

THE OFFICE OF RESIDENCE LIFE AND UNIVERSITY HOUSING PRESENTS

RESFEST 2018

FIELD DAY

APRIL 7TH

GREENE STADIUM 2-7PM

PAGEANT

APRIL 8TH

BLACKBURN BALLROOM 2-6PM

GAME NIGHT

APRIL 9TH

CHS MULTIPURPOSE ROOM 7-9PM

ACADEMIC DEBATE

APRIL 10TH

CHS MULTIPURPOSE ROOM 7-10PM

DANCE / STROLL

APRIL 11TH

BURR GYMNASIUM 7-10PM

STEP SHOW

APRIL 13TH

CRAMTON AUDITORIUM 7-10PM

Rules and Guidelines Packet
Brionee Hall, Chairperson
Chelsea Martin, Vice-Chairperson
ResFest2018@gmail.com

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ResFest 2018:
Committee

ResFest 2018 Contact List

Event	Title	Name	Email
ResFest 2018	Chair	Brionee Hall-Anderson	ResFest2018@gmail.com
ResFest 2018	Vice-Chair	Chelsea Martin	ResFest2018@gmail.com
Event Coordinators			
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ResFest 2018:

Dates

Field Day

Date: Saturday, April 7, 2018

Location: Greene Stadium

Time: 2:00 PM – 7:00 PM

The Pageant

Mr. and Miss. Residence Life Pageant

Date: Sunday, April 8, 2018

Location: Blackburn Ballroom

Time: 2:00PM – 6:00PM

Call to Chapel

Date: Sunday, April 8, 2018

Location: Cramton Auditorium

Time: 11:00 AM – 1:00 PM

The Game Night

Date: Monday, April 9, 2018

Location: CHS Multipurpose Room

Time: 7:00PM – 9:00PM

Academic Debate

Date: Tuesday, April 10, 2018

Location: CHS Multipurpose Room

Time: 7:00PM – 10:00PM

Dance and Stroll Competition

Date: Wednesday, April 11, 2018

Location: Burr Gymnasium

Time: 7:00PM – 10:00P

Step Competition

Date: Friday, April 13, 2018

Location: Cramton Auditorium

Time: 7:00pm-10:00pm

Times are subject to change. Residence Halls will be notified if changes occur

ResFest 2018:
Residence Halls Deadlines:

All information is to be submitted by:

April 2, 2018: Preliminary Submission of all rosters. An excel document will be sent out to each residence hall. Fill it out completely and return it at its requested deadline.

April 4, 2018: Submission of all finalized rosters and alternates. An excel document will be sent out to each residence hall. Fill it out completely and return it at its requested deadline.

April 6, 2018: All Step Team performance CDs/DVDs should be submitted to the Step Show Coordinators for Review. Due by: 3PM close of business in Residence Life.

April 6, 2018: All Dance Team performance CDs should be submitted to the Dance Competition Coordinators for Review. Due by: 3PM close of business in Residence Life.

April 9, 2018: Final Edited Copy of Step/Dance Performance CDs. Due by 3PM close of business in Residence Life (*Any copy submitted after April 6 will lose an automatic 10pts on day of competition*).

Important Dates:

April 2– April 10, 2018: Dance Competition Coordinators may review final shows by request. If a team declines a review at this time the **Residence Hall Manager** becomes responsible for the content of the routine. If during the final rehearsal any of the content is deemed inappropriate the Coordinator may petition for immediate change.

This review is highly recommended.

April 2 – April 12, 2018: Step Show Coordinators may review final shows by request. If a team declines a review at this time the **Residence Hall Manager** becomes responsible for the content of the routine. If during the final rehearsal any of the content is deemed inappropriate the Coordinator may petition for immediate change.

This review is highly recommended.

March 31 – TBA: Pageant Coordinators will approve apparel.

Failure to adhere to designated deadlines will result in a two (2) point deduction for each day past the deadline.

***All participants should have a valid Howard University ID at each event. Any team member who does not have a valid Howard University ID will not be able to participate in the event.**

***Failure to meet any deadline will result in a two (2) point deduction per day, to your Residence Hall's ResFest Event score. Ex. Due March 21 at 3PM, Turns in March 25 = - 8points from Dance Comp/Step Show Score.**

****All Step Teams must leave their changing areas in Cramton (if any) clean and in the same manner prior to use. The penalty for noncompliance is DISQUALIFICATION.***

ResFest 2018:

General Rules and Guidelines Overview

Unsportsmanlike Conduct

ResFest is designed to create a sense of excitement and fellowship amongst the residents within the Residence Halls and all of Residence Life at large. All of the events, though competitive, are intended to foster team building, cohesion, and a sense of pride. With the aforementioned stated, under no circumstance will unsportsmanlike conduct be allowed and/or tolerated. Unsportsmanlike conduct includes but is not limited to:

- Fighting
- Name Calling
- Belittling
- Cursing
- Physical altercations
- Obscene gestures

Any individual resident or residence hall that participates in the above-mentioned actions between **March 24, 2018- April 13, 2018** & during any event or exhibition of talent **WILL BE DISQUALIFIED FROM THE COMPETITION: No Exceptions.** It is the intention of ResFest to promote positive competitiveness and these actions will not be tolerated under any circumstance.

Residence Hall Manager Initials _____ Date: _____

Deadlines

The individual residence halls must adhere to any deadline set forth by the ResFest committee. Each Residence Hall Manager will be notified of any new deadline at least a week prior to the submission date. If a residence hall team coordinator does not adhere to the schedule deadline, points will be deducted from the teams over all points prior to the event. For example, if a residence hall did not submit finalized rosters by **April 6, 2018**, the hall will lose two (2) points for everyday late, resulting in that hall beginning ResFest with a negative score. Any special stage request must be submitted by **April 6, 2018**.

Residence Hall Manager Initials _____ Date: _____

Tardiness Policy

All participants must adhere to the check-in times put forth by the coordinator. All contestants that will be late for the check-in time of their event MUST give Coordinators proper notification. A week's notification must be given to coordinators if they will be late because of a class. ANY other reason for tardiness must be accompanied by proof to be considered valid. Any participant that shows up late for check-in and does not have a documented excuse risks being excused from the competition. The decision will ultimately be name by the Coordinators of the event.

Participants

All participants in ResFest are required to reside in the residence hall they are representing. Students may not represent another residence hall other than the one they reside in under any circumstance. Any participant that participates in the aforementioned actions during any event will result in the **ENTIRE TEAM BEING DISQUALIFIED FROM THE COMPETITION: No Exceptions.** All participants are required to arrive at the Event Venue at the agreed upon time specified by the Event Coordinators.

Residence Hall Manager Initials _____ Date: _____

Practice Times

Monday through Friday you are allowed a maximum of **fifteen (15) hours** practice time for any event, but practice must end by 11pm. Also, Monday through Friday you must precede every practice with a mandatory **Study Hall** for no less than **six (6) hours** per week. If any participant can not make it to **Study Hall** they can not practice!

Saturday and Sunday practices can be conducted starting 8am until 11pm. Teams can not make practice mandatory during Holiday's or Spring Break. If any practices are held before or after these times (with or without) coaches or captains being present, **THE ENTIRE TEAM WILL RISK DISQUALIFICATION FROM THE COMPETITION: No Exceptions.**

All Event Coordinators are required to adhere to this rule or risk the disqualification of the individual event.

All Residence Hall Managers are required to adhere to this rule or risk the disqualification of entire Residence Hall.

Residence Hall Manager Signature _____ Date: _____

Event Coordinator Signature _____ Date: _____

ResFest 2018:

Athletic & Collegiate Clause

Individuals who are affiliated with a Howard University association that fosters extensive athletic, collegiate, and professional experience must adhere to restrictions in an event related to their specific skill.

Howard University organizations/associations that cater to professional development include but are not limited to:

- Howard University Track & Field Team
- Howard University Football Team
- Howard University Basketball Team
- Howard Debate Team

Each residence hall team is limited to two (2) total members whom have skill or training in a ResFest event that is related to their specific training. One individual related to said Howard organizations are only allowed to actively participate one at a time. Furthermore, residence halls are required to specify their members who have affiliations with Howard University organization.

Community Director Initials _____ **Date:** _____

Distribution of Points and Placement

All events will receive points and placement as follows:

- 1st Place: 50 points
- 2nd Place: 35 Points
- 3rd Place: 20 Points
- Participation: 10 Points

All residence halls will receive 10 participation points for participating in each ResFest event Game Night, ResCycleMania & Field Day will determine its winners by those teams who have received a majority of the overall points.

Community Director Initials _____ **Date:** _____

ResFest 2018:

FIELD DAY

FIELD DAY will be broken up into six exciting portions including, Track competition, Knockerball, Water Balloon Toss, Three-Legged Race, Tug-Of-War, and Checkpoint Relay. Field Day Team Participants must not exceed maximum of 40 people (Minimum of 15 girls) per building and each participant should only participate in up to three pre-events and 3 main events. Only 2 representatives from Howard Athletics are allowed on each team.

Winner of Field Day

- 1st Place: 50 points
- 2nd Place: 35 Points
- 3rd Place: 20 Points
- Participation: 10 Points

Field Day Teams

Bethune Annex
College Hall North & Cook Hall
College Hall South
Howard Plaza Towers
Tubman Quadrangle & Drew Hall

PRE-EVENTS: (Water Balloon Toss, Three-Legged Race, Tug-of-War, Checkpoint Relay)

The Pre-Events points are broken down as such:

- 1st Place – 50
- 2nd Place – 35
- 3rd Place – 20
- 4th Place – 10
- 5th Place – 10
- 6th Place – 10
- 7th Place – 10

MAIN EVENTS: (Track)

The Track Event points are broken down as such:

- 1st Place – 50
- 2nd Place – 35
- 3rd Place – 20
- 4th Place – 10
- 5th Place – 10
- 6th Place – 10
- 7th Place – 10

KNOCKER BALL:

The Knocker Ball Points are broken down as such:

1st Place – 50

2nd Place – 35

3rd Place – 20

4th Place – 10

5th Place – 10

6th Place – 10

7th Place – 10

EVENT RULES

Water Balloon Toss

- There will be two (2) teams of two (2) people (four (4) people total) representing each team (One Male & One Female for each team).
- Each team starts on the 0 and 5-yard line.
- When whistle blows, you are to toss the water balloon to your teammate and your teammate will pass it back.
- If you are successful, the teammate on the 5-yard line moves to the ten-yard line.
- Each time you are successful, you move 5-yards back.
- If balloon bursts at any time, you are eliminated
- Players cannot interrupt another teams' balloon or process of catching balloon. These calls for disqualification
- Players are allowed to dive backwards not forward for their balloon.
- Last team standing with a balloon wins.
- First two groups to get to 3 wins, wins the points.
- If the two groups that win are not of the same dorm respectively, there will be a playoff between them to decide who gets first and who gets second place.
- Rest of the points will be distributed by combination of yard length between the 4 representatives from each team
- In a result of a tie for any team that is not potentially, first there will be tie breaker to see which dorm gets which amount of points.

Checkpoint Relay

- Each hall will have one (1) team of three (3) people. Each halls team must have one (1) male and one (1) female on their team.
- Teams start at the end zone.
- First member goes the 15-yard line and jumps rope 30 times.
- Then pick up and get into the potato sack and race to the 45-yard line.
- Then from the 45-yard line throw 3 plastic bottles into a recycling bin, get back in the potato sack
- and race back to 15-yard line. Then race back to the start line, and tag the next person, until the team finishes.
- The fastest hall time wins.

- **TEAMS MAY NOT INTERFERE WITH OTHER TEAMS! THIS WILL RESULT IN DISQUALIFICATION!**

Tug of War

- Each team will have a group of eight (8) (There must be at least three (3) females)
- Two Teams will line up on the respected side of the 50-yard line.
- First team to tug the opposing team across 5-yards wins
- Teams must stay between designated barriers

Three-Legged Race

- Each hall will have one (1) team of two (2) people. Each halls team must have one (1) male and one (1) female on their team.
- Teams will start at the end zone and race to 40-yard line and back.
- The fastest hall time wins.
- **TEAMS MAY NOT INTERFERE WITH OTHER TEAMS! THIS WILL RESULT IN DISQUALIFICATION!**
- **TEAMS ARE NOT ALLOWED IN ANY WAY SHAPE OR FORM TO INTEFERE WITH OTHER TEAMS' REPRESENTATIVES! THIS CALL FOR IMMEDIATE DISQUALIFICATION!**

EVENT RULES

Track

(Male Competition, Female Competition)
(MAIN)-Photo Finish

Possible Events, 100 M Dash, 200 M Dash, 400 M Dash, 4x1 relay, 4x2 relay, 4x4 relay

- One representative is allowed to compete in up to 2 events
- Must be at least one girl and one boy per event
- Relays will have two (2) males and two (2) females on each team.
- You may not leave your lane, if so **you are disqualified** from the event
- In relay, you may not leave hand off zone without passing the baton, if so **you are disqualified.**
- You are allowed one fault start, after 1 you are disqualified
- Times will be added from male and female team, and points will be assessed accordingly with fastest time being 1st place, 2nd place, etc...

Knocker Ball

Teams for Knocker Ball

Bethune Annex

College Hall North & Cook Hall

College Hall South

Howard Plaza Towers

Tubman Quadrangle & Drew Hall

- Teams will be made up of a maximum of (12) players
- The number of participants on the field at one time will be based upon the number of balls available
- Each team must have at least two (2) females on the field at all times
- Rounds will consist of 10 minutes
- Goalies are not allowed
- First team to three (3) points advances to the next round on the bracket. If no team scores three points, the team with the highest score advances to the next round on the bracket.
- Each team gets two timeouts per round
- If the round ends with a tied score, the teams will go into a sudden death round, first to score wins.

[Knocker Ball Rules Click Here to View the Event](#)

ResFest 2018:
Game Night

ResFest 2018:

Academic Debate

General Rules and Guidelines

The following will assist each residence hall debate team in compiling their said team:

- Each team will consist of 4 members and one (1) alternate team member for a maximum team of five (5) members.
- All members must reside in their respective hall that they are competing for.
- All halls with a debate team must have a team captain who will be indicated on the team roster.
- The name and contact info of the Residence Hall Advisory staff member(s) should also be included.
- Each team member should be dressed in appropriate business formal attire for the debate.
- All members participating on the Academic Debate Team must speak (i.e. Team member number 1 would speak for the entire introduction, team member 2 would speak for the entire crossfire, team member 3 would speak for the entire rebuttal, team member 4 would speak for the entire conclusion)
- Speakers will be allowed to use note cards
- **Please Note: Failure to do so will result in an immediate disqualification of the team.**

Format

- The 2018 ResFest Academic Debate will be arranged in a tournament style competition.
- Topics and matches will be drawn randomly before each round.
- The two debating teams in a match will argue either the Pro or Con side of the drawn topic.
- The choice of either representing Pro or Con of a debate topic will be decided by a coin toss.
- [In the event of a Bye click here for instructions.](#)

Time for each round goes as follows:

3 Minute Introduction- Pro	3 Minute Introduction- Con
2 Minute Rebuttal- Pro	2 Minute Rebuttal- Con
Crossfire	Crossfire
2 Minute Conclusion -Pro	2 Minute Conclusion -Con

- The crossfire is a total of 4 minutes with 1 team member from each team questioning the case of opposing member of the other team. Each team has 30 seconds or less to speak.
This is a free-for-all so you may:
 - Ask questions
 - Strengthen arguments
 - Invalidate the question asked during this period
- Crossfire is a match of wits (point vs. counterpoint) not speeches.
Example of style: TBA

The Judges for the Academic Debate will consist of Howard University Staff/Professors and Community Leaders in the Debate field.

At the beginning of each round all teams will start with a score of zero; no points will be carried over into the next rounds.

The score will then be totaled and the team with the highest score will move onto the next round.

Judging Criteria

- Credibility of speech
- Presentation and Structure of Speech
- Relevance to Topic
- Professionalism
- Overall Persuasiveness

For each of the five categories each judge may give up to 10 points (score of ten is highest) with no half point increments.

* Said Debate Coordinator will be compile all debate topics

ResFest 2018:

Pageant

Mr. & Miss ResFest Competition

Competition Overview

Mr. and Miss ResFest are a young man and young lady who strive to promote good citizenship and scholastic achievement within our residence halls. In doing so, both endeavors of the King and Queen will be to promote the great mission of the Office of Residence Life as a student ambassador in their collegiate life with its strong morals and values.

To enable contestants to implement their platforms and increase interaction with residents ResFest pageant competition will involve a polling of contestants by residents. All contestants will campaign to residents leading up to and throughout the week of ResFest.

The selection of Mr. & Miss ResFest will be determined by the following:

Interview - 15%

Interview will be conducted one (1) week prior to the main event. In this category, contestants will demonstrate their ability to articulate their on-campus activities, describe their time as the reigning Mr. & Miss of their hall as well as other information pertinent to the pageant. They will be judged on attire, promptness, eloquence and affability.

Introduction/Platform – 30%

This category will be the first opportunity contestants will have to present themselves to the audience. In this segment, each contestant will demonstrate their intellect by how well they present themselves through the content and the delivery of their introductions and platform.

The contestants will be judged on how well they articulate and display themselves.

The content of the introduction should be original.

The contestant should display confidence in their presentation and appearance during delivery.

Since the winners will serve as spokespersons for Residence Life, an outstanding performance in this area is of paramount importance. The introduction should present their name, major, contestant number, and their platform as well as things they plan on accomplishing during their reign.

Talent – 20%

In this category, the contestants will display the talents of their choice. Contestants will be evaluated on their originality, confidence, delivery, professionalism, and selection of their costume. The winners may or may not be asked to display their talent throughout their reign as Mr. and Miss of their school. The choice and presentation of the contestants should be highly reflective of their interests, abilities, and personality.

Evening Wear – 15%

In this category, the contestants will be clothed in the eveningwear of their choice, representing their personal taste, style, color and design. They will be evaluated on their poise, appearance, and grace. Expect them to look regal, natural, elegant, and display grace and charm. They will be natural and unaffected. Positive qualities will not be reflective of the cost of her gown.

Question and Answer – 20%

In this category, the contestants will demonstrate their ability to articulate their thoughts, as well as their personality and deportment. The contestants will be judged on how well they answer the questions, their ability to be spontaneous and confident, while demonstrating their intelligence. Contestants will need to answer one (1) randomly chosen question fully and to the best of their abilities.

Contestant Eligibility

The ResFest Committee will facilitate the Office of Residence Life sponsored competition under the guidelines of the Mr. and Miss ResFest. This allows the winners of the competition to be eligible for participation in university activities as a student representative of the Office of Residence Life and other decided upon benefits as determined by the department's Dean. The ResFest competition coordinator will have the authority to make provisions and waive eligibility rules and/or regulation requirements with the approval of the ResFest Committee.

ResFest 2018:
Dance Competition

General Rules and Guidelines

- Each team must have a captain/representative.
- Each participant must reside in the residence hall of the team they are participating. Violators will be disqualified.
- All dancing and music must be PG13
The following actions that are prohibited are the following (but are not limited to):
 - No extremely provocative moves
 - No foul language in the music
 - No showing of any private areas
 - No extensive bumping and grinding on team members and/or floor
- Respect must be shown to opposing teams, judges, coordinators, staff, etc.
 - No booing other teams
 - No verbal altercations or physical contact with anyone
 - Loss in respect will result in a lost in points as deemed necessary by the Policy Board
- Participants must be on time to all scheduled meetings and practices with the Coordinators
- Cheating and/or stealing of choreography is dishonest and ultimately wrong. Plagiarism and spying on other teams is strictly prohibited and will result in immediate disqualification.
- There can only be a maximum of 18 dancers on the team.
- The order throughout the Dance Competition will be drawn randomly out of a hat.
- **STUDENTS MAY DANCE BARE FOOTED. ALL PARTICIPANTS SHOES MUST BE PRE-APPROVED. (BLACK OR COLORED SOLE SHOES ARE NOT PERMITTED.)**
- **Stilettos and/or sticks cannot be used during a performance. To do so will result in immediate disqualification.**
- **Teams may not arrive to the competition undertaking any type of a performance (marching, strolling, etc.)**
- *The winning team may stay on the floor for one (1) final dance (if they wish) and then immediately exit the floor.*

Exhibition

- There must be a minimum of one (1) and maximum of fourteen (14) dancers per team on the floor at a time.

Each team must have a routine no longer than 4 minutes' music pre-arranged on a CD. If a team goes over 4 minutes the DJ will automatically cut the music, and judging will solely be based on everything prior to the original 4 minutes. Teams are allowed to use pre-approved stage decorations and stage props.

- At the end of Round 1, each team will stand in the middle of the floor while the judges determine the rank of the teams.
- The team with the highest score will exit the gym floor.
- The two lower scoring teams will battle for the opportunity to battle the highest scoring team.

The teams are allowed to use props. However, some rules apply.

- NO LIQUIDS, SPRAYS or GLITTER
- NO WILD CARDS or LIVE MUSIC
- Props must be able to be cleaned up at the end of the battle
- No persons and/or props can touch any member of the opposing team at any time!
- No props that would cause possible damage to the Burr Gymnasium floor are allowed. (i.e. anything that will scratch or discolor the floor)

Battles

- A maximum number of 10 people can dance during “Battles” per battle song. (All dancers on the floor must be on the roster for the residence hall dance team) No switching of dancers during each battle routine.

The teams are not allowed to use props in “Battles”

For each individual battle, each team will have the same song. The teams will *not* know which song will be played until the DJ scratches and the beginning of the chosen song is played. There will be one song per “Battle.” **A list of battle songs will be provided to each team at least one week prior to the competition.**

Battles will last 45 seconds per round. The opposing team *may not* move at all while the other team is dancing. This is considered disrespectful.

FIRST ROUND – ONE BATTLE

The first battle will consist of the two lower scoring teams, based upon exhibition scores.

THIS IS ONE BATTLE.

Whoever wins the battle will advance to battle with the highest scoring team, based upon exhibition scores.

SECOND ROUND – TWO BATTLES (with possible tie-breaker)

The second round of battles will consist of the winner of the first round and the highest scoring team.

They will battle twice.

In the event that each team wins one battle, a third battle will occur acting as a tie-breaker.

The judges will choose the winners of each battle, i.e. the winner of the competition.

Battle Songs

Battle songs may not be used in any part of the “Exhibition” routine.

The battle songs will be chosen at random for the battle round. The teams will *not* know which song will be played until the DJ scratches and the beginning of the chosen song is played.

The judges will choose the winner in the same fashion as the other battle rounds. The judges will hold up the sign of the dorm that they think should win and the winner of the title will be announced

Under NO circumstance during the battle rounds of the competition are participants to touch a member of the opposing team. Such actions will be considered unsportsmanlike conduct and will **result in disqualification from the competition.**

*** Please Note: Points will be allotted only for exhibition. The “Battle Round” winners will be determined by judges.***

Judging Criteria

Costume and Apparel

20%

Choreography

50%

Execution of Theme

10%

Overall effect (stunts, creativity)

20%

ResFest 2018:
Stroll Competition

General Rules and Guidelines

- Each team must have a captain/representative.
- Each participant must reside in the residence hall of the team they are participating. Violators will be disqualified.
- Respect must be shown to opposing teams, judges, coordinators, staff, etc.
 - No booing other teams
 - No verbal altercations or physical contact with anyone
 - Loss in respect will result in a lost in points as deemed necessary by the Policy Board
- Participants must be on time to all scheduled meetings and practices with the Coordinators
- There must be a minimum of two (2) and maximum of sixteen (16) strollers per team on the floor at a time.
- The order throughout the Stroll Competition will be drawn randomly out of a hat.
- **ALL PARTICIPANTS SHOES MUST BE PRE-APPROVED. (BLACK OR COLORED SOLE SHOES ARE NOT PERMITTED.)**
- No props are allowed.
- Teams will perform in their designated section to be selected by the ResFest Dance and Stroll Coordinators.
 - **Any team that strolls outside of the designated section will be disqualified.**
- All movements and music must be PG13
- The DJ's mix will not be provided resulting in an impromptu music selection.
- Stunts are allowed, with exceptions to stunts that jeopardize the safety of the strollers.
The following actions that are prohibited (but are not limited to):
 - No extremely provocative moves
 - No showing of any private areas
 - No extensive bumping and grinding on team members and/or floor
- **NO IMITATING ANY GREEK ORGANIZATIONS IN ROUTINES.**

BATTLE ROUNDS

First Round

- Three teams will go to head to head to the DJ's mix for 4 minutes and 30 seconds (4:30).
- The first round is partitioned into two heats. (i.e. Three teams will battle in the first portion of the first round and then the next three teams will battle in the second portion)
- The three teams that are about to compete (depending on the heat) will be summoned to the floor and a one (1) minute entrance period will be given to enter the floor and arrive to the teams designated confinement.
- After the one (1) minute timer is up, the DJ will begin his/her mix and the 4:30 timer will commence.
- After the 4:30 allotted time, the music will be cut.
- The DJ will be allowed a thirty second (:30) grace period after the aforementioned time and a buzzer will be sound. The teams may finish out the action that they were completing when the music was cut within the thirty seconds, but immediately line back up in their designated areas. The host will count down the final ten seconds.
- The teams will remain on the floor until they are announced and instructed off the floor by the MC.

At the end of Round 1, judges will deliberate and choose only three (3) teams to advance to the second round.

Second Round

- The three teams that advance to the second round, will all battle head to head simultaneously for four (4) minutes.
 - *There will be designated room to accompany all three teams at once.
- The three teams that are about to compete will be once again announced by the MC and summoned to the floor.
- The DJ will begin his/her mix and the 4-minute timer will commence.
- After the 4- minute allotted time the music will be cut.
- The teams will be allowed a thirty second (:30) grace period after the aforementioned time and a buzzer will be sound. The teams may finish out the action that they were completing when the music was cut within the thirty seconds, but immediately line back up in their designated areas. The host will count down the final ten seconds.
- The teams will remain on the floor while the judges briefly deliberate. After the brief deliberation, all movement must come to a halt and one team will be announced to exit the floor.
- The remaining two teams will remain on the floor and advance to the third round.

Third Round

- The third round will immediately follow the second round.
- The two teams that advance to the third round, will battle head to head for three minutes and thirty seconds (3:30).
- The three minutes and thirty second round will commence immediately following the aforementioned team's exit.
- After the three minutes and thirty seconds allotted time, the music will be cut.
- The teams will be allowed a thirty second (:30) grace period after the aforementioned time and a buzzer will be sound. The teams may finish out the action that they were completing when the music was cut within the thirty seconds, but immediately line back up in their designated areas. The host will count down the final ten seconds.
- The teams will remain on the floor until the winner is announced
- Once the winner has been announced by the MC, the losing team will exit the floor.
- *The winning team may stay on the floor for one (1) final stroll (if they wish) and then immediately exit the floor. **ALUMNI MUST EXIT THE FLOOR!!!!***

Under NO circumstance during the three rounds of the competition are participants to touch a member of the opposing team. Such actions will be considered unsportsmanlike conduct and will **result in disqualification from the competition.**

Judging Criteria:

Costume and Theme
20%

**Execution (Choreography,
Level of Difficulty)**
40%

Strolling
20%

Overall effect (Stunts, Ripples)
20%

ResFest 2018:
Step Show
General Rules and Guidelines

- Each Team must have a captain/representative
- No team should have more than 25 members
- Each team may have a maximum of 15 members on stage
- Members of the team must be in good standing with the University
- Each member must reside in the residence hall, which they are representing, with the exception of the **“Wild Card.” Wild card must be identified prior to the final Step show rehearsal.**
- Must have a representative available for technical walk through (date to be announced)
- If there is a video, stage time will NOT begin. Instead videos will have to be 2 minutes or under. Any video played after the first action has been taken on stage will be considered as stage performance.
- Each team has a maximum of twelve (12) minutes on each then a one (1) minute grace period. After the grace period ends, there is a two (2) minute penalty period worth -5 points. At the end of the final 15 minutes total the curtains will close.
- Time will begin as soon as the first action is taken on stage (ie. First stomp, clap, or dialogue)
- No profanity is allowed.
- No fog, open flame, glitter or confetti.
- **Floor props are restricted. All other props will need to be approved.**
- Wear breathable clothing only, no wool.
- Teams must arrive on time for dress rehearsal.
- Teams must arrive at Cramton Auditorium with everything they need for the show (costumes, props, etc.), because no one will be allowed to exit and re-enter the building, except in extreme emergency cases, which must be discussed with one of the coordinators prior to exit.
- Teams will have assign times the morning of the show to drop of props, music, and final show production outline.
- **Sticks cannot be used during a performance. To do so will result in immediate disqualification.**
- **Teams may not arrive to the competition undertaking any type of a performance (marching, strolling, etc.)**

Deductions

- The deduction concerning time:
The scoring rubric will have a spot for time. If a person enters the penalty period they will lose -5 points.
- 5 Points will be deducted for any profanity used.
- The Step Show Coordinators will set the mandated time for arrival at Cramton Auditorium. Failure to arrive at this time will jeopardize a team for disqualification.

Judging Criteria

Intro-Entrance: 10% “first impression” of the team was captivating and made you anxious for what was to come.

Presentation: 10% overall flow of the show, appearance, and theme.

Originality: 10% overall show incorporates quality innovative material and ORIGINAL ideas.

Complexity: 20% show includes intricate stepping maneuvers and syncopation.

Precision: 20% show includes high-leveled precision and a degree of difficulty performed with confidence.

Crowd Participation: 5% Audience is engaged in the performance for the duration of the show.

Theme: 15% overall theme was upheld and clear throughout the duration of the performance.

Outro-Exit: 10% “last Impression” demonstrates performers’ endurance level and is more than simply an exit from the stage.

ResFest 2018: **ResCycleMania**

- There will be 4 ResCycleMania events included in Spring 2018 ResFest: Hall Recycling Competition, re-make it Challenge, Video Challenge and Beautify the Bins.
- Points for winning all ResCycleMania will be as follows:

➤ **Winner of ResCycleMania**

- First place will receive 50pts
 - Second Place will receive 35pts
 - Third place will receive 25pts
- A residence hall must earn the most points cumulative from all the events to win ResCycleMania.
 - Point totals will be defined as such:

➤ Hall Recycle Competition

- First place will receive 50pts
- Second Place will receive 25pts
- Third place will receive 10pts

➤ Beautify the Bins

- First place will receive 20pts
- Second place will receive 15pts
- Third place will receive 10pts

➤ Video Challenge:

- First place will receive 35pts
- Second place will receive 25pts
- Third place will receive 15pts

(Poundage Recycled Per Resident)

Hall Recycle Competition **General Rules and Guidelines**

- No special events can be held to help generate recyclables.
- No recyclables can be brought from any places outside of the residence hall.
- No residence hall can stock pile their recyclables and/or hold them to the last week of the competition.
- Only the following materials may be recycled:
 - Paper
 - Boxboard / chipboard
 - Catalogs
 - Hard and softbound books
 - Junk mail

- Magazines
- Newspaper
- Office Paper (all colors)
- Phone books

Bottles and cans

- #1 through #7 Plastic (e.g., soda, water, juice, beer, laundry detergent bottles)
- Aluminum cans
- Glass bottles and jars
- Steel cans

Cardboard

- Baled and unbaled cardboard boxes
- Boxboard / chipboard

Judging:

Each residence hall total weights for paper, cardboard, and beverage will be measured weekly and then calculated using the following equation:

$$\frac{\text{Weight of Recyclables}}{\text{Population Figure}}$$

(Video Challenge) General Rules and Guidelines

- All people depicted in the video must be current Howard University students
 - One video per hall will be accepted for final judging. (If more than video is created within your residence hall, the Green Team coordinator for that hall will set a date for the videos to be viewed and ultimately voted upon by the residents of said hall. In case of a tie, the Community Director has final word on the hall's submission.)
 - The video should be **1 minute to 1:50 seconds** in duration
 - No advertisement or watermarks by producer, cameraperson, or edit worker during the video at all; however, those who participated in its creation may be credited after the video's conclusion
 - Videos must display how residents are making attempts to creating a more environmentally friendly hall. Residents can utilize dancing, singing, rapping, spoken word, skits, and should be as tastefully creative as possible
 - There will be no profane or vulgar language or racial slurs used throughout the video, and all dances must be appropriate as determined by the staff of Residence Life.
 - It is possible that the top three videos will be shown during some point and time within ResFest for entertainment purposes. (So, prepare accordingly).
 - **Videos must be submitted to individual hall's ResCycleMania Coordinator by or before NOON April 6, 2018.**
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(Beautify the Bins Challenge) General Rules and Guidelines

- Residence halls can earn additional points to their point totals for submitting a plan to their ResCycleMania Coordinator concerning the painting/decorating the recycle bin area within the main lobby of the residence hall.
- The Community Director must approve the plan by the ResCycleMania Coordinators.
- Once the plan has been approved, residents will then volunteer to beautify the bin area and the halls who complete the task before **April 6, 2018** will be judged.

In the event that there is a tie for a team's overall ResCycleMania place, a series tiebreaker questions will be given to a hall's selected resident as determined by the participants of the scavenger hunt. Answers will be written down and any cheating will be considered an automatic victory for the opposing representative. In the event that the tiebreaker is still inconclusive the representatives will enter a sudden death round in which representatives are eliminated if they write a wrong answer and the opposing player writes the correct one.