

HOMECOMING 2009

A Marshall Motion Picture

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A Marshall Motion Picture

It's that time again to break out your Marshall Pride and get excited for this year's HOMECOMING WEEK! The Homecoming Theme for this year, *A Marshall Motion Picture*, is all about getting in character and showcasing our Marshall Pride! Each class will be assigned a movie genre; the seniors are representing Action, the juniors are representing Horror, the sophomores are representing Comedy, and the freshmen are representing Country Western. We hope that *A Marshall Motion Picture* theme will generate excitement in all the classes and help pump up everyone for the Homecoming Game and Dance.

Homecoming Week is packed with well-spaced activities and competitions designed to let everyone participate somewhere. Homecoming Week competition scoreboards will be set up in the Main Hall and the cafeteria each day, to help everyone keep track of class rankings. Along with the daily Dress Up themes, there will be Lunch games in the gym each day and the Penny Wars in the cafeteria. This year, Penny Wars points will be awarded after each day's battle, so be sure to start early! The Powder Puff Game will be on Thursday, October 22nd at 5:00 pm. We need as many students as possible attend and support our junior and senior ladies! Also, clubs have the opportunity to reserve fundraising table space at the game.

This year Marshall will have an exciting parade during the Homecoming game halftime, which will include the homecoming court presentation and club banners. Come help your class cheer, and be there for the announcement of the winner! This year the pep rally victory cry will be worth an awesome 1000 points to the winner, so cheer loudly and well. And above all, be part of the Twelfth Man in the stands for the game. Let's intimidate our opposing team with our noise and crowd.

We all look forward to seeing our whole school make the *Marshall Motion Picture* alive here at Marshall High School. We know this will be the best homecoming Marshall has ever seen or experienced in its lifetime.

Stay Beautiful! Love,
SGA

Important Dates and Deadlines

<u>Day</u>	<u>Date</u>	<u>Event</u>	<u>Participants</u>
Friday	Oct. 9	Homecoming Court Voting	All Classes
Wednesday	Oct. 14	Homecoming Court Announced, Spirit King Interest Meeting	SGA
Thursday	Oct. 15	Deadline for Banner Theme Forms	Clubs
Friday	Oct. 16	Deadline for Powder puff Concession Forms	Clubs
Friday	Oct. 16	Homecoming Court Pictures (Lunch)	Homecoming Courts
Monday	Oct. 19	Wacky Tacky*, Spirit King Interviews, Musical Chairs, Penny Wars	Classes
Tuesday	Oct. 20	Nerd Day*, Dance off, Spirit King Fashion Show, Penny Wars, Volley Ball Boys Powder Puff (tentative)	Classes
Wednesday	Oct. 21	Movie Genre Day, Scavenger Hunt/Tug of War, Penny Wars, Talent Show, optional Display Case decorating (2:30 – 3:15)	Classes
Thursday	Oct. 22	Gender Bender, Spirit King, Penny Wars, Homecoming Hallway/display case Decorations (2:30 – 4:30), Powder Puff Game; Spirit King performance and Blackboard Voting	Classes
Friday	Oct. 23	Class Colors Day, Class Relays, Penny Wars, Hallway Decoration Judging	Classes
Friday	Oct. 23	Pep Rally (Football Stadium, 1:40-2:05) Announce Spirit King	School
Friday	Oct. 23	Homecoming Tailgate (5:30- 7:00)	GCM Fans
Friday	Oct. 23	Homecoming Game (7:30) Parade during Halftime	School/ Alumni

Saturday Oct. 24 Homecoming Dance (8:00pm-11:30pm) School

*The Student Leadership Committee (SLC) may vote to change these days

General Rules

- I. The SGA, consisting of the SGA board and SGA sponsor, and the school administration shall have the authority to establish the rules and the activities pertaining to Homecoming Week.
- II. The SGA shall be the governing body of all class competitions. The Principal or her designee may intervene in the events as necessary.
- III. The determinations of the judges, SGA, and the school administration are final during any Homecoming Week event. The judges, SGA, and the school administration have the authority to terminate events as necessary. The principal will review, and modify if necessary, SGA decisions that are appealed by participants.
- IV. Classes and clubs must abide by all rules developed for the Homecoming Week competitions. Officers and sponsors of groups are encouraged to consult with the SGA board in advance if they foresee any conflict or issue with competition rules.
- V. Any action by any member of any competing group may be considered an action by the group as a whole. Any purposeful theft, vandalism or interference carried out against another competing group will result in disqualification of the offending group, and other disciplinary action as appropriate.
- VI. If any rules in this constitution are violated, disqualification or subtraction of points will take place as defined. The SGA will be the decision authority, and the school administration will be the reviewing authority, for imposition of penalties.
- VII. Only current GCM students may participate in Homecoming Week competitions.
- VIII. Club banner themes must be submitted no later than the assigned deadline. In case of overlapping themes, the first submission will acquire the theme.

- IX. Homecoming Week projects may not be made during school hours.
- X. Judges will be given specific criteria for grading of competition events. Copies of the criteria will be made available to competing organizations prior to each event.

Class Competition Point System

Daily point values for the five Dress Up Days, Lunch Games, and the Penny Wars are as follows:

1st Place- 400 2nd Place- 300 3rd Place- 200 4th Place-100

Event Point Values for Hallway Decorations are as follows:

1st Place- 2000 2nd Place- 1500 3rd Place- 1000 4th Place- 500

Event Point values for the Victory cry competition are as follows:

1st Place- 1000 2nd Place- 800 3rd Place- 600 4th Place- 400

DAY	Criteria	2010	2011	2012	2013	Faculty
Tuesday	Dress up Day Lunch Game Penny Wars Total					
Wednesday	Dress up Day Lunch Game Penny Wars Total					
Thursday	Dress up Day Lunch Game Penny Wars Total					
Friday	Dress up Game Lunch Game Penny Wars Total					
Friday	Victory Cry Hallway Judging					
Points Total						
Class Rank						

Class Competition Rules

Dress Up Day Competition

- I. There will be a Dress Up competition on each of the four days during Homecoming Week. The theme days are as designated by the SGA.
- II. Participating class members should wear their clothing during the entire school day (7:20 AM- 2:10 PM).
- III. Dress Up clothing items must be appropriate and follow the Marshall dress code, except for items (e.g. hats) specifically authorized by the school administration.
- IV. The Dress Up Day competitions will be scored by determining the ratio of dressed up students in each class to the number of students in that class.
- V. Dress Up counting and scoring will take place during the 7th period each day by the teachers, who will e-mail results to the student leadership committee at slcmarshall@gmail.com
- VI. On Thursday, October 22nd, (Gender Bender Day) "enhancement" of male or female "parts" is STRICTLY PROHIBITED. SR&R Dress code must be followed.

Spirit King/ Lunch Games Competition

- I. There will be a Lunch Games competition between classes or spirit kings each day during Lunch and Learn. The competitions will take place in the gym or cafeteria. Spectators may watch and eat in the stands.
- II. Representatives from each class will compete on behalf of their class. SGA officers are not eligible to compete in the class competition Lunch Games.

Penny Wars Competition

- I. The National Honor Society will be sponsoring a Penny Wars that will last all week. There will be four jars in the cafeteria labeled *Freshmen, Sophomores, Juniors, and Seniors*. The object of the Penny Wars is to achieve points in the class competition by having class members deposit pennies into their class jar and, to stop other classes from winning, place silver change (e.g. nickels, dimes, quarters) or bills in the jars of other classes. The value of silver and bills will subtract points from the receiving jar's total.
- II. The breakdown of the value of the coins and bills in this game is as follows:
Pennies = +5 points
Nickels = -5 points
Dimes = -10 points
Quarters = -25 points
- III. Penny Wars class rankings will be determined at the end of each day. Points will be awarded each day in accordance with the class's rankings at the end of the day.

Hallway/Showcase Decoration Competition

- I. Classes will decorate their corresponding hallways and showcases based on the theme that their class officers have selected previously. The showcase assignments are as follows: Seniors-Main Hall, Juniors-English Hall, Sophomores-Math Hall, and Freshmen-Science Hall (directly under English Hall, Rm. 117-122). Decorations may be prepared throughout the entirety of the Homecoming Week with a budget of \$300.
- II. The Hallways themselves may not be decorated until Thursday October 22nd, 2009 between 2:30pm and 4:30pm. Showcases may be decorated on Wednesday, October 21st from 2:30 – 3:15 if desired, but may also be decorated on Thursday.
- III. A panel of faculty will judge which class best represents Marshall Pride and their corresponding movie genre Friday morning before school begins.
- IV. Results will be announced during the Homecoming Parade on Friday night.

Pep Rally Competition

- I. Varsity cheerleaders will lead each class in the Statesmen battle cry, V-I-C-T-O-R-Y, beginning with the freshmen and ending with the seniors.
- II. In case of a tie, an additional cry will occur between the tied classes.
- III. During the battle cry, ALL class members must be in the bleachers or in areas that are assigned to their class.

Spirit King Tabulation

- I. Spirit King points and votes will be tabulated using Blackboard and the winner announced at the Homecoming Pep Rally.

Dress Up Day Theme Descriptions

Please adhere to the Marshall HS Dress Code during all of these Dress-Up Days!

Monday- "Wacky Tacky" Day*

Go Crazy! Mix and match your clothes! Don't match at all! Wear your hair in Pippy-Longstocking pigtails! This one is completely up to your interpretation.

Tuesday- Nerd Day*

Show your geeky side! Accessorize with calculators, pocket protectors, and protractors. Be creative with your school - related items!

Wednesday- Movie genre Theme Day

-Represent your movie genre!-

Freshmen= Country Western (cowboy clothing)

Sophomore= Comedy (clowns, three stooges, cartoons)

Juniors= Horror (Frankenstein, Dracula, Halloween)

Seniors= Action (Camouflage, Charlie's Angels, superheroes)

Thursday-Gender Bender

Girls dress up as guys; guys dress up as girls. All must be within dress code. Junior and senior girls wearing their powder puff jerseys will qualify.

****STUDENTS ARE NOT PERMITTED TO "ENHANCE" THEIR MALE/FEMALE "PARTS."****

Friday- Class Colors Day

On this day, students wear their class color. Official class colors are as follows:

Freshman= White

Sophomores= Red

Juniors= Blue

Seniors= Black

Each day during 7th period, SGA officers will tabulate the number of students that are dressed up and report that number to the SGA sponsor.

Lunch Games Description

Location: Gymnasium

Monday- Musical Chairs

Two members from each class and faculty will compete. This will take place in the gymnasium.

Tuesday- Dance Off

Two members from each class will compete. A randomly selected song will be chosen. Class ranking is determined by the order of elimination of the dancers and the selection of the final winners will be chosen by the audience.

Wednesday- Scavenger Hunt/ Tug of War

Each class will receive a list of ten characteristics (example: wearing a red shirt, blonde hair). It will be the job of two students to identify and collect one person who exemplifies each trait. Unknown to the students: The ten identified people will then participate in a tug of war tournament. Juniors vs. Freshmen and Seniors vs. Sophomores for the first round. The winners and losers of each will play each other to determine 1st, 2nd, 3rd, and 4th place.

Thursday- Spirit King Beauty Pageant

Each spirit king will submit a script about themselves to be read by SGA as they complete a runway walk down the gym (Ex. John likes long walks on the beach...etc). Next, the spirit kings will pick a question out of a hat to be answered in front of the crowd within thirty seconds. Finally, each spirit king will show a talent for thirty seconds. After the three rounds SGA will announce a winner based on the crowd's reaction to each performance.

Friday- Class Relay

Four students will represent each class. Each sex should be evenly represented in the student make-up. It is a realistic relay, a baton will be carried by every leg. The first leg of the relay will put their head on a baseball bat and spin around 5 times and run backwards to the next person. During the second leg, the participant will 'navy seal' crawl (no feet, or legs used) to the other side. The 2nd & 3rd leg will compete in the wheelbarrow (2nd leg is the holder and the 3rd is the wheelbarrow). The 4th and last leg must eat and swallow, completely, 2 powdered donuts ONE AT A TIME! NO SHOVING OF THE DONUTS DOWN THE PARTICIPANTS THROAT!

PERIOD. A judge will be in place to clear the participant in between donuts and to do the next task. The next task is to complete a full court "suicide." The first class to complete the relay wins!

Powder Puff Sequence of Events

October 22nd, 2009

- 4:00 Table transport and set up

 SGA, football team, cheerleaders and club concessionaries arrive to set up
- 4:30 Band assembles

 School arrives, concession sales begin
- 5:00 Powder Puff Game will begin
- ~7:15 All students should have departed the school grounds. (Tell parents pickup time is at 7:15)

Powder Puff Concession Sign-Up Instructions

October 19th, 2009

The Homecoming powder puff concession is offered to allow clubs the opportunity to raise funds at a well-attended event. If your club would like to participate in the concession, complete the concession sign-up form on the next page and drop it into Mr. Axelrod's mailbox located in the front office. The deadline for reserving a concession table is Monday, October 19th, 2009. Clubs are responsible for transporting their own table to and from the bonfire.

Concessions sold may be food or items that may be enjoyed at an after-dark event. The selling of drinks is reserved for the band mothers' *Five Star Eatery* concession stand. Aside from that restriction, clubs are free to choose on a first-come, first-served basis. Examples of items that have sold well in the past years are:

- "Taco in a Bag" or Nachos
- Brownies
- Cookies
- Hot chocolate
- Coffee
- Popcorn
- Glow Sticks

Following are the procedural directions for concessionaries:

- 1) Decide on an idea.
- 2) Return the Bonfire Form by the deadline.
- 3) A representative of the club must report to the cafeteria at 4:00 pm to transport a table to the softball field.
- 4) Table space and location will be assigned by the SGA. A schematic will be available at 4:00.
- 5) Each class or group will be responsible for its own sales. This includes having a cash box and change.
- 6) Turn in the cash and cash box to your club sponsor before departing for the night.
- 7) One club representative will be needed to transport a table to and from the cafeteria for the bonfire. SGA is not responsible for the transportation of the tables.

Powder Puff Concession Sign-Up Form

October 19th, 2009

*Return to Mr. Axelrod's mailbox in the front office by 3:00 pm on
Monday October 19th, 2009.*

Club Name:

Sponsor (s):

Student Contact: Name:

Telephone:

Concession Requested:

Sponsors Signature:

Table Transporter: To:
From:

SGA Approval: Date:

Signature:

All supplies including the tables must be taken care of by your
organization.
Thank you.

Club Banner Competition Rules

- 1) Each club must submit a banner theme request, using the banner sign-up form located on the next page of this packet, not later than 3:00 pm on Monday October 19th. Forms may be dropped into Mr. Axelrod's mailbox.
- 2) All competition banners must be made by student members of the club. Sizes of banners are not to exceed 12 x 5'.
- 3) Two club members must report to the auxiliary gym no later than 4:15 on Friday October 3 for parade and competition line- up instructions.
- 4) Competition judging will begin at 6:10 in the auxiliary gym with the banner safety check and construction inspection by the judge team. The competition parade will take place on the track in front of the home stands during halftime. Banners must be lined up 15 minutes before halftime.
- 5) Banners may be displayed in the concession area during the rest of the game.
- 6) The winning banner will be announced during the end of halftime. Club members will parade out with the banner after the parade to receive the Club trophy.
- 7) Each club must ensure the banner and all the supporting equipment are removed from the field after the game.
- 8) If there are any additional questions, please see a member of the SGA Board.

Banner, Hallway, and Showcase Rubric

The following are what the club banner and class hallways/showcases will be judged on. In order to get the highest score, banners and hallways/showcases must meet the following and will be judged according to this rubric with 0 being the lowest score and 4 being the highest. The banner and hallway/showcase will be judged on how well it's related to the theme, school spirit, creativity, and neatness.

Theme Related

- 0- I see no relation between the theme and the banner/hallway/showcase.
- 1- There is barely any relation between the theme and the banner/hallway/showcase
- 2- There is evidence of some effort for connecting the theme with the banner/hallway/showcase.
- 3- The team did a good job at connecting the theme with the banner/hallway/showcase.
- 4- AMAZING and EXCELLENT!

School Spirit

- 0- Wow... do they even go to Marshall High School?
- 1- Barely any school spirit.
- 2- Some school spirit is reflected on the banner/hallway/showcase.
- 3- The banner/hallway/showcase showed good school spirit.
- 4- The banner/hallway/showcase screams "MARSHALL ROCKS!"

Creativity

- 0- Nothing catches my eye.
- 1- Barely creative.
- 2- Something catches my eye; but doesn't hold my attention.
- 3- There was a good amount of creativity.
- 4- HOW DID THEY COME UP WITH THAT?!?

Neatness

- 0- Ew! This is way too messy.
- 1- It's ok but everything seems all over the place.
- 2- Needs a little more organization

- 3- Looks good and organized
- 4- Amazingly neat and put together!

Club Banner Theme Sign-Up Form

*Return to Mr. Axelrod's mailbox in the front office by 3:00 pm on
Monday October 19th, 2009*

Club Name:

Sponsor (s):

Student Contact: Name:

 Telephone:

Theme Requested: 1)
 2)
 3)

Sponsors Signature:

SGA Approval: Date:

 Signature:

Thank you.

Halftime Show Sequence

Following is the sequence of events for the Halftime show:

- 1) Our own GCM Band will be playing on the field.
- 2) The parade will start at the left corner of the field and end at the right corner. Banners will come out first, followed by the Homecoming Court.
- 2) Convertibles bearing the Homecoming Courts must be lined up outside the field fence ten minutes prior to the halftime show. The convertibles will enter the track near the scoreboard end.
- 3) Each class court will be announced in the following order:
 - a. Freshmen Court
 - b. Sophomore Court
 - c. Junior Court
 - d. Senior Court (There will be two girls per car)
- 4) Spirit King will crown Homecoming Queen.
- 5) Cheerleaders lead the crowd in the battle cry.
- 6) Band closes the ceremony.