Scrappy Gameshow Event Details

About Scrappy Gameshow
Scrappy Gameshow will consist of four minute to win it style activities, followed by a Family Feud style gameshow between the top 2 teams from each category, to determine the 1st place winner of Scrappy Gameshow. Activities range in style and difficulty, but all will require a sense of humor and willingness to have fun!

All teams will compete in minute to win it style games at 6:00 pm in Union 314. The top 2 teams from each category, after the minute to win it scores are tallied, will advance to Scrappy Gameshow. Scrappy Gameshow will take place at 8:00 pm at the Union Lyceum, where participants and spectators are encouraged to come out and enjoy an evening of friendly competition.

General Rules and Info
- Team members participating in the minute to win it activities must check in at Union 314 between 5:15 and 5:45pm
- Teams are encouraged to have team members compete in only one activity to allow for the most amount of people on their team to participate.
- Each student competing for their team must present their UNT Student ID or provide their Student ID number at check-in
- Only team members competing in the minute to win it activities will be allowed inside Union 314
- Team members from the top 2 teams in each category, participating in the Family Feud gameshow must check in at the Union Lyceum by 7:45pm
- Potential violations of the rules may be submitted per the “Questions and Concerns” section under “Team Competition Overview and Policies” in the Homecoming Events & Team Competition Information packet
- Student Activities/Homecoming Crew reserves the right to disqualify any team it feels is not acting in the best interests of the spirit of Homecoming
- As Student Activities/Homecoming Crew has never facilitated all of these specific games before, it reserves the right to make rule changes the night of the event, if deemed necessary. Any changes will be communicated to the teams

Scoring
Activity
All minute to win it activities will be counted. Within each category (Small Team, Medium Team, Large Team, and Residence Hall), activity placements will be given to all teams participating in that activity based on quantity, with the team earning the highest count receiving the most activity credits. In each activity, the last place team will receive 10 activity credits, and each subsequent placement will receive a +10 credit differential. See below for an example of counted activity scoring. In the event of a tie, those teams will receive activity credits for the higher/highest placement.
### Example: Activity Credit Breakdown with 5 Teams

<table>
<thead>
<tr>
<th>Placement</th>
<th>Activity Credit</th>
</tr>
</thead>
<tbody>
<tr>
<td>5th place</td>
<td>10</td>
</tr>
<tr>
<td>4th place</td>
<td>20</td>
</tr>
<tr>
<td>3rd place</td>
<td>30</td>
</tr>
<tr>
<td>2nd place</td>
<td>40</td>
</tr>
<tr>
<td>1st place</td>
<td>50</td>
</tr>
</tbody>
</table>

**Event**

All teams’ credits from the four activities will be added together to determine event placement, although 1st place will be awarded to the team that wins Family Feud. As described in “Team Competition Point Breakdown” in the Homecoming Events & Team Competition Information packet, the last place team (adding all activity credits) in the category will receive 20 points, and each team placing higher will receive an additional 20 points per subsequent placement. For example, with 3 teams, the 3rd place team will receive 20 points, 2nd place will receive 40 points, and 1st place will receive 60 points. In the event of a tie, those teams will receive points for the higher/highest placement.
Event Details by Activity

Activity 1: Chopstick Pickup

*Participants Needed per Team:* 2

*About Chopstick Pickup:* In this game, participants will show off their chopstick skills by picking up the most cereal pieces in one minute. It’s as easy as that!

*Activity Rules:*
  - All participants will start with their hands behind their backs
  - Once the timer starts, participants may pick up their chopsticks to begin moving pieces of cereal from one plate to the next
  - They cannot at any time touch the cereal with anything but the chopsticks
  - They can use 1 or 2 hands to hold the chopsticks
  - Only cereal that is on the plate when time ends will count towards the team’s total

Activity 2: Cotton Ball Spoon Game

*Participants Needed per Team:* 2

*About Cotton Ball Spoon Game:* In this game, teams will try and collect the most cotton balls on their head in one minute, while blindfolded. Participants will use one hand to hold a bowl on top of their head, while they use a spoon in the other hand to scoop cotton balls into the bowl. Whoever scoops the most cotton balls wins!

*Activity Rules:*
  - All participants will start with their hands behind their backs
  - Once the timer starts, each participant may pick up a spoon and bowl and hold the bowl on top of their head for the duration of the activity
  - They cannot at any time use their fingers or hands to touch or hold onto the cotton balls
  - Only cotton balls that are in the bowl when time ends will count in the team’s total
  - Participants cannot take off their blindfold for the duration of the activity

Activity 3: Suck It Up

*Participants Needed per Team:* 2
About Suck It Up: In this game, participants will use a straw to suck up M&Ms and move them to a plate located on another table. Whoever has the most M&Ms after one minute wins!

Activity Rules:

• All participants will start with their hands behind their backs
• Once the timer starts, each participant may pick up a straw and put it in their mouth to begin sucking through the straw to pick up an M&M
• They cannot at any time touch the M&Ms with anything but the straw
• They can keep 1 or 2 hands on their straw for the duration of the activity
• Only M&Ms that are on the plate when time ends will count in the team’s total

Activity 4: Hungry Hippos

Participants Needed per Team: 3

About Hungry Hungry Hippos: In this game, participants will play life size hungry hungry hippos! One person will lay on a scooter, while their teammate holds their legs and pushes them out to grab balls. Team with the most balls after one minute wins!

Activity Rules:

• All players will start at their assigned starting line
• Once the timer starts, the Hippos will be pushed by one teammate towards the center to gather balls using only their basket
• The hippos must be pushed out and come all the way back to their starting line to drop off their balls
• The third teammate must stay behind the starting line at all times to gather and place balls gathered by the Hippo into their team’s container
• Any players that purposely run, get off their scooter, or push into players on other teams will be disqualified
• Only the hippos may collect balls for their team, and they cannot purposely use their hands to grab or direct any balls