About Homecoming

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.

The 2019 Homecoming Event Packet contains detailed rules and requirements for participating in this year’s homecoming festivities and competitions.

Theme Selection
Spring 2018, the ASU student body participated in the selection of this year’s homecoming theme. After a week of voting the theme “ASU in Space” was selected. To ensure this year’s homecoming is “Out of this World”, student organizations or groups should base their participation theme around “ASU in Space”.

2019 Homecoming Logo
King & Queen Nominations & Elections

Important Dates:

King & Queen Nominee Deadline: September 13th
King & Queen Nominee Presentation: Saturday, September 28th, RamJam, LeGrand Alumni Center
King & Queen Preliminary Voting: Monday, September 30th – Thursday, October 3rd
*Check your ASU e-mail account to access link
King & Queen Final Voting: Monday, October 7th – Thursday, October 10th
*Check your ASU e-mail account to access link

NOMINATION RULES & GUIDELINES:

1. Nominees for queen should identify as a female.
2. Nominees 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 by September 13th at 5 pm. Submissions after deadline will not be considered.
7. The King and Queen Chair will contact nominees to schedule an appointment for photos. The week of Sunday, September 15th - Saturday, September 21st.
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.)
   a. Failure to attend 3 out of the 5 events will result in removal from the competition
   b. Excuses must be approved by the homecoming committee
   c. All nominees must sign up for their three (3) mandatory events. Not all nominees can attend the exact same event for credit. (Sign-ups will be on a first come first serve basis)
10. The Homecoming Committee will handle all publicity. No individual campaign posters or signs are permitted.
   d. Social media excluded
   e. One warning will be given
   f. Failure to comply will result in disqualification.
11. Nominees must follow all campaign rules and guidelines.
   g. Failure to comply will result in an automatic elimination.
12. Prior to Preliminary voting Nominees will be presented at the RamJam scheduled for September 28th.
13. Nominees must be present for the mandatory rehearsal on Friday, October 4th 4:30 p.m. in the UC C.J. Davidson Conference Center and the Nominee Presentation on Monday, October 7th at 6:30p.m.
14. If nominee advances to homecoming court, the nominee must be available for the Halftime practice on the morning of Friday, October 11th and on Saturday, October 12th for the Homecoming Parade (10:00a.m.) and football game (4p.m.)
15. Each nominee should accept the nomination from one organization and can only represent one organization at a time.
16. Please have a backup nominee prepared

If the winners are from two separate organizations, only 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 6th, 7-9 a.m., LeGrand Alumni Center

***Grill and Pit preparation can begin at 6 a.m.***

Judging: Sunday, October 6th, 5 p.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 2nd at 5pm or your group will not be able to participate in the cook-off.

Brisket Preparation: Saturday, October 5th, 3-6pm, LeGrand Alumni Center
Participants will be able to come in on Saturday to trim, marinate, and season brisket. After preparation, teams must label and leave brisket on location for proper food storage.

BRISKET COOK-OFF RULES:

1. Teams will be required to provide their own cooker or BBQ pit. (Teams are asked to bring their own BBQ Pit if they have one. The groups that don’t have a BBQ pit and want to participate in the cook-off are asked to call Multicultural Center before September 23rd. Pits are limited.)
2. Each team participating must check-in with a Homecoming committee member at the registration table.
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 their stations according to the homecoming theme, ASU in Space. The booth will feature a game provided by the Homecoming Committee. The booth may be decorated as the organization sees fit. If an organization does not have the resources to set up a game, please contact the committee so we may help. Please keep booths family friendly. Five (5) bonus points will be awarded to each group that puts up a game booth.
Possible Points for Participating in Brisket Cook-Off

<table>
<thead>
<tr>
<th></th>
<th>Participation</th>
<th>Placed in Cook-off</th>
<th>Max Points</th>
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</thead>
<tbody>
<tr>
<td>1st Place</td>
<td>5 pts</td>
<td>30 pts</td>
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<td>2nd Place</td>
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<td>3rd Place</td>
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<tr>
<td>Other Contestants</td>
<td>5 pts</td>
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<td>5 pts</td>
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</tbody>
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A Galaxy of Fun Tournament

Sunday, October 6th, 12p.m., LeGrand Alumni Center

RULES OF THE GAMES:
The games will be set up by each organization. Games are just for fun and participation points.

- **Baseball Throw (Meteor Attack)**
  - Three bottles (Gatorade would be good) filled with sand will be stacked up. The thrower will stand a pre-determined distance away (up to the discretion of the organization). Thrower gets three balls, if you knock the bottles over you win.

- **Giant Jenga (Captains Precision)**
  - Two players take turns pulling wooden blocks from the stack, placing the removed blocks back on top. First player to make the tower fall loses.

- **Ring Toss (Saturn Ring Toss)**
  - 16 water bottles of sand (or bottle liters are good or something of the like) are set up in a grid. Players get five rings to toss at the grid. If the player gets three of the five rings on the bottles they win.

- **Card Throw (Laser Game)**
  - Slice a watermelon in half and get a deck of cards. The thrower will stand a pre-determined distance away (up to the discretion of the organization). The player gets one minute to throw cards at the melon until one sticks.

- **Dice Balance (The Milky Walk)**
  - Using popsicle sticks and dice, the player or players must stack three dice one by one onto the end of a popsicle in their mouth. They must then walk to a cone (or wind through cones or something of the like) and back without dropping the dice in two (?) minutes.

- **ASU Trivia Station**
  - Players have one minute to answer five ASU trivia questions. Randomize each time.

- **Hula Hoop Competition (Who’s the Best Planet)**
  - At least two players begin hoola hooping’. Last player to drop the hoop wins.

- **Water Balloon Toss (Alien Egg Toss)**
  - Two players stand facing each other, standing about ten feet about. After each toss one player backs up. Last person to pop the balloon wins.

*If organization wishes to modify rules for the enhancement of the game they are welcome to do so within reason.

### Possible Points for Participating in Galaxy of Fun

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<thead>
<tr>
<th></th>
<th>Volunteer – Dunk Tank</th>
<th>Tickets Purchased</th>
<th>Participate in Game</th>
<th>Decorating Booth</th>
<th>Max Points</th>
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</thead>
<tbody>
<tr>
<td>Organization</td>
<td>5 pts</td>
<td>1 pt (up to 50pts)</td>
<td>5 pts</td>
<td>5 pts</td>
<td>65 pts</td>
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</table>
Step Show

Important Dates:

**Preliminary round:** Mandatory for all teams
Wednesday, October 9th, 6p.m., C.J. Davidson Conference Center

**Final round:**
Friday, October 11th, 5:30 p.m., LeGrand Stadium

**STEP CONTEST RULES**

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

1. 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.

2. 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.

3. 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.

4. 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.

5. 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.

6. 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.

7. 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 September 30th 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.*

9. A team representative must be assigned to instruct the sound person during the performance.
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:

- **Crowd enthusiasm** - crowd reaction to the performance
- **Incorporation of Homecoming Theme and ASU spirit** - the incorporation ASU, blue/gold spirit, and this year's theme
- **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

Maximum amount of points possible per performance is 40 points

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.***

### Possible Points for Participating in Step Show

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<thead>
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<th>Participation</th>
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<th>Max Points</th>
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<tbody>
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<td>5 pts</td>
<td>30 pts</td>
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<tr>
<td>2nd Place</td>
<td>5 pts</td>
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<tr>
<td>3rd Place</td>
<td>5 pts</td>
<td>10 pts</td>
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<tr>
<td>Other Contestants</td>
<td>5 pts</td>
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Teams must report between 5:00p.m and 5:30pm for preliminary round in the C.J. Davidson Center. Check in for the Final Round is between 4:45p.m. and 5:15p.m. at the LeGrand Stadium. 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, 2018, through Aug. 31, 2019.

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

Wednesday, October 9th 24th, 4-5:30p.m., C.J. Davidson Conference Center

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.

Possible Points for Participating in Dance Marathon

<table>
<thead>
<tr>
<th>Team</th>
<th>Create Team</th>
<th>Number of Members</th>
<th>Money Raised</th>
<th>Max Points</th>
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<tr>
<td></td>
<td>5pts</td>
<td>5 pts</td>
<td>50 pts</td>
<td>35 pts</td>
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<td>(1 pt for every 10 members—up to 50 members)</td>
<td>(up to $500)</td>
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</table>
Blue & Gold Relay

Thursday, October 10th at 5:30pm at the ASU Pavilion; Check-in no later than 5:00pm

Blue and Gold Relay Guidelines

1. 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.

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

3. 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:

1. The players you chose to participate MUST be ASU students and part of your specific organization.

2. 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.

3. Players must be wearing appropriate attire to participate: Shoes, shirt, and at least shorts.

Possible Points for Participating in Blue and Gold Relay

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<thead>
<tr>
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<th>Participation</th>
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<tr>
<td>Other Contestants</td>
<td>5pts</td>
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<td>5pts</td>
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Run-Through Sign Contest

Thursday, October 10th, 6:30p.m.
Teams should report to the Junell Center with their run-through sign beginning at 5:00pm but no later than 6:00p.m.

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: Butcher paper, paint, banner paper, glue, scissors, tape and other supplies are available to all registered student organizations in the Center for Student Involvement.

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 banners from the Junell Center at the conclusion of the judging. Any signs remaining in the Junell Center will receive a **10 point deduction** from their overall homecoming points.

Note: Run Through Banner Winners will be announced during the Pep-Rally.

### Possible Points for Participating in Run-Through Banner Contest

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<tr>
<td>Other Contestants</td>
<td>5 pts</td>
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<td>5 pts</td>
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Bonfire

Bonfire building will begin Tuesday, September 24th.
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. Bonfire build participation is limited to 25 individuals at a time. 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
3. There will be a total of 20 points per week available to all student groups who help build.

Building:
4. 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. 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.
6. 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.
7. Students who are caught not working (i.e., sitting around, talking, etc.) or who “disappear” will be sent home and will not receive points.
8. 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.
9. Construction will take place beginning Tuesday, September 24th. 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.
11. The top three organizations with the most hours worked will be allowed to light the bonfire.

Guarding:
12. Each student group must have earned at least 20 points in order to guard. Guarding will begin when the Bonfire is 75% complete. Saturday, October 5th is the desired date to begin bonfire guard. 20 pts will be awarded to any student group who participates in guard.
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.

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**NOTE:** Top three organizations that will be lighting bonfire will be announced during the last set of the Rambelle Volleyball Game (Friday, October 11th, 7 pm at Junell Center)

**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 13th if there are build day/times left, we will open the form back up for organizations to sign up for more than one spot.

### Possible Points for Participating in Bonfire

<table>
<thead>
<tr>
<th>Participation in Guarding</th>
<th>Build Week 1</th>
<th>Build Week 2</th>
<th>Max Points</th>
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</thead>
<tbody>
<tr>
<td>Organization</td>
<td>20 pts</td>
<td>20 pts</td>
<td>20 pts</td>
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Parade

Check-in: Saturday, October 12th, 8-9:30 am, Foster Field Parking Lot

Route: The ASU Homecoming Parade will begin at 10 a.m. from the Foster Field Parking lot and travel west towards Phil George Drive, passing in front of the Junell Center. Parade will turn right on Phil George towards Dena, then turn left. At the intersection of Dena Dr. and Johnson Ave., the parade will turn to the right and head north, turning right on Vanderventer Ave. and right again on Van Buren St. The parade will make a final right in front of Texan Hall ending at the Junell Center parking lot

Judges: Judges will be located throughout the route.

Judging Criteria:
Most Spirited 5 pts (Exemplifies Pride and Enthusiasm for ASU)
Best use of Theme 5 pts (Best fits the Homecoming 2019 theme: ASU In Space)
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.

Possible Points for Participating in Homecoming Parade

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<th>Participation</th>
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<tr>
<td>Other Contestants</td>
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<td>5 pts</td>
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Departmental Door Decorating Contest

This entry is for on campus departments only.

Important Dates:
Doors need to be completed by October 5th
Judging will occur on October 11th.
Winners will be announced via ASU email and Social Media on Friday, October 12th

Judging Criteria:
Best use of theme
Creativity
Incorporation of ASU spirit
Overall Appearance