Texas State University

Spring 2016 Greek Olympics

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Proceeds Benefit
Spring 2016 Greek Olympics

Date: March 4, 2016
Time: 3-5pm

Arrive: Plan to arrive at 2:30 to complete registration. We want to begin promptly at 3:00 with the all-Greek group picture and then begin the games. Liability forms will be signed at check-in, so please arrive promptly at 2:30.

Location: The Intramural Fields (across from Strahan)

All participating chapters must RSVP to greekpb@txstate.edu by 5pm, February 26, 2016
Greek Olympics Spring 2016

Schedule of Events:

2:30pm—Arrive at Intramural Fields for team registration.
3:00pm—All Greek Group Photo
3:05pm—Tug of War – Round 1
3:15pm—Dizzy Bat
3:45pm—Tug of War – Round 2
4:00pm—Human Pyramid
4:20pm—Tug of War – Round 3
4:30pm—Ten-legged Race
4:50pm—Tug of War – Round 4, championships
5:00pm—Winner of Greek Olympics is announced!

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Greek Olympics 2016 Waiver of Liability

**Organization:** Those who wish to participate in the Greek Olympics, MUST sign a waiver of liability that we will provide the day of on the intramural fields. Those who do not sign will not be able to participate in any Greek Olympic activity.

Please plan to have **ALL** members who want to participate in Greek Olympics sign the liability form at **registration on March 4th.** Any member who does **NOT** sign the liability form at event, **May Not** participate in any of the Greek Olympic activities. Members who sign liability form will receive a wristband. Any member **NOT** wearing a designated wristband **MAY NOT** participate in events.
Greek Challenge Alcohol Policy

In accordance with federal, state, and local laws and policies set forth by Texas State University, IFC, MGC, NPHC, and Panhellenic Judicial Boards: all Greek Challenge events will be alcohol free events (dry). Any violation of this policy will be handled as follows:

1. Any individual who is found to be in possession of alcohol and is approached by a member of the Greek Affairs staff, or officiating Greek Challenge personnel will be asked to dump out any opened alcohol containers, and to forfeit any closed alcohol containers. The name and chapter affiliation of that person will be noted.

2. If the individual refuses to dump out and/or forfeit their alcohol, they will be escorted from the event by Texas State University security.

3. Anyone escorted from an event will not be allowed to participate in any further Greek Challenge competitions.

4. A second violation of this policy by an individual or chapter will result in a complete Disqualification from all of Greek Challenge for this (2016) and next (2017) year of the Greek Challenge.

5. Violations will be forwarded to appropriate entities based on violation: council, judicial, DRT, Dean of Students, etc.

This policy begins Midnight before the Greek Olympics begins on Friday, March 4th, and will remain intact until the completion of Greek Olympics.

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Games and Rules

Tug of War

- The Directors have chosen teams to participate in four rounds, double elimination style. A bracket will be provided on the day of event.
- Each team will consist of 10 people.
- Tournament play will continue in four rounds until only two teams remain to participate in the championship (round four).
- All observers will be required to stay behind the designated area as indicated by the day chairs. Failure to do so may result in the disqualification of your chapter’s team.
- The competition may be stopped at any time by the officials for safety reasons.
- All teams must report to the competition field by 3:30 p.m. to check-in with all members of the team to sign liability forms.

Tugging Form:
- Every pulling member shall hold the rope with bare hands.
- Deliberately sitting on the ground or failing to return to the pulling position after slipping will result in a disqualification of the team.
- Should a team member or members fall, each team will only be given 5 seconds to return to a standing position after each fall.
- If a judge suspects a team is deliberately falling repeatedly, the team will be subject to disqualification.
- No metal spikes may be worn. All shoes will be inspected at check-in.
- When walking up to the rope Do Not touch the rope. You will be instructed when you may pick up the rope.
- Tug matches will be called as followed: 1) You will be instructed to pick up the rope. Once the whole team is on the rope we will call “Ready” 2) Once both teams are ready we will call “Set”- teams may set on rope at this point. You may...
not begin to pull. If you do pull both teams will have to restart. Once both teams are set we will then call “Tug” 3) Tug- teams will then begin to tug. The team that pulls the rope so that the flag tied to the rope is moved pass the middle mark on the field to their side will win the match.

- There will be two cones placed parallel on the ground on either side of the rope. Teams must stay within this region when tugging. If you pull/move outside of the region you will be disqualified.

**Dizzy Bat: Relay Race**

- Each team will consist of 10 participants, but only five will compete at a time.
- Dizzy bat relay race consists of four rounds, with three teams competing at the same time.
- Each team will compete twice, and the times of the two will be averaged together to determine the winner.
- One by one each team member will place their head on the end of the bat with the other end on the ground and spin around a total of 10 times.
  --A judge will let you know if a spin did not count
- After completing their spins they will race 30 yards from the starting line, go around a cone, and 30 yards back to the finish line.
- Once a team member has begun to run from the starting line, the next team member may get into position with the bat, but may not begin to spin.
- The next team member cannot begin to spin around the bat until the previous team member has crossed over the finish line.
- The time will begin at the start of the race and will be stopped once all team members have crossed the finish line.

**Pyramid:**

- The building of a 4-3-2-1 (from bottom to top) ten member human pyramid.
  - Each team must have ten people participating.
  - Each team will have two attempts to build a pyramid.
  - The first nine members must run 30 yards and build the bottom of the pyramid on the designated line facing the starting line. These nine members will be in a 4-3-2 formation with each person on their hands and knees with straight arms. The participants do not have to have their arms locked, but must be entirely steady before the 10th team mate will be signaled to run.
  - Once the 4-3-2 formation is set and stable the 10th member will be signaled to run.

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• The tenth person will be allowed to start their approach outside the coned area when signaled by the starter, as long as they are behind the starting line. This means the player must run outside and around the cone.
• Once the person is on top of the pyramid, the pyramid must be set and stable for five seconds with all hands and knees stable before dismantling as determined by an official.
• The judges will then signal for the team to dismantle the pyramid.
• Every official will have a stopwatch to time the person on the top of the pyramid.
• If the team has a false start for one heat, the other heat can be used to count for points.

ATTEMPTS:
• A judge will time each team.
• Each team will get two attempts called heats. The average of the two times will be taken.
• Each team will run the pyramid with other chapters at the same time, and will have two attempts.
• If the pyramid falls, the team can rebuild the pyramid from where they are, but their time will continue.
• If the 10th teammate does not run outside of the cone it will be an automatic disqualification.

10-Legged Relay Race:
Each chapter will have two (2) five-person groups. Their ankles and knees will be bound and will race 30 yards from the starting line, around a cone, and 30 yards back to the finish line in a relay fashion.
• Teams will consist of two (2) five person groups from each team.
• Teams will be provided with bandanas or ace bandages. No other materials or items will be allowed for binding.
• Groups may use a total of ten ace bandages or bandanas (provided), which will be applied to the ankle and the knee.
• Bindings must remain at the ankle and below the knee/above the calf.
• In the event that a binding on the ankle or knee comes untied and falls off, the team will be disqualified.
• Teams will not be allowed to use their wraps to attach any other part of their body other than what is stated.
• The second group in the relay may not begin running until all members of the first group have crossed the finish line.
• The race will be timed. The team’s time will be recorded after ALL TEAM MEMBERS cross the finish line. Team placement will be determined based on the each team’s final time.
Questions, Comments, Concerns

Please feel free to contact the Co-Directors of Bobcat Spirit if you have any questions:

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