

**HOMECOMING OWL CUP
INFORMATION AND RULES PACKET
FALL 2024**

Theme:
“Golden Hour”

OFFICIAL COPY

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SCHEDULE OF EVENTS

Event	Date	Time	Location
Registration Opens	8/29/24	12:00 pm	Online, Owl Life
Registration Deadline	9/18/24	5:00 pm	Online, Owl Life
Team Waivers Due	9/18/24	4:30 pm	Student Activities Office (Carmichael Student Center, Room 366)
Captains Meeting #1	9/18/24	6:00 pm	Wilson Student Center, Room A216
Captains Meeting #2	9/19/24	5:00 pm	Academic Learning Center, Room 1200
Hooty Hoo's Got Talent Audio File Due	09/13/24	5:00 pm	Fraternity & Sorority Life Office (Carmichael Student Center, Room 277)
Banners Due	9/20/24	4:00 pm	Student Activities Office (Carmichael Student Center, Room 366)
Recycling at Reverse Vending Machines Competition Begins	09/23/24	8:00 am	Various Locations (See Pages 8-9)
Banner Judging	9/23/24	12:00 pm	Carmichael Student Center
Cardboard Boat Race	09/23/24	4:30 – 5:30 pm	Betty L. Siegel Student Recreation & Activities Center
Hooty Hoo's Got Talent Run Through	9/24/24		Convocation Center
Hooty Hoo's Got Talent	9/24/24	7:00 pm	Convocation Center
Cornhole Tournament at Homecoming Recess (Marietta Campus)	9/25/24	4:00 pm	K-Fields
Recycling at Reverse Vending Machines Competition Closes	9/27/24	3:00 pm	Various Locations (See Pages 8-9)
Homecoming Pep Rally	9/27/28	5:30 pm – 7:00 pm	Campus Green
Homecoming Game	9/28/24	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 Owl Cup 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 This means the participant/contestant must be actively taking classes during the week of Homecoming (i.e. cannot have withdrawn from all courses that semester).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 Owl Cup 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, Owl Cup 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 any and all Owl Cup competition events.
5. All participants/contestants/attendees or other involved parties are not to attend any Owl Cup 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 Owl Cup competition events.
7. Participants in Owl Cup competition events must sign a liability release waiver (Appendix C) before participating in any Homecoming competition events. Please have all participants fill out waivers in advance to help the event run smoothly. These must be turned in by the Owl Cup competition team application deadline (9/18/24).
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 persons from the Department of Student Activities with all final decisions residing with 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 8/29/24** until **5:00 PM on 9/18/24**. Each Owl Cup 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 Owl Cup 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 of 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 Owl Cup:

"Proud" Division: This Owl Cup 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 Owl Cup 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 Owl Cup website. For teams competing in the "Proud" Division, the team 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 Owl Cup.

Team members must be currently enrolled 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 of 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 to win 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	200	
MAXIMUM TOTAL	550	

AWARDS

Winners for all the Homecoming Owl Cup 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 name engraved!

EVENT DESCRIPTIONS

Event Name: Banner

1. There is 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 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 **4:00 pm on Friday, 9/20/2024** to the Kennesaw Campus Student Activities Front Desk – Carmichael Student Center, Room 366.
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 **Monday, September 30, 2024, at 5:00pm**. Any banners left after this date will be disposed.

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 event. Coca-Cola Reverse Vending Machines (RVMs) across campus benefit KSU CARE Services (every can or bottle donated equals 5 cents to CARE Services). Please note that ONLY Plastic #1 PET/PETE bottles (e.g., pop, soda, water, sports drink, juice, etc. – Check the symbol!) and aluminum cans can be deposited into RVMs. DO NOT CRUSH BOTTLES & CANS. NO LIQUIDS. NO GLASS. Teams will deposit empty, uncrushed plastic #1 bottles and aluminum cans into RVMs throughout the week beginning at 8 a.m. Monday, September 23rd until 5 p.m. on Friday, September 27th.

Each time your team donates, the RVM will provide you with a receipt, which you MUST submit to Student Activities by 3:00 pm on Friday, September 27th (Kennesaw Carmichael Student Center, Suite 366 OR Marietta Joe Mack Wilson Student Center, Suite 230). Each receipt submission MUST have the team's name legibly written on it. The team that donates the most cans/bottles total will receive the full 50 points and set the formula for all other teams' scores.

Please contact the KSU Office of Sustainability at recycle@kennesaw.edu regarding any malfunctions, questions, 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 – First floor near Atrium

Carmichael Student Center – First floor near Starbucks Coffee

University Village Suites – Second floor of main lobby between UVS Buildings #3000 & #4000

Marietta Campus

Hornet Village Building #100 – First-floor main lobby

Wilson Student Center – Second floor near Information Desk

More information regarding RVMs can be found [here](#).

Points available for this event: 50

Event Name: Cardboard Boat Race

Team Check-In:	2:30 pm	Student Recreation & Activities Center (Kennesaw)
Boat Judging	3:00 pm	Student Recreation & Activities Center (Kennesaw)
Competition	4:30 pm	Student Recreation & Activities Center (Kennesaw)

General Rules

- 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.
- 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 wear a personal flotation device at all times. 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 crewmembers 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.
- 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 paint-able one-part substance like varnish or polyurethane inside and out.

****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 drop off and inspection begins two (2) 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 a 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.

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 be in the boat at all times. 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 places.
- Each boat will travel 25 yards (1 length of the pool).

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 Homecoming Recess

Team Check-In:	3:30 pm	K-fields (Marietta)
Rules Explain:	4:00 pm	K-fields (Marietta)
Competition:	4:30 pm	K-fields (Marietta)

I. Rules

a. The Game

i. Timing

1. The Cornhole game shall be played until the first team reaches twenty-one (21) points at the completion of an inning.
2. The Cornhole game can never end in the middle of an inning. Points are not calculated until all eight corn bags have been thrown.
3. A time limit of 30 minutes will be in place for all matches

ii. Scoring

1. Corn Bag In-The-Hole - A corn bag in-the-hole (or Hole-In) is a corn bag which is thrown through the hole in the Cornhole board or otherwise comes to rest inside the Cornhole board. A corn bag in-the-hole has a value of three (3) points.
2. Corn Bag In-The-Count - A corn bag that is not in-the-hole but lands with any portion of the corn bag resting on the Cornhole board without touching the ground is in-the-count. A corn bag in-the-count has a value of one (1) point. For a corn bag to be in-the-count, it must not touch the ground or any other portion of the court prior to coming to rest on the Cornhole board. If a corn bag touches the ground before coming to rest on the Cornhole board, it is a foul and must be removed from the Cornhole board prior to the continuation of play.
3. Corn Bag Out-Of-The-Count - A corn bag which comes to rest anywhere except in-the-count or in-the-hole is out-of-the-count and has no scoring value.
4. Cancellation scoring allows for one team to score at the end of each inning. The points scored by one player's tosses cancel out the points of their opponent's tosses.
 - a. The points of both players are calculated for all non-foul corn bags.
 - b. The points of the lower scoring player are subtracted from the points of the higher scoring player.
 - c. The difference in points is awarded to the team with the higher score. The team with the lower score is not awarded any points.
5. Teams that score more than 21 points at the end of an inning have their score reset to 15 and play continues.

iii. Mercy Rule

b. Rules

- i. A coin toss will be determined to decide which team throws first.
 - 1. The team that wins the coin toss will also determine which board is thrown to first
- ii. Each playing board will be spaced 9 yards (27 feet) from each other measured from the front edges of each board.
 - 1. Foul Lines
 - a. The foul lines shall be defined as the front edge of each Cornhole board. All players shall pitch with both feet behind the foul lines.
- iii. All deliveries of the corn bags must be underhanded.
 - 1. Each side of players alternate pitching corn bags until they have thrown all eight corn bags.
 - 2. A player may toss the corn bag from either side of the board but, in any one inning, all corn bags must be tossed from the same side.
 - 3. Each individual contestant shall toss the corn bag within 20 seconds. The time shall start when the contestant steps up with the intention of pitching.
 - 4. The team who scored in the previous inning shall pitch first in the next inning. If neither team scores, the pitching order will be the same as the previous inning.
- iv. One member of each team pitches from one Cornhole board and the other member pitches from the other Cornhole board.
 - 1. The pitcher must remain behind the foul line during the entire delivery of the corn bag. The opponent, while not pitching, shall stand behind the Cornhole platform at least 2 feet to the rear of the contestant who is pitching.
 - 2. If both contestants use the same side of the box to deliver their corn bags, the contestant pitching first should cross over to the other side in front of the Cornhole platform and then move to the proper position (see above). As the first contestant is crossing in front the second contestant should be crossing over in back.
- v. A foul corn bag is a corn bag which was delivered in non-compliance with one of the rules of the game. It scores as a corn bag out of the count and is to be removed from the Cornhole court before any more corn bags are pitched. Corn bags already in the court that have been knocked into foul territory by a foul corn bag should be returned to the scoring area. Additionally, corn bags that are in the count, but are knocked into the hole by a foul corn bag must be returned to their original scoring position and still count for one (1) point.
 - 1. The following are rule violations that must be spotted and called by a contestant. The penalty is to declare the corn bag a foul corn bag, which requires the corn bags to be removed from the court prior to resuming play.
 - a. Any corn bag pitched when the contestant has made contact with or crossed over the foul line before the corn bag is released.

- b. Any corn bag not delivered within the twenty-second time limit.
- c. A corn bag pitched from a different side than the first corn bag.
- d. Any corn bag that contacted the court or the ground before coming to rest on the Cornhole board.
- e. Any corn bag that leaves a contestant's hand once the final forward swing of the toss has started shall count as a pitched corn bag. A corn bag that is accidentally dropped by a contestant before the final forward swing has started shall not be considered foul and may be picked up and pitched.

II. Protests

- a. Only protests that concern rule interpretations or player eligibility will be considered; for full information please reference the [Intramural Sports Participant Handbook](#)

III. Player Conduct

- a. **The team captain is responsible for the conduct of his/her spectators. A team can be penalized for the actions of their spectators, including influencing the sportsmanship rating for the game.**
- b. Any player ejected from a game will be ineligible to participate in any intramural sport until they meet with the Sport Programs Professional Staff.
- c. No alcohol, glass containers, or pets will be allowed on the facilities or playing surface.

Maximum points available for this event: 100

Event Name: Hooty Hoo's Got Talent

Description: This is a performance competition between teams. Teams will perform a 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 three 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. **Lip Sync:** A dance, step, skit-combination routine which must include the Homecoming theme or story line related to the theme.
2. **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
3. **Dance:** A routine where participants move rhythmically to music, typically following a set sequence of movements, which must include the Homecoming theme

Rules:

- The performance must be no longer than five (5) minutes.
 - Performers may swap out throughout the performance and not all performers need to be on the stage the whole time if the team so chooses. Those not on the stage should not interfere with the view of the performance by the judges or audience.
 - Teams may not have more than 25 performers for this event.
 - The minimum number of individuals on a team is five (5).
- Teams must provide their own music and props.
 - Teams will be responsible for submitting their audio file by the designated deadlines. **Final edited music must be submitted electronically to Maggie (mlaforge@kennesaw.edu) no later than 5:00 pm on Friday September 13.**
 - No object shall be thrown off the stage into or handed to the audience.
- Music:
 - o **Final edited music must be submitted electronically to Maggie (mlaforge@kennesaw.edu) no later than 5:00 pm on Friday September 13.**
 - o Acceptable formats include .m4a and .mp3. A list of songs used that includes title and artist must accompany music submissions.
 - o 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.
 - o Five points will be deducted for each day your music is late. After 12:00 am counts as a new day.
 - o After 5:00 pm on Tuesday, September 18th, 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 of the show.
 - Each group will have 15 minutes to do a run through of their show on the stage.

- A link for timeslot availability will be sent out to all team captains by September 9th.
- Performance orders will be decided at random by the Department of Fraternity and Sorority Life. The performance order meeting will be **on Tuesday, September 10th, @ 4:30 pm**. Please have one representative from your team on this Team's call.
 - o Link: [Join the meeting now](#)
Meeting ID: 210 227 684 901
Passcode: MwHKRS

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 5 KSU faculty/staff/community members. Each judge will fill out a score sheet for each performance. The score for each team will be determined by dropping their lowest score sheet and adding the remaining four. In the event of a tie, the teams who are tied will have their scores adjusted by averaging all five score sheets (no dropped scores) to break the tie. If a tie persists, the judges will be asked to vote among the teams to settle the tie (simple majority).

Points Available: 200

APPENDICES

Appendix A

Banner Competition 2024 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?		
Homecoming Theme: How well does the display incorporate the Homecoming theme?		
Design: How complex or detailed is the design?		
Overall Neatness: How clean are the lines and the overall aesthetic?		
TOTAL SCORE		

Appendix B

Hooty Hoo's Got Talent 2024

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

Date(s): 9/22/24-9/28/24

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:** _____