F/S Programming Board

Homecoming Competition

Fall 2026

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2026 OFFICIAL COMPETITION

The Programming Board is working hard to make Homecoming 2026 an enthralling experience for everyone! With your enthusiastic participation, it will be an exciting and enjoyable time. The purpose of the F/S Homecoming competition is to engage the community to celebrate CSU and its history and traditions and to build meaningful connections. This year, the following events/activities will be opportunities to gain points: social media posts/stories, C.A.N.S. Around the Oval, Ram Rhythm, banner competition, Festival on the Oval and Friday Night Lights, Alumni Circle of Legends nominations, and of course, the Homecoming football game.

In reviewing concerns and feedback from previous homecoming participants, chapters will have the opportunity to review the homecoming packet and opt-in before forming teams. Please submit the Homecoming Intent to Participate Form if you intend to participate in the fraternity and sorority homecoming competition by **11:59pm on Friday, September 4, 2026.**

If you have any questions or need clarification on any part of the competition, please contact a member of the F/S Programming Board. Please include your chapter's name and team name when applicable.

Name	Position	Email
Gage Williams Whitney	Executive Director	fslpbexecutivedirector@gmail.com
Maren Genova	Directors of Signature Events	sigevents.fslprogramboard@gmail.com
Summer Harrington		

GENERAL RULES & RECOMMENDATIONS

All chapters, teams, and members must adhere to state laws, the Joint Policy on Risk Management, Student Code of Conduct, and their (inter)national organization policy. Chapters potentially violating their (inter)national organization policies will be referred to their organization in follow up.

SUBSTANCE FREE EXPERIENCE: All Programming Board Homecoming events are substance free. This includes bringing alcohol or other drugs, consuming alcohol or other illicit drugs, or attending an event under the influence of alcohol or other drugs. This applies to all Homecoming events and activities including practices, rehearsals, preparations, and any other related activities.

VANDALISM OR STEALING: Vandalism and theft are prohibited. This includes but is not limited to vandalism or theft of banners, performance props, and anything else related to events and competitions.

SCORING: In all competitions, the decisions of the judges are final. The Programming Board reserves the right to deduct points from a team's score as necessary. Reasons for point deductions include, but are not limited to, failure to follow rules and guidelines outlined in this packet and failure to turn in required documents, forms, and other materials by the deadlines stated on the schedule of expectations, activities, and events page.

INCLUSIVITY: The purpose of Homecoming is to engage the community in building meaningful connections. Failure to provide an inclusive, positive, collaborative, and fun experience and environment for all chapters on a team may cause the chapter to forfeit their participation, be disqualified, or have points deducted from the competition.

OTHER: It is highly recommended that a variety of representatives from each class (i.e., line, pledge class, etc.) of each chapter participate in each Homecoming event. It is not permitted to require or force any member or membership class of a chapter or team to participate in Homecoming events. This could be considered hazing and will be referred to necessary offices and accountability mechanisms for further review and/or investigation. The chapter(s) may forfeit, be disqualified or have points deducted from the competition.

ENFORCEMENT: For alleged violations of the rules listed above during F/S Programming Board events and activities, the complaint will be directed to the F/S Programming Board. The F/S Programming Board will review the complaint at the next scheduled F/S Programming Board meeting and determine outcomes. Chapters will be notified by the Programming Board of the violation and outcomes.

Outcomes for alleged violations of the rules listed above during F/S Programming Board events and activities vary depending on the type of violation and the severity of the alleged violation. Outcomes may include, but are not limited to:

a. Warning
b. Forfeiture
c. Disqualification
d. Point Deduction
e. Referral to the necessary accountability mechanisms, such as Joint Judicial Board, Student Resolution Center, or (Inter)National organizations for further review and/or investigation.

STATEMENT OF ACCOUNTABILITY

Please read this Homecoming packet and ensure each chapter's Homecoming chair(s)/ representative(s), participants, and chapter president are familiar with the content of this document.

In choosing to participate in Homecoming activities, you and your chapter are responsible for engaging the members of your team in **all events** and encouraging community development. Should your chapter no longer wish to participate in Homecoming, please be sure that your representative notifies the team and the Programming Board immediately.

By participating in Homecoming activities, you also understand that any chapter whose members are deemed to be acting in an inappropriate manner, including but not limited to, disorderly conduct, intoxication, vandalism, theft, unauthorized entry in events, bullying, or verbal or physical threats, may cause their chapter and/or team to be disqualified from all 2026 Homecoming competitions and events and referred to the appropriate accountability mechanism (Joint Judicial Board, Student Resolution Center, Etc.). Should you have any questions about this expectation, please contact the Programming Board.

Any changes made to the 2026 Homecoming competition rules and/or this document will be made by the Programming Board and will be announced to all representatives at the Homecoming Roundtables.

Statement of Accountability will be signed at the first roundtable.

HOMECOMING COMPETITION STATEMENT OF ACCOUNTABILITY

By signing this statement, I acknowledge that I have read and understand the Homecoming packet and all deadlines as it was presented by the F/S Programming Board

Officer First and Last Name Date

Organization Name

SCHEDULE OF HOMECOMING EXPECTATIONS, ACTIVITIES & EVENTS

Friday, September 4, 2026			
Circle of Legends Nominations Close	11:59pm	https://fsl.colostate.edu/alumni-circle-of-legends/	Review full expectations on page 10
Tuesday, September 8, 2026			
Intent to Participate Form Closes	11:59pm	https://fsl.colostate.edu/programs/homecoming/	It is recommended that the chapter's Homecoming representative submit the form
Thursday, September 10, 2026			
Roundtable One	5-6pm	LSC 390	Required for one representative per chapter.
Sunday, September 13, 2026			
Festival on the Oval Booth Activity is Determined	11:59pm	Booth Activity Submission Link	Review full expectations on page 17
Monday, September 14, 2026			
C.A.N.S. Around the Oval Kick-off	8am	https://basicneeds.colostate.edu/cans-around-the-oval/	Review full expectations on page 11
Thursday, September 24, 2026			
Roundtable Two	5-6pm	Longs Peak (LSC 302)	Required for one representative per chapter
Friday, September 25, 2026			
Banner Sketches Due	11:59pm	Banner Sketch Submission Form	Review full expectations on page 15
Friday, October 2, 2026			
Festival on the Oval	3-6pm	The Oval	Review full expectations on page 17
Banner Competition	3-6pm	The Oval	Review full expectations on page 15
Friday Night Lights	6:30-8:30pm	LSC West Lawn	
Ram Rhythm Materials Due	11:59pm	https://fsl.colostate.edu/ram-rhythm-materials-upload/	Review full expectations on page 20
Saturday, October 3, 2026			
Homecoming Football Game	Kickoff at 4pm	Canvas Stadium	
Tuesday, October 6, 2026			
F/S Feud	6-7:30pm	Johnson Hall 222	Review full expectations on page 19
Friday, October 9, 2026			
Ram Rhythm	5:30-8:30pm	LSC Theatre	Review full expectations on page 20
Wednesday, October 15, 2026			
C.A.N.S. Around the Oval Collection Day	9am-2pm	The Oval	Review full expectations on page 11
Ongoing			

Social Media Competition	Thursday, October 1, 2026, through Friday, October 9, 2026 Review full expectations on page 13

ROUNDTABLES

Each participating chapter is required to have at least one representative at each roundtable.

Should a chapter's primary Homecoming representative not be able to attend, a proxy must attend in their place.

Chapters that are absent from the first roundtable will be removed from the entire competition.

Chapters that do not have a representative present for roundtable two will lose 5 points from their team's overall score for each representative who is not in attendance.

Roundtables will be held on the following dates:

- Roundtable #1: Thursday, September 10, 2026, 5-6pm; LSC 390
- Roundtable #2: Thursday, September 24, 2026, 5pm-6pm; Longs Peak



ALUMNI CIRCLE OF LEGENDS

Since Homecoming is all about connecting with and celebrating our alumni, the fraternity and sorority Alumni Circle of Legends is a central part of Homecoming efforts. We have outstanding alumni that have left CSU and contributed significantly to the community, the institution, or their organization. Now is your opportunity to celebrate them!

Each chapter in our community is asked to nominate at least one alumni member of their organization for the next Circle of Legends class. Nominations will be submitted via the FSL website, and a selection committee will select fraternity and sorority "Legends" based on the following criteria:

- Excellence in community service/engagement
- Contribution to CSU
- Contribution to their field of study or profession
- Contribution to their fraternity/sorority organization

Nominations are currently open: https://fsl.colostate.edu/alumni-circle-of-legends/

All nominations should be submitted online by Friday, September 4, 2026. Recipients will be announced and notified during the week of Homecoming.

Event	Total Possible Points	
Alumni Circle of Legends (0-75 points)	75 points will be earned by teams where each chapter submits a nomination	Chapters will earn an additional 25 points for each nominee inducted into the Circle of Legends
	50 points will be earned by teams where the majority of chapters submit a nomination	
	25 points will be earned by teams where at least one chapter submits a nomination	

C.A.N.S. AROUND THE OVAL

C.A.N.S. Around the Oval is a 40-year-old CSU tradition geared toward raising awareness about food insecurity and collecting food and funds for the Food Bank for Larimer County, and by extension, Rams Against Hunger + Basic Needs at CSU. The food bank not only serves the county at large, but our local campus community via the Rams Against Hunger Food Pantry. To enhance the quality and quantity of food and better meet community needs, C.A.N.S. or "cash and nutritious staples" (including online monetary donations and healthy, non-perishable food items) are now prioritized over just canned food. There are multiple ways to creatively, collaboratively, and consciously "CANtribute" to help relieve food insecurity for fellow Rams and our local Northern Colorado neighbors. To learn more about C.A.N.S. Around the Oval, visit https://lsc.colostate.edu/slice/community-engagement/history-of-cans/.

This year, members of fraternities and sororities have the opportunity to serve as change agents as part of this year's homecoming competition by donating goods in C.A.N.S. Around the Oval.

1. Each chapter will register for C.A.N.S. Around the Oval online Monday, September 14, 2026: https://basicneeds.colostate.edu/cans-around-the-oval/
    a. Registration opens at 8am.

2. Each chapter will earn points for their team by donating the minimum amount based on chapter size:
    a. For chapters above 100 members:
        i. $100 and/or 100 pounds
    b. For chapters with 50-99 members
        i. $75 and or 75 pounds
    c. For chapters with 10-49 members
        i. $35 and or 35 pounds
    d. For chapters with less than 10 members
        i. $10 and or 10 pounds

3. Physical donations must be dropped off to The Oval between 9am and 2pm on Wednesday, October 14, 2026. Online donations to must be submitted no later than 5:00pm MST.

C.A.N.S. Around the Oval	**Points**			**Total**
Participation in C.A.N.S. Around the Oval (defined as chapter registering to participate in C.A.N.S.	40 points if all chapters on your team register for C.A.N.S. and donate a minimum based on chapter size as	30 points if most chapters on your team register for C.A.N.S. and donate a minimum based on chapter size	20 points if at least one chapter on your team register for C.A.N.S. and donate a minimum based on chapter size	

<table>
<tr><td rowspan="2">and donating a minimum based on chapter size)</td><td>described in the grid above.</td><td>as described in the grid above.</td><td>as described in the grid above.</td><td rowspan="2"></td></tr>
<tr><td colspan="3">20 additional points will be awarded to one chapter as the overall winner for the most donated. The winners will exist in tiers:
• One winner for chapters above 100 members
• One winner for chapters with 50-99 members
• One winner for chapters with 10-49 members
• One winner for chapters with less than 10 members</td></tr>
</table>

SOCIAL MEDIA COMPETITION

1. Teams will have the opportunity to earn up to 60 points by posting on their chapter's official Instagram.

2. Posts must tag @csufslprogrammingboard on Instagram and use #CSUFSHomecoming2026.
    a. Posts may be on the Instagram story and/or on the Instagram feed.

3. Posts will be accepted from Thursday, October 1, 2026, at 9:00am until Friday, October 9, 2026, at 11:59pm.

4. Posts must capture the theme of the day. Theme descriptions are provided below:

Thursday, October 1, 2026: Throwback Thursday! Post a 'Throwback Thursday' photo of your chapter, alumni, or chapter facility! Highlight your chapter's traditions, rituals, or past Homecoming participation!



Friday, October 2, 2026: Friday Fun! Post a picture, video, or story of your team's booth at Festival on the Oval and pictures of teams at Friday Night Lights, the Bonfire, lighting of the A, etc.

Saturday, October 3, 2026: Gameday! Post your CSU gameday pride! Wear green, gold, white, or orange! We want pictures of teams at the game, with CAM the Ram, and tailgating (no alcohol in the pictures).

Tuesday, October 6, 2026: Proud to Be! To kick off Homecoming, we would love everyone to highlight their love of CSU. Post photos of chapter members showing their Ram Pride. This could include the day you decided to come to CSU, your favorite CSU memory or campus tradition, 70 things to do before you graduate, a photo of you cheering on the Rams, or so much more!

Wednesday, October 7, 2026: Wear 'Em Wednesday! Members of our community are invited to proudly display symbols of their organization, such as badges and pins, line jackets, tikis, letters, or organization colors. Show your pride by posting a picture of your organization's symbol on your chapter's official Instagram and sharing what it represents to your members.

Friday, October 9, 2026: Ram Rhythm Ready! Post a photo of your team getting ready for Ram Rhythm, a video of your performance, or your team's banner. Get excited and post anything related to Ram Rhythm such as your team's outfits, music/choreography sneak peeks, or your audience at the event!

SOCIAL MEDIA COMPETITION RUBRIC

Day	Theme	Points			Total
Thursday	Throwback Thursday	8 points if **all** chapters on your team post on Instagram. Posts must capture the theme of the day	6 points if **most** chapters on your team post on Instagram Posts must capture the theme of the day	2 points if at least **one** chapter on your team post on Instagram Posts must capture the theme of the day	
		2 additional points will be awarded if **all** chapters on the team re-post the daily F/S Programming Board post			
Friday	Friday Fun	8 points if **all** chapters on your team post on Instagram. Posts must capture the theme of the day	6 points if **most** chapters on your team post on Instagram Posts must capture the theme of the day	2 points if at least **one** chapter on your team post on Instagram Posts must capture the theme of the day	
		2 additional points will be awarded if **all** chapters on the team re-post the daily F/S Programming Board post			
Saturday	Gameday	8 points if **all** chapters on your team post on Instagram. Posts must capture the theme of the day	6 points if **most** chapters on your team post on Instagram Posts must capture the theme of the day	2 points if at least **one** chapter on your team post on Instagram Posts must capture the theme of the day	
		2 additional points will be awarded if **all** chapters on the team re-post the daily F/S Programming Board post			
Tuesday	Proud to Be	8 points if **all** chapters on your team post on Instagram. Posts must capture the theme of the day	6 points if **most** chapters on your team post on Instagram Posts must capture the theme of the day	2 points if at least **one** chapter on your team post on Instagram Posts must capture the theme of the day	
		2 additional points will be awarded if **all** chapters on the team re-post the daily F/S Programming Board post			
Wednesday	Wear ‘em Wednesday	8 points if **all** chapters on your team post on Instagram. Posts must capture the theme of the day	6 points if **most** chapters on your team post on Instagram Posts must capture the theme of the day	2 points if at least **one** chapter on your team post on Instagram Posts must capture the theme of the day	
		2 additional points will be awarded if **all** chapters on the team re-post the daily F/S Programming Board post			
Friday	Ram Rhythm Ready	8 points if **all** chapters on your team post on Instagram. Posts must capture the theme of the day	6 points if **most** chapters on your team post on Instagram Posts must capture the theme of the day	2 points if at least **one** chapter on your team post on Instagram Posts must capture the theme of the day	
		2 additional points will be awarded if **all** chapters on the team re-post the daily F/S Programming Board post			
Total					

BANNER COMPETITION

Banners are a long-standing tradition within the fraternity and sorority community. Fraternities and sororities choose to include their chapter letters, crests, or symbols and other images centered around a particular event or theme and display it proudly.

Rules and Guidelines:

1. One banner entry can be submitted per team. Banners will be judged based upon the criteria below. It is encouraged for there to be collaboration between each of the chapters on the team to design this banner.

2. Banners sketches are due Friday, September 25, 2026, at 11:59pm via Banner Sketch Submission Form.

3. Banners will be displayed and judged at Festival on the Oval on Friday, October 2, 2026.
    a. Teams will be responsible for securing the banner to their booth in a visible and safe manner within their designated 10x10 booth space. It is recommended that banners be tied to a tent.

4. Each chapter's name must be included on the banner in an appropriate manner, fitting the rules and regulations set forth by each chapter. Each chapter's name must be represented equally in size.
    a. Please note, our community includes chapters that require their chapter's name to be spelled out, as well as exclusively written in certain colors. Please keep this in mind as you design and create your banners. The Programming Board will address any complaints brought forth by chapters.

5. Each team must incorporate school pride. The purpose of Homecoming is to celebrate history, traditions, and growing CSU legacy. For inspiration, review the Alumni Association Ram Pride Traditions Timeline (https://alumni.colostate.edu/traditions/).

6. The maximum size for any banner is 20 square feet: no larger than a flat twin bed sheet. The shape of the banner must be rectangular and can only be two-dimensional. Textured materials are allowed.

7. The use of electricity/batteries on the banner is not permitted.

8. The banner must be created by hand by members of the chapters that are on the team. Light projectors are permitted for tracing designs.

9. The Programming Board reserves the right to not display banners that are in poor taste.

Banner Competition Rubric

Team Name_____ **Judge's Name_____**

Category	Exceptional	Strong	Moderate	Minimal	None	Total
School Pride	20 - Banner fully represents CSU pride with strong use of traditions, mascot, slogans, or colors. School pride is central and unmistakable.	15 - Banner shows several clear elements of CSU pride, though some areas could be more connected or emphasized	10 - Banner includes some CSU pride (e.g., colors or one reference) but feels secondary to the overall design.	5 - CSU pride is present but weak, unclear, or hard to recognize.	0 - No CSU pride elements, or use is inaccurate	
Creativity & Originality	15 - Unique, imaginative, and highly engaging. Design stands out and feels fresh.	12 - Creative design with some unique elements, though not fully original.	9 - Some creative aspects, but much of the banner feels common or predictable.	6 - Limited creativity, relies on overused designs or ideas.	0 - No creativity, copied or generic design.	
Readability & Clarity	10 - Text and graphics are extremely clear, legible from a distance, and balanced. Chapter names/letters are properly included.	8 - Mostly clear and readable with only minor issues.	6 - Readability is inconsistent; some text or graphics are difficult to see.	4 - Major readability issues; hard to identify chapters or CSU elements.	0 - Text/graphics unclear or missing; banner is not legible.	
Overall Execution & Craftsmanship	5 - Neat, well-constructed, and durable. Care and detail clearly invested.	4 - Well-made, with only minor flaws in neatness or construction.	3 - Adequately made, but noticeable issues (smudges, uneven paint, etc.).	2 - Poor craftsmanship; rushed or sloppy work visible.	0 - Banner unfinished or falls apart due to lack of effort.	
Total:						

Judges Notes:

FESTIVAL ON THE OVAL

Festival on the Oval features live music, a beverage garden, inflatables, and interactive booths from more than 100 areas on campus and around the community. The festival is on Friday, October 2, 2026, from 3-6pm.

1. Each team must decorate their booth to represent Ram Pride and CSU traditions.
    a. Consider displaying chapter letters, flags, banners, etc.

2. Each team must host an interactive game/activity at their booth to engage with our current students, prospective students, CSU staff & faculty, community members, and of course all our friends and families.
    a. The Programming Board will ensure the activity meets the guidelines of CSU's Environmental Health Services and facilities.
    b. Activities will be determined by teams and submitted to the Director of Signature Events by 11:59pm on Sunday, September 13, 2026 via Booth Activity Submission Link.

3. Each team will have a booth at Festival on the Oval. Each team will be provided with a table, two chairs, and 10x10 space.
    a. Teams will be responsible for providing their own booth items, additional chairs, and any items you need to complete your setup & tear down (zip ties, scissors, tape, dolly, wagon, tarps, tent or item weights, etc.).
    b. Tarps are required for booth activities that could damage the grass or create debris (including woodchips, paint, chemicals, plastics).

4. 4-5 team members must be stationed at the booth at all times, and it must be representative of all chapters in the team.
    a. The time arrangement is up to the team to decide (you can have the same team members present the whole time, rotate members every hour, switch halfway through, etc.)

Booth locations and set up and tear down instructions will be shared as soon as possible.

Festival on the Oval Rubric

Team Name_____ **Judge's Name_____**

Category	Exceptional	Strong	Moderate	Minimal	None	Total
School Pride	30 - Booth fully represents Ram Pride with strong use of CSU colors, mascot, slogans, history, and/or traditions. Pride is central and unmistakable.	25 - Clear CSU pride elements throughout the booth, though could be emphasized more.	20 - Some CSU pride present (e.g., colors or one/two references), but not a major focus.	15 - Limited or unclear CSU pride references.	0 - No CSU pride displayed, or references are inaccurate.	
Creativity & Originality	20 - Booth design and activity are highly creative, unique, and memorable. Stands out from others.	15 - Good creativity with some unique elements. Booth is engaging and well thought out.	10 - Some creative touches, but overall design and activity feels typical.	5 - Limited creativity; relies on standard or overused ideas.	0 - No creativity or originality present.	
Interactive Game/Activity	30 - Activity is fun, safe, inclusive, and highly engaging for a wide range of participants.	25 - Activity is interactive and enjoyable but could be more engaging or inclusive.	20 - Activity provides some interaction but feels limited or not fully developed.	15 - Activity is underwhelming, confusing, or lacks true engagement.	0 - No interactive activity provided.	
Overall Execution & Setup	15 - Booth is well-prepared, safe, neat, and fully equipped.	12 - Booth is well-organized with only minor issues in setup or materials.	9 - Booth is functional but lacks polish; some elements missing.	6 - Booth appears unprepared or messy; multiple issues.	0 - Booth not set up or missing critical requirements.	
Team Representation & Attitude	5 - Booth is consistently staffed with at least one member from each chapter. Members are enthusiastic, welcoming, and engaging.	4 - Booth is well-staffed with majority of chapters represented. Team members are mostly welcoming and positive.	3 - Booth is staffed with majority of one chapter enthusiasm and/or engagement are inconsistent.	2 - Few members present and/or low energy/enthusiasm; representation is weak.	0 - Booth not staffed, absent, or team members show negative/apathetic attitude.	
Total:						

Judges Notes:

F/S FEUD

Join the F/S Programming Board for trivia at F/S Feud on Tuesday, October 6, 2026, in Johnson Hall 222 from 6:00-7:30pm.

1. Teams will compete in a game of Jeopardy with questions about CSU traditions and Fraternity and Sorority Life.

2. Points will be added to the team's overall score based on where the team places at the end of Jeopardy.

    a. 20 points will be awarded to the team that places 1st
    b. 18 points will be awarded to the team that places 2nd
    c. 16 points will be awarded to the team that places 3rd
    d. 14 points will be awarded to the team that places 4th
    e. 12 points will be awarded to the team that places 5th
    f. 10 points will be awarded to the team that places 6th
    g. 8 points will be awarded to the team that places 7th
    h. 6 points will be awarded to the team that places 8th

RAM RHYTHM

The purpose of Ram Rhythm is to get to know all chapters on your team and it is a fun and creative way to show your Ram Pride and personality. Ram Rhythm will be a variety show that features the unique talents of our community. Ram Rhythm will take place on Friday, October 9, 2026 in the LSC Theatre. Doors open at 5:30pm. Show starts at 6pm.

Rules and Guidelines:

1. Each team is allowed one time block of 10 minutes to perform singing, dancing, monologues, skits, playing an instrument, magic tricks, comedy, puppet show, or cultural display.

2. Teams may have a total of 35 performers.

3. Teams must submit a full run through of their planned performances. This includes songs/music compilations, scripts, and detailed performance outlines should be submitted by Friday, October 2, 2026, by 11:59pm via https://fsl.colostate.edu/ram-rhythm-materials-upload/
    a. Videos must be in .mp4 or .mov format. No YouTube links. Music must be .mp3 format. No Spotify or other streaming platforms. If you are only using part of a song or video, please have the file cut and edited already.
    b. 50% of the members participating must be present in the video.

4. The Programming Board will review the content provided and inform team delegates if any issues arise (i.e., explicit dance moves or actions, offensive jokes or inappropriate subjects including props and costumes). Absolutely no changes can be made to the act after this date (unless the change is requested by the Programming Board).

5. Final performances that differ from the approved video submission may lead to disqualification.

6. Each team must incorporate school pride. The purpose of Homecoming is to celebrate history, traditions, and growing CSU legacy. For inspiration, review the Alumni Association Ram Pride Traditions Timeline (https://alumni.colostate.edu/traditions/).

7. Points will be awarded based on the criteria in the rubric. All decisions on the performances by the judges are final.

Wristbands and Tickets: Each team will receive 35 wristbands for their performers and 15 tickets for non-performing, in-person audience members. Wristbands and tickets will be given at the second roundtable. The event will be live-streamed. Performers and audience members MUST have a wristband or ticket to enter.

Practices: It is highly recommended that each team hold practices in a public space that can be reserved through Colorado State University rather than chapter facilities. Potential spaces for practices include the Lory Student Center, Campus Recreation Center, and classrooms reservable through facilities.

- Lory Student Center Room Reservation
- Campus Recreation Room Reservation
- Classroom Reservations
- Durrell Center

Consider creating a shared drive or group chat where videos of practices, scripts, and other performance information is stored and accessible by all members. This is also a resource for members who are unable to attend every practice.

Be inclusive and considerate of everyone's schedules.

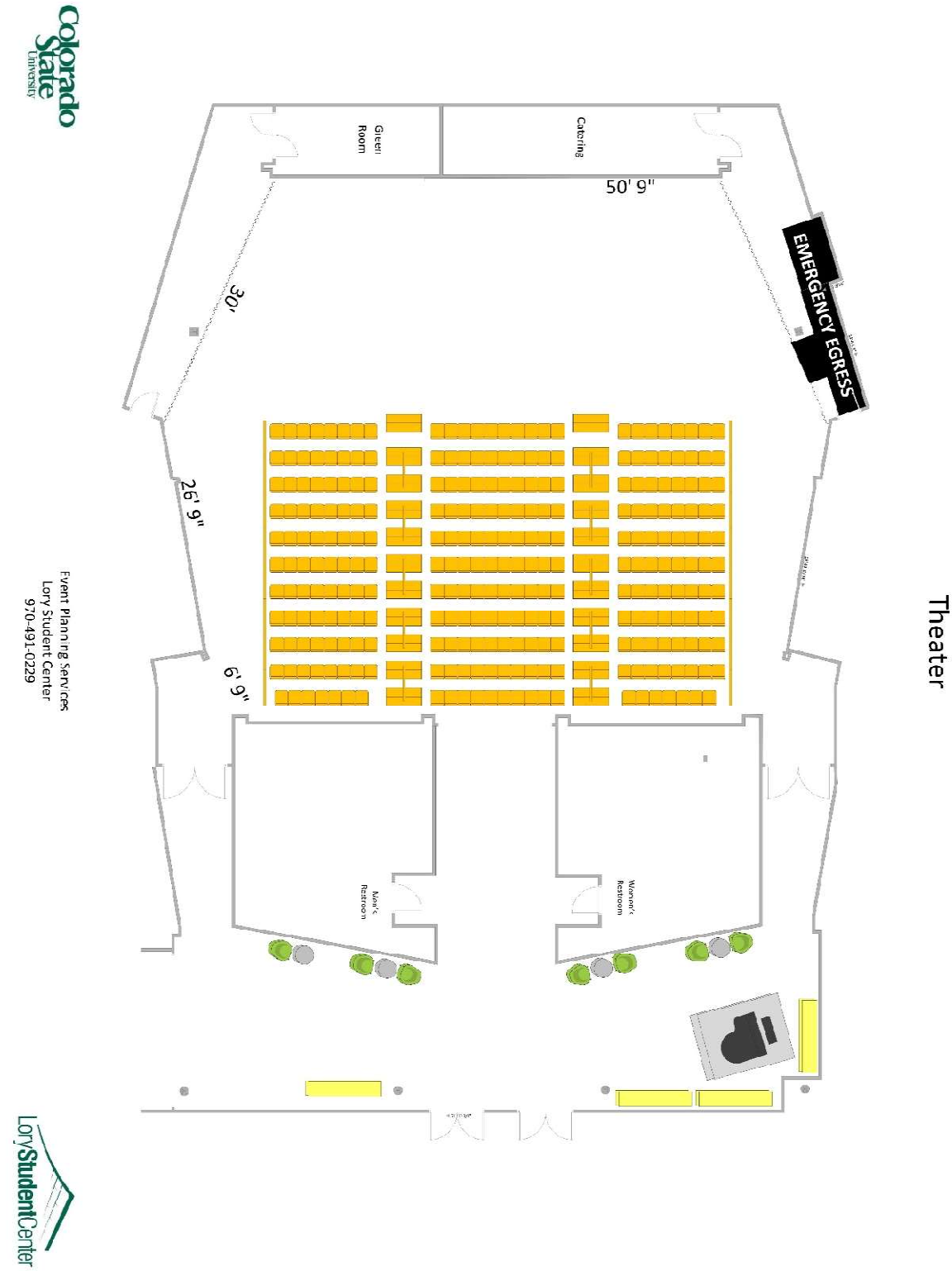
Utilize clothing, props, and equipment you already have. Purchasing more items is not necessary and not encouraged.

Ensure that all chapters on the team can contribute their talents to the team's overall performance.

Teams will **not** have the opportunity to practice in the venue prior to the final performance.

Stage Dimensions and Venue Information: Teams will perform on a [size] stage floor. Teams will not have access backstage/green room but will have the opportunity to wait in the wings on the right and left sides of the stage. See the LSC Theatre layout on the next page.

LSC THEATRE LAYOUT



Ram Rhythm Rubric

Team Name_____ **Judge's Name_____**

Category	Exceptional	Strong	Moderate	Minimal	None	Total
School Pride Integration	30 - CSU pride is fully embedded throughout the performance. Multiple clear and creative references to CSU history, traditions, mascot, colors, and legacy. Pride feels authentic and essential to the act.	24 - CSU pride is clearly present and intentional in several parts of the performance. Strong use of traditions, colors, or mascot, though some areas could be more connected.	18 - Some elements of CSU pride are included (e.g., colors, one or two traditions), but integration feels limited or secondary to the act's main theme.	12 - CSU pride is briefly shown or mentioned. References feel last-minute or disconnected from the performance.	6 - No clear CSU pride elements, or references are inappropriate, inaccurate, or unrecognizable.	
Creativity & Originality	20 - Highly innovative and fresh approach to performance type. Strong originality that keeps audience engaged and sets the act apart.	16 - Some originality and unique elements present. Performance is interesting and avoids being predictable.	12 - A few creative ideas, but much of the act feels familiar or common.	8 - Limited creativity. Relies heavily on overused ideas or formats	4 - No originality. Performance is generic or copied from existing acts without fresh elements.	
Performance Quality & Skill	20 - Technically strong performance with excellent execution, stage presence, timing, and polish.	16 - Good technical ability with minor errors that do not significantly impact the performance.	12 - Average execution with noticeable mistakes or uneven performance quality.	8 - Frequent mistakes, lack of rehearsal evident, or low stage presence.	4 - Performance shows little preparation, poor execution, and minimal effort.	
Team Coordination & Cohesion	15 - Highly synchronized and balanced participation among members. Smooth transitions and unified costuming/props/ music.	12 - Mostly coordinated with only minor timing or participation issues.	9 - Coordination is inconsistent; some members appear disconnected from group flow.	6 - Noticeable lack of teamwork; transitions are awkward or unplanned.	3 - No visible coordination; performance feels fragmented.	
Audience Engagement	10 - Audience is fully engaged and responsive; strong emotional, comedic, or interactive connection.	8 - Audience shows consistent interest and reaction.	6 - Audience engagement is inconsistent or lukewarm.	4 - Limited audience reaction or connection.	2 - No visible audience engagement.	
Appropriateness	5 - All content, costumes, props, and actions follow guidelines; no questionable material.	4 - One minor questionable element that does not violate rules.	3 - Multiple questionable elements that approach rule violations.	2 - Significant concerns about content, but no outright violation.	0 – Clear violation of content rules; subject to disqualification.	
Total:						