

Homecoming Week 2025

Sep. 29th – Oct. 3rd



MONDAY- FRIDAY

ATTENDANCE

DESCRIPTION:

Although Homecoming week is very busy, it is an expectation that you still go to class. Academics come first!!! The house pairings with the highest attendance points for the week will win. Reminder, these points are worth more than those awarded at Noonish Games.

RULES:

1. Go to class (regardless of if it is on Zoom!!)
2. Do your homework
3. Don't be a zombie in class!!!

PARTICIPATION

Acknowledging that the number of students coming to events has been lower, participation will still be given with ANY House pairing participants at the events. If there is no House pairing representation, you will not be awarded points.

If only one House is represented in the House pairing, they may still win the event.

SCORING

This year, scoring will be Mario Kart Style. This gives the opportunity for more points to be given even when attendance is low. Points are given to all participating house pairings regardless of if one house does not show up. For example, the first three places will go as follows 1 (40) 2(35) 3 (25). The final 5 scores will be as follows 4 (18) 5 (16) 6 (14) 7(12) 8(10)

Monday 9/29

Noonish Game: CHP/IM Drunk

Goggle Trashket-Pong

Location:

12pm/The Quad (outside Shaw)

Weather Plan = The Great Room

DESCRIPTION:

House pairings compete against each other in a life size game of water pong. This game will be done with each person wearing drunk goggles, using a bigger ball. The winner will be the team who has the most trash cans gone within five minutes. If a team clears all trash cans before five minutes, they are automatic winners.

RULES:

1. Single elimination bracket
2. Five-minute games
3. No matter what kind of shot is made, only the can that is made will be taken away (aka, trick shots don't matter/count)
4. Alternating halls in line
5. Everyone must throw a ball before repeating the line up
6. If tied there will be a shootout
7. No balls can be returned to the thrower
8. One person must go at a time, alternating sides each turn
9. No moving the cans

MONDAY 9/29

Evening Game: IM Dodgeball

Time/Location:

10pm/Morden Center

DESCRIPTION:

House pairings will be on opposite sides of a dodgeball court, throwing soft foam balls in an attempt to hit members of the opposite team to remove them from the court. This will be a double elimination tournament.

RULES:

1. Headcount will occur prior to game play. Nobody may enter the game after it has begun. Games will be 5 minutes long. Double Elimination.
2. A headcount of people on the court at the end of the game will determine percentage of most players still standing for each team. Highest percentage of remaining players wins.
3. Only current full-time Graceland students can participate.
4. On a caught ball: Thrower is out. One player from the catcher's team is allowed back in. A caught ball is valid as long it is caught before it touches the ground/wall/ceiling/bleachers/net. It may touch other people before being caught. If touched by other people before being caught those people are still in as long as the ball is caught.
5. Head shots are ILLEGAL. If a headshot is thrown, the THROWER is out. This is the judge's discretion.
6. If a person steps over the mid-court line, or out of bounds they are deemed out.
7. Blocking with a ball is legal. If a ball is blocked, reflected into the air, then hits another player, the ball is considered live and that player that was hit is deemed out.
8. A person is ALSO deemed "out" when: They are hit with a ball. They throw a ball that is caught. They throw a head shot. They cross the midcourt line. They hold the ball for 10 seconds, judge's discretion. They argue with a judge.
9. All decisions made by the judges are FINAL. Arguments with the judges will result in a deduction of five points for every incident.

Tuesday 9/30

Noonish Game: COSA/GSG *IKEA*

Build Off

Location:

12:30pm/The Great Room

DESCRIPTION:

Each House pairing will be given a piece of furniture to build in under 35 minutes. The team must assemble the furniture correctly and in a condition that can be used by others.

RULES:

1. Anyone from the house pairing can participate
2. Must only use the tools that are provided
3. Furniture must be assembled correctly for use
4. Throughout the duration, new challenges will be announced. If these are not followed, 2 minute penalty with all house members hands off will be placed.
5. Furniture and all equipment provided must stay in designated area
6. No tampering with other houses' equipment or furniture
7. All furniture will be donated to each house pairing
8. House pairing winner will be decided based on who finishes the fastest, functionality of the furniture, and accuracy
9. All decisions made by the judges are FINAL. Arguments with the judges will result in a deduction of five points for every incident.

TUESDAY 9/30

Evening: COSA Scavenger Hunt

LOCATION:

9pm/ NSU Great Room

DESCRIPTION:

Each House pairing will receive a list of random items. Each item will be assigned a number of points. The team with the most points in 90 minutes time wins the Scavenger Hunt.

RULES:

1. This event is sponsored by COSA. Every effort has been made to make this a fun activity for students. We ask for your support and cooperation. The decisions by COSA officials are final.
2. Each team will have 90 minutes to collect as many items as possible from the list. Items can be brought back any time after the start of the hunt. We will not accept any more items after time expires.
3. The Scavenger Hunt will take place within the city limits of Lamoni.
 - a. There is no reason you should need to go outside the boundaries of Lamoni.
4. All travel on campus and within the city must be on foot. The use of cars, trucks, golf carts, bikes, skateboards, scooters, etc. is NOT permitted for any reason. NO WHEELS at all. If students are communicating with their houses through cellular devices, this rule must be stated so everyone knows the rule.
 - b. Judges will be located on campus and at selected points within the city limits. Any group that violates this rule will lose points and/or get disqualified.
5. All items must be acquired by legal means. Under no circumstances are items to be “borrowed” from campus or in town without the owner’s permission. It is perfectly legal to purchase items if your team feels that is necessary.
6. Once an item is turned in, it can’t leave the table and be used by another team. Ex: If Solah turns in a house apparel item to their table, they can’t pass that apparel around to be used by other teams. That apparel is no longer in use.
7. When an item is taken to be turned in, it must belong to the student or someone on their house. NO TAKING FROM OTHER HOUSES!
8. COSA judges will be looking for specific items. For instance, if your sheet listed a “Bowling Ball”, a picture of a bowling ball would not count.
9. All decisions made by the judges are FINAL. Argument with the judges will result in a deduction of five points for every incident.
10. If a student wants to report another team is cheating, they must have video or photo evidence. No "by word of mouth".

WEDNESDAY 10/1

Noonish Game: ASC and Senate Egg Drop

Location:

1pm/The Quad (outside Shaw)

Weather Plan = The Great Room

DESCRIPTION:

For this game each house pairing will be tasked with dropping an egg off the NSU roof without the egg cracking. Each pairing will start with 100 points that they can use to exchange different materials to wrap the egg in so that it won't crack. Each material teams use will cost them points. The goal of the game is to have your egg survive while using as little points out of the total 100 given as possible.

RULES:

1. If a team's egg breaks at any point during the game that team will get 0 points awarded to them
2. Teams are not allowed to interfere or communicate with other teams in any form, and no electronic devices are allowed
3. Each pairing will start with 100 points that they can exchange for different materials
4. Each different material will cost a different amount of points depending on usability of said material
5. After 5 minutes of the game starting materials will double in price
6. The eggs will be dropped by either a Senate representative or an ASC representative from the top of a ladder
7. The building phase will last for 30 minutes or until every team is ready to drop their egg

WEDNESDAY 10/1

Evening: Airband Rehearsals

Location:

8pm/ Morden Center

DESCRIPTION:

House pairings will have 30 minutes to do run-throughs for Airband on center court, this includes getting into the space, setting up your props, running through your performance, and leaving the space with ALL items. House pairings MUST bring their own speaker and music; equipment will NOT be provided. Houses are welcome to bring their props, but any props left behind will be disposed.

Run-through Order:

- 1. Sariah/Faunce - 8pm**
- 2. Paloma/Stewart Manor – 8:30pm**
- 3. Shalom/Tiona - 9pm**
- 4. Khiyah/Closson - 9:30pm**
- 5. Amici/Cheville - 10pm**
- 6. Aponivi/Powell - 10:30pm**
- 7. Solah/Orion - 11pm**
- 8. Hanthorne/Agape - 11:30pm**

THURSDAY 10/2

Noonish Game: CHC/IDEA Trivia

Darts

Location:

11am/The Quad (outside Shaw)

Weather Plan = The Great Room

DESCRIPTION:

Each student will throw a dart onto a large map of the world, then they have 2 tries to guess what country it is correctly in order to receive points. Different countries will correlate to different values of points depending on how recognizable they are. For example, more identifiable countries like the USA are 1 point while lesser-known locations like the Vatican City will be 10 points.

RULES:

1. As people arrive, they will form a line and throw their dart and make their guess one person at a time. This is not split up by house, but is more of a first come first serve.
2. Points will be given out to the house with the highest average of points from everyone that has thrown in their house.
3. Different countries are worth different amounts of points for example more known countries like the USA are 1 point while countries like the Vatican City, or Benin that are lesser known are 10 points
4. One person must go at a time
5. Each person gets one throw
6. Each person has two chances to guess the country they landed on
7. Only the person that threw the dart can guess the country
8. People waiting in line must be 3 feet away from the person throwing and guessing
9. The guesser cannot use their phone during their turn

FRIDAY 10/3

Evening: Airband***

LOCATION:

9pm/Morden Center

RULES:

1. Songs must be turned in by 5pm on Monday, September 22nd
2. Songs cannot exceed 5 minutes in length
3. Each group will have four minutes in between acts to set-up/clean-up
4. Each team **MUST** clean up their act after they perform
Failure to do so will result in loss of participation points and COSA's right to withhold Airband prize earnings
5. Each team **MUST** clean up their backstage area after Airband ends
6. Each team **MUST** follow Graceland's values
7. There is to be **NO LOUD** clapping, snapping, stomping, slapping, or any other sounds made with your body allowed. Point deductions will be taken at the judge's discretion.
8. Only **NON-MOTORIZED** wheels are allowed. You may get it approved to have a person on wheels when moving, by MINDY or John Godfrey.
9. Only Graceland students can choreograph the Airband dance. No one can be paid.

AIRBAND JUDGING CRITERIA:

1. Creativity/ Originality
2. Costumes/ Props
3. Presentation
4. Energy

Judges will score each house pairing on a 1- 8 basis, one (1) being the worst, eight (8) being the best. For example, if Tiona/Khiyah gets an 8, every other house grouping can also get an 8 score from that judge if the judge chooses. Judging sheets will be taken after each performance.

The house pairing that gets the most points, after tallying each judge's score, wins.

Airband Performing Order:

- 1. Sariah/Faunce - Zootopia**
- 2. Paloma/Stewart Manor - Hocus Pocus**
- 3. Shalom/Tiona - Barbie**
- 4. Khiyah/Closson - Madagascar**
- 5. Amici/Cheville - Polar Express**
- 6. Aponivi/Powell - Smurfs**
- 7. Solah/Orion - Incredibles**
- 8. Hanthorne/Agape - Rio**

Homecoming Schedule:

Monday- Friday:

Class Attendance

(40) 1st (35) 2nd (25) 3rd (18) 4th (16) 5th (14) 6th (12) 7th (10) 8th

Monday:

Noonish Game @ 12pm/The Quad

(15) 1st (12) 2nd (10) 3rd (9) 4th (8) 5th (7) 6th (6) 7th (5) 8th

Dodgeball @10pm/Morden Center

(30) 1st (24) 2nd (20) 3rd (18) 4th (16) 5th (14) 6th (12) 7th (10) 8th

Tuesday:

Noonish Game @ 12:30pm/The Great Room

(15) 1st (12) 2nd (10) 3rd (9) 4th (8) 5th (7) 6th (6) 7th (5) 8th

Scavenger Hunt @9pm/Great Room

(30) 1st (24) 2nd (20) 3rd (18) 4th (16) 5th (14) 6th (12) 7th (10) 8th

Wednesday:

Noonish Game @ 1pm/The Quad

(15) 1st (12) 2nd (10) 3rd (9) 4th (8) 5th (7) 6th (6) 7th (5) 8th

Airband Rehearsal @8pm-1am/Morden Center

Thursday:

Noonish Game @11am/The Quad

(15) 1st (12) 2nd (10) 3rd (9) 4th (8) 5th (7) 6th (6) 7th (5) 8th

Friday:

Airband @9pm/Morden Center

(45) 1st (30) 2nd (24) 3rd (20) 4th (18) 5th (16) 6th (12) 7th (10) 8th

Prize Money:

\$100 has been given to each house for participating in Homecoming

1st (\$500 split between House pairings or \$250 each)

2nd (\$400 split between House pairings or \$200 each)

3rd (\$300 split between House pairings or \$150 each)