



**2024 WSU
HOMECOMING
COMPETITION
PACKET**

Schedule of Events and Deadlines

Friday, September 27

Noon – Royalty Nomination Due

Tuesday, October 1

Noon – Lip Sync Music Due

Friday, October 4

Noon – Team Sign-Up Closes

Monday, October 7

12:00pm to 7:00pm – Display Decorating

3:00pm to 6:00pm – Outdoor Rec Challenges

Tuesday, October 8

4:00pm to 7:00pm – Field Day

Midnight – Parade Sign Up Closes

Wednesday, October 9

7:00pm – Lip Sync & Royalty Coronation

Thursday, October 10

7:00pm – A Conversation with Simu Liu

Friday, October 11

12:00pm to 3:00pm – 3-Point Competition

9:00pm to Midnight – Kryzsko After Dark

Saturday, October 12

10:00am – Parade

11:00am to 2:00pm – Game Day Experience

2:00pm – Football Game

Team Based Competition Events

- Teams are comprised of 10 to 30 WSU Students
- Prizes are awarded to the top three-point scoring teams. Prize amounts will be distributed as gift cards and are split between the members of the team.
 - First Place: \$750
 - Second Place: \$500
 - Third Place: \$250
- This is a fun opportunity to show your WSU spirit, teams are expected to keep their interactions are kind and respectful
- While engaging in events teams are expected to follow all WSU policies and the student code of conduct.

Point Matrix

Event	Date	Time	Location	Points
High Ropes Crate Stacking	October 7, 2024	3pm to 6pm	Wabasha Recreation Center	First Place: 100 Second Place: 75 Third Place: 50
Indoor Sugar Loaf Climb	October 7, 2024	3pm to 8pm	Wabasha Recreation Center	All teams who finish receive 100 points.
Field Day	October 8, 2024	4pm to 7pm	Kryzsko Courtyard	First Place: 300 Second Place: 200 Third Place: 100
Lip Sync	October 9, 2024	7pm to 9pm	Kryzsko Ballroom	First Place: 600 Second Place: 350 Third Place: 200
3-Point Competition	October 11, 2024	12pm to 3pm	IWC Basketball Courts	First Place: 100 Second Place: 75 Third Place: 50
Trivia	October 11, 2024	9pm to 12am	Kryzsko After Dark, Student Activity Center	First Place: 100 Second Place: 75 Third Place: 50
Spoons	October 11, 2024	9:30pm to 11:00pm	Kryzsko After Dark	First Place: 100 Second Place: 75 Third Place: 50
Shazam	October 11, 2024	9pm to 12am	Kryzsko After Dark, Zanes Stage	First Place: 100 Second Place: 75 Third Place: 50
Price Is Right	October 11, 2024	9pm to 12am	Kryzsko After Dark, Warrior Entertainment Network Office	First Place: 100 Second Place: 75 Third Place: 50
Rock Paper Scissors	All Week	All Day	Across Campus	First Place: 150 Second Place: 100 Third Place: 75
Where's Wazoo	All Week	All Day	Across Campus	First Place: 100 Second Place: 75 Third Place: 50
Banner Submission				Spirit Points: 250
Royalty Application				Spirit Points: 50
Parade Entry				Spirit Points: 250

2400 Total Points

Where's Wazoo (Max 100 Points)

- Each day of homecoming week there will be hidden trinkets around campus.
- Everyone is encouraged to search around campus to find these trinkets
- When a trinket is located you bring it to the Warrior Entertainment Network office to redeem your prize
- Scan the QR code on the trinket to get credit for finding the trinket. The team that locates the most trinkets will receive the first place points
- There is no limit for how many trinkets and individual is allowed to find
- Each trinket has a designated prize associated with it, no swapping of prizes will be allowed

Rock, Paper, Scissors Tournament (Max 150 Points)

- Each team will be given 30 beaded necklaces at the beginning of the week. These can be distributed throughout your team at your discretion.
- You are expected to visibly wear your necklace(s) throughout the week.
- If someone wearing a beaded necklace challenges you to rock paper scissors, you then play the game.
- Opponents will play one game of rock, paper, scissors and the winner of the game will take one beaded necklace from the loser.
 - Rock beats scissors, scissors beats paper, and paper beats rock.
- If you are challenged, you MUST compete.
- You can only challenge people if you have a necklaces, if you are out of necklaces there is no way to gain necklaces back and you are out of the game.
- At the end of the week the team with the most collective beaded necklaces will be awarded champion of rock paper scissors.
- Necklaces should be turned in to the Warrior Entertainment Network Office on Friday, October 11 at 9pm for scoring.

Outdoor Rec Challenges (Max 200 Points)

High Ropes Crate Stacking

- Each team will send one representative to stack as many crates as they can
- The participant will be attached to a safety harness in the high ropes course
- The participant must keep one foot on the crates at all times attempting to continue stacking them higher
- If your stack falls your number of crates is locked in
- The team that stacks the most crates wins

Indoor Sugar Loaf Climb

- Teams can send as many representatives as they would like
- Members will individually climb in the indoor climbing wall at the Outdoor Education Recreation Center
- The team must collectively climb the same height as climbing Sugar Loaf
- All of the team members individual climb heights will be added together
- All teams that complete this challenge will receive 100 points

Field Day (Max 300 Points)

- Teams will compete in a series of Field Day challenges
- Each challenge has its own set of rules, outlined below
- Winning Field Day Challenges will award your team Field Day Marks
- The team with the most Field Day Marks will be awarded the homecoming points

Tug-O-War

- The teams will send in 5 representatives to take one side of the rope
- The other side will be a different team
- There will be a ribbon on the rope center and lines marked on the ground
- The first team to pull the other teams ribbon over the marked spot will win
- After the winner is announced, teams will not drop the rope to cause the other team to fall, this is unsportsmanlike conduct and will result in a 50 point team penalty
- Teams who win their tug will be granted 5 field day marks.

Giant Bucket Game

- Teams will be given 50 balls to shoot into 10 buckets laid out in the shape of a triangle
- Team tossers must stand behind a designated line
- The ball must bounce at least once to be counted
- The team that gets the most balls in the buckets will be awarded 10 field day marks.

4-Square

- Send one representative from your team to play
- Play begins when the server drops the ball once into their square then hits it into a different square (serves the ball). The server must keep both feet in their box until the serve is completed.
- The ball can only bounce once in any square.
- Each player needs to hit the ball with any part of their hand into an opposing player's square after it has bounced only once in their square.
- If the ball lands on a line, or goes out of bounds before it bounces, the player who hit the ball needs to return to the line. If a player hits the ball and it bounces again in their square, they also need to return to the waiting line.
- If a player catches or holds the ball, that player needs to return to the waiting line.
- If the ball bounces more than one time before it is hit into another square, the player who let the ball bounce needs to return to the waiting line.
- If the ball is returned before it is allowed to bounce, the player who returned the ball early needs to return to the waiting line.
- Anytime a player moves out of the game into the waiting line, a square is left open. The person in front of the line advances to square 4, and the remaining players advance to close the gaps between 1 and 4.
- You may return to the waiting line due to the above mistakes three times. After three times you are out of the game
- The winner is the last person left after everyone else has been removed from the game.
- The winning player will earn 8 field day marks

Relay Race

- Teams can send four representatives to each relay race
- There will be 5 total races ran each with different challenges
- The winning team from each race will be awarded 5 field day marks

Hula Hoop

- Each team will send 1 representative
- At any point during field day the team representative can attempt to hula hoop as long as they can
- Their time hula hooping will be noted
- The team that kept the hula hoop from hitting the ground the longest will win 6 field day marks, second place will receive 3 field day marks, and third place will receive 1 field day mark

Lip Sync (Max 500 Points)

- The contest will be judged on:
 - Entertainment Value: 20%
 - Originality: 20%
 - Choreography: 20%
 - Teamwork: 10%
 - Lip syncing: 20%
 - Knowledge of song lyrics: 10%
- Lip Sync Battle Rules:
 - All routines must be performed on the stage in the Kryzsko Ballroom
 - By Tuesday, October 1 by noon, you must submit a copy of your music to homecoming@winona.edu.
 - Each routine must be between four (4) minutes and six (6) minutes long.
 - No obscene actions are permitted.
 - No alcohol, drug, or sexual connotations are allowed.
 - At all times, someone from your team must be lip syncing to the music or points will be deducted.
 - Minimum of 8 members should be on stage at all times.
 - All items must be removed from the performance area following the performance. Items left on the stage will result in a point reduction.
 - All members must sign a waiver in order to participate.
 - Teams will not be able to practice in the Kryzsko Ballroom before the event.
 - Captains must come to the Kryzsko Ballroom on Wednesday, October 9 at 5:30pm for orientation.
 - Failure to follow these rules will lead to disqualification.

3-Point Shooting Competition (Max 100 Points)

- 3 people per team can participate
- Each player will get 5 minutes to shoot, and the time will run continuously
- If your foot crosses the 3-point line, the shot is invalid
- There will be 5 stations around the 3-point arch

- Each station will have 3 basketballs
- You can move between the stations however you would like to
- Your score will be combined with the other participants from your team for a total team score
- Each basket made is worth one point
- If there is a tie between teams, the team with the quickest total time will place higher than the other team
- Each team will get 5 minutes total to warm-up before each participant goes
- The time will start after you release the first basketball

Kryzsko After Dark Events

Shazam (Max 100 Points)

- This will be a team competition with multiple rounds
- Each team will be working together to be the first to name a song
- The songs will be played randomly from all genres
- There will be a buzzer given to each team, 15 teams can compete in each challenge (the teams will be selected by first come, first serve for each round)
- After the song begins playing, the first team to buzz in, will have the chance to answer
- If they are correct, they will be given points
- If they are incorrect, the song will continue
- The other teams (excluding any team that has buzzed already), will then get the chance to buzz in and guess
- These steps will continue until someone gets it right
- If no team guesses correctly, then no points will be assigned for that round

Trivia (Max 100 Points)

- Trivia will be a team competition with multiple rounds
- There will be rounds of 10 questions each with different themes (geography, pop culture, etc.)
- Every round the host will read aloud all of the questions
- After reading the questions, the host will give each team time to talk about each the answers to their questions
- After the deliberation period, the host will read out the answers and determine which team has the most answers correct
- Teams scores for their best 5 rounds will be used to determine the winner

Price is Right (Max 100 Points)

- Teams will be guessing the prices of items at the Network Office
- There will be 5 prizes in total
- Teams will be writing their guess for how much a certain prize is worth
- Teams will write their guess on a piece of paper and deposit it into a jar (one guess per team)
- At the end of the night, we will look at all guesses
- Whatever guess is the closest without going over will win points for their team and the prize

Spoons (Max 100 Points)

- Each team may send up to 3 team representatives to participate
- Each table gets a set of cards
- The objective of the game is to get 4 of a kind
- The dealer shuffles the cards and deal each player 4 cards
- The dealer will set the rest of the cards in a stack in front of them
- The dealer takes cards off the pile one at a time and looks at them
- If the dealer wants a card they can replace a card from their hand (no player should ever have more than 4 cards in their hand at a time)
- If they do not they will pass it to the next player
- This process will then be repeated by all players
- Once someone gets 4 of a kind, they will grab a spoon
- After a player grabs a spoon, the other players will grab a spoon as fast as they can
- There is 1 player that won't get a spoon. That player will be eliminated
- Repeat these steps each round, until only 1 person remains
- Then, once all 8 tables are done, the 8 people left will play the final round

Royalty

- Eligibility Criteria
 - Enrollment: Candidates must be currently enrolled full-time students at Winona State in good academic standing.
 - Class Standing: must be at least a first-year student.
 - Conduct: Candidates must have a clean disciplinary record. Any significant infractions could result in disqualification.
- Nomination Process
 - Student Nominations: Students can be nominated by their peers, clubs, faculty, or staff. Self-nominations are also allowed.
 - Nomination Form: Nominees must complete a detailed application, which will include short-response essay questions.
 - Deadline: All nomination forms must by Friday, September 27 at noon.
 - Late submissions will not be accepted.
- Expectations:
 - Those selected will be expected to attend Lip Sync, the Parade, Warrior Game Day Experience, and halftime at the Football Game.
 - Respectful Campaigning: Candidates must treat all fellow competitors with respect. Slander or sabotage will result in disqualification.
 - Code of Ethics: Candidates are expected to adhere to a code of ethics that emphasizes sportsmanship, honesty, and fairness.
 - Roles: The crowned royalty are expected to serve as positive representatives of the university, participating in campus events throughout the week.
- Campaigning Rules
 - Start Date: Campaigning may only begin after official notification from the selection committee.

- Campaign Materials: All campaign materials (posters, flyers, social media posts, etc.) must be respectful and inclusive. No offensive or discriminatory content is allowed.
- Social Media: Candidates must follow school guidelines for social media use and avoid harassment, spamming, or using false claims.
- Distribution: All campaign material distribution must follow campus guidelines.
- Voting Process
 - Open to All Students: Voting is open to all currently enrolled students. Each student may cast only one vote.
 - Voting will occur at the Lip Sync competition on Wednesday, October 9 from 7:00pm to 8:30pm.
 - Non-partisan Monitoring: The Homecoming Planning Group will oversee the voting to ensure fairness.
- Selection Criteria
 - 50% Popular Vote: The first half of the scoring is based on the student body's votes.
 - 50% Judging Panel: An interview with a panel of judges (faculty, staff, and alumni) will evaluate candidates on various factors such as:
 - Leadership and involvement in campus activities
 - Academic achievement
 - Community service or volunteer work
 - Personal character and interview performance
- Announcement of Winners
 - Crowning Ceremony: The homecoming royalty will be announced and crowned at Lip Sync.

Display Decoration and Parade Float Guidelines

- All decorations must be appropriate and may not depict gore, blood, death, alcohol or images that represent alcohol, depictions of drugs or illegal substances, or nudity. Remember that alumni, campus administration, and community members will be seeing these during Homecoming week and at the parade.
- No profanity or slurs will be tolerated
- Display structure and supplies will be provided during the organized decorating event on Monday, October 7 from Noon to 7:00pm.
- Parade entry supplies will not be provided.
- All decorations must accurately represent the club, organization, or team that makes the decorations.
- Decorations should represent the Winona State and Homecoming spirit.