

9th Annual
Warrior Games

Presented By Mort Harris Recreation and Fitness Center

WAYNE STATE UNIVERSITY

October 4th–10th, 2014

Registration Period: Aug. 27th- Sept. 26th

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

(313) 577-2348

rfc.wayne.edu/Warrior-Games.php

Registration Deadline

September 26th, 2014

Warrior Games Rules Meeting:
(Receive 100pts if team attends meeting.)
Teams only need to attend one of the available dates

October 1st & 3rd @ 4pm & 6pm,
Mort Harris RFC

Rainout line/posting:

(313) 577-2348

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 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, 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 Oct. 4th 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. Organizations can participate in as many events as they please. The rule meeting does not count as an event. However, if your team attends the rule meeting, you will receive 100 points towards your team score.
7. Each participant will be expected to have reviewed all of the Warrior Games rules before participating.
8. Each organization will be allowed one team in each event.
9. Participants must adhere to the Student Code of Conduct.
10. All organizations 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 2014 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 4th, 2014

- 10:00am: Cornhole Tournament- Matthaei Parking Lot
 - Student Tailgate Tent
 - 2 members per team
- 11:00am: Minute To Win It Games- Matthaei Parking Lot
 - at least 1 person from each team representing (if you choose this event)
- 11:30am: Wayne State Spirit Contest- Matthaei Parking Lot
 - As many participants as possible
- 12:00pm: Football Game Attendance
 - Outside of Tom Adams Field
 - The more teammates the better

Monday, October 6th, 2014

- 2-4pm: Warrior Trivia Show- Studio in Mort Harris RFC (Revised Questions!)
 - 3-6 participants needed
- 5-7pm: Egg Drop Competition- Mort Harris RFC
 - Enough to build an egg safe structure

Tuesday, October 7th, 2014

- 5-7pm: Wiffle Ball Tournament- Mort Harris RFC, Basketball Courts
 - 10 participants needed
- 7-9pm: Warrior Pong- Mort Harris RFC, 2nd Floor Lobby
 - Minimum of 2 players per team
- 9-11pm: Dodgeball Tournament- Mort Harris RFC, Basketball Courts
 - 6 participants needed

Wednesday, October 8th, 2014

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

Thursday, October 9th, 2014

- 4-7pm: Beach Volleyball Tournament- Keast Commons
 - 6 participants needed
- 6-7pm: Hula Hoop Competition
 - 6 participants needed
- 7-10pm: Tug of War Contest- Keast Commons
 - 10 participants per team

Friday, October 10th, 2014

- 5-8pm: Talent Show
 - As many participants 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

Something new to Warrior Games this year will be the points awarded to the teams that place in the top 3 in their respective division. We will use a standard scoring system for all events, with an exception of the final event, the Talent Show. The points awarded are listed as follows:

- **1st place: 300 pts.**
- **2nd place: 275 pts.**
- **3rd place: 250 pts.**
- **Participation: 200 pts. (must actually have a team to participate, 1 person does not qualify)**

The Talent Show is the final event of Warrior Games and the winners will be awarded more points. This event could possibly determine who wins Warrior Games. It is HIGHLY recommended that each team participates in this event.

- **1st place: 500 pts.**
- **2nd place: 425 pts.**
- **3rd place: 350 pts.**
- **Participation: 275 pts.**

Day 1—October 4th

Home Football Game

(Tom Adams Field, Matthaei Parking Lot, 10am-1pm)

Saturday, October 4th, is the Wayne State's home football game. At this game there will be 4 events in which teams can participate in. The events are listed below.

Cornhole Tournament

(Matthaei Parking Lot, 10:00am)

Teams will consist of two players from each group/organization. This will be a double elimination style tournament. Seeding will be determined randomly before the event starts. Captains will be notified of game times and tournament schedule at the rules meeting.

Rules:

1. Teams will consist of two players.
2. Each person will stand at opposite sides of the game
3. Boards will be separated 15 feet apart.
4. When throwing, you cannot step in front of the board(front part of the board)
5. Each person gets three bags to toss
6. One bag on the board = 1 point. One bag through the hole = 3 points
7. Participants can cancel out throws. Example: If player A throws three bags all on the board, and player B only throws two bags on the board, player A will receive 1 point.
8. Game is played to 21 points. Teams must land on exactly 21. If a team goes over 21, they go back to 15.
9. All decisions made by the Warrior Game Staff are final.

Minute to Win It

(Matthaei Parking Lot, 11:00am)

During the tailgate, we will be having Minute To Win It games 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 can explain the event in further detail during one of the rules meeting if need be.

Events:

Mad Dog: <http://stumingames.com/2013/03/29/minute-to-win-it-top-20-countdown-1-mad-dog/>

Card Ninja: <http://stumingames.com/2013/03/28/minute-to-win-it-top-20-countdown-2-card-ninja-stumin-games/>

Face Cookie: https://www.youtube.com/watch?v=oLvLVL_rfD4

Penny in Pantyhose: <https://www.youtube.com/watch?v=B4Ign4Y8CZ8>

Spirit Competition

(Matthaei Parking Lot, 11:30am)

This competition is designed to show your groups/organization's 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 2013 Wayne State football battle Michigan Tech at this year's homecoming! Check in at the Warrior Games section in the stands to earn your points. Check in will only occur during the halftime. Place points will be awarded to the three teams with the highest attendance.

Day 2—October 6th

Warrior Trivia Show

(Mort Harris RFC studio room, 3-5pm)

This year, we have added a bunch of new questions to try and stump the teams. A few questions from the previous years will still be included within this trivia show. We have also added 4 bonus activities to this event. We will give each team a well-known quote in which the words to the quote are scrambled up. The team to put the quote in the exact order will win that bonus activity.

Rules:

- 1. Each team will consist of 4-6 players: if a member needs to leave, teams can substitute players.**
- 2. The team will be able to discuss with each other about the answer to the question. Teams must provide spokesperson to an answer the question within 30 seconds.**
- 3. The trivia game will be set up like a quiz bowl and will have a variety of subjects including history of Wayne State University, Detroit, Sports, and the history of our nation.**

Egg Drop

(Mort Harris RFC Field, 5-7pm)

This year for the egg drop competition, we will be giving the teams the supplies on the evening of the event. We will supply all of the materials that may be used for the Egg Drop and no outside equipment/materials can be used. The teams will have one hour to build their egg protector. Each team will start off by dropping their egg from a starting point of 5ft. After all teams have dropped their eggs, the remaining teams with an unbroken egg will drop from the height of 10ft.

Rules:

- 1. Each successful drop will count as 1 point. Each drop where the egg is only cracked and not broken will count as .5 points. When the yoke begins to come out of the egg, the egg will be deemed broken and the team will be out of the competition.**
- 2. No outside equipment can be used. Only equipment given the MHRFC staff.**
- 3. Teams will continue to drop from 10ft until one team is declared the winner.**
- 4. This will not be as easy as last year because the materials provided will be minimal.**

Day 3—October 7th

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 30-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.

Warrior Pong

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

Rules:

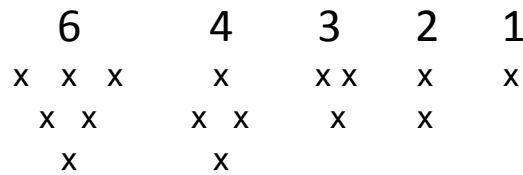
Played in 3 or pairs of two, with the teams standing at opposing ends of a flat, rectangular surface (preferably a ping pong table, but anything accepted by both teams can be used). Ten cups are formed in a pyramid at both ends of the table, with the base of the pyramid centered at the edge of the table. The players attempt to toss or bounce ping pong balls into the cups, each of which is filled 1/3 with root beer. The game continues in this way, with both players from one team taking a shot, followed by both players from the other team. After each attempt per round, the next pair of teammates must step up and take the next round of shots. The team that is able to clear all of the opposing team's cups first is the winner.

1. Bouncing vs. Tossing:
Any player taking a shot has the option of attempting to toss the ball directly into the opposing team's cups or bouncing the ball one or more times into the cups. If a player successfully makes a bounced shot, the opposing team has to drink two cups: the one in which the shot was made and another from the pyramid. As we already know, a regular (non-bounced) toss is only worth a single cup. However, there is a catch. The defending (non-throwing) team can defend cups against a bounced shot by blocking or swatting the ball once it hits the table. The defending team can only defend a shot once the ball has hit

the table, so the throwing team doesn't take a risk by tossing instead of bouncing, as tossed shots are indefensible.

2. Re-Racking:

Although the cups begin in a pyramid, they don't necessarily stay that way. As there are more holes in the pyramid from removing cups, it gets more difficult to make shots. To account for this, a team must "re-rack" at certain numbers of remaining cups in order to keep a compact shape at which their opponents can shoot. This takes place at remaining cup levels of 6, 4, 3, 2, and 1. Not just any re-rack will do; there are certain shapes the cups must form. To illustrate:



3. Take note that as at the beginning, the bottom cup must be flush with the end of the table after re-racks as well. One more detail about re-racks: they don't take place until the end of a turn. If, for example, the first shooter on the opposing team hits a shot, dropping their opponents' cups from 7 to 6, the cups aren't re-racked for the second shooter on that turn. This happens on that team's next turn. However, if the turn ends on a cup count that is not worthy of a re-rack, say 5 cups, then the team does not get one. If you go from 7 cups to 5 cups in one turn, the re-rack gets skipped.

4. Rebuttal:

The rebuttal rule only applies at the end of the game. When one team has all of their cups eliminated, they haven't lost yet. Each player on the team which has had their cups eliminated gets to shoot until they miss. If and when they both miss and there are still cups remaining on their opponents' side, they lose and proceed to drink what's left of their opponents' root beer. But, this does give them a chance to come back and force overtime (which will be explained later). There is an exception to the rebuttal rule: when it comes into conflict with the Make it-Take it rule, Make it-Take it is observed. This occurs when, for example, there are two cups remaining on a side and the shooters from the opposing team each make their shot, clearing the table. Under usual circumstances, they would get the balls back and shoot again, which in this case gives them the victory because it's their turn and they cleared the table. Rebuttal doesn't take place when the team that clears the table earns Make it-Take it. The game just ends. This isn't just an arbitrary choice of one rule over another; there is some logic behind it. Rebuttal is simply the last turn for the losing team. Make it-Take it means you lose your turn when the other team makes both cups on the same turn...so if you think about it, you're losing your turn if this happens to you; it just happens to be your last turn. In short: Make it-Take it is observed before rebuttal when they come into conflict.

5. Pulling the Cups:

This rule makes the game a little more exciting. Once your opponent makes a shot into one of your cups, it is in your best interest to pull that cup immediately, because if the other member of that team makes a shot into the same cup, the game is over.

6. Spills:

Spills are inevitable. If you spill one of your cups, there is no penalty. You lost that cup and just gave your opponents a freebee.

7. Deflections:

Once a shot is taken, it is considered a live ball. We already know that the defending team can't interfere with a non-bounced shot. Once the ball comes in contact with anything but the bottom of the cup, it is live, meaning it can be defended or it can still be made in the cup. For example, if a shot is taken and it

bounces off a defender's chest and goes in a cup; that counts. If a shot is taken and it hits the wall and goes in a cup, same deal.

8. Overtime:

If, on rebuttal, a team is able to eliminate all of their opponents' cups, regulation ends in a tie. But there won't be any ties in root beer pong. Each team fills up three more cups, and racks them as three should be racked, according to the diagram in the "re-rack" section. Then, resume play under the same rules.

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 3 minutes.
3. Six balls will be used. Officials will place 3 balls at both 10-foot volleyball lines. 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 spike line regardless of the number of players remaining. The volleyball spike line includes the whole line and an imaginary line that extends across the whole court where the real line ends. Players may not go further than their opponents' volleyball spike line to retrieve a ball in any situation.
5. During the game all players must stay within the boundaries of the basketball court. This mean all players must stay in front of their end baseline. Players may however cross the line to retrieve a ball, but then they have to immediately get back in bounds and be in front of the baseline.
6. **No player at any time 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 spike 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 8th

Team Building/Puzzle 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 advanced 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 down stairs 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.

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 there team plays at the rule meeting. Each group/organization can have no more than 2 teams in the tournament. Obviously, if you enter two teams in this tournament, your group will have a better shot at winning it. 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 9th

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 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.

Hula Hoop Contest

(Keast Commons, Sand Volleyball Court, 7pm)

We have added this event as a fun way to kill some time between the beach volleyball tournament and our tug of war contest. This event will be for 6 people on your team. The basic rules are listed below.

Rules:

1. Each team will make a circle, connecting it by holding hands.
2. Each team will get on hula hoop.
3. On "GO" each team must move the hula hoop around the circle without letting go of hands.
4. If there is any disconnecting, or if the hula hoop hits the ground, that team must start over from the beginning.
5. We will do three waves of this event. The team with the least amount of time over three waves will win.

Tug of War Contest

(Keast Commons, Sand Volleyball Court, 7pm)

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 10th

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. YOU WILL ALSO RECEIVE POINTS OF ATTENDING!**
2. Make sure your team attends and competes in as many events as possible.
3. Get as many participants to compete with your team as possible.
4. Pick events that you (and your team) can win!
5. Show a lot of spirit throughout Warrior Games Week.
6. Attend the football game and compete in all those events on Saturday.
7. Have a positive/open mind.
8. Pick a captain that is responsible. One that will give you updates throughout the week and let you know of game times and changes.
9. **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: (You can choose as many events as you wish. There are no required events this year)

| | | |
|---|---|--|
| <input type="checkbox"/> Football Game Attendance | <input type="checkbox"/> Spirit Contest | <input type="checkbox"/> Egg Drop |
| <input type="checkbox"/> Cornhole Tournament | <input type="checkbox"/> Warrior Pong | <input type="checkbox"/> Beach Volleyball Tournament |
| <input type="checkbox"/> Warrior Trivia Show | <input type="checkbox"/> Dodgeball Tournament | <input type="checkbox"/> Hula Hoop Competition |
| <input type="checkbox"/> Kickball Tournament | <input type="checkbox"/> Tug of War Contest | <input type="checkbox"/> Wiffleball Tournament |
| <input type="checkbox"/> Minute to Win it | <input type="checkbox"/> Euchre Tournament | <input type="checkbox"/> Talent Competition |
| <input type="checkbox"/> Team Building Game | | |

| NAME | ACCESS ID (aa1234) | NAME | ACCESS ID (aa1234) |
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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.