and posting with your social media posts will be worth 1 additional point each.
Window Painting

Date  PAINT: Sunday, October 2
Time  12:00 PM – 2:00 PM

Date  Clean Up: Sunday, October 9
Time  2:00-4:00 PM

Location  SDC

Participants
No professional help of any kind will be allowed.
Class C must have all genders represented.

Rules & Requirements
• The Homecoming Committee will review the drawings and advise participants of any designs that are similar in case you may wish to change them. Please note that per university identity standards, “MTU” is not an acceptable element to include in a design.
• All organizations will use the paints supplied by the Homecoming Committee.
• Organizations will stop painting fifteen minutes prior to the end to allow for clean up.
• A border of no less than 2 inches must be left around the design.

Policies
• Groups using their own painting materials will earn your group a double foul of -10 points.
• Groups not adhering to the 2-inch border requirement will earn a MAX foul (loss of 20 points).
• Not cleaning up your workspace will earn your group a double foul of -10 points.
• Not respecting the property of the SDC. (Spilling paint, poor use of equipment, breaking window or defacing furnishings etc.) will result in a MAX foul (loss of 20 points).
• Groups not being present to clean-up on Sunday, October 9 or failing to clean window properly, (checks will be performed) will result in a MAX foul (loss of 20 points) as well as a clean-up fee of $50 per hour required to adequately clean the window.

Means for Disqualification:
Any window painting promoting irresponsible use of alcohol, using profanity, or implying sexual or racial discrimination is not permitted. Such designs will be automatically disqualified and the window will be cleaned IMMEDIATELY by the participating organization upon notification from the Homecoming Committee. Failure to do so will result in the organization’s disqualification from ALL remaining Homecoming events.

NOTES
• Windows will be judged during the week based on the following criteria: the mural contains a Michigan Tech/Husky Athletic theme or Homecoming theme, originality, and overall impression.

Please Remember
To get started:
• Check in with the Homecoming Committee
• Get artwork approved
• Tape edges of window
• Draw outline from outside using dry erase markers
• Place drop cloth on air grate and top of bench
• Please share brushes and supplies
• Always add two drops of Ivory Soap to paint

When finished:
• Dispose of all supplies (paint, rags, & brushes) in trash
• Return tape & markers
• Clean window from outside using
• Windex to remove marker and shine window for judging Fold and return drop cloth
• Clean up area  Remember to take all personal belongings

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Kickball Tournament

Date       Sunday, October 2
Time       2:00-4:00 PM
Location   SDC Softball Fields (Rain or Shine)

Participants
Teams are composed of 6, including a catcher.

Brackets will be chosen at random for each class.

Class C must have genders represented equally. Class C will kick alternating male-female or female-male.

Rules and Requirements

- Each game will end at the completion of five (5) innings or 20 minutes of play, whichever occurs first. (A half inning will consist of three outs.)
- All people in attendance from the roster must kick.
- Pitcher needs to roll the ball so it maintains contact with the ground. NO BOUNCIES!!!
- The ball is put into play when the pitcher rolls the ball toward home plate and the batter attempts to kick the ball. The batter must wait for the ball to be within two feet of home plate before kicking the ball. If the batter does not like the pitch, he/she/they should not attempt to kick it, and another pitch will be thrown. There is a limit of three “throw backs” to the pitcher.
- Bunting is not permitted.
- A batter is out after he/she/they either makes two (2) attempts to kick the ball and misses, kicks two (2) foul balls or a combination of each.
- “Pitcher’s Hand” will be in effect if the pitcher is in the infield. Once the pitcher has gained control of the ball and is at the designated pitchers area, the ball will be considered dead.
- A runner is out when he/she/they is hit by a thrown ball below the shoulders.
- A runner who leaves the base before the pitch reaches home plate or the ball is kicked, is out and the ball is dead.
- The following are not allowed: walks, sliding, leading off, stealing bases, or wearing cleats.
- The game starts approximately five minutes after the previous game ends.

Policies

- Members of teams not adhering to rules & policies will earn a double foul of -10 for each warning or violation.
- Good Sportsmanship is expected at all times. Members not in accordance will earn -5 points for each instance. The third occurrence will result in a forfeit by that team and -15 points.
- If none of the group members are present 15 minutes after the start time, they are considered a no-show for the event and will earn -20 points.

NOTES

- All members participating must sign and adhere to the Assumption of Risk/Release of Liability Waiver.
- In case of rain, kickball will still take place. If rain is too severe, kickball will be canceled.
**Husky Social**

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Teams should be sure to include the team name in the photo description, or add a comment to ensure their posts are counted towards the overall total.

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Tug-of-War

Date          Sunday, October 2
Time          2:00PM
Location      SDC Softball Fields (Rain or Shine)

Participants
Teams must consist of six students. If a team does not have six students, that team is ineligible to participate.

Brackets will be chosen at random for each class.

Class C must have genders represented equally.

If none of the group members are present 15 minutes after the start time, they are considered a no show for the event and will earn -20 points.

Rules & Requirements
- The object of the game is to pull the other team so that the marking on the rope closest to their opponent crosses the centerline.
- The competition will be single elimination.
- A Homecoming Committee Member will flip a coin to determine which side teams will pull from. Gloves may be worn during the event.
- Shoes must be worn at all times. No spikes may be worn on shoes.
- No one may enclose the rope around their body as an anchor, i.e. no one can be in the loop, tie rope around hands, etc.
- No land structures may be used for additional support.
- No "digging."
- The pull will begin and stop with the blow of the whistle by the Committee member working the event.
- Spectators must stay in designated areas.

Policies
Members of teams not adhering to rules & policies will earn a double foul of -10 for each warning or violation.

Notes
- All members participating must sign and adhere to the Assumption of Risk/Release of Liability Waiver.

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Teams should be sure to include the team name in the photo description, or add a comment to ensure their posts are counted towards the overall total.
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Engineering Minute - to - Win It

Date: Tuesday, October 4
Time: 6:00-7:00 PM
Location: Walker Lawn (MUB Ballroom for rain location)

Participants
Teams must consist of five students.
Class C must have all genders represented.

Rules and Requirements
• Each participant must compete in at least one game for their team.
• Games will consist of a variety of timed challenges.
• Teams can expect to participate in the following games: Leaning Tower of Pasta, Giant Puzzle, Stick Stack Nuts, Traffic Yam, Junk in the Trunk, Hoops for Huskies, and Manage That Chaos.
• In each game, points will be awarded to the top three teams. The top spots will be determined by either the fastest time or most points.

Policies
• Members of teams not adhering to the rules & policies will earn a double foul of -10 for each warning or violation.
• Good sportsmanship is expected at all times. Members not in accordance will earn -5 points each occurrence. The third offense will result in a forfeit by that team and -15 points.
• If none of the group members are present, 15 minutes after the start time, they will be considered a no-show.

Husky Social
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Teams should be sure to include the team name in the photo description, or add a comment to ensure their posts are counted towards the overall total.

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Trivia Night

Date       Wednesday, October 5
Time       7:00 PM
Location   Wads Annex

Participants
Up to 5 people on a team
Class C must have genders represented equally.

Rules
- Must answer all trivia questions to be counted.
- No using phones or laptops to look up answers.
- You cannot change your answer after it is submitted.
- No yelling out answers.
- Correct answers will be announced at the end of each round.
- Good sportsmanship is expected at all times. Members not in accordance will earn -5 points each occurrence. The third offense will result in a forfeit by that team and -15 points.

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Teams should be sure to include the team name in the photo description, or add a comment to ensure their posts are counted towards the overall total.

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Trails Relay

Date: Thursday, October 6
Time: 4:30 PM
Location: Tech Trails

Participants
2-4 person relay teams.

Class C must have genders represented equally.

Rules
- The course will go around “Core Loop”.
- The team with the most laps in a half hour.
- AWARDS: Top two in each division.
  - First place receives a t-shirt.
  - Runner-up receives a cup.

NOTES
For further information, stop by the IM Office or phone 487-2929.

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Cardboard Boat Design

Date: Friday, October 7  
Time: 3:00 PM (Line-up by 3:15PM)  
Location: Houghton Waterfront Park (Chutes & Ladders).

Participants
The points earned in this section will be based on your Cardboard Boat design.

Rules & Requirements
- Points will be earned for utilizing the Homecoming theme, creativity, and ingenuity.
- Decorated boats promoting irresponsible use of alcohol, reference to alcohol or alcohol consumption, using profanity or implying sexual or racial discrimination are not permitted. The Homecoming Committee will disqualify any boats that are in violation of this rule. Disqualified organizations will be suspended from the Cardboard Boats through 2024 (two year suspension from participation).
- The boat may only be made of cardboard. Glue, duct tape, epoxy, paint and caulking may be used for seams. Paint may also be used for decorating. Boats may not have any sharp points or edges. All glue, paint, and caulking must be completely dry to compete, no exceptions. It is recommended you give your boat two days for the paint to dry. For environmental purposes, no oil based paints allowed.
- All participants are encouraged to have a stated theme in good taste. Remember that our Homecoming theme is and our opponent in the Black and Gold Never Gets Old football game is Wayne State University.

NOTES
Check in:
- Boats will be judged as they move through the check-in line to compete in the race.
- Please make sure you have arrived by 3:30 PM to line-up.

Husky Social
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Cardboard Boat Races

Date  Friday, October 1
Time   4:00 PM
Location Houghton Waterfront Park (Chutes and Ladders)

Participants
A minimum of eight people and a maximum of twelve must be in the boat the entire race.

Class C must have genders represented equally.

Rules & Requirements
- Anytime a team member is on/in the water, a PFD must be worn. A violation of this will result in a disqualification for the event, earning no points, at the discretion of the Judges and Homecoming Committee.
- All team members who start the race must finish the race without leaving the interior of the boat in order to complete it. If a team member exits the boat for any reason during the race, the team will be disqualified and will not receive points for the race portion of Cardboard Boat Races.
- Decorated boats promoting irresponsible use of alcohol, using profanity or implying sexual or racial discrimination are not permitted. The Homecoming Committee will disqualify any boats that are in violation of this rule.
- Teams may only power their boats by the team members inside using the paddles provided.
- Boats may not be enclosed above the shoulder of any team members participating. Boat occupants must be visible at all times.
- The boat may only be made of cardboard. Glue, duct tape, epoxy, paint and caulking may be used for seams. Paint may also be used for decorating. Boats may not have any sharp points or edges. All glue, paint, and caulking must be completely dry to compete, no exceptions. It is recommended you give your boat two days for the paint to dry. For environmental purposes, no oil based paints allowed.
- All members participating in the race must take a preliminary breath test (PBT) given by Public Safety to determine blood alcohol content. A reading of 0.00 is required in order to participate in the race. Once a participant has taken a PBT, they must remain in the participant’s area only. If a participant leaves the participant’s area before the race, they will not be allowed in the boat.
- Only participants that are paddling and have taken a PBT will be on the beachfront. Spectators or organization members who are not participating in the Cardboard Boat Races must stay in the designated spectator’s area of the beach.
- All Cardboard Boats must stay on the course laid out by the Homecoming Committee and Student Leadership & Involvement. Any attempt to cross the water will result in an immediate disqualification from Cardboard Boat Races.
- Objects are not permitted to be thrown or launched from the boat during the race. Teams that are found to be breaking this rule will earn a MAX foul lose 20 points.

Policies
- Once a group is finished with the race, participants must remove leftover cardboard debris from water and beach area and take to the designated trash area. Participants that fail to do so will earn a MAX foul and lose 20 points.
NOTES

- Personal Flotation Devices (PFD) and paddles will be provided by OAP.
- All members participating must sign and adhere to the Assumption of Risk/Release of Liability Waiver.

Judging
Homecoming points will be awarded for the Cardboard Boat Races based on the overall time of course completion.

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Cornhole Tournament

Date: Saturday, October 8
Time: 10:00 AM
Location: SDC – Lot24

Participants
Teams shall consist of two (2) players.

Class C must have genders represented equally.

Rules & Requirements
- Games are self-officiated. Any discrepancies must be settled by team captains within 1 minute or the match will be declared a forfeit for both teams by the Tech Traditions Committee.
- If a protest occurs, the game is to be stopped immediately and dispute settled before play resumes.
- Rock, Paper, Scissors will determine who elects to throw first.
- You and your teammate will be standing on opposite ends and remain there throughout the game.
- A player may throw from anywhere behind the foot foul line. The foul line is the front edge of the board.
- A player’s foot cannot cross the foul line when throwing. If it does, the throw will not count (bag must be removed from board) and the turn will be lost.
- If there is any deliberate distraction or interference on the throw, a re-throw will be allowed.
- The game continues by alternating throws between the two opponent players until all eight (8) bags have been thrown.
- Must stand outside of Pitcher’s Box when the other team throws

EQUIPMENT/SET-UP:
- Each court consists of two boards spaced 27 feet apart front-to-front and two sets of 4 bags.
- All boards and bags will be provided by IM-Rec Services
- Players may bring their own bags if they choose.

NOTE: All equipment decisions made on site by the Tech Traditions Committee people on duty shall be final.

SCORING:
- The game shall be played until the first team of contestants reaches or exceeds 21 points at the completion of a series of throws.
- The winning team does not need to win by two or more points, and there is no bust rule for the match.
- If the Team A player pushes their team above 21 points during their series, the Team B player that is part of their series is still allowed to throw their bags in an attempt to cancel out the Team A points or knock any Team A bags off the board.

The score shall be taken after all bags have been thrown for an inning.

Points shall be given as follows:
• 3 points for a bag that goes through the hole even if it is knocked in after the initial toss.
• 1 point for a bag that is on the platform.
• 1 point for a bag that is hanging into the hole.
• 1 point for a bag that is hanging off the edge but not touching the ground.

If a bag strikes the ground prior to landing on the board, it will not be counted as a score. The bag should be removed before the next throw.

If a bag is on the board, but is knocked off the board onto the ground by either a Team A or Team B bag, that bag no longer has any value and will not count towards the series score.

Bags that hang on the front lip can be counted. You can tilt the box back and if the bag remains hanging it will count, if it falls it will not be counted.

Each team is given a score for each round.

Cancellation scoring will be utilized.

If Team A scores 5 points and Team B scores 2 points, then Team A gets 3 points. and throws the first bag of the next round.

If both teams throw the same score in a round, then they both receive zero points for that round, the game score stays the same, and honors stays with the team who had it the previous round.

If four bags are thrown into the hole by one person in a single round, that does not constitute a win. All games must be played to 21 points or higher.

MERCY RULE: There will be no mercy rule.

TIMING:
• Games will be limited to 20 minutes to ensure all games are played.
• Whichever team is ahead at the end of the 20 minutes will receive the victory.
• A tie will be played out in a sudden victory format. Short game, first to 5 points.

SCHEDULE: Game play will be assigned upon arrival.

INCLEMENT WEATHER: If the tournament is to be cancelled, the captain will be emailed.

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