HOMECOMING GAMES
INFORMATION AND RULES PACKET
FALL 2026

Theme:
“The Gold Standard”

OFFICIAL COPY

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SCHEDULE OF EVENTS

Event	Date	Time	Location
Registration Opens	10/01/26	8:00 AM	Online, Owl Life
Captains Meeting #1	10/15/26	5:00 PM	Virtual
Captains Meeting #2	10/20/26	5:00 PM	Virtual
Registration Deadline	10/23/26	12:00 PM	Online, Owl Life
Team Waivers Due	10/28/26	4:30 PM	Student Activities Office (Willingham Suite 230)
Hooty Hoo's Got Talent Audio File Due	10/30/26	5:00 PM	Email Links to Maggie LaForge at mlaforge@kennesaw.edu
Banners Due	10/30/26	5:00 PM	STA 155
Recycling at Reverse Vending Machines Competition	11/02/26 - 11/05/26 11/6/26	7:00 AM – 10:00 PM 7:00 AM – 12:00PM	ALC, Carmichael Student Center, UV #3000/4000, Hornet Village #100, Wilson Student Center
Cornhole Tournament	11/03/26	2:00 PM – 4:00 PM	Campus Green, Kennesaw Campus
Homecoming Pep Rally	11/04/26	2:00 PM – 5:00 PM	Campus Green
Hooty Hoo's Got Talent Run Through	11/04/26	4:00 PM – 8:00 PM	Convocation Center
Cardboard Boat Race	11/05/26	3:00 PM	Student Recreation & Activities Center, Indoor Pool
Hooty Hoo's Got Talent	11/05/26	5:30 PM - 9:00 PM	Event Center (Marietta)
Recycling at Reverse Vending Machines Competition Closes	11/06/26	12:00 PM	ALC, Carmichael Student Center, UV #3000/4000, Hornet Village #100, Wilson Student Center
Homecoming Game Announcement	11/07/26	6:00 pm	Fifth Third Stadium

GENERAL RULES AND EXPECTATIONS

The following rules are general rules that apply to ALL Homecoming events**:

1. All participants/contestants in the Homecoming Games competition activities must be currently enrolled Kennesaw State University students (i.e. no alumni, no faculty/staff). This means the participant/contestant must be actively taking classes during the week of Homecoming (i.e. cannot have withdrawn from all courses that semester).
2. All participants/contestants in the Homecoming Games competition activities may only compete for one team. This goes across all events (i.e. a student cannot participate with one team for banner competition and a separate team for Hooty Hoo's Got Talent).
3. The decision to cancel or relocate an event due to extenuating circumstances will be made by Division of Student Affairs staff. In the event of a change to the scheduled events, Homecoming Games Team Captains will be notified, as well as information posted on social media (Student Activities Facebook page, Instagram, and Twitter) and the Homecoming website.
4. All participants/contestants/attendees or other involved parties are to refrain from alcohol and/or illegal substance use during all Homecoming Games competition events.
5. All participants/contestants/attendees or other involved parties are not to attend any Homecoming Games competition events under the influence of alcohol and/or illegal substances.
6. All participants/contestants/attendees or other involved parties are expected to show good sportsmanship and refrain from all derogatory or damaging remarks and/or behavior towards any other participants/contestants/attendees prior, during, after, and/or between Homecoming Games competition events.
7. Participants in Homecoming Games competition events must sign a liability release waiver (Appendix C) before participating in any Homecoming competition event. Please have all participants fill out waivers in advance to help the event run smoothly. These must be turned in by the Homecoming Games competition team application deadline (10/26/26).
8. Ties for any event will be settled using the tiebreaker that is identified under each event's rules section. Tiebreakers do not affect a team's overall points for that event. Teams that tie in an event will still receive the same points towards the overall competition for that particular event.
9. Enforcement of any and all rules is to be handled by the members of the full-time staff from the Department of Student Activities with all final decisions relating to the Executive Director of Student Activities.
10. All sanctions for rule violations (general or specific) will be handled by the Executive Director of Student Activities or another full-time staff member of the Division of Student Affairs. Possible sanctions include but are not limited to, overall point deductions, disqualification from an event, or disqualification from all events.

***The Department of Student Activities reserves the right to amend these rules as needed to accommodate extenuating circumstances and to ensure the integrity of the competition.*

REGISTRATION AND TEAM STRUCTURE

Registration

Registration will be available online through Owl Life from **Noon on 10/02/26** until **5:00 PM on 10/26/26**. Each Homecoming Games team must complete the registration form in its entirety. The minimum size for any team is 5 students. There is no maximum limit on the number of members for each Homecoming Games team; however, each competition *does* have a maximum number of members who may compete in that event, which is noted for each event below and on the registration form.
Teams may compete in one or all the events. Teams will indicate the event(s) in which they will compete on the registration form. Once the team captain submits their team's registration, they may **not** change the competitions for which the team is entered.

Team Structure

There are two "divisions" for the Homecoming Games:

> "Proud" Division: This Homecoming Games division is for teams associated with a student group at Kennesaw State University (e.g., registered student organizations, club sports, fraternities, sororities, ambassador groups, orientation leaders, etc.). Each team may represent only one (1) student group**.**
>
> "Bold" Division: This Homecoming Games division is for teams that are not associated with a student group at Kennesaw State University (e.g. residence hall floors, groups of friends at KSU, classmates, etc.).

At the time of registration, the team captain will indicate whether their team will participate in the "Proud" Division or the "Bold" Division. Team rosters **must** be submitted on the registration form using the Team Roster Spreadsheet Template on the Homecoming Games website. For teams competing in the "Proud" Division, the team's name **must** be the name of the student group.

Teams will consist of a captain and team members. The captain will be the main point of contact for your team and will receive all formal communication from the Department of Student Activities. If at any time a team captain needs to change for a team, the current captain must submit an email to homecoming@kennesaw.edu indicating who the new captain for their team will be (the new captain must already be listed on the team roster). Captains (or another representative) are also required to attend one of the Captains' Meetings (see schedule above) or the team will be ineligible to compete for the Homecoming Games.

Team members must be currently enrolled as KSU students; students may only play for one team. Once a student has been listed on the roster of a registered team, that student is not allowed to be listed on the roster of another team or participate in another team's activities. Team members may not switch teams after the registration deadline but may switch prior to the deadline by submitting an email to homecoming@kennesaw.edu indicating their change.

POINT STRUCTURE

Points for Homecoming are distributed among the following events. Teams may elect to participate in one or all the events. Each individual event will have a winner, and an overall winner will be determined based on which team has the highest point total after all competitions are completed. Therefore, teams that compete in more events will have a greater chance of winning the overall competition. Each event has its own rubric for how points are determined. Please read the event/objective descriptions contained in this packet carefully so that your team understands how each event works and has the best chance to succeed.

Event	**Maximum Points Available**	**Your Team's Points**
Banner	100	
Reverse Vending Machine	50	
Cardboard Boat Races	100	
Cornhole Tournament	100	
Hooty Hoo's Got Talent	50	
MAXIMUM TOTAL	**500**	

AWARDS

Winners for all the Homecoming Games competition events will be announced at an event TBD. The winning team in each division will be presented with the Owl Cup with their team's name engraved!

EVENT DESCRIPTIONS

Event Name: Banner

1. There are no minimum number of team members who may participate in this competition event.
2. Banners should promote the team's interpretation of the KSU Homecoming theme and overall school spirit. It should also be clearly marked with your team's name.
3. The banner must be a **standard flat twin-sized sheet (approx. 70" x 100") and oriented vertically only!** Banners that are not vertical will not be accepted and therefore disqualified. That means the banner will not be judged for competition AND no participation points will be awarded.
4. All sheet banners must be two (2) dimensional. Three (3) dimensional sheet banners will not be accepted!
5. Sheets not turned in by the deadline or turned in with wet glue, wet surfaces, or pieces that may fall off (INCLUDING GLITTER) will NOT be accepted.
6. Materials are limited to what can be hung. Grommets in all four corners of the sheet ARE REQUIRED, or it will not be able to be hung. Therefore, it cannot be judged.
7. If the sheet is not the same size or is significantly heavier than an average twin-size sheet (see rule 1 of this section), it will not be hung or judged. Do not take chances!
8. Sheet Banner must be submitted no later than **5 pm on Friday, 10/30/2026 to the Kennesaw Campus STA 155**.
9. Banners will be judged on the criteria found in Appendix A of this packet.
10. All groups are responsible for picking up their banners by **Wednesday, November 11, 2026, at 5:00pm from Kennesaw Campus STA 155.** Any banners left after this date will be disposed.

Maximum Number of points available for this event: 100

Point Breakdown: Points will be awarded based on how each team's banner is judged in the competition. Judging for this event will be provided by 3 KSU faculty/staff/community members. Each judge will fill out a score sheet for each banner (Appendix A). The score for each team will be determined by adding the three scores they received and adjusting the score out of a total of 100 possible points. In the event of a tie for an overall winner, the judges will vote to break the tie.

Event Name: Recycling at Reverse Vending Machines (RVMs)



There is no minimum number of team members who may participate in this competition. Coca-Cola Reverse Vending Machines (RVMs) across campus benefit KSU CARE Services.

- ✓ Plastic #1 (PET / PETE; check the symbol!) (e.g., water, soda, pop, sports drink, juice, etc.)



- ✓ Aluminum Cans

- ⦸ Crushing bottles & cans

- ⦸ Liquids
- ⦸ Plastics #2 – #7
- ⦸ Glass

INSERT BOTTOM ENDS FIRST. Teams will deposit empty, uncrushed plastic #1 (PET / PETE) bottles and aluminum cans into RVMs throughout the week beginning at 7 AM Monday, November 2nd until 12 PM on Friday, November 6th.

Each time your team donates, the RVM will provide you with a receipt, which you MUST submit to Student Activities by 12:00 PM on Friday, November 6th (Kennesaw Willingham Hall, Suite 230 OR Marietta Joe Mack Wilson Student Center, Suite 230). If either Student Activities Office is closed and they have stepped out of the office, please leave all RVM receipts in the drop boxes provided on the service counters (Kennesaw Willingham Hall Rm 230 OR Marietta Joe Mack Wilson Student Center Information Deck, 2nd floor by game room).

Upon submission in-person or in a drop box, each RVM receipt submission MUST have the team's name legibly written on it. The team that donates the most bottles/cans total will receive the full 50 points and set the formula for all other teams' scores. More information regarding RVMs can be found here.

Please contact the KSU Office of Sustainability at sustainableksu@kennesaw.edu regarding any malfunctions, questions, and/or concerns with an RVM.

Your team's points = (of items your team donates x 50) / # of items donated by winning team

RVMs can be found in these locations on campus:

Kennesaw Campus

- Academic Learning Center – 1st floor near atrium
- Carmichael Student Center – 1st floor; inside study lounge across from Hissho Sushi
- University Village Suites – 2nd floor of main lobby between UVS Buildings #3000 & #4000; above Peace Cafe

Marietta Campus

- Hornet Village Building #100 – 1st floor main lobby
- Joe Mack Wilson Student Center – 2nd floor near Information Desk

Maximum number of points available for this event: 50

Event Name: Cardboard Boat Race

Team Check-In	11:00am	Student Recreation & Activities Center (Kennesaw)
Boat Judging	1:00 pm	Student Recreation & Activities Center (Kennesaw)
Competition	3:00 pm	Student Recreation & Activities Center (Kennesaw)

RULES

Boat Construction

- The **ENTIRE** boat must be built of cardboard (Any part of your boat that touches the water must be cardboard). This includes the hull, decking, keel, cowling, superstructure, oar locks, seating and rudder. Nuts, bolts, washers and staples are not allowed in hull construction. The cardboard may be as thick as you want, but may not be glued or attached to wood, plastic, fiberglass, etc.) Only exceptions are the paddles & decorations.
- Use cardboard boxes, "blocks", and/or carpet tubes.
- Duct tape, masking tape, liquid nails, and flex seal can be used to connect cardboard to cardboard and can be used to reinforce all seams and stress points. These are the only approved adhesives. These CANNOT be used to waterproof boats.
- Varnish, Paint or Polyurethane (one-part, paint-like substance) may be used to waterproof boat and/or decorate (your boat must meet the weight guidelines). If you don't want your boat to sink, waterproof the entire boat with any paintable one-part substance like varnish or polyurethane inside and out.
- Boats cannot tow anything behind them for the safety of other boats.
- Decorations are encouraged if they don't affect structural strength or buoyancy.
- Boats must fit through a standard door (our natatorium doors are 36" at the widest point).
- Boats shall not be longer than 7 feet.
- Boats need to weigh less than 200 lbs.
- Care should be taken that construction does not include pointed objects and sharp edges that could injure anyone.
- Surfboard style designs are not allowed. Consider "staying dry" as part of the challenge.
- Raft style designs are allowed. (The distinguishing feature of a raft design, as opposed to a surfboard style, is the use of cardboard "logs" and other such accouterments as one would expect to find in/on a raft. Think Huck Finn).

Crew Members

- The crew compartment cannot be enclosed to interfere with escape.
- Every crew member must always wear a personal flotation device. These will be provided by the aquatics team.
- All crew members must sign a Participant Waiver on race day. Boats will not be allowed to race without a signed agreement from each race participant.
- Maximum two crew members in the boat.

- 2 team members may assist crew members entering the boat

Prohibited Items

- No pre-treated cardboard.
- No Sona-Tubes waxed or 'treated' cardboard.
- No wood, plastic, Styrofoam, or fiberglass.
- No caulking compounds or two-part/mixed adhesives.
- No wrapping in duct tape, plastic or fiberglass or similar product.

****If you have a question regarding the permissibility of a particular item or substance, please reach out to Cheryl Richardson at bricha89@kennesaw.edu***

Boat Inspection

- Boat drops off and inspection begins four (4) hours prior to race time (pool patio or Aquatics bleacher area in the case of inclement weather). Boats MUST be dropped off no later than one (1) hour prior to the start of the race.
- All boats used in competition must be inspected and deemed "seaworthy" by judges. Team contact information must be left. Teams will receive text confirmation when boats pass inspection.
- If any illegal items used in construction are discovered during inspection, the boat will be disqualified.
- Late entries will not be considered.
- **All teams must cleanup/dispose of their boats from the pool area at least 30 minutes post-race. Those that fail to do so will be reported to the Homecoming Committee and points will be deducted from their final total.**

Racing Rules

- All boats are human powered (oars and paddles you provide are acceptable as propulsion tools)
- The race must begin and end with the two-person crew intact. Any use of lane lines or use of the sides of the pool for pushing or pulling your boat will result in disqualification.
- All participants' arms and legs must always be in the boat. Body parts may not be used to propel the boats.
- To qualify as a finisher in any heat, **you must be in your boat**, not towing it in your teeth or between your legs.
- Heats will consist of one (1) to three (3) boats at a time. All heats will be timed finals. At the completion of timed heats, the boats with the 3 fastest overall times will be awarded 1st-3rd place.
- Each boat will travel 25 yards (1 length of the pool).
- If your boat sinks, PLEASE DO NOT DRAG it to the deep end. Just stop and exit the pool with your boat. No points are given for making it to the other end, if the boat sinks.

Suggestions for Success:

- Waterproof the boat with Varnish, Paint or Polyurethane (one-part, paint-like substance). (If you don't want your boat to sink, waterproof the entire boat with any paint-able, one-part substance like varnish or polyurethane inside and out.)
- Duct tape and/or "liquid nails" tape may be used to reinforce seams.

Awards (Separate from Homecoming Points)
Awards will be given in the following 3 categories:

- Overall: Given for the overall race winner with the fastest time.
- Spirit: This is awarded to the boat and crew that demonstrates the most school/team spirit in decoration and/or competition. This award is based on judges' evaluation.
- Titanic: Award given for the most epic sink of any boat in the competition. This award is based on judges' evaluation.

Points Breakdown: If your boat passes inspection, your team will receive 50 points. If your team can complete a full run your team will receive a total of 70 points. Third place will receive a total of 80 points. Second place will receive a total of 90 points. First place will receive a total of 100 points.

Maximum points available for this event: 100

Event Name: Cornhole Tournament at Campus Green

I. Rules

A. The Game

i. Match Format & Timing

1. The game will be played until the first team reaches **21 points** at the completion of an inning.
2. A game may not end in the middle of an inning. Points will not be calculated until all eight corn bags have been thrown.
3. Each match will have a **30-minute time limit**.

ii. Scoring

1. **Corn Bag In-the-Hole**
    - A bag that passes through the hole or otherwise comes to rest inside the board is worth **3 points**.
2. **Corn Bag In-the-Count**
    - A bag that lands and remains on the board without touching the ground is worth **1 point**.
    - If a bag touches the ground before coming to rest on the board, it is considered a foul bag and must be removed before play continues.
3. **Corn Bag Out-of-the-Count**
    - A bag that does not land on the board or pass through the hole receives **0 points**.
4. **Cancellation Scoring**
    - Only one team may score during an inning.
    - The points earned by each team are calculated and then compared.
    - The lower score is subtracted from the higher score.
    - The difference is awarded to the team with the higher score.

    Example:
    Team A scores 7 points and Team B scores 4 points. Team A receives 3 points for the inning.

5. If a team's score exceeds **21 points** at the end of an inning, their score will be reset to **15 points** and play will continue.

B. Gameplay Rules

i. Starting Play

1. A coin toss will determine which team throws first.
2. The winning team of the coin toss will also choose which board to throw toward first.

ii. Court Setup

1. Cornhole boards will be placed **27 feet (9 yards)** apart, measured from the front edge of each board.

Foul Line

1. The front edge of each board serves as the foul line.
2. All players must release their bags with both feet remaining behind the foul line.

iii. Throwing Procedures

1. All bags must be delivered using an **underhand throwing motion**.
2. Teams will alternate throws until all eight bags have been played.
3. Players may throw from either side of the board. However, all throws during an inning must be made from the same side.
4. Players have **20 seconds** to release a bag once they step into position to throw.
5. The team that scored during the previous inning will throw first in the next inning.
6. If neither team scores during an inning, the throwing order remains unchanged.

iv. Player Positioning

1. One player from each team will compete from opposite boards.
2. The thrower must remain behind the foul line throughout the delivery.
3. A non-throwing opponent must remain at least **2 feet behind the platform** until the throw is completed.
4. When switching sides, players should move safely around the boards and avoid interfering with active play.

v. Foul Bags

A foul bag is any bag delivered in violation of the rules and receives no points.

1. Foul bags must be removed from play before the next throw.
2. Any legal bags displaced by a foul bag should be returned to their original scoring position.
3. Bags knocked into the hole by a foul bag will be returned to their original position and scored accordingly.

The following actions result in a foul bag:

- Crossing or touching the foul line during a throw.
- Exceeding the 20-second throwing limit.
- Throwing from a different side than where the inning began.
- Throwing a bag that contacts the court or ground before reaching the board.
- Releasing a bag improperly after beginning the forward motion of the throw.

C. Mercy Rule

There is **no mercy rule** for this event.

II. Protests

1. Only protests regarding:
    - Rule interpretations, or
    - Player eligibility

    will be considered.

2. For additional information regarding protest procedures, please refer to the **Intramural Sports Participant Handbook**.

III. Player Conduct

1. Team captains are responsible for the conduct of their participants and spectators.
2. Teams may be penalized for the actions of their spectators, including impacts on sportsmanship ratings.
3. Any participant ejected from competition will be ineligible to participate in Intramural Sports activities until meeting with Sport Programs Professional Staff.
4. Alcohol, glass containers, and pets are prohibited at all competition sites.

Homecoming Games Scoring

Maximum Points Available for this Event: 100 points.

Points will be awarded based on final tournament placement according to the Homecoming Games scoring structure.

Event Name: Hooty Hoo's Got Talent

Hooty Hoo's Got Talent 2026

Thursday November 5th, 2026
KSU Marietta Event Center

Description: This is a performance competition between teams and individuals. Teams/individuals will perform a talent or routine prepared beforehand for a panel of judges comprised of KSU faculty, staff, administrators, and/or community members. Judging will be done based on the criteria of difficulty, creativity, precision, showmanship, and incorporation of the theme.

There are four categories of Hooty Hoo's Got Talent. At the time of registration, each team will select the category in which they wish to perform:

1. **Fraternity & Sorority Life Category** $500 First Place Prize
2. **Large Group Category $**500 First Place Prize
3. **Small Group Category** $250 First Place Prize
4. **Individual Performance Category** $250 First Place Prize

Rules:

- Performers & Performance Time
    - Teams may not have more than the maximum number of performers in their category.
        - Fraternity & Sorority Life Category (20 individuals)
        - Large Group Category (15-20 individuals)
        - Small Group Category (2-14 individuals)
        - Individual Performance Category (1 individual)
    - Team members may rotate in and out during the performance. Not everyone needs to be on stage the entire time. However, anyone offstage must not block the judges' or audience's view.
    - Teams may not exceed the maximum performance time for their category.
        - Fraternity & Sorority Life Category - no longer than 7 minutes
        - Large Group Category - no longer than 7 minutes
        - Small Group Category - no longer than 5 minutes
        - Individual Performance Category - no longer than 3 minutes
- Performance Types
    a. **Step**: A routine that consists of complex rhythms and sounds through a mixture of footsteps, spoken word, and hand claps, which must include the Homecoming theme. Stepping is a historically and culturally significant performance tradition rooted in the experiences of Black Greek-letter organizations and some multi-culturally-based fraternal organizations. Out of respect for this legacy, the stepping performance category is **reserved for**

officially recognized fraternities and sororities whose histories and rituals include stepping as a traditional expression of their organizational identity. Groups not affiliated with a fraternal organization may participate in other performance categories such as dance, spoken word, or cultural showcases.

b. **Dance**: A routine where participants move rhythmically to music, typically following a set sequence of movements, which must include the Homecoming theme
c. **Singing**: A vocal presentation where contestant(s) demonstrate their singing abilities, stage presence, and artistic interpretation, aiming to entertain and impress an audience and judges.

- Teams/individuals must provide their own music and props.
    - Props
        - No object shall be thrown off the stage or handed to the audience.
        - Music, props, attire, and routine must not be vulgar. Performances deemed "vulgar" by judges will result in disqualification and forfeiture of all points for this event.
- Music:
    - Teams will be responsible for submitting their audio files by the designated deadlines.
    - **Final edited music must be submitted electronically to Maggie LaForge (mlaforge@kennesaw.edu) no later than 5:00pm on October 30th.**
    - Acceptable formats include .m4a and .mp3.
        - A list of songs used that includes title and artist must accompany music submissions.
            - The group must name their music with the word "final" in the name. Any changes to this file after submission cannot be guaranteed to have the altered tracks played.
            - Five points will be deducted for each day your music is late. After 12:00 am counts as a new day.
            - After 5:00pm on Monday November 2nd, 2026, teams that registered for this competition but have not submitted their music may be disqualified from the event.
- Run Throughs will occur on a first come, first served basis the day before the show (November 4th, 2026).
    - Each group will have 15 minutes to run through their show on the stage.
    - Sign up will be sent, via email, to all team captains on **October 30th, 2026**.
    - There is a 5-minute transition between run-through performances.
    - Run-through time will begin as soon as your assigned time starts.
        - KSU Staff will be on hand to notify you that your time has started, and when your 15 minutes are up.
    - If your entire team is not present at the start of your run-through time, you **MUST** practice with the team members present.
    - If you are more than 10 minutes late for your scheduled time, you will forfeit your slot.
        - There is no guarantee of a rescheduled run-through at the end of the rehearsal day or the day of the show.

- Performance order will be decided at random and shared with all participants.

Points Breakdown:
Points will be awarded based on how each team performs in the competition.

Officiating for this event will be provided by a panel of 3 KSU faculty/staff/community members. Each judge will fill out a score sheet for each performance. In the event of a tie, the judges will then vote out of the two teams.

The first-place team of each category will receive a monetary award that will go towards the organization that they are representing.

- **Fraternity & Sorority Life Category** (20 individuals) - $500 First Place Prize
- **Large Group Category** (15-20 individuals) - $500 First Place Prize
- **Small Group Category** (2-14 individuals) - $250 First Place Prize
- **Individual Performance Category** (1 individual) - $250 First Place Prize

In accordance with University System of Georgia policy, student activity fees may be used to support a wide range of student-related services and activities that are open to all Kennesaw State University students.

Please note that funds are not distributed directly to your organization. All expenditures are managed in coordination with the Department of Fraternity & Sorority Life and Student Activities. Funds may be used to support events, activities, or related supplies, as long as they are open to the broader student body. Winners will receive guidelines and spending deadlines within 10 days of the winning announcement.

APPENDICES

Appendix A

Banner Competition 2026
Judge Score Sheet

Judge Name:

Team Name:

Please rate the team's performance in the following categories from 1-5, with 1 being poor and 5 being excellent

CRITERIA	SCORE	COMMENTS (optional)
Creativity: Does the banner show imagination and/or innovation?	/25	
Homecoming Theme: How well does the display incorporate the Homecoming theme?	/25	
Design: How complex or detailed is the design?	/25	
Overall Neatness: How clean are the lines and the overall aesthetic?	/25	
TOTAL SCORE	/100	

Appendix B

Hooty Hoo's Got Talent 2026

Judges Score Sheet

Judge Name: _____.

Team Name: _____.

Team Theme: _____.

Performance Category (Circle one): Lip Sync Step Dance

Criteria	Score	Comments (Optional)
Difficulty: Does the routine incorporate difficult moves or transitions?	/10	
Creativity/Originality: Does the performance show imagination and/or innovation?	/10	
Stage Presence and Engagement: Is the performance engaging? Does it draw your attention?	/10	
HHGHT Theme: Performers Pick How well did the performance incorporate the theme mentioned?	/10	
Overall Presentation: How clean are the lines and the overall aesthetic?	/10	
Total Score	/50	

Appendix C

Kennesaw State University
Homecoming Activities Waiver and Release

Event: Homecoming Games **Date(s):** 10/02/26-11/7/26

PLEASE READ THE FOLLOWING CAREFULLY BEFORE SIGNING:

LIABILITY WAIVER, RELEASE, INDEMNITY AND PROMISE NOT TO SUE:

I, the undersigned below, in consideration of my participation in the Event(s) referenced above and any related activities thereto including training, preparation, and travel (separately and collectively, the "Event"), wherever the/these Event(s) may occur, acknowledge that I am aware that as a result of my participation in the Event, there exists the potential for injuries including but not limited to scrapes, bruises, broken bones, various injuries to the body, and possible loss of life and I freely assume on my behalf all risks incidental to such participation.

In consideration of my participation in the Event and on my behalf, and on behalf of my heirs, executors, administrators and next of kin, I hereby release, covenant not to sue, and forever discharge the Released Parties (as defined below) of and from all liabilities, claims, actions, damages, costs and expenses of any nature arising out of, related to, or in any way connected with my participation in the Event and/or any such related and associated activities, and further agree to indemnify and hold each of the Released Parties harmless from and against any and all such liabilities, claims, actions, damages, costs and expenses including by way of example, but not limited to, all attorneys' fees, costs of court, and the costs and expenses of other professionals and disbursements up through and including any appeal. I, understand that this Release and indemnity includes any claims based on the negligence, action or inaction of any of the Released Parties and covers bodily injury (including, without limitation, death), property damage, and loss by theft or otherwise, whether suffered before, during or after such participation. I declare that I am physically fit and have the skill level required to participate in the Event and/or any such related and associated activities. I further authorize medical treatment for myself, at my cost, if the need arises. For the purposes hereof, the "Released Parties" are: Kennesaw State University, the Board of Regents of the University System of Georgia, all Event sponsors, and each of their respective parent, subsidiary, affiliated or related companies; and the officers, directors, employees, agents, representatives, successors, assigns and volunteers of each of the foregoing entities.

I also acknowledge that persons employed by Kennesaw State University may take photographs and/or videos of my participation and allow the use of these materials on behalf of the University without limitation or compensation including the release of my name. I also agree that during the time I am involved with the Event, I will be bound by all rules, regulations, policies, procedures and guidelines of Kennesaw State University and the Board of Regents.

This Waiver and Release Form shall be governed by the laws of the State of Georgia, and any legal action related to or arising out of this Waiver and Release Form shall be commenced exclusively in the Superior Court in and for Cobb County, Georgia. I understand that the acceptance of this liability waiver, release, indemnity and promise not to sue Kennesaw State University or the Board of Regents of the University System of Georgia or any agent or employees thereof, shall not constitute a waiver, in whole or in part, of sovereign or official immunity by said Board, its members, officers, agents and employees.

I certify I am eighteen (18) years of age or older, I am executing this Waiver and Permission Form on my behalf and the information set forth above is true and complete.

I HAVE READ, UNDERSTOOD AND ACCEPT THE CONDITIONS OF THIS LIABILITY RELEASE, INDEMNITY, AND PROMISE NOT TO SUE.

Participant Information: ***(Please PRINT)***

Name: _____

Emergency Contact Name: _____ **Phone Number:** _____

Signature of Participant: _____ **Date:** _____