

Greek Week

2010

Information & Rulebook

Sunday April 11th – Saturday April 17th

Presented by

Immaculata University

Greek Council

Questions? Contact:

Council Social Chair: Sean Maguire
(smaguire@mail.immaculata.edu) – 610-960-5925

Greek Council President: Miranda Baker
(mbaker@mail.immaculata.edu) – 610-653-2820

Greek Life Advisor: Amy Downey
(adowney@immaculata.edu)

Guidelines for Greek Week

All Greeks must remember that when in public they are representing not only their own organization, but also the fraternity/sorority community as a whole.

As pursuant with University policy, no alcohol is permitted at any Greek Week event, and students found to be in violation of the alcohol policy while in attendance at a Greek Week event will be documented through the University's conduct system.

No event held outside can continue after 11:00 pm. Keep in mind that there are non-Greek students who also share our community. Give them the respect they deserve.

Participants in Greek Week events must be full time active undergraduate members of their Immaculata University recognized organization. All chapter rosters will be provided to Greek Life by the beginning of Greek Week in order to determine eligible membership. Participants/competitors not on the official roster will be disqualified and any points earned will be not be counted.

Points will be awarded for each event as stated. At the conclusion of all events, points will be totaled and the chapter with the highest total will be the winner.

Teams that do not participate in events will not only forfeit the possibility for placement points, but they will also not receive any participation points for the event.

In the event of a tie at the end of all events, the two teams that are tied will compete in a final event determined by the Greek Life advisor. The winner of this event will be deemed the overall winner.

Rules are to be followed exactly by the book, and all decisions will be made according to what is stated for each event by the Greek Council and other event officials only. A disqualification for any specific event will mean no points for that event. Scores will be updated and posted prior to the next day's event. After posting, all points are final. Once winners or scores are announced there should be no contesting. Chapters may speak with the Greek Council Advisor(s) up to that point (midnight of the day the event took place) if there are any discrepancies.

Cheating will not be tolerated. This week is intended to promote healthy competition between chapters. Each chapter is expected to compete honorably and follow all the rules and guidelines.

Any organization found in violation of any of these guidelines may be disqualified from an individual event or from Greek Week as a whole. A decision of the Greek Council will determine this disqualification.

Up to date information can be found on the Greek Week website at the following link: <http://www.immaculata.edu/node/957> If any rules or events change after the

rulebook is printed, the information will be sent to chapter chairs and will be posted on the website.

ALL DEADLINES ARE FINAL, NO EXCEPTIONS.

Greek Week Schedule 2010

Sunday April 11, 2010

4:00 PM – Stadium

Flag Football

Schedule of Competition:

Alpha Xi vs. Omicron Pi Epsilon

Eta Phi Tau vs. Delta Pi

Winner Game One vs. Winner Game Two

2nd Place Game One vs. 2nd Place Game Two

Monday April 12, 2010 – Friday April 16, 2010

Penny Wars – Outside Cafeteria in Nazareth

Organizations are requested to sign up for a time to sit at the fundraising table outside the cafeteria in Nazareth Hall. Sign up sheets are available by the Greek Life bulletin boards on the terrace level of Villa Maria Hall. Instructions regarding what needs to occur during this event will be given to participants by the Greek Council Chair.

Monday April 12, 2010

9:45 PM – Back Campus

All Greek Picture

Greeks are requested to where their official Greek Letters for the picture. All active members of Greek Life are requested to attend to for the picture. Participation points will be awarded for this event!

10:00 PM– Back Campus

Capture the Flag

Tuesday, April 13, 2010

10:00 PM – Open Door

Scavenger Hunt

Teams are to report to the Open Door by 10:00 PM – Lists will be distributed at 10:15 PM.

Wednesday, April 14, 2010

10:00 PM – Alumnae Theater

Talent Show

Organizations are required to arrive at the theater by 9:45 PM. First act will begin at 10:00 PM. Organizations not present at start time of their performance will be disqualified.

Order of Performance – randomly selected

10:00 PM: ΗΦΤ

10:15 PM: ΑΞ

10:30 PM: ΤΚΣ

10:45 PM: ΤΦ

11:00 PM: ΔΠ
11:15 PM: ΟΠΕ

Thursday, April 15, 2010
10:00 PM – Loyola 127
Jeopardy

Friday, April 16, 2010
4:00 – 6:00 PM – Back Campus
House Building

Individual Event Rules

Flag Football

The Immaculata Intramural Flag Football Rules will be followed. The Rules can be found online at:

http://www.gomightymacs.com/sports/2008/6/9/GEN_0609085215.aspx?tab=intramurals

Penny Wars

Penny Wars will be a competition between all of the Greek organizations. For each penny a positive point will be added to the total points. For every silver coin (including a nickel, dime, quarter, and half dollar) and dollar bills, negative points will be deducted from the total points. For example, if 10 pennies are added to a container then ten positive points. If a nickel is added, then five negative points will be deducted thus the new total of points would be five. If later on during the day, a dollar is added to the container, that is negative 100 points (each dollar figure will correspond to that hundred value) and the new point total in the example would be negative 95 points.

The containers will be located outside the cafeteria in Nazareth during lunch and dinner hours; money may only be put into the containers during these hours. To stay competitive and keep everyone in "the know" the money will be brought back to the Greek Life advisor and counted after each meal time, and the totals will be posted every day on the Greek Life website.

Money contributed during this fundraiser will be donated to the charity determined by Greek Council prior to Greek Week. For the 2010 Week, the money will be donated to Sickle Cell Research in memory of D'Angelo Baldwin.

All Greek Picture

All Greek members are requested to participate. Participation points will be awarded for chapters with total membership participation falling within the following areas:

0-20% participation: 5 points

20-40% participation: 10 points

40-60% participation: 15 points

60-80% participation: 20 points

80-95% participation: 25 points

95-100% participatio: 35 points

Percentage of participation will be determined by Greek Life Advisor and rosters on file with Greek Life. Organizations who do not submit rosters to Greek Life prior to beginning of Greek Week will not be eligible for participation points.

Capture the Flag

All Greek members participating in Capture the Flag will report to Back Campus, Villa Maria steps by 10:00 PM. Organizations will be split into two teams to participate. Teams will be determined by a 1-2 count off on back campus at 10:00 PM. Each team member will be issued a bandana, which must be worn in plain sight on a player's person to differentiate between teams. Teams will nominate a captain, who will be the main point of contact for judges during game play. Captains will be responsible for communicating to teams as necessary, including when game play is completed. *Cell phones MAY be used to be in communication within teams or from team captains to judges/advisor(s) only.*

Capture the flag will take place between the following boundaries:

East/West borders: Gillet Drive and Alumnae Drive

North/South borders: Loyola Drive and King Road

The division line between teams will be the road that seperates Good Counsel and Nazareth Halls. The Commuter entrance walkway and immediate interior of Nazareth Hall are "safe zones" – no one can be captured in these areas. Judges will be located immediately inside the Commuter entrance to Nazareth Hall.

All play must commence outdoors – no play may occur within any building on campus.

Each team will be issued a green or yellow flag. Teams may hide this flag inside the above mentioned boundaries and within the individual team's boundaries. Flags must be hidden in plain view, and may not be covered, hidden in a tree, under any obstacles (rocks, etc.), or tied to any object that causes it to be outside of plain view. 75% of the flag must be visible from a distance of 30 yards. The team's flag must be able to be easily removed by the opposing team, should the be able to do so. *Decoy flags are NOT permitted, and will cause disqualification of the team should they be used.*

Each team may set up a “Jail” for opposing team players who have been captured. This area must be within the team’s boundaries, and may be decided by the individual team members. In order for a team member to be caught, opposing team member (captor) must hold the “captive” for a count of three (3) “Mississippi” seconds in order to be considered captured. Potential captives may try to break free of the captor’s hold, but may not use violence (i.e. kicking, hitting, etc.) to break free. Once captured, a captive will be escorted to the opposing team’s jail by their captor, and must remain there until (a) they are freed by a teammate through tagging, or (b) the game is deemed to be over by the judges.

Captives in “jail” may create a chain out of the jail in order to facilitate a “jail break”; however, one captive member must be within jail boundaries at all times. If one person in the chain is tagged by a non-captured teammate, the entire chain of captives are considered to be freed and may resume play in the game. *Team members may not free captives from their team by using extensions of their person (i.e. sticks, branches, etc) and may not be used to extend the length of a chain.*

Game play will continue until one of the following occurs:

1. One team captures the other team’s flag and brings it within their team’s boundaries
2. The 90-minute time frame allotted for the game has elapsed
3. The game has been called by judges due to extraneous circumstances (i.e. weather concerns, external concerns, injury, etc.) as deemed appropriate by the advisor present.

Scavenger Hunt

The Scavenger Hunt will take place beginning at 10:00 PM. Organizations are required to report to the Open Door by 10:00 PM. A list of scavenger hunt items will be prepared by the Greek Life advisor prior to the event, and will not be shared with any members of Greek Life prior to the start of the scavenger hunt.

Each organization must nominate one member to be their team captain. The team captain will report to the Greek Life advisor at 10:00 PM to review the rules of the hunt, which must be reviewed with the team prior to the hunt beginning. Once conveyed, the captain will return to the Greek Life advisor to receive the list of items to be found. This list will not be released earlier than 10:15 PM and not until after the rules have been conveyed to teams by team captains. *If a team has arrived on time and completed rule review, they will receive their list at 10:15pm. If a team’s rule review does not end until 10:20pm, they will receive their list at that time, regardless of whether other teams have already received their lists at 10:15pm, and must return by 11:15pm in order for their items to be counted.*

The scavenger hunt will last no more than one (1) hour. All team members must return to the Open Door no later than 11:15pm with all items able to be collected. Any items that

come back to the start location after 11:15pm will NOT be counted towards total points able to be earned.

Only one of each item needs to be retrieved with the exception of “bonus items” which will be labeled as such on the list provided. Each group may accumulate as many bonus items as possible. More than one regular item accumulated will be counted as one item and points will be given as such.

At 11:15pm team captains will gather all items and organize into the order listed on the list provided. The Greek Life advisor will then review items found and tally points earned based on point values provided on the list.

The University as well as Greek Council reminds all participants that all local, state and federal laws, as well as the Student Code of Conduct, should be guiding all participants' practices during this event. Students found to be in violation of any part of the Code of Conduct will be disqualified, and their team will lose eligibility for the remainder of the event. Keep in mind your chapter will be representing the not only yourselves, but Immaculata as well. Any property damage or unsportsmanlike conduct will result in immediate disqualification from the Scavenger Hunt.

Talent Show

Each participating chapter is required to create an original skit/performance for the talent show. Each performance must be at least 5 minutes in length, and may not exceed 12 minutes in length. Performance length will be timed by the Greek Life advisor in attendance and given to the judges for scoring purposes. Organizations whose performances fall outside the minimum/maximum times will be deducted points.

80% of an organization's membership must participate in the performance. Participation may include as little as walking across the stage one time, or as much as starring in the performance. The 80% will be determined by the chapter president submitting a list of participants to the Greek life advisor prior to the performance. The advisor will review the list and compare to finalized rosters submitted to Greek Life to determine if the 80% participation rate has been reached. Organizations without 80% participation may still participate, but will lose points for not meeting quota. *Only current undergraduate active members may participate in the performance – alumnae and inactive members are ineligible to perform.*

Performances may not include vulgarity, inappropriate language (inclusive of offensive terms and curse words), obscene images or obscene references. In addition, acts can not contain any nudity, obscene language, the berating of other chapters, or offensive content matter. *Any act which is questionable in nature according to the judges will receive an automatic disqualification.* Organizations who fail to adhere to this guideline will immediately be disqualified and will receive no points for this event at the discretion of the Greek Life Advisor.

Acts will be judged based upon creativity, execution, overall performance, and crowd response. Three to five (3-5) non-biased University community members will be asked to serve as judges by the Greek Council. Each organization will be scored based upon creativity, skill, crowd involvement, appearance, and preparation.

This event is open to the campus community, and all non-Greeks are welcome to come to the event to support their friends.

Jeopardy

Each organization will compete against each other for this event. Each organization will name one spokes-person for their team, who will act as the sole member responsible for answering questions presented during the Jeopardy game. Each spokesperson may have a team of no more than 3 additional players to assist them in correctly answering questions provided during the game – however, only the spokesperson may “buzz in” and answer the question.

The game will follow rules similar to that of the show “JEOPARDY!” with some modifications to suit the needs of this event.

The spokesperson who is the first to “buzz in” (as determined by the game moderator and any systems present to assist) will have the first chance to answer the question presented. Should this spokesperson be unable to answer the question in the time period allotted, or incorrectly answers the question, the other teams will have an opportunity to “buzz in” to answer the question.

Should a team member who is NOT the spokesperson answer or attempt to answer a question, that team may lose the opportunity to answer the question. The game moderator will make the final decision on points earned by teams that are participating. The decision of the moderator is FINAL and may not be contested.

Each question asked will be worth the points determined on the screen. The team to buzz in and answer correctly first will receive the points. If a player signals before the moderator has finished reading, the moderator will stop reading the question. If the answer given is incorrect, the moderator will repeat the question for the other teams. The other teams will then have the opportunity to correctly answer the question. If the other teams are also incorrect, the question will be thrown out.

An answer must be given within five seconds after the player has been recognized. If an answer begins after the moderator calls “time”, it will not be counted. In the event of a tie between the moderator and the player, the favor will be in the player.

General Jeopardy Rules of Play:

- A team is randomly chosen to go first, and begins the game by selecting a category and monetary value (e.g. "Fabulous Fields for \$100"). The Moderator then reads the clue, **after which** any player on any team can buzz in.

- The Game Operator recognizes the first team to buzz in and the Moderator calls on that team for a response. As in the official Jeopardy game, contestants must give the response in the form of a question (for example, “Who is Albert Einstein?”).
- Teams are allowed to discuss responses prior to buzzing in, but all conversation must stop when someone buzzes in. The person that hits the buzzer must be the chosen spokesperson.
- A correct response earns the dollar value of the clue, and gives the answering team the right to select the next clue. If the player gives an incorrect response or fails to answer in time, that amount is deducted from the team’s score and another team may buzz in and respond. If no correct response is given, the Moderator reads the correct response, and the team who originally chose the question maintains control of the board.
- Slide 2 in each round is the main Jeopardy board. Each value on the board links to a clue. Click anywhere on the slide to return to the main board. Click on the middle of the slide to go to the Daily Double clue.
- **Daily Doubles**
 - There are three Daily Doubles – one in the Jeopardy round and two in the Double Jeopardy round. Only the team that receives a Daily Double may respond to its clue. The team may wager as much as the maximum amount of a clue on the board (\$1000 in the Jeopardy round and \$2000 in the Double Jeopardy round) or as much as they have accumulated, whichever is greater, but they must wager at least \$100.
 - When a Daily Double comes up, the scorekeeper should announce the scores of each team. The team that picked the Daily Double should decide how much they want to wager and then announce their wager to the scorekeeper. After the clue is read the team may discuss the answer, but they only have 10 seconds to give a response. If they give an incorrect response, the Moderator reads the answer. No other teams are given the option of buzzing in.
- **Double Jeopardy**
 - The team with the lowest amount of money at the end of the Jeopardy round makes the first selection in Double Jeopardy.
- **Final Jeopardy**
 - If a team finishes Double Jeopardy with either \$0 or a negative score, they are eliminated from the game and don’t participate in Final Jeopardy.
 - At the start of the Final Jeopardy round, the Moderator should pass out the Final Jeopardy cards. Then the Moderator should read the category (the second slide in the Final Jeopardy round), and give teams 10 seconds to discuss how much money to risk. A team can risk any amount up to the amount they have already won. Teams should write their wager their Final Jeopardy card. Then the clue is revealed and read by the Moderator, and teams have 30 seconds to write their response on their Final Jeopardy cards. Teams are allowed to discuss their answers. The Moderator should give warnings at ten, five, and two seconds left. At the end of the 30 seconds, teams display their cards in turn (beginning with the team that

has the lowest score) and final scores are tallied. The team with the highest score wins.

House Building

Each Organization will receive the exact same supplies and be allotted the same amount of time to construct a “house” on back campus. Supplies will be provided by Greek Council and will include the following:

- Cardboard
- Duct tape*
- Scissors*
- Permanent markers (4 per team)
- 1 skein of yarn
- Rubber bands
- Glue sticks* (3 per team)
- Special items determined by Greek Council prior to the event.

Items marked with an asterisk (*) are for construction purposes. All other items presented to organizations must be used in the construction of each organization’s “house”. Special requests for color-based items must be presented to the Greek Council at least 24 hours prior to the event.

Each organization may report to Back Campus at 4:00 PM to receive their supplies and begin building their house. Construction must be completed by 6:00 PM. Once construction commences, at least one member of the organization must be present at all times. Organizations that do not have members present throughout the event will lose points or may be disqualified at the discretion of the Greek Life advisor.

Only supplies provided by the Greek Council are to be used in construction of each organization’s structure. Use of other items not provided by Greek Council will result in lose of points able to be earned, and possible disqualification at the discretion of the judges.

2-3 non-student judges will be present to judge the completed structures at 6:00 PM. All construction on houses must be complete and/or end at 6:00 PM in order to be judged. Structures will be judged on creativity, Functionality, Greek Pride, IU Pride, and Sturdiness. Bonus points will also be able to be given for most unique structure, most artistic structure, and most Greek/IU pride.

Negative, obscene, offensive, and/or derogatory messages are not to be displayed on any houses. Organizations found to be responsible for these behaviors will automatically be disqualified and receive no points.

Requirements for building:

- All houses must be a minimum of 3 feet in height, width, and depth.
- Houses may not exceed 6 feet in width and depth, but may have an unlimited height.

- In order to fulfill the “Functionality” requirement, a working door large enough for members to fit through must be a part of the structure. Bonus points will be awarded for additional functional objects.
 - In addition, bonus points will be awarded for members being able to fit within the structure comfortably – 2 points per member able to fit within the structure without compromising the sturdiness or functionality of the house.

SCORING

EVENT	1ST PLACE	2ND PLACE	3RD PLACE	Possible Participation Pts.
<i>Flag Football</i>	30	20	10	5
<i>All Greek Picture</i>	N/A	N/A	N/A	(determined by %-age of participants as indicated in rules)
<i>Penny Wars</i>	30	20	10	15
<i>Capture the Flag</i>	N/A	N/A	N/A	10
<i>Scavenger Hunt</i>	30	20	10	5
<i>Talent Show</i>	60	40	20	10
<i>Jeopardy</i>	30	20	10	5
<i>House Building</i>	30	20	10	5

All scoring will be determined based upon the judges and/or advisor(s) rulings. Contesting of point distribution must be done within 24 hours of the end of an event. Contesting of points must be done in writing to the Director of Residence Life and Housing in order to be considered. The Director will make a final decision, which cannot be contested, within 24 hours of receiving an appeal, and final decisions will be returned to the President of the Organization who submitted the appeal.

Point totals will be tallied daily and made available for organizations to review. Point totals will also be available for viewing on the website as it is able to be updated. Questions about point standings can be sent to the Greek Council Social Chair or President, or the Greek Life Advisor.