Michigan Technological University

Homecoming Info Packet 2021

#BlizzardinWonderland
Schedule of Events

Wednesday, September 15
• Court Meeting – Wads Cherry Room, 3:00 PM

Monday, September 20
• Team Meeting – MUB Ballroom, 6:00 PM

Sunday, September 26
• Pi Mile – Walker Lawn, 10:00 AM
• Window Painting – SDC, 12:00-2:00PM
• Kickball Tournament – Softball Fields 1-4, 2:00-4:00PM
• Tug-of-War – Softball Fields 1-4, 2:00-4:00PM

Monday, September 27
• Shirt Swap – MUB Circle, 2:00PM
• Water Balloon Dodgeball – Walker Lawn, 5:00PM

Tuesday, September 28
• MUB Board Giant Games – Walker Lawn, 6:00 PM

Wednesday, September 29
• Trivia – Virtual, 7:00 PM

Thursday, September 30
• Trails Relay – Tech Trails, 4:30PM
• Homecoming Court Dinner – Great Lakes Research Center 202, 6:00PM

Friday, October 1
• Cardboard Boat Races – Houghton Waterfront Park, 4:00PM
• MUB Performer – MUB Ballroom, 9:00 PM

Saturday, October 2
• Cornhole – Lot 24, 10:00 AM
• Homecoming Tailgate – Lot 24, 11:00AM-1:00PM
• Magician Steven Brundage – MUB Ballroom, 9:00 PM

Sunday, October 3
• Window Clean Up – SDC 2:00-4:00PM
## 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
*By Class*
- **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: 10 points
- One win: 5 points
- Participation: 5 points
- Husky Social: 5 points

### Water Balloon Dodgeball
*By Class*
- **1st**: 25 points
- **2nd**: 20 points
- **3rd**: 15 points
- Participation: 10 points
- Husky Social: 5 points

### Giant Board Games
*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, September 26
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 page. One point may be earned for each photo / video or tag posted to the Student Leadership & Involvement Facebook page. Teams should use #BlizzardinWonderland.

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.

Inappropriate posts (posts containing any references to alcohol, nudity, or vulgarity) will result in disqualification of that team for the most recent event. In severe cases the Student Leadership & Involvement office reserves the right to disqualify teams from all homecoming events.

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, September 26*
Time: 12:00 PM – 2:00 PM

Date: *Clean Up: Sunday, October 3*
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.
- Everyone attending must wear a mask and adhere to social distancing.

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 3 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

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.

Inappropriate posts (posts containing any references to alcohol, nudity, or vulgarity) will result in disqualification of that team for the most recent event. In severe cases the Student Leadership & Involvement office reserves the right to disqualify teams from all homecoming events.
Kickball Tournament

**Date**  
Sunday, September 26

**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 cancelled.

Husky Social

An additional five points (max) may be earned per event by teams that interact with the Homecoming themed Student Leadership & Involvement Facebook page. One point may be earned for each photo / video or tag posted to the Student Leadership & Involvement Facebook page. Teams should use #BlizzardinWonderland.

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.

Inappropriate posts (posts containing any references to alcohol, nudity, or vulgarity) will result in disqualification of that team for the most recent event. In severe cases the Student Leadership & Involvement office reserves the right to disqualify teams from all homecoming events.
Tug-of-War

Date: Sunday, September 26
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 time. 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.
Husky Social

An additional five points (max) may be earned per event by teams that interact with the Homecoming themed Student Leadership & Involvement Facebook page. One point may be earned for each photo / video or tag posted to the Student Leadership & Involvement Facebook page. Teams should use #BlizzardinWonderland.

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.

Inappropriate posts (posts containing any references to alcohol, nudity, or vulgarity) will result in disqualification of that team for the most recent event. In severe cases the Student Leadership & Involvement office reserves the right to disqualify teams from all homecoming events.
Water Balloon Dodgeball

Date: Monday, September 27
Time: 5:00PM
Location: Walker Lawn

Participants

Teams are composed of a minimum of 5 players with a maximum of 10 players.

Brackets will be chosen at random for each class.

Class C must have genders represented equally.

Rules & Requirements

• Games are limited to 3 minutes
• Games will consist of one round.
• Balloons will be stored at the back of each side.
• Each team will get 35 balloons for each match.
• Each game will start with each team standing back-to-back at the median line.
• At the whistle, all players will run to the back of their side and grab a balloon.
• Each player may only grab one balloon at a time.
• *Exception: If a player is holding a balloon and catches an opponent’s balloon.
• If both teams run out of balloons before the end of the game, the team with the most players remaining on the field wins.
• How a participant is taken out of the game:
  o Participant is directly hit by a balloon that bursts.
    ▪ Head shots are illegal and the person hit stays in the game.
  o If a participant crosses over the median line or steps out of bounds.
    ▪ Boundaries will be marked with cones
  o The opposition catches the thrower’s balloon.
• When the opposing team catches a balloon, one of their members return to the game.
• You are not out if the balloon bursts from throwing it.
• Teams will be required to help clear the field of broken balloons after their game.
• The following game will start after the balloons have been restocked and teams are ready. Maximum of 5 minutes.

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 5 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 or snow, event will still take place. If weather is too severe, event will be cancelled.

Husky Social

An additional five points (max) may be earned per event by teams that interact with the Homecoming themed Student Leadership & Involvement Facebook page. One point may be earned for each photo / video or tag posted to the Student Leadership & Involvement Facebook page. Teams should use #BlizzardinWonderland.

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.

Inappropriate posts (posts containing any references to alcohol, nudity, or vulgarity) will result in disqualification of that team for the most recent event. In severe cases the Student Leadership & Involvement office reserves the right to disqualify teams from all homecoming events.
Giant Board Games

Date           Tuesday, September 28
Time           6:00PM
Location       Walker Lawn (Rain location MUB Ballroom A)

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

Rules and Requirements

- All games will require all team members participate.
- The object of each game will vary.
- Teams can expect to participate in the following games: Human Tic Tac Toe, Giant Memory, Giant Jenga, and Pictionary.
- Human Tic Tac Toe will be scored through a bracket system, Giant Memory will be scored by fastest time, and Giant Jenga and Pictionary will be scored with the most pieces/correct guesses.

Policies

- University COVID guidelines must be followed.
- 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.

NOTES

- In case of rain, Giant Board Games will be relocated to MUB Ballroom A.

Husky Social

An additional five points (max) may be earned per event by teams that interact with the Homecoming themed Student Leadership & Involvement Facebook page. One point may be earned for each photo / video or tag posted to the Student Leadership & Involvement Facebook page. Teams should use #BlizzardinWonderland.

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.

Inappropriate posts (posts containing any references to alcohol, nudity, or vulgarity) will result in disqualification of that team for the most recent event. In severe cases the Student Leadership & Involvement office reserves the right to disqualify teams from all homecoming events.
Trivia Night

Date: Wednesday, October 7
Time: 7:00 PM
Location: Zoom

Participants

- Up to 5 people (score will be averaged)
- Class C must have genders represented equally.

Rules

- All team mates must fill out the Google Form stating which team they are on (will be provided at Trivia).
- Must answer all trivia questions to be counted.
- Must use the Kahoot app (please download ahead of event – it is free) and Zoom to participate.
- Use the game pin to join on Kahoot. This will be on the main screen in Zoom when the event starts.
- We encourage you to use a strong internet connection.
- Points are awarded by selecting the correct answer AND answering in the shortest amount of time.
- The team with the highest average score will be the winner.

Policies

- 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.
Trails Relay

Date    Thursday, September 30
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.

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.

Inappropriate posts (posts containing any references to alcohol, nudity, or vulgarity) will result in disqualification of that team for the most recent event. In severe cases the Student Leadership & Involvement office reserves the right to disqualify teams from all homecoming events.
Cardboard Boat Design

Date           Friday, October 1
Time           3:00 PM (Line-up by 3:30PM)
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 2023 (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 Circus and our opponent in the Homecoming football game is Saginaw Valley 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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Inappropriate posts (posts containing any references to alcohol, nudity, or vulgarity) will result in disqualification of that team for the most recent event. In severe cases the Student Leadership & Involvement office reserves the right to disqualify teams from all homecoming events.
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.

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.

Inappropriate posts (posts containing any references to alcohol, nudity, or vulgarity) will result in disqualification of that team for the most recent event. In severe cases the Student Leadership & Involvement office reserves the right to disqualify teams from all homecoming events.
Cornhole Tournament

Date             Saturday, October 2
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

COVID-19 SAFETY PROTOCOLS:

- Participants and Tech Traditions Committee members must wear a face mask throughout the entire tournament.
- Participants and Tech Traditions Committee members must remain socially distant throughout the entire tournament (Giving their opponent 6 feet to make their throw, spectators remaining distant, etc.)
- Participants will check in at the designated check-in area.
- If there are multiple participants ready to check in, physical distance of at least 6 feet must be maintained by adhering to the markings when forming a line.
- Hand sanitizer will be provided at check-in and at game site.
- When not actively participating, participants should remain in the waiting area marked by tape, paint, or another indicator.
• Face coverings and physical distancing of at least 6 feet must be maintained from all other individuals at all times in the waiting area.
• Boards, bags, etc. will be sanitized between each matchup by the Tech Traditions Committee
• At the conclusion of their last competition of the day, participants should gather their belongings and leave the playing area. In cases where participants must wait for other participants to finish, they must do so in the waiting area while wearing a face covering and maintaining physical distancing of at least 6 feet from all other individuals.

**These changes may be updated at any time if the Tech Traditions Committee notices any changes that will improve the tournament or make it safer**

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.

Husky Social

An additional five points (max) may be earned per event by teams that interact with the Homecoming themed Student Leadership & Involvement Facebook page. One point may be earned for each photo/video or tag posted to the Student Leadership & Involvement Facebook page. Teams should use #BlizzardinWonderland.

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.

Inappropriate posts (posts containing any references to alcohol, nudity, or vulgarity) will result in disqualification of that team for the most recent event. In severe cases the Student Leadership & Involvement office reserves the right to disqualify teams from all homecoming events.