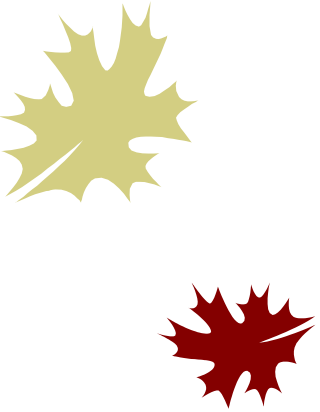


We are lucky to have such a wonderful tradition as Cornhuskin' here at Meredith College. It is an opportunity for each class to come together to work on a variety of activities that will take place during the week of October 31 through November 4, 2011. **Cornhuskin' is meant to promote campus and class spirit. It is an event that provides a chance for all students to get involved.** We hope that you will take the opportunity to do so.



Cornhuskin' 2011




The Meredith Recreation Association is here to answer any questions or concerns you may have. We are all in this together, and we all share the same goal of making this Cornhuskin' the best ever. Happy Cornhuskin'!

The Meredith Recreation Association Cornhuskin' Committee:



Abigail Tester
Kristin Williford
Carolyn Danilowicz
Hannah Morgan
Betsy Dunn-Williams

MRA Cornhuskin' Co-chair
MRA Cornhuskin' Co-chair
MRA President
MRA Vice President
MRA Advisor



Cornhuskin' Manual

This manual has been put together by the Meredith Recreation Association (MRA) and the Office of Student Leadership and Service. Enclosed are the official guidelines to Cornhuskin'. All classes are responsible for following all the rules stated in this packet. Cornhuskin' will take place Oct. 31 – Nov. 4, 2011. We look forward to seeing you there!

Getting Started

All students participating in Cornhuskin' events must affiliate with only one class for the duration of the events.

Class co-chairs for Cornhuskin' are elected in the spring of each school year. The freshman class co-chairs will be elected in September after they arrive on campus in the fall. The co-chairs are responsible for organizing their class's Cornhuskin' activities. The co-chairs are allowed to set up committees within their class in order to help them prepare for the Cornhuskin' events. Class co-chairs will meet with MRA representatives on a regular basis beginning early in the fall semester to ensure a successful Cornhuskin'.

Elected class co-chairs may begin gathering ideas for Cornhuskin' themes, skits, and props as soon as they are elected. Note: Classes are at risk because themes are not definite until approved by MRA. Approval of themes will be made in September.

Classes and their leadership are responsible for following all guidelines and procedures for student organizations as established in the Student Organization *Tool Box* (on the website of the Office of Student Leadership and Service) and the *Student Handbook*. This includes, but is not limited to, guidelines for publicity, imprinted items, sales of items, and the Meredith College Honor System.

Approvals

Approval of all information regarding the events of Cornhuskin' (eg: themes, scripts, shirt details, songs, Can Art designs, etc.) will be made by MRA officials. The order of preference for approvals in all cases will be Seniors, then Juniors, Sophomores, and Freshmen (respectively). MRA will make every attempt to avoid duplication of efforts between classes through the approval process. Please see "Scripts" section for further approval details.

Due Dates and Times

All information regarding the events of Cornhuskin' should be turned in by the time specified and to the person specified by MRA. Cooperation Points will be deducted from classes who do not turn information in by the time given. The number of cooperation points deducted will be at the discretion of MRA.

Themes

Each class will choose a theme to represent their class for the week of Cornhuskin'. *Titles of themes that have been chosen within the past eight years cannot be used!!* A list of past themes is available through the MRA Advisor. You may not use a theme that is a registered trademark or copyrighted title unless you receive written permission from the owner. Themes will be approved by the Cornhuskin' co-chairs, the President, Vice-President, and the Advisor of the Meredith Recreation Association. Approval of themes will be made in September. Seniors have first preference, then Juniors, Sophomores, and Freshmen (respectively).

Scripts

Each class will turn in a complete draft of their scripts for approval by MRA. **The only changes that can be made thereafter are deletions; adding to the script content is not allowed.** The only exception to this rule is Seniors, who may add references to other classes'

themes AFTER themes have been revealed at the Scavenger Hunt (please do not make efforts to uncover themes prior to reveal). Eight (8) copies of the final scripts for all events listed below must be provided for the judges and timekeepers. These extra copies will be due in October.

Approval of script drafts will be made in September. Seniors have first preference, then Juniors, Sophomores, and Freshmen (respectively).

When submitting drafts and final copies, please staple the items separately in the following order with a cover page (Cover page includes class and co-chair names):

1. Skit script
 - Include underlined word parade words
 - Include (on a separate page): titles, artist name(s), & lyrics of ALL songs
 - Include (on a separate page): prop designs and dimensions
2. Hog callin' script
 - Include (on a separate page): titles, artist name(s), & lyrics of ALL songs
 - Include (on a separate page): prop designs and dimensions
3. Tall tale script
 - Identify item represented
 - Include item design and dimensions
4. Songs
 - Lyrics to be sung (original or re-written)
 - If only using part of a song, identify the part the class intends to use
5. Processional songs
 - Include titles, artist name(s), & lyrics of ALL songs
 - If only using part of a song, identify the part the class intends to use

* Classes are highly encouraged to not use proper nouns in any script (skit, Hog Callin', Tall Tale, etc.) during Cornhuskin', unless it is a word in your theme. Classes should be creative when changing proper nouns (McDonny's, Belch Dining Hall, etc.). Judges will consider creativity in regards to proper nouns.

Shirts

Inspired by the approved theme, each class will design a shirt that will be judged on originality, creativity, and its significance to the theme. Each class will decide first on a color of their shirt and then a design. Seniors have first preference to the design and color of their shirt and then Juniors, Sophomores, and Freshmen (respectively). Class co-chairs are responsible for turning in a detailed picture of their shirt design to MRA to be approved.

Class co-chairs are responsible for coordinating the sales of their class shirts. Classes must follow all guidelines for selling imprinted items as provided by the Office of Student Leadership and Service. This will include completing a *Fundraiser and Service Registration Form* available at: <http://www.meredith.edu/students/leadership-service/itemsales.htm>.

Class chairs will be required to submit **one (1)** sample of their shirt as well as a description explaining the significance of the shirt design to the class theme. The due date and time for shirts and descriptions will be announced by MRA. The shirts and descriptions will be displayed for the judges Friday afternoon (November 4). The sample shirts will be returned the week following Cornhuskin'.

Skit

This event will be judged on originality and the content of the story line. The script will be judged separately from the props and costumes, the word parade, and the overall creative merit of the skit. Costumes of characters on stage, costumes of all "words", and props will be judged on originality and relation to the theme. Scripts must be memorized. Overall performance will

also be judged, which takes into consideration creativity and the overall artistic merit of the presentation including dancing.

Participants in the word parade will walk across the stage when their word is said. (Suggestion: Make sure the "opening" that "words" walk through provides enough space for the person's costume to be seen.) Words should face the audience and judges. Please UNDERLINE the words in the script that pertain to the "walking word". The costume cannot say the exact word; it can only be a play off of the word. For instance, if the word was "YOU," the costume could have a big "U" on it, but it could not spell "YOU." Each class is allowed one prompter who will direct "words" across stage.

The time limit for the skit is twenty (20) minutes and, if exceeded, disqualification will occur. Time begins with the first word spoken, music played, and/or dance movement made and ends with the last word spoken, music played, and/or dance movement made. See "Set up and take down" for other time guidelines.

The Skit committee (skit writers and main speaking parts) can meet anytime before Cornhuskin', but classes may not hold full, organized skit practices until after themes are approved by MRA.

*No open flames, fire, or fireworks are permitted in any event.

*Please use good judgment and observe safety precautions when incorporating acrobatics and/or stunting in performance.

*Only Meredith students and one (1) faculty or staff member are allowed in the skit.

*No class will be permitted to turn off **amphitheater** lights, due to the long amount of time it takes for the lights to warm up.

*Any class can turn off the **stage** lights; however, the co-chairs must coordinate with the sound and light technician.

Props

Classes may begin creating and building props whenever they wish. If props are made before approvals, however, classes are at risk of still having to make changes concerning their theme or scripts. Props are to be made OFF campus or OUTDOORS at Meredith. If stored on campus, props cannot be stored in public locations (parlors, classrooms, etc.), but can be stored within private rooms. Props must fit in the area on the island designated by MRA for storage. Class co-chairs will be shown the designated area at a scheduled time decided upon by all Cornhuskin' co-chairs. Co-chairs are encouraged to work within their class budget when purchasing materials for props and to re-use props from past years (their own or borrowed from another class). Props will be judged on detail and creativity, not on size. For time limits on the setting up and taking down of the props, see "Set up and take down".

*All props must be set up in a safe, secure manner and must pose no risk to people on or off the stage. MRA and Meredith College officials reserve the right to deny the use of any prop which may be deemed unsafe.

Procession

All classes will line up in front of Jones Auditorium by 5:45pm. Class members will be escorted in their procession by an MRA member or designee and will process to their assigned seating sections in the Amphitheatre. Classes are asked to remain silent during all processions, including their own (exception: Seniors). Each class can choose one (1) faculty or staff member to walk with them in addition to their class advisor. **Five (5)** minutes of approved processional music of choice is allowed for all Freshman, Sophomores, and Juniors. Seniors, however, are allowed to have **ten (10)** minutes of approved procession music. All classes must designate a sound person to work in conjunction with the hired sound technician.

Approval of procession songs and details will be made by MRA. Seniors have first preference, then Juniors, Sophomores, and Freshmen (respectively).

Apple Bobbin'

In this event each class will have two representatives: one bobber and one coach. Both representatives must be members of the class or class advisor. The contestant's hands must remain behind her back at all times or she will be disqualified. Apples should be removed only with the mouth. Bobbers may not use any part of the body except the mouth to remove the apple. When the contestant successfully bobs **ten (10)** apples out of the tub, she must stand up to indicate that she is finished. At that time the island judge for that class will raise his/her hand, which will indicate if the person successfully bobbed all ten apples. The last participant (class) to finish the competition will receive last place whether she successfully remove all ten apples or not. Participants may practice anytime and anywhere outside the residence halls, but they must clean up afterwards! Bobbin' tub dimensions=21.5"L, 12.5"W, 6.75"D (approx. water depth: 5").

Cornshuckin'

This competition involves two people on stage, one corn shucker and one coach. Both people must be members of the class or class advisor. The corn shucker will be given **seven (7)** ears of corn in a basket to be shucked. All green husks must be removed from the corn, but the silks can remain. All husked corncobs must be placed on the ground beside the basket, and all husks must be placed back in the basket. When the contestant successfully finishes, she must stand up to indicate that she is finished. At that time the island judge for that class will raise his/her hand, which will indicate if the person successfully shucked all corn. The last participant (class) to finish the competition will receive last place whether she successfully shucked all seven ears of corn or not. Participants may practice anytime and anywhere outside the residence halls, but they must clean up afterwards!

Hog Callin'

This event will be judged on originality, relation to theme, the ability to call hogs through creative use of hog words, and participants wearing homemade and/or store-bought pig noses. **The last word in the skit should rhyme with "suey"**, which leads the class into the chant "suey, suey, suey". Scripts must be memorized. **The time limit is five (5) minutes and, if exceeded, disqualification will occur.** Time begins with the first word spoken, music played, and/or dance movement made and ends when the first person says "suey". See "Set up and take down" for other time guidelines.

- *No open flames, fire, or fireworks are permitted in any event.
- *Please use good judgment and observe safety precautions when incorporating acrobatics and/or stunting in performance.
- *Only Meredith students and one (1) faculty or staff member are allowed in the Hog Callin' skit.
- *No class will be permitted to turn off **amphitheater** lights, due to the long amount of time it takes for the lights to warm up.
- *Any class can turn off the **stage** lights; however, the co-chairs must coordinate with the sound and light technician.

Tall Tale

This will be judged on originality, relation to theme, and its incredible quality. **The time limit is three (3) minutes and, if exceeded, disqualification will occur.** Time begins when the first word is spoken or sung and ends with the last word spoken or sung. **Only one (1)**

person is allowed on stage for the duration of this event. The script must be memorized and cannot be used on stage. The person must represent an inanimate object.

Approval of scripts and items represented will be made by MRA. Seniors have first preference, then Juniors, Sophomores, and Freshmen (respectively).

*No open flames, fire, or fireworks are permitted in any event.

*Only a Meredith student is allowed in the skit.

*No class will be permitted to turn off **amphitheater** lights, due to the long amount of time it takes for the lights to warm up.

*Any class can turn off the **stage** lights; however, the co-chairs must coordinate with the sound and light technician.

Songs

Classes will be judged on the use of original words, significance to theme, and their presentation of songs. Students must remain in their assigned section while singing their songs. **The time limit is three (3) minutes and, if exceeded, disqualification will occur.** Time begins with the first word sung and ends with the last word. Humming is allowed before time starts, but open mouth sounds are not permitted. Accompaniments of musical instruments are not allowed. Props may be used during songs as well as hand/body motions. No more than two (2) conductors may position themselves outside of the class section (on the island or brick walkway between island and seating), but they may NOT stand on anything including drum major box. One conductor in the aisle beside each row of students is allowed.

Approval of songs will be made by MRA. Seniors have first preference, then Juniors, Sophomores, and Freshmen (respectively).

Front Drive Parade

This event will **NOT** be judged. The parade takes place on the front drive, starting at the security gatehouse and ending in front of Johnson Hall. Seniors are the **ONLY** class allowed to use vehicles. All vehicles in the senior portion of parade must arrive at least TWENTY MINUTES before classes start lining up. The Freshmen class is only allow one bike, Sophomore class is only allowed two bikes, and Junior class is only allowed two bikes and one child size wagon in their parade. There will be NO animals allowed. Non-Meredith students are allowed in the parade if approved by MRA - the following is the limit for each class: seniors-unlimited (if approved), juniors-20 people (if approved), sophomores-10 people (if approved), and freshmen- 5 people (if approved). Each class is responsible for picking up and discarding all balloons, banners, props, etc. immediately following the parade. Note: At the end of the Front Drive Parade, there will be a serenade between the Senior and the Sophomore classes in front of Johnson Hall.

Approval of parade ideas will be made by MRA. Seniors have first preference, then Juniors, Sophomores, and Freshmen (respectively).

Scavenger Hunt

This event will **NOT** be judged. During this event, held at the beginning of the week, classes will reveal their themes through a scavenger hunt. Students will search the Meredith campus for the other classes' hidden objects. **Objects should relate to the class theme and be at least 2 feet x 2 feet.** Each class will give up to three (3) clues as to the location of their object. The boundary is the fence in the front of campus and the paved road in the sides and back of campus. Objects must be hidden inside the boundary, but may not be inside buildings or locked facilities. At least half of the object must be showing.

Approval of object, three (3) clues, and hiding place will be made by MRA. Seniors have first preference, then Juniors, Sophomores, and Freshmen (respectively).

Can Art

This is a judged competition. Judging will be on originality and significance to theme. **Each class has thirty (30) minutes to make a design out of aluminum cans.** Cans may be full or empty. Classes are responsible for collecting their own cans. In mixed residence halls each class should designate an area for collection, and clearly label and define the boundaries. Cans may not be collected from an off-campus recycling center. Beer cans are not permitted. **If a class chooses to crush cans they must do so during the thirty (30) minutes. Cans are NOT to be crushed prior to the competition. Cans are not to be spray painted at any time.** Cans may be pre-assorted (example: by color) in bags before the start of Can Art. Classes are allowed to place bags in certain areas of their given section of the courtyard before the thirty (30) minutes begins. Cans may be stacked if so desired. Any supplies/materials other than cans will not be allowed during this event (such as powder, ropes, tape, etc.).

MRA officials will begin and end the thirty (30) minute time limit. After the judging has taken place and MRA officially announces the end of the event. Classes should place all cans back into the bags and return them to the designated recycling area. The winning class will donate the funds to the charity of their choice. The winner of Can Art will be announced the night of Cornhuskin'.

Can Art designs should be placed so that when the judges look over the balcony of the nearest residence hall, your design should be right side up. A description of the can art design will be provided to the Judges. This description should be turned in with the final scripts (3 copies). Balcony coaches (individuals on balcony of residence halls explaining design to those below) are allowed during this competition, and there is no limit to the number permitted. One (1) faculty or staff member may participate with the class.

Approval of Can Art design will be made by MRA. Seniors have first preference, then Juniors, Sophomores, and Freshmen (respectively).

Location of each class's Can Art design (quadrant in the courtyard) will be decided among class chairs and confirmed by MRA. Seniors have first preference, then Juniors, Sophomores, and Freshmen (respectively).

*Classes may practice their Can Art design before the event, however they may not use any part of the Courtyard as a practice area.

Hall Raids

These events will **NOT** be judged. All hall raids will be accompanied by the President, Vice President, Advisor, or the Cornhuskin' co-chairs of MRA. Class co-chairs will draw out of a hat for the dates of their classes' hall raids. Raids can be any time (within reason) in the morning or the evening and the times will be decided upon by class co-chairs and MRA. There cannot be more than one raid at a time. The apartments may not be raided.

During Hall Raids: Classes will begin on the top floor of a building and move down the floors. Touching or banging on doors or walls, touching other students, and tearing down posters or signs, etc., is NOT allowed. Hallways should also remain clear of furniture or any other objects during the raids. MRA will be enforcing these rules! Any violation will result in the deduction of Cooperation Points.

*In order for students to not be disrupted while studying, MRA encourages students to visit the library during Cornhuskin' week.

Attendance

Attendance will be taken in ALL academic classes during the week of Cornhuskin'. The class with the highest percentage of enrolled students who attended class will receive first place points. Note: If you are in a class where the professor doesn't take roll, be sure to encourage

students to volunteer to take the roll instead. If a student identifies with a class other than official Registrar classification, it is the student's responsibility to change her classification on the roll sheet.

Meredith Pride Spirit Stick

The night of Cornhuskin' one class will be awarded the Meredith Pride Spirit Stick. Two members of each class will be asked to serve on the Spirit Stick Committee. The members of this committee will be selected by the President, Vice-president, Cornhuskin' co-chairs, and the Advisor of MRA. Members of the Meredith community will not know who serves on this committee. Each member of the Spirit Stick Committee will observe class spirit from the time of selection early in the fall semester until the night of Cornhuskin' and will vote on which class best demonstrated the spirit of Cornhuskin'. If a tie occurs, MRA will make the official decision. The winner will be allowed to decorate the stick prior to the completion of the fall semester and must return it to the Office of Student Leadership and Service where it will remain on display.

Time Staff

This group will consist of three staff or faculty members. Each time staff member will time each event and record the time. The recorded time is official and final. A rounded average of all three times will be computed during the tallying of the scores. Example: The time limit of an event is sixty (60) seconds. The average of the time from the Time Staff is 60.3, therefore the rounded time is 60 seconds. If the average time is 60.5 then the rounded time is 61 seconds, which would be over the time limit. Time results are final. Disqualification will occur if a class goes over the time limit. If a class is disqualified, it will be taken out of that competition and will receive zero points. A 1st, 2nd, and 3rd place will be awarded to the classes not disqualified.

Judges

The judges will consist of three faculty/staff members and two alumnae. The alumnae must have graduated at least five years before the current year of Cornhuskin'. In emergency situations, any available faculty/staff or alumnae will be contacted to be a judge.

Set Up and Take Down

In order to be considerate to all participants and the audience and to keep the events moving, **classes are allowed five (5) minutes to set up and five (5) minutes to take down their props for Skit, Hog Call, and Tall Tale events. The stage area must be completely cleared during this time.** While waiting for a class to take down props so that your class can set up, please be respectful and wait patiently until they are done. No more than three (3) non-Meredith students may assist with set up and take down. It is the responsibility to class co-chairs to ensure that all props are discarded BY 12 noon on Saturday (the day after Cornhuskin').

Additional Information

If there are any questions about Cornhuskin', please speak with the following people in the order they are listed:

- Class Cornhuskin' co-chairs
- MRA Cornhuskin' co-chairs
- President/Vice President of MRA
- MRA Advisor

Before the final scores are announced, MRA will designate time for each class to pick up any trash in their section. Class co-chairs are responsible for assisting MRA and ensuring that

classmates comply. It is the responsibility to class co-chairs to ensure that all props are discarded BY 12 noon on Saturday (the day after Cornhuskin').

ONLY students and the class advisor will be allowed to sit in the reserved class sections of the Amphitheater during Cornhuskin' events. A ticket will be required for alumnae, family, and general public to enter the Amphitheater gates. Ticket distribution procedures will be announced in advance of the event. Ticketed guests will be escorted by ushers to designated public seating areas.

NO chairs with legs will be permitted in any seating area of the Amphitheater. This is facility policy and will be strictly enforced!

Off-campus Cornhuskin' parties are NOT sponsored by the Meredith Recreation Association or Meredith College. Buses and/or other vehicles will not be permitted on campus to transport students to off-campus parties. MRA and the Office of Student Leadership and Service wish everyone a FUN and SAFE celebration. Campus Activities Board sponsors an *After Cornhuskin'* Celebration immediately following the announcement of the final scores. Look for posters and announcements for more information.

Right to Amend

Amendments and additions to this manual may be made as deemed necessary by MRA and/or the Office of Student Leadership and Service. Class co-chairs will be notified immediately if any changes/additions are made. As deemed necessary, all co-chairs may be called upon to assist with decisions to make any changes/ additions.

Cornhuskin' Guidelines

In order to have a safe and successful event, MRA provides the following guidelines.

The following incidents will not be tolerated!

1. Property damage anywhere on Meredith's campus
2. Going into another student's room without her permission
3. Putting Vaseline, shaving cream, talcum powder, peanut butter, baby oil, etc. on any place that will cause slippery or hazardous conditions
4. Throwing food
5. Throwing water in or from the residence halls
6. Stealing (props, etc.) from ANY class
7. Stealing aluminum cans from other classes
8. Using foul language or negative comments in songs or anywhere else
9. Nudity
10. Holding organized practices after 12midnight when classes are in session the following morning

IF ANY OF THE ABOVE OR SIMILAR INCIDENTS OCCUR, THE INDIVIDUAL(S) RESPONSIBLE COULD BE TAKEN TO HONOR COUNCIL AND COOPERATION POINTS WILL BE DEDUCTED.

As students of Meredith College, we accepted the Honor System as a way of life therefore, **THE HONOR CODE WILL BE STRICTLY ENFORCED DURING CORNHUSKIN' WEEK!**
(See *Student Handbook* for honor guidelines)

If any of these incidents occur, MRA Cornhuskin' Co-Chairs, President, Vice President, or Advisor should be notified.

Cooperation points will only be deducted if MRA Cornhuskin' Co-Chairs, President, Vice President, or Advisor has concrete evidence of the incident.

Cooperation Points-Cornhuskin' 2011

After the first organized co-chair meeting (scheduled by MRA, usually mid-September), each class will be given ten (10) cooperation points. Deductions of 1 - 4 points may occur at the discretion of the MRA President, MRA Vice President, and the MRA Cornhuskin' Co-chairs during the time period between the first co-chair meeting and the week before Cornhuskin' (September 14-October 23). The co-chairs of each class will be notified in the case of a deduction.

The week before Cornhuskin' (Oct. 24), each class will be given another ten (10) points. Deductions of 1 - 4 points may occur at the discretion of the MRA President, MRA Vice President, and the MRA Cornhuskin' Co-chairs during the time period between the week before Cornhuskin' and the night of Cornhuskin' when the scores are tallied. The co-chairs of each class will be notified in the case of a deduction.

MRA will organize a unity service project to kick off Cornhuskin'. Each class will earn up to five (5) cooperation points for their participation in the service project. Classes will earn one (1) point for every ten (10) volunteers to participate fully in the project, with a maximum of five (5) points possible. MRA will share further details about the service project with class co-chairs in advance of the project.

In the end, the total number of cooperation points, negative or positive, will be added/subtracted to each class' total points for all Cornhuskin' events. The highest amount of cooperation points a class can acquire is twenty-five (25). Deductions of 1-4 points for each violation can give a class a negative amount of cooperation points.

*** MRA will make every effort to remain fair and consistent in any points deductions. Cooperation points are only deducted if an MRA Cornhuskin' co-chair, MRA President, MRA Vice-president, MRA Advisor, or Meredith faculty/staff member presents concrete evidence of violation.**

***Remember, the Honor Code is in full effect during all Cornhuskin'-related activities.**

Example: After all Cornhuskin' events, your class has a score of 173 and a total of 14 cooperation points. The 14 points will be added to the 173, which makes a **FINAL** score of 187. (Score after events) + (cooperation points) = **FINAL SCORE.**

Events and Points of Cornhuskin'

Skit

(16 points possible)

Overall Performance 4-3-2-1
Script 4-3-2-1
Costume/props 4-3-2-1
Word Parade 4-3-2-1

Tall Tale

(12 points possible)

Overall Performance 4-3-2-1
Script 4-3-2-1
Costume/props 4-3-2-1

Hog Callin'

(12 points possible)

Overall Performance 4-3-2-1
Script 4-3-2-1
Costume/props 4-3-2-1

Can Art

(8 points possible)

Overall Design 4-3-2-1
Significance to Theme 4-3-2-1

Songs

(8 points possible)

Overall Performance 4-3-2-1
Significance to Theme 4-3-2-1

Shirt

(8 points possible)

Overall Design 4-3-2-1
Significance to Theme 4-3-2-1

Attendance

(8 points possible)

8-6-4-2

Apple Bobbin'

(4 points possible)

4-3-2-1

Cornshuckin'

(4 points possible)

4-3-2-1

Cooperation

To be announced - 25 possible

Entrance/Front drive parade

NO points

Scavenger Hunt

NO points

Meredith Pride Spirit Stick

(Awarded to the most spirited class)

NO points

* In the case of a tie in any event the points for that place will be given to both classes, the next place will be skipped.