

GREEK WEEK 2009

GREEKELODEON



OFFICIAL RULES

GENERAL RULES

1. The night before each event a meeting will be held with the Greek Week committee and the Greek Week chairs from the houses that are running events the following day. Each chapter will outline and interpret the rules of their event. The meetings will take place at the end of each night's competitions. Failure to send a representative will result in a DQ from the next day's events.
2. To be awarded any trophies or awards, chapters must participate in every event throughout Greek Week. If a complete DQ from an event is received by a chapter, they will not be able to receive any trophies or awards. Everyone else who participated in the event will be moved up from the DQ chapters standing down.
3. Points will be awarded both for participation and for placing in each event. All ruling decisions will be made by representatives of the sponsoring chapter and will be overseen by at least two members of the Greek Week Committee. Sponsoring chapters will have the authority to rule that a team cannot place in an event based upon the rules for No Placement (NP) for that event. This type of disqualification will be known as "No Placement" or NP and only participation points will be awarded, regardless of the teams final score or time in the event. Only the Greek Week Committee has the authority to disqualify a team from an event completely, known as "Complete DQ" or DQ. In the event of a complete DQ, placement and participation points will not be awarded.
4. Teams are expected to compete at their respective time. If the entire competing team is not checked in (with Case ID's) and ready to compete at the designated time, this will be considered grounds for a placing DQ from that event. If there is a problem with the event order for an event, please approach the Committee when the order sheets are passed out. Otherwise, the team will receive a placing DQ.
5. All coaches and participants for events must be an active member in good standing of a chapter on this campus, must not have obtained a bachelor's degree, and must have signed a waiver. The only exception shall be the case of alumni coaches for rope pull, and a special waiver will need to be signed in this case.
6. The Greek Week Committee and the Director of Greek Life reserve the right to disqualify any individual, group of individuals, chapters, or groups of chapters at any time prior to, during, or after Greek Week for unsportsmanlike conduct or behavior unbecoming of a member of our Greek Community.
7. Only 1 representative from each house may approach the Greek Week Committee members concerning a ruling decision. More than 1 person approaching the Greek Week Committee will be considered grounds for complete DQ from that event. That person should be the Greek Week chair (or acting chair) from the chapter. No videotapes or audiotapes will be accepted as part of a chapter's appeal for ANY EVENT. All decisions on grievances are made at the discretion of the Greek Week Committee.

8. Scripts for Greek Sing and Variety Show **MUST** be turned in to the Greek Week Committee by the date and time stated in the handbook for each event. The committee reserves the right to request that part or all of the script be changed if it is determined to contain vulgarity and/or offensive content. If the chapter decides to perform the script or another script without appropriate changes, they will receive an NP for the event and may be subject to disciplinary action at the discretion of the Greek Week Committee and the Office of Greek Life. Any offensive content in a chapter's banner and/or can castle will result in the same consequences as above.
9. Any necessary equipment will be purchased and distributed by the Greek Week Committee by request of the sponsoring chapter. Storage of equipment during Greek Week will be the responsibility of the sponsoring chapter. If the fraternity or sorority fails to return a piece of equipment, they will be responsible for the replacement costs. Sponsoring chapters will be disqualified from Greek Week if they do not clean up after their event.
10. In the event of an equipment failure, the judge of that event is responsible for calling the error by throwing out a signal flag or blowing a whistle. Upon seeing this flag or hearing the whistle, the event participant or team captain may immediately stop or must continue. If the participant chooses to stop, he/she will be permitted to retry the entire event after the other teams or participants have finished. If the participant opts not to stop, he/she is not allowed to contest the equipment error with the judge afterwards. Up to a five-second credit to allow for judgment time will be awarded for each thrown flag denied, to be decided by the chapter(s) running the event.
11. In the event a penalty is assessed on a team, the official time keeper will record the penalty. Following the teams completion of the event their Greek Week Chair may request a list of the assessed penalties.
12. **Practice trenches for rope pull may not be dug until Sunday, March 15th. All trenches for all houses must be filled in and reseeded by Saturday, April 4th at midnight.** Chapters may NOT dig trenches in the tree lawn. The Tree lawn is the area between the street and the sidewalk. All chapters in the area (Murray Hill, Bellflower, Carlton, Magnolia) of an unfilled trench will be completely disqualified from Rope Pull. This determination will be made by plant services and the Greek Week Committee. If any chapter in an area refuses to comply the remaining chapters should contact the Greek Week Committee.

GREEK WEEK ALCOHOL POLICY

In accordance with federal, state, and local laws and policies set by the Case Western Reserve University Judicial Board, IFC and Panhel Judicial Boards, and FIPG guidelines: all Greek Week events will be alcohol free events (dry). Any violation of this policy will be handled as follows:

1. Any individual who is found to be in possession of alcohol and is approached by a member of the Greek Week Committee, Greek Life Staff, or officiating Greek Week personnel will be asked to dump out any opened alcohol containers, and to forfeit any closed alcohol containers. The name and chapter affiliation of that person will be noted.
2. If the individual refuses to dump out and/or forfeit their alcohol, they will be escorted from the event by Case security.
2. Anyone escorted from an event will not be allowed to participate in any further Greek Week competitions.
4. Following the University definition of 10 people constitute a party: if more than 9 members of the same chapter are approached at an event, that chapter will receive a DQ from the event, will receive no participation points, and will forfeit all trophies won.
5. A second violation of this policy by an individual or chapter will result in a complete DQ from all of Greek Week for this (2009) and next (2010) years Greek Weeks.

This policy begins 12:01 AM, Sunday, March 29th, and extends through 11:59 PM, Sunday, April 5th.

GREEK WEEK CHAIR RESPONSIBILITY

1. The Greek Week Chair is responsible for attending all Greek Week meetings before Greek Week and all event meetings (as described above in general rule #7) during Greek Week. The Chair is responsible for communicating all information learned in these meetings to his/her chapter. If the Chairperson is unable to attend a meeting, a suitable substitute must be selected.
2. The Greek Week Chair is responsible for organizing any event that his/her chapter sponsors. This includes:
 - making sure that the proper equipment is available
 - defining the rules (in conjunction with the Rules Chair)
 - clearly communicating the rules to the officials
 - conducting the event meeting with the Greek Week Committee and other Greek Week Chairs the night before the event
 - making sure that the event starts on time, and proceeds efficiently
 - being available to answer any questions about the rules of the event
 - cleaning up after the event
3. The chapter running each event will have the first say in any discussion of rules or appeal of results.
4. Each Greek Week Chair is responsible for signing up to officiate two events other than the one that his/her chapter is sponsoring. The Chairs are expected to be impartial in their officiating, and to work closely with the sponsoring chapter, the other officials, and the Greek Week Committee to ensure that the event is conducted in a fair and efficient manner.
5. The Greek Week Chair is the **sole** spokesperson for the chapter in regards to questions about rules, discussions with officials, or complaints to the Greek Week Committee. **Only one Chairperson per chapter may act as the spokesperson for the entire week.** If for any reason, a Greek Week chair cannot be present at an event, the Greek Week Committee must be notified in writing by the end of the previous night's events. Any chapter that violates this policy will be subject to disqualification from the event at which the incident occurs.
6. **Finally, please remember that the Greek Week Chair is responsible for setting an example of integrity and honor for his/her chapter for the week. If the Chairperson does not meet up to his/her responsibilities, the chapter will struggle with Greek Week. Open and efficient communication between Greek Week Chairs and the Greek Week Committee and a positive attitude of cooperation on both sides will help to make Greek Week 2009 a success for all involved.**

SCORING SYSTEM

Standards	Worth
Chapters passing with a score of 85	3 points
86-90	5 points
91-95	7 points
96+	9 points

Participation Events (Letter check-in)	Worth
<u>Fraternity</u>	
30% Participation	5 points
70% Participation	10 points
<u>Sorority</u>	
30% Participation	3 points
70% Participation	5 points

Greek III Scoring	Worth
<u>Fraternities</u>	
30% attendance	15 points
15% attendance	5 points
<u>Sororities</u>	
30% attendance	8 points
15% attendance	3 points

Placement Events	Worth
<u>Fraternity</u>	
1 st	12 points
2 nd	9 points
3 rd	6 points
4 th	3 points
5 th	2 points
6 th	1 point
Participation	5 points
<u>Sorority</u>	
1 st	5 points
2 nd	3 points
3 rd	1 point
Participation	5 points

Academics	Worth
Chapter GPA above 2.9 for previous 2 semesters	
Fraternities	5 points
Sororities	3 points
Each 0.1 above 2.9	1 point

EVENT ORDER

1. AXΩ
2. AΦ
3. BΘΠ
4. ΔΓ
5. ΔKE
6. ΔΤΔ
7. ΔΥ
8. KAΘ
9. FIJI
- 10.ΦΔΘ
- 11.ΦKΨ
- 12.ΦKT
- 13.ΦKΘ
- 14.ΦM
- 15.ΦΣP
- 16.ΣX
- 17.ΣN
- 18.ΣΦE
- 19.ΣΨ
- 20.ΘX
- 21.ZBT
- 22.ZΨ

GREEK III ($\Delta Y / \Phi \Sigma \rho$)

Sunday, March 29th, 2009

3:30-4:30 p.m.

John Hay High School

EVENT SPECIFICS

Each chapter is responsible for attending the Greek III session - Diversity. This does count as a Greek Week event; therefore, if you do not participate, you will not be eligible to place in any other Greek Week event.

EVENT PURPOSE

To educate the chapters on the topic being presented.

EVENT RULES

1. Any member not staying for the entire session or arriving 10 minutes late will not count in the attendance.
2. Any disruption caused in the session by any chapter or one of its members will result in forfeiting the participation points and an automatic disqualification from Greek Week awards and/or trophies for the member's respective chapter. Disciplinary action against the individual member and his/her chapter will also be taken.

EVENT SCORING

Participation points will be awarded as described in the scoring system. See scoring system page.

FACULTY LUNCHEON (ΔKE / FIJI)

Tuesday, March 31st, 2009

11:30 AM-1:00 PM

Thwing Ballroom

EVENT EXPLANATION

The purpose of this event is to have chapter members interact with faculty in a meaningful way, demonstrating mutual respect for the intersection of Greek Life and academic life.

EVENT SPECIFICS

Students will attend a lunch with faculty members, each of whom will decide on a topic of discussion for the table. The attire for the event is business casual.

EVENT RULES

1. Each chapter must send seven members. Included in those two **MUST** be the Greek Week chair and the president.
2. Scholarship chairs are also encouraged, but not required to attend.
3. Members of IFC, Panhel, or Order of Omega who are present at the event do not count towards a chapter's seven members. The chapter members who attend must be members other than those representing the organizations mentioned above.
4. Chapter members must remain through the entire lunch and must be present in body and mind. The luncheon is a reflection of Greek Life and, while enjoyable, should be treated as a serious event.
5. Chapter members arriving more than 15 minutes late will not be counted as having attended.

Any violation of the above statements will result in an automatic NP

EVENT SCORING

Chapters having all members attend and participate will receive normal participation points.

GREEK SING (ΦΚΤ)

Wednesday, April 1st, 2009

6:00-7:30 PM

Thwing Ballroom

EVENT EXPLANATION

To share with other chapters a piece of the fraternity/sorority's tradition through song.

EVENT SPECIFICS

Each chapter may sing one song with no fewer than five of its members participating. The song should not be a solo effort with backup, but a true group effort. **Each organization MUST submit the written text of the song it will perform to the Greek Week Committee by 5:00 PM on Monday, March 30th. Failure to do so will result in the chapter not being able to participate in Sing. This will be strictly enforced.**

EVENT RULES

1. Each performance can be no shorter than thirty seconds and no longer than four minutes.
2. It should also be kept to the confines of the stage, as well as not containing elaborate performance content such as dance, props, or accompaniment that would overshadow the singing.
3. There will be no musical accompaniment, costumes or choreography, which includes any form of coordinated body movement. This includes, but is not limited to, swaying, moving feet, coordinated hand movements such as gesturing, clapping or snapping, or any other form of synchronized movement. One person may conduct to keep the beat for the group. Any violation of these rules will result in an NP for the event.
4. The song must be a traditional chapter song or any contemporary song whose words have been altered to be representative of your organization.
5. The song CANNOT include any vulgarity, obscenity, or indecency, or have a theme that is negative towards the Greek community or any member chapter, the University, or Greek Week officials.
6. The event will be judged on the following criteria:
 - Quality of performance of the music (10 pts)
 - Cohesiveness of the group during the performance (5 pts)
 - Song is related to the chapter (0 points if no, 5 points if yes)

The places will be awarded at the discretion of the judges, whose decision will be final except for disqualifications or NP's.

EVENT SCORING

Normal fraternity/sorority scoring will be used. Judging will be based on vocal quality only.

EVENT ORDER

12-10-11-13-14-15-16-17-18-19-20-21-22-1-2-3-4-5-6-7-8-9

TRIVIA NIGHT (ΘX)

Wednesday, April 1st, 2009

Following Greek Sing

Thwing Ballroom

EVENT EXPLANATION

The purpose of the event is to demonstrate each chapter's knowledge in various subjects.

EVENT SPECIFICS

Each fraternity/sorority will provide a team of four members. All teams will be read the same questions at the same time. There will be a total of 60 questions divided into 12 categories. Each category will have a 100, 200, 300, 400, and 500 point question. Each team will have 30 seconds to answer the question by writing the answer on the provided paper. After each category of 5 questions the answers will be collected and scores added. The winner is the team with the highest point total.

EVENT RULES

1. No team may attempt to cheat by looking on another team's answer sheet or by bringing in any potential source of information to the event. This includes, but is not limited to, books, notes, computers, and cell phones. Any team found attempting to cheat will receive a DQ for the event.
2. After each question, the team will have 30 seconds to answer the question on the paper provided. After the 30 seconds, the next question will be read. The team may go back and answer any question they left blank during that category until the 30 seconds are up after question 5, at which time all pens/pencils must be put down and the team must hold up their answers to be collected.
3. At no point may an audience member shout out an answer to a question. If that is done the question will not be scored, and if the audience member is identified, his/her chapter will receive a NP. This rule encompasses any signaling, signing, mouthing, or any other means of communicating information to the competing participants.
4. A correct answer will result in the point value for that question being added to the team's total points. A wrong answer will result in the point value for that question being subtracted from the team's total points.
5. The questions will be prepared and read by the Greek Week Steering Committee. The designated judge will determine whether an answer sufficiently satisfies the question. All answers shall be as complete as possible. No disputes of the judge's decision will be allowed.

EVENT SCORING

Fraternities that participate will get 5 participation points. Sororities that participate will receive 5 participation points. The Fraternity and Sorority chapter with the highest score will get a certificate but no extra points.

LETTER CHECK-IN (ΚΑΘ/ΦΜ)

Thursday, April 2nd, 2009

10:00-4:00 PM

Thwing Atrium

EVENT EXPLANATION

The purpose of this event is to have each chapter member wearing articles of clothing (or pins, badges, etc.) that advertise and promote Greek spirit by showing their chapter affiliation. Chapters are encouraged to show their spirit as a group.

EVENT SPECIFICS

Students must present their IDs and wear their article of clothing with letters ON THE OUTSIDE at the time they approach the Greek Week Spirit Day check in table in Thwing.

EVENT RULES

1. You cannot use a fake ID.
2. You cannot check in twice or for someone else.
3. You cannot check in the same article of clothing (including pins, hats, letters, etc.) under two different people.
4. Members who wish to gain credit for check-in must be WEARING the article of clothing on the outside (i.e. not underneath a sweatshirt or jacket which does not bear letters)
5. Members who are in attendance at the faculty luncheon and must be dressed up are allowed to check in by wearing their badges.
6. If a chapter has new members, they are allowed to check in with their new member pins.

Any violation of the above statements will result in an automatic NP

EVENT SCORING

Fraternities must get 30% of their members to check in for 5 participation points, and 70% to get 10 points. Sororities must get 30% of their members to check in for 3 participation points, and 70% to get 5 points. The chapter or chapters with the highest percentage will get a certificate but no extra points.

BANNER COMPETITION

Thursday, April 2nd, 2009

12:00-5:00 PM

The Case Quad

EVENT EXPLANATION

Each chapter will prepare and present a banner that portrays their Greek spirit.

EVENT SPECIFICS

Each chapter may make a banner that fits in a 12x12x12 foot cube. These banners are to be staked to the grassy areas of the quad. The banners CANNOT be hung or otherwise fixed on any building. All banners must be completely fixed to the quad so they cannot move about freely. Any damage incurred on the quad or buildings of the quad will be paid for by the chapter responsible.

The banners are to be erected between 9:00AM and 12:00PM. The banners will be judged from 12:00PM to 4:00PM, and they must be removed between 4:00PM and 5:00PM on Thursday. In the event that there is rain on Thursday, the banner competition will be delayed until Friday and will follow the same time frame as if the event was held on Thursday. If competition is delayed until Friday but there is rain again, the banner competition will be moved to Adelbert Gym on Friday. In that case, banners should be erected between 9:00AM and 12:00PM. They will be judged from 12:00PM to 2:00PM (note the change), and they must be removed between 2:00PM and 3:30PM. Banners cannot demean other chapters and/or the Greek community or contain nudity or obscenity.

EVENT RULES

1. Banner must demonstrate Greek spirit and be pertinent to the Greek Week theme.
2. No nudity, obscenity, portrayal of violence, alcohol or drug references.
3. Banner **must** be staked to the grassy areas of the quad. Banners must be freestanding; this means not touching any buildings, sculptures, trees, tables or benches.
4. When measuring banners, anything touching the banners, aside from staking equipment within reason (i.e. ropes and pegs), will be included in the measurements.
5. No food or perishable items may be used in the banner.
6. If a power source is needed, banners may be battery powered but cannot be plugged into an outlet, since this counts as not being freestanding.
7. During judging, the Greek Week chair (or acting chair) **ONLY** may explain/demonstrate their banner to the judges for no longer than 2 minutes.

Any violation of the above statements will result in an automatic NP

EVENT SCORING

Banners will be scored on a scale of 0-5 for the following categories:

- Artistic Quality
- Originality
- Creativity
- Workmanship

Normal fraternity/sorority scoring will be used. The total score (out of a possible 20 points) will be used to determine the first through sixth place winners for fraternities and first through third for sororities.

VARIETY SHOW

Thursday, April 2nd, 2009

6:30-9:30 PM

The Ohio Theatre

EVENT EXPLANATION

The purpose of the variety show is for the members of a fraternity or sorority to perform a skit for the rest of the Greek community.

EVENT SPECIFICS

Each chapter may perform one act with no fewer than five (5) of its members in the skit. **Each organization participating MUST submit a written outline of the act it will perform to the Greek Week Committee and include the exact words that will be said during the act by Monday, March 30th. Failure to do so will result in that chapter not being able to perform its act and no points awarded for the event. This will be strictly enforced.**

To prepare for the acts, each chapter will be given two (2) minutes to set up, seven (7) minutes to perform, and then two (2) minutes to tear down and clean up. Extra setup time may NOT be used for performing. The Greek Week committee will not provide any equipment or props for the acts, as the chapters are responsible for that.

EVENT RULES

1. Set up and tear down cannot exceed 2 minutes each.
2. The act cannot exceed 7 minutes.
3. The judges' tables cannot be moved.
4. Skits **MAY NOT**, whether intended or not, include any vulgarity, nudity, obscenity, indecency, FOOD, or have a theme that is negative towards the Greek community or any member chapter, the university, or the Greek Week officials. This will result in an NP for the event at the discretion of the judges.
5. The skit should pertain to the overall Greek Week theme.
6. All timing shall be done by the Greek Week Committee.
7. All members participating in a skit are expected to be at the theater at 6:30pm. If a chapter is not ready to perform when it is their turn they will receive a NP and will not be given a second spot in the schedule.

EVENT SCORING

The acts will be scored on a scale of 0-20 for the following categories:

- Originality / Creativity / Pertinence to the Greek Week theme
- Unity of Performers
- Spirit of Members / Greek Spirit
- Talent Quality
- Entertainment Value

A panel of judges will score each category directly after the act takes place. The judges will also receive a separate sheet on which they can track prior scores and rankings to ensure that teams who perform first will not be penalized. The total score (out of a possible 100 points) will be used to determine the first through sixth place winners for fraternities and first through third for sororities. **Any act exceeding 7 minutes will not be allowed to place; however, scores will still be tallied.** Any act exceeding 10 minutes will receive a DQ.

EVENT ORDER

12-13-14-15-16-17-18-19-20-21- intermission -22-1-2-3-4-5-6-7-8-9-10-11

SPOT SHOT (ΑΦ/ΔΤΔ)

Friday, April 3rd, 2009

3:00-4:00 PM

Horsburgh Gym

EVENT EXPLANATION

The purpose of this event is for each member of a team to make a series of baskets spelling the word GREEKS in the shortest time.

EVENT SPECIFICS

The setup to be used on the courts appears on the next page.

EVENT RULES

1. Each team will consist of six members. There will be 3 heats. The team will be timed, as each member will shoot from one of the six spots around a basketball hoop.
2. The six “spots” will be placed on the ground around a basketball hoop at the start of the event. The “spots” will be measured from the baseline. The “spots” will spell the word “GREEKS.” The “Spots” will be a 3’ x 3’ box. Both feet must start inside the box and take off inside the box at all times when shooting. If a shooter steps out after the shot, he/she must immediately reset inside the box. A 5 second penalty will be assessed for stepping outside the box, each time it occurs for each shooter, at any point during the event.
3. Shooting will be in order (first G, then R, etc.). The preceding shot must be made before the next spot can shoot. The team may have two rebounders, designated out of the six participants before each round. No one else may help rebound or otherwise touch a ball if it is not his or her turn to shoot. Shooters are not allowed to step outside the box to catch a ball from a rebounder. This will result in a 5 second penalty. If the shooter cannot reach a pass from the rebounder while inside the box, the rebounder must go get the ball again.
4. The court will be roped off. When rebounding if the ball goes outside the roped off area the clock will be stopped, a 5 second penalty assessed and the ball will be returned to the place where the ball went out of bounds.
5. Each team has 90 seconds to shoot from all six spots. Any team not making all six shots will receive a default time of 3 minutes.
6. Each team will have a total of 3 minutes of practice time to use before the three heats, 60 seconds for each heat. If a team uses more than 60 seconds during the first heat, they will only have the remainder of the three minutes to use for the second heat.
7. A women's and men's basketball will be provided. Any official size and weight ball may be substituted. Only the women may use the women's ball.
8. The team score will be the best two out of three heats.
9. Grounds for placing NP will be:
 - Shooting out of order
 - Going over the 3 minute (total) practice time limit
 - Being assisted by anyone other than the two rebounders
10. All distances on the diagram are measured to the corner of the box nearest the hoop.

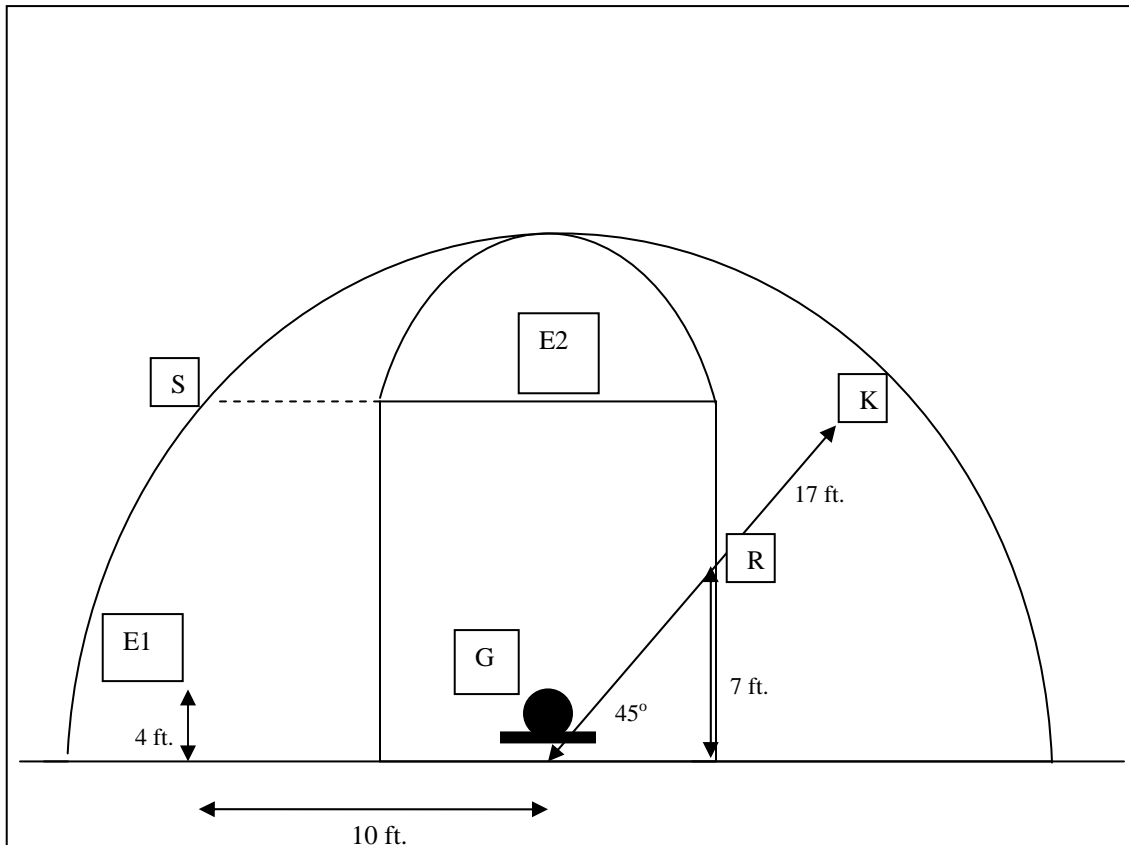
EVENT SCORING

The event will be timed and the top six combined times for the best 2 out of 3 heats will place for the Fraternities, and the top three for the Sororities.
Normal fraternity/sorority scoring used.

EVENT ORDER

6-2-4-5-7-8-9-10-11-12-13-14-15-16-17-18-19-20-21-22-1-3

SPOT SHOT DIAGRAM



BEACH BALL RELAY (ΔΓ/ΣΧ)

Friday, April 3rd, 2009

6:00-8:00 PM

Veale—New Pool

EVENT SPECIFICS

Each fraternity/sorority will provide a team of four members. Each member of the team will swim one length of the pool with the fully inflated beach ball in a relay fashion. The swimmer may propel the beach ball forward in any way he/she desires as long as the rules below are not violated.

EVENT PURPOSE

Two members of the relay team will be at each end of the pool, the shallow end and deep end. The race will begin with one member of the team starting from the shallow end of the pool. Each lane used will be two standard lanes of the pool. Each member will swim with the beach ball (24 inches in diameter) one length of the pool. Once the first member reaches the opposite end of the pool, she/he must make a successful exchange (described below). The race will proceed in this fashion until the final team member touches the end wall with his/her hand and the beach ball. The pool allows room for two teams to compete at the same time.

EVENT RULES

1. When the race begins, each member of the relay team must be in the water holding on to their respective end wall. NOTE: The first member of the team will begin with one hand on the wall and one hand on the beach ball. He/she will begin propelling him/herself forward at the sound of the horn. The swimmer may push off the wall at the start but may not touch the wall again until an exchange is made with the next swimmer at the other end.
2. The beach ball may not be fastened to the swimmer, deflated, or popped in any way. Examples of fastening include: rope, tape, or any other fastening material.
3. The ball may only be propelled by the swimmer. NOTE: Neither the swimmer nor the ball may cross the plane of the lane markers at any time during the race. For example, if you choose to throw the ball, it may not leave your lane and cross into another team's lane or make contact with another team's ball at any time.
4. A successful exchange is defined as follows: The person ending their leg of the race must pass the ball off to the next swimmer. To do this, the old swimmer must be touching both the ball and the wall, and the new swimmer must also be touching both the ball and the wall before the whistle signal from the judge will be given to begin the next leg of the race. The next swimmer cannot leave until the whistle is given by the lane judge. Leaving before the whistle will result in an NP for that heat.
6. If the ball goes out of the pool and onto the deck, the middle barrier, or into the shallow end during an exchange, the clock will be stopped for that team until a judge can retrieve the ball. The swimmers will set up the exchange again, and when they are set the judge will blow the whistle for the next swimmer to continue the relay. A 10 second penalty will be given.
7. For the last leg of the race, the race will not end until the last swimmer is touching both the ball and the wall. If the ball goes out of the pool or into the middle barrier on the last leg the clock will be stopped when the swimmer touches the wall and a 10 second penalty will be added.

Any violation of the above statements will result in an automatic NP except for rule #5 which results in a 10 second penalty

EVENT SCORING

Normal fraternity/sorority scoring will be used, based on the fastest overall time.

EVENT ORDER

4-16-5-6-7-8-9-10-11-12-13-14-15-17-18-19-20-21-22-1-2-3

RAFT RACE (ΣΦΕ)

Friday, April 3rd, 2009

6:00-8:00 PM

Veale—New Pool

EVENT SPECIFICS

Each fraternity/sorority will provide a team of four members. Each pair of the team will travel one length of the pool in a relay fashion. Two Greek teams will race at the same time.

EVENT PURPOSE

Two members of the relay team will begin at the shallow end of the pool, and two members will be positioned at the deep end in the water. Each lane used will be two standard lanes of the pool. The race will begin at the shallow end. The pair at the deep end will be holding on to the end wall, must keep both hands on the end wall and may not touch the side walls/lane markers at any time. The pool allows room for two teams to participate at the same time.

EVENT RULES

1. Team members may not at any time from start to completion of the relay intentionally touch the side walls or lane markers. NOTE: Relay members may not push off or correct their position by making contact with end walls, lane markers, or side walls.
2. The entire raft must be behind the shallow end backstroke flags with both members in raft, with one members hands touching the wall, before they start paddling.
3. Once in the raft and behind the flags, the team must paddle to the opposite end using only their upper body. There will be no restrictive seating, however swimmers cannot use their lower extremities. Violations of this rule will be determined by the chapters running the event.
4. Between the shallow end/deep end backstroke flags, if any violation of rule #3 occurs or if any member of the team falls partially or fully out of the raft, ten seconds will be added to the overall team time. In the case of falling out of the raft, a whistle will be blown to signal the penalty. At that moment, the team must stop propelling forward, and the team member must place him/herself back in the raft, and wait for a second whistle to be blown to start propelling forward again.
5. Once the raft completely passes the deep end backstroke flags, the first pair must evacuate the raft and touch the end wall with both members' hands. No team member may leave the raft until the entire raft has passed the flag. NOTE: Each member of the shallow end pair must touch the end wall before the deep end pair can let go of the end wall and begin entering the raft. If at any time before the transition whistle the deep end pair does not have both hands on the wall a 10 second penalty will be added to the overall time. Neither pair can assist the other with entry or exit from the raft.
6. To conclude the race, one team member, while still in the raft, must touch the shallow end wall with his/her hand to stop the timer.
7. Only participants and judges are allowed on the pool deck. All spectators MUST be in the bleacher area and must enter through the spectator door in the hallway, NOT through the locker rooms. Also, NO beverages or food will be tolerated anywhere in the New Pool.
8. Chapters will be allowed to refill the raft before the start of their race if needed.
9. "Partially out of the raft" is defined as having any part of the lower torso (below the waist) out of the raft.

Any violation of the above statements will result in an automatic NP

EVENT SCORING

Normal fraternity/sorority scoring will be used. Placement will be based upon fastest times.

EVENT ORDER

18-6-7-8-9-10-11-12-13-14-15-16-17-19-20-21-22-1-2-3-4-5

CAN CASTLE (ΦΚΘ)

Saturday, April 4th, 2008

9:00-10:00 AM

KSL Oval
(Rainsite: Tomlinson Gallery)

EVENT EXPLANATION

The purpose of this event is to collect cans of food to be donated to charity. The cans will be used to build castles and judged on several qualities of the castle.

EVENT SPECIFICS

Food to be collected for the event should be in cans or individual cardboard boxes. No food packaged in glass or plastic (cellophane, foil, etc.) can be used. Ramen noodles will not be accepted. All food must also be non perishable. The number of items will be counted for each chapter. To help the judges count, each chapter is ***required to bring a preliminary count of food items they have collected***. Each chapter must have its items present for counting at **9:30 AM sharp**. By 10:00, each chapter must have at least four of its members present to build the castle. Judging will occur between 10:30 and 11:00. Each chapter must also have **two members present to help clean up** at the conclusion of judging.

EVENT RULES

1. Only cans or boxes can be used to build the castles. No tape or glue can be used.
2. Building of castles must stay within the time limits described above.
3. If a team is not present at 9 AM or does not have a preliminary count by 9 AM, the team will automatically receive no points.
4. No cans may be added after 9 AM.
5. No nudity, obscenity, portrayal of violence, alcohol or drug references. This will result in the chapter being awarded no points.

EVENT SCORING

The castles will be judged on the following criteria:

- Imagination
- Artistic / Aesthetic Quality
- Creativity
- Pertinence to the Greek Week theme

EVENT SCORING

Fraternities must collect 10 items per member in order to receive 5 participation points, and 15 items per member in order to receive 10 participation points. Sororities will receive 3 points for 10 items per member and 5 points for collecting 15 items per member. The best castle will receive a trophy.

OBSTACLE COURSE (ΒΘΠ/ΦΚΨ)

Saturday, April 4th, 2009

1:00 PM

Case Quad

In case of bad weather, event will be cancelled

EVENT EXPLANATION

The goal of this event is the completion of an obstacle course in as short a time as possible.

EVENT SPECIFICS

Each fraternity/sorority will provide a team of four members. Each team will participate in one heat. The course begins and ends in front of Strosacker. The course is mapped out below. The obstacle course does involve skill and distance between obstacles; therefore, please be aware that running between obstacles will be involved. Each obstacle is not complete until ALL members of the team complete the obstacle. Members must move TOGETHER to the next obstacle after the first one has been completed. If one member receives a penalty from a judge and must redo an obstacle, ALL members must wait for him/her before moving on to the next obstacle.

EVENT RULES AND COURSE DESCRIPTION

1. Obstacle one - tires in front of Rockefeller - the first member will get a greased cucumber and will run through the tires until his/her feet are in the last two tires. At this time, they will toss (over the head) the cucumber back to the next team member. If the toss was successful, the first member may exit the tires, and the next member may begin at this time. If the cucumber is dropped, the throwing team member must start over. This proceeds until the fourth member is through the tires. The team may proceed to obstacle two when the last member places the cucumber on the wall beyond the tires.
NOTE: If any tires are missed, the team member must retrace their steps and hit the missed tire.
2. Obstacle two - sack hop from Rockefeller to Wickenden - All team members will begin behind the start line at the same time. Each team member is responsible for holding up his/her own sack with both hands. If at any time a team member loses hold of his/her sack with one or both hands (or falls), the member must return to the sack hop start line and start over. The obstacle is complete when all members cross the sack hop finish line.
3. Obstacle three - one foot hop in front of Wickenden - Each team member will hop on one foot in a single file line while holding onto the raised foot of the team member in front of him/her (except first person). The line must be facing forward, and each member must have his/her shoulders square behind the member's shoulders in front of him/her. The line cannot be formed shoulder to shoulder with members next to each other; each member must be behind the member in front of him/her. If at any time the foot is let go, or the team falls, the team must return to the start of obstacle three, and begin again. After five attempts, the team will be allowed to move on with a 10 second time penalty.
4. Obstacle four - Softball Toss in front of Sears - Each team member must throw a softball through the tire with the center five feet off the ground. Each toss must be with his/her feet behind a designated line. Seven tosses/member

will be allowed. A ten second penalty will be added to the final team time for each member who is not successful. The other team members are the **ONLY** members of the competing chapter who may retrieve the softballs. Any other interference will not be tolerated and will result in an NP.

5. Obstacle five - Spider walk - Each team member will align him/herself behind the starting line with his/her front torso/head facing upward and the butt not touching the ground. The team members may only use their hands and feet to propel forward. The team will all begin at the same time. If a member proceeds forward incorrectly, including the butt touching the ground, that member will be required to begin again. Once all members have completed the obstacle, the team may run to the next obstacle.
6. Obstacle six - Jump roping at Bingham - two team members will twirl the rope while the other two will jump ten consecutive times. After four attempts, the team will be allowed to move on with a ten second final time penalty.
7. Obstacle seven - Elephant walk along Smith - Each member (except first) will hold the hand of the person in front of them. The hand will be positioned between the preceding team member's legs. If the team becomes detached during the walk, the team will be required to begin again.
8. The entire team must finish each individual obstacle before the team proceeds to the next obstacle. The timer will be stopped when the final team member has crossed the finish line. (Note that the line will be moved closer to the last obstacle this year, as compared to previous years).
9. The judges from the chapter running the event will assess penalties based on the above rules. If a judge tells a team member/entire team that they must begin an obstacle again, the obstacle must be completed correctly in order for the team to move on. If the member and/or team disregards the judge's ruling and moves on without correctly completing an obstacle, the team will receive an automatic NP.
10. Teams must complete the obstacle course in 5 minutes. Any team still competing at the 5 minute mark must exit the course and will receive a time of 5 minutes. The next team will then start.

EVENT SCORING

Normal fraternity/sorority scoring will be used. The fastest final time (once penalties are assessed) will be used to award places.

EVENT ORDER

3-11-17-18-19-20-21-22-1-2-4-5-6-7-8-9-10-12-13-14-15-16

EGG TOSS (ZBT / ZΨ)

Saturday, April 4th, 2009 3:00-4:00 PM (after Obstacle Course) Freiburger Field

EVENT EXPLANATION

The goal of the event is to exchange the egg back and forth without breaking it at as great of a distance as possible.

EVENT SPECIFICS

Each fraternity/sorority will provide a team of four members. Each team will participate as two pairs. Each pair will be given one whole, raw egg. The competition will consist of one member from each pair throwing the egg to the other member, and vice versa. Once the egg has been exchanged back and forth at a given distance successfully, the distance will be increased in increments of 10 ft until 60 ft, then 5 ft. thereafter.

EVENT RULES

1. Each member must throw and catch the egg behind the designated line. The throw must be repeated if a team member steps over the line, a team member uses his/her body to help catch the egg, or if the egg hits the ground but does not break.
2. Teams will be allowed to continue to throw (even if the egg hits the ground) until the yolk is leaking from or is gone from the egg shell.
3. Each team member must throw the egg with his/her bare hands

DQ will only result if a fraternity/sorority member interferes with the progression of this event

EVENT SCORING

Normal fraternity/sorority scoring will be used. The winner will be determined by total distance, completed rounds, and number of drops. If the distance is as far as the field allows, then fewest drops will break the tie and determine the winner.

UNITY EVENT: BIG WHEELS RELAY (ΑΧΩ / ΣΨ) (Weather permitting)

Saturday, April 4th, 2009 4:00-5:00 PM (after Egg Toss) Heart of Campus

EVENT SPECIFICS

All participating chapters will be divided into teams (the number of teams will be determined prior to the event). Each chapter will have one participant. Teams will be determined prior to the day of the event and will be done by random selection. The members will each complete one leg of a relay race by steering the Big Wheels through the race course. The race course is detailed below. The fastest team wins.

EVENT PURPOSE

To foster unity among chapters by creating friendly competition.

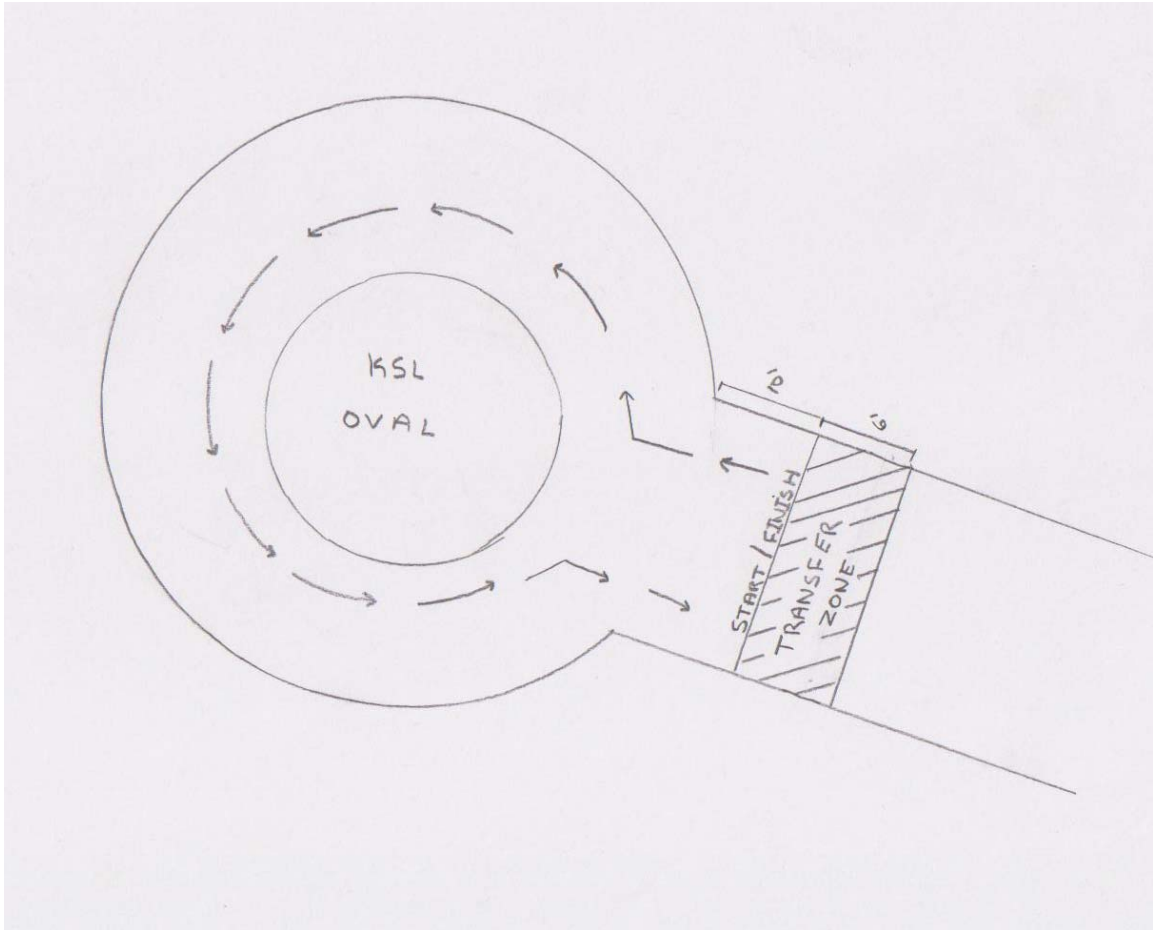
EVENT RULES

1. Each member participating must wear a protective helmet. The helmet will be provided.
2. There will be a designated exchange area. If any part of the big wheel or team member is outside the exchange area during the exchange the team will receive a 5 second penalty. All protective gear must also be transferred to the next participant during the exchange. If the protective gear is not properly put on the judge will call back the participant to the exchange zone to fix the gear.
3. All 3 wheels of the big wheel must remain on the ground at all times. A wheel leaving the ground will result in a 5 sec penalty.
4. A participant may not make contact with another participant. Doing so will result in that team being removed from the race.
5. No participant may weight more than 160 lbs.

EVENT SCORING

Chapters participating in a unified and appropriate manner will receive normal participation points.

Unity Event: Big Wheels Relay Course



PYRAMID (ΣΝ)

Saturday, April 4th, 2009

5:00-6:00 PM (after Unity Event)

Freiberger Field

EVENT EXPLANATION

In this event, the members of a chapter must build a pyramid by climbing on top of each other with each level having one less person on it than the level before it. To ensure that the pyramid is stable, a baton must be passed from the bottom row to the top row, hand to hand.

EVENT SPECIFICS

Each fraternity must submit a team of 15 members and each sorority must submit a team of 10 members. The bottom row for fraternities will have 5 members, and sororities will have 4 members. Each successive row will start when the previous row has fully set themselves up. They cannot move after calling set. Fraternity pyramids will have levels consisting of 5, 4, 3, 2, and finally 1 member, whereas sorority pyramids will be built with a 4, 3, 2, 1 member structure. Once the top person is set on top, the bottom row will be given a baton with a whistle attached and will pass the baton to the top of the pyramid.

EVENT RULES

1. Standard chairs will be used with the rope to be tied to the armrest on the back of the chair. The rope will not be lower than 24 inches. The chairs will create a 20' x 20' box.
2. Each member in the pyramid must be in the basic four point stance. Only the areas from the elbows to the fingers and knees to toes can touch the level below (or the ground, in the case of the bottom row).
3. The next row cannot start crawling until the previous row is set up. This is signified by the bottom row or the team's coach proclaiming "set", after which, the row cannot move any of the four points of their stance. Small movements are allowed after "set" is called, as long as the contact points with the level below do not move. If a judge determines that any member moves one of their points of contact after "set" is called, a 5 second penalty will be added for each member who moves.
4. The first row will be allowed one false start. On a second false start the team will receive an NP. Any person false starting after the first row will be sent back to crawl again.
5. If any team member hits either rope a whistle will be blown and the offender will be tapped on the back as soon as an official can reach the offender. That person must go back to the beginning and recrawl. This will occur before the member has reached the building area and sets their row.
6. One member may stand in the pit and call set for the team. This member is considered a coach and is also responsible for handing the baton to the bottom row.
7. When passing the baton to the top of the pyramid the baton must be handed from hand to hand. The baton may not be thrown. A 15 second penalty will be added if the baton leaves the participants hands. Timing will stop when the whistle is blown by the individual on top of the pyramid.

8. If the pyramid collapses, the pyramid must be rebuilt before the time limit has been reached.
9. When constructing and dismounting the pyramid a participant may not perform any grand standing maneuvers (i.e. standing, flips, twists, etc.). Violation of this rule will result in a NP.
10. The time limit will be 6 minutes.

EVENT SCORING

The event will be timed from when the first members begin to crawl until a whistle attached to the baton is blown. After penalties are added, the top six times will place for the Fraternities and the top three for Sororities.

EVENT ORDER

17-19-20-21-22-1-2-3-4-5-6-7-8-9-10-11-12-13-14-15-16-18

ROPE PULL ($\Phi\Delta\Theta$)

Sunday, April 5th, 2009

12:00-5:00 PM

Between $\Delta\Gamma\Delta$ and $A\Phi$

EVENT EXPLANATION

This event consists of a tug-of-war tournament. The purpose of each individual round is to pull more of the rope on your side of a water pit located between you and the other team. Fraternities and Sororities will each compete in a bracketed tournament. Initial seeds will be determined by the Greek Week committee.

The pull takes place with the entire team either sitting or laying down on the ground with their feet placed against the inner walls of trenches.

EVENT SPECIFICS

Each fraternity and sorority may enter one team consisting of up to **10 members**. Fraternities will still weigh-in for public record purposes. For the fraternities, weigh-ins will be conducted before the event starts, at check in. Each fraternity will also be allowed to weigh in as many people as it wants, but they must all weigh in during the assigned times.

The two teams on deck will be allowed to start making their trenches when the current pull has five minutes left in their pull. Only team members may kick out trenches. There will be five minutes between each pull, giving a total of 10 minutes to kick out the trenches for the next pull. If the pull does not take the full 10-minute time limit, the next two teams pulling will be given extra time so that a total of 10 minutes is allotted to complete the kicking of the trenches.

During the kicking of the trenches and the actual pull itself, spiked shoes will not be permitted. The judges will have shovels that may only be used to remove large rocks that cannot be removed by kicking.

NOTE: ID's will be checked at this event. Therefore, Case student ID's must be brought to the event to be checked. For the fraternities, each puller checking in must have weighed in during the assigned times.

EVENT RULES

1. No false starts (only two warnings will be given to each team). After the third false start, the opposing team will be declared the winner by forfeit.
2. No spiked shoes will be allowed.
3. No objects other than shoes can be used to dig the trenches, with the exception of the judge using a shovel when deemed necessary.
4. All fraternity and sorority pullers must check in with their Case ID.
5. Only members of the team may touch the rope after pulling begins. Any other member of the fraternity/sorority touching the rope will result in a forfeit.
6. Once a pull begins, only those designated to be in the pit area (behind the snow fences) can be there. This includes pullers from the teams currently pulling or kicking trenches, coaches for these teams, members of the chapter officiating, and members of the Greek Week Committee. Any fraternity or sorority member

- knowingly breaking this rule (there will be one warning given) will cause his or her respective team (or team they are representing) to receive an NP.
- 7 Teams are allowed to have only 3 coaches in the pit area.
 - 8 A member of your chapter or an alumnus/a of your chapter may not knock over the snow fencing around the trenches.

Any violation of the above statements will result in an automatic NP

EVENT SCORING

The winner of the individual pulls will be determined by satisfying one of the following conditions:

1. The 10 minute time limit expires and your team has more then one-half (1/2) of the rope on its side of the center mark.
2. Less then five members of the opposing team are on the rope.
3. An opposing team member has crossed the center mark of the rope.
4. Your team has pulled more then 1/2 of the rope to its side of the center mark. The 1/2 mark will be determined by 2 poles, placed 1/2 of the rope length on either side of the center mark.
5. The opposing team forfeits.
6. Please note, the judges have the right to deem any pull over at any point if the safety of any person is at all compromised.

If the pull is too close to be called in either direction by the judges at the end of regulation, overtime will be called loudly by the head judge. The first overtime will be 2 minutes long. Each successive overtime will be 1 minute.

Each team will be given only one warning about crossing the center of the rope at the coaches meeting.

Fraternities that choose to participate in the non-competitive bracket will earn only participation points. If a Fraternity chooses not to participate they will receive no participation points. Sororities will pull for places 1-3. Seeding will be done by the Greek Week Steering Committee.

BALLOTS FOR GREEK SING, VARIETY SHOW, BANNER, AND CAN CASTLE

GREEK SING

Chapter Name _____

Quality of performance of the music	(0-10 pts)
Cohesiveness of the group during the performance	(0-5 pts)
Song is related to the chapter	(no-0pts OR yes-5pts)

BANNER

Chapter Name _____

Artistic Quality	(0-5 pts)
Originality	(0-5 pts)
Creativity	(0-5 pts)
Workmanship	(0-5 pts)

VARIETY SHOW

Chapter Name _____

Originality / Creativity / Pertinence to the Greek Week theme	(0-20 pts)
Unity of Performers	(0-20 pts)
Spirit of Members / Greek Spirit	(0-20 pts)
Talent Quality	(0-20 pts)
Entertainment Value	(0-20 pts)

CAN CASTLE

Chapter Name _____

Imagination	(0-5 pts)
Artistic / Aesthetic Quality	(0-5 pts)
Creativity	(0-5 pts)
Pertinence to the Greek Week theme	(0-5 pts)