

EIU HOMECOMING 2014 FAMILY FUN NIGHT GAME BOOTH RULES

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1. The RSO'S, Greeks and Hall Divisions participants competing in EIU Homecoming Week will have the opportunity to be a "Game Sponsor" for the Family Fun Night event. Homecoming "Participation" points will be awarded.
2. To be a "**Game Sponsor**" sponsors must submit an application form and select a fun carnival game or booth activity for ages ranging between **5 years old – 13 years old**. "Booth Sponsor" applications must be submitted by **Tuesday, September 23rd, 2014, by 9:30pm at HC Overall Meeting.**
3. "**Game Sponsors**" can sponsor a maximum of **(1)** booth/game. "Booth Sponsors" are responsible for staffing the game with a minimum of **(3)** volunteers throughout the Family Fun Night event.
4. "**Game Sponsors**" are responsible for providing ALL decorations, supplies and prizes associated with the game event. Booth Sponsors should provide prizes for a minimum of **(30)** game participants.
5. Tables and chairs can be provided upon request by "**Game Sponsors**" and must be requested PRIOR to the event on the sponsor application form.
6. All carnival games/booths are subject to screening and approval. The 2014 EIU Homecoming Committee "reserves" the right to deny or change any carnival game/activity deemed unsafe, danger to the welfare and safety of others, not in good taste or detrimental in nature.
7. Suggested Game Ideas shall include but are not limited to the following:
 1. **Hoop Shot** - Player must make the balls into the hoop to win.
 2. **Milk Bottle Toss** - Player gets 1 try to knock down all 3 milk bottles
 3. **Penny Pitch** - Player gets 5 tries to pitch a penny into the black circle
 4. **Bottle Ring** - player must toss the ring around the neck of a jumbo bottle
 5. **Milk Can Toss** - players must make 1 of 3 balls into the old fashioned Milk Can to win
 6. **Balloon Darts** - player must hit the balloon target by throwing a dart and bursting the balloon
 7. **Saucer Toss** - Player gets 3 tries to make the coin stay onto one of the paper saucers without falling off.
 8. **Krazy Cans** - player gets 2 tries to knock down all 5 cans with a bean bag
 9. **Go Fish!** - players are given a fishing pole & bucket to see who catches the most fish
 10. **Win, Lose, or Draw** - Player must make all 3 balls in a row by rolling them from the starting line and making them vertically, diagonally or horizontally
 11. **Pick-a-Pop** - Player must pick the colored lollipop he or she choose before picking it out of 100 pops. Player gets to keep pop if correct plus a ticket if they win