HOMECOMING COMPETITIONS 2019

OFFICIAL COPY
## SCHEDULE OF EVENTS

<table>
<thead>
<tr>
<th>Event</th>
<th>Date(s)</th>
<th>Time</th>
<th>Location(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Registration Open</td>
<td>8/30/19</td>
<td>12:00 Noon</td>
<td>Online, Owl Life</td>
</tr>
<tr>
<td>Registration Deadline</td>
<td>9/16/19</td>
<td>12:00 Noon</td>
<td>Online, Owl Life</td>
</tr>
<tr>
<td>Lip Sync Music Due</td>
<td>9/20/19</td>
<td>5:00 PM</td>
<td>Online, Owl Life</td>
</tr>
<tr>
<td>Cardboard Boat Regatta team check-in begins</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cardboard Boat Regatta competition begins</td>
<td>10/7/19</td>
<td>4:00 PM</td>
<td>Rec &amp; Wellness Center (Marietta)</td>
</tr>
<tr>
<td>Banner Judging</td>
<td>10/9/19</td>
<td>12:00 Noon</td>
<td>Both Campus Student Centers</td>
</tr>
<tr>
<td>Team Trivia</td>
<td>10/9/19</td>
<td>7:00 - 9:30 PM</td>
<td>UV Rooms (Kennesaw)</td>
</tr>
<tr>
<td>Lip Sync Practice</td>
<td>10/4/19</td>
<td>4:00 - 11:00 PM</td>
<td>Amphitheater (Marietta)</td>
</tr>
<tr>
<td>Lip Sync and Bonfire</td>
<td>10/11/19</td>
<td>7:00 - 10:00 PM</td>
<td>Amphitheater (Marietta)</td>
</tr>
<tr>
<td>Float/Vehicle/Cart/Banner Inspection</td>
<td>10/12/19</td>
<td>9:00 AM</td>
<td>KSU Center Parking Lot</td>
</tr>
<tr>
<td>Homecoming Parade</td>
<td>10/12/19</td>
<td>12:45 PM</td>
<td>Sports and Entertainment Park</td>
</tr>
<tr>
<td>Homecoming Game</td>
<td>10/12/19</td>
<td>3:00 PM</td>
<td>5/3 Bank Stadium</td>
</tr>
</tbody>
</table>

## POINT STRUCTURE

Points for Homecoming are distributed among the following events. Teams may elect to participate in one or all of the events (only one parade entry for each team, however). Each individual event will have a winner, and an overall winner will be determined based on which team has the highest point total after all competitions are completed. Therefore, teams that compete in more events will have a greater chance to win the overall competition. Each event has its own rubric for how points are determined. Please read the event/objective descriptions contained in this packet carefully so that your team understands how each event works and has the best chance to succeed.

<table>
<thead>
<tr>
<th>Event</th>
<th>Max Points Available</th>
<th>Your Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sheet Banner</td>
<td>100</td>
<td></td>
</tr>
<tr>
<td>Team Trivia</td>
<td>100</td>
<td></td>
</tr>
<tr>
<td>Lip Sync</td>
<td>150</td>
<td></td>
</tr>
<tr>
<td>Parade – Float*</td>
<td>150</td>
<td></td>
</tr>
<tr>
<td>Parade – Decorated Vehicle/Golf Cart*</td>
<td>120</td>
<td></td>
</tr>
<tr>
<td>Parade – Banner*</td>
<td>100</td>
<td></td>
</tr>
<tr>
<td>Cardboard Boat Regatta</td>
<td>100</td>
<td></td>
</tr>
<tr>
<td><strong>MAX TOTAL</strong></td>
<td><strong>600</strong></td>
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</tr>
</tbody>
</table>

*Teams may only compete in one parade category*
REGISTRATION AND TEAM STRUCTURE

Registration

Registration will open at **12 Noon on 8/30/19** and will be available online through Owl Life until 12 Noon on 9/16/19. At the time of registration, teams must provide a team name, a team captain, and a list of members on the team along with KSU ID #’s. The minimum size for any team is 5 students.

Team Structure

Teams will consist of a captain and team members. Captains will be the main point of contact for all teams and will receive all formal communication from the Department of Student Activities. If at any time a team captain needs to change for a team, the current captain must submit an email to the Department of Student Activities indicating who the new captain for their team will be (must come from team roster). Captains (or another representative) are also expected to be present at a captains meeting (schedule below) to go over rules and answer any questions.

Team members must be a currently enrolled KSU student, students may only play for one team. Once a student has been listed on the roster of a registered team, that student is not allowed to be listed on the roster of another team, or participate in another team’s activities. Players may not switch teams after the registration deadline, but may switch prior to the deadline by submitting an email to the Department of Student Activities indicating their change.

Teams compete in one or all of the events. Teams will indicate which event(s) they will be competing in when they register. Teams may change the events they are registered for up until 9/30/19. Teams that wish to make changes to the event(s) they are registered for by submitting an email to the Department of Student Activities indicating their change.

Captains Meetings

<table>
<thead>
<tr>
<th>Date</th>
<th>Time</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>9/5/19</td>
<td>9:00 – 10:00 AM</td>
<td>Kennesaw – Student Center Room 277</td>
</tr>
<tr>
<td>9/6/19</td>
<td>5:00 – 6:00 PM</td>
<td>Marietta – Student Center Room 214</td>
</tr>
<tr>
<td>9/11/19</td>
<td>12:00 – 1:00 PM</td>
<td>Kennesaw – Student Center Room 277</td>
</tr>
</tbody>
</table>
THEME

This year’s theme is “The Greatest Hits” as we celebrate greatness. In preparing for this theme, think about the greatest books, movies, music, or sporting events (i.e. football, baseball/softball, tennis). Intentionally broad, the theme lends itself to creativity and uniqueness. This theme will be relevant in a number of ways throughout Homecoming. In some instances, your score will be impacted based on how well your team incorporates it into the various competitions. If you have any questions about the theme, please contact the Department of Student Activities.

AWARDS

Winners for individual events will be announced at the conclusion of that event. The overall winner of the competition will be announced at the Homecoming football game on 10/12/19. Winners of individual events and the overall winner will receive recognition for their accomplishments.
GENERAL RULES

The following rules are general rules that apply to ALL Homecoming events**:

1. All participants/contestants in Homecoming competition activities must be currently enrolled Kennesaw State University students (i.e., no alumni, no faculty/staff). This means the participant/contestant must be actively taking classes during the week of Homecoming (i.e. cannot have withdrawn from all courses that semester).

2. All participants/contestants in Homecoming competition activities may only compete for one team. This goes across all events (i.e. a student cannot participate with one team for trivia and a separate one for lip sync).

3. Most events will be rain or shine. The decision to cancel or relocate an event will be made by the Student Activities Staff. In the event of a change to the scheduled events, Homecoming Team Captains will be notified, as well as information posted on social media Student Life Facebook page and the Homecoming website.

4. All participants/contestants/attendees or other involved parties are to refrain from alcohol and/or illegal substance use during any and all Homecoming competition events.

5. All participants/contestants/attendees or other involved parties are not to attend any Homecoming competition events under the influence of alcohol and/or illegal substances.

6. All participants/contestants/attendees or other involved parties are expected to show good sportsmanship and refrain from all derogatory or damaging remarks and/or behavior towards any other participants/contestants/attendees prior, during, after, and/or between Homecoming competition events.

7. Participants in Homecoming competition events must sign a liability release waiver (Appendix D) before participating in any Homecoming competition events. Please have all participants fill out waivers in advance to help the event run smoothly. These must be turned in by the last Captain’s meeting (9/6/2019).

8. Ties for any event will be settled using the tiebreaker that is identified under each event’s rules section. Tiebreakers do not effect a team’s overall points for that event. Teams that tie in an event will still receive the same points towards the overall competition for that particular event.

9. In the event that there is a tie for the overall Homecoming competition, the parade event will be the tiebreaker (with the team that scored highest in the parade winning the overall competition); if a tie still persists, then the lip sync event will be the next tie breaker, followed by team trivia, then banners.

10. Enforcement of any and all rules is to be handled by the members of the full-time staff persons from Student Life with all final decisions residing with the Director of Student Activities.

11. All sanctions for rule violations (general or specific) will be handled by the Director of Student Activities or another full-time staff member of Student Activities. Possible sanctions include but are not limited to, overall point deductions, disqualification from an event, or disqualification from all events.

**Student Life and The Department of Student Activities reserve the right to amend these rules as needed to accommodate extenuating circumstances and ensure the integrity of the competition.
EVENT DESCRIPTIONS

Event Name: Sheet Banner

1. Sheet banners should promote the team’s interpretation of the Homecoming theme and overall school spirit. It should also be CLEARLY MARKED with your team NAME.
2. The sheet MUST be a standard flat twin sized sheet (approx. 70" x 100") Vertical Only!! Banners that are not vertical will not be accepted and therefore are disqualified. That means the banner will not be judged for competition AND no participation points will be awarded.
3. All sheet banners must be two (2) dimensional. Three (3) dimensional sheet banners will not be accepted!
4. Sheets not turned in by the deadline or turned in with wet glue, wet surfaces, or pieces that may fall off (INCLUDING GLITTER) will NOT be accepted.
5. Materials are limited to that which can be hung. Rivets, in all four corners of the sheet, ARE REQUIRED, or it will not be able to be hung. Therefore, it cannot be judged.
6. If the sheet is not the same size or is significantly heavier than an average twin size sheet (see rule 1 of this section), it will not be hung or judged. Do not take chances!
7. Sheet Banner must be submitted no later than 12 Noon on 10/4/2019:
   - Marietta Campus: Student Affairs Suite - Wilson Student Center Rm. 230
   - Kennesaw Campus: Student Activities Front Desk (SOS Desk) – Carmichael Student Center 336
8. Banners will not be available for use in the parade.
9. Banners will be judged on the following criteria:
   - Creativity
   - Theme/School Spirit
   - Design
   - Overall Neatness
10. All groups are responsible for picking up their banners at the end of the football game. Any banners left will be disposed of at the conclusion of the Football game.

Points available for this event: 100 (20 points on 5 judges sheets)

Point Breakdown: Points will be awarded based on how each team’s banner is judged in the competition. Judging for this event will be provided by 5 KSU faculty/staff/community members. Each judge will fill out a score sheet for each banner (Appendix A). The score for each team will be determined by adding the five scores they received. In the event of a tie for an overall winner, the judges will vote to break the tie.

Event Name: Team Trivia

Team Trivia is a quiz trivia game made up of a total of 20 scoring questions. The game is split into two halves. There is a Halftime Bonus question between the halves, and a Final question at the end of the game where teams bid points. Each half is divided into three rounds made up of three questions each. In the first half, teams have the point values of 5, 3, and 1 available to them in each round. The point values available to the teams for each round in the second half are 6, 4, and 2. Teams assign those points values to each round's answers as they wish, typically assigning the highest point value to the answer of which they are most certain and assigning the lowest point value to the answer of which they are least certain. After the nine questions of the first half, teams are asked a multi-part Halftime question worth a maximum of 8 points. After the Halftime question, we provide teams a point update of the current standings before starting the second half. After the second half's 3 rounds / 9 questions, another point update is provided to the teams so that they can know where they and their competitors stand. This information will help them decide what strategy they want to use in bidding points for the Final question. Finally, the teams are asked a Final question on which they bid points. The Final question is the only
question in which teams can lose points. Teams can bid between zero to fifteen points. If they get the Final question correct, they earn the points they bid. If they get it wrong, they lose the points they bid. An additional non-scoring Tiebreaker question is asked to teams that tie for prize winning places in order to determine which team(s) earn the higher rank.

Rules:
- Each team will be allowed a maximum of 10 students to participate in this event, but may compete with fewer students
- Teams may not share answers or collude in any way during the event
- No participant will be allowed to look up answers on a phone, laptop, or other device (all devices will be placed on the table). Penalty for violating this rule will result in a team being disqualified for this event
- Any team member who leaves the room during a question may be asked to wait until that question has been answered before returning to their team.

Points Breakdown: If you participate, you will receive 14 points. We will add the total number of points you earned from trivia (up to 86).

The maximum points a team can earn during the game is 86 (an additional 14 points will be added to each score):

\[(5+3+1) + (5+3+1) + (5+3+1) + 8 + (6+4+2) + (6+4+2) + (6+4+2) + 15 = 86\]

Points available for this event: 100

Event Name: Lip Sync

Description: This is a lip sync competition between teams. Teams will perform a lip sync routine prepared beforehand for a panel of judges comprised of KSU faculty, staff, and/or community members. Each team will be given assigned time to practice beforehand on the Amphitheater stage that the team may choose to use or not. Judging will be done based on the categories of difficulty, creativity, precision, showmanship, and incorporation of the theme (See Appendix B). The practice times and order that groups will perform in will be randomly assigned prior to the start of Homecoming.

Rules:
- The performance can be no longer than 6 minutes for a single team.
- Performers may swap out throughout the performance and not all performers need to be on the stage the whole time if the team so chooses. Those not on the stage should not interfere with the view of the performance by the judges or audience.
- Teams may not have more than 30 performers for this event.
- Teams must provide their own music and props. A DJ will play the music.
- Music, props, attire, and routine must not be vulgar. Performances deemed “vulgar” by 3 or more judges will result in that group being disqualified and forfeiting all points for this event.
- Teams may not practice past 11 PM in preparation for Lip Sync. Any group found to be in violation will be disqualified from the Homecoming competition.
- Music must be submitted to the Kennesaw Campus, Student Activities Front Desk (SOS Desk) located in the Carmichael Student Center room 336 by 5:00 PM on Wednesday, 9/20/19. Acceptable formats include .m4a and .mp3. A list of songs used that includes title and artist must accompany music submissions.
- Practice times and performance order will be decided at random by the Department of Student Activities. Teams will be informed of their time slots via email by 9/27/19.
- In the event of multiple groups using similar or identical music, those groups will be made aware of the similarities no later than 9/24/19 depending on when the similarity is detected. If groups have similar music and it is determined that one group must change their selections, the decision will be initially left up to the group that turned it in first whether they want to change their music or not. If the group that submitted their music first elects to keep their music, the other group(s) will have to change their music.

Points Breakdown: Points will be awarded based on how each team performs in the competition. Officiating for this event will be provided by a panel of 5 KSU faculty/staff/community members. Each judge will fill out a score sheet for each performance (Appendix B). The score for each team will be determined by dropping their highest and lowest score sheets and adding the remaining three. In the event of a tie, the teams who are tied will have their scores adjusted by adding all five score sheets (no dropped scores) to break the tie. If a tie still persists, the judges will be asked to vote among the teams to settle the tie (simple majority).

Points Available: 150

Event Name: Parade Competition

Description: The Homecoming Parade is an event to celebrate the diversity of our campus community and school spirit. Teams competing in this competition will be asked to complete one of three entries, either a float, decorated vehicle, or banner. Prior to the start of the parade, all entries will be judged and inspected for safety. Judging will be done based on the categories of creativity, theme/school spirit, design, construction, and overall appearance. More points will be awarded for larger entries (See Appendix C). Parade order will be decided at random by the Department of Student Activities.

Rules (Float):
- Floats must consist of a trailer pulled behind a vehicle.
- Floats cannot exceed 30 feet in length, 12 feet in width, and 16 feet in height. Height and width measurements will be taken from ground to highest extension, including all moving parts, and length and width measurements will be taken from decoration to decoration. If the float exceeds these restrictions by more than 6 inches then it will be disqualified. If whatever pulls your float is decorated, then it will be included in these dimensions. If a float turns or contains moving parts, it may not in any way exceed these dimensions.
- All floats must be tasteful in design and suitable for all ages.
- Any float or group with questionable or distasteful costumes, music, or decorations will be asked to remove the said item(s), or will not be allowed to participate in the parade.
- Humans or animals may not be used to pull trailer floats.
- All floats must pass fire safety regulations. Use of flame retardant materials is highly recommended and all floats are required to have a fire extinguisher on or near the float throughout the parade.
- No motors will be allowed to facilitate movement of parts on the float. No electrical, petroleum driven, or any other motorized apparatus may be used.
- Floats must be completed on all 4 sides and will be judged on all 4 sides.
- No projectiles may be launched outside the boundaries of the float or thrown from the float (i.e. no confetti cannons with confetti falling outside of the float). Projectiles can be used when it remains within the confines and boundaries of the float.
- A maximum of 4 people may be on board the float during the parade and judging. Anyone on board during judging will be considered part of the float’s overall appearance.
- Candy may be thrown during the parade.
- The floats will be judged first before the parade. One person for each group must be with the float while judging takes place. No construction of any kind may take place while the float is being judged.
- Floats must be ready to be moved from their line up space and into the parade immediately following judging. Groups that fail to move from their line up space and into the parade in a timely fashion may receive point deductions or disqualification.
- Members of the group may only follow behind the float, not in front or beside of the float.
- Floats will be the only vehicles allowed on the staging area.

Rules (Decorated Vehicle):
- Decorated Vehicles consist of vehicles only (car, truck, etc.) and do not include anything pulled behind them
- All vehicles must be tasteful in design and suitable for all ages.
- Any vehicle or group with questionable or distasteful costumes, music, or decorations will be asked to remove the said item(s), or will not be allowed to participate in the parade.
- Vehicles must be completed on both sides and will be judged on both sides
- No projectiles may be launched or thrown from the vehicle.
- No candy may be thrown during the parade.
- The vehicles will be judged before the parade. One person for each group must be with the vehicle while judging takes place. No construction of any kind may take place while the vehicle is being judged.
- Vehicles must be ready to be moved from their line up space and into the parade immediately following judging. Groups that fail to move from their line up space and into the parade in a timely fashion may receive point deductions or disqualification.
- Members of the group may only follow behind the vehicle, not in front or beside of the vehicle.
- The vehicle being decorated will be the only vehicle allowed in the staging area.

Rules (Golf Cart):
- All decorations and materials must be in place and in working order by (time) in order to participate in the parade and be considered for judging. Judges will preview the carts at this time.
- Decorations must NOT damage or deface the golf carts. Decorations must be temporary and removable. Items including, but not limited to, paint, glue, screws, nails, or wood may not be used to attach items to golf carts.
- Decorations must NOT interfere with the proper mechanical functioning of the golf cart. For example, decorations that would excessively weigh down the golf cart or impair tire or steering wheel movements are prohibited.
- Any damage done to golf carts will be the responsibility of the organization to pay for repairs.
- NO MORE than 3 people are allowed to ride in each golf cart at any time. No standing on the cart! Other members of the sponsoring organization are encouraged to walk alongside of the golf cart during the Parade.
- Each cart must have a sign CLEARLY identifying the sponsoring department/organization.
- Golf carts must stay on the parade route and in the assigned order at all times.
- NO standing or walking in between golf carts while they are in motion.
- NO passing other golf carts at any time.
- NO hitting, bumping, reckless driving, or ramming other golf carts.
- No projectiles may be launched or thrown from the vehicle.
- No candy may be thrown during the parade.
- Any harm done to KSU property or any individual will result in disqualification and the party responsible may be subject to University sanctions.
- NO stopping or delaying the progression of the parade.
- Participants are expected to behave courteously and appropriately at all times.
- Any golf cart or group with questionable or distasteful costumes, music, or decorations will be asked to remove the said item(s), or will not be allowed to participate in the parade.
- NO abandoning golf carts along the route. Should mechanical difficulties occur, signal one of the Committee members for assistance immediately.

Rules (Banner):
- Banners can be no larger than 85” x 100” (standard full size flat sheet).
- Banners must be constructed out of approved materials. Approved materials include: cloth, paper, paint (all forms), glitter, feathers, sequins or other decorative beads, and glue or other forms of adhesive (i.e. tape, staples, etc.).
- If you do not see a material listed here that you wish to use, please contact the Department of Student Activities for approval.
- All banners must be tasteful in design and suitable for all ages
- Banners must be carried by members of the group walking in the parade. Banners may be suspended from poles, but it is not required.
- The banners will be judged before the parade. One person for each group must be with the banner while judging takes place. No construction of any kind may take place while the banner is being judged.
- Banners and walkers must be ready to move from their line up space and into the parade immediately following judging. Groups that fail to move from their line up space and into the parade in a timely fashion may receive point deductions or disqualification.

Point Breakdown: Points will be awarded based on how each team’s banner/float is judged in the competition. Judging for this event will be provided by 5 KSU faculty/staff/community members. Each judge will fill out a score sheet for each performance (Appendix C). The score for each team will be determined by dropping their highest and lowest score sheets and adding the remaining three. In the event of a tie for an overall winner, the teams who are tied will have their scores adjusted by adding all five score sheets (no dropped scores) to break the tie. If a tie still persists, the judges will be asked to vote among the teams to settle the tie (simple majority).

Points available for this event: 150 (float), 120 (decorated vehicle/Golf Cart), 105 (banner)

Event Name: Cardboard Boat Regatta
- The ENTIRE boat must be built of cardboard (Any part of your boat that touches the water must be cardboard). This includes the hull, deck, keel, bow, superstructure, oar, seats, and rudder. Nuts, bolts, washers and staples are not allowed in hull construction. The cardboard may be as thick as you want, but may not be glued or attached to wood, plastic, fiberglass, etc.) Only exceptions are the paddles & decorations.
- Use cardboard boxes, “blocks”, and/or carpet tubes.
- Boats cannot tow anything behind them for the safety of other boats.
- Decorations are encouraged -as long as they don’t affect structural strength or buoyancy.
- Alcoholic beverages are not permitted at any time.
- Boats must fit through a standard door (our natatorium doors are 36” at the widest point).
- Boats shall not be longer than 7 feet.
- Boats need to weigh less than 200 lbs.
- Care should be taken that construction does not include pointed objects and sharp edges that could injure anyone.
- Surfboard style designs are not allowed. Consider “staying dry” part of the challenge.
- Raft style designs are allowed. (The distinguishing feature of a raft design as opposed to a surfboard style is the use of cardboard “logs” and other such accoutrements as one would expect to find in/on a raft. Think Huck Finn).
Crew Members
- The crew compartment cannot be enclosed so as to interfere with escape.
- Every crewmember must wear a personal flotation device (PDF) at all times. These will be provided by the aquatics team.
- All crew members must sign a Participant Waiver on race day. Boats will not be allowed to race without a signed agreement from each race participant.
- Minimum of two and no more than four crewmembers.

Prohibited Items
- No pre-treated cardboard.
- No Sona-Tubes, waxed or ‘treated’ cardboard.
- No wood, plastic, styrofoam or fiberglass.
- No caulking compounds or two-part/mixed adhesives.
- No wrapping in duct tape, plastic or fiberglass or similar product.
- Duct tape, masking tape, 'liquid nails’, and flex seal can be used to connect cardboard to cardboard and can be used to reinforce all seams and stress points. These are the only approved adhesives. These CANNOT be used to waterproof boats.
- Varnish, Paint or Polyurethane (one-part, paint-like substance) may be used to waterproof boat and/or decorate (your boat must meet the weight guidelines). If you don’t want your boat to sink, waterproof the entire boat with any paint-able one-part substance like varnish or polyurethane inside and out.

****If you have a question regarding the permissibility of a particular item or substance, please reach out to Cheryl Richardson at bricha89@kennesaw.edu***

Boat Inspection
- Boats may be left in the inspection area (pool patio or gym court in the case of inclement weather) beginning at 4:00pm the day of the race.
- Inspection will begin 1 hour prior to the race. All boats used in competition must be inspected and deemed “seaworthy” by judges.
- If any illegal items used in construction are discovered during inspection, the boat will be disqualified.
- Inspection will begin promptly at 5:00pm. Late entries will not be considered.
- All teams must cleanup/dispose of their boats from the pool area by 7:30pm.

Racing Rules
- All boats are human powered (oars and paddles you provide are acceptable as propulsion tools)
- The race must begin and end with the two/four-person crew intact. Any use of lane lines or use of the sides of the pool for pushing or pulling your boat will result in disqualification.
- All participants’ arms and legs must be in the boat at all times. Body parts may not be used to propel the boats.
- To qualify as a finisher in any heat, you must be in your boat, not towing it in your teeth or between your legs.
- Heats will consist of no more than 4 boats at a time. All heats will be timed finals. At the completion of timed heats, the boats with the 3 fastest overall times, will be awarded 1st-3rd places.
- Each boat will travel 50 yards (2 lengths of the pool).

Suggestions for Success:
- Waterproof the boat with Varnish, Paint or Polyurethane (one-part, paint-like substance). (If you don’t want your boat to sink, waterproof the entire boat with any paint-able, one-part substance like varnish or polyurethane inside and out.)
- Duct tape and/or “liquid nails” tape may be used to reinforce seams.
Awards (Separate from Homecoming Points)
Awards will be given in the following 3 categories:

- Overall: Given for the overall race winner.
- Spirit: This is awarded to the boat and crew that demonstrates the most school/team spirit in decoration and/or competition. This award is based on judges’ evaluation.
- Titanic: Award given for the most epic sink of any boat in the competition. This award is based on judges’ evaluation.

Points Breakdown: If you pass boat inspection you will receive 50 points. If you are able to complete a full run you will receive a total of 70 points. Third place will receive a total of 80 points. Second place will receive a total of 90 points. First place will receive a total of 100 points.

Points available for this event: 100
APPENDICES

Appendix A

Sheet Banner Competition 2019
Judge Score Sheet

Judge Name:__________________________________________

Team Name:__________________________________________

**Please rate the team's performance in the following categories from 1-5, with 1 being poor and 5 being excellent**

<table>
<thead>
<tr>
<th>CATEGORY</th>
<th>SCORE</th>
<th>COMMENTS (optional)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creativity:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Does the sheet show imagination and/or innovation?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Theme/School Spirit:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- How well does the display incorporate the Homecoming theme and/or elements of KSU Pride?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Design:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- How complex or detailed is the design?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Overall Neatness:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- How clean are the lines and the overall aesthetic?</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

TOTAL SCORE
Appendix B

Lip Sync Competition 2019
Judge Score Sheet

Judge Name: ________________________________

Team Name: ________________________________

**Please rate the team’s performance in the following categories from 1-10, with 1 being poor and 10 being excellent**

<table>
<thead>
<tr>
<th>CATEGORY</th>
<th>SCORE</th>
<th>COMMENTS (optional)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Difficulty:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Does the routine incorporate difficult moves or transitions?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Creativity:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Does the performance show imagination and/or innovation?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Precision:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Does the group appear to all be on the same beat/move?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lip Sync:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- How well do the performers lip sync?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Is the performance engaging?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Theme/School Spirit:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Does the performance incorporate the Homecoming theme and/or elements of KSU Pride?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TOTAL SCORE</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Vulgar Performance Clause: In an effort to maintain the highest standards for conduct within the KSU community, if you believe that this performance displayed vulgarity in any part or whole in its choice of music, outfits, props, routines, or any other element, please initial below on the space provided. **If not, please leave this space blank.**

Initials: ________________
Appendix C

Parade Competition 2019
Judge Score Sheet

Judge Name: ________________________________

Team Name: ________________________________ □ Banner □ Vehicle/Cart □ Float

**Please rate the parade entry in the following categories from 1-7/8/10, with 1 being poor and 7/8/10 being excellent. Maximum points for each category are 7/8/10 for banner/vehicle/float respectively**

<table>
<thead>
<tr>
<th>CATEGORY</th>
<th>SCORE</th>
<th>COMMENTS (optional)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creativity:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Does the float/banner show imagination and/or innovation?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Theme/School Spirit:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Does the entry incorporate the Homecoming theme and/or elements of KSU Pride?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Construction:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Does the entry display exceptional craftsmanship?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Design:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- How difficult would it be to assemble this entry?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Overall Appearance</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Does the entry look good?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Does the entry appropriately represent KSU?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TOTAL SCORE</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Appendix D

Kennesaw State University
Homecoming Activities Waiver and Release

Event: Homecoming
Date(s): 8/26/2019 – 10/12/2019

PLEASE READ THE FOLLOWING CAREFULLY BEFORE SIGNING:

LIABILITY WAIVER, RELEASE, INDEMNITY AND PROMISE NOT TO SUE:

I, the undersigned below, in consideration of my participation in the Event(s) referenced above and any related activities thereto including training, preparation, and travel (separately and collectively, the “Event”), wherever the/these Event(s) may occur, acknowledge that I am aware that as a result of my participation in the Event, there exists the potential for injuries including but not limited to scrapes, bruises, broken bones, various injuries to the body, and possible loss of life and I freely assume on my behalf all risks incidental to such participation.

In consideration of my participation in the Event and on my behalf, and on behalf of my heirs, executors, administrators and next of kin, I hereby release, covenant not to sue, and forever discharge the Released Parties (as defined below) of and from all liabilities, claims, actions, damages, costs and expenses of any nature arising out of, related to, or in any way connected with my participation in the Event and/or any such related and associated activities, and further agree to indemnify and hold each of the Released Parties harmless from and against any and all such liabilities, claims, actions, damages, costs and expenses including by way of example, but not limited to, all attorneys’ fees, costs of court, and the costs and expenses of other professionals and disbursements up through and including any appeal. I, understand that this Release and indemnity includes any claims based on the negligence, action or inaction of any of the Released Parties and covers bodily injury (including, without limitation, death), property damage, and loss by theft or otherwise, whether suffered before, during or after such participation. I declare that I am physically fit and have the skill level required to participate in the Event and/or any such related and associated activities. I further authorize medical treatment for myself, at my cost, if the need arises. For the purposes hereof, the “Released Parties” are: Kennesaw State University, the Board of Regents of the University System of Georgia, all Event sponsors, and each of their respective parent, subsidiary, affiliated or related companies; and the officers, directors, employees, agents, representatives, successors, assigns and volunteers of each of the foregoing entities.

I also acknowledge that persons employed by Kennesaw State University may take photographs and/or videos of my participation and allow the use of these materials on behalf of the University without limitation or compensation including the release of my name. I also agree that during the time I am involved with the Event, I will be bound by all rules, regulations, policies, procedures and guidelines of Kennesaw State University and the Board of Regents.

This Waiver and Release Form shall be governed by the laws of the State of Georgia, and any legal action related to or arising out of this Waiver and Release Form shall be commenced exclusively in the Superior Court in and for Cobb County, Georgia. I understand that the acceptance of this liability waiver, release, indemnity and promise not to sue Kennesaw State University or the Board of Regents of the University System of Georgia or any agent or employees thereof, shall not constitute a waiver, in whole or in part, of sovereign or official immunity by said Board, its members, officers, agents and employees.

I certify I am eighteen (18) years of age or older, I am executing this Waiver and Permission Form on my behalf and the information set forth above is true and complete.

I HAVE READ, UNDERSTOOD AND ACCEPT THE CONDITIONS OF THIS LIABILITY RELEASE, INDEMNITY, AND PROMISE NOT TO SUE.

Participant Information: (Please PRINT)

Name: ____________________________________________

Emergency Contact Name and Phone Number: ____________________________________________

Signature of Participant: __________________________________ Date: _________________________