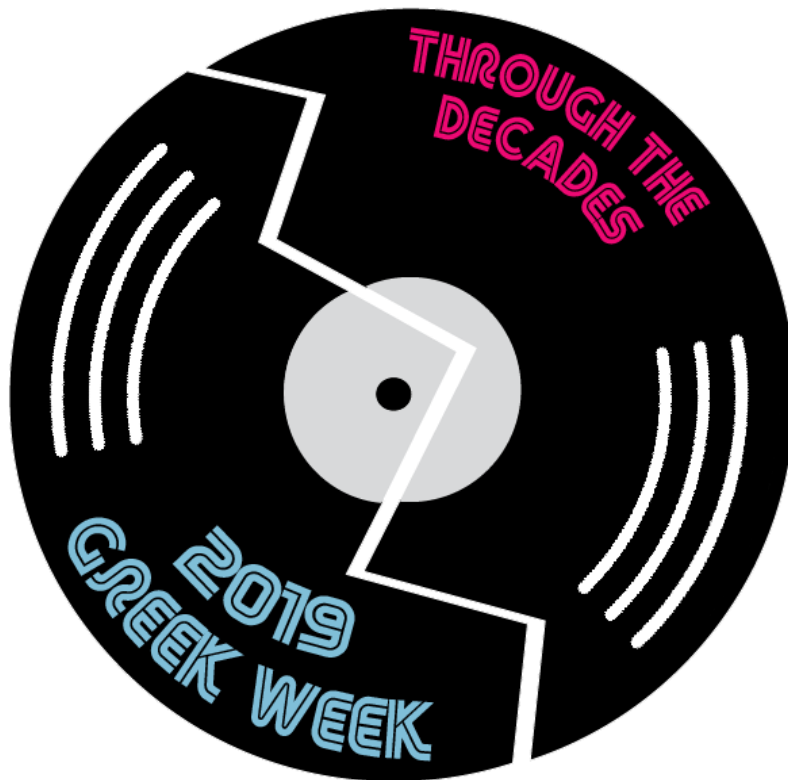


University of Wyoming *Greek Week Handbook - 2019*



Fraternity and Sorority Life (FSL) Office – Wyoming Union 012
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Greek Week 2019

Program Mission Statement:

Greek Week 2019 and all activities therein are designed to promote positive interaction between chapters of the FSL community at the University of Wyoming. Healthy competition without unnecessary or malicious conduct will be required of all members of the FSL community in order to uphold the highest standards of Fraternity men and Sorority women. Positive interfraternal relations, community growth, and philanthropic excellence will be diligently pursued for the establishment and maintenance of core values to foster strong relationships between the FSL community, University of Wyoming and the broader Laramie community.

Code of Conduct:

Both direct and indirect participants in any Greek Week event obligates them to assume the responsibilities and expectations outlined and described in the following Code of Conduct.

Participants and Spectators:

1. All participants must be active chapter members as per approved chapter roster.
2. All participants and spectators are expected to demonstrate good sportsmanship, which includes but is not limited to;
 - a. Respect for all participants and chapter affiliations.
 - b. Safe and appropriate use of equipment.
 - c. Positive and respectful interactions with referees, officials, judges, etc.
 - d. Adherence to all event rules and regulations.
3. Any individuals under the influence shall not be permitted to participate or attend any Greek Week events and will be subject to further repercussions via the FSL Office.
4. Inappropriate clothing and language will not be tolerated.
5. All participants must adhere to the mission statement.
6. All participating members must be on the chapter roster on file at the FSL Office.
7. Any issues, concerns, or discrepancies must be brought forth to the Greek Week Directors, Jack and Hunter, or the Fraternity and Sorority Advisor, Erik Kahl.

Violations of the Code of Conduct:

All violations of the Code of Conduct shall be evaluated and may face consequences at the discretion of the Fraternal Standards Board and the FSL Office.

Minor Violations of the Code of Conduct

Consequences for minor violations include but are not limited to:

1. A Verbal Warning.
2. Ejection of an individual from an event.
3. Immediate team disqualification from an event.

Severe Violations of the Code of Conduct

These offenses will not be subject to warning. Consequences will be addressed on a case-by-case basis but may include:

1. Individual disqualification from Greek Week 2019 activities
2. Chapter/Team disqualification from Greek Week 2019 activities
3. Group review by the Fraternal Standards Board or individual review by Dean of Students Office.

Note: The Officials and the FSL Office asserts that chapters are responsible for the actions of all individual members and will be subjected to the penalties associated with those actions.

Greek Week Officials include, but are not limited to the Greek Week Director, FSA, and members of the Greek Week Leadership team when not participating.

Greek Week Leadership Team

The Greek Week Leadership Team consists of the members from the community that have volunteered to help with the planning and implementation of Greek Week. Points will be awarded to teams who have members serving on the Greek Week Leadership Team. The Greek Week Director and FSL Advisor will determine if all points will be awarded in this category based on meeting attendance and participation.

Greek Week Leadership Committee Position Descriptions

1. Greek Week Director
 - a. Host meetings
 - b. Create meeting agenda
 - c. Write meeting minutes
 - d. Oversee the budget, logistics, and reservations
 - e. Oversee all other leadership committee members and their sub-committees
 - f. Assist with other Greek Week aspects as needed
 - g. Maintain strong communication with the Fraternity and Sorority Life advisor
2. Marketing Committee
 - a. Coordinate the weeks' promotion
 - b. Coordinate promotion for weeks' events
 - c. Organize banner decorating competition
 - d. Create T-shirt design and coordinates community-wide order
 - e. Assist with other marketing aspects as needed
 - f. Maintain strong communication with the Greek Week Director and FSL advisor
3. Brotherhood and Sisterhood (Activities)
 - a. Organize all athletic related activities
 - b. Assist with other athletic competition aspects as needed
 - c. Maintain strong communication with the Greek Week Director and FSL advisor
4. FSL Feud
 - a. Organize an event for faculty in conjunction with a family feud style event
 - b. Assist with other aspects of the chapter feud event as needed
 - c. Maintain strong communication with the Greek Week Director and FSL advisor
5. Community Service Liaison
 - a. Organize community service projects
 - b. Organize the change drive
 - c. Maintain strong communication with the Greek Week Director and FSL advisor
6. Talent Committee Chair (1)
 - a. Organize and plan the Talent event
 - b. Maintain strong communication with the Greek Week Director and FSL advisor
7. Talent Committee
 - a. Assist Talent Committee Chair in execution and sub-tasks of Talent
 - b. Expand offerings of Talent to be premiere FSL Philanthropy event through ticket sales, sponsorships, and other creative methods.
8. Leadership Committee Chair (1)
 - a. Coordinate and plan the speaker or leadership activity
 - b. Maintain strong communication with the Greek Week Director and FSL advisor

Chapter Delegates

Each chapter that chooses to participate in Greek Week should designate one individual who will serve as the liaison between the chapter and the Greek Week Leadership Team. These delegates should plan to attend the Greek Week meetings which stated on page 7, at 5:00pm. Points will be awarded to teams who have representatives at the weekly Greek Week meetings.

Teams

Each chapter that chooses to participate in Greek Week will select their own team. Each team must be composed of at least two chapters but no more than three. If teams are interested in choosing a third chapter, both councils must be represented. One chapter must be less in numbers than the council's average. Teams may not be partnered with the same chapters as the previous Greek Week. Teams must be submitted (either by email to fsl-greekweek@uwyo.edu or dropped off in CAC) by Tuesday, February 19th by 5:00pm. If a chapter does not choose a team, one will be assigned if the chapter is interested in participating in Greek Week. Chapter numbers and the council numbers are outlined in the rules and regulations. Chapters should also create a team name. If there are multiple teams with the same name, it will go on a first come first serve basis.

Theme

The Greek Week them for this is "Through The Decades"

Teams will have the opportunity to buy exclusive rights to specific decades and songs during the Auction. For more info see the "Greek Week Auction" section on page 7.

Rosters

Attendance percentages will be based on the rosters currently on file with the Fraternity and Sorority Life office. If changes need to be made to the roster, chapters should do so before March 19, 2019.

Schedule of Events

Tuesday, February 12th: Greek Week Meeting; (5:00pm)
Delegate meeting

Tuesday, February 19th: Confirm Greek Week Teams at to fsl-greekweek@uwyo.edu (5:00pm)

Wednesday, February 20th: Greek Week Auction (6:30pm)

Tuesday, February 27th: Greek Week Meeting (5:00pm)

Wednesday, March 27th: Greek Week Meeting (5:00pm)
Final Delegate meeting

Friday, March 29th: Banners due; GW Kickoff Dance (TBD); Music for talent due to fsl-greekweek@uwyo.edu

Sunday, March 31st: Community BBQ and Athletic Competitions (11am-4pm)

Monday, April 1st: Faculty Appreciation(5:30pm) and FSL Feud at 6:30PM in the Union Ballroom

Tuesday, April 2nd: Cardboard Regatta (5:30-6:30pm) Talent Rehearsal (6:30-9pm)
Blood drive (1pm-5pm in Union Ballroom)

Wednesday, April 3rd: FSL Awards (6:30-8pm)
Blood Drive (9am-1pm in Union Ballroom)

Thursday, April 4th: Talent in the A&S Auditorium (7-9pm)

Event Descriptions

Greek Week Auction

This year, in an effort to fundraise for our weeklong cause, United Way of Albany County, an auction will take place to determine which teams will have exclusive rights to using themes, subthemes, primary characters, songs, etc. Exclusive rights means that the team that wins the auction on any particular 'item' is the only team that can use or make reference to that item. Example using last year's theme: If Team 2 had the highest bid for use of Zeus, they would then have exclusive rights. This means that in the banner competition and in the Talent competition, no other team can use this character; use of the character would result in loss of points. Further questions should be directed to fsl-greekweek@uwyo.edu.

Greek Week Kick-off Dance

The kick-off dance has been canceled until further notice.

Crowd Change – All Week

Throughout the week, teams will collect donations to be donated to United Way. Points will be awarded to teams based on who collected the highest amount. All donations will be done through Crowd Change. Teams are responsible for editing and running their own Crowd Change pages. To determine the

amount of amounts, the “last call” for Crowd Change totals will be following the final performance at the Talent Competition.

Penny Wars Fundraiser – All Week

The goal of penny wars is to collect as many pennies as possible and end with the most positive score. Pennies are positive points for your team while anything else are negative points. Each Teams penny jar will be located in the FSL office in the basement of the Union.

Social Media Challenges – All Week

Each team will be assigned a throwback social media challenge when they buy a decade in the auction. Each day the teams will take a photo or video of a group of people doing their assigned challenge at the event held. The social media challenges are the Harlem Shake, Macarena, Plank Challenge, Mannequin Challenge, Conga Line, the Running Man, Kiki Do You Love Me. The challenges will be randomly assigned at the Greek Week auction.

Banner Competition – All Week

The banner competition will be held throughout the week to promote Greek Week within the community. All banners are due on March 29 by 5:00pm. Further rules and categories for judging will be outlined in the rules and regulation pages.

Community Service Blood Drive – April 2nd (1:00pm-5:00pm) and 3rd (9:00am-1:00pm)

For the community service portion of Greek Week this year, FSL is partnering with Vitalant (formerly known as United Blood Service) to host a blood drive. This drive is not just for members of FSL, but will be used as an opportunity to outreach to the greater University of Wyoming Campus. Points will be awarded to teams based on participation.

Community BBQ and Athletic Competitions – Sunday, March 31 (11:00am)

The brotherhood and sisterhood committee will host one day of athletic competitions for teams to compete against each other in. Teams should submit who will be playing in the athletic competitions to the FSL office by 5:00pm on Monday, March 15, 2019. Through elimination games, points will be given to teams based on their place in the smaller competitions. Supremacy points will be awarded to teams based on place earned through the collection of points through the smaller competitions.

Faculty Appreciation (5:30pm) and FSL Feud (6:30pm) – Monday, April 1, 2019 - Union Ballroom

In a time to honor faculty and staff for their service to the university and the Fraternity & Sorority Life community, we will be hosting a Faculty Appreciation Event. This is an opportunity to engage with other staff and current members of the the UW and FSL community.

For FSL Feud, each team will be allowed to have a total of 6 people at this event which should include 4 chapter members and 2 UWYO Faculty and/or Staff members in a time to honor faculty and staff for their service to the university and the Fraternity & Sorority Life community. Teams will compete in a game similar to Family Feud. Points will be awarded to teams based on place, as determined through the FSL Feud competition. FSL Feud will start at 7:15pm and end at 8:30pm. Teams should submit who will be on the FSL Feud event team to the FSL office by 5:00pm on Monday, March 25, 2019.

Fraternal Awards & Celebration – Wednesday, April 3, 2019 (7:00pm) Union Ballroom

Leadership is an essential component of the Fraternity and Sorority experience. Leadership is not always about the positions held, but rather the way in which individuals, whether with designated positions or not, respond to the adversity of programs and events, build relationships, empower others, and communicate. We will be hosting a leadership speaker who will speak to the qualities of a true leader and how those that have the greatest and most long-term impact are servant leaders.

Talent Competition – Thursday, April 4th 7:00PM A&S Auditorium

Greek Talent will allow teams to showcase their talents while continuing to raise money for United Way. Points will be awarded to teams based on place, as determined by judges.

Greek Week Awards – Thursday, April 4 following Greek Talent in the A&S Auditorium

The Greek Week Awards Ceremony will immediately follow the Greek Talent Competition. Awards will be given for several individual Greek Week events as well as name an overall Greek Week Team.

Teams

Each chapter that chooses to participate in Greek Week will select their own team. Each team must be composed of at least two chapters but no more than three. If teams are interested in choosing a third chapter, both councils must be represented. One chapter must be less in numbers than the council's average. Teams may not be partnered with the same chapters as the previous Greek Week. Teams must be submitted (either by email to fsl-greekweek@uwyo.edu or dropped off in CAC) by Monday, March 1st by 5:00pm. If a chapter does not choose a team, one will be assigned if the chapter is interested in participating in Greek Week. Chapter numbers and the council numbers are outlined in the rules and regulations. Chapters should also create a team name. If there are multiple teams with the same name, it will go on a first come first serve basis. Teams must be submitted by Monday, February 20 at 5:00pm.

CPH

Council Average: 62

IFC

Council Average: 41

Teams

Team Name	Chapters
The Breakfast Club	Chi Omega, Phi Sigma Rho, Sigma Phi Epsilon
The Throwbacks	Alpha Sigma Phi, Kappa Kappa Gamma, Sigma Chi
Greased Lightning	Delta Delta Delta, Kappa Sigma, Sigma Alpha Epsilon
Gatsby, The Wizard of Oz	Lambda Chi Alpha, Sigma Alpha, Sigma Nu
Those 70s Boys	Alpha Gamma Rho, Pi Kappa Alpha

Rules and Regulations

Week-Long Activities

Banner Competition

- Banner must be 5.5 feet wide and 7 feet tall
- The banner will be judged on creativity, visual appeal, relativity to the theme, as well as overall looks.
- Must be hand painted on cotton canvas provided by your own team
- Banners must be turned in by Friday, March 29th by 5:00pm in the FSL Office
- Winners will be announced at the awards ceremony

Banner Competition Auxiliary Points

- Creativity: 5 points
- Visual Appeal: 5 points
- Use of Theme: 5 points
- Overall Appearance: 10 points
- Meets size criteria: 1 point

Social Media Challenge

Each team will be assigned a throwback social media challenge when they buy a decade in the auction. Each day the teams will take a photo or video of a group of people doing their assigned challenge at the event held. The social media challenges are the Harlem Shake, Macarena, Plank Challenge, Mannequin Challenge, Conga Line, the Running Man, Kiki Do You Love Me. The challenges will be randomly assigned at the Greek Week auction.

1. It must be obvious what social media challenge your team is doing, and it must be your teams assigned challenge
2. All pictures and videos from every day must be submitted on April 4th at 5pm to the FSL email to qualify for scoring (to fsl-greekweek@uwyo.edu)
3. Every day each team has the opportunity to score points from three categories: creativity, a point for participating that day, and points for the number of people in the video (see points below) for a total of 35 possible points at the end of the week

Social Media Challenge Auxiliary Points

- Creativity: 5 points (1 point/day)
- Participation: 5 points (1 point/day)
- Number of people (scored each day):
 - 1 person: 2 points
 - 2-3 people: 3 points
 - 4-5 people: 4 points
 - 6+ people: 5 points

Crowd Change – All Week

Throughout the week, teams will collect donations to be donated to United Way. Points will be awarded to teams based on who collected the highest amount. All donations will be done through Crowd Change. Teams are responsible for editing and running their own Crowd Change pages. To determine the amount of amounts, the “last call” for Crowd Change totals will be following the final performance at the Talent Competition.

Crowd Change Auxiliary Points

- 1st place: 10 points
- 2nd place: 9 points
- 3rd place: 7 points
- 4th place: 4 points
- 5th place: 1 points

Penny Wars Fundraiser– All Week

The goal of penny wars is to collect as many pennies as possible and end with the most positive score. Pennies are positive points for your team while anything else are negative points. Each Teams penny jar will be located in the FSL office in the basement of the Union. Point distributions are listed below.

Penny Wars Auxiliary Point Breakdown

- Pennies = 1 point
- Nickels = (-5) points
- Dimes = (-10) points
- Quarters = (-25) points
- \$1 Bills = (-100) points
- \$5 Bills = (-500) points
- \$10 Bills = (-1,000) points
- \$20 Bills = (-2,000) points

Daily Activities

Service

Community Service

For the community service portion of Greek Week this year, FSL is partnering with Vitalant (formerly known as United Blood Service) to host a blood drive.

Recruitment

Teams will be ranked and receive points according to the number of pints collected. This drive is open to anyone on campus or in Laramie, so although members of your team can donate, teams will also recruit donors to fill as many appointment slots as possible. Teams will have the opportunity to table in the Union the week leading up to Greek Week and the week of. To earn a point for that day, you must have one person from your team table for at least one hour each day the table is available. These dates are March 25, March 27, March 28 and April 1.

Volunteering

It is crucial that there are volunteers at the blood drive during the events to facilitate check-in, and monitor donors after they donate. There will be 8 one-hour shifts, and teams will sign their volunteers up via a google document. Each team will be guaranteed 1 volunteer slot for each shift. If a team does not fill their designated slot by 5 pm on March 27th, or if their volunteer does not show up for their shift, other teams will have the opportunity to fill those empty slots for a bonus point.

Disclaimer: No strenuous activity should be performed the day of a blood donation. For safety purposes, if a member of your team chooses to donate blood on April 2nd, that individual will not be eligible to participate in Cardboard Regatta that evening. Individuals participating in the talent rehearsal can still donate, but should do so with caution. Please plan accordingly.

Blood Drive Auxiliary Point Breakdown

- Tabling Points
 - Monday: 1 point
 - Wednesday: 1 point
 - Thursday: 1 point
 - Monday: 1 point
- Drive Volunteer Points
 - April 2nd
 - 1:00 pm-2:00 pm: 1 point
 - 2:00 pm-3:00 pm: 1 point
 - 3:00 pm-4:00 pm: 1 point
 - 4:00 pm-5:00 pm: 1 point
 - April 3rd
 - 9:00 am-10:00 am: 1 point
 - 10:00 am-11:00 am: 1 point
 - 11:00 am-12:00 am: 1 point
 - 12:00 pm-1:00 pm: 1 point
- Donor Points
 - Number of pints donated: 1 pint = 1 point

FSL Feud

1. Each team will consist of 6 participants.
 - a. You may not have more than 4 participants from the same chapter on a team.
 - b. Each chapter on your team must be represented
 - c. Must have at least two Faculty and/or Staff member on each team
2. Family Feud will consist of 10 rounds. During each round, up to three categories can be played (best two out of three).
3. No phones, computers, or other electronic devices will be allowed during the game.
4. Category answers are pre-determined from a survey sent out prior to FSL Feud taken by 100 members in the UWYO Community. Categories are randomly picked from a list of 30 potential categories.

Playing the Game -Set Up

1. Object of game: Complete the categories by listing in no particular order the top answers from each category. The team will be rewarded the points they earn from each category. The team continue through the bracket and earning points. To determine first through fifth place (depending on how many total teams compete in Greek Week), the total number of points from every round the team played will place them.
2. Points will be rewarded based how the team places: points are outlined in the point section.
3. Each team playing in the round will be stationed at their own table with a table name to identify the team. If a team is not playing, they will be asked to wait outside of the game play area.
4. A projector with the laptop running the game will be placed in the middle of the area.
5. A printed out paperwork with the answers to the categories will be given to the game official.
6. A copy of the answers to the categories will be given to the person running the computer.
7. A table with 2 buzzers will be placed in the center of the room.
8. 2 tables with 6 six chairs at each will be placed on either side of the middle for the two teams participating in the round.
9. Assistance Options from Respective Teams
 - a. Phone your Team
 - i. This is to prevent the audience from yelling out answers during the game. Any audience members caught yelling answers out during the game will cost their team 10 points per offense.
 - ii. Each team will have one chance to Phone their Team for the entire event.
 - iii. When a team decides to phone their team, only members from the chapters the team consists of may give an answer.
 1. This will be checked by team rosters by members of the leadership team, by sign ups passed around at the beginning of the event.

How To Play - Part 1: One-on-One Challenge

The game official will begin the game by introducing the teams. One person from each team will come up to the center table and take position.

1. The game official will begin the game by introducing the teams. One team member from each team will come to the center table and take position.
2. When at the front table, participants must stand against the table with their hands behind their back.
3. The game official will read off the first category and after the game official finishes reading the statement, the team that buzzes in first gets to answer. The team member must answer what he/she thinks is one of the top answers on the board.
 - a. If the team member guesses correctly, the Team Challenge begins with their team.
 - b. If the team member does not guess correctly, the other team member in the one-on-one challenge may guess.
 - i. If they guess correctly, their team begins the Team Challenge.
 - ii. If they guess incorrect, the first team has another guess and so on until one of the members guesses correct to move on to the Team Challenge.

NOTE: If a team member touches the button or shouts out the answer before the game official is done reading the category, the other team will automatically be able to answer first.

Part 2: Team Challenge

1. Once the One-on-One Challenge is over, the team that guessed correctly will begin the team challenge. The game official will introduce the team.
2. The game official will then re state the category name, the answer and how many points are rewarded. The game official will then ask the team member furthest to their left to give the next answer.
3. If a team member guesses an answer correctly, the game official will re-read the answer and motion the computer person to put it up on the screen and read the answer with how many points it is worth. The game official will move down the line from their left to right.
4. Points for each answer will be pre-determined through the FSL Feud survey based on how many people out of 100 answered the category with that answer.
5. If at any time a team member guesses an answer that is incorrect, a team will be given a strike. There are three strikes per category.
6. If the team clears the board in the category, they will be awarded the total points (100) for that category.
7. If a team receives three strikes and does not clear the board, the category will be given to the other team.
8. The team will be given 15 seconds to discuss and answer. They will have one try to guess one of the answers from the category in the same round.
 - a. If they guess correct, they have stolen the points and will be given all of the points awarded in that category (up to 100).
 - b. If they guess incorrect, the other team gets the points.
 - i. Please note: Not all 100 points will be given to each team every round, only the points guessed in the categories.

Part 3: Team Challenge

1. Round two follows round one exactly.
2. Once two categories are completed in each round, the rounds will continue on.
3. Games will continue in the same setup and follow the round until first through fifth winners are established.

Team Activities

Dodgeball

Game Rules

1. The typical Dodgeball court is about the size of a small Volleyball court, with a centerline and 2 sidelines.
2. Dodgeball is primarily self-refereed and played with the honor rules.

3. During league play, there are 2 referees, in which 2 are stationed the centerline, that help facilitate the game. Referees start the game, confirm hits and catches, and count ball possession time. (Members of the committee will be referring)
4. Balls will be placed on the middle line, one of the referees will say "Dodgeball" both teams will run to the center grab respecting throwing objects once objects are retrieved members of the respecting teams must run back and touch the wall before once can throw a ball and get someone out.
5. You are out if: 1) you step on or over a sideline or centerline; 2) a thrown live ball hits your body; and 3) you throw a live ball and it is caught by an opponent.
6. A thrown live ball can only hit out 1 player. Thrown balls that hit the ground, the wall, other balls, or other objects before hitting the opponent are considered dead balls and are ineligible to hit players out.
7. You may block a thrown ball with a held ball. However, if you drop the blocking ball during the act of blocking, or if you fail to make a clean block (as in the thrown ball still ends up hitting or grazing your body afterwards), you are out.
8. If you are out, line up on the side in the order you got out (think of it as being in an "resurrection" line). If your teammate catches a ball, the player at the start of your team's "resurrection" line comes back into play after touching the wall (the teammate must be in the line at the time of the catch to be eligible to be brought back in).
9. If the game comes down to 1 player per side, they have 10 seconds to hit each other out; if not, "Showdown" comes into effect. The game is paused, each player gets two balls, two balls are lined up at the ends of the centerline, and the centerline is dissolved. The first player to get the other player out wins.
10. There will be 8 players on the court and teams may have 2 substitute team members. (Teams must have at least 8 players max 10).
11. Teams will be playing depending on a bracket system there will be a winner's bracket and a loser's bracket.

Tug of War

7-person teams (including 1 substitute, 3 Females and 3 Men per team)

If teams are only made of the same council, the team members will be as follows

- All men teams – 5 men per team

Game Rules

1. Single-elimination tournament bracket. Teams will be drawn at random before the start of the tug-of-war tournament.
2. No chalk, tar, or other grip enhancing substance will be permitted. Players caught using anything that could provide an unfair advantage will be subject to point deductions, and or elimination from the tournament with no participation points.
3. After both teams are "set," the designated official will indicate the start and end of the match with a whistle.
4. The middle of the rope will be indicated with a line on the ground.
5. The first team to cross the line in the middle will be declared the winner
6. Early pulling is not permitted. Once the designated office signals the start of the match, you may begin pulling. The match will only end if the designated official, or member of the Greek Week Leadership Team, indicates that it is over.

Relay Race

Relay races will consist of 4 segments. Each segment must use different members of the team. In all, 9 team members will be needed for this activity. Each chapter must be represented. In coed teams there must be at least three women throughout the segments.

Segment 1: Egg Carry

- At the start line, each racer will begin with an egg on a spoon. The spoon must remain in the mouth of the racer at all times and cannot be assisted with hands or other objects.
- The racer will advance to the next racer where they will have to transfer the egg, without hands, to the next racer who will carry the egg on the spoon to the segment's finish.
- If an egg is dropped, the racer must go back to their original starting location to restart.

Segment 2: Grapefruit Roll

Once the egg racer has successfully crossed the finish line, the grapefruit roll segment may begin.

- The racer will have a nylon with a grapefruit in it and the nylon should be wrapped around the racer's forehead. Only using the grapefruit in the nylon (not feet, hands, or other items), the racer is to push a whiffle ball to the finish line, again, without any additional assistance.

Segment 3: Balloon Race

Once the whiffle ball has crossed the finish line, the next team of racers can continue.

- Two racers may use their hands to position themselves and their balloon before they cross the start line. Once the start line is crossed, no hands may be used to secure the balloon.
- The objective is for both racers to cross the finish line with the balloon intact and not having hit the ground. Upon crossing the finish line, the team must work to pop the balloon together. Segment 4 racers may not commence until the balloon has been popped.

Segment 4: Trashcan Tennis

Teams will be supplied a ping pong ball and 4 pieces of cardboard (one piece for each racer). While keeping the ball constantly in motion, the team of 4 has to advance the ball down the path and hit it into the bucket at the finish line. If the ball hits the ground, the team must restart back to the beginning of the segment line.

Cardboard Regatta

Rules Boat Design & Construction

- Spectators will be seated in classroom 137 of the Corbett building
- Boats must be made BEFORE THE RACE.
- Boats must be made ONLY of cardboard and duct tape. NO reinforced cardboard, only broken down cardboard boxes.
- Cardboard cannot be sealed with any paint or sealants.
- Duct tape may be of varying colors for creativity but must have come manufactured in said color.

- Boats may be a maximum width of 60" (5ft) and a maximum length of 84" (7ft).
- Boats must be completely enclosed, or permit the crew to remain fully on top of the vessel (You are not permitted to have dangling extremities).
- The boat's passenger area must not be enclosed above the occupant's shoulders so as to interfere with escape should the vessel begin to sink.
- Boats must be propelled by the use of cardboard paddles. o Paddles must meet the same construction requirements as the boats (cardboard and duct tape only).
- Boat design is left to the builders. Let your imagination take over; make your boat look like a race car, flying saucer, dragon, etc. Crew costumes are permitted.
- If any illegal items used in construction are discovered during the pre- or post- race inspection, the boat will be disqualified. Teams & Race Format

Team Information

- Teams may consist of two (2) to four (4) members; however two (2) team members must be in the boat at all times.
- Personal Flotation Devices (PFD) are recommended to be worn by all participants who occupy the vessel (but are not required)
- vessel.
- The race must begin and end with the two – person crew intact.
- Swimming and/or pulling the boat will result in disqualification.
- Teams will start from the "beach" and may receive a push from two (2) team members. Teams will navigate to the buoy rope and return back to the "beach".
- The fastest three (3) times will race for the Championship.

*Any rule not specifically covered above will be left to the discretion of the Judges.

Athletic Events Auxiliary Points

Points for placement (Same for every Athletic event)

- 1st place: 5 points
- 2nd place: 4 points
- 3rd place: 3 points
- 4th place: 2 points
- 5th place: 1 point

Talent Competition

Regulations

1. The performance must be between 7 and 10 minutes with your team. Members from each chapter must be represented in each talent performance. No extra time will be allotted for teams choosing to use props. While we will allow props, we want to avoid them being left behind concluding the performance. If props are left behind, points will be deducted from the final score. The time includes set up.
2. In order to enter the talent show it is \$3 and each donatable items will take off \$1 (i.e. pay \$3, pay \$2 and donate 1 item, pay \$1 and donate 2 items, bring 3 donatable items). Donatable items include ...

3. The performance may be many different options that include dancing, singing, magic, skits, etc. The performance must relate to the theme, Through the decade.
4. Music, gestures, lyrics, and clothing/costumes are all expected to be clean. Vulgarity is a cause for elimination from the competition.
5. All work must be done by currently active members affiliated with the respective participating Greek organizations. This includes all musicians, performers, designers, and construction personnel, (i.e. anything done to put your group's presentation together must be done by your group.) There will be a 5-point deduction for each person who is not listed on the roster.
6. Props: There will be no throwing of items into the audience, no water, no smoke/fog machines, no wet paint on set, no lighters, no strobe lights, no confetti, no glitter, no cap guns, no pistols, no hay, or anything else that can destroy, damage, deface, or endanger any of the performers, audience members, staff, or the facility. Failure to comply with these rules will result in an automatic disqualification of the participating group and the organizations will be given a fine deemed appropriate by the Fraternity and Sorority Life Advisor.
7. Absolutely NO use alcohol will be tolerated during the event. If any member of your team is found to be under the influence of alcohol, the entire team will be disqualified.
8. Teams will be restricted on using the same songs or skit outline as other chapters. It will come on a first come, first serve basis. All songs or skit outlines must be registered by March 29th, 2019 at 5:00pm to the FSL office.

Talent Auxiliary Point Breakdown

- Creativity: 20 points
- Theme: 20 points
- Props & costumes: 20 points
- Song choice & dance: 20 points
- Overall performance: 30 points

Greek Week Supremacy Points

Supremacy points will be awarded to teams based on place earned through auxiliary point ranking at each event

Community Service Blood Drive

- 1st place: 20 points
- 2nd place: 16 points
- 3rd place: 13 points
- 4th place: 9 points
- 5th place: 6 points

FSL Feud Event - Game

- 1st place: 12 points
- 2nd place: 10 points
- 3rd place: 8 points
- 4th place: 6 points
- 5th place: 4 points

Banner Competition

- 1st place: 12 points
- 2nd place: 10 points
- 3rd place: 8 points
- 4th place: 6 points
- 5th place: 4 points

Social Media

- 1st place: 10 points
- 2nd place: 8 points
- 3rd place: 6 points
- 4th place: 4 points
- 5th place: 2 points

Penny Wars Event

- 1st place: 10 points
- 2nd place: 9 points
- 3rd place: 7 points
- 4th place: 4 points
- 5th place: 1 point

Crowd Change Donations Competition

- 1st place: 10 points
- 2nd place: 9 points
- 3rd place: 7 points
- 4th place: 4 points
- 5th place: 1 point

Athletic Events (Includes Regatta)

- 1st place: 12 points
- 2nd place: 10 points
- 3rd place: 8 points
- 4th place: 6 points
- 5th place: 4 points

Greek Talent Event

- 1st place: 25 points
- 2nd place: 20 points
- 3rd place: 16 points
- 4th place: 12 points
- 5th place: 8 points

Greek Week Leadership Team		
Position	Name	Email
Director	Hunter Graves	Fsl-greekweek@uwyo.edu
Director	Jack Paisley	Fsl-greekweek@uwyo.edu
Marketing	India Hoover	ihoover@uwyo.edu
Marketing	Butters Novotny	anovoton4@uwyo.edu
Team Activities	Brad Cook	bcook22@uwyo.edu
Team Activities	Erin Barnhardt	ebarnha1@uwyo.edu
Service	Jaynie Welsh	Jwelsh7@uwyo.edu
Service	Jessica Hawki	jhawki@uwyo.edu
FSL Feud	Willa Donley	wdonley@uwyo.edu
FSL Feud	Chris Oertle	cmoertle@uwyo.edu
Greek Week Advisor (Talent)	Megan Cooper	fsl@uwyo.edu
Greek Week Advisor (Service / Awards)	Jacque Rickett	Jrickett1@uwyo.edu
Greek Week Advisor (overall)	Erik Kahl	ekahl@uwyo.edu

Talent Leadership Team		
Talent (Chair)	Katie Kelley	Kkelle15@uwyo.edu
	Dylan Miller	Dmille87@uwyo.edu
	Grace Boroom	gboorom@uwyo.edu
	Emily Wright	Ewrigh11@uwyo.edu
	Beau Brown	Bbrown47@uwyo.edu

Any issues, concerns, or discrepancies must be brought forth to the Greek Week Co-Directors or the Fraternity and Sorority Advisor, Erik Kahl. Emails to fsl-greekweek@uwyo.edu go to the co-directors and FSL advisor.