

**Central Michigan University  
Homecoming 2019**



**Maroon Cup, Golden Goblet, and Greek Cup  
Competition Manual**

# Schedule of Events

## **Sunday, October 6th**

11 am- Chalking ( Finch Fieldhouse and Various Locations on Campus)  
2 pm- Battleship ( SAC Pool)

## **Monday, October 7th**

11 am- Fired Up ( Bovee UC Front Lawn)  
6 pm- Lip Sync Battle Extravaganza ( Rotunda)

## **Tuesday, October 8th**

Spirit Day  
Wear your Maroon and Gold Attire to Show your CMU Spirit!  
7 pm- Program Board showing of Toy Story 4 (Pearce Auditorium)

## **Wednesday, October 9th**

6 pm- Field Games (Finch Fieldhouse)

## **Thursday, October 10th**

6 pm- Trivia (Finch Fieldhouse)

## **Friday, October 11th**

6:30 pm- Rock Rally (Plachta Auditorium)  
9:30 pm- Battle of the Floats (Finch Fieldhouse)

## **Saturday, October 12th**

8 AM - Homecoming 5k Race  
11 am- Homecoming Parade (Lot 22 Parking Lot)  
3pm-Football Game vs New Mexico State

## **Maroon Cup Events**

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Battleship (p. 4-5)  
Fired Up! (p. 6)\*  
Lip Sync Battle (p. 7-8)  
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## **Golden Goblet Events**

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## **Greek Cup**

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Special Olympics 5K Run/Walk (p. 16) \*  
Change for Change (p. 19)

\*Denotes optional event

## **Chalking**

**Date:** Sunday, October 6th

**Time:** 11am-1pm

**Check In:** 10:45am

**Location:** Finch Fieldhouse

**Participation:** All registered teams

### **Chalking**

Each team will receive a bucket of chalk and directions. The objective is to create the best drawing to be judged by the committee and ambassadors relating the drawing back to the subthemes.

### **Directions**

- Teams will only be allowed to chalk in their assigned areas.
- Chalk drawings should follow the assigned Homecoming event and include times and dates in picture.
- All drawings must be submitted through the Instagram App by using the hashtag “#CMUChalking2019” before 1pm EST on Sunday, October 6th 2019. (Instagram must be public)
- When submitting drawings make sure to include your team’s name in the caption.
- Any late entries will not be accepted unless otherwise permitted by the Homecoming Committee.
- Tape marking designated chalking areas must be removed once drawings are complete or points will be deducted from the team’s final score.
- All chalk provided for this event will need to be returned to Finch Fieldhouse by 1pm EST.
- Chalk paint is not allowed.

### **Scoring:**

1<sup>st</sup> Place: 50 Points

2<sup>nd</sup> Place: 40 Points

3<sup>rd</sup> Place: 30 Points

Participation: 15 Points

(This is the scoring for most events, the only variations should be Rock Rally and Parade)

## **Battleship**

**Date:** Sunday, October 6th

**Time:** 2pm-4:30pm

**Check In:** 1:30pm

**Location:** SAC Pool

**Participation:** Maroon Cup

**Coordinator Email:** maron1hb@cmich.edu

### **Battleship**

**Objective:** Each team will use equipment provided to attack other canoes with water until their canoe is sunk, or they are the last one afloat. Teams will also be able to use equipment provided as a way to shield their vessel from water.

### **General Rules**

1. All users of the SAC Pool must wear proper swimming attire.
  - Swimwear only. No gym attire.
  - No cotton T-Shirts
  - Swim shirts or Dri-Fit shirts are allowed in SAC Pool
  - Swim shoes, socks, leggings, knee pads are encouraged (prevents skin burns from floor of canoe)
2. Each team is required to have 4 people in the canoe at a time.
3. Any team with less than 4 players will be considered a forfeit due to an unfair advantage of weight difference in the canoe.
4. Each team will be given 4 buckets, 1 shield, and kickboards/pads for your knees.
5. A player of a team may NOT touch another team's vessel or player physically or with objects. Violators of rule will be penalized by having a bucket of water dumped into vessel.
6. No one at anytime may completely leave the vessel during play. This will result in an automatic disqualification for the round.
7. You may NOT take another vessels weapons at anytime.
8. You may NOT recover any of opponents' lost equipment.
9. Teams may NOT bail water out of their canoe.

### **Game Objectives**

1. Each team will use equipment provided to attack other canoes with water until their canoe is sunk, or they are the last one afloat.
2. Teams may also use equipment provided as a way to shield their vessel from water.
3. Teams may NOT use equipment provided to bail water out of their vessel to keep from sinking.
4. Teams must stay in the canoe during battle, but may use arms and equipment to paddle their vessel into battle positions.

5. Only 4 canoes can be in the pool at once. Teams will battle in heats.

### **How to Play**

1. Participants will climb into their respective canoes from the edge of the pool while the canoes are in the loading zones of the pool.
2. Officials will survey all canoes for proper equipment and make sure all safety requirements are met.
3. After canoes have been inspected, they will be spread out evenly throughout the Battle Waters of the pool.
4. The official will blow his/her whistle and the battle will begin.
5. Teams are eliminated when vessel is fully submerged in the water or one or more members fall from the boat.
6. Games last until only one vessel is left afloat.

### **Violations**

1. Any violation that occurs will be whistled by the official
2. When a canoe sinks, the official will signal the elimination with a whistle
3. All play will stop on the whistle and will resume with a restart after the penalty bucket has been assessed or the submerged boat/participants have been removed from the playing area
4. Canoes can become submerged and eliminated during the stoppage of play period

### **Scoring:**

1<sup>st</sup> Place: 50 Points

2<sup>nd</sup> Place: 40 Points

3<sup>rd</sup> Place: 30 Points

Participation: 15 Points

## **Fired Up!**

**Date:** Monday, October 7th

**Time:** Fired Up! Begins at 11am and ends at 1pm.

**Location:** University Center Front Lawn

**Participants:** Central Michigan University students and the general public.

**Objective:** This event is designed to get students fired up for the week's festivities, as well as the game on Saturday.

**Description:** Fired Up! is a FREE campus-wide homecoming event located in the Bovee UC Front Lawn. At this event, students can meet the 2019 Homecoming Ambassadors, grab some free food in between classes, have the chance to win prizes, and enjoy entertainment. There will be vegetarian options upon request (quantities limited).

**Scoring:** There is no scoring for this event.

## **Homecoming Lip Sync Battle**

**Date:** Monday, October 7th

**Time:** 6-9PM

**Location:** UC Rotunda

**Participation:** Campus Wide, Cups (Maroon Cup + Golden Goblet)

### **The Lip Sync**

**Description:** Each group/participant will face off against one another in a knockout style lip sync battle. The scores will be based on lip sync ability, stage presence and use of theme.

### **Objective**

Outperform the other group/participant on stage and show your homecoming spirit.

### **General Rules**

1. The homecoming theme must be applied in some way to all performances.
2. Groups/participants will be up against an additional group/participant each round of the lip sync battle.
3. Each group/participant is responsible for their own props, if they choose to use any (includes cleaning up if needed (Groups/participants will be penalized if they do not clean up)). \*Props are not required by any means!
  - a. Glitter, paint (of any kind), silly string, and confetti are NOT allowed in the UC Rotunda and may not be used during **any** performances. Any items or objects thrown during the performance must be picked up by the team who performs immediately after or it will be a deduction of 20 points.
4. Participants will be assigned songs from a provided playlist (Available on **September 23rd, 2019 @6:00PM**). Participants are responsible for listening to the selected songs as there is a chance of any song being selected for their performance.
  - a. Groups competing for cups - you will receive all the songs you will be performing with the exception of the last three rounds on **September 28th, 2019 @7:00PM**.
5. Participants are expected to be on time and ready to perform. Failure to be on time will result in an automatic knockout from the competition.
6. Each round a team will be eliminated and the other will continue on until one is left standing.
7. Groups are allowed to perform with a 4 person group max and shared spotlight (meaning only one person may lead the lip sync at a time if they are performing in a group).
  - a. Group members may help with props, creating a setting and helping the lead lip syncer in selling their performance.
8. No physical contact between the performers on stage during the lip sync.
9. When we are left with the top four teams in each cup, the groups/participants remaining will pick a song at random that the judges have provided and compete for the top spot.
10. Performances will be judged on the following:

- Lip sync ability (Knowledge of words, i.e. do you know the song)
- Stage presence
- Use of theme

### **Helpful Hints**

- Bring a cheering section to help ease the nerves and have some support.
- Don't forget your face! Facial expression is a major part of lip syncing
- Be creative in your performance
- Know your words!

### **Scoring:**

1<sup>st</sup> Place: 50 Points

2<sup>nd</sup> Place: 40 Points

3<sup>rd</sup> Place: 30 Points

Participation: 20 Points

## Field Games

**Date:** Wednesday, October 9th

**Time:** 6pm, Team

**Check-In:** Begins at 5:30pm

**Location:** Finch Fieldhouse

**Participation:** Maroon Cup, Golden Goblet, & Greek Cup

**Objective:** Teams will work together highlighting the most fun and vibrant of festival activities. Put your rhythm to the test, and see who keeps the beat!

### Rules:

1. Team members will be made up of no fewer than 3 people and no more than 10 people for the competition.
2. Each team member must contribute to at least one of the games. This is a team effort, not a single effort.
3. The events include:
  - a. Category Is...
  - b. Shake That
  - c. Please Be Seated
  - d. Lost In The Music
  - e. Festi-Fashion
  - f. Face The Music
4. Events will be held in rotations. Teams will be competing against one another at different stations.
5. Although teams will be competing directly against one another, teams must remember that they are competing for points. Each event completed, may warrant a specific amount of points, or may be based upon completion/progress of that event.
6. If a team member breaks the rules at any specific event, they sacrifice points for their entire team. Up to and including disqualification.
7. If a team member does not finish their event, or does not place in 1st, 2nd, or 3rd, participation points will be provided.
8. The team cannot divide among the challenges; all members must stay together before moving on to the next event.
9. Teams may not interfere with the progress of another team at any point. Doing so will lead to disqualification.
10. Team members are not allowed to switch players in events.
11. All events will be held in Finch Fieldhouse
12. Cellphones, laptops, or any device that can be used to google answers are prohibited.
13. **ANY dangerous play, rough housing, or offensive gestures, comments, and mannerisms will result in disqualification of team from event.**

### **Scoring:**

1<sup>st</sup> Place: 50 Points

2<sup>nd</sup> Place: 40 Points

3<sup>rd</sup> Place: 30 Points

Participation: 15 Points

## **Central Game Night: Trivia**

**Date:** Thursday, October 10, 2019

**Time:** 6:00pm - 9:00pm

**Check-In:** 5:30pm

**Location:** Finch Fieldhouse

**Participants:** Maroon Cup, Golden Goblet, & Greek Cup

**Objective:** Team members will work together to correctly answer trivia about different themes such as Harry Potter, Disney, Music Festivals etc. Get your team together for a night of treble, competition, laughter and entertainment!

### **Check- In**

1. Each team must check in before they are allowed to participate.
2. At Check In, the following items will be given
  - a. Table Card
  - b. Round Sheet
  - c. Pens/Pencils
  - d. Table Location
3. Each team will be given a specific Judge and Watcher.

### **Teams**

1. Teams may have up to 6 members participating (1 person minimum).
2. Members may only switch out in between rounds.
3. There is to be one celebrity team made up of CMU coaches, professors, etc. that does not compete for points.
4. Extra team members are considered participants and will be seated in a designated area along with any observers.
  - a. Participants and observers cannot score points. All points come from placement, beating the celebrity team, and dressing up.

### **Judges**

1. Judges will be assigned to groups of teams.
2. Typically, one judge will monitor 2 or 3 teams.
3. Judges will consist of Homecoming Committee Members and Homecoming Ambassadors.
4. The judges will be responsible for overseeing fair play.
5. The MC will have final say in answer accuracy, but judges will be responsible for relaying this information to teams.

6. Judges also have the responsibility of collecting answers for each round to hand to the runners.

### **Fair Play**

1. The rules of fair play are as followed:
  - a. Communication between members outside of your team is prohibited.
  - b. The use of cell phones and other electronic devices are strictly prohibited during play.
    - i. Should a team member need to use an electronic device, they must exit Finch Fieldhouse for the duration of the usage.
    - ii. If a team member leaves the room for any reason (restroom, water, etc.) they may only return after the round has been completed.
    - iii. Should any of the fair play rules be violated, the entire team will be disqualified and will earn zero points towards the Trivia Challenge.

### **Answering Questions**

1. Every team will be provided with a “round answers” sheet and pens to write answers to questions.
2. After the MC reads the question, teams will have approximately 30 seconds to come to a consensus and write their responses on the sheet.
3. The timer will be 30 seconds for regular rounds.
4. If it is not a regular round, the amount of time given will be stated by the MC.
5. The MC or timekeeper will give a ten second warning before time expires.
6. At the conclusion of 30 seconds (or other time), teams must stop writing.
7. Teams that continue to write after the 30 seconds (or other time) have expired will not be given credit for that question.
8. If a team continues to write after 30 seconds (or other time) are up again, they will not be given credit for that question, nor the following question.
9. Judges will collect answer sheets at the end of each round.
10. Any questions that go unanswered will be scored as incorrect.

### **Rounds**

1. There will be 10 rounds with 10 questions each.
  - a. Structure:
    - i. Teams answer questions in the allotted time, and then the next question is given right away. At the end of each round, each team will turn in their answers for the round to the Committee Member / Ambassador and correct answers will be marked by scorers.

- ii. Answers will be revealed after answer sheets are collected and every couple rounds.

### **Scoring of Answers**

1. The scorers will calculate the scores of all teams at the end of each round.
2. The points will remain cumulative throughout the entire game and the team with the overall highest score will win.
3. In case of a tie, the teams will be given a tiebreaker question.
  - a. This question will be general trivia, multiple choice style.
4. Bonus points are awarded if:
  - a. All members of a team are “dressed up as their sub- theme”, an extra 5 points are awarded
  - b. They score higher than the celebrity team, an extra 5 points are awarded.

### **Scoring:**

1st Place: 50 Points

2nd Place: 40 Points

3rd Place: 30 Points

Participation: 15 Points

Theme: 5 Points

Beating Celebrity Team: 5 Points

## **2019 CMU Homecoming Rock Rally**

**Date:** Friday, October 11th, 2019

**Time:** Start time 6:30pm

**Check-In:** 5:30pm, General Seating: 6pm

**Participation:** Maroon Cup

**Location:** Plachta Auditorium

**Objectives:** Working together as a team to create a dance or a skit that directly relates to the theme of homecoming: "Fire up the Music" or Music Festivals (sub-themes can be related to music festivals, music genres, or specific artists). Teams must incorporate this theme in their skit/dance.

### **Rules:**

- 1) Teams must send a couple representatives to attend the mandatory rehearsal on Wednesday, October 9th between 5-9 pm to review music and lighting requests. Teams can sign up for a slot during the captain's meeting October 3rd at 6 pm in the SAI.
- 2) Teams must arrive and check in at or by 5:30 pm in Warriner Hall outside of Plachta Auditorium with the Rock Rally Coordinator in order to receive points for the participation for the event. Doors will open to the rest of the public at 6 pm.
- 3) Each team will be given a five (5) minute time limit, which includes tear down and set up of props or backdrops. Anything over 5 minutes will result in an automatic five (5) point deduction.
- 4) Teams must **EMAIL** their music to the Rock Rally Co-Coordinator, at **comehome@cmich.edu** with the music already compressed, so it can easily be added to a flash drive. Please include your team name in the subject line. This email **MUST BE EMAILED NO LATER THAN Sunday, Oct 6th at 7pm.** Any late emails after the specified date and time will result in an automatic ten (10) point loss.
- 5) Songs and movements **MUST NOT** contain any profanity or inappropriate gestures. No legs over head or tossing of skit members.
- 6) Students can only perform for one team. Only the Rock Rally coordinator can make an exception for someone to participate in two teams, but must need a valid reason.
- 7) Glitter, paint, helium balloons, and food/drinks are **NOT** allowed in Plachta Auditorium and may not be used during any team performances. Use of any of these items will result in automatic disqualification. Any legal items or objects thrown during the performance (ex. Silly String or signs) must be picked up by the team who performs immediately after, and within their time limit, or that's a deduction of 10 points.

- 8) Teams will have a limit of forty (40) people in their dance/skit.
- 9) Teams participating will sit together as a team in the upper balcony in Plachta Auditorium. The Rock Rally coordinators will seat you accordingly based on the line up.
- 10) All judge's decisions are final. No protests are allowed.
- 11) Judging will be based on the following:
  - Theme included in skit/dance
  - Creativity
  - Choreography
  - Spirit
  - Energy
  - Timing
- 12) Extra points will be given for the following categories and the judges will make a collective decision on these categories
  - Best Dressed-10 Points
  - Best Team Spirit- 10 Points
  - Best Unique Dance/Skit -15 Points
- 13) Scoring will be on a scale from 0-10 (0 being the lowest, 10 being the highest).
- 14) In the event of a tie between two teams, the homecoming ambassadors will break the tiebreaker.

## **Battle of the Floats**

**Date:** Friday, October 11th

**Time:** Battle of the Floats begins at 9:30pm and ends promptly at 12am (midnight). Students MUST be done working on their floats at midnight.

**Location:** Finch Fieldhouse

**Participants:** Central Michigan University students and the general public.

**Objective:** This event is designed to get students fired up for the game and parade the next day, as well as put the finishing touches on their floats.

**Description:** The Battle of the Floats event is a FREE campus-wide homecoming event located in Finch Fieldhouse. At this event, students can relax after the mock rock, connect with other students from around campus, and finish up their floats before the next day's parade. Information on how to obtain decorating materials and trailers can be found in the 'CMU Homecoming Parade' section of this manual.

Floats MUST be taken out of Finch by 10am on Saturday morning. CMU and the Homecoming Committee will not be responsible for any damage that may be inflicted on your float outside of Finch Fieldhouse.

**Scoring:** There is no scoring for this event.

## **Special Olympics 5K Run**

**Date:** Saturday, October 12th

**Registration:** 7:00 am. - 8:00 a.m.

**Race Start:** 8:15a.m.

**Location:** Begins and ends at Finch Fieldhouse

**Participants:** Greek Cup, Maroon Cup & Golden Goblet

**Objective:** To support the Special Olympics-Michigan and get in the Homecoming spirit before the parade and game, all while earning some last minute points for your teams.

### **Rules:**

1. Each team will be allowed no more than 10 participants that can count for points.
2. Each participant must be registered for the race in order to earn points. Running bandit will not count. You must indicate that you are part of an RSO during registration.
3. Teams must participate in the 5K run rather than the 1-mile run/walk.
4. Each participant must obey all race rules or forfeit points for his or her team.

### **How to Register:**

Registration information can be found at the link below:

<https://www.classy.org/event/cmu-homecoming-5k/e243282>

### **Scoring:**

Participation: 5 points per person (up to 10 people)

\*NOTE: You MUST sign in at check in the day of the event in order to receive points for your team. Please note which team you are running for.

## CMU Homecoming Parade

**Date:** Saturday, October 12th

**Time:** Check-in will **begin** at **9:30am** and **end** at **10:15am**. Parade will depart at **10:50am**

**Location:** The parade will line up in lot 22 (north of the Towers/lot behind Wesley Church). Check in will be at the entrance to Lot 22 off of West Campus Drive. **This is the only option/location that cars will be allowed to enter from.** Two volunteers will be at the entrance checking people in. People **MUST** be registered to participate in the parade.

**Participants:** Maroon Cup

**Objective:** The Homecoming Parade is a way for groups both on campus and throughout the community to come together and show their CMU pride through floats and various methods. This is also an opportunity to show off to the community, as the community members will be lining the streets to watch the parade.

### Rules:

1. RSO's must apply to be in the parade. The Homecoming Parade Application can be found in the Forms section on Engage Central. **Applications are due Wednesday, October 2nd by 5:00PM.** You can find the registration form [HERE](#).
2. Every RSO participating in the Homecoming Parade is also required to read through the Parade Packet for a complete list of rules and guidelines. The Parade Packet can be found in the Files section on the Student Activities and Involvement Engage Central under the Homecoming Documents folder. You can find the guidelines [HERE](#).

### Supplies:

- A. If you plan on making a float, you will need to provide your own car to pull the float.
- B. If you need a trailer, they can be borrowed through ResLife BMW. Please contact them to get the trailer. The trailers will need to be picked up, dropped off, and pulled by a member from your organization.
- C. The Office of Student Activities & Involvement will pay **up to \$100.00 in supplies** for each RSO when float supplies **are ordered through *Stumps Party Supplies***. Supply books can be found in the Office of Student Activities & Involvement for viewing, or can be accessed at: <https://www.stumpsparty.com/>
- D. Order forms are available on the Homecoming webpage at <https://www.cmich.edu/ess/sai/StudentActivities/Homecoming> under Parade Information. Each RSO wishing to purchase float supplies needs to **print off** the order forms, fill them out, and turn them by **Friday, October 4th by 5:00PM.**

**Judging:**

- A. Judging will take place **during** the line-up before the parade. **Floats being judged MUST be in line BEFORE 10:15am.**
- B. All judging will be up to the discretion of homecoming committee members and/or volunteers.
- C. The floats will be judged on the following five categories:
  - a. Creativity
  - b. Spirit
  - c. Design
  - d. Best use of theme
  - e. Overall
- D. Each category is worth 10 points. These points **DO NOT** go into the overall points added up for the Maroon Cup. The points awarded for the parade are simply used to determine the Parade winner. Whichever team has the most overall points will place 1st in the Parade, the team with the 2nd highest overall score will place 2nd and so on.

**Scoring:**

1<sup>st</sup> Place: 70 Points

2<sup>nd</sup> Place: 60 Points

3<sup>rd</sup> Place: 50 Points

Participation: 35 Points

## **Change for Change**

**Date:** Begins Sunday, October 6th and ends Friday, October 11th at 12:00PM

**Time:** Anytime

**Location:** Respective team locations

**Participation:** Greek Cup, Maroon Cup and Golden Goblet

**Objective:** To have students raise money for charity and to add an element of goodwill and service to the Homecoming Week festivities. The focus of this event is less about the competition and more about the philanthropy. However, a bonus reward will be given to the teams who raise the most money.

### **Rules:**

1. RSO's must provide their own jar for collecting money.
2. The jars should be placed in a central location for the organization.
3. In order to be counted, all coins must already be rolled in official bank coin holders and be delivered to the UC Office of Student Activities & Involvement by Noon on Friday, October 11th.
4. The money is based strictly on total...this is not a "penny war."

**Special Note: All money raised through Change for Change will be donated to CMU Student Food Pantry.**

### **Scoring:**

1<sup>st</sup> Place: 50 points

2<sup>nd</sup> Place: 40 points

3<sup>rd</sup> Place: 30 points

Participation: 15 points