

10th Annual **Warrior Games**

Presented By Mort Harris Recreation and Fitness Center

WAYNE STATE UNIVERSITY
October 10th–16th, 2015
Registration Period: Aug. 24th - Oct. 2nd
rfc.wayne.edu/Warrior-Games.php

CAMPUS RECREATION



MORT HARRIS
RECREATION AND FITNESS CENTER

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Contact List & General Rules

Warrior Games Director

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Warrior Games Committee Member

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Mort Harris Recreation and Fitness Center
Warrior Games Information/Rules packet

(313) 577-2348
rfc.wayne.edu/Warrior-Games.php

Registration Deadline

October 2nd, 2015

Warrior Games Rules Meeting:
(Receive 100pts if team attends meeting.)

Mort Harris RFC

Rainout line/posting:

(313) 577-6712

1. Any group of students may be involved in the games as long as there are at least six students on the roster. An organization may not enter multiple teams under one organization's name but under different names, ex. Pikes- I, Pikes- II.
2. Individuals can participate on two teams, but they must be in separate divisions. (Ex. Jane participates with "Women's Rugby" in the women's division and "Rugby" in the co-rec division.) There CAN be multiple teams from the same organization, as long as they are in separate divisions. (Ex. Jim and Jill participate with Nursing. Jim participates in the Men's division; Jill participates in the Women's division; both compete in the co-rec division.)
3. All participants must be on the team's roster prior to the October 10th start date. No one will be allowed to participate unless they have their One Card present at the start time of the event.
4. A person may only be on one team's roster. Organizations that fail to abide by this rule will be penalized points determined by the Warrior Games Rules Committee.
5. All protests, disputes or misconduct before or during Warrior Games will be supervised by the Warrior Games Committee Members or Warrior Games Director.
6. Teams can participate in as many events as they please. (Homecoming Game, Spirit Contest, Egg Drop are mandatory and count as three of the events.) Volunteering and attending the Rules Meeting do not count as events. However, the rule meeting is mandatory.
7. Each participant will be expected to have reviewed all of the Warrior Games rules before participating.
8. A team can compete in as many events as possible. The more events your team participates in, the better chance you have of winning.
9. Participants must adhere to the Student Code of Conduct.
10. All teams attire must be appropriate and not display any forms of profanity, drugs/alcohol or sexual content. Warrior Games officials have the right to disqualify any participants with inappropriate attire.
11. All participants **MUST BE** currently enrolled students taking classes in the Fall 2015 semester or a WSU faculty/staff member. Any individual not meeting this requirement will result in a **TEAM** disqualification from that specific event in which that illegal player participated in.
12. Points may be adjusted if one division has less than 4 teams in that division. This gives the teams a more fair advantage in divisions with fewer teams involved.

Schedule of Events

Saturday, October 10th, 2015

- 3:00pm: Fowling Tournament- Matthaei Parking Lot
 - Student Tailgate Tent
 - 2 members per team
- 4:30pm: Minute to Win It Games- Matthaei Parking Lot
 - Student Tailgate Tent
 - At least 1 person from each team representing per game
- 5:30pm: Wayne State Spirit Contest- Matthaei Parking Lot
 - As many participants as possible
- 6:00pm: Football Game Attendance
 - Near ticket booths (South Endzone)
 - The more teammates the better

Monday, October 12th, 2015

- 2-4pm: Warrior Game Night

Tuesday, October 13th, 2015

- 5-7pm: Wiffle Ball Tournament- Mort Harris RFC, Basketball Courts
 - 10 participants needed
- 7-9pm: Chocolate Milk Chug Flip Cup
 - Minimum of 5 players per team
- 9-11pm: Dodgeball Tournament- Mort Harris RFC, Basketball Courts
 - 6 participants needed

Wednesday, October 14th, 2015

- 2-4pm: Team Building Games- Mort Harris RFC, Basketball Courts
 - 6-10 participants per team
- 5-6pm: Ropes Course Races
 - 5 participants needed per team
- 6-8pm: Euchre Tournament- Mort Harris RFC, 2nd Floor Lobby
 - 2 participants per team, 2 teams per group

Thursday, October 15th, 2015

- 4-7pm: Beach Volleyball Tournament- Keast Commons
 - 6 participants needed
- 7-8pm: Sand Castle Competition
- 8-9pm: Tug of War Contest- Keast Commons
 - 10 participants per team

Friday, October 16th, 2015

- 5-8pm: Talent Show
 - As many as needed

Required Events

This year for Warrior Games we have decided to eliminate the required events. You will no longer have to attend certain events. Like always, the more events you participate in, the more points you will earn over all. It is suggested that the teams participate in as many events as possible. However, simply showing up to an event with one or two participants when the event requires more than that will not get you participation points. Your team will need to field the minimum amount required to receive participation points.

Point System

We will use a standard scoring system for all events, with an exception of the final event, the talent show. We have increased the point discrepancy between first, second, and third. We did this so teams can have a better chance of catching the leaders if they start to win more and more events. In years previous, the point spread was so narrow that once a team fell behind after a few events, it was almost impossible to catch back up. The points awarded are listed as follows:

- **1st place: 400**
- **2nd place: 300**
- **3rd place: 200**
- **Participation: 100**

The talent show is the final event of Warrior Games and the winners will be awarded more points. This event can possibly determine who wins Warrior Games.

- **1st place: 800**
- **2nd place: 600**
- **3rd place: 400**
- **Participation: 300**

Day 1—October 10th

Homecoming Football Game

(Tom Adams Field, Matthaei Parking Lot, 3:00pm-6:00pm)

Saturday, October 10th, is the Wayne State's homecoming football game. At this game there will be 4 events in which teams can participate in. We encourage teams to participate in all four events on this day. Starting the week with 1 or no events will drastically hurt your chances of winning Warrior games. The events are listed below. We will also be having a tailgate party for all participants set up during these events. Food and beverages will be provided by the Mort Harris RFC

Fowling Tournament

(Matthaei Parking Lot, 3:00pm)

Fowling is a hybrid game that combines the equipment of American Football and Bowling into one sport with a similar layout as Horseshoes and Cornhole. Teams will consist of two players from each team. Seeding will be determined randomly before the event starts. Captains will be notified of game times and tournament schedule no later than Wednesday, October 7th.

Rules:

- 1. Teams will consist of two players.**
- 2. Partners will stand at the same end of the fowling lane.**
- 3. Boards will be separated 48 feet apart. 10 bowling pins will be set up like normal bowling at each board.**
- 4. Men cannot step pass the back portion of the board. Women cannot step pass the front portion of the board.**
- 5. Teams will alternate throws one at a time. Partners must also alternate throws.**
- 6. You can throw the football however you wish as long as you stick with the same throwing arm.**
- 7. The goal of the game is to knock down the other teams pins before they knock down yours.**
- 8. Once a pin is knocked down, it must be removed from the board.**
- 9. You may not block a thrown football. However, once it hits the board or the ground, you may grab it or knock it out of the way. If you knock a pin down while attempting this action, that pin will count as knocked down pin.**
- 10. If you knock down the center pin (pin 5), and only that pin, your team automatically will win that frame (game).**
- 11. This game will be played best two out of three.**

Minute to Win it

(Matthaei Parking Lot, 4:30pm)

During the tailgate, we will be having four Minute To Win it challenges for teams to enter. These games will be for a single member of your team. We have listed four games in which someone from your team can compete in. You can have one person compete in all four, or you can have someone different compete in each one. The games are listed below along with a link to follow for the rules explanation. We will also explain the event in further detail before we begin each contest.

Timing: Individuals will be timed for each challenge. If you fail to complete any challenge within the minute, you will receive a default score of 1 minute for that challenge. The times for the four challenges will be kept

and added up at the end. The team that was able to complete each challenge in the least amount of total time will be named the winner. The teams with the second and third best times will receive points for 2nd and 3rd place.

Challenges:

- **Suck it Up:** <https://www.youtube.com/watch?v=fNDpv2rsGLk>
- **Face the Cookie:** https://www.youtube.com/watch?v=oLvLVL_rfD4
- **Movin' on Up:** <https://www.youtube.com/watch?v=Hc8YLXgEeaw>
- **Card Ninja:** <https://www.youtube.com/watch?v=oTODkVnUv0>
- **BONUS GAME: Egg Russian Roulette:** <https://www.youtube.com/watch?v=cqDG7q508iM>

Spirit Competition

(Matthaei Parking Lot, 5:30pm)

This competition is designed to show your teams support for Wayne State University. This competition requires all of your participants to participate in, or as many as possible. The idea behind this competition is for each team to dress up in Wayne State gear and show your school spirit. Each team that participates in this event will get their picture taken. The Warrior Game staff, along with the Director of Campus Recreation, will judge which team picture demonstrates the most school spirit. The more people dressed up in Wayne State gear, the better the picture will look. Encourage your entire team to partake in this event.

Rules:

1. **Your entire roster can participate in this event.**
2. **The pictures will be judged on:**
 - a. **Amount of your team participating**
 - b. **Creativity of outfits**
 - c. **Amount of Wayne State apparel displayed**
3. **All decisions made by the Warrior Game Staff are final.**

Football Game Attendance

(Tom Adams Field, Grand Stands, during halftime)

Teams will be given the opportunity to earn points just by enjoying Wayne State Football! Watch the 2015 Wayne State football team battle our rival Grand Valley State at this year's homecoming! Check in at the Warrior Games table near the south ticket booths to earn your points. Check in will occur between 6:00-7:00. Place points will be awarded to the three teams with the highest attendance.

Day 2—October 12th

Warrior Game Night

(Mort Harris RFC studio room, 2-4pm)

Each Warrior Game Night team will need 4 players to participate in various, classic games throughout the night. Teams will earn points for each game that they win or place in. At the end of the event, the team with the most cumulative points will win first place. Please see below for a short description of the games. Game rules will be explained again before each event.

- **Taboo:** The objective of the game is for a player to have their partners guess the word on the teammate's card without using the word itself or five additional "taboo" words listed on the card.
- **Spoons (Card game):** The objective is to get a four-of-a-kind and grab a spoon, which placed in the center of the group's table. The one person that doesn't grab a spoon will be eliminated from the next round.
- **Pictionary:** Try to get your team to guess the word on your card by drawing a picture on the whiteboard. The artist may not talk, make any non-verbal gestures, use numbers or letters in their drawings.
- **Four Letter Words:** Teams will construct four letter words while being blindfolded.
- **Speed Charades:** One member of each team will act out a word on a card without talking. Teammates will try to guess what they are acting out. The teammate who guesses the word correctly will now become the next one to act out the next word.

Day 3—October 13th

Whiffle Ball

(Mort Harris RFC Basketball Court, 5-7pm)

Rules:

The tournament pairs will be decided before the tournament starts by random. The game will be 4 innings or 20-minutes.

1. **NO SLIDING!!!**
2. Each batter gets three chances to hit a fair ball.
3. The pitcher will be a member of the hitting team.
4. If a player fails to hit a fair ball after three pitches, that player is considered out.
5. The pitcher is required to pitch an overhand soft toss.
6. The ceiling is in play. The ball may be caught for an out. If it lands in fair territory, it is live. If the ball rolls foul, it will be foul.
7. Balls hit on the track will be considered a homerun.
8. Balls hit off the wall are live and can be caught off the wall.
9. Force outs will be in effect at all bases when applicable.
10. Runners may also be put out if they are touched with the ball between bases by a fielder or by the fielder throwing the ball and contacting the runner.
11. Runners hit by a thrown ball are out if they are between bases and hit below the neck.
12. If a runner ducks their head down and they are hit in the head with a thrown ball they are out.
13. Fielders must be in the field of play and may not be any closer to the batter than the pitcher.
14. There is **NO** bunting.
15. A five run per inning limit is in effect. The last inning will be unlimited.

Milk Chug Flip cup

(Mort Harris RFC, 2nd Floor Lounge 7-9pm)

Rules:

1. Teams will consist of 5 players.
2. Teams will stand on opposite sides of the table facing one another.
3. One end of the table will be designated as the starting point while the other end will be designated as the anchor, or finishing end.
4. The cups will be filled with chocolate milk, white milk, almond, or soy milk depending on each individual's preference.
5. The game will begin with the first two people from each team touching cups and then touching the table. Once this occurs, both players can begin to drink.
6. When the contents of your cup are completely gone, you must place the cup face side up on the table.
7. With one hand, you must flip the cup upside down on the table (meaning the lip of the cup will be on the table). If you are not successful, you must reset the cup and try again until it lands on the table.
8. Once the cup has been flipped successfully, the next person in line can begin their turn.
9. The game will end once all players on a team have successfully flipped their cup on the table.
10. This will be a best 3 out of 5 series. Each time a new game starts, the next person in line will be the starter.

Dodgeball Tournament

(Mort Harris RFC Basketball Courts, 9–11pm)

Rules:

1. A team consists of 6 players.
2. Each game will last a maximum of 4 minutes.
3. Six balls will be used. Officials will place the balls at the half court line. A whistle will start play with players starting behind the baseline.
4. At the one minute mark, teams may advance to the opposing team's volleyball attack line regardless of the number of players remaining. The volleyball attack line includes the whole line and an imaginary line that extends across the whole court to the sidelines. Players may not go further than their opponents' volleyball attack line to retrieve a ball in any situation.
5. During the game all players must stay within the sidelines of the basketball court. They can stay behind the end line during play. Players may cross the line to retrieve a ball, but then they have to immediately get back in bounds.
6. **No player at anytime should purposely throw a ball at the head of an opposing player. Conduct like this is immediate grounds for ejection.** A player will not be removed from a game for accidentally hitting an opposing player in the head. Judgment is left up to the on-court supervisor and official.
7. No player is allowed to wear jewelry during the contest.
8. Player Elimination:
 - a. A player may not cross the center line when attempting to throw or retrieve a ball. If they do, they will be called out. The same will be true when the players are allowed to advance to the volleyball attack line.
 - b. Players will be called out if a thrown ball hits them on the fly. The ball must hit a player on or below the shoulder to be out. If a player is hit in the head, the player will not be out. If a player ducks or is on the ground and hit in the head, the player will be out.
 - c. A player will be called out if a ball they throw is caught on the fly. If a ball hits a player and is caught by another player the thrower is safe. The player hit initially is called out. Deflections off the floor, court dividers, ceiling, basketball hoop, and officials do not count as an out if caught. A caught ball must be CLEANLY caught. It is not considered a clean catch if a ball hits off an obstacle, besides a teammate, and is then caught after it has made contact with that obstacle. Obstacles may include officials, basketball hoops, surrounding walls and ceilings, as well as many other possible items.
 - d. If a ball hits another ball which a player has in her/his possession it does not make either player out. If a ball is dropped as a result of contact from the thrown ball, then the player who drops the ball is out.
 - e. If a ball hits another ball which a player has in his/her possession and that ball is caught by a teammate, the person who threw the ball is out. If the ball hits another ball which a player has in her/his possession and that ball hits a teammate, the person who was hit is out
 - f. If a player is stalling or making no attempt to play a ball, they will be ordered to roll the ball to the other side by the court supervisor. A player may be called out at the court supervisor's discretion for continuously stalling to avoid an outcome of the game. A player has five seconds to throw the ball once he or she has retrieved it.
 - g. Once a player is out, they must immediately leave the floor and sit behind the baseline. Players who have been called out cannot retrieve stray balls for their teammates or the ball will be given to the other team.
 - h. Once the whistle is blown, all action shall stop. Teams will keep the same number of balls they had prior to the whistle being blown.

- i. Time will end all games. The team with the most players at the end of the game is considered the winner.
 - j. A court supervisor will oversee the games. The decision of the on-court supervisor is final. Arguing decisions will not be tolerated.
9. Ejections:
If any player is ejected from a game for any reason he or she is removed from the game. The player ejected is out for the remainder of the dodgeball tournament.

Day 4—October 14th

Team Building Games

(Mort Harris RFC, throughout the day starting at 12:00pm)

This event is for 8 members per team. There will be four obstacles/puzzles in which the team must compete in. In order to advance on to the next puzzle, you must first complete the one your team is on. This event will be timed. There will be a sign up sheet posted in which teams can compete throughout the day.

Rules:

1. You must sign up for a desired time in order to compete. You will not be allowed to just show up and participate.
2. The team that completes all 4 puzzles the quickest will win that division.
3. You cannot advance to the next puzzle until your team completes the current one your team is on.
4. If you show up early, or the team before you is still participating, we ask that you wait downstairs in the lobby. If we feel you are on the second floor to gain an advantage, we will kick you out of the competition, and there will be no participation points awarded.

High Ropes Course Race

(Mort Harris RFC, Ropes Course 2nd floor, 4-6pm)

This even will be for 5 team members. We will drop 4 different elements from our high ropes course challenge located above our basketball courts. This event will be timed and the goal is to complete all four elements the quickest. Once each participant has reached the top of each element, the clock will stop. It will not begin again until the next participant starts the element. If you happen to fall off the element, you will be lowered to the floor and must start over. The only time the clock will stop is when an employee is lowering the participant to the floor. This will allow the employees enough time to safety check all equipment before belaying all participants.

Element 1: Dangling Duo

1. This element will require two participants.
2. The object of this element is to use your partner to get all the way to the last wooden section.
3. The sections get wider and wider apart as you get higher on the element making it impossible to climb without your partner.
4. If one or both persons cannot climb to the top, you can ask to be belayed down to the ground and 1 or 2 more participants can begin to climb to the top.
5. Once both participants have ascended to the top, your team may go on to the next element.

Element 2: Basic Ladder

1. This element will only require one participant.
2. This element looks and acts as a basic ladder. The only difference, it hangs from the ceiling at more than 30 feet tall.
3. The object of this is simple, climb the ladder and touch the ceiling as fast as you can.

Element 3: The Firecracker

1. This element will only require one participant.

2. This element is similar to the ladder, but the parts in which you grab on too and stop on twist and turn unlike the ladder. This element is probably the hardest out of all of them.
3. You must use only the firecracker ladder to climb all the way to the ceiling as fast as you can. This one will definitely test your strength and endurance.

Element 4: The Centipede

1. This element will only require one participant,
2. The Centipede consists of three wooden poles that you must climb. These poles are connected by pieces of rope. Along these poles are metal loops that stick out the random sides. These will serve as the hand and foot holds to climb to the top.
3. Once again, the object of this is to climb the element as quickly as you can.

Euchre Tournament

(Mort Harris RFC, 2nd Floor Lobby, 6-8pm)

The Euchre tournament will be a double elimination style tournament. Tournament seeding will be done at random by the Warrior Game Staff and captains will be notified of when their team plays at the rule meeting. Each team can have no more than 1 team in the tournament. The tournament will start at 6pm. Please be there 15 minutes prior to check in and find your table.

Rule:

1. Each team will consist of two players.
2. In the coed division, a team **MUST** consist of one male and one female.
3. Game is played up to 10 points
4. Standard Euchre rules will apply.
5. There will be no farmers in this game, but we will use the "Screw the Dealer" rule.
6. There will be no stealing of the deck. This is an honest game people.
7. Each person is required to ask the person to their right if they wish to 'cut' the deck.
8. If the dealer flips over the card that is trump, and the cards have been dealt wrong, meaning somebody has more or less than 5 cards, this will be considered a miss deal and the next person in line will deal.
9. If the dealer does not flip over the card that is trump, and realizes the cards have been dealt wrong, this will be considered a redo and the dealer can shuffle and deal the cards again.
10. If at any time, the Warrior Game staff suspects cheating or table talk, that team will be kicked out of the tournament, and their group will receive a 50 point deduction from their total team score.
11. All decisions made by the Warrior Game Staff are final.

Day 5—October 15th

6 vs. 6 Beach Volleyball Tournament

(Keast Commons, Sand Volleyball Court, 4-7pm)

This event will be a 6 on 6 beach volleyball tournament. We realize that most sand volleyball isn't played with 6 people on one team, but we wanted to encourage more participation from each team. This tournament will be either a single or double elimination tournament depending on the number of teams entered in this event. Tournament seeding will be done at random by the Warrior Game staff. All captains will be notified of when they play during the rule meeting.

Rules:

1. The Serve:
 - a. Server must serve from behind the restraining line (blue rope) until after contact.
 - b. Ball may be served underhand or overhand.
 - c. Ball must be clearly visible to opponents before serve.
 - d. Served ball may graze the net and drop to the other side for point.
 - e. A coin flip determines first game serve, the previous game loser shall serve each subsequent game.
 - f. Serve must be returned by a bump only. No blocking or attacking a serve.
2. Scoring:
 - a. Rally scoring will be used.
 - b. There will be a point scored on every serve of the ball.
 - c. Offense will score on a defense miss or out of bounds hit.
 - d. Defense will score on an offensive miss, out of bounds hit, or serve into the net.
 - e. Game will be played to 15 points in a best 2 out of 3 game series.
 - f. Must win by 2 points.
3. Rotation:
 - a. Teams do not have to rotate after each point.
 - b. Teams must rotate servers (guy then girl in coed).
 - c. There shall be 4–6 players on each side.
4. Playing the Game (Volley):
 - a. Maximum of three hits per side.
 - b. In coed, if the ball is played three times on one side, each gender must touch the ball.
 - c. Player may not hit the ball twice in succession (block is not considered a hit).
 - d. Ball may be played off the net during a volley and on serve.
 - e. A ball touching a boundary line is good.
 - f. A legal hit is contact with the ball by a player's body above and including the waist which does not allow the ball to visibly come to a rest.
 - g. If two or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play.
 - h. A player must not block or attack a serve.
5. Basic Violations:
 - a. Stepping on or over the line on a serve.
 - b. Failure to serve the ball over the net successfully.
 - c. Hitting the ball illegally (carrying, palming, throwing, etc.).

- d. Touches of the net with any part of the body while the ball is in play. If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play.
- e. Reaches under the net (if it interferes with the ball or opposing player).
- f. Failure to serve in the correct order.

Sand Castle Competition

(Keast Commons, Sand Volleyball Courts, 7pm)

The sand castle competition will bring out your teams artistic and creative participants. This competition will be available for as many participants as desired by each team. The goal of this sand castle building competition is to create the most awesome and creative sand castle ever made! The rules for this event are listed below.

Rules:

- 1. The sand castle must be built in the designated area assigned by the Warrior Games staff. This area will be a 5ft by 5ft space.**
- 2. Only sand may be used when building your amazing castle. No other objects can be placed on the castle.**
- 3. Shovels, rakes, buckets, and any other non-power tool may be used when building your castle.**
- 4. The Warrior Games staff will provide water to help shape the sand easier, but we will not provide any other tools necessary for the construction of your castle.**
- 5. Each team will have 30 minutes to construct your castle.**
- 6. Teams will be judged on creativity, artistic design, and technical difficulty.**

Tug of War Contest

(Keast Commons, Sand Volleyball Court, 8pm)

This event will challenge your team's strength, determination, and desire to beat the opposition. The rope will be provided by the Warrior Game staff. The object of the competition is to drag the other team across the line in the sand. There will be a spot marked on each side of the rope. This spot has to cross the center line in order for a team to secure a victory. This will also be a double elimination tournament. Seeding will be done at randomly by the Warrior Game staff. The captains will be notified at the rule meeting of when they play.

Rules:

- 1. A team will consist of no more than 12 participants.**
- 2. The teams must be even when it comes to amount of participants on the rope. Meaning if one group/organization only has 8 people competing on their team, than both teams will only be allowed to have 8 participants competing.**
- 3. The tug of war match is a best 2 out of 3 series.**
- 4. The game will start with a whistle. There will be a mark on both sides of the rope. Once one team has pulled the opposite team's mark over the center line, that team will win that game.**

Day 6—October 16th

Talent Competition

(Mort Harris RFC, 2nd floor gym, 5pm)

This year, for the final event we have decided to do a talent competition. This event will be held on the gym floors of the Mort Harris. We will be able to provide speakers, a microphone and electrical outlets. We ask that you please give us an idea of what your talent is, so we can approve it and make sure we can accommodate your requests. We will not share this information with the other teams. If you do not inform us of your 'Talent', you will not be allowed to participate and your team will not receive participation points. We will also supply food and drinks for everyone that was involved throughout the week.

Rules:

1. Your talent must be pre-approved by the MHRFC staff.
2. There will be a panel of judges from various departments to judge the competition.
3. Each judge will be given a score of 1-10 with 10 being the best. They will judge on four categories.
 - A. Overall appearance (dress appropriate for act & creativity)
 - B. Does performer know their material?
 - C. Quality of performance
 - D. Overall entertainment of performance
4. The act with the most total points will win that division

10 Keys to Winning Warrior Games 2013

1. Have your captain or a team representative attend the rule meeting. **THIS IS VITAL TO THE SUCCESS OF YOUR TEAM!**
2. Make sure your team attends and competes in all 3 required events.
3. Get as many participants to compete with your team as possible
4. Participate in the maximum amount of events (12).
5. Pick events that you (and your team) can win!
6. Show a lot of spirit throughout Warrior Games Week.
7. Attend the football game.
8. Have a positive/open mind.
9. Pick a captain that is responsible. One that will give you updates throughout the week and let you know of game times and changes.
10. **Most importantly.....HAVE FUN!!!!**

Warrior Games Registration Form

Organization/Team: _____ President/Manager: _____

Phone: (____) _____ - _____ E-mail: _____

Vice-President/Asst. Manager: _____ Phone: (____) _____ - _____

E-mail: _____

***Divisions: Men's Women's Co-ed**

*Individuals can participate in two teams, but they must be in separate divisions. (Ex. Jane participates with "Women's Rugby" in the women's division and "Rugby" in the co-rec division.) There CAN be multiple teams from the same organization. (Ex. Jim and Jill participate with Nursing. Jim participates in the Men's division; Jill participates in the Women's division; they both participate in the co-rec division.)

Events: (Please choose up to 9 more events; the three required events are already selected.)

<input type="checkbox"/> Homecoming Football game	<input type="checkbox"/> Spirit Contest	<input type="checkbox"/> Minute It To Win It
<input type="checkbox"/> Fowling Tournament	<input type="checkbox"/> Milk Chug Flip Cup	<input type="checkbox"/> Beach Volleyball Tournament
<input type="checkbox"/> Warrior Game Night	<input type="checkbox"/> Dodgeball Tournament	<input type="checkbox"/> Sand Castle Competition
<input type="checkbox"/> Ropes Course Race	<input type="checkbox"/> Tug of War Contest	<input type="checkbox"/> Wiffleball Tournament
<input type="checkbox"/> Team Building/Puzzles	<input type="checkbox"/> Euchre Tournament	<input type="checkbox"/> Talent Show

NAME	ACCESS ID (aa1234)	NAME	ACCESS ID (aa1234)

If additional spots are needed please attach a typed roster form with the name and access ID numbers of the participants. All roster forms will be turned into the Mort Harris RFC or e-mailed to justin.harden@wayne.edu by Wednesday, October 2nd.

Name	Access Id (aa1234)	Name	Access Id (aa1234)