

Homecoming '22 Rulebook



We acknowledge the land on which the University of Miami and the Homecoming Executive Committee operates. We acknowledge that the University of Miami sits on the homelands of the Seminole Tribe of Florida, the Council of the Original Miccosukee Simanolee Nation Aboriginal Peoples, and the Miccosukee Tribe of Indians of Florida as well as the Tequesta Tribe. This acknowledgment serves as one way to spread awareness, and educate ourselves about this land, its history, as well as our relationships with the land and each other.

Follow along with us through our weeklong of video game inspired events. Here at the U, whether you get your game on through retro video games or even arcade games- you are encouraged to choose your character as you unleash your inner 'Cane. We continue to power up as we display resiliency and spirit to master our fate to ultimately unlock our champion. The Homecoming Executive Committee encourages you to take control of your journey this fall with Homecoming 2022: Game On! where we urge our fellow 'Canes to challenge yourself and say "Game On!" to the adversities we may face and unite as a community to leave a legacy for our future. Despite these challenges we have faced as a 'Cane family, Homecoming 2022 will focus on the champions we all have in ourselves and in each other to commemorate our diversity and influence on the greater Miami area.

Contact Information

Homecoming Executive Board

Position	Name	Contact
Chair	Meera Patel (she/her)	umhomecoming@miami.edu
Vice Chair(s)	Esther Alexandre (she/her) Lindsey Faucher (she/her) Katarina Jenkins (she/her)	

Homecoming Executive Committee

Opening Ceremonies & Spirit Day UMHomecoming-SpiritDay@miami.edu	Andres Castellanos	he/him
	Kyra Earley	she/her
	Alexandrya Kozlowski	she/her
Royalty Competition UMHomecoming-Pageant@miami.edu	Kofi Bame	he/him
	Kayla Davis	she/her
	Brittney Mensah	she/her
Spirit Tree and Sponsorships UMHomecoming-Sponsorship@miami.edu	Sara Ebrahimi	she/her
	Peyton Hodges	she/her
	Zander Samarasinghe	he/him
	Sarah Sluka	she/her
Hurricanes Help the Hometown UMHomecoming-HHTH@miami.edu	Alexis Owens	she/her
	Kaylin Yudice	she/her

Organized Cheer UMHomecoming-OCheer@miami.edu	Josh Abel	he/him
	Tatiana Alvarado	she/her
	Lauren Lennon	she/her
Alma Mater UMHomecoming-Alma@miami.edu	Nathan Brown	he/him
	Chika Nwosu	she/her
Hurricane Howl UMHomecoming-Howl@miami.edu	Adithi Vrushab	she/her
	Jacob Esquivel	he/him
	Jamie Victoria Williams-Smith	she/her
	Kristophe Smith-Walker	he/him
	Michelle Stjuste	she/her
Participation & Outreach and Board Competition UMHomecoming-Participation@miami.edu	Annella Durand	she/her
	Jessica Gomez	she/her
	Katherine Schumann	she/her
	Simone Weatherspoon	she/her
Marketing and Social Media Competition UMHomecoming-Marketing@miami.edu	Ruben Escobar	he/him
	Isabella M. Lozano	she/her
	Rory Peters	he/him
	Gaby Torna	she/her

General Information

1. At least one representative from each competing team must attend weekly team meetings on Mondays **at 8:00 PM** in the Shalala Student Center - Iron Arrow Room. The dates for these team meetings will be **September 12th, September 19th, September 26th, October 3rd, October 10th, October 17th, and October 24th.**
2. Multiple organizations can pair up to form teams if they wish. Pairings must be approved by the Homecoming Executive Committee. Upon approval, these pairings must compete together for every event.
3. An individual is only permitted to compete with **ONE** team throughout the week of Homecoming. If an individual competes on behalf of more than one team, neither team will be eligible to receive points for that competition.
4. All team names are subject to HEC approval.
5. If a team should receive negative points for an event, that team will be given 0 points for the event.
6. Fire extinguishers may not be used as props during any event. Fire and incendiary devices are also prohibited at all Homecoming events. **Smoke or fog machines may be used during some events but must be approved in writing by the Homecoming Executive Committee Advisor, Josh Brandfon, two weeks prior to the event.** Violation of this rule may result in a team's automatic disqualification from all Homecoming events.

Breakdown of Important Deadlines

Monday, September 5th	<ul style="list-style-type: none"> ● Participation Registration Form <ul style="list-style-type: none"> a. Applications Available on Engage b. Applications close Monday, September 26th at 11:59pm ● Homecoming Pageant: Level Up to Royalty <ul style="list-style-type: none"> a. Applications Available on Engage b. Applications due Sunday, September 18th @ 12pm
Thursday, September 8th	<ul style="list-style-type: none"> ● Interest Meeting
Monday, September 12th	<ul style="list-style-type: none"> ● First Team Meeting <ul style="list-style-type: none"> a. Rulebook Review
Monday, September 19th	<ul style="list-style-type: none"> ● Second Team Meeting <ul style="list-style-type: none"> a. Rulebook Review Cont.
Monday, September 26th	<ul style="list-style-type: none"> ● Third Team Meeting <ul style="list-style-type: none"> a. Alma Mater <ul style="list-style-type: none"> • Team Rosters Due b. Organized Cheer <ul style="list-style-type: none"> • Team Rosters Due • Song Draft • History/Tradition Selection • Mystery Gaming Theme Song Selection
Monday, October 3rd	<ul style="list-style-type: none"> ● Fourth Team Meeting <ul style="list-style-type: none"> a. Board Competition <ul style="list-style-type: none"> • Plywood Distribution b. Alma Mater <ul style="list-style-type: none"> • Final Song List Due

<p>Monday, October 10th</p>	<ul style="list-style-type: none"> • Fifth Team Meeting <ul style="list-style-type: none"> a. Spirit Tree <ul style="list-style-type: none"> • Video Game Cover Distribution during team meeting
<p>Monday, October 17th</p>	<ul style="list-style-type: none"> • Sixth Team Meeting <ul style="list-style-type: none"> a. Organized Cheer <ul style="list-style-type: none"> • Performance soundtracks/scripts due by end of team meeting (must be brought on a USB) <u>*Deadline to Make Changes*</u> b. Social Media Competition <ul style="list-style-type: none"> • Team Hashtags Due
<p>Monday, October 24th</p>	<ul style="list-style-type: none"> • Social Media Competition: <ul style="list-style-type: none"> a. Maze 3- Video Post uploaded by October 30th @ 11:59pm

ENGAGE WITH US!

All Team-Sign ups (registration) and event submissions will take place on Engage. Forms can be found on the Homecoming Executive Committee's Engage portal [here](#).

'CANES SPIRIT DAY & OPENING CEREMONIES

"Press Play to Begin!"

Committee Chairs	Contact Information
Kyra Earley Alex Kozlowski Andres Castellanos	UMHomecoming-SpiritDay@miami.edu

Date	Time	Event Location	Maximum Points
Monday, October 31 st	11AM	Lakeside Patio	15

Event Information

Come out and join us on Opening Day as Omicron Delta Kappa rings the bell, along with guest speakers and performers, and enjoy the food, the games and the music. Press play and begin a week of exciting homecoming activities!

Point System

- Each team will earn points based upon organization participation.
- Team members must check-in at the HEC check-in table at the event. For every team member that signs in, the respective team will receive 1 point, for a maximum of 15 points

BOARD COMPETITION

“High-Score Board”

Committee Chairs	Contact Information
Annella Durand Jessica Gomez Katie Schumann Simone Weatherspoon	UMHomecoming- Participation@miami.edu

Date	Time	Event Location	Maximum Points
October 31st, 2022	10:30 am	Lakeside Patio	50

Important Deadlines and Dates	
Registration Deadline	September 26th, 2022
Plywood Pick-Up The Homecoming Executive Committee will provide each registered participant with a half sheet (4' x 4') of 1/8" thick plywood at the team meeting on the specified date. No other additional materials will be provided.	October 4th, 2022
Completed Artwork Drop-Off Please drop off artwork in the Student Activities and Student Organizations Office located on the second floor of the Shalala Student Center, Suite 206 by 5:00pm	October 27th 2022

Competition Guidelines

Each team will depict a gaming world representative of their experience at the University of Miami, inspired by the history and traditions of their organization.

Requirements

- I. The **board must include:**
 - A main game character that represents your organization
 - A UM mascot
 - Patterns or colors representative of your organization
 - Team name or the abbreviation
- II. All paints should be waterproof, as the boards will be displayed outdoors during Homecoming Week.
- III. Participants are responsible for ensuring that there is no damage to any University property during the process of creating the artwork, including paint stains. Groups will be responsible for any damage that is caused.

Judging & Point System

Judging

- Gaming World will be judged 30 minutes prior to the start of Opening Ceremonies. At least one organization representatives must be present for judging to explain the inspiration and components of their gaming world to the judges.

Possible Deductions from Judge's Score

Criteria	Point(s)
Late submission of the board to SASO	-10
Using material larger or other than the plywood provided	-10
Damaging school property while painting artwork	-10
Failure to include a main game character that represents your organization	-10
Failure to include a UM mascot	-10
Failure to include team name	-10
Representative not being present 30 minutes prior to the event to speak to the judges	-5
3D attachments protruding more than 2"	-5
Inappropriate images or words on artwork	-5
Not having at least 1 member present at the board presentations	-5
Not providing the name, signature of individual, or organization on the artwork	-2
SHARP PROTRUSIONS WILL RESULT IN IMMEDIATE DISQUALIFICATION!	

Pro Tip

- Use the explanation of the game design to aid in the creative process.
- Ensure the paint is dry when submitting the completed artwork.
- Completing the board 24 hours before its due allows the board to dry completely.
- Use clear gloss spray paint to top of the paint to assist in the drying process

SPIRIT TREE

"It's Game Time!"

Committee Chairs	Contact Information
Sara Ebrahimi Peyton Hodges Zander Samarasinghe Sarah Sluka	UMHomecoming-Sponsorship@miami.edu

Date	Time	Event Location	Maximum Points
Tuesday, November 1 st	11 AM	Spirit Tree at Ashe Building	50

Competition Guidelines

Each team will have the opportunity to hang a 4x6 piece of wood (provided by HEC) on the Spirit Tree.

Requirements

- I. Each team must incorporate the Homecoming theme by creating a video game cover that would best represent their organization.
- II. The video game cover must include the organization's name and at least 2 key elements significant to their respective organization.
- III. **The cover must not exceed 4x6 inches in size.**
 - Each team must provide their own string to hang their team's video game cover.
- IV. Each team will present a short speech explaining the creation of their video game cover.
 - Speech must be **at least 45 seconds** and **at most 90 seconds**.
- V. Groups must have at least 3 members in attendance for the speech and hanging of the ornament. Groups can receive 1 Homecoming point per member (up to 10 points) that are present for both the speech and the hanging.

Judging and Point System

Possible Deductions from Judge's Score

Criteria	Point(s)
For failing to put the team name on the Game Cover (Abbreviations Count)	-5
For failing to perform a speech	-5
For exceeding the speech time limit	-5
For exceeding measurement restraints	-5
For ornament failing to hang for 30 minutes past the completion of Spirit Tree	-5

HOMECOMING PAGEANT

“LEVEL UP TO ROYALTY”

Committee Chairs	Contact Information
Kofi Bame Kayla Davis Brittney Mensah	UMHomecoming-Pageant@miami.edu

Important Dates and Deadlines

	Date	Time	Event Location	Maximum Points
Applications Go Live	Monday, September 5th	8:00 AM	Engage	N/A
Applications Due	Sunday, September 18th	12:00 PM	Engage	N/A
Preliminaries	Tuesday, September 20th	4:00 PM - 7:30 PM	UC Storm Surge	60
Required Rehearsals (for finalists)	09/26, 10/03, 10/10, 10/17, 10/24	8 – 9 PM	UC Storm Surge	N/A
Required Rehearsal (for finalists)	Sunday, October 30th	2:00-5:00 PM	Student Activities Room	N/A
Required Dress Rehearsal (for finalists)	Tuesday, November 1st	2:00 PM-5:30PM	SC Grand Ballroom	N/A
Finals	Tuesday, November 1st	8:00 PM	SC Grand Ballroom	120

Competition Guidelines

- I. Each team may register up to 4 total members for the preliminary competition. Each contestant that participates in the preliminary competition will receive 15 points for their team.
- II. Team members who have previously participated and placed on the Royalty Court are not eligible to apply nor audition, and thus will not be selected to take part in the finals.

- III. Preliminaries will be held by appointment. All applicants must sign up for a time via a SignUp Genius that will be sent out after an application is submitted on Engage.
- IV. During preliminaries, each contestant will have **2 minutes** to showcase their talent and will be asked an interview question, all within a 5-minute slot. Talents are subject to approval by the Homecoming Executive Committee. For the talent component, the contestant may have 1 person accompany them on stage.
- V. 12 contestants will be selected to compete at the final competition on **Tuesday, November 1st**. There is no guarantee that every team will have a competitor in the finals.
- VI. Each participant selected to compete in the Final Round **must attend** all rehearsal sessions to be held in the weeks leading up to the event, and a final dress rehearsal on the day of the Final Round. The location of the tech rehearsal will be in the Shalala Student Center Grand Ballroom.
- VII. The Final Competition will consist of an Introduction, Spirit Round, Talent Round, Poise Round, and an Audience Participation Round. Contestants' résumés will also be considered as part of the judging criteria.
 - a. All 12 contestants will compete in the Spirit Round. Each contestant will be randomly paired up with another contestant for the Spirit Round. Each pair in the Spirit Round will be assigned an important University figure and a video game figure to incorporate into their **2- minute** skit. Failure to incorporate both of these items will result in a deduction of points.
 - b. All 12 contestants will compete in the Talent Round. In this round, the contestant may have 1 person accompany them on stage. Each contestant will have **3 minutes** to perform their talent. Talents that go over the **3-minute time limit** will result in a deduction of points by the judges for that portion of the show.
 - c. The top 8 contestants will be selected to compete in the Poise Round. Contestants will be asked an interview question, which will be judged based on personality, eloquence, and originality of response. Foul language and derogatory or offensive remarks will not be permitted and may result in disqualification.
- VIII. There will be 4 overall winners crowned Homecoming Royalty. The first place winner will earn an additional 45 points for their team. The second place winner will earn an additional 35 points for their team. The third place winner will earn an additional 25 points for their team. The fourth place winner will earn an additional 15 points for their team.
- IX. The Homecoming Royalty are required to attend all remaining Homecoming events and make an appearance on the field at the Homecoming game. In the event that a winner cannot attend these events, they will be required to forfeit the title and accompanying points.

Judging and Point System

Possible Deductions from Homecoming Score

Criteria	Point(s)
Per rehearsal missed (for finalists)	-5
Per finalist dropping out of the pageant prior to 2 weeks before the final pageant	-15
Per finalist dropping out of the pageant without 2 weeks advance notice to the final pageant in writing to umhomecoming@miami.edu	-30

Possible Deductions from Judge's Score

Criteria	Point(s)
For failing to incorporate the assigned University figure and video game figure	-5
For going over the 3-minute time limit during the Talent Round	-5
For deliberately deviating from what was shown during dress rehearsal	-15

FOUL LANGUAGE AND DEROGATORY OR OFFENSIVE REMARKS DURING ANY PORTION OF THE SHOW WILL NOT BE PERMITTED AND MAY RESULT IN DISQUALIFICATION FROM THE EVENT!

BEFORE auditioning for Preliminaries:

- ★ Read this rulebook section in its entirety.
- ★ Check/clear your calendar for the possibility that you will have to attend all Homecoming events following Finals.
- ★ Make sure that you are available for all rehearsals *and* the night of Finals.
 - Sunday, October 30th you will be expected to be free to rehearse from 2pm-4pm.
 - Tuesday, November 1st you will be expected to be available for a 30 minute tech rehearsal during the day and from 5:00pm until the conclusion of the event.

If you are selected as a finalist:

- ★ Take time to rehearse your skits with your partner.
 - Time yourselves and practice with your PowerPoints (embed audio)
- ★ Practice in rehearsal full out as if you're performing on stage at finals.
 - Wear your costume/shoes or something similar while you're practicing
- ★ Perform with confidence and be genuine and authentic. You were selected as a finalist for a reason.

HURRICANES HELP THE HOMETOWN ON-CAMPUS DAY OF SERVICE

“Canes Assemble”

Committee Chairs	Contact Information
Alexis Owens Kaylin Yudice	UMHomecoming-HHTH@miami.edu

Date	Time	Event Location	Maximum Points
Wednesday, November 2 nd	Registration – 11:30AM Event: 12 PM– 2PM	TBD	30

Competition Guidelines

- I. Event check-in will be continuous from **11:30 AM – 1:30 PM**. Team members must check-in at the designated table. Every team member who does check in and fulfills the event requirements will receive 2 points for their team (a team can earn up to 30 points).
- II. To receive event points, each individual must check in upon arrival, fulfill the event requirements, and complete the checkout at the end of the designated session.
- III. Any team members that require accommodations of any kind (medical, physical, or religious) to participate, must inform the HHTH committee in advance.
- IV. Homecoming points will be given at the discretion of the site leaders (HEC members) based on active and helpful participation throughout the day.

Judging and Point System

Possible Additions to Homecoming Score

Criteria	Point(s)
For each participant who checks-in and fulfills the event requirements (up to 30 points)	+2

ORGANIZED CHEER

“Dancing With The ‘Canes”

Committee Chairs	Contact Information
Josh Abel Tatiana Alvarado Lauren Lennon	UMHomecoming-OCheer@miami.edu

Date	Time	Event Location	Maximum Points
Wednesday, November 2 nd	6:30 PM	Lakeside Patio	130

Important Deadlines and Dates	
Engage Form Closes Final Team Roster Due Complete list of competing members plus two alternates. Song Draft and UM Tradition Assignment No duplicate songs may be used by teams	Monday, September 26th
Performance Soundtracks and Scripts Due	
Rehearsal [LOCATION PENDING] Slots are first-come-first-serve **Time for slots depending on how many orgs show interest**	
	Monday, October 17th
	Wednesday, October 19th (6-10pm) Wednesday, October 26th (6-10pm)

Competition Guidelines

- I. All In!- Dance Dance Revolution Extreme
 - a. A maximum of 20 individuals per team are allowed on the stage.
 - Each team will be **permitted to have two stagehands to set up equipment and hold backdrops. Stagehands do not count as part of the 20-person limit.**
 - b. Each team may use a maximum of seven (7) songs.
 - c. A maximum of **three additional 10-second sound clips** may be used for the purpose of mixing song
 - These clips do not count as one of the entitled seven (7) song

- d. Each team is allowed 7 minutes to complete their performance. The time begins when the first person enters the stage and ends when the last person exits the stage.
 - Additional battery-operated lighting (i.e. strobe lights, flashlights, black lights, etc.) are permitted. However, **set-up and break-down of the equipment must take place within the allotted 7 minutes.**

II. Sorta In!- Just Dance

- a. Maximum of 10 individuals per team are allowed on the stage.
 - Each team will be **permitted to have two stagehands to set up equipment and hold backdrops. Stagehands do not count as part of the 10-person limit.**
- b. Each team may use a maximum of four (4) songs
- c. A maximum of **three (3) additional 10-second sound clips** may be used for the purpose of mixing songs
 - These clips do not count as one of the entitled four (4) songs
- d. Each team has 3-5 minutes to complete their performance. The time begins when the first person enters the stage and ends when the last person exits the stage.
 - Additional battery-operated lighting (i.e. strobe lights, flashlights, black lights, etc.) are permitted. However, **set-up and break-down of the equipment must take place within the allotted 3-5 minute span.**

- III. Performance soundtracks and scripts will be **due Monday, October 17th**, during the team meeting. The soundtrack must be submitted electronically by the start of the meeting.
 - a. All performance soundtracks and scripts will be reviewed and approved by the Homecoming Executive Committee.
 - b. Teams must notify the Organized Cheer Chairs (via e-mail) if they wish to change a song at any point after the song draft. The Organized Cheer Chairs will notify teams if the change is permitted. **This can be done up until Monday, October 17th**
- IV. Check-in will be **from 6:00- 6:20 PM** on the day of the event. In the event that a team signs up but does not show up for a performance, they will not be awarded participation points.
 - a. A point will be deducted from the judge's score for every minute beyond 6:20 PM that a group is late to check in
- V. Each team's participants are **required to enter from stage right and exit using the stairs on stage left.**
- VI. Stunts, cartwheels, somersaults, pyramids, etc. are prohibited. The use of folding chairs is permitted but standing on them is considered a stunt violation.
 - a. Any violation will result in a 5 point deduction per stunt from the judge's scores. Basic jumps and leaps are permitted. All possible infractions of this rule should be clarified with the Organized Cheer Chairs before the night of the event.
- VII. Inappropriate and/or offensive clothing is not permitted. This is up to the judgment of the event chairs.
 - a. Each violation will result in a 2 point deduction from the judge's scores.
- VIII. Use of profane language is not permitted.
 - a. Each violation will result in a 5 point deduction from the judge's score.
- IX. All parts of the cheer must be performed in good taste.
 - a. Any team that uses suggestive, sexual, demeaning, derogatory or otherwise negative

motions or words directed at other teams or in general will result in a 5 point deduction from the judge's score or disqualification at the discretion of the Homecoming Executive Committee.

- X. Throwing objects off or onto the stage before, during, or after the cheer will not be permitted. Any objects used during the cheer must leave the stage with the performers.
- a. Any objects left on stage or thrown off stage will be assessed a 1 point deduction from the judge's score.
- XI. All point deductions are solely at the discretion of the Homecoming Executive Committee.

Judging and Point System

Possible Additions to Judges Score

Criteria	Point(s)
For incorporating a banner into the performance (as the backdrop).	+15
For incorporation of overall Homecoming theme ("Game On!").	+15
For incorporation of assigned tradition.	+15
For incorporating team history.	+15
For incorporation of mystery gaming theme song (i.e. theme song)	+15
For incorporation of video game-themed props (TV, controllers, screens, etc.): <ul style="list-style-type: none"> 1 video game themed prop(s): +5 2-3 video game props: +10 4+ video game props: +15 	+15
Per name mentioned (Josh, Meera, Lindsey, Esther, Kat) – max 5 pts	+1
Per name of 4 video-game titles mentioned– max 4 pts.	+1

Possible Deductions from Judge's Score

Criteria	Point(s)
For every additional person on stage beyond the maximum of 20 people.	-1
For exceeding the allotted time of 7 minutes, and an additional (-1) point for every 5 seconds the group exceeds the allotted time.	-3
For each participant that jumps off the stage.	-5
For the use of profane language.	-5
For the use of inappropriate clothing	-2
For any objects left on stage or thrown off stage.	-1
For every minute beyond 6:20 PM that a group is late to check in.	-1
Any team that uses suggestive, sexual, demeaning, derogatory or otherwise negative motions or words directed at other teams or in general	-5

ALMA MATER SINGING COMPETITION

"Just Sing!"

Committee Chairs	Contact Information
Nathan Brown Chika Nwosu	UMHomecoming-Alma@miami.edu

Date	Time	Event Location	Maximum Points
Thursday, November 3 rd	10:45 am	UC Rock	130

Important Deadlines and Dates	
Final Team Roster Due Complete list of competing members plus two alternates.	Monday, September 26th
Final Song List Due List of songs being used in the creative portion of the performance.	Monday, October 3rd

Competition Guidelines

Each team will sing the University of Miami Alma Mater in its traditional form. This will be followed by a creative singing performance that captures the spirit of the Alma Mater.

Requirements

- I. The creative portion of the performance must include a remix of the Alma Mater in its traditional form and must be continuous.
 - a. The remix cannot be broken up in parts and must be sung continuously.
- II. The performance must start with a traditional arrangement of the Alma Mater.
- III. The entire performance must be a **minimum of 2 minutes and a maximum of 6 minutes**
 - a. The traditional alma mater does not count towards your total time.
- IV. Each organization may only have **one competing team** with a **minimum of 4 performers** and **a maximum of 12 performers**
 - a. All Alma Mater team members must be currently enrolled University of Miami students, and only graduate organizations may have graduate students participating.
- V. Each team must include a minimum of one song that includes the words **play, start, game** and at least two lines of this song must be used.
 - a. The words do not have to be present in the original lyrics of the song; they may be included as a part of the team's remixed lyrics.
 - b. If two or more teams submit the same song, there will be a song toss to decide which team may use the song during their performance.
- VI. Throughout the entire performance, the words **play, start, game** must each be used at least once
- VII. **At least 1 prop and a maximum of 4 props** may be used during the performance.
 - a. An **extra** point will be allocated to team using game-themed props

Competition

- **Check-in** for the Alma Mater Competition will be from **10:00-10:30 AM**. The **entire Alma Team must be present at the time of check-in**.

Judging and Point System

Possible Additions to Judge's Score

Criteria	Point(s)
Incorporating songs that includes play/start/game	+2
Coordinated outfits	+2
Coordinated movement	+2
Involving the crowd	+2
Incorporating "gaming" props (+3 total)	+1

Possible Deductions from Judge's Score

Criteria	Point(s)
A point is lost for every member of the team not present at the time of check in. A maximum of 5 points can be lost.	-1
For every additional person on stage beyond the maximum of 12	-1
For every additional prop used beyond the maximum of 4	-2
For using a song that was not approved	-2
For failing to begin with the traditional Alma Mater	-5
For failing to sing the remixed Alma Mater completely and continuously	-5

Pro Tip

- Stand close to the Mic.
- Change lyrics to be about UM or your group.
- Enunciate words so nothing's lost while you sing.
- Practice on performance stage beforehand.
- Use songs that people will recognize even when the lyrics are different.

SOCIAL MEDIA COMPETITION

“Power Up”

Committee Chairs	Contact Information
Ruben Escobar Isabella M. Lozano Rory Peters Gaby Torna	UMHomecoming-Marketing@miami.edu

	Date	Event Location	Maximum Points
MAZE 1	Monday, October 31 st – Thursday, November 3 rd	Throughout Campus	40
MAZE 2	Friday, November 4 th	Throughout Campus	20
MAZE 3	Monday, October 24 th – Thursday, November 3 rd	On Own Time	11
Final Boss	Monday, October 24 th – Friday, October 28 th	On Own Time	50

Maze 1 – “Blinky, Pinky, Inky, Clyde?”

- I. The object is to find one of the 4 Pac-Man Ghost characters hidden around campus at different locations, post a story, and must include their team-specific hashtag, as well as tag @umiamihomecoming. Teams must not remove items from where they are found.
- II. HEC members will hide one Ghost per day at one location starting at noon for team members to locate, and hints will be posted on the HEC Instagram.
- III. Any participant from a team can take a picture of the character and must use their team-specific hashtag. For rule purposes, “the day” means the story should be posted before 10pm.
- IV. Instagram stories must be public in order to receive points. University of Miami Homecoming must be tagged in the story (@umiamihomecoming).
- V. Teams will be ranked according to speed and completion of the scavenger hunt. Points will be awarded to each team based on the time they are posted on social media.
- VI. The first team to find the ghost and complete the objective each day will receive 10 points, the second team will receive 5 points, and the third team will receive 3 points.

Maze 2 – “Don’t Turn Blue”

- I. The object is to find Pac-Man, take a story video and say Game On!, use your team-specific hashtag, and tag @umiamihomecoming.
- II. An HEC Marketing committee member will be dressed as Pac-Man on Friday, November 4th. They will only be in outfit on campus.
 - Any participant from a team can take a video with Pac-Man anywhere on campus, except inside classrooms, in student organization suites, at affiliated organization meetings, or while in their vehicle.

- III. The video must be posted before 12pm on Friday, November 4th.
- IV. Teams who participate will receive 20 points.

Maze 3 – “Power Pellets”

- I. Repost a recent @umiamihomecoming posts on team's official social media page from October 24th-November 3rd. Teams must include their team-specific hashtag and tag @umiamihomecoming.
- II. Teams cannot repost the same graphic twice.
- III. For each repost of a Homecoming graphic on Instagram, the team will earn a **maximum of 1 point per day**.

Final Boss – “High Score!”

- I. Create and post a Homecoming week promotion video that shows how your team is getting their “Game On.”
- II. The video must be at least 30 seconds but no more than 90 seconds long. The video must also include: the phrase “Game On!”, mention of at least 2 Homecoming traditions/events, show at least 5 team members, and the dates of Homecoming week (October 31st-November 5th).
- III. The video must be posted on the team's official social media page, include their team-specific hashtag, and tag @umiamihomecoming. The deadline to post is Sunday, October 30th at 11:59pm.
- IV. Teams who participate will receive 50 points.

THE SCHEDULE OF EVENTS CAN BE FOUND BELOW:

- Opening Ceremonies/Spirit Day: Monday, October 31st @ 11:00 am-2:00 pm
- Royalty Competition: Tuesday, November 1st @ 7:00 pm
- Spirit Tree: Tuesday, November 1st @ 11:00 am-11:45am
- HHTH: Wednesday, November 2nd@ 12:00 pm-2:00 pm
- O-Cheer: Wednesday, November 2nd @ 8:00 pm
- Alma Mater: Thursday, November 3rd @ 10:45 am
- Howl: Friday, November 4th @ 6:00 pm

OVERALL BREAKDOWN OF HOMECOMING POINTS

Informational Team Meetings	
Point Breakdown	+10 per each attended Team Meeting

Opening Ceremonies & Spirit Day	
Judging Criteria	Team Attendance
Point Breakdown	+1 per team member in attendance (maximum 15)

Board Competition	
Judging Criteria	Creativity Artistic Ability Representation of Organization Incorporation of Homecoming Theme
Point Breakdown	+50 points for 1st place artwork +35 points for 2nd place artwork +25 points for 3rd place artwork +15 points for non-placing teams

Spirit Tree	
Judging Criteria	Informative Speech Adherence to Theme Representation of Team Visual Appeal of Ornament Functionality of Ornament
Point Breakdown	+1 point for each member present (up to 10 points) +40 points for 1st place ornament +30 points for 2nd place ornament +20 points for 3rd place ornament +10 points for non-placing teams

Royalty Pageant	
Judging Criteria	<p>Resume</p> <p>Introduction</p> <p>Spirit Skit</p> <p>Talent</p> <p>Poise</p>
Point Breakdown	<p>Teams will receive 15 points for each preliminary contestant (max. 4)</p> <p>+10 points per Pageant participant</p> <p>In addition, teams will receive:</p> <p>+45 points for First</p> <p>+35 points for Second</p> <p>+25 points for Third</p> <p>+15 points for Fourth</p>

Hurricanes Help the Hometown	
Point Breakdown	<p>+2 points for every team member who checks in and fulfills the event requirements (up to 30 points).</p>

Organized Cheer	
Judging Criteria	Creativity 'Cane Spirit Showmanship Well-constructed plot
Tier 1 Point Breakdown	+130 points for 1st place +115 points for 2nd place +100 points for 3rd place +45 points for non-placing teams
Tier 2 Point Breakdown	+70 points for 1st place +55 points for 2nd place +40 points for 3rd place +25 points for non-placing teams

Alma Mater	
Judging Criteria	Team Cohesiveness Lyrical Creativity 'Cane Spirit Singing Ability
Point Breakdown	+130 points for 1st place +115 points for 2nd place +100 points for 3rd place +85 points for HEC's choice +45 points for non-placing teams

Social Media Competition	
Maximum Possible Points	121 pts.

Spirit Competition	
Judging Criteria	Most Spirited team, as voted on by HEC members
Point Breakdown	+10 points (possible) Opening Ceremonies +10 points (possible) Alma Mater +10 points (possible) HHTH +10 points (possible) Spirit Tree +10 points (possible) Royalty +10 points (possible) O-Cheer +20 points (possible) Overall Spirit