Homecoming 2022

Since 1964, homecoming has been an autumn hallmark of ASU Life. Homecoming Activities Week is a cross-departmental campus collaboration, which includes, but is not limited to, the Center for Student Involvement, Alumni Association, ASU Athletics, and student organizations.

Homecoming events are open to all departments and student groups on campus; you do not have to be a registered student organization to compete in the annual events.

The 2022 Homecoming Event Packet contains detailed rules and requirements for participating in this year’s homecoming festivities and competitions.

Theme Selection

In spring 2022, the Homecoming Committee selected the theme for Fall 2022. After rigorous voting and help from faculty, staff, students, and administration, they selected “ASU Haunted Homecoming.”
King & Queen Nominations & Elections

❖ King & Queen Nominee Deadline: October 6th
❖ King & Queen Nominee Meet and Greet: Saturday, October 8th, Ram Jam, LeGrand Alumni Center
❖ King & Queen Preliminary Voting: Monday, October 10th – Friday, October 14th
   ➢ Check your ASU e-mail account to access link*
❖ King and Queen Presentation Rehearsal: Saturday, October 15th, CJ Davidson, 11am
❖ King and Queen Presentation: Monday, October 17th, CJ Davidson, 7:00 PM
❖ King & Queen Final Voting: Tuesday, October 18th – Friday, October 21st
   ➢ Check your ASU e-mail account to access link*

NOMINATION RULES & GUIDELINES:
1. Nominees for the Queen should identify as female.
2. Nominees for a king should identify as male.
3. The nominees must have a cumulative GPA of 2.0 or higher and be in good judicial standing with ASU.
4. Student groups/organizations are eligible to nominate one (1) king and one (1) queen candidate.
5. Candidates must be nominated by an organization/student group registered for the homecoming events by October 6th at 5:00 PM. **Submissions after the deadline will not be considered.**
6. The King and Queen Chair will contact nominees to schedule an appointment for photos. The week of October 3-7, by noon, we will take the photos in the Center for Student Involvement, in the University Center.
7. 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 the deadline, submit applications as soon as possible to resubmit a nomination if necessary.
8. Nominees must participate in all Homecoming Activities assigned (including Nominee Meet and Greet, Presentation Rehearsal, Nominee Presentation, and Homecoming Parade.)
   a. Failure to attend three out of the five events will result in removal from the competition.
   b. The homecoming committee must approve.
   c. All nominees must sign up for their three (3) mandatory events. Not all nominees can attend the same event for credit. (Sign-ups will be on a first-come, first-serve basis)
9. The Homecoming Committee will handle all publicity. No individual campaign posters or signs are allowed.
   d. Social media excluded
   e. One warning will be given
   f. Failure to comply will result in disqualification.
10. Nominees must follow all campaign rules and guidelines.
   g. Failure to comply will result in automatic elimination.
11. Before Preliminary voting, Nominees will be presented at the Ram Jam scheduled for October 8.
12. Nominees **must** be present for the mandatory rehearsal on Saturday, October 15 at 11AM in the UC C.J. Davidson Conference Center and the Nominee Presentation on Monday, October 17 at 6:30 PM.
13. If the nominee advances to homecoming court, the nominee must be available for the halftime practice on the afternoon of Friday, October 21, and on Saturday, October 22 for the Homecoming Parade (10:00 AM) and football game (4:00 PM)
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, the only nominating organization will receive 10 points. They might award the 10 points to the organization if they nominated the winning king and queen nominees.
Dance and Chant Competition

Preliminary Round
Thursday, October 20, 6:00 PM, ASU Pavilion
The preliminary round is mandatory for all organizations/teams

Final Round
Thursday, October 20, 9:00 PM, ASU Pavilion

Important Information:
- Teams must report between 5:15 PM - 5:45 PM to check-in for the preliminary round at the ASU Pavilion.
- If a team is not signed in by 5:45pm they will be disqualified from the event.
  - Approval, with prior notification (3 hours), from the Homecoming Committee is required if an organization is running late
- Check-in for the Final Round is between 8:15 PM. and 8:45 PM at the ASU Pavilion
- Teams not present by 8:45 pm will be disqualified and forfeit all points for the dance and chant contest.

Dance and Chants Contest Rules

All team members must be current full-time Angelo State University students. The Student Life office will verify enrollment.

1. Each group can have a maximum of five (5) minutes or less for their performance, including the introduction and exit. Three (3) points will be deducted from the team’s step contest scorecard for each minute the organization exceeds the time limit.

   If the performance starts on stage (does not include a choreographed entrance), time will begin with the first movement.

2. Stage dimensions: 40x24 and sits 36in off the ground
   a. Stage will be marked by Homecoming Committee

   Stepping out of boundary during the performance will cause 1-point deduction from the team’s step contest scorecard (1pt per person). This does not include entrance and exit.

   All performers, props, and visuals must be within the boundary mark. In addition, no team member can be beyond the boundary during the performance. The judges can deduct five (5) points per person/item from the team’s step contest scorecard.

3. The organization 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 groups with fewer than ten (10) members may fill additional spaces with substitutes.

4. During their performance, team members may not use profanity, obscene gestures, including inappropriate dance moves, or demeaning lyrics. In addition, teams should not shed clothing, shoes, or any other items during the performance. Any team that violates this rule will automatically be disqualified from Homecoming in its entirety and accumulated points will be invalid.
5. Teams **may not** use props such as powder, glitter, or any material that could make the stage slick to others. The use of these materials will result in disqualification.

6. Teams must enter, execute the performance, and exit onto and off the stage safely. Tumbling during the performance within the boundary is acceptable. For example, no running, jumping, or tumbling onto or from the stage.
   - Failure to follow these guidelines will result in the disqualification of the team.
   - Students should use the side stairs, ramps, 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 tolerated. If you are not sure if something is offensive, ask the Homecoming Committee for advice.

8. **If your team is using a CD or other item for music, this must be given to Homecoming Staff located at the CSI by October 17th, 5pm. 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 by 5pm on October 17th, before the use of any technology outside of a CD submission. Submission of audio files outside of a CD needs to be sent in the form of a list containing the artist and song title. *E-mails of YouTube videos or music links are unacceptable.*

9. Organizations must assign a team representative to instruct the sound person during the performance.

10. Each judge will use the categories 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 of ASU, blue/gold spirit, and this year's theme
   - **Appearance** - General Appearance of team
   - **Creativity** - Performing new and innovative steps and using 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 Choreography** - The amount of choreography used in performance
   - **Showmanship** - Overall manner of presenting routine to the audience

   The maximum number of points possible per performance is 40 points.

   **Discretionary Statement**
   Judges have complete discretion over point deductions utilizing the above-listed criteria. Additionally, the Homecoming Committee has full discretionary authority to decide any disqualifications with the input from judges.
Points for Participating in Dance and Chant

<table>
<thead>
<tr>
<th>Participation</th>
<th>Placed in Step Contest</th>
<th>Max Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 pts</td>
<td>30 pts</td>
<td>35 pts</td>
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Angelo Serves Homecoming Edition

Tuesday, October 18, 12pm-2pm.
Check-in 11:30am – 12:00pm, ASU Pavillon

About Angelo Serves Homecoming Edition
Angelo Serves is a new tradition being started by your 2022 Homecoming tradition. It is designed for ASU students to volunteer at local agencies for the opportunity to give back to the community we live in through volunteering. Angelo Serves is a city-wide community service program held throughout the year.

Five (5) participation points will be awarded to teams that partake in this service event. In addition, student groups will receive one (1) point per person who participates for up to ten (10) members.

Registration for the first annual Angelo Serves
Angelo Serves Homecoming Edition opens on September 21st through October 12th. Organizations and groups that pre-register will earn five (5) additional points. When registering for this event, individuals must indicate what team or organization they will be representing when serving. Students can represent only one organization for this event.

Points for Participating in Angelo Serves: Homecoming Edition

<table>
<thead>
<tr>
<th>Participation</th>
<th>Number of Members</th>
<th>Pre-Registration</th>
<th>Max Points</th>
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<tbody>
<tr>
<td>5 pts</td>
<td>10 pts</td>
<td>5 pts</td>
<td>20 pts</td>
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<tr>
<td>(1 pt. for every member—up to 10 members)</td>
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Ram Remembrance

Tuesday, October 18
7:00 PM
University Center in the 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, 2021, through Aug. 31, 2022.

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 include them as we read the names and light candles for each during the ceremony.

Dance Marathon

Friday, October 21, 4:30 PM - 6:30 PM, ASU Pavilion

Dance Marathon is a nationwide movement involving college and high school students at over 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 5th Annual Angelo State Dance Marathon will open on Friday, October 7th. At that time, groups will receive a detailed email with instructions on creating a team, registering teammates, and ideas to raise funds for our local Children’s Miracle Network Hospital.

Your team members 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 who cannot.

RULES:
1. All money raised goes to the 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 (5) members.
4. You will receive one (1) point for every five (5) members that join your fundraising team (up to 50 members).
5. Each team member must pay a $5 registration fee to join the team.
### Points for Participating in Dance Marathon

<table>
<thead>
<tr>
<th>Create Team</th>
<th>Number of Members</th>
<th>Money Raised</th>
<th>Max Points</th>
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</thead>
<tbody>
<tr>
<td>Team</td>
<td>5pts</td>
<td>5 pts (&lt;1 pt. for every 5 members—up to 50 members)</td>
<td>50 pts (up to $500)</td>
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### Run-Through Sign Contest

**Friday, October 21, 6:15 PM**

Teams should report to the Junell Center with their run-through sign beginning at 5:00 PM but no later than 5:45 PM.

**General Rules**

1. The sign must not exceed 12 ft. by 18 ft. and must be at least 10 ft. by 12 ft. (not including the poles). Signs that do not meet these dimensions will be disqualified.

2. Should your team win the sign contest, you are responsible for the poles used to hold the sign at the football game.

3. Upon submitting the form, a staff member from the Homecoming Committee will contact you within five (5) business days to schedule a time to use materials to create your run-through sign. The materials used will be utilized in increments of two hours. Please have a couple of usage times in mind when planning to use materials.

**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. *Paint is also available in the MC All student groups must follow CSI. **Banners are NOT to be left to dry in any area of the Center. 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 CSI Office.**

The First-Place sign will be used at the start of the Homecoming football game, and the Second-Place sign will be used during half-time. **Groups are responsible for their poles to hold the sign at the football game and have members available to clean field right after the run through.**

All teams must remove their banners from the Junell Center after 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 Belles Volleyball Game on Friday.
Points for Participating in Run-Through Banner Contest

<table>
<thead>
<tr>
<th>Participation</th>
<th>Placed in Banner</th>
<th>Max Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st Place</td>
<td>5 pts</td>
<td>30 pts</td>
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<tr>
<td>2nd Place</td>
<td>5 pts</td>
<td>20 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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Bonfire

The bonfire building will begin Monday, October 10
Bonfire Build Days are starting October 10th through 14th; Monday, Tuesday, Wednesday, Thursday, and Friday from 5:00 PM-7:00 PM at the bonfire site behind the Forster Field Stadium.

Rules & Guidelines

1. The Bonfire is a yearly homecoming event where all students, organizations, and teams from the university can participate and are invited to build and guard.

2. Bonfire build participation is limited to twenty-five (25) individuals at a time. The Homecoming committee will contact each organization within 48 hours of registration to coordinate a day/time to participate in the Bonfire build.

   Time slots are assigned on a first-come, first-serve basis. Organizations will be limited to two (2) time slots for the first week of the build.

3. Up to twenty (20) points per week are available to all student groups who help build.

   Building Sign up HERE

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, or team members are 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 not working (i.e., sitting around, talking, etc.) or who “disappear” will be sent home and not receive points.

8. The Center for Student Involvement will provide gloves to ensure safety. The dress code is old jeans and close-toed shoes (i.e., 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.

9. Only wood pallets may be used to burn. No petroleum products, tar from roofing supplies, plastics, or fiberglass will be permitted. Students adding anything other than wood to the Bonfire will be sent home and not receive points.

10. Construction will take place beginning Monday, October 10. **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 Homecoming Committee. **Times and days are subject to change.**

11. The top two organizations with the most hours worked will be allowed to light the Bonfire.

   **Guarding Sign up HERE**

12. Each student group must have earned at least twenty (20) points to guard. Guarding will begin when the Bonfire is 75% complete. Tuesday, October 18th is the desired date to begin bonfire guard. Twenty (20) points 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, or groups caught with alcoholic beverages will be asked to leave by the ASU Police Department and be disqualified from all Homecoming events. 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 thoroughly cleaned, all the hours and points that have been awarded for guarding will not count. The Homecoming coordinator will check-in with the group before and after each guard.**

15. **FIRES ARE NOT ALLOWED.** If there is evidence of a fire, all your organizations’ points will be deducted.

16. Periodic safety checks will be held throughout the building of the Bonfire by the SA City Fire Marshal.

17. Safety is paramount, and no horseplay will be tolerated. If an injury occurs, an individual will be taken to the University Clinic or sent to the local emergency room.
18. On the Bonfire day, the individuals lighting the Bonfire must wear clothes 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.

NOTE: Top two (2) organizations lighting the Bonfire will be announced at step show finals on October 20th at the Pavilion. They will light each two (2) corners of the Bonfire preceding the event.

Only twenty-five (25) students will be allowed at the bonfire build per date/time slot. Organizations will sign up for their preferred build day. Each organization can have five (5) members at the bonfire build per build day/time. (There will be five (5) organizations working per day.)

**Points for Participating in Bonfire**

<table>
<thead>
<tr>
<th>Organization</th>
<th>Participation in Guarding</th>
<th>Build Week 1</th>
<th>Max Points</th>
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<tr>
<td></td>
<td>20 pts</td>
<td>20 pts</td>
<td>40 pts</td>
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**Parade**

**Check-in:** Saturday, October 22, 8:00 AM -9:30 AM starting at Campus Green (Parking lot 25)

**Parade Route**

The ASU Homecoming Parade will begin at 10 AM, starting at the Mayer Field/Varsity Soccer Field parking lot. It will travel westbound on Dena, northbound on South Johnson, eastbound on Vandeventer, and southbound on Van Buren St. The parade will make the last right turn on Van Buren St. and ending in front of the Massies Residence halls.

**Judges**

The 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 2022 theme: ASU Haunted Homecoming)
- 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 the Children’s Miracle Network.

### Points for Participating in Homecoming Parade

<table>
<thead>
<tr>
<th></th>
<th>Participation</th>
<th>Placed in Parade</th>
<th>Max Points</th>
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<tbody>
<tr>
<td>1st Place</td>
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<td>35 pts</td>
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<tr>
<td>2nd Place</td>
<td>5 pts</td>
<td>20 pts</td>
<td>25 pts</td>
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<tr>
<td>3rd Place</td>
<td>5 pts</td>
<td>10 pts</td>
<td>15 pts</td>
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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

**Registration**
This contest is for ASU campus departments only. The registration can be found online [Here](#).

**Contest Dates**
- Doors need to be completed by **Monday, October 17 at 5:00 PM**
- Judging will occur on **Wednesday, October 19**
- The winners will be announced via ASU e-mail, social media and at Midnight Madness on **Friday, October 21**

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

#### Departmental Door Decorating

<table>
<thead>
<tr>
<th></th>
<th>Best use of theme</th>
<th>Creativity</th>
<th>ASU Spirit</th>
<th>Overall Appearance</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st Place</td>
<td>5 pts</td>
<td>5pts</td>
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<td>5pts</td>
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<tr>
<td>2nd Place</td>
<td>4 pts</td>
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Sand Volleyball Tournament

Registration
Registration is from September 22\textsuperscript{nd} - October 13\textsuperscript{th}, this competition is open to all ASU Student Groups and Campus Departments.

Tournament Date – Sunday October 16\textsuperscript{th}
- Check-In starts at 5:30 and closes at 6:15pm
  - any teams not checked in by then will be automatically disqualified from the event.
- Games will begin promptly at 6:30pm
- This is a single elimination tournament

Rules
1. Only 6 (six) members on the court at a time. Only one team per organization/department
2. All substitutes will be libero style; players can switch as they please, but can only switch after the point is finished.
3. If a player touches or pulls on the net the play will stop and a point will be awarded to the opposing team.
4. The ball can only be touched three times before crossing the net. Lifts allowed.
5. With each rotation there must be a new server, and every team member must serve once.

Scoring
1. Each match is best two out of three games.
2. To win a game a team must reach 15 points and win by 2, with a cap at 20.
3. UREC will officiate

Points for Sand Volleyball

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<tr>
<th></th>
<th>Participation</th>
<th>Placed</th>
<th>Max Points</th>
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<tbody>
<tr>
<td>1\textsuperscript{st} Place</td>
<td>5 pts</td>
<td>30 pts</td>
<td>35 pts</td>
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<tr>
<td>2\textsuperscript{nd} Place</td>
<td>5 pts</td>
<td>20 pts</td>
<td>25 pts</td>
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<tr>
<td>3\textsuperscript{rd} Place</td>
<td>5 pts</td>
<td>10 pts</td>
<td>15 pts</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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Corn Hole Tournament

Registration
Registration is from September 22nd - October 13th, this competition is open to all ASU Student Groups and Campus Departments.

Tournament Date – Sunday October 16th
- Teams should check-in with the Homecoming Committee member by 5:30pm.
  - Teams not present at check-in time will be disqualified and will forfeit all points for the event.
- Teams will consist of two players and one alternate. The alternate will only play if one of the two registered players is unable to play. Teams are determined at check in and must play the duration of the event.
- Only one team per org/department is allowed to participate
- Games will begin promptly at 6:00pm
- This is a single elimination tournament

Rules
1. There shall be a total of 8 bean bags. Four of one color and four of another.
2. Players must make their tosses in line with the front of the board on their side.
   a. Throwing line will be marked by the co-chairs.
3. A player throws one bag alternating on his turn, one at a time
4. Distance from the board will be marked by the co-chairs prior to the competition.
5. To determine who will "pitch" first to start the game each player will toss one bag toward the opposite box and whoever gets closest to the hole will be the first to throw.

Scoring
1. A bag inside the hole scores 3 points.
2. A bag that hits and remains on the board receives 1 point.
3. Bags completely off the board are not to be scored.
4. Scoring is done after all contestants have thrown.
5. Should player #2 hit player #1's bag, and nudge into the hole, player #1 thanks player #2 and benefits from the good fortune.
6. Should player #1 land a bag inside the hole and player #2 also land a bag inside the hole, player #2's throw negates the previous throw and no points are awarded for the throw.
7. Play continues until a team reaches a score of exactly 21 points. If you go over 21 you will “bust” and your points will reset at 11.
8. If a team “busts” 2 times it is an automatic loss

Points for Corn Hole

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<tr>
<th></th>
<th>Participation</th>
<th>Placed</th>
<th>Max Points</th>
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<tbody>
<tr>
<td>1st Place</td>
<td>5 pts</td>
<td>30 pts</td>
<td>35 pts</td>
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<tr>
<td>2nd Place</td>
<td>5 pts</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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**Ram Pantry Challenge**

The Ram Pantry addresses immediate food needs for students on campus. Located in the Multicultural Center, the Ram Pantry provides free non-perishable food items and toiletries for ASU students in need. This service is available to any enrolled ASU student who may be facing a difficult financial time and needs assistance. Food nutrition is an essential key to academic success, and we want to see you succeed.

In an effort to keep our Ram Pantry stocked the 2022 Homecoming committee has decided to also collect and count these points toward final scores.

Submissions:

- Please take a group photo of items and upload to Social Media and tag the ASU Homecoming account and the ASU Ram Pantry account
  - If an account is missing the submission will not be counted for points

Below will be a list of all items that are needed at the ASU Ram Pantry

*Indicates high demand items

<table>
<thead>
<tr>
<th>Protein</th>
<th>Canned Veggies</th>
<th>Fruits</th>
<th>Starches</th>
</tr>
</thead>
<tbody>
<tr>
<td>Can of Tuna *</td>
<td>Beans</td>
<td>Canned Fruit</td>
<td>Pasta*</td>
</tr>
<tr>
<td>Cans of Chicken *</td>
<td>Carrots</td>
<td>Fruit Cups</td>
<td>Rice: * Microwavable, Boil in a Bag, dry</td>
</tr>
<tr>
<td>Canned Stew*</td>
<td>Peas</td>
<td>Dried Fruits</td>
<td>Mac &amp; Cheese*</td>
</tr>
<tr>
<td>Canned Chili</td>
<td>Tomatoes</td>
<td>Jelly</td>
<td>Crackers</td>
</tr>
<tr>
<td>Soups*</td>
<td>Corn</td>
<td>Raisins</td>
<td>Ravioli*</td>
</tr>
<tr>
<td>Spaghetti Sauce*</td>
<td>Instant Potatoes</td>
<td>Fruit Boxes</td>
<td>Ready Meals*</td>
</tr>
<tr>
<td>Peanut Butter*</td>
<td></td>
<td></td>
<td>Pasta Salad</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Breakfast</th>
<th>On the go/Snacks</th>
<th>Basic Necessities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boxes of Cereal *</td>
<td>Tortilla Chips</td>
<td>Soap</td>
</tr>
<tr>
<td>Instant Oatmeal* (Individual Packets)</td>
<td>Microwaveable Non-Frozen Meals *</td>
<td>Toothbrushes/Toothpaste</td>
</tr>
<tr>
<td>Cereal Bars</td>
<td>Salsa</td>
<td>Shampoo</td>
</tr>
<tr>
<td>Pancake Mix Cups</td>
<td>Pringles</td>
<td>Conditioner</td>
</tr>
<tr>
<td>Syrup*</td>
<td>Cookies</td>
<td>Toilet Paper</td>
</tr>
<tr>
<td>Pop Tarts</td>
<td>Ramen*</td>
<td>Detergent</td>
</tr>
<tr>
<td>Granola Bars*</td>
<td></td>
<td>Lotion</td>
</tr>
<tr>
<td>Easy Mac*</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Points for Participating in Ram Pantry Challenge

<table>
<thead>
<tr>
<th>Items</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-20</td>
<td>5 pts</td>
</tr>
<tr>
<td>21-40</td>
<td>5 pts</td>
</tr>
<tr>
<td>41-60</td>
<td>5 pts</td>
</tr>
<tr>
<td>61-80</td>
<td>5 pts</td>
</tr>
<tr>
<td>81-100</td>
<td>5 pts</td>
</tr>
<tr>
<td>101-120</td>
<td>5 pts</td>
</tr>
</tbody>
</table>

*If you have exceeded point maximum and would still like to donate PLEASE feel free!