



HOMECOMING 2016

Event Participation Packet

October 24-30, 2016

WCU vs Chattanooga

PURPLE REIGNS

homecoming.wcu.edu

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Catamount Cup Information

WIN THE CATAMOUNT CUP!

In order to participate in pursuit of the Catamount Cup, your team **MUST** register using the following entry form. Catamount Cup Entry Forms are due no later than **Friday, October 14, 2016 at 5:00pm to the University Center 2nd Floor Guest Services Desk.**

Share in a Catamount tradition by participating in Catamount Cup events during Homecoming 2016! The team with the highest number of points at the end of the week will be pronounced winner of the Catamount Cup, to be announced at the Homecoming game on Saturday, October 29.

Groups of students and organizations can be a team. Multiple organizations may form a single team to participate in Catamount Cup events, and this team **CANNOT** split up for individual events for the purpose of gaining more points. For example, if Organization A, Organization B, and Organization C form Team #1, they must participate in **ALL** events as Team #1. If they win the Catamount Cup, they will win as Team #1.

PLEASE NOTE THAT ONLY ONE SET OF ENTRY FORMS SHOULD BE SUBMITTED PER TEAM.

The points system is as follows:

Catamount Walkabout.....25 participation points
PLUS 35 points for 1st place
20 points for 2nd place
10 points for 3rd place

Banner Contest.....20 participation points
PLUS 35 points for 1st place
20 points for 2nd place
10 points for 3rd place

Homecoming Parade Entries.....25 participation points
PLUS 35 points for 1st place
20 points for 2nd place
10 points for 3rd place

Catamount Games.....5 participation points for each game competed in (potential for 30 total)
PLUS 50 points for 1st place
35 points for 2nd place
20 points for 3rd place

*please note that, for the Catamount Games, if teams forfeit a game by either not having enough players, not showing up, or forfeit after the game has started will lose 5 points from their overall Catamount Cup score.

It is important to showcase the 2016 theme when you can: *Purple Reigns*

At the end of the week, all points for each team will be totaled and the winner of the Catamount Cup will be announced at halftime during the Homecoming game on October 29, 2016!

Good Luck in your pursuit of the **2016 Catamount Cup!**

For information about the Catamount Cup, contact Mike Corelli at corelli@wcu.edu.

Catamount Cup Entry Form

DEADLINE: Entry Form due Friday, October 14, by 5:00pm, to the University Center 2nd Floor Guest Services Desk.

****Multiple organizations may form a single team to participate in Catamount Cup events, and this team CANNOT split up for individual events for the purpose of gaining more points. For example, if Organization A, Organization B, and Organization C form Team #1, they must participate in ALL events as Team #1. If they win the Catamount Cup, they will win as Team #1.**

Your team name should include all organization names that are competing together. For example, if three organizations are forming one team, the Team Name should be:

Alpha Beta Chi / Catamount Residence Hall / Kayakers Unlimited.

Team Name _____

****This is the team name that you must use to register for all Catamount Cup events in order to receive proper recognition!***

Team Captain Name _____

Team Captain Email Address _____

Team Captain Phone Number _____

PLEASE NOTE THAT ONLY ONE SET OF ENTRY FORMS SHOULD BE SUBMITTED PER TEAM.

Catamount Cup Events

The following are Catamount Cup Events and each event requires a separate entry form: Banner Contest, Homecoming Parade, and Catamount Games. **Please make sure that you include your team name on all entry form as it appears here so that you are accurately awarded Catamount Cup Points!**

It is important to showcase the 2016 theme when you can: *Purple Reigns*

Please indicate which events your team will be participating in:

Catamount Walkabout...

Banner Contest.....

Homecoming Parade.....

Catamount Games.....

My team has reviewed the requirements for each event and agrees to participate as required.

Signature of Team Captain: _____

For information about the Catamount Cup, contact Mike Corelli at corelli@wcu.edu.

Catamount Walkabout: Whee will walk you! Information

Event Date: Monday, October 24, 5:00 pm (Ramsey Center Concourse)

DEADLINE: Entry Form due Friday, October 14, 2016, by 5:00pm to the University Center 2nd Floor Guest Services Desk.

General

- An event that is designed to bring together the WCU campus around a common purpose – to raise awareness of the organization, Samaritan’s Feet, and the nearly 1.5 billion individuals without proper footwear.
- While barefoot, each individual will walk as many laps as possible in support of a Homecoming team of their choice over the two hour period (1 lap = 1 point).
- The team with the most collective laps (points) over the competition will win FIRST place (35 points) in the FIRST Catamount Cup competition.
- There will be a DJ w/ music, tons of fun surprises, hot chocolate, and information about the multifaceted continent of Africa!

Note: To compete for Catamount Cup Points, you must first complete and submit the Catamount Cup Entry Form by October 14, 2016!

Catamount Cup Points

Each team who participates in this event will receive 25 participation points towards the Catamount Cup. Catamount Cup points will also be awarded for the winners as follows:

- 1st Place – 35 points
- 2nd Place – 20 points
- 3rd Place – 10 points

For more information about the Catamount Walkabout, contact Lane Perry at laneperry@wcu.edu.

Catamount Walkabout: *Whee will walk you!* Entry Form

DEADLINE: Entry Form due Friday, October 14, 2016, by 5:00pm to the University Center 2nd Floor Guest Services Desk.

The Catamount Walkabout will be held at the Ramsey Center Concourse on Monday, October 24, at 5:00pm.

Teams have the opportunity to raise awareness for a good cause while earning Catamount Cup points and having an awesome time!

Internal Scoring Structure:

For each lap each person on your team (or in support of your team) walks, your team will receive 1 point. If you have 5 people who walk 10 laps each = 50 laps = 50 points. At the end of the event, all team points will be compared and Catamount Cup points will be awarded for 1st, 2nd, and 3rd place finishes! The additional 25 Catamount Cup participation points will also be awarded to all teams represented.

Name of Team/Group(s): _____

Name of Team Captain: _____

Email of Team Captain: _____

Note: To compete for Catamount Cup Points, you must first complete and submit the Catamount Cup Entry Form by October 14, 2016!

Catamount Cup Points

Each team who participates in this event will receive 25 participation points towards the Catamount Cup. Catamount Cup points will also be awarded for the winners as follows:

- 1st Place – 35 points
- 2nd Place – 20 points
- 3rd Place – 10 points

For more information about the Catamount Walkabout, contact Lane Perry at laneperry@wcu.edu.

Banner Contest Information

Entry Form **MUST** be turned in to receive a blank banner

GUIDELINES:

- * First 50 clubs/organizations or individuals to register will receive a blank banner.
- * Blank banners will be available **September 19 – October 13, 2016**. **Entry form must be submitted when picking up blank banner.**
- * Banners are due at the **UC Information Desk (2nd floor) by Friday, October 14, at 5:00pm.**
- * University departments and agencies are encouraged to enter, though not eligible for placement.
- * Banners may be used for the banner contest **ONLY**.
- * Banners will be displayed around campus from **October 24-30, 2016**.
- * *If you would like to keep your banner after Homecoming is over, please indicate that on the entry form. If you indicate yes but do not pick up your banner by 5pm on Friday, November 4, 2016, they will be discarded.*

CRITERIA FOR JUDGING:

- **Incorporation of 2016 Homecoming Theme- *Purple Reigns***
- **Name or insignia of sponsoring club/organization should be displayed**
- **Originality (display of school spirit)**
- **Overall appearance (color, catchy theme)**
- **No use of profanity or obscenities**

*Winners will be announced on **Wednesday, October 26** during Spirit Night!

Note: To compete for Catamount Cup Points, you must first complete and submit the Catamount Cup Entry Form by October 14, 2016!

Catamount Cup Points:

Each team who participates in this event will receive 20 participation points towards the Catamount Cup. Catamount Cup points will also be awarded for the winners as follows:

- 1st Place- 35 points
- 2nd Place- 20 points
- 3rd Place- 10 points

For more information about the Banner Contest, please contact Michael Rymell at mrymell@wcu.edu

Banner Contest Entry Form

DEADLINE: *Blank Banners can be picked up September 19 – October 13 at the UC 2nd Floor Guest Services Desk. Entry Form is due when blank banner is picked up. Banners must be turned in no later than Friday, October 14, at 5:00pm.*

Team Name _____

Contact Person's Name _____

Contact Person's Email Address _____

Contact Person's Phone Number _____

Would you like to keep your banner after Homecoming? _____ YES _____ NO

**Banners can be picked up the week after Homecoming from the UC 2nd Floor Guest Services Desk ONLY if you check yes above. If banners are not picked up from the UC by Friday, November 4, 2016, at 5:00pm, banners will be discarded.*

Note: To compete for Catamount Cup Points, you must first complete and submit the Catamount Cup Entry Form by October 14, 2016!

This form must be turned in to the UC Guest Services Desk, 2nd floor, in order to pick up a blank banner.

FOR OFFICE USE ONLY

DID GROUP RECEIVE THEIR BANNER? _____ YES _____ NO

DISPLAY # _____

DOES GROUP WANT TO KEEP BANNER AFTER HOMECOMING? _____ YES _____ NO

For more information about the Banner Contest, please contact Michael Rymell at mrymell@wcu.edu

Catamount Games Information

Event Dates: Monday, October 24, and Wednesday, October 26, at 3:30pm

DEADLINE: Entry Form due Friday, October 14, 2016, by 5:00pm to the University Center 2nd Floor Guest Services Desk.

General

- Locations and pertinent information will be emailed closer to the event.
- Groups must assign different players to each game prior to arriving at the event.
- Must avoid the same players playing in multiple games as it causes confusion and delays in other games.
- The number of players required per game is below.
- Players must have the required number of players for a game or they will forfeit that game.
- Teams that forfeit a game by either not having enough players, not showing, or forfeit after the game has started will lose 5 points from that particular game's placement. **Additionally, 5 points will be deducted from their overall Catamount Cup points.**
- The same players/teams must be prepared to play the entire game they are participating in.
- See each rule page for information and competition format
- Positive sportsmanship and camaraderie is encouraged at the event.
- ***Teams that forfeit a game will get no participation points for that event and lose 5 points from their overall points.***

Monday Events @ 5:30pm

- Kan Jam – 2 participants
- Cornhole – 2 participants
- Climbing – 2 participants
- Spike ball – 2 participants

Wednesday Events @ 5:30pm

- Crazy Race #1 and #2 – 8 participants
- Tug of War - 8 participants

Note: To compete for Catamount Cup Points, you must first complete and submit the Catamount Cup Entry Form by October 14, 2016!

Catamount Cup Points

Each group will receive 5 Catamount Cup participation points per each Catamount Game they play in (for a potential total of 30 points). Additionally, groups who place 1st-8th in each individual Catamount Game will receive placement points as listed on the individual game descriptions. After completion of all events, the placement points from each group will be totaled to determine overall places. The top 3 overall will receive the following Catamount Cup points:

- 1st Place – 50 points
- 2nd Place – 35 points
- 3rd Place – 20 points

For more information about the Catamount Games, contact Jonathan Johnston at jdjohnston@wcu.edu.

****Games, game rules, and formats are subject to change based off number of entries***

Cornhole - Monday

Players: One team of two

Format: Single-Elimination Tournament

General Rules:

- Each match is one game
- Distance is 30 ft from hole to hole
- Scoring will be based on number of entries in tournament
- Typically scoring shall be “Traditional 21” format (bags in the hole=3pt, on the platform=1pt.). Some games may be played to 15.
- Each set of opposing partners shall alternate tossing four cornhole bags toward the appropriate platform
- Teams must score **exactly** 21 points in order to win the match. If a team goes over 21 points it is a ‘wash’ and that team’s score automatically drops to 15. If 15, go back to 9
- The game is scored using Cancellation Scoring. Teams have a chance to cancel each other’s points. Ex. Team A has two bags on the board and Team B puts two on the board= 0pts for either team.
- Each toss must reach the platform in the air and may not bounce off the ground:
 - Bags that skip or bounce on the ground are illegal tosses and disqualified
 - Illegal or disqualified tosses may not score points nor prevent others from scoring by knocking bags of either team from the platform
 - Should an illegal toss knock any other bags from the platform, those bags are to be placed back on the board as close to their original position as possible
 - Once players agree to the location of the bag on the board no protest may be made should the bag fall from the platform later in the frame.

Catamount Cup Participation Points: 5

Place points:

1st Place – 12 points

2nd Place – 10 points

3rd Place – 8 points

4th Place – 8 points

Kan Jam - Monday

Players: One team of two

Format: Single Elimination

General Rules:

- Scoring will be based on number of entries
- One partner throws the flying disc and, when necessary, the other partner redirects (deflects) it toward or into the goal. After both partners complete one throw each, the flying disc is passed to the opposing team. The thrower can score points with a direct hit to the goal or the deflector can score by deflecting the flying disc to hit or land inside the goal.
- Players must throw from behind the goals front edge.
- The most important aspect of the game is deflecting (tipping). Kan Jam in essence is a game of deflection. While there is no one perfect way to tip, there are many tips which should be considered "carries." A carry is not only when a player catches and throws the disc into the goal. A carry is called on any illegal deflection.
- Players waiting to tip may NOT touch the goal in any way, even to let it edge up to their legs for support. It must remain free standing at all times to be legal.
- Deflectors can move anywhere within the playing area to redirect the disc, including in front of the goal if necessary
- Scoring
 - Instant win: Throw the disc inside the kan through the small front slot opening or the top
 - 2 points: Throw the disc to strike the kan, unassisted by teammate
 - 3 points: Teammate deflects the disc throw inside the kan
 - 1 point: Teammate deflects the disc throw to hit the kan
 - A team must achieve an exact score of 11 points to win, or go back to the score they were at before the round. Teams must complete an equal number of turns (except when an Instant Win is scored, then no rebuttable).

Catamount Cup Participation Points: 5

Place points:

1st Place – 12 points

2nd Place – 10 points

3rd Place – 8 points

4th Place – 8 points

Climbing - Monday

Players: One team of two

General Rules:

- Each individual will have two attempts to climb as high up the wall as they can.
- If a climber falls, they must lower to the ground to restart their final attempt
- Climbing wall staff will assign points based on how high a climber climbs
- The total points of both climbers will be combined to determine overall placing for place points.

Catamount Cup Participation Points: 5

Place points:

- 1st Place – 12 points
- 2nd Place – 10 points
- 3rd Place – 8 points
- 4th Place – 8 points

Spike ball – Monday

Players: One team of two

I. The Field of Play

- A. All players except receiver must begin each point 6 feet back from the net.
- B. After serve, players can move anywhere, 360 degrees around the net/trampoline.

II. Game Format and Rules

- A. Teams consist of 2 players
- B. Best 2 out of 3 games. Games 1 & 2 are played to 21 points, cap 23. Game 3 is to 15 points, cap 17. Winner must win by 2 points. The game will be played by rally scoring.
- C. Drop-in events may be played with an adjusted scoring system.
- D. Teams start out on opposite sides of the trampoline.
- E. A server shall hit the ball with one hand. The ball must touch the net before the other team can make a play. The server is allowed two tries to get the ball in play. A server continues to serve until their team loses a point.
- F. A team gets three hits to return the ball (players must alternate touches). Returning the ball means that the ball hits the net and is playable by the receiving team.
- G. Faults or side outs:
 - i. Serves illegally or out of rotation.
 - ii. Fails to return the ball legally.
 - iii. Catches the ball.
 - iv. The other team “hinders” them from making a play. (Hinder= blocking the opponent or setting a pick)
 - v. Strikes the ball more than once in succession.
 - vi. Performs four hits on their side as a team.
 - vii. Fails to get the ball outside of the cylinder of the net.
 - viii. Player carries (palms) the ball.
- H. If the ball bounces off the rim, and goes in an awkward direction, a team can call “rimmer”. This will result in a point and service for the opposing team.
- I. If the ball bounces off the rim and net simultaneously, and goes in an awkward direction a team can call “pocket”. This will result in a re-do of the point and service remains the same.
- J. This is a self-officiated sport. Intramural Supervisors can help interpret any questions about specific rules, but they do not serve as officials.

NOTE: Please familiarize your team with the above “GENERAL” rules and play of Spikeball. SPECIFIC event rules will be mentioned at event site.

Catamount Cup Participation Points: 5

Place Points:

- 1st Place – 15 points
- 2nd Place – 12 points
- 3rd Place – 10 points
- 4th Place – 10 points

Crazy Races - Wednesday

Players: One team of 8

Format: Two Timed Races

General Rules:

- A course will be set-up with different stations where a task must be completed in order to move to the next station.
- The objective is to move through the stations as fast as possible for the quickest time.
- Varying numbers of players will be placed at each station.
- For each race, groups will be put into a two-team heat.
- Finishing times will determine overall placement points

Catamount Cup Participation Points: 5

Each Race Place Points:

1st Place – 15 points

2nd Place – 12 points

3rd Place – 10 points

4th Place – 8 points

5th place – 6 points

6th place – 4 points

7th place – 3 points

8th place – 2 points

Tug-O-War - Wednesday

Players: One team of 8

Format: Single-Elimination Tournament

General Rules:

- No one can wrap any part of body inside the anchor loop
- Dropping the rope will result in a disqualification from the tournament.

Catamount Cup Participation Points: 5

Place Points:

1st Place – 16 points

2nd Place – 14 points

3rd Place – 12 points

4th Place – 12 points

Catamount Games Entry Form

DEADLINE: Entry Form due Friday, October 14, 2016, by 5:00pm to the University Center 2nd Floor Guest Services Desk.

The Catamount Games will be held on the UC lawn and green space next to the CRC on Monday, October 24, and Wednesday, October 26. The events will start at 3:30pm and last until done. Teams must participate in all events to receive points for the Catamount Cup. Specific games will be announced closer to the event. There will be free food and a whole lot of fun at the event!

Name of Team/Group(s): _____

Name of Team Captain: _____

Email of Team Captain: _____

Conduct

The Intramural Sports programs promote positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

Note: To compete for Catamount Cup Points, you must first complete and submit the Catamount Cup Entry Form by October 14, 2016!

Catamount Cup Points

Each group will receive 5 Catamount Cup participation points per each Catamount Game they play in (for a potential total of 30 points). Additionally, groups who place 1st-8th in each individual Catamount Game will receive placement points as listed on the individual game descriptions. After completion of all events, the placement points from each group will be totaled to determine overall places. The top 3 overall will receive the following Catamount Cup points:

- 1st Place – 50 points
- 2nd Place – 35 points
- 3rd Place – 20 points

For more information about the Catamount Games, contact Jonathan Johnston at jdjohnston@wcu.edu.

****Games, game rules, and formats are subject to change based off number of entries***

Parade Information

Event Date: Friday, October 28, 6:30pm

DEADLINE: Entry Form due Friday, October 14, 2016, by 5:00pm to the University Center 2nd Floor Guest Services Desk.

One of the highlights of Homecoming activities is the Homecoming Parade. Everyone is urged to participate in this year's parade by constructing a float or developing another type of parade entry (dancers, performers, banners, etc.). **The parade begins at 6:30pm on Friday, October 28, with line-up location at Mark Watson Park between Sylva and Dillsboro, beginning at 4:30pm.** Participants are asked to park downtown in the Municipal parking lot next to Bridge Park. Parking is NOT available at Mark Watson Park. WCU shuttle buses will be running from there to Mark Watson Park. Please use the Shuttle service to help keep this event safe.

FLOATS

Our definition of a float is any wheeled structure, motor driven or not, participating in the Parade and decorated for the purpose of displaying school spirit. Floats will be judged by the following criteria: creativity, originality, school spirit, and participation. Judging will take place during the Parade.

NON-FLOAT

Our definition of non-float is any non-wheeled or other entry such as clowns, dancers, performers, jugglers, etc.

Remember: All entries must have filled out a parade entry form to be eligible to win awards. The entry form must be returned to the **UNIVERSITY CENTER GUEST SERVICES DESK by 5:00pm on Friday, October 14, 2016.**

Float structures (cars and trucks included) cannot exceed 8 feet in height from ground level.

Any entry deemed unsafe will be pulled from the line-up and not allowed to participate. Items of concern include, but are not limited to, load and capacity, structural stability and height. Students are not allowed to hang off floats, vehicles, etc.!

The Parade Committee reserves the right to refuse any entry considered to be in poor taste and not in compliance with the spirit of the parade.

Alcohol will not be permitted. Any entry and participants found in violation of this guideline will be removed from the parade.

The winners will be announced during the Homecoming football game.

For more Information about the Homecoming Parade, Contact Tim Chapman at 828-227-7303.

****CANDY AND OTHER ITEMS ARE NOT ALLOWED TO BE THROWN FROM FLOATS.** Groups may, however, have walkers passing out candy to the crowd alongside their float.

****NO BIG RIGS ALLOWED!!!**

Parade participants shall indemnify, protect, defend, and hold harmless the University and its trustees, officers, agents, employees, representatives, and assigns, and the University System of North Carolina and its governors, officers, agents, employees, representatives, and assigns from and against any and all claims, demands, suits, and causes of action and any and all liabilities, costs, damages, expenses, and judgments incurred in connection therewith (including but not limited to reasonable attorney's fees and court costs), whether arising in equity, at common law or by statute, or under the law of contracts, torts or property, relating to or arising out of the acts or omissions of the participant or in connection with participant's performance under this Agreement.

Note: To compete for Catamount Cup Points, you must first complete and submit the Catamount Cup Entry Form by October 14, 2016!

Catamount Cup Points:

Each team who participates in this event will receive 25 participation points towards the Catamount Cup. Catamount Cup points will also be awarded for the winners as follows:

1st Place- 35 points

2nd Place- 20 points

3rd Place- 10 points

Parade Entry Form

DEADLINE: Entry Form due Friday, October 14, 2016, by 5:00pm to the University Center 2nd Floor Guest Services Desk.

Name (Team Name or Individual): _____

Contact Person: _____ Phone # _____

Email: _____

Type of Entry (check one): Float \longrightarrow What type of vehicle do you plan on using?

Non-Float

FLOATS

Our definition of a float is any wheeled structure, motor driven or not, participating in the Parade and decorated for the purpose of displaying school spirit. Floats will be judged by the following criteria: creativity, originality, school spirit, and participation. Judging will take place during the Parade.

NON-FLOAT

Our definition of non-float is any non-wheeled or other entry such as clowns, dancers, performers, jugglers, etc.

Parade line-up is at 4:30pm at Mark Watson Park between Sylva and Dillsboro. Parking is NOT available at Mark Watson Park; please park in the Municipal parking lot near Bridge Park downtown and use the WCU shuttle buses provided to get to Mark Watson Park.

****Commercial Floats are welcome but will not be eligible for placement.**

ALCOHOL WILL NOT BE PERMITTED.

No items are to be thrown from floats during the Parade; items passed out by parade walkers must be approved in advance by Parade Chairperson.

<p><i>Note: To compete for Catamount Cup Points, you must first complete and submit the Catamount Cup Entry Form by October 14, 2016!</i></p>
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For more Information about the Homecoming Parade, Contact Tim Chapman at 828-227-7303.

Parade participants shall indemnify, protect, defend, and hold harmless the University and its trustees, officers, agents, employees, representatives, and assigns, and the University System of North Carolina and its governors, officers, agents, employees, representatives, and assigns from and against any and all claims, demands, suits, and causes of action and any and all liabilities, costs, damages, expenses, and judgments incurred in connection therewith (including but not limited to reasonable attorney's fees and court costs), whether arising in equity, at common law or by statute, or under the law of contracts, torts or property, relating to or arising out of the acts or omissions of the participant or in connection with participant's performance under this Agreement.

Homecoming Residence Hall Decorating Contest

DEADLINE: Sign up with your individual building RD by Friday, October 14, 2016!

This will be a lobby decorating contest held on Tuesday, October 25, 2016. Judging will occur on Wednesday, October 26.

The theme of Homecoming 2016, **“Purple Reigns,”** should be incorporated into the overall design.

Lobby Decorating Guidelines:

1. Decorations, such as trees, paper, etc., that may cause an obstruction to traffic should not be placed in hallways.
2. No decorations may be hung from the ceiling or overhead pipes.
3. Burning candles or any open flames are prohibited in residence halls.
4. Excessive decorations (e.g., pumpkins, Christmas trees, evergreen boughs, paper or plastic trash bags and decorative sprays) may not be placed on hallway walls, and resident room door coverage (inside or out) should not exceed 50% of the door space.
5. In the hallways, decorations may be placed only on the doors, bulletin boards, or staff approved space and should never cover safety devices (i.e., fire extinguishers or pull boxes).
6. All materials used must be treated with a fire retardant.
7. No decorations, including colored bulbs, should be placed over or near lights, electrical outlets, or heaters.
8. All lobby decorations must be coordinated through the building Assistant Resident Director or Resident Director.
9. Only “cool,” U.L. approved lights are authorized for use and only within the residence hall student rooms.
10. Lights should be checked for wear and tested before installation, and care should be taken to ensure that lights do not come into contact with draperies, curtains, etc.

Plaques will be awarded for the Residence Halls that place 1st, 2nd, and 3rd.

Please contact Annaleise Camacho at atcamacho@wcu.edu with questions!