HINMAN GETS OBSESSED

GAME OF THRONES

Harry Potter

THE HUNGER GAMES

STAR WARS

THE LORD OF THE RINGS

HYSTERIA 2016
SCHEDULE
(May be altered if necessary)

SUNDAY APRIL 17
12:30 pm Opening Ceremonies
   T-Shirt Count (The Reaping)
   Mr. & Ms. Hinman (Polyjuice Pageants)
   Banners (Present the Sigils)
3:00 pm Capture the Flag (Capture the Golden Snitch)
8:15 pm Minute To Win It (Minute to Mordor)

MONDAY APRIL 18
4:30 pm Kickball (BB-8 Ball)
8:15 pm Heads Up (Hodor’s Heads Up)

TUESDAY APRIL 19
4:30 pm Dodgeball (Dodge the Bludger)
8:15 pm Family Feud (The Game of Thrones)

WEDNESDAY APRIL 20
6:00 pm Clue Find (Find the Ring)

THURSDAY APRIL 21
4:30 pm Nuke-em (Nuke Alderaan)
8:15 pm Chopped (Cantina Cooking Contest)

FRIDAY APRIL 22
2:30 pm Ultimate Frisbee (Peeta’s Pita Toss)
8:15 pm Trivia (I Find Your Lack of Knowledge Disturbing)
9:00 pm Scavenger Hunt (Horcrux Hunt) and Penny Wars Due (Capitol’s Collection)

SATURDAY APRIL 23
12:00 pm Field Day/ Eating Contest (Battle of the Fandoms)/(Hungry Games)
5:30 pm Lip Sync - (Snape It Off)
6:30 pm Skits and Songs - (Mockingjay’s Song and Skit)
8:00 pm Winner Announced (Presenting The House Cup)
PREPARATIONS

CINNA’S COSTUME DESIGN
Cosplay designs needed! We need designs for the Hysteria shirts. We need a design for the back (should take up a full 8 ½’’ by 11’’ sheet) and the front (about a quarter to a third of a page). The back should represent every hall equally, say ‘Hinman Gets Obsessed,’ and ‘Hysteria 2016.’ We need 6 designs for the front. Each design should represent the halls’ (and judges’) character, state the hall name (judge shirt should say ‘judges’), and say ‘Hysteria 2016.’ The winning design will earn 50 points for their hall. In the event that separate designs are selected, the points will be split to 25 each. Each back submission will receive 1 point, and each FULL SET of front designs (all 6) will receive 2 points. In order to receive credit, they need to be legitimate designs (not stick figures or scribbles). The judges will decide what gets credit. Please make sure hand-drawn designs are neat with dark lines. If a computer or Photoshop program is used, please save a copy of your files. Copying and pasting will not be accepted, it must be arranged into a design. When you submit the design, please write your name and hall on the back of your design (we need to keep them anonymous when choosing). The designs must be submitted to us Sunday March 20th between 7:30pm – 9:00pm in the lower Hinman dining hall. We will not accept late submissions. The winner will be announced the next day. Final shirt sales will be due on March 25th.

If you need help on the guidelines, please reference past Hysteria and Dorm Wars shirts. Please note that these are shirts, and overly detailed designs will not turn out clearly. Please make sure your work is T-shirt-friendly.
OPENING CEREMONIES

THE REAPING (T-SHIRT COUNT)
The first event of the opening ceremonies will be the T-shirt count. All five buildings will arrange themselves into separate single-file lines. A judge will come to each line and count the line of residents. In order to be counted, the residents must be wearing their hall color and they must be a resident of that building. If any buildings are found to have people in their line that do not live in their building while the judges are counting, that building will receive 0 points for this event and a 50 point deduction from their total score. In the case of any discrepancies, all judges will have access to each building’s roster, and the resident in question will be asked to show their BU ID. This will be scored using a bracket. The building with the highest percent of their residents in building’s main color will be ranked as 1st.

POLYJUICE PAGEANT (MR. AND MRS. HINMAN)
Each building will send one male and one female to compete. The Polyjuice Pageant is separated into three sections: introduction, questions, and talent. Contestants must dress as a character of the opposite sex that is relevant to the theme (be creative!). Both contestants will be judged and scored separately; therefore, each contestant should be prepared to answer their own questions and have their own talent, separate from their partner. Contestants will be judged based on their answers to a series of questions asked by the judges, their talent, and their costumes. Talents must be no longer than 4 minutes, or the contestant will receive a point deduction. All materials and costumes must fall within a PG-13 rating. The judges have the right to deduct points from contestants that behave or speak in inappropriate or discriminatory ways.

PRESENT THE SIGIL (BANNERS)
Each hall will present a banner representing their hall and character at the opening ceremonies. The banner presented must be no larger than 3’ by 5’. The banner should represent your building’s fandom. It should also say your hall name and the year (2016). The banners will be judged based on creativity, artistry/neatness, and relevance to the theme. You may shape the banner any way that you like; however, it must remain within the 2’ by 3’ boundaries. This will be scored on a point system, not a bracket. You must provide a support for your banner (a flag pole). You can display it vertically or horizontally. Buildings are encouraged to bring their flags to events during the week to show building spirit.

HORCRUX HUNT (SCAVENGER HUNT)
Each hall will be given their scavenger hunt list at the opening ceremonies. The points you earn in the scavenger hunt ARE NOT added directly to your Hysteria score, it is a bracket. The scavenger hunt will be divided into categories: objects, pictures, live actions, and videos. An object must be a physical object presented to us (for example, if we ask for a flag, you must bring us a physical flag, not a picture of a flag). A photo must include at least one member (or the designated number of members) of your hall wearing their Hysteria 2016 shirt. Videos follow the same criteria: you must have your Hysteria 2016 shirts.

To receive credit, you may bring your objects as well as perform any live action performances to the judges after each of the night events. FOR PICTURES AND VIDEOS, you must submit them to Twitter. The format that will be accepted is as follows: you must tag @HinmanHysteria in your posts, #YourBuildingName, #Hysteria, and the number of the task you did. This is the only way we will accept pictures and videos. The judge will check off the tasks after approving their completion. Judges have the final say: if they think you did not complete a task correctly, they will not give credit. Arguing with the judges will result in point deductions. The entire scavenger hunt will be due with Penny Wars Friday April 22nd at 9:00 pm. Late submissions will result in point deductions.

The scavenger hunt list will be accessible to you on Google Drive. Each day when the judges go through and check off your list the Drive Document will be updated to let you know what you got credit for that day,

There will also be a daily challenge each night of the week. A clue will be emailed following the night events. This clue will lead you to a location on campus where a judge will be waiting for 1 hour. A representative from your hall will go to this location and receive credit for the daily challenge. The first hall to come to the secret location will receive a small bonus.

**CAPITAL’S COLLECTION (PENNY WARS)**

Each hall will be collecting donations that will go towards Out Of The Darkness. All halls must follow this set of rules while collecting donations. Hall presidents are responsible for conveying these rules to their building. If a resident of any building is found to be breaking any of these rules, their building will receive 5th place in the Penny Wars bracket regardless of how much money was raised (both before and during Hysteria).

- You may not collect money or any materials that will be exchanged for money anywhere in Hinman except for your own residential building.
- You may collect money or any materials that will be exchanged for money in any residential building or community (including their designated dining halls). The only residential building you may collect from in Hinman is your own building.
- You may fundraise anywhere else on campus and off campus as long as you are following fundraising rules.
● You may collect cans and bottles from other residential communities HOWEVER you may not take them from the recycling bins or dumpster of any building. You must go door to door and ask for donations.
● While fundraising, collecting money, and collecting materials that can be exchanged for money, you must convey that:
  o You are raising money for ______ Hall of Hinman College
  o You are competing against the other buildings of your community to raise the most money for charity
  o The donations will be going towards Out Of The Darkness
● Any money spent on supplies that will go toward fundraising must follow the fundraising rules of HCC (see Rohit Kapur).
● If you are found to be breaking any of these rules on more than one account, you will receive point deductions for unsportsmanlike conduct.

  Bending the rules will not be accepted.

  If you think you’re breaking a rule, you probably are, so ask us before you do something.

  Please keep this event stress-free for everyone.

These rules can be adjusted as needed by the Hysteria committee.
SPORTS

CAPTURE THE GOLDEN SNITCH (CAPTURE THE FLAG)
Each team must have 12 players. At least 5 players must be female. Each game will consist of two 10-minute halves. There may only be substitutions at half time and in the event of an injury. There will be two hoops on each side of the field. 20 flags will be distributed between the hoops. The team that has collected the most flags at the end of play is the winner.
· When a player enters your territory, you must tag them to send them back to their side
· When attacking, if you are tagged, you must go back to your side using the designated areas. You must have a hand raised after you are tagged. You may not lie, otherwise you will be kicked out and points will be deducted.
· If tagged while you have a flag, you must return the flag to the hoop you got it from. You may not move the flags between hoops.
· You are safe when you enter the flag hoops. You must have at least one foot in. When entering the hoop, you must have at least one hand or one foot in to be safe from tags. Judges will determine this.
· A circle will be drawn around the flag hops. Defenders may not enter these circles (aka no goose guarding).
· You may not carry more than one flag at once
· If a team collects all the flags before time is up, they win
· If there is a tie at the end of play, the game will be extended until the tie is broken

All calls by judges are final. Arguing will result in point deductions and possible removal from the event.

BB-8 BALL (KICKBALL)
Each team will consist of 9 players. At least 4 players must be female. The home and away teams will be decided at the start of the game. Three innings will be played. In the event of a tie, extra innings will be used to break the tie.
Batting
· Each team will have a set batting order. You may not alter the batting order in any way. In the event of an injury, the new player must take the old person’s spot.
· All kicks must be made below the knee.
· All kicks must occur at or behind home plate (you may not run up past the plate to kick the ball)
· When bunting, the bunt must leave the designated kicker’s circle to count as a fair ball
· There are no balls or strikes from the pitcher; however, if a batter is taking too long to kick the ball when the pitches seem acceptable to the judges, the kicker must make contact with the ball after being warned or they will forfeit an out
· A batter will have a strike called against them if they miss the ball when attempting to kick it. Three strikes and they are out. Foul balls will also count as strikes; however, there will be no foul outs.
If the ball is kicked and hits a bench or another object in the field, it is a ground rule double.

**Running**
- The runner must stay on base until the ball is kicked (no leading)
- There is no stealing
- You may tag up
- You must run in the base line, otherwise the runner will be called out
- Runners may choose to advance beyond one base while the ball is still in play
- Runners must stay at the base when the pitcher has possession of the ball on the mound (this means the play is over)
- Running past another runner is not allowed
- Only one runner may be on a base at a time
- A runner is out when they are forced out at the next base, they are tagged or hit with the ball (except for headshots), or the ball they kicked is caught before hitting the ground
- If a ball is overthrown into out of bounds territory, the runner may only advance one base and the play is over

**Fielding**
- Balls must be pitched underhand and must not be bouncy. If a pitcher is not pitching well, the judges can call for a change.
- You may rotate pitchers during innings; however, they must finish the current batter unless the judges override it
- You must have a catcher
- To get runners out, you can catch the ball before it hits the ground, touch the base the runner is advancing to while in possession of the ball, or tag/hit them with the ball (no head shots!). If the runner is not being forced to the next base, they cannot get out by touching the next base (AKA normal baseball / softball rules)
- Fielders may not obstruct the runners in any way or stand in the baseline while the runners are moving
- Tie goes to the runner

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**DODGE THE BLUDGERS (DODGEBALL)**
Each team will have 4 males and 4 females. Each game will consist of 3 matches. The matches will be 7 minutes each. The first team to eliminate all players on the opposing team wins the match. If one team has all of the balls on their side of the court and does not return any to the opposing side within 30 seconds, that team will forfeit the match. The winner of 2/3 matches will win the game.
The game begins with all players on the back line of the court. When the whistle blows, players may leave the back line and retrieve balls that have been placed on the centerline. Players may not throw the balls until they have backed up past the midline on their side of the court.
If an opposing player strikes you with a ball, you are out. Headshots have no effect; however, if a player is hitting people in the head on multiple occasions they may be
removed from the game and points will be deducted from unsportsmanlike conduct. If a player ducks into an incoming ball and is struck in the head, they are out. You can also get out if an opposing player catches the ball you threw before it hits the ground. When the ball is caught, the player that was knocked out first on the catcher’s team can reenter the game. Players MUST reenter the game in the order they were eliminated. You may deflect an incoming ball with a ball you are holding; however, if you drop the ball after the deflection, it counts as a hit and you are out. If a ball hits a person, bounces off them, and is caught by themselves or another player on their team, they are safe and the person who threw the ball is out. A player on the catching team may also reenter. If a ball hits multiple people before touching the ground, each person the ball struck is out. The ball is considered out of play as soon as it hits the ground or flies out of bounds. If you step over the centerline, whether or not you are throwing, you are out. Stepping out of bounds on the sidelines also means you are out. You may step out of bounds from the backline ONLY when you are getting a ball from the back of the court; however, if you are struck with a ball while doing this you are out. There are no substitutions during a match unless there is an injury. You may have substitutes between matches.

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**NUKE ALDERAAN (NUKE-EM)**

Each team must have 6 players, 3 males and 3 females. To start the game one player throws the ball over the net to the other team. If the ball is caught by a player they have 3 seconds to throw the ball, without moving their feet, back over the net towards the first team. The game continues like this until the ball is not caught. When the ball is not caught the player who was closest to catching the ball is eliminated. The team who loses a player starts the next round throwing the ball over the net. The game continues until one side loses all their players. If it is not clear who was closest to the ball when it hits the ground the call will be made by a judge. If a player successfully catches the ball one handed without bracing it against any other part of their body, including the arm, then an eliminated player may come back you. Eliminated players must re-enter in the order they were eliminated. The winner of 2/3 matches will win the game.

All calls by judges are final. Arguing will result in point deductions and possible removal from the event.

**PEETA’S PITA TOSS (ULTIMATE FRISBEE)**

Each team must have 7 players. At least 3 must be female. A game will consist of two 10-minute halves. You may substitute players at half time between each touchdown.

A play begins with players lining up in their end zones. The Frisbee is thrown off by one team to begin the play.

- The Frisbee may be thrown in any direction
- When catching a pass, you must stay where you caught it. If you caught it while running, you must come to a stop as soon as possible (no more than 3 steps).
When passing, you may pivot on one foot only
If the Frisbee flies out of bounds, it can be caught and thrown back in bounds before the player lands out of bounds
A player can only catch their own pass if it is deflected by an opposing player
You must throw the Frisbee within 10 seconds, otherwise the opposing team gains possession
You must land with 2 feet in bounds
You score when the Frisbee is caught in the end zone
The defensive team must walk to the other end zone after the score before the start of the next play
You must have two feet in the end zone to score
You must catch the Frisbee in the end zone (you may not run it in)
If the other team drops the Frisbee in the end zone you are attacking, you must complete a pass in order to score
An incomplete pass results in change in possession
A pass is incomplete when the Frisbee hits the ground, a player drops it, it flies out of bounds, or an opposing player intercepts it
When defending against a pass, you must stay an arm’s length away
You may not slap the Frisbee out of a player’s hand

All calls by judges are final. Arguing will result in point deductions and possible removal from the event.
NIGHT EVENTS

HODOR'S HEADS UP (HEADS UP)
There will be 5 players per team (one guesser and four describers). A game will consist of three decks that the judges will choose. All halls will be using the same decks. Each deck will have two rounds. The best round will be counted for your score. The team with the most points wins. In the event of a tie, there will be a tiebreaker round. The rules vary for each deck. The judges will explain the rules for the decks before each round. People in the audience may not help or distract in any way. Audience members doing so will be asked to leave. If the audience member is a resident of another building, the judges can deduct points from that person’s hall.

Teams will be asked to wait in another room before it is their turn to prevent them from seeing the decks. If anybody is found to be relaying information to the waiting teams, that hall will receive automatic 5th.

MINUTE TO MORDOR (MINUTE TO WIN IT)
Each building will have 2 teams of 2. There must be 2 males and 2 females. There will be various rounds where the last team to finish will be eliminated. Games will be played until there is one building left standing. Games will get harder as the rounds continue. Lookup Minute To Win It on YouTube if you have confusion. Substitutions may not be made unless serious injuries occur.

CANTINA COOKING CONTEST (CHOPPED)
Each hall’s team will have 2 participants. You will be asked to prepare a 3 course meal, one course at a time. You will be provided with a basket of items at the beginning of each round. All teams will be asked to prepare an appetizer for the first round, after which the bottom 2 teams will be eliminated. After the second round (an entree) 1 team will be eliminated and after the third round (a dessert) 1 more team will be eliminated. All teams will be asked to use the same assigned ingredients and be given the same cooking utensils. There will be certain speciality appliances that there will be a limited number of. Each team must use all ingredients in their baskets.

THE GAME OF THRONES (FAMILY FEUD)
Each hall will be comprised of 5 participants. We polled 100 college students and asked them a series of 20 questions. Your team will guess the top 5 answers, and rank only your number 1 answer. Your number 1 answers will only be used for tie breaking purposes. Your team will be assigned the amount of points out of 100 for the amount of responses that match your answers (i.e. if the question is what is your favorite color, and 35 people said blue, your team will receive 35 points for the answer blue) You have 1 minute 30 seconds to answer each of the first 15 questions. For the last 5 questions, you will only have 1 minute.

RING FIND (CLUE FIND)
Each team will consist of 10 participants, 5 males and 5 females. The team will be split into a running team (7) and a puzzle team (3). The running team will begin in the Hinman Quad while the puzzle team begins in the Lower Dining Hall. The first leg of the race will be completed by the running team. Upon the starting of the event, they will be given a clue to a location on campus that they must find. They must go to that location, find the judge and receive a necklace, a set of puzzle pieces, and the clue for their next location from the judge. THE ENTIRE RUNNING TEAM MUST BE PRESENT AT THE LOCATION FOR YOU TO RECEIVE YOUR ITEMS. Judges will not give any items out unless all 7 team members are present at the location; you must stay together. There are 5 locations total. All teams routes have been previously mapped out so that long distances between locations are evenly distributed between buildings. Upon arrival at the 5th location, the team will return to the Lower Dining Hall and pass the puzzle pieces off to the puzzle team. THE PUZZLE TEAM CANNOT BEGIN WORKING UNTIL ALL MEMBERS OF THE RUNNING TEAM HAVE RETURNED TO THE LOWER DINING HALL. The puzzle team will then race to solve a theme related word scramble. The first building to successfully solve the puzzle wins.

All players must turn in their cell phones to the judges OR prove to the judges that their cell phone is not on their person at the time of the event. This is to ensure that there is no communication between building residents that are not participating in the event and the teams. If the judges see residents of a building scouting locations for the clue find the building in question will receive a penalty to be determined by the judges.

In addition, residents who are not involved in the event (as well as teams that finish earlier than other buildings) are NOT allowed to assist the puzzle teams in any way. If there is a resident (or other team member) attempting to assist any team, the building of the resident in question will receive a point deduction. The running team may help the puzzle team, but they may not touch the puzzle pieces.

I FIND YOUR LACK OF KNOWLEDGE DISTURBING (TRIVIA)

This event will consist of trivia from the Cinematic or Television versions of all fandoms, as well as the Harry Potter and Hunger Games books. There will be approximately 30-40 questions. In order to be successful it is highly recommended that you watch the movies, tv show and read the books as mentioned above. Trivia questions will not be created from looking at trivia websites or other online sources.

List of Content for Trivia:

- Harry Potter
  - Movies 1-8
  - Books 1-7
- Hunger Games
  - Movies 1-4
  - Books 1-3
- Lord of the Rings
  - Lord of the Rings movies 1-3
  - The Hobbit movies 1-3
Teams will be separated into five tables. A judge will be assigned to each team to accept the answers. The trivia questions will be presented on a PowerPoint and announced by a judge. Teams will be given a short time (approximately 30 seconds) to write the answer on a piece of provided paper. Once the time is up, a judge will take the paper and have the answer checked by the other judges. The team with the most points will be the winner. In the event of a tie, tiebreaker questions will be given until it is broken.

Rules:

- Teams must consist of 5 members (2 boys and 2 girls and 1 of either gender) from your hall. You may play with less; however, you cannot have more than 3 boys or 3 girls.
- No substitutions will be allowed once the event begins.
- If a team member is late, they may enter the event after the current question has been completed with the permission of a judge.
- No electronic devices may be used (laptops, tablets, phones, etc.)
- No notes may be brought.
- No information may be written on yourself.
- Audience members may not help. If a judge hears an answer or help from the audience that question will be voided and that member of the audience will be asked to leave.
- Teams will not be given more than the allotted time to answer the question.
THE BATTLE OF THE FANDOMS
(FIELD DAY)

BB-8 SPIN (CHAIR SPIN)
This event will require 10 residents, and at least 4 must be female. Contestants will all line up at one end of the quad behind cones. When the event begins, the first person in line will run to the opposite end of the quad and sit in a spinnin chair. You must bring your legs up and hug your knees (your head must be on your knees). Your DD (Designated Dizzier) will spin you a full 360 degrees, 10 times. A judge will be counting for you. If you drop your legs or stop hugging your knees the judge will notify you and continue counting when you correct the problem. When the judge says ‘10’ you must get out of the chair and run back to your line. You must tag hands with the next person in line for them to be able to go. Each person must sit down when they finish so the judges can see when your team finishes. The judge will acknowledge your team’s completion when the last person tags the judge’s hand.

DRAGON EGG TOSS (EGG TOSS)
Each hall will send two teams of 2 to play. At least one of the four must be female. Contestants will line up with their partner at opposite sides of the quad. On the judge’s signal, you will toss your egg to your partner. Both you and your partner must remain behind the cones. You must keep one foot behind the cones at all times. If one of you steps over the cone with both feet, you will be disqualified. You may reach your arms and body over the cone to make a catch; however, one foot MUST remain behind the cone to count. After each round, the cones will be moved further apart. If the egg strikes the ground and does not break, you are still in. The last team remaining with their egg still intact wins.

DOBBY’S SOCK FIND (SHOE FIND)
Each hall must have 5 males and 5 females. Contestants will put their shoes in a pile at one end of the quad. The shoes must have laces and they must be untied. The judges will mix up the shoes before the event begins. Contestants will line up at the opposite end of the quad behind a set of cones. The first player from each hall will run to the pile of shoes and find theirs. You must put both shoes on and tie them. Judges will be watching and will OK you when you have done so. After being checked, you will run back to your line and tag hands with the next person to go. You must sit down after finishing so the judges can keep track of who finishes. Your team is finished when the last contestant runs back and tags hands with the judge.

Again, all shoes must have laces and be untied. You may not mark your shoes with paint, tape, etc. Using colored laces is okay. You may not throw other shoes around while looking through the pile. If you are obnoxious and throw other player’s shoes your team will be disqualified from the event. You may not run back until a judge checks you. If you run back before being checked you will be called back.

BALANCE OF THE FORCE (TUG OF WAR)
Each hall will have 5 males and 5 females. This will be a round robin tug of war contest. You will play every hall once. The hall with the best record will get 1st place. You may not use weight vests or anything else to weigh your team down.

THE HUNGRY GAMES (EATING CONTEST)
The Hungry Games is a competition among teams to eat movie theater food quickly. Each hall will enter one male and one female. Contestants will sit across from their teammate at a table and have to eat 1 Slushie (like from the movie theater), 1 bucket of popcorn, and 1 movie theater sized box of candy. The first team with both of their participants done eating wins. Pairs may not eat their partners food.

ESCAPE THE PODS (OBSTACLE COURSE)
This is an obstacle course with random tasks to complete. Each team will consist of 3 males and 3 females. One person will run through the obstacle course at a time. When you finish, you will tag the next person in to go. The team that has the best completion time will win. There is only one obstacle course; so one hall will go at a time.

SORTING HAT RELAY
Teams of 12, 6 males and 6 females. There will be a bag of tasks that the person in front of the line must do while running to the opposite side of the field. Ex) I pick out a paper that says “run backwards” I must run backwards back and forth and tag the next person in line and they must pick another task from the bag. Each team will have a bag, all bags will have the same tasks therefore all teams will do the same tasks just in different order. Once you make it back to your team please sit down. First team to complete the 12 tasks win. Once you choose the task (at random) you must complete it, there will be no redraws.

EFFIE’S T-SHIRT RELAY (T-SHIRT RELAY)
Teams of 10, 5 males and 5 females. Team Members must start this event with their team’s t-shirt color and a shirt underneath. Five players start on one side of the field, five players on the other. The first player runs to the opposite side of the field and gives their shirt to the next player. The next player wears his/her shirt AND the shirt they just received. He/she runs to the next player on the opposite side of the field and gives his/her shirt AND the shirt he/she just received to the next player. The third player wears his/her shirt AND the TWO shirts that their teammate before them is wearing. He/she runs to the next player on the opposite side of the field. This continues until the last team member is wearing all 10 shirts and has run to the opposite end of the field. The rotation must be boy, girl, boy, girl, etc. The shirts can be worn inside out or backwards but must be completely on the team member BEFORE they start running across the field or the team will be DISQUALIFIED from this event. Both arms must be through the sleeves. The head must be through the top hole.

ONE HOOP TO RULE THEM ALL (HULA HOOP PASS)
Teams of 15, at least 5 females, will line up in a straight line side to side holding hands. The person first in line who is only holding hands with one person will pick up and hula hoop off the ground at the sound of the whistle. The hula hoop has to travel down the line of people to the last person, who is also only holding hands with one person, who then puts it on the floor. While passing the hoop no team members may stop holding hands at any time for any reason. If hand contact is broken the hoop will restart right before where contact was stopped. Teams may only move one hoop at a time down the line. The first team to move all hoops down the line and have all members sit down will be declared the winners.

**BILBO BAGGINS’ BEAN BAG BLITZ (CORNHOLE TOSS)**

Each building will have two teams of two participants. Teams will be placed in a tournament style bracket. Points will be based on how far a single team gets. Cornhole platforms shall be placed 27 feet apart (from the front of the platforms). Partners on the same team will stand at opposite sides at opposite platforms. The bean bags will start at one platform and the teammate at that end will toss the bags to the other platform. A coin toss will determine who tosses first at the beginning of the match. All innings after that, whoever scored the most points in the previous inning will be the team to toss first. All four bags will be thrown in alternation. The inning is over when all eight bags are thrown. When tossing the bags, if the tosser crosses the threshold of the front of the platform, the bag that they just tossed will be disqualified for that inning. Once all eight bags have been tossed the judge will then tally the scores. Scoring is as follows:

- A bag made in the hole is worth 3 points
- A bag made on the platform is worth 1 point
- Any bag touching the ground will not count

Points may cancel each other. For example: If both teams get one bag in the hole, rather than both teams getting three points, both teams will get zero.

Neither team can touch any the bags until given the okay by the judge or explicitly told by the judge to remove a bag. The first team to 21 wins. If a team were to exceed 21 points, points will be deducted based on how many points you have gone over. For example: A team has 19 points and makes a bag in the hole. The team now has 22 points, one over. The team now goes down to 18 points.

**YOU SHALL NOT PASS...THE ORANGE (ORANGE PASS)**

Teams of 10, 5 males and 5 females, will line up standing behind one another. Each team will be given an orange which the first person in line will hold under their chin. At the sound of the whistle players will begin to pass the orange to the person in line behind them. Once the orange is passed to the first time the starting player must run to the back of the line, everyone else sits down after they pass. Play will continue until the last player has passed the orange and the first team member received it. If the orange falls to the ground at any point the player who was passing it must pick it up and put it back under their chin. Oranges must be passed from underneath the chin to underneath the chin, no using of hands, arms, legs, or any other part of your body. The first team to pass it all the way down the line and have every member sit down will be declared the winners.

**REPOPULATING THE DEATH STAR (BALLOON POP)**
Teams will consist of 10, 5 males and 5 females. Each player will get a balloon tied to their lower back by a judge. The teams will start on one side of the field lined up. The first two players will run across the field and over to a chair. The first person will then grab the chair as the second player attempts to pop the balloon of the first player using their body. Once the balloon is popped the first player will run back and the next player on the team will come to pop the second player’s balloon. This will continue until the all the balloons are popped (the first player will pop the balloon of the last player). The last two members of the team must then run back and sit down by your team in order to be declared finished.

TRIBUTE CHALLENGE

Every building must nominate 1 male and 1 female tribute from their building for this event. They must show up on Field Day 10 minutes before the start of the first event. Buildings must give judges a list of your two buildings tributes, along with head shots, by the end of the night event on Friday.

Choose wisely and may the odds be ever in your favor.
THE FINAL SHOWDOWN EVENTS

SNAPE IT OFF (LIP SYNC)
Each hall will have 3 males and 3 females competing. They will be lip-syncing a playlist that has been provided to them. Halls will be judged based on choreography, entertainment, and lip-syncing. THIS IS A LIP SYNCING CONTEST. IF YOU ARE NOT LIP SYNCING YOU WILL LOSE POINTS. Props are not allowed. If you can’t wear it, you can’t use it.

MOCKINGJAY SONG AND SKIT (SKITS)
Each hall will prepare a skit based on the Hysteria theme. Skits must be no longer than 6 minutes. Skits going over the time limit will be penalized with point deductions (more will be deducted the longer you go over). Skits must be PG-13 rated. Points will be deducted if the judges find material highly offensive in any way. Props may be used. Skits will be judged based on creativity, relevance to the theme, participation, and acting/entertainment.

(SONGS)
Immediately following the skit, each hall will present a song based on the Hysteria theme. The song can be completely original or a parody of an existing song. Props and instruments may be used. Songs must be no longer than 3 minutes. You must provide the judges with a copy of the lyrics. Songs will be judged based on creativity, relevance to the theme, participation, and musical quality.

HINMAN’S HOUSE CUP: WINNER ANNOUNCED
SCORING SHEET
This is how each event will be scored. You may use this to circle your rank/score to help you keep track of your points.

THE REAPING (T-SHIRT COUNT)
1st/150 2nd/130 3rd/110 4th/90 5th/70

MR. HINMAN
1st/210 2nd/180 3rd/150 4th/120 5th/90

MS. HINMAN
1st/210 2nd/180 3rd/150 4th/120 5th/90

HOUSE BANNERS
1st/250 2nd/230 3rd/210 4th/190 5th/170

CANTINA COOKING CONTEST (CHOPPED)
1st/210 2nd/180 3rd/150 4th/120 5th/90

HORCRUX HUNT (SCAVENGER HUNT)
1st/250 2nd/230 3rd/210 4th/190 5th/170

CAPITOL’S COLLECTION (PENNY WARS)
1st/210 2nd/180 3rd/150 4th/120 5th/90

CAPTURE THE GOLDEN SNITCH (CTF)
1st/150 2nd/130 3rd/110 4th/90 5th/70

BB-8 BALL (KICKBALL)
1st/150 2nd/130 3rd/110 4th/90 5th/70

DODGE THE BLUDGERS (DODGEBALL)
1st/150 2nd/130 3rd/110 4th/90 5th/70

NUKE ALDERAAN (NUK-EM)
PEETA’S PITA TOSS (FRISBEE)

HODOR’S HEADS UP (HEADS UP)

MINUTE TO MORDOR (MINUTE TO WIN IT)

I FIND YOUR LACK OF KNOWLEDGE DISTURBING (TRIVIA)

THE GAME OF THRONES (FAMILY FEUD)

FIND THE RING (CLUE FIND)

BB-8 SPIN (CHAIR SPIN)

DRAGON EGG TOSS (EGG TOSS)

DOBBY’S SOCK FIND (SHOE FIND)

BALANCE OF THE FORCE (TUG OF WAR)

EFFIE’S T-SHIRT RELAY (T-SHIRT RELAY)
ONE HOOP TO RULE THEM ALL (HULA HOOP PASS)
1st/175 2nd/150 3rd/125 4th/100 5th/75

REPOPULATING THE DEATH STAR (BALLOON POP)
1st/175 2nd/150 3rd/125 4th/100 5th/75

YOU SHALL NOT PASS...THE ORANGE (ORANGE PASS)
1st/175 2nd/150 3rd/125 4th/100 5th/75

SORTING HAT RELAY (GRAB BAG RELAY)
1st/175 2nd/150 3rd/125 4th/100 5th/75

BILBO BAGGINS’ BEAN BAG BLITZ (CORNHOLE TOSS)
1st/175 2nd/150 3rd/125 4th/100 5th/75

THE HUNGRY GAMES (EATING CONTEST)
1st/175 2nd/150 3rd/125 4th/100 5th/75

ESCAPE THE PODS (OBSTACLE COURSE)
1st/175 2nd/150 3rd/125 4th/100 5th/75

SNAPE IT OFF (LIP SYNC)
1st/210 2nd/180 3rd/150 4th/120 5th/90

MOCKINGJAY (SKIT)
1st/175 2nd/150 3rd/125 4th/100 5th/75

MOCKINGJAY (SONG)
1st/125 2nd/115 3rd/105 4th/95 5th/85
HYSTERIA POINT TRACKER

<table>
<thead>
<tr>
<th>Event</th>
<th>Rank</th>
<th>Points</th>
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<tbody>
<tr>
<td>T-shirt Contest</td>
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<td>The Reaping</td>
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<td>Mr. Polyjuice</td>
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<td>Ms. Polyjuice</td>
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<td>Present the Sigils</td>
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<td>Capture the Golden Snitch</td>
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<td>Minute to Mordor</td>
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<td>BB-8 Ball</td>
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<td>Hodor’s Heads Up</td>
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<td>Dodge the Bludger</td>
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<td>The Game of Thrones</td>
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<td>Find the Ring</td>
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<td>Nuke Aldaraan</td>
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<td>Cantina Cooking Contest</td>
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<td>I Find Your Lack of Knowledge Disturbing</td>
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<td>BB-8 Spin</td>
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<td>Balance of The Force</td>
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<td>Effie’s T-Shirt Relay</td>
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<td>Dragon Egg Toss</td>
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<td>One Hoop to Rule Them All</td>
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<td>Repopulating the Death Star</td>
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<td>You Shall Not Pass… the Orange</td>
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<td>Dobby’s Sock Find</td>
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<td>Sorting Hat Relay</td>
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<td>Escape the Pods</td>
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<td>Bilbo Baggins’ Bean Bag Blitz</td>
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HALL FANDOMS & BYES

CLEVELAND – LORD OF THE RINGS - DODGEBALL

HUGHES – HUNGER GAMES - KICKBALL

LEHMANN – GAME OF THRONES - ULTIMATE FRISBEE

ROOSEVELT – STAR WARS - CAPTURE THE FLAG

SMITH – HARRY POTTER - NUKE-EM

EXACT SPORT SCHEDULES WILL BE ARRANGED IN THE NEXT FEW WEEKS