

2023 BEARCAT AWARD GAMES INFORMATION PACKET

Student Homecoming Schedule of Events

Please visit http://www.mckendree.edu/studenthc for information, download rules, and to sign up for events!

September 27

- Homecoming General Info Meeting (4pm in PAC 217): Court Applications: https://forms.office.com/r/QkSa2Q7Khx
 - One meeting should be attended by those who plan to participate in Homecoming Week Bearcat Games or Royalty Court. Students with a general interest in Homecoming Week are also welcome to attend.

September 28

- Homecoming General Info Meeting (12pm or 4pm in the IM Gym): Court Applications: https://forms.office.com/r/QkSa2Q7Khx
 - One meeting should be attended by those who plan to participate in Homecoming Week Bearcat Games or Royalty Court. Students with a general interest in Homecoming Week are also welcome to attend.

October 11

- Homecoming Royalty Court: Online Application Deadline 5pm
- Bearcat Awards Games Captain's Meeting at 8pm Zoom Meeting
 - o A representative of your team should attend to discuss rules, events, etc. Entries due at this meeting!
 - Sign Up Your Team: https://forms.office.com/r/Va6M5F8iKE

October 16 (Monday) – (i) Theme Day: Jersey Day

- (i) (+) 9am: Chalk the Walk near Bearcat Statue
- 12pm: Homecoming Royalty Court Meeting (location TBA)
- (+) 3pm: Where's Bogey
- 4pm: Homecoming Royalty Court Campaigning Begins
- (i) (+) 8:30pm: Nerdology Trivia Night in Ames Dining Hall

October 17 (Tuesday) - (i) Theme Day: Class Colors

- Class Colors: Fr White, So Black, Jr Yellow, Sr Purple
- (+) 3pm: Students vs. Faculty/Staff Cornhole (Bags) Tournament in the Quad
- (i) 8:30pm: Tuesday Night Mic (Open Mic) at 1828 Café

October 18 (Wednesday) - (i) Theme Day: Wild Wednesday Pajama Day

- (+) 8:30pm: Bearcat Games Relay Races (Leemon Field)
- 4pm: Homecoming Royalty Court Campaigning Ends
- 10pm: (i) Homecoming Royalty Court Voting Begins (Online)
- (i) 11pm: Late Night Dodgeball at Intramural Gym

October 19 (Thursday) (i) Theme Day: Throwback Thursday

- All Day: (i) Homecoming Royalty Court Voting
- (i) 3pm: Where's Bogey
- (i) 8pm-10pm: Skate Night at Skate City Belleville

October 20 (Friday) - (i) Purple Friday

- (i) 8am: Homecoming Royalty Court Voting Ends
- (i) 7pm: Pink Game Breast Cancer Awareness Volleyball vs. Maryville
 - (+) Penny Wars Fundraiser at Volleyball
- (i) 8:30pm: DJ Dance Party, food truck, novelties @ IM Gym

October 21 (Saturday)

- 12:40pm: Homecoming Royalty Court Coronation at Leemon Field
- (i) 1pm: Pack the Place Football vs. Missouri S&T
- (i) 4:30pm: Pack the Place Volleyball vs. Missouri S&T

Please note that some events and activities, dates, and times are subject to change. For questions, please contact Craig Robertson at croberts@mckendree.edu

- (i) Denotes campus-wide events.
- (ii) (+) Denotes events that are Bearcat Award Point events

*Some dates, events, locations and rules subject to change.

For more information, please go to: www.mckendree.edu/studenthc

Homecoming – Bearcat Award Games Information

The Bearcat Award is the highest honor given in the name of Homecoming participation. This award recognizes teams of Students, Residence Hall-sponsored teams, and/or Registered Student Organizations that take an active and spirited part in Homecoming Week. The prizes for winning will be as follows: First Place: \$250, Second Place: \$175, Third Place: \$100. Bearcat Award points are earned through attendance and participation in activities during the week's events. Winners will be announced during the Homecoming Football game on Saturday, October 21.

McKendree University Student Homecoming 2023

Bearcat Award - Point System

Standings will be posted online at <u>www.mckendree.edu/studenthc</u>, and winners will be announced during the Homecoming Football Game. Winners will have their photo taken at the football game. If weather prohibits a photo, it will be taken the week following Homecoming.

| Monday, Oct. 16 – Chalk the Walk | Wednesday, Oct. 18 Bearcat Relay Races |
|--|--|
| | (Leemon) |
| Participation | |
| 1 st Place | Participation20 |
| 2 nd Place | 1 st Place75 |
| 3 rd Place | 2 nd Place50 |
| | 3 rd Place |
| Monday, Oct. 16 - Where's Bogey? | Thursday, Oct. 19 - Where's Bogey? |
| Participation | Participation20 |
| 1 st Place | 1 st Place75 |
| 2 nd Place | 2 nd Place |
| 3 rd Place | 3 rd Place |
| Monday, Oct. 16 - Nerdology Trivia (Ames) | Friday, Oct. 20 – Penny Wars Fundraiser at |
| | McKendree Volleyball Pink-Out Event |
| Participation | , |
| 1 st Place | Participation20 |
| 2 nd Place | 1 st Place |
| 3 rd Place 25 | 2 nd Place |
| | 3 rd Place |
| | |
| DATES, EVENTS, RULES, AND TIMES ARE SUBJECT TO CHANGE. | |

Bearcat Award Games Event Rules

CHALK THE WALK:

The purpose of this event is to promote Homecoming spirit and create an atmosphere of celebration throughout the campus community. Registered Student Organization teams and individuals help decorate the campus by chalking a section of the circle drive to show their team and school spirit.

Details:

- 1. All entry forms must be submitted <u>online</u>, via Microsoft Forms by Thursday, October 12th at 12 PM. A minimum of 1 person and a maximum of 3 people per team. Spaces in the chalking area are limited, so registration will be taken on a first come, first served basis.
- 2. Chalk the Walk rules and expectations are listed below.
- 3. Campus Activities Board will assign each team a section of the sidewalk for each organization to chalk. Chalking must be done on Monday, October 16th between 9:00 AM and 5:00 PM. Late entries will NOT be accepted.
- 4. Campus Activities Board will provide a maximum of 12 boxes of chalk and several spray bottles for fixes. Teams may also bring their own materials. Suggested additional supplies include:
 - Rags and sponges to erase unwanted chalk
 - Heavy fabric, carpet square or cardboard to stand, kneel, or lean on to not smear your work
 - Gloves to protect your hands
 - Chalkboard eraser, foam, cloth or short cut brushes for blending larger areas
 - Additional chalk
- 5. Each chalk mural must incorporate McKendree University, the Homecoming theme, and the student organization(s) that are chalking the mural. For individual teams that are participating, you will need to incorporate your names instead of your student organization's title.
- 6. Chalk art only to be produced in designated and assigned areas.
- 7. Art created must be suitable for public and family viewing (no nude, or lewd art). No words or symbols intended as political statements may appear within the art. All artwork shall not depict profanity, alcohol/drug use, illegal acts, slanderous statements, and shall be sensitive to all ethnic groups, racial, sex, and other groups.
- 8. All art must only include chalk. Non-chalk props or items will exclude art from judging.
- 9. Please respect others around you. Try to keep your supplies to a minimum and contained in your space
- 10. A rain date for the event will be announced if needed.

Judging:

*Photos will be taken of artwork and may be used for judging purposes.

Judging is based on the following:

- Creativity
- Originality
- Incorporation of McKendree University and Homecoming theme
- Overall effect

For questions, please contact Craig Robertson at <u>croberts@mckendree.edu</u>. If you are an individual participating in Homecoming and would like to participate in the Chalk the Walk event, you can pair up with other individuals to do your own sidewalk.

POINT ALLOCATION

NERDOLOGY TRIVIA NIGHT

Monday, October 16 at 8:30pm (Ames Dining Hall)

Think you know a lot about a lot? Are you the one who always has the answers to your friends' questions about popculture, video games, and comic books? Do you rarely need to Google stuff? Then put a team together and compete in the infectiously fun game show, Nerdology! This program is an interactive pop-culture trivia show. A mixture of awesome games with fun audience interactions and nerdtastic trivia. Play! Win prizes! Test your knowledge!

- 1. This event is open to Bearcat Award participants and general students, faculty, and staff.
- 2. Prizes will be awarded to the winners of this event.
- 3. Teams will consist of no more than 6 people.
- 4. All teams and team members participating must be present and signed in when the event begins.
- 5. The contest will consist of at least 5 rounds.
- 6. Each question must be answered on the provided answer sheet corresponding to that particular round.
 - a. Answer sheets must be submitted to the event officials' table within the allotted time-period.
- 7. No reference materials will be allowed. No phone calls or other electronic devices (cell phones, laptops, etc) will be permitted during the contest. **Any team found using a device during the contest will be disqualified.**
- 8. All teams will compete at the same time. Teams shouting out answers or receiving help from anyone outside of their team may be disqualified.
- 9. Team standings will be announced between rounds.
- 10. All answers must be as specific as possible.
- 11. All rules are subject to interpretation by the event officials. All scoring questions are to be brought to the scoring table. All decisions made by the judges are final.

POINT ALLOCATION

1st Place: 75 points | 2nd Place: 50 points | 3rd Place: 25 points | Participation: 20 points

WHERE'S BOGEY?

Thursday, Oct. 25 at 2:30-3:30pm (Various)

- 1. Your Mission: Bring Bogey to the CAB Office!
- 2. A clue leading you to find either a picture of Bogey or a stuffed Bogey doll on campus will be sent out via the Campus Activities Board.
- 3. The clues are progressive, meaning that the first will lead you to the second, and so on until the end.
- **4.** At each location, the number of available clues will decrease so that one less team will be able to continue after each clue. The last clue will be available for the top 3 teams. Points will be awarded to those teams in the order that they find Bogey and bring him back to the CAB Office.
- 5. Only take one clue per location. You will be disqualified for stealing, tempering with, or hiding the other clues, as well as receive a 50 point deduction from your team's overall score.
- **6.** Once the first clue is given, teams will have until 4pm to find Bogey.

POINT ALLOCATION

CORNHOLE TOURNAMENT

Tuesday, October 17 at 3:00pm (Quad Area)

DESCRIPTION

Teams of two representing a single organization can sign up to compete against other pairs of two in the classic lawn game of cornhole (a.k.a. bags). Games will take place in the Quad or IM Gym (weather). All boards and bags will be provided. Games will be self-refereed by teams and judges walking around the playing area. This is a single-elimination bracket-style event.

WHO CAN PARTICIPATE

Any organization or group of students representing a residence hall may enter one team of two to compete for overall points. Faculty and staff teams of two may also compete in their own bracket. Winners of each bracket will participate for the final Student vs. Faculty/Staff showdown for bragging rights.

Bearcat Award points are only awarded to the top three teams that sign-up for the event and represent an organization. Teams must register prior to the event via the Homecoming Registration link.

RULES

- 1. Teams must check in at least 10 minutes in advance of their first game. If a team is not present by their starting time, they will be disqualified from the tournament and the opposing team will automatically advance to the next round.
- 2. Once checked-in, each team will play rock, paper, scissors, where the winner picks to pitch first, or a side of the field to play from. Each team will stay on their side for the whole game.
- 3. One player on each team will pitch, alternating pitches between teams until each player has pitched all four of their bags. The team that is losing is first to pitch each inning.
- 4. An inning is completed each time all eight bags are thrown, after which score is recorded using the "cancellation" scoring method described below.
- 5. The first team to 21 points wins the game. Scores are reported to event volunteers.

SCORING

Possible points are as follows:

- Cornhole "Bag In-The-Hole" a bag that is thrown in the hole of the Cornhole board or otherwise falls into the hole of the board (knocked in by another player or an act of God). **3 points.**
- Cornhole "Bag In-The-Count" A bag that is not in the hole but lands with any portion of the bag resting on the Cornhole board is "in-the-count." The bag must not touch the ground or any other portion of the court prior to landing on the Cornhole board. If a bag touches the ground prior to landing on the board, it is a foul and must be removed from the Cornhole board prior to the continuation of play. **1 point.**
- Cornhole "Bag Out-Of-The-Count" a "foul" bag that does not land in the hole or on the board.

Points are to be totaled at the end of each inning. The smaller score is subtracted from the larger score and the difference in points is awarded to the team scoring the most points that inning. In this scoring method, only one team can score per inning.

• The first team to reach 21 wins. **NO BUSTING.**

POINT ALLOCATION

BEARCAT RELAY RACES

Wednesday, Oct. 15 at 8:30pm (Leemon Field)

The Bearcat Relay will be a timed competition for the best time to complete the relay.

- 1. Event One Chicken Race
 - a. Reminder: This event is on the turf of the football field. If you need knee pads, bring them.
 - b. One player will start at the end zone with a balloon or ball between their legs. On go, they must waddle 15 yards to the next portion of the race to their partner. If the balloon pops or ball comes out, the racer must stop and re-place.
- 2. Wheel Barrel
 - a. One player will put their hands on the ground and give their feet to their partner. The individual on the ground will then walk with their hands 8 yards.
- 3. Ping Pong Ball Relay
 - a. One at a time, players must place a ping pong ball on their spoon and walk 8 yards to the cup placed in front of them. The players will then gently place the ping pong balls into the cup WITHOUT using their hands. IF a player uses hands, they will both have to start the challenge over. If the ping pong ball falls off of the spoon, the individual player must restart. The two players must get both ping pong balls into the cup. **Note:** The second player cannot go until the first completes the challenge.
- 4. Event Four Bean Bag Toss
 - a. Both members of the team must toss a beanbag into a hula hoop 8 yards away before they can move to the next stage of the competition.
- 5. Event Three Four Legged Race:
 - a. You will use three people for this leg of the relay.
 - b. The goal is to get all the way back down to the end zone.
 - c. The center team member will have his/her left leg tied to the right leg of the first team member and his/her right leg tied to the left leg of the final team member.
 - d. Participants will tie their own legs. If a team's legs come untied, they must stop immediately and re-tie their legs.
 - e. Teams must get to the end zone to tag their team member for the next leg of the relay race.
- 6. Event Five Dizzy Bat Race
 - a. One player will stand the bat upright on the ground, place your forehead on the bat, and circle the bat ten times
 - b. The bat must stay in contact with the ground.
 - c. The official will count revolutions.
 - d. When the official says, "Ten", you must sprint the final 40 yards through to the finish line.

POINT ALLOCATION

Penny War Details:

Friday, Oct. 20 at 7pm – Women's Volleyball Game at MPCC

- 1. All entry forms must be submitted online via Microsoft Forms by Monday, October 11th at 8 PM.
- 2. Each team will have a designated container to decorate. The front and the back of the container need to be clear; you are encouraged to decorate the other two sides to match the Homecoming theme.
- 3. Those organizations/groups participating must be present at the McKendree Volleyball Pink Out Game against Maryville University.
- 4. Points / money are as follows:
 - a. Silver and green are **positive**; bronze is **negative**.
 - b. Silver and dollars are worth their currency value (\$.05 = +5 points).
 - c. Bronze (pennies), are worth **negative five points** (1 penny = -5 points).
 - d. The CAB staff members will be counting and updating totals from the end of the day via social media.
- 5. Winner will be the group who finishes with the most points.
- 6. All proceeds will be donated to cancer research.

POINT ALLOCATION