



Homecoming Event Packet

Since 1964 homecoming has been an autumn hallmark of ASU Life. Homecoming is a collaboration of the Alumni Association, ASU Athletics, Multicultural & Student Activities Programs, and the students.

Homecoming events are open to all student groups on campus. With that being said, you do not have to be a registered student organization to compete in the annual events.

Sun, Oct. 7 th	Mon, Oct. 8 th	Tue, Oct. 9 th	Wed, Oct. 10 th	Thur, Oct. 11 th	Fri, Oct. 12 th	Sat, Oct. 13 th
Brisket & Washer Tourn.	King & Queen Presentation	Ram Remembrance	Dance Marathon & Step Competition Prelims	Blue & Gold Party & Relay	Run through sign, Step Contest Finals, Pep-Rally & Bonfire	Parade, Homecoming Football Game @ 4pm

*Please see the information below for specific event details

Please carefully read the 2018 Homecoming Event Packet for detailed rules and requirements before registering for events.

Theme Selection

Theme selection is omitted this year. Student organizations or groups should base their theme around everything great about the State of Texas with a focus on Angelo State Pride.

King & Queen Nominations & Elections

King & Queen Preliminary Voting: Monday, October 1st – Thursday, October 4th

Check your ASU e-mail account to access link

King & Queen Final Voting: Monday, October 8th – Thursday, October 11th

Check your ASU e-mail account to access link

NOMINATION RULES:

1. Nominations for queen should identify as a female.
2. Nominations for king should identify as a male.
3. Nominee must have a 2.00 cumulative GPA or higher.
4. Nominee must be in good judicial standing with Angelo State University.
5. Student groups/organizations are eligible to nominate one (1) king and one (1) queen candidate.
6. Candidates must be nominated by an organization/student group that is registered for the homecoming events.
7. The Multicultural & Student Activities Center will contact nominees to schedule an appointment for photos.
8. It is the responsibility of each group/organization to make sure that their candidate is eligible under the guidelines established by the ASU Homecoming Committee. To ensure candidate eligibility before deadline, submit applications as soon as possible in order to resubmit a nomination if necessary.
9. Nominees must agree to participate in all Homecoming Activities assigned (including Nominee Presentation Rehearsal, Nominee Presentation and Homecoming Parade.)
 - Failure to attend 3 out of the 5 events will result in removal from the competition
 - Excuses must be approved by the homecoming committee
10. The Homecoming Committee will handle all publicity. No individual campaign posters or signs are permitted.
 - Social media excluded
 - One warning will be given
 - Failure to comply will result in disqualification.
11. Nominees must follow all campaign rules and guidelines.
 - Failure to comply will result in an automatic elimination.
12. Nominees must be present for the mandatory rehearsal on Friday, October 5th 4 p.m. in the UC C.J. Davidson Conference Center and the Nominee Presentation on Monday, October 8th at 6:30p.m.
13. If nominee makes it to court, the nominee must be available for the Halftime practice on Friday, October 12th at 8a.m. and on Saturday, October 13th for the Homecoming Parade (10:30a.m.) and football game (4p.m.)

14. Each nominee should accept the nomination from one organization and **can only represent one organization** at a time.

15. Please have a backup nominee prepared

If the winners are from two separate organizations, each nominating organization will receive 10 pts. 10 pts can be awarded to the organization if they nominated the winning king and queen nominees

Brisket Cook-Off

Check-in: Sunday, October 7th, 8-9 a.m., LeGrand Alumni Center

Judging: Sunday, October 7th, 5p.m., LeGrand Alumni Center

A \$50 entry fee must be turned in to the Multicultural & Student Activities Center. This will cover the cost of your brisket. All proceeds will go towards Dance Marathon. The entry fee must be paid by Wednesday, October 3rd at 5pm or your group will not be able to participate in the cook-off.

BRISKET COOK-OFF RULES:

1. Teams will be required to provide their own cooker or BBQ pit.
2. Each team participating must check-in with a Homecoming committee member at the registration table. At check-in you will pick out your brisket.
3. All brisket entries will be cooked on location. NO GAS OR ELECTRIC GRILLS. (If the grill needs to be plugged in, it is considered electric and cannot be used.)
 - Flame/fire starters can be used
 - Check grill upon arrival
4. No alcoholic beverages are allowed. Students, organizations and/or teams caught with alcoholic beverages will be asked to leave and will forfeit all points for the brisket cook-off contest. This includes alcoholic beverages in recipes.
5. Only current ASU students may participate in the contest for spirit stick points
6. Music will be provided during this event, beginning at 12pm.
 - A DJ will be available to take request. After 12pm student groups are ask to refrain from playing music and make request through DJ.
7. All entries will be judged anonymously on a number of factors by a panel of judges to be announced the day of the competition.
8. Temperature of the briskets will be checked between the fourth and fifth hour to ensure it will be ready for judging.

Groups are encouraged to decorate a booth representing the homecoming theme. The booth can feature, facts, about the State of Texas, music, food, games and tradition. Please do not misappropriate a culture. Five (5) bonus points will be awarded to each group that decorates a booth.

Max of 40 points can be awarded: 5 points for participation, 5 points for decoration, 30 points for first place.

Washer Tournament

Sunday, October 7th, 11a.m., LeGrand Alumni Center

Teams of two (2) should check in with a Homecoming Committee member by 10:30a.m. This will be a double elimination tournament. Only one team per organization will be allowed to participate!

RULES OF THE GAME:

Throwing the Washer

- Players must make their tosses from in line with the cup or stand directly on top of the washer cup. A player throws both of his washers on his turn, one at a time.

Scoring

- Any washer that lands completely inside the cup scores five points for the player that threw it. If both players land a washer in the cup, the two washers cancel each other and no points are scored. If no washers land in the cup, the washer closest to the cup scores one point.

Winning

- Play continues until a player reaches a score of 21 points. It is not necessary to score 21 points. If a player exceeds 21 points, he is the winner, as only one player can score in each round.

Max of 35 points can be awarded: 5 points for participation, 30 points for first place.

Homecoming King & Queen Nominee Presentation:

Monday, October 8th 7p.m., UC C.J. Davidson Conference Center

***K&Q Reception will be on Monday, October 8th 6-7pm. Dress is business casual.*

Step Show

Wednesday, October 10th, 6p.m., UC C.J. Davidson Conference Center

PRELIMINARY ROUND *Mandatory for all teams*

Wednesday, October 10th, 6p.m., C.J. Davidson Conference Center

Five (5) teams will be selected to advance to Final Round of Step Show.

FINAL ROUND

Friday, October 12th, 7:00 p.m., Junell Center

STEP CONTEST RULES

All team members must be currently full-time Angelo State University students. The Multicultural & Student Activities Center will verify enrollment.

- Each group will be allowed a maximum of five (5) minutes for their performance, which will include the introduction and exit. Three (3) points will be deducted from the team's step contest score card for each minute the organization exceeds the time limit.
 - If the performance is starting on stage (does not include a choreographed entrance), time will start at the first movement.
- Stage dimensions 22ft deep by 32ft wide and sits 16in off the ground (stepping out of boundary during performance will result in 1 point deduction from the team's step contest score card (1pt per person). This does not include entrance and exit.
 - All performers, props, and visual affects must be within the boundary. No team member can be beyond the boundary during the performance. A total of 5 points per person/item will be deducted from the team's step contest score card.
- Number of step team members must have a minimum of three (3) members and a maximum of ten (10) members. Teams consisting of ten (10) members may list one (1) alternate and teams with fewer than ten (10) members may fill additional spaces with alternates.
- Team members will not be allowed to use profanity, obscene gestures including inappropriate dance moves or demeaning lyrics during their performance. Teams should not shed clothing, shoes or any other items during performance. Any team that violates this rule will automatically be disqualified.
- Teams will not be allowed to use props such as powder, glitter or any sort of material that could make the stage slick to others. Use of these materials will result in disqualification.
- Entrance and exit onto and off of the stage should be done in a safe manner, this includes during the performance. Tumbling during the performance within the boundary is acceptable. Example, no running, jumping or tumbling onto or off of the stage.
 - Failure to follow these guidelines will result in disqualification of the team.
 - Students should use the side stairs, ramps, or sit on the stage edge first, then exit off the side.
- Please refrain from appropriating a culture. Cultural appropriation is defined as *the act of taking or using things from a culture that is not your own, especially without showing that you understand or respect this culture*. Please refrain from using cultural stereotypes that may be offensive to others. No derogatory gestures will be accepted. If you are not sure if it is offensive, ask the Homecoming Committee for advice.

8. **If your team is using a CD with music, this must be given to Homecoming Staff in the Multicultural & Student Activities Center by October 1st at the close of business hours. Please inform the Homecoming Staff if music is NOT being used.** Smartphones or other auxiliary devices are acceptable to use for music, however, the music will need to be approved prior to use of any technology outside of a CD submission. Submission of audio files outside of a CD, need to be sent in the form a list containing the artist, and song title. *E-mails of YouTube videos or music links are unacceptable.*
 - Music must originate from a native Texan artist.
 - Examples: Beyonce, Josh Abbott, Vanilla Ice, & Ciara.
 - Teams will receive a warning prior to the first performance for not using a native Texan artist as their submitted music choice.
 - 5 points will be deducted from your final point total if your team fails to comply with this rule
9. A team representative must be assigned to instruct the sound person during the performance.
10. Each judge will use the categories shown below to judge team performance. Judging will be on a five (5) point scale with five (5) being the highest and one (1) the lowest in the specified areas:
11. Judging criteria
 - **Crowd enthusiasm** - crowd reaction to the performance
 - **Incorporation of ASU history/tradition**- the incorporation ASU, blue/gold spirit
 - **Appearance**- General appearance of team
 - **Creativity**- Performing new and innovative steps and utilizing a creative introduction and exit
 - **Clarity**- Words, sayings, and chants are clear and easily understood
 - **Execution**- Carries out precise synchronization of steps and choreography
 - **Incorporation of Step** - The amount of step choreography used in performance
 - **Showmanship**- Overall manner of presenting routine to the audience
12. Maximum amount of points possible per performance is 40 points
13. Discretionary Statement
 - Judges have full discretion over point deductions utilizing the above listed criteria.
 - The Homecoming committee has full discretionary authority to decide all disqualifications.

Maximum amount of points possible for winning Step Competition is 35 points 5 points for participation, 30 points for first place.

Teams must report between 5:40p.m and 6:00pm for preliminary round in the C.J. Davidson Center. Check in for the Final Round is between 6:30p.m and 7:00pm in the Junell Center. Teams that are not present at check-in time will be disqualified and will forfeit all points for the step contest.

Ram Remembrance

Tuesday, October 9th at 7p.m., UC C.J. Davidson Conference Center

Please join us for a candlelight ceremony remembering Ram Family members - students, alumni, faculty and staff - who have passed away Sept. 1, 2017, through Aug. 31, 2018.

Ram Remembrance is part of Homecoming during which we publicly remember each member of the Ram Family lost during the previous academic year. If you know of current or former students, staff members, or faculty members who passed away during this time, please [submit their information](#). We will be sure to include them as we read the names and light candles for each during the ceremony.

Dance Marathon & Round One Step Show

Wednesday, October 10th 25th, 4-6p.m., C.J. Davidson Conference Center

The Preliminary Round of Step Show will begin at 6pm following Dance Marathon.

Dance Marathon is a nationwide movement involving college and high school students at more than 300 schools. The event helps raise awareness and funds for Children's Miracle Network Hospitals. All funds raised will go to our local Children's Miracle Network.

Registration for the Third Annual Angelo State Dance Marathon will open on Monday, September, 3rd. At that time groups will receive a detailed email with instructions on how to create a team, register teammates and ideas to raise funds for our local Children's Miracle Network Hospital.

Members of your team are encouraged to attend the Dance Marathon to dance and play games with local Miracle Children. The event is all about being active and dancing for those that can't.

RULES:

1. All money raised goes to Dance Marathon, benefiting San Angelo's local CMN Hospital
2. The members on the team must be ASU staff/faculty/students.
3. To be considered a 'team' the group must have at least **five** members.
4. For every ten (10) members that join your fundraising team (up to 50 members), you will receive one point.
5. Each team member must pay a \$5 registration fee to join the team.
6. Points for fundraising.
 - 5 points for creating a team
 - 1 point for every 10 members on team (up to 50)
 - 5 points for every \$50 raised up to \$300, from Sept. 3rd to Oct. 9th
 - Up to 30 points can be earned from early money raised.
 - 5 points for every \$100 your team raises, up to \$800
 - Up to 40 points can be earned for money raised.

Max of 80 points can be awarded: 5 points for a team, 5 points with 50 members on your team, 30 points for raising up to \$300 before Oct 9th, and 40 points for raising up to \$800

Departmental Door Decorating Contest

This entry is for on campus departments only.

Doors need to be completed by October 5th

Judging will occur on Thursday, October 11th.

Winners will be announced via ASU email and Social Media on Friday, October 12th

Judging Criteria:

Best use of theme

Creativity

Exemplifies ASU pride

Blue & Gold Relay

Thursday, October 11th at 6pm at the ASU Pavilion; Check in no later than 5:00pm

The Blue and Gold Relay will take place at the Blue & Gold party. The relay will start shortly after the conclusion of the Blue and Gold Party countdown.

Participants may check in beginning at 4:30pm; All participants must sign a waiver and receive a wristband to qualify.

There will be one person per team at each stop with four students per team. Person A will begin and compete at the first stop. Once they are finished they will run to person B at the second stop and hand off the baton, giving them the go to begin. This will continue until the last person has completed the last stop, crossed the finish line, and there is a winner. This will be played in single elimination bracket style. The bracket will be released the week of homecoming.

Relay:

- 1st stop – ASU trivia
 - Player will be asked to answer ASU trivia. Ex: Name one of the homecoming traditions; Name one of our former presidents, etc.
- 2nd stop – game
 - Games will vary based on Minute To Win It style activities
- 3rd stop – ASU trivia
 - Player will be asked to successfully sing the full Angelo State fight song
- 4th stop – game
 - Games will vary based on Minute To Win It style activities

Rules:

- The players you chose to participate **MUST** be ASU students and part of your specific organization.
- Those playing **MUST** be wearing the correct color wristband according to your team, if there is no wristband on or they are wearing the wrong color they will not be allowed to participate.
- Players must be wearing appropriate attire to participate: Shoes, shirt, and at least shorts.

Points

- 3rd place for each event: 10 points
- 2nd place for each event: 20 points
- 1st place for each event: 30 points

Maximum amount of points possible for winning Blue & Gold Relay is 35 points 5 points for participation, 30 points for first place.

Run-Through Sign Contest

Friday, October 12th, 6p.m.,

Teams should report with their run-through sign beginning at 5:00pm but no later than 6:00p.m. at the **Junell Center**.

GENERAL RULES:

Sign must not exceed 12 ft. by 18 ft. and must be at least 10 ft. by 12 ft. (not including the poles). Signs not meeting these dimensions will be disqualified.

- Should your team win the sign contest, you are responsible for the poles used to hold the sign at the football game.
- Upon submission of this form, a staff member from the Multicultural & Student Activities Center will contact you within five (5) business days to schedule a time to use the CSI Banner Room. The Banner Room can be utilized for an increment of two hours during each use. Please have a couple usage times in mind when this form is turned in.

REMINDER: All student groups must follow CSI Banner Room guidelines. Banners are NOT to be left to dry in the CSI or the Banner Room itself. If you choose to paint elsewhere on campus, please remember to take enough paper to place under your painted sign. You will be responsible for any damage to University property. NO glitter is to be used inside the Banner Room or CSI.

The 1st place sign will be used at the start of the Homecoming football game. 2nd place sign will be used during half-time. **Groups will be responsible for their own poles to hold the sign at the football game.**

All teams should remove their run through sign from the Junell Center by the end of pep rally. Any signs remaining in the Junell Center will receive a **10 point deduction** from their overall homecoming points.

SUGGESTIONS:

- Consider cutting holes or slits in your sign because it tends to be windy.
- Butcher paper, paint, banner paper, glue, scissors, tape and other supplies are available to all registered student organizations in the Center for Student Involvement.

Max of 35 points can be awarded: 5 points for participation, 30 points for first place.

Bonfire

Bonfire building will begin Tuesday, September 25th. Build times are Tuesday, Wednesday and Thursday from 5pm-7pm.

RULES & GUIDELINES

1. The bonfire is a yearly homecoming event in which all students, organizations, and teams from the university can participate and are invited to build and guard.
2. Please note that this year there will be additional building days, but participation is limited to 20 members present at a time working on the bonfire build. The Multicultural & Student Activities Center will contact each organization within 48 hours of them registering to coordinate a day/time to participate in bonfire build. These time slots will be given on a first come, first serve basis.
 - Organizations will be limited to two time slots for the first week of build
 - The second week of bonfire build will be on a first come first serve basis for extra points
3. There will be a total of **20 points per week** available to all student groups who help build.
4. **Building:** All student groups are eligible to receive points in this area. A group will earn one (1) point for every hour each person works to build the bonfire with a **maximum of five (5)** people per group working at a time.
5. **Guarding:** Each student group must have earned at least 20 points in order to guard. Guarding will begin Saturday, October 6th or sooner depending when the Bonfire is 75% complete. 20 pts will be awarded to any student group who participates in guard.
6. Students, organizations and/or team members will be required to sign-in and out with the designated Homecoming Committee representative. **Students who do not sign-in and out will not receive points.** If a student forgets to sign-in and has already worked an hour, they will not receive points for that hour. Point accumulation begins when they sign-in.
7. Credit will be awarded to the nearest 15-minute increment.
 - For example: if a student works for an hour and twenty minutes, the student group will earn 1.5 pts.
8. Students who are caught not working (i.e., sitting around, talking, etc.) or who “disappear” will be sent home and will not receive points.
9. The Multicultural & Student Activities Center will provide gloves to ensure safety. The dress code is old jeans and close toed shoes ex: tennis shoes, boots, twisted X’s. **Volunteers will be asked to leave if they are wearing sandals or shorts.** The dress code will be strictly enforced. Sunblock is recommended for everyone, especially for those sensitive to heat and sunlight.
10. Only wood pallets may be used to burn. No petroleum products, tar from roofing supplies, plastics, or fiberglass will be permitted. Students caught adding anything other than wood to the bonfire will be sent home and not receive points.
11. Construction will take place beginning Tuesday, September 25th. **DO NOT** attempt to work on the bonfire in any way without a cadet or Homecoming staff present. If you are unsure if we will be working on a particular day, contact the cadet in charge or the Multicultural & Student Activities Center. ***Times and days are subject to change.***
12. The top four organizations with the most hours worked will be allowed to light the bonfire. Those organizations will be announced prior to and at the pep rally.
13. When guarding begins, each team will be responsible for the bonfire site. **No alcoholic beverages are allowed.** Students, organizations, and/or teams caught with alcoholic beverages will be asked to leave by the University Police and will lose all points for guarding. Food and non-alcoholic beverages are permitted at the site.
14. Each organization/team will be responsible for cleaning the site at the end of their guarding time. **If the site is not properly cleaned, all of the hours and points that have been awarded for guarding will not count.**

15. **FIRES ARE NOT ALLOWED.** If there is evidence of a fire, all of your organizations points will be taken away.
16. Periodic safety checks will be held throughout the building of the bonfire by the city fire marshal.
17. Safety is paramount and no horseplay will be tolerated. In the event that an injury occurs, an individual will either be taken to the University Clinic or sent to the local emergency room.
18. On the day of the bonfire, the individuals lighting the bonfire must wear clothes that are made of 100% cotton. The only fuel used to ignite the fire will be diesel. No gasoline will be used. ROTC will direct the dousing of the bonfire. No synthetic fabrics will be allowed next to the fire. Individuals are not to park or stand close to the bonfire once it begins to burn, boundaries will be set, and cadets will be monitoring the area.

Only 25 students will be allowed at bonfire build per date/time slot. Organizations will sign up for their preferred build day. Each organization can have 5 members at the bonfire build per build day/time. (There will be 4 organizations working per day.) After September 14th if there are build day/times left, we will open the form back up for organizations to sign up for more than one spot.

Max of 70 points can be awarded: 20 points for participation in guarding, 20 points- have 5 members help build 2 times for week one, 30 points-have 5 members help build for 2 hours 3 times for week two (based on first come first serve time-slots). Total of 50 points for 2 weeks of building times.

Parade

Check-in: Saturday, October 13th, 8:30-9:30 a.m. (Parking lot in between Shannon Medical Center & Central High School Freshman Campus (CFC))

Route: The ASU Parade will begin at 11a.m. and travel down Oakes St. to Harris Ave., turn right onto Harris Ave and continue to Chadbourne St. Floats will turn left onto Chadbourne St. to Concho Ave. then left on Concho Ave. back to Oakes St.

Judges: Judges will be located on the balcony of Fat Boss Pub, located on Chadbourne St.

Judging Criteria:

Most Spirited	5 pts (Exemplifies Pride and Enthusiasm for ASU)
Best use of Theme	5 pts (Best fits the Homecoming 2018 theme)
Most Creative	5 pts (Creativity, imagination, and movement in an entry)
Symmetry	5 pts (Float is consistent with decorations on both sides)

Please note: Student groups should not collect donations from parade spectators. The Homecoming Committee works hard to raise money for Children's Miracle Network.

Max of **35 points** can be awarded: 5 points for participation, 30 points for first place.

Points

5 participation points will be awarded for each activity a group participates in

- Brisket Cook-Off
- Washer Tournament
- Run Through Sign Contest
- Step Show (round one)

- Parade
- Blue and Gold Relay

There will be a 1st, 2nd and 3rd place for the following events:

- Brisket Cook-Off
- Washer Tournament
- Blue and Gold Relay
- Run Through Sign Contest
- Step Show Finals
- Parade

3rd place for each event: 10 points

2nd place for each event: 20 points

1st place for each event: 30 points

King and Queen Nominee Points

- 10 bonus points will be awarded to the group who nominated the winning king and queen

Dance Marathon Points

- 5 points for creating a team
- 1 point for every 10 members on team up to 50 members (up to 5 points can be earned)
- 5 points for every \$50 raised up to \$300 (up to 30 points can be earned)
- 5 points for every \$100 your team raises, up to \$800 (up to 40 points can be earned)

Bonfire Build Points

- An organization will earn 1 point for every hour each person works to build the bonfire with a **maximum of five (5)** people per organization.
- A total of 50 points can be earned from bonfire build.
 - A one-time bonus of 20 points will be given to those organizations that guard.

Run Through Sign (possible point deduction)

- All teams should remove their run through sign from the Junell Center by the end of pep rally. Any signs remaining in the Junell Center will receive a 10 point deduction from their overall homecoming points.

ASU Flags

- There is an opportunity for each student group to earn 10 bonus points during homecoming week. Each morning we need a group to put the ASU flags out at 7:30am and another group to pick them back up at 4pm. These are the flags you see placed along Ave N. Please sign up using the ASU Flags online form on the Homecoming Website.
- Slots will be assigned on a first come, first serve basis.

Dunk Tanks

- There is an opportunity to have **one** person from each group registered for HC events to volunteer for the dunk tank. That person will earn 5 bonus points for their group.
- Each group can earn 1 point per \$1 donated to the dunk tank, up to \$50/50 points.

Total possible points: 440 points

- **King and queen nominees:** Max of **10** points can be awarded
- **Brisket cook off:** Max of **40** points can be awarded: 5 points for participation, 5 points for decoration, 30 points for first place.
- **Washer tournament:** Max of **35** points can be awarded: 5 points for participation, 30 points for first place.
- **Step show:** Max of **35** points can be awarded: 5 points for participation in round one, 30 points for first place.
- **Dance Marathon:** Max of **80** points can be awarded: 5 points for a team, 5 points up to 50 members on your team, 5 points for every \$50 raised up to \$300 before Oct 9th, 40 points for raising up to \$800
- **Blue & Gold Relay:** Max of **35** points can be awarded: 5 points for participation, 30 points for first place
- **Run-Through Sign Contest:** Max of **35** points can be awarded: 5 points for participation, 30 points for first place.
- **Bonfire Build/ Guard:** Max of **70** points can be awarded: 20 points for participation in guarding, 20 points- have 5 members help build 2 times for week one, 30 points-have 5 members help build for 2 hours 3 times for week two (based on first come first serve time-slots). Total of 50 points for 2 weeks of building times.
- **Parade:** Max of **35** points can be awarded: 5 points for participation, 30 points for first place.

- **Dunk Tank:** Max of **55** points can be awarded: 5 points for one volunteer from the organization to be in the dunk tank, 50 points from raising upward of \$50
- **ASU flags:** Max of **10** points can be awarded