



**BEARCAT AWARDS
INFORMATION PACKET**

Student Homecoming 2013 – Tentative Schedule

September 16 – October 2

- Homecoming Dance Tickets on Sale at The Lair
- **Bearcat Award Games Entries Due (12pm)**
 - Change for a Change Bucket Pick-Up

September 23

- Homecoming Talent Show Auditions at 6:30pm (location TBA)

September 28/29

- Campus/Community Spirit Days Begin
 - **All 3 items must be completed by 3pm on Sept. 30.**
 - Paint the Town
 - Chalk the Walk
 - Spirit Banners

Sunday, September 29

- (i) McKendree Lacrosse
- Change for a Change Bucket Inspection (3pm at Leemon Field)
- Bearcat Games – 3:30pm at Leemon Field
 - Mystery Event
 - Relay Races
 - Outdoor Dodgeball Tournament @ 6pm
 - Tricycle Races

Monday, September 30

- **PARADE ENTRIES DUE!**
- Faculty/Staff Dec Your Office Contest Begins (8am)
- (+) Where's Bogey? Event (1pm)
- (i) Homecoming Week Kickoff Cookout (4pm)
 - (+) Spirit Banners Displayed/Judged
- (+) (i) Team Night Trivia (8:30pm at the Lair)

Tuesday, October 1

- **Homecoming Dance Ticket Discount Deadline**
- (+) Change for A Change buckets due (Noon, The Lair)
- (i) Novelty Activity - TBA (11am in the Quad)
- (+) Where's Bogey? Event (1pm)
- (+) (i) Late Night Scavenger Hunt (9pm at The Lair)

Wednesday, October 2

- Homecoming Royalty Voting Begins on BlackBoard (12am)
- (i) Sing for a T-shirt (12pm in the Quad - while supplies last)
 - Show your spirit by singing the fight song to get a free Homecoming t-shirt!
- (+) Where's Bogey? Event (1pm)
- (+) (i) McKendree's Got Talent Variety Show - The Hett (8:30pm)

Thursday, October 3

- (+) Bearcat Game: Mashed Potato Diving (12pm)
- Homecoming Royalty Voting Ends on BlackBoard (3pm)
- (+) Final Change for A Change buckets due (Noon, The Lair)
- (i) McKendree Women's Wrestling (6pm) – MPCC

Friday, October 4 - Purple and White Day

- (+) Where's Bogey? Event (1pm)
- Dec Your Office/Dec Your Hall Judging (3pm)
- (i) Student Homecoming Dance and Coronation @ MPCC **(8:30pm; Tickets \$10 at the door)**
- Coronation 10:00pm

Saturday, October 5

- Homecoming Parade Lineup (10:00am)
- (+)(i) Homecoming Parade (11:00am)
 - Floats will be judged during the parade.
- (i) Football Game @ Leemon Field (1:30pm)
 - Homecoming Royalty Court announced in the pre-game ceremony
 - Faculty/Staff Office Dec Winners Announced
 - Parade Winners Announced
 - Bearcat Award Winners Announced
 - Change for A Change Winners Announced

(i) Denotes campus-wide events.

(+) 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 student organizations and residence halls that take an active and spirited part in Homecoming Week. **The Bearcat Award will consist of two categories: Registered Student Organization (RSO) and Residence Hall. The prizes for winning will be recognition on a plaque and \$300 to be awarded for each category.** Bearcat Award points are earned through attendance and participation in all activities during the week's events.

Only teams registered for all events will be eligible to win the Bearcat Award.

All events require a completed participation form. Entry forms will be completed online by using the links at <http://www.mckendree.edu/studenthc>.

Smaller Registered Student Organizations are allowed to pair up with another organization to compete in the games. In this case, any points won would be split between the two merged groups. For the Homecoming Parade, paired groups would need to either register as a paired group or compete individually in the parade (remember there are cash prizes, and we'd like to have additional entries in the parade). In the event the group splits for the parade (ie. Each group does a float for their own group's recognition in the parade) they must choose and agree which parade entry will count for the Bearcat Awards competition; however each could still potentially win a cash award for the parade.

It would be advisable to update your group's information online at: <http://www.mckendree.edu/student-life/involvement/rso/resources/index.php>. Use either the renewal or the update form. A student organization pairing cannot exceed two organizations.

Clarification for competition in events:

1. Athletic teams are not considered Registered Student Organizations and may not compete singly as a team or be paired with any group. Athletes who may be members of a Registered Student Organization should have written permission from their coach to participate with their RSO or Residence Hall.
2. Category Requirements (RSO and Residence Hall): There must be a minimum of 4 teams participating in a category for a prize to be awarded. If there are not enough teams in each category, the categories will be merged and only one prize will be awarded. *For instance, if there are 5 RSOs competing and only 3 Residence Halls, there will only be one category with all teams competing for one prize. If there were 4 RSOs and 4 Residence Hall teams, there would be two competitions, with a winner in the Residence Hall category and a winner in the RSO category.*

Bearcat Award General Events and Information for Organizations/Residence Halls

(Saturday and Sunday, September 28-29):

- Community Decorating Contest
 - Paint the Town
 - Chalk Our Walk
 - Spirit Banner

(Sunday, September 30 at 3:30pm-5:00pm):

- Teams will consist of a maximum of six members.
- Super Relay Race will be done in pairs (two teams at a time) and timed. Teams will draw for pairings. In the event teams tie, a 30 yard dizzy bat race will determine the winner.
- The Super Relay Race will consist of the following:
 - Bearcat Crawl (Event will be done on the football field. NOTE: The field is turf, so wear knee pads if necessary)
 - Dizzy Bat (10 revolutions)
 - Obstacle Course
 - 4-legged Race
 - Tricycles
 - For events that require it, each player will complete his or her section of the relay, and then tag the next team member to begin the next portion of the race. You may need to strategically place people in order to complete the relay. **See last page for a diagram of the Super Relay.**
- Other Events to take place on Sunday, September 29:
 - Dodgeball Tournament at Leemon Field
 - Tricycle Race at Leemon Field
- Any team found in blatant violation of the rules or cheating will be immediately disqualified from that event.
- The events will begin at 3:30 p.m. at Leemon Field (football/soccer field) on Sunday, September 29, 2013.
 - Tardiness to a match may result in an automatic loss or point deduction from final total.

Non-Relay Race Competitions (Monday, October 1-Saturday, October 6):

- Where's Bogey? Event
- Scavenger Hunt
- Trivia Night
- Variety Show
- Mashed Potato Diving
- Parade/Float Competition

McKendree University Homecoming 2013

Bearcat Award – Point System

Current standings will be posted online at www.mckendree.edu/studenthc, 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. For more information, the CAB Office, (618) 537-6856 or email cabtraditions@mckendree.edu.

Paint the Town – Sept. 28-29 Participation..... 15 1 st Place..... 75 2 nd Place..... 50 3 rd Place..... 25	Team Trivia Night – Sept. 30 Participation..... 15 1 st Place..... 75 2 nd Place..... 50 3 rd Place..... 25
Chalk Our Walk Contest – Sept. 28-29 Participation..... 15 1 st Place..... 75 2 nd Place..... 50 3 rd Place..... 25	Scavenger Hunt – Oct. 1 Participation..... 20 1 st Place..... 75 2 nd Place..... 50 3 rd Place..... 25
Spirit Banner – Sept. 29-29 Participation..... 15 1 st Place..... 75 2 nd Place..... 50 3 rd Place..... 25	Homecoming Variety Show – Oct. 2 Participation..... 40 1 st Place..... 125 2 nd Place..... 100 3 rd Place..... 75
Mystery Event – Sept. 29 Participation..... 30 1 st Place..... 125 2 nd Place..... 100 3 rd Place..... 75	Mashed Potato Diving – Oct. 3 Participation..... 15 1 st Place..... 75 2 nd Place..... 50 3 rd Place..... 25
Super Relay – Sept. 29 Participation..... 30 1 st Place..... 125 2 nd Place..... 100 3 rd Place..... 75	Parade – Oct. 5 – Decorated Float Participation..... 50 CASH PRIZE: 1 st Place..... 200 \$100 2 nd Place..... 150 \$50 3 rd Place..... 100 \$25
Dodgeball Tournament – Sept. 29 Participation..... 15 1 st Place..... 75 2 nd Place..... 50 3 rd Place..... 25	Parade – Oct. 5 – Decorated Vehicle Participation..... 30 CASH PRIZE: 1 st Place..... 100 \$75 2 nd Place..... 75 \$40 3 rd Place..... 50 \$20
Tricycle Race – Sept. 29 Participation..... 15 1 st Place..... 75 2 nd Place..... 50 3 rd Place..... 25	Parade – Oct. 5 – Walking Group Entry 20
Change for A Change – Sept. 29-Oct. 3 Participation..... 15 1 st Place..... 75 2 nd Place..... 50 3 rd Place..... 25	
Where's Bogey? Each Bogey Found..... 30	
DATES, EVENTS, RULES, AND TIMES ARE SUBJECT TO CHANGE.	

Bearcat Award Games Event Rules

Relay Races will be held at Leemon Field (Football/Soccer Field) at 2:30pm

Change for a Change

Organizations and residence halls will sponsor containers for loose change (pennies, nickels, dimes, etc.) and cash to be deposited. Each team will compete against each other to raise the most money. The group raising the most money wins the opportunity to donate all money collected by all teams throughout the week to the charity of their choice. A bucket for your team may be picked up at the CAB Office for decoration. Buckets must be returned on Sunday, September 29 at 3pm for inspection and to be eligible for the competition. All teams must state their chosen charity when they pick up their bucket.

Rules:

- Buckets will be emptied on the following days: Tuesday, October 1 (Noon) and Thursday, October 3 (noon)
- Each team's total will be revealed at the football game, and the winners will be told the total amount won to donate to their charity. No information will be given out to students during the week.

Paint the Town, Chalk Our Walk and Spirit Banner (Must be completed by 3pm Sunday, Sept, 30)

These three events consist of decorating a window on campus, sidewalk area on campus, and creating a spirit banner – all incorporating the 2013 Theme, “A Celebration of Heroes” **Judging Points:** Creativity, Neatness, Theme Included, Overall Appearance

Each participating group will get one bucket of chalk, a banner, purple, white, and gold paint, and two paint brushes. Teams may purchase additional items to use for decorating. Store windows will be assigned once teams have been registered for the Bearcat Award Games. Should groups want to provide their own banner, the banner must be lightweight material, preferably cloth, altered to 96 inches by 66 inches (standard flat twin sized sheet). **Fabric shower curtains or shower curtain hooks are recommended for easy display.** If the banner is larger than 96 inches by 66 inches, the organization will be disqualified from the event, but the banner will still be able to be shown in the ceremony. If you have questions about items you can use, please contact the Traditions Committee at: cabtraditions@mckendree.edu. The event will start on Saturday, September 28, but the event will conclude once the time allotted has expired (3pm on Sunday, September 29).

General Rules:

1. Chalk Our Walk is a part of the Bearcat Award competition, but anyone can participate. Non competitors may use any left over chalk, but are encouraged to bring their own.
2. For Chalk the Walk and Spirit Banner, groups must include 3 items in their design: the Homecoming Theme: “**A Celebration of Heroes**”, name of the organization/Hall, and the words, “**McKendree University**” should also be incorporated in the design. For Paint the Town, the **Homecoming Theme**, and “**McKendree University or Bearcats**” should be incorporated.
3. 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.
4. Entries should not contain political, commercial, or controversial themes.
5. There is no limit to resources for the banner except for glitter. **All banners with glitter will be disqualified and will not be displayed. Use of enamel spray paint is allowed, but your banner must be completely dried before submitting. Absolutely no banners will be painted on the floor in The Lair!**
6. Teams are limited to chalking within assigned squares and painting within assigned windows.
7. In the event of bad weather, the event may be moved to an alternate date. Banners may be allowed to be taken with the team for completion.
8. Campus Activities Board is not responsible for stolen or lost banners.

Super Bearcat Relay (see diagram and the end of document):

The Super Bearcat Relay will be a head to head competition for the best time to complete the relay. The top 4 teams will compete for 1st, 2nd, and 3rd place.

1. Event One - Bearcat Crawl
 - 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 back of the end zone and crawl on all fours to the next station.
 - c. Player must remain on hands and knees while crawling. Violation of this rule will incur a 10 second penalty added to final time.
2. Event Two – Dizzy Bat Race
 - a. After crawling, 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 maneuver through the cones to tag your teammate for the next section of the relay.
3. Event Three – Obstacle Course

- a. You will use one person for this leg of the relay.
 - b. Once tagged, team member must complete the obstacle course and tag next team member.
4. Event Four – 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 starting area (the back of the endzone).
 - c. The center team member will have his/her left leg tied to the right leg of the second 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 back of the endzone to tag their team member for the final leg of the relay race.
5. Event Five – Trike Ride
- a. One team member should be waiting at the original starting line (back of the end zone).
 - b. When your team tags you, you must race to your tricycle.
 - c. Ride your tricycle to the finish line. Your team time stops once you have crossed the finish line.
 - d. Sportsmanlike conduct is required and the judges have the right to disqualify any groups for intentional contact. Judges decisions are final!
 - e. Any illegal contact with another tricycle will result in an automatic disqualification and no points will be awarded.

Dodgeball Tournament

THE TEAMS

The game shall be played between two teams of 6 players. One other person will be available as a substitute. Substitutes may enter the game only during timeouts or in the case of injury. A substitute is not a player eliminated, he/she must be the 7th player at the start of the game.

THE FIELD

The games will be played outdoors at Leemon Field. The playing field shall be the boundary of the end zone, sidelines, and 30 yard line, divided into two (2) equal sections by a center boundary line. There will be 2 courts used throughout the tournament – one on each end of the field.

THE EQUIPMENT

The official ball used in tournament will be an 8 1/4" rubber-coated foam ball. Participants must wear shoes, shirts and pants/shorts.

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a thrown ball.
2. Catching a ball thrown by your opponent before it touches the ground (includes deflected balls).
3. Causing an opponent to drop a live ball as a result of contact by another thrown live ball. (usually occurs when a ball is being used as a shield to block a thrown ball.)
4. An opposing player stepping out of bounds. (To avoid getting hit and not because he or she is retrieving a ball - in which case you have 5 seconds to retrieve a ball, and come immediately back into the playing field.)
5. If a person deflects a thrown ball with another ball, they cannot get out (even if they are hit by the deflected ball).
6. If someone catches the deflected ball, the person throwing the ball is out.
7. If a team has more players and all the balls they will have 10 seconds to throw a ball, or a player will be eliminated.
8. If a ball hits you, then the ground, another person (and is not caught), etc., you are out. If the ball hits the ground then you, it is a dead ball. A ball laying on the ground shall be considered part of the ground.
9. Game begins by placing the dodgeballs along the center line. Players then take a position at their back end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. Sliding IS NOT permitted. This signal officially starts the contest.

RUSH RULE:

Each and every ball retrieved at the opening rush must first be taken to the end line before it may be legally thrown at an opponent. Sliding is not permitted; you must approach the center line under control. If you cross the line, you are out.

WINNING THE GAME:

The first team to legally eliminate all opposing players will be declared the winner. A 10-minute time limit has been established for each game. If neither team has been eliminated at the end of the 10 minutes, the team with the greater number of players remaining will be declared the winner. All balls are dead (even if they are in the air) when the 10 minute horn sounds. In the case of an equal number of players remaining after regulation, a 3-minute sudden-death overtime period will be played - three-on-three, first person out.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 60 second timeout per game.

RULE ENFORCEMENT

Players will be expected to rule whether or not they were eliminated by a legal hit. All contests will be supervised by at least three field monitors. The field monitors' responsibilities will be to rule whether or not hits they observe are legal.

THE FIELD MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.

BOUNDARIES

1. During play, all players must remain within the boundary lines.
2. Players must only leave from the back line to retrieve balls and must return to the court by the back lines.
3. A player may be handed a ball, provided the player receiving the ball remains completely within their team's field boundaries. Players may be passed a ball while standing out of bounds. Spectators CANNOT pass balls.
4. A player shall not:
 - a. Have any part of their body contact the playing surface on or over the sideline.
 - b. Enter or re-enter the field through their sidelines.
 - c. Leave the playing field to avoid being hit, or attempt to catch a ball.
 - d. Have any part of their body cross the center line and contact ground on their opponents' side of the court. This rule includes the rush at the beginning of the game.
 - i. Penalty: Player will be declared out.
 - ii. Note: A player not immediately re-entering the playing area may be declared out.

MATCH PLAY

Matches will be decided using a "best-of-three" format in which the first team to win two (2) games will be declared the winner.

CODE OF CONDUCT

As with any school supported activity, all school rules apply for the duration of this event.

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and volunteer staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.
 - a. Good sportsmanship is expected. Swearing will not be tolerated, nor will fits of rage.

Anyone in violation of this code of conduct as declared by the tournament personnel will be disqualified from the tournament and will leave the premises immediately.

Tricycle Relay Race:

Race:

1. Each group will enter a 4-member team in an oversized tricycle relay race. Groups may enter an all male, all female or co-ed team.
2. Depending on the number of teams, there may be race groups of 4 teams at a time.
3. Teams will compete in a single elimination bracket for Bearcat Award Points. Win and move on, lose and go home!
4. The race will begin at the starters mark.
5. Each team member will race 1/2 lap around the track.
 - a. No member may race twice.
6. Riders must changeover in the designated "Changeover Area" that will be marked.
7. No one will be assigned lanes, which means it will be a mad dash to the finish.
8. Sportsmanlike conduct is required and the judges have the right to disqualify any groups for intentional contact. Judges decisions are final!
9. Any illegal contact with another tricycle will result in an automatic disqualification and no points will be awarded.
10. The winner will be the group to get all of their riders through the race first.

Rules:

1. Riders may not use hands or any tool to make forward motion while on the tricycle.
 - a. No rider may secure his or her feet to the pedals (i.e. tape, binding, rope, etc).
2. All wheels of the tricycle must remain in contact with the ground during the race, with the exception of the rider tipping over.
3. Riders may not impede the progress of another rider.
4. Rider must remain seated in a forward facing position on the tricycle during the race, with the exception of the rider tipping over.
5. Judges will disqualify groups for un-sportsmanlike conduct. Judges decisions are final!
6. In the case that a rider's tricycle falls apart or breaks during the race, the rider must stop immediately and a member of the staff will replace the rider's tricycle with another tricycle if there is one available. The rider then may finish the race from that point with the homecoming tricycle.

- a. If the rider does not stop immediately and moves forward on the course before receiving the replacement tricycle they will be disqualified from the race.

*Riders may either “duck walk” or pedal. Hands must be on the handlebars at all times.

1. Riders will be disqualified if rear end is not on the seat.

Where’s Bogey? Event:

1. A clue leading you to find either a picture of Bogey or a stuffed Bogey doll on campus will be sent to the team captain’s McKendree email account at 2pm. If your captain is unavailable, please submit a different name and email address to: cabtraditions@mckendree.edu.
2. If you find a stuffed Bogey doll or picture, be the first to bring the item back to the CAB Office in the Lair to claim your Bearcat Award Points for your team.

Homecoming Week Kickoff Cookout (Quad - Monday, September 30 4pm

1. Come to the Quad to enjoy some food and games! CAB will be grilling hamburgers and hot dogs in the Quad. Regular dinner will be served in Ames Dining Hall.
2. Bring some friends to play volleyball in the Quad or bags and washer games.

Monday Night Trivia:

1. Should we have a large number of teams, event may be moved.
2. Teams will consist of 6 people.
3. All teams and team members participating must be present and signed in when the event begins.
4. The contest will consist of 6 rounds, each having questions and a bonus question at the end of each round. At the end, teams may wager up to 100% of their points on a Final Question.
5. 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.
6. 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.**
7. All teams will compete at the same time. Teams shouting out answers or receiving help from anyone outside of their team may be disqualified.
8. Team standings will be announced between rounds.
9. All answers must be as specific as possible.
10. 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.

Late Night Scavenger Hunt:

1. 4 people will make up each team.
2. A digital camera is required to participate in this event. You may only use one camera per group. Make sure you have good batteries!
3. The group completing the most items will win. Should two or more teams get the same number of items, the one that turned in their camera first will be the winner.
4. You must have a cell phone with text messaging capability. That cell phone number and your service carrier must be provided at registration.
5. Each group will be provided with a list of items at 9:00pm. For each item you must take a picture.
6. Groups must return to The Lair by 11:00pm whether or not they have finished all items on the list. If a group returns after 11:00pm, they will not be eligible for points or prizes.
7. Unclear, blurry, or unrecognizable photos will not be counted.
8. You must travel as a group. There will be random check-in points. All team members must be present or you will be disqualified.
9. Campus Activities Board is not responsible for tickets, etc. Take your time, have fun, but be safe.

McKendree’s Got Talent - Variety Show

Live Music Performance

- Solo or group
- In the above category, the majority of performance is live, no pre-recorded music will be allowed, except in the form of an instrumental accompaniment.

Novelty/Skit

- Comedy, Magic, Drama, etc.
- No vocal/instrumental (live) music performances will be allowed in this category except for background music or as necessary to the plot of the skit.

Dance/Lip Sync

- Solo or Group

- No live narration
- Emphasis on performing to recorded music

Each organization is limited to ONE act. **The Campus Activities Office reserves the right to classify each act as it sees fit.**

The time limit for each act will be **2 to 4** minutes. **Acts are limited to a max of 10 performers and one stage manager (to coordinate the performance).** **Prop limitations will be discussed at the auditions.** The entries will be judged by a 5-7 person panel, possibly consisting of faculty, staff, alums, and students. Judging is based on the following:

Category	Adherence to Theme	Talent/Performance	Originality	Costume/Props	Audience Response	Total
Points	40	25	20	10	5	100

All entries will be required complete the entry form and **audition** for the show. **Auditions will take place in TBA on date TBA.** Acts must be **performance ready** (props not required, costumes are strongly encouraged) and will perform their complete act **only once at auditions.** All technical needs (lighting, sound, smoke machines) and a rough idea of the stage layout will be noted at this time. The dress rehearsal will be videotaped.

The Variety Show is limited to 20 acts. Groups will be dropped from the line-up for inappropriate acts, a lack of planning, or overall level of quality.

Groups providing recorded music/accompaniment of any kind **must** submit one CD copy **on the day after the audition.** NO STOP/START OF SUPPLIED MUSIC WILL BE ALLOWED.

Mandatory Audition

- Failure to perform will result in disqualification.
- Groups altering acts will result in disqualification & will be escorted out.
- Costumes are subject to approval

Guidelines

- Absolutely no masks will be allowed.
- All props must be removed immediately after performance. NO HELIUM BALOONS ALLOWED, OR THROWING PROPS INTO THE AUDIENCE (disqualification)
- Any act promoting irresponsible use of alcohol, using profanity, or implying sexual or racial discrimination will be automatically disqualified.
- **Public drunkenness may result in point deductions, group disqualification, and discipline as set forth by the Policies and Regulations Document in the Student Handbook.**
- Decisions by the judges are **FINAL.**

Questions concerning the Variety Show should be directed to the Office of Campus Activities, 618-537-6856 or cabtraditions@mckendree.edu.

T-Shirt Giveaway (Sing for a Shirt)

1. Want a Homecoming T-shirt? Show off your spirit and sing the McKendree Fight Song, "Our McKendree".
 - a. Need the lyrics and music? Go to the Homecoming website to listen.
2. Sing as an individual, or as a group, be creative, but all must participate!

Mashed Potato Diving

Object: To retrieve a piece of chewing gum from the bottom of a bowl of cold, instant mashed potatoes, unwrap it and blow a bubble.

1. Each team must have 2 people entered in the contest
2. One team member will do the mashed potato diving and the other will serve in a support role. The support person is there to cheer on the diver as well as make sure the diver is OK at all times.
3. Participants will be allowed to wear goggles, ear plugs and nose plugs. They can also wear protective clothing. If participants choose to use any of these items they must provide each item themselves.
4. Participants cannot use their hands at any time.
5. Judges will be on site to determine the winner. The first person to blow a bubble will win.

Faculty/Staff Decorate Your Office Contest

Rules:

1. Open to McKendree faculty and staff.
2. Show your McKendree spirit!
3. Include the Homecoming Theme: "A Celebration of Heroes" in your decorations, or with the members of your office.
4. The competition begins on Monday, September 30. Get your office ready and promote Homecoming Week!
5. Judging will take place on Friday, October 4, time 3pm. A representative of the office must be present in order to be judged.
6. Judging will be based on creativity and how well the department portrays their office and the Homecoming Theme: "A Celebration of Heroes".

Prize:

1. Winners will receive a catered lunch from a local restaurant, and of course bragging rights until next year.
2. The winning office will be announced during halftime of the football game, so bring your staff to the game and cheer on the Bearcats.

