

ΣΦΕ

Dorm Wars

Guide Book

Duke University

*To Benefit the Ronald McDonald House
of Durham, North Carolina*



Dorm Wars Summary

On September 21, 2002, the North Carolina Gamma Chapter of Sigma Phi Epsilon Fraternity at Duke University hosted the first-ever all-freshman athletic competition, Dorm Wars. The event featured each freshman residence hall submitting teams in each of four events: Ultimate Frisbee, Three-mile Relay, Three-on-Three Basketball, and Tug of War. Each event had its own separate tournament with dorms earning points based on their overall record and place. T-shirts were given out to each participant featuring the Balanced Man logo. Prizes were generously donated by local businesses as rewards for high finishers in each event. In addition, food was provided by a local sandwich shop and water provided by Dave Randolph (Texas Tau), the head of Aramark, the food service provider at Duke. Overall, the event drew over 300 participants and generated over \$1,000, donated to the Ronald McDonald House of Durham. There is no doubt this event will become a Duke staple and already stands alone as one of the premier charity and recruitment projects.

Dorm Wars Information Packet
Submitted to Sigma Phi Epsilon Fraternity Headquarters
By Elliot Silver, Creator & Head Organizer
President, 2002-2003, North Carolina Gamma Chapter

1. Project — Dorm Wars is an athletic competition for freshmen mainly (but could be designed to include others) and consists of four major events: Ultimate Frisbee, Three-on-Three Basketball, Relay (six by ½ mile), and Tug of War. The events each start at a different time and run their course separately. Each event consists of a round-robin preliminary round and then a single elimination format. The event is co-ed with most teams consisting of a prescribed mix of males and females.
2. Date — The date for this event is early in the fall semester (four or five weeks in for North Carolina Gamma). The date should allow organizers enough time to make all necessary arrangements, with some of that work needing to be done in the summer. The early date works well in terms of weather, as the days are still comfortable enough to allow the events to go on outside and have spectators. The date also capitalizes on initial freshman enthusiasm. At its best, the event should bring together the entire freshman community. Because food and water are available to all, the events are especially appealing to spectators. The event should last about four hours. Each event takes a different length of time depending on the number of teams and the duration of the contests. The first event should start around 1:00 p.m., with the last concluding around 5:00 p.m.
3. Administration — The event involves a large portion of the student body, and therefore, should require significant administrative participation or, at least, notification. The Greek Life Advisor is key in getting your foot in the door. As a charity event, Dorm Wars is definitely appealing, although on some campuses, administrators will hesitate to allow a fraternity such unfettered exposure to freshmen. The Dean of Student Affairs should be notified, as should any freshman supervisors and Deans. These administrators should be consulted in order to maximize exposure and make sure that the event is in line with the school's overall plan. The event is best when run with full administrative support and knowledge. Often, Deans catch overlooked details. Financially, you will be asking money from these dorms to participate. Have an artificially high number in mind and be prepared to come down when discussing with administrators. At Duke, the entrance fee represented 15% of a dorms' semester budget. Also, when possible, set up an account at any Office of Student Activities/Student Life Office. It will facilitate the dorms' transferring money and allow you to avoid having to track and retain it yourselves. You will also most likely need to contract Emergency Medical Services workers. Most campuses have student EMS services.
4. Pitching the Idea — Attached is the full packet that was submitted as a proposal to house councils and administrators. Ideally, you will find a time and place to pitch the ideas to the largest possible audience. We were able to successfully convince the students in charge of their dorms that this event was a truly community thing, which it is. That said, it is much easier to convince students of the event's potential when they are all together rather than in small groups. Regardless of audience, make up a packet like the one attached with a condensed event description, budget, sample sign-up sheet, and contact info. This packet should allow students to answer the basic questions about the event: where, when, who, for whom, by whom, and most importantly, what they get out of it. If you are not able to present the idea to a large group, you must make individual and personalized presentations to each potential participating dorm or organization. Contact their president/leader and set up a time where two brothers can go and pitch the idea.

5. **Signing Up** —Each dorm or hall must sign up individually, by contacting the event organizer, by a pre-set date. The dorms do not need to pay the fee right away, but should be given another deadline upon deciding to participate. This system relies heavily on internal decision-making by freshmen. Do not allow freshmen to ignore this project. Go to their dorms, knock on doors of supervisors and dorm presidents to make sure they give you a definitive answer. If a dorm has not responded by the day you have set for sign-up, contact them, and re-pitch the idea if necessary. After they have signed up, you will need to put a couple of things in motion. First, order T-shirts with any size specifics the dorms ask for (T-shirts discussed later). Preliminary brackets should already be made up based on the maximum number of teams you expect, but once you have the final numbers, make any necessary revisions to the tournament system. Assign a brother as a Dorm Coordinator. This brother is in charge of contacting the president of the dorm and meeting with all their participants, their entire dorm, or their house council. The role of this brother is to be an intermediary between the dorm and the Fraternity. He is essentially the team captain. On the day of the event, he will be relied on to guide his teams to any locations, root them on, update them on overall score, and meet with them before the first event.

In the week leading up to the event, we put flyers with the Dorm Wars schedule up in all dorms around campus. Poor communication among the dorms was expected, so we went to great lengths to ensure that all freshmen, even those not participating, knew about the event. We also pushed the after-party. We were limited in the scope of our advertisement; however, we put up a large banner in the freshman eating facility with event times, locations, and the information for the after-party.

6. **Events** — The four events originally used:
 - A. Ultimate Frisbee (six-on-six, three male, three female)
 - B. Tug of War (eight-on-eight, five male, three female)
 - C. Relay (six, three male, three female)
 - D. Basketball (three-on-three, no requirements)

Attached are documents that specifically outline the rules for each event and the tournament structure that was used in each case. Each event featured preliminary rounds with time-limited, short games. Each team in each event should participate in at least three games. The events were run on the schedule outlined in the documents. The events were staggered as to facilitate coordination between brothers and dorms. In the future, the major events expected to draw the most excitement should be bookend events. Because of the duration of the basketball event, that fits well as a finale. The Tug of War is always exciting and is quick. It is also very spectator-friendly.

7. **Brother Participation** — The brothers will have a very active role on the day of the event and in the planning. Four major organizers, besides the Head Dorm Wars Coordinator, are needed. A facilities organizer is in charge of reserving the necessary spaces for each event. At the least, the event requires two full-court basketball courts, a grass area for Tug, a field for Frisbee, and a designated course for the Relay. All these reservations should be as made far in advance as possible to avoid problems. The Event Coordinator is in charge of constructing the brackets. The model we used is attached as a document. The Event Coordinator should do all logistics, such as rules, tiebreakers, and fully detailed time schedules. The Charity Coordinator is in charge of soliciting the necessary donations from local businesses. These donations, in either gift certificates or cash, should be used as prizes for teams finishing high. Beyond the four main organizers, there will also be designated Dorm

Coordinators or Captains. As soon as a dorm or organization chooses to sign up, assign a brother to that dorm, and get him in contact with the president of the dorm. The job description is articulated in a previous section “Signing Up.” Each event will have a main organizer. Your logistics coordinator should discuss with each of these event coordinators the schedule, format, time frame, and rules for their specific event. Event Coordinators for each event will run the event. Each event will also have Assistant Coordinators who are referees, organizers, and managers. They are responsible for making sure teams are where they need to be, keeping score, enforcing rules, and handling other problems. All these jobs are further explained in an attached document. Overall, we needed 30 brothers to run this event. After a brother’s responsibilities at an event were over, they moved to another event to see if any help was needed.

8. Sponsorship — Local businesses will usually not require more than three weeks notice in order to participate; however, if you are looking at corporate sponsors such as hotels or stores that are national chains, allow six to eight weeks for your request to be filtered through to the proper source. Attached is the donation form for every potential sponsor. Return visits are definitely key. We made return visits to almost every single business that chose to participate. Bring the form with you every time and do not hesitate to leave a second copy. Write down a list of all the potential businesses that will be targeted. Split up the stores and assign a two-man group to a specific number of stores. They will be the brothers in charge of that store, continuously visiting. We were lucky enough to have a sandwich shop donate food for 400 people, and the Duke food service provider donated 40 gallons of water. We did not ask for this donation from the sandwich shop, but in the future, I recommend asking food businesses if they are interested in providing food instead of a gift certificate. We used the gift certificates we received as prizes for the top three finishers in each event. As the overall prize, along with a personalized plaque, we gave away a DVD player. We were unable to get a business to donate it so we ended up buying it ourselves and counting it as an expense.
9. T-shirts — The T-shirts were a crucial factor in the success of the event because it gives the event some longer impact, along with good publicity. The shirts featured the name of the event (SigEp Dorm Wars), along with the name, date, and location. The front left crest of each shirt was team-specific, meaning that each team had its own T-shirts with their name on it. To cover the cost, we took the money for the shirts directly out of the dorm’s entrance fee. So, about \$130 of a dorm’s \$200 entrance fee went directly to pay for their shirts. Because of time constraints, we were forced to pay for the shirts out of pocket and then be reimbursed when dorms paid. If done on a proper, longer time frame, it is possible to collect the money from dorms before paying for shirts. For brothers, order T-shirts that are a different color to make it obvious who the organizers are. In the spot for “team name,” put Sigma Phi Epsilon ($\Sigma\Phi E$).
10. Equipment — For each event, determine equipment needed.
 - A. Basketball—Four basketballs, four whistles, four stopwatches, and 12 jerseys; we borrowed all these supplies from the Intramural Sports Department by putting in a request two weeks in advance. The jerseys (pinnies) were given to one team in each game, allowing the referee to determine who was who.
 - B. Ultimate Frisbee — Two Frisbees, cones to mark off the field, two watches, two whistles, and 12 jerseys
 - C. Tug of War — One rope; for eight-on-eight tug, we bought a 60-foot rope (Home Depot), one-inch thick and made of manila. The length was good. We used spray paint to mark off the necessary lines.

D. Relay — Batons — We bought a long, circular piece of wood and cut out individual batons, but you may be able to get them from the IM Department.

We set up a central area for the food and information table. We rented three tables from event services and also rented three large garbage cans.

11. Day of the Event — The night before the event, a chapter meeting was held for the sole purpose of going over the details for the following day. Each organizer went through the way events would run and the overall schedule for the day. This meeting was tremendously helpful in getting all brothers on the same page, especially those not as instrumental in setting up the event. We went over the different locations for events, the schedule, personal responsibilities, and answered any questions. At this meeting, we decided we would be in the central location an hour-and-a-half before the event started. Brothers helped set up each event and the main information center. Each team had a designated meeting area around the central area (where the food, drink, and information were). Teams were asked to get there 15 minutes before the first event. Two events went off simultaneously at the beginning. It had been my intention to hold an “Opening Ceremony” of sorts, but that did not happen. We are in the process of figuring out a way to get all participants in the same place at the same time. The day schedule is attached.

The two events most conducive to spectators are Tug of War and Basketball. Because of the duration of the basketball event, that is best done last. If there is a very visible grass area near the event site, I recommend running Tug as the first event in that area, to immediately increase the visibility of the event. We had a bullhorn that we used to round up kids to a certain area. We did not have walkie-talkies, but they would have proven very helpful in aiding communication among brothers. The entire event took place in a relatively small area. The Head Organizer should be constantly walking around, monitoring the progress of events and answering any questions.

Each Event Coordinator is given a score sheet on which to record the results. Those results are then passed on to an Official Scorer who will be seated at the central information table. At the information table, make available copies of all relevant schedules and rules forms. This should make it easier for any straggling competitors or spectators to find out where and when their team is playing in a given event.

At the conclusion of the final event, the points are tallied and the winner is determined. We had planned a “Closing Ceremony,” but it didn’t happen. By the end of the event, students no longer participating had gone home. If possible, set up a time to do this presentation ceremony. Allow time between the last event and this ceremony in an effort to encourage students to come back out. Award all the prizes at this ceremony.

12. After-party — The entire week, we had been advertising an after-party (non-alcoholic) at an off-campus location. We put up signs and banners. During the event, we also consistently announced the party time and location. The venue had offered to rent us the place at a discount and donate a portion of the money generated by cover charges to charity in our name.
13. Prospects — **Remember to collect the names, phone numbers, and emails of all participants, especially men! This will provide a large potential member list of men already excited about SigEp!**

Attached documents:

Pages 3-6, Dorm Wars Packet (presentation packet given to all possible dorms and administrators)

Page 8, Budget

Page 9, Proposal

Page 10, Text of Donation Form Given to All Possible Donors (Businesses or Individuals)

Pages 11-12, Rules and Regulations

Pages 13-14, Sample Sign-up Sheet

Page 14, Contact Information and Dates

Page 15, Dorm Wars Basic Schedule

Pages 17-18, Detailed Individual Event Schedules

Pages 17-18, Description of Bracketing

Page 19, Point System

Page 20, Invitation Given to Administrators and Faculty

Page 21, Brother Job Descriptions

Page 22, Participant Waiver

Page 23, T-shirt Order Information

Dorm Wars 2002 Budget

Equipment — \$200

Emergency Medical Staff — \$140

Entrance Fee — \$200 per Dorm

- $\$200 \times 13 = \$2,600$

T-shirts — \$4 per Shirt x 30 Shirts per Dorm = \$120

- $\$120 \times 13 \text{ Dorms} = \$1,560$

Final Breakdown

\$2,600

\$1,560

\$ 340

\$ 700

2002 Donation to Ronald McDonald House: \$700

**Sigma Phi Epsilon Fraternity
Duke University
P.O. Box 93918
Durham, North Carolina 27708
Telephone: (919) 613-1598**

September 4, 2002

Dear Freshman:

The gentlemen of Sigma Phi Epsilon are proud to introduce Dorm Wars, the first-ever charity event to take place on East Campus and feature teams from each freshman dorm. The event is set to take place on Saturday, September 21, from noon to 4:00 p.m. and will include four main events.

The first, a Tug of War, will have eight-person teams competing in a preliminary round robin, then moving to a single elimination tournament. The competition will also feature a Relay Race totaling six miles, split among six runners. The third event, Ultimate Frisbee, will have six-on-six teams competing also in a preliminary then elimination tournament. Lastly, Three-on-Three Basketball will be the premier event, taking place in Brodie Gymnasium. This action-packed day will culminate in a celebrity three-point contest followed by an awards ceremony.

Each dorm will submit two, four-man basketball teams, a six-person relay team, a six-person ultimate team, and an eight-person tug of war team. Each dorm will pay a set entrance fee, with all proceeds from the event going to the Ronald McDonald House of Durham. Food spreads will be provided for both competitors and spectators. Each dorm will receive 30 T-shirts, personalized with the dorm name.

Local businesses have come together to support this cause and provide prizes for the top teams and top overall dorm. Sponsors include Jimmy Johns, Café Diablo, and George's Garage among others. The project is unrivaled at Duke and provides a unique opportunity for the freshman class and larger Duke community. SigEp is excited to offer this event to the Class of 2006.

Sincerely,

Elliot A. Silver
President, North Carolina Gamma Chapter
Sigma Phi Epsilon Fraternity

Brandon Taylor
Vice President, North Carolina Gamma Chapter
Sigma Phi Epsilon Fraternity

EAS:BT/s

**Sigma Phi Epsilon Fraternity
Duke University
P.O. Box 93918
Durham, North Carolina 27708
Telephone: (919) 613-1598**

Dear Business Owner/Manager:

Thank you for your consideration and time in learning about possible opportunities in philanthropy with Sigma Phi Epsilon. The North Carolina Gamma Chapter of Sigma Phi Epsilon Fraternity is a strong, growing group of young men driven by the credo of "*Building Leaders for Tomorrow.*" Sigma Phi Epsilon, the nation's largest fraternity, is firmly committed to charitable organizations and events that foster strong community.

This fall, the men of SigEp at Duke have planned an exciting charity event to benefit the Ronald McDonald House of Durham. The event is intended for incoming freshmen only. The project, Dorm Wars, will feature four athletic competitions designed to foster unity among the incoming class and serve as a fund raiser. All 13 dorms are expected to participate. The event will run on September 21, 2002, on Duke's East Campus.

The gentlemen of SigEp are asking for your help to provide prizes and/or any other kind of charitable donation to this project. The money or gifts given will be used as prizes for winners and competitors and as possible gifts to Ronald McDonald House directly. In addition to the festivities, participants in Dorm Wars will also receive T-shirts. As a benefit to those choosing to give or donate, SigEp would be proud to put the logo of that organization on the T-shirts. If you have any questions, contact me via email ([eas2@duke.edu](mailto: eas2@duke.edu)) or phone, (919) 613-1598. Also, if you would like to learn more about Sigma Phi Epsilon Fraternity nationally, you may go to www.sigep.org. We deeply appreciate your time and consideration.

Sincerely,

Elliot A. Silver
President, North Carolina Gamma Chapter
Sigma Phi Epsilon Fraternity

Brandon Taylor
Vice President, North Carolina Gamma Chapter
Sigma Phi Epsilon Fraternity

EAS:BT/s

Dorm Wars Rules & Regulations

Overall

1. Each participant must show a Duke ID prior to the event.
2. A three- minute grace period will be given for all events. If a team is not present after a designated grace period, the team will forfeit.
3. NO formal protests will be allowed.
4. Extensive arguing with a SigEp official will be cause for the **disqualification** of the individual(s) involved.

Relay Race

1. Each team will consist of six individuals.
2. At least three team members must be female.
3. Each individual will run one-third (1/3) of a mile.
4. At the end of each leg, the baton must be passed on to the next teammate.
5. The race will be divided into two divisions with six dorms in each division.
6. The first place team will receive 16 points.
7. The second place team will receive 12 points.
8. The third place team will receive eight points.
9. The fourth place team will receive four points.
10. The fifth place team will receive two points.

Tug of War

1. Each team will consist of eight individuals.
2. Must have at least three females.
3. A four-yard area will be marked off, and the center of the rope will be centered in this area.
4. The teams may begin once the SigEp official releases the rope.
5. The team that pulls the center of the rope over the designated line nearest them wins.
6. The two teams will compete in round robin play with one tug each match.
7. The winner of each bracket advances to the playoffs.
8. In the playoffs, the two teams will compete in the best two out of three format for each match.
9. The first place team will receive 16 points.
10. The second place team will receive 12 points.
11. The third place team will receive eight points.
12. The fourth place team will receive four points.

Ultimate Frisbee

1. Each team will consist of no more than eight individuals—six members plus two substitutes.
2. At least three women per team must be on the field at all times.
3. Games will be played to four points.
4. If no team has reached a score of four points, the game will end at 10 minutes with the team having the higher score winning.
5. Tiebreakers will be decided on score differential.

6. Game will be self-officiated. In case of a dispute, the SigEp official supervising the game will have the final say.

Basketball

1. Each team will consist of four individuals—three participants plus one substitute.
2. Preliminary games (round-robin play) will be played to five points.
3. Playoff games (final 16) will be played to eight points.
4. Shoot for first possession.
5. Alternate possession on scoring (losers out).
6. If team has not reached designated point level after 10 minutes, the team with more points wins.
7. Clock does not stop.
8. No shot clock.
9. Call your own fouls and violations. In case of dispute, SigEp official has final say.
10. Top two teams from each bracket advance.
11. A first-place or second-place tie in a bracket is decided by head-to-head match-up and then point differential. Forfeits are scored as 2-0.
12. The first place team will receive 20 points.
13. The second place team will receive 16 points.
14. The third place team will receive 12 points.
15. The fourth place team will receive eight points.
16. The fifth place team will receive six points.

Relay Race — There will be two divisions of six dorms decided in no particular grouping. Winners will be decided by best time. The top five teams will be determined and receive overall dorm points.

Ultimate Frisbee — There are four brackets of three dorm teams each. Preliminaries will consist of round robin play guaranteeing each team at least two games. The top team from each bracket moves on to the playoffs. If there is a tie for bracket winner, then winner will be decided on goal differential. The event coordinator will decide on further tie-breaking methods. The playoffs are single elimination. Winners advance to championship game. Losers play for third/fourth place.

Tug of War — There are four brackets of three dorm teams each. Preliminaries will consist of round-robin play guaranteeing each team at least two games. The top team from each bracket moves on to the playoffs. If there is a tie for bracket winner, then winner will be decided by sudden death tugs. The playoffs winners advance to championship game. Losers play for third/fourth place.

Basketball — There are four brackets of six teams. Preliminaries will consist of round-robin play guaranteeing each team three games. The top two teams from each bracket move on to the playoffs. If there is a tie for bracket winner, then winner will be decided by shooting a three-point shot from the top of the key. Shooter will be decided by the winner of a coin toss. If there is a tie for second place in the bracket, the tie-breaker is head-to-head record, or score differential if teams have not played each other. In the case of a forfeit, the score of that game is 2-0. The playoffs winners advance. There will be a third place and a fifth place game.

Dorm Wars Sign-up Sheet

Tug of War Team — 5 Males, 3 Females

Ultimate Frisbee Team — 3 Males, 3 Females

Relay Team — 3 Males, 3 Females

3-on-3 Basketball — Team 1

3-on-3Basketball — Team 2

- There are 28 participant slots for each dorm.
- Every team in every event will play at least three games.
- Top three teams in each event will receive prizes.
- Each dorm will be provided with a facilitator from the host organization.
- Schedule of Events
 - 11:45 a.m. — Organizing/Opening
 - 12:15 p.m. — Relay (Path around East)

- ❑ 12:15 p.m. — Ultimate Frisbee (East Campus Turf Fields)
- ❑ 1:00 p.m. — Tug of War (Main Quad)
- ❑ 2:00 p.m. — Basketball (Brodie Gym)
- ❑ 4:00 p.m. — Celebrity Three-Point Shootout (Brodie Gym)
- ❑ 4:30 p.m. — Awards (Brodie Gym)

To register for Dorm Wars, a dorm must make its decision by September 9 to allow SigEp to place the order for the T-shirts with personalized dorm names. To sign up, any member of House Council must notify either Elliot Silver (information below) or Junior Gonzalez by September 9. From there, a dorm will be instructed on the necessary organizational information such as registering teams and submitting the entrance fee. If you would like further information on philanthropy within Sigma Phi Epsilon, SigEp's Balanced Man Program, or Ronald McDonald House of Durham, please go to www.sigep.org or www.ronaldmcdonalddurham.org. Thank you for your time and consideration.

Contact information:

Elliot Silver
President, Dorm Wars Coordinator
Sigma Phi Epsilon Fraternity
Telephone: (919) 613-1598
Email: eam2@duke.edu

Junior Gonzalez
Dorm Wars Coordinator
Sigma Phi Epsilon Fraternity
Telephone: (919) 613-1407
Email: lg10@duke.edu

Dorm Wars' Schedule

11:45 a.m. — Organizing/Opening

12:15 p.m. — Relay Race — Around East Campus

12:15 p.m. — Ultimate Frisbee — Grass Next to Turf Fields

- 12:15 p.m. – 1:15 p.m. — Preliminaries
- 1:25 p.m. – 1:50 p.m. — Playoffs
- 1:50 p.m. – 2:00 p.m. — Championship

1:00 p.m. — Tug of War — Grass between MP and Lilly

- 1:00 p.m. – 2:00 p.m. — Preliminaries
- 2:05 p.m. – 2:35 p.m. — Playoffs
- 2:35 p.m. – 2:45 p.m. — Championship

2:00 p.m. — 3-on-3 Basketball — Brodie Gym

- 2:00 p.m. – 3:30 p.m. — Preliminaries
- 3:50 p.m. – 4:20 p.m. — Playoffs
- 4:20 p.m. – 4:35 p.m. — Championship

4:00 p.m. — Celebrity Shootout

4:30 p.m. — Award Presentations

Dorm Wars' Schedule Sheet

A1: Pegram; B1: Bassett; C1: Brown; D1: Alspaugh; E1: Wilson; F1: Giles
 12:15 p.m. — Division 1: A1, B1, C1, D1, E1, F1

Division 2 will start as soon as Division 1 finishes.

A2: Jarvis; B2: Epworth; C2: Aycock; D2: GA; E2: Randolph; F2: Southgate
 Division 2: A2, B2, C2, D2, E2, F2

Ultimate Bracketing

Bracket 1: A1 (Pegram); B1 (Bassett); C1 (Brown)
 Bracket 2: D2 (Alspaugh); E2 (Wilson); F2 (Giles)
 Bracket 3: G3 (Jarvis); H3 (Epworth); I3 (GA)
 Bracket 4: J4 (Aycock); K4 (Randolph); L4 (Southgate)

Prelims	Field 1	Field 2
12:15 p.m.-12:25 p.m.	A1 v B1	D2 v E2
12:25 p.m.-12:35 p.m.	G3 v H3	J4 v K4
12:35 p.m.-12:45 p.m.	B1 v C1	E2 v F2
12:45 p.m.-12:55 p.m.	H3 v I3	K4 v L4
12:55 p.m.-1:05 p.m.	A1 v C1	D2 v F2
1:05 p.m.-1:15 p.m.	C3 v I3	J4 v L4
Playoffs		
1:25 p.m.-1:35 p.m.	(G1) 1B1 v 1B2	(G2) 1B3 v 1B4
1:40 p.m.-1:50 p.m.	(G3) 3 rd Place LG1 v LG2	
1:50 p.m.-2:00 p.m. Play to 6		(G4) Champ. WG1 v WG2

Tug of War Schedule

Bracket 1: A1 (GA); B1 (Wilson); C1 (Pegram)

Bracket 2: D2 (Randolph); E2 (Giles); F2 (Jarvis)

Bracket 3: G3 (Aycock); H3 (Southgate); I3 (Brown)

Bracket 4: J4 (Alspaugh); K4 (Epworth); L4 (Bassett)

Prelims	Rope 1
1:00 p.m.-1:05 p.m.	A1 v B1
1:05 p.m.-1:10 p.m.	G3 v H3
1:10 p.m.-1:15 p.m.	B1 v C1
1:15 p.m.-1:20 p.m.	H3 v I3
1:20 p.m.-1:25 p.m.	A1 v C1
1:25 p.m.-1:30 p.m.	G3 v I3
1:30 p.m.-1:35 p.m.	D2 v E2
1:35 p.m.-1:40 p.m.	J4 v K4
1:40 p.m.-1:45 p.m.	E2 v F2
1:45 p.m.-1:50 p.m.	K4 v L4
1:50 p.m.-1:55 p.m.	D2 v F2
1:55 p.m.-2:00 p.m.	J4 v L4
Playoffs Best 2 of 3	
2:05 p.m.-2:15 p.m.	(G1) 1B1 v 1B2
2:15 p.m.-2:25 p.m.	(G2) 1B3 v 1B4
2:25 p.m.-2:35 p.m.	(G3) 3 rd Place LG1 v LG2
2:35 p.m.-2:45 p.m.	(G4) Champ. WG1 v WG2

Basketball Bracketing

A1: Bassett1; C1: Pegram2; E1: GA1; G1: Epworth2; I1: Jarvis1; K1: Randolph2

A2: Wilson2; C2: Brown1; E2: Alspaugh2; G2: Giles 1; I2: Aycock2; K2: Southgate1

B1: Bassett2; D1: Pegram1; F1: Epworth1; H1: Wilson1; J1: Southgate2; L1: Giles2

B2: GA2; D2: Jarvis 2; F2: Randolph1; H2: Alspaugh1; J2: Aycock1; L2: Brown2

Prelims	Court 1	Court 2	Court 3	Court 4
2:00 p.m.-2:10 p.m.	A1 v C1	A2 v C2	B1 v D1	B2 v D2
2:10 p.m.-2:20 p.m.	G1 v E1	G2 v E2	F1 v H1	F2 v H2
2:20 p.m.-2:30 p.m.	I1 v K1	I2 v K2	J1 v L1	J2 v L2
2:30 p.m.-2:40 p.m.	A1 v G1	A2 v G2	B1 v F1	B2 v F2
2:40 p.m.-2:50 p.m.	C1 v I1	C2 v I2	D1 v J1	D2 v J2
2:50 p.m.-3:00 p.m.	E1 v K1	E2 v K2	H1 v L1	H2 v L2
3:00 p.m.-3:10 p.m.	C1 v G1	C2 v G2	D1 v F1	D2 v F2
3:10 p.m.-3:20 p.m.	A1 v K1	A2 v K2	B1 v L1	B2 v L2
3:20 p.m.-3:30 p.m.	E1 v I1	E2 v I2	H1 v J1	H2 v J2
Playoffs				
3:50 p.m.-4:00 p.m.	(G1) 1B1 v 2B4	(G2) 1B2 v 2B3	(G3) 1B3 v 2B2	(G4) 1B4 v 2B1
4:00 p.m.-4:10 p.m.	(G5) WG1 v WG2	(G6) WG3 v WG4	(G7) LG 1 v LG2	(G8) LG3 v LG4
4:10 p.m.-4:20 p.m.	(G7) 3 rd Place LG5 v LG6	(G8) 5 th Place WG7 v WG8		
4:20 p.m.-4:35 p.m.	(G9) Champ. WG5 v WG6			

Dorm Wars' Point System

Relay Race: 1st — 16 points
2nd — 12 points
3rd — 8 points
4th — 4 points
5th — 2 points

Tug of War: 1st — 16 points
2nd — 12 points
3rd — 8 points
4th — 4 points
5th — 2 points

Ultimate: 1st — 16 points
2nd — 12 points
3rd — 8 points
4th — 4 points
5th — 2 points

Basketball: 1st — 20 points
2nd — 16 points
3rd — 12 points
4th — 8 points
5th — 6 points

Dear *[Insert Name Here]*:

The gentlemen of Sigma Phi Epsilon would like to invite you to attend our first annual Dorm Wars competition on the 21st of September, 200_, from noon to 6:00 p.m. Dorm Wars—the first event of its kind on east campus—has two goals: to increase the sense of community for the Class of 2006 as well as philanthropy. All proceeds from this competition will be donated to our organization's premier charity, the Ronald McDonald House of Durham. We are expecting over 300 freshmen to be involved with Dorm Wars, with 12 of 13 freshman dorms signed up to participate. The level of coordination and cooperation with the freshman class has been phenomenal; this event is shaping up as one to be remembered.

We have an afternoon of athletic competition planned, including a two-mile relay around East Campus, Tug of War, and Ultimate Frisbee, with the day culminating in a three-on-three basketball tournament. The brothers of SigEp would be honored to host you at our event as a VIP guest. Free food and refreshments courtesy of generous sponsors will be available and prizes will be presented at an awards ceremony following the conclusion of the day's competitions. A brief outline and schedule of events are included with this invitation.

In addition to attending the festivities, we invite you to participate in a Celebrity Shootout event before the awards ceremony. The Shootout will be a three-point contest, and will occur at approximately 4:30 p.m. SigEp is petitioning 19 other esteemed members of the university administration and faculty to take part. We would greatly appreciate your participation in this event; we believe this would be the capstone to a tremendous day of prowess, determination, and effort. If you are interested in either attending Dorm Wars, participating in the Celebrity Shootout, or both, please RSVP to Elliot Silver at eas2@duke.edu or by telephone at 613-1598 by September 19 so that you may be included on event information. We deeply appreciate your time and consideration.

Sincerely,

The Gentlemen of the North Carolina Gamma Chapter
of Sigma Phi Epsilon Fraternity

Schedule:

12:15 p.m. — Relay Race
12:15 p.m. — Ultimate Frisbee
1:00 — Tug of War
2:00 p.m. — Basketball Tournament
4:30 p.m. — Three-point Contest
4:45 p.m. — Awards Ceremony

Job Descriptions

1. Dorm Coordinators — When the event starts, you will meet your dorm team at a designated area on the larger field. You will have about 20 minutes to explain to them the procedure for the day and where they have to be. You are free to move around after that point, but during times when some events end and others begin, it is recommended that you remain at the dorm meeting area to assist.
2. Event Organizers — Event Organizers are the main directors of the individual competitions. Each competition has a set schedule of games. It is your job to make sure all games are on schedule and remain on schedule. You will also need to record scores of all games and make sure the tournament proceeds properly, with the correct teams moving on to single elimination. At the conclusion of the event, you should record the teams receiving points and give it to the official scorer. During the meeting the night before, we will coordinate what equipment is needed at which site.
3. Basketball/Ultimate/Relay/Tug Coordinators — You are the guys who directly supervise the games within the larger tournament. You are referees and make sure the teams play fairly, etc. For basketball, you will not be serving as referees but as supervisors. Teams will call their own fouls but you may overrule. Keep score, keep time. Each coordinator for basketball will be assigned a specific court and court schedule. Ultimate is similar to basketball. There will be two games going on simultaneously. Your job is to make sure the teams follow rules, know how much time is left, and report scores. In Relay, the coordinators will be at points where runners hand off the baton to make sure that is done properly. Some extra hands will be needed to keep time for each individual team. For Tug, we have one rope; games are best of three (but three tugs are done even if one team wins the first two). Your job is to referee the matches, determine winners, etc.
4. Official Scorer — You will have a desk or table near the center of the activities and will be in charge of keeping a total score for dorms when event results come in. You will also have the extra T-shirts and you can sell them. You will be an information desk of sorts, directing people if they don't know where to go.

SigEp's 1st Annual Dorm Wars

Please complete the following information (please print):

Last Name _____ First Name _____

Address _____

City _____ State _____ Zip Code _____

Release and Assumption of Risk

I, _____, intend to participate in the SigEp Dorm Wars. I understand there may be certain dangers and exposure to physical injuries in pursuing this fund-raising effort, and I hereby voluntarily assume all risk to myself and my property arising from my participation in this event. I assume such risks regardless of their causes, including but not limited to: falls, contact with other participants, the effects of the weather, including high heat and/or humidity, traffic, and the conditions of the race course. I should not enter and run unless I am medically able and properly trained, and by my signature, I certify that I am medically able to perform this event, am in good health, and am properly trained. I understand that bicycles, skateboards, baby joggers, roller skates or blades, animals, and radio headsets are not allowed in the race and will abide by this guideline. In consideration of Sigma Phi Epsilon, Duke University, permitting me to participate in this fund-raising effort, I will not hold the sponsors and contributors of this event, Sigma Phi Epsilon or Duke University, liable in damages for any injuries I might sustain while getting to, during, or while leaving this activity. I release, discharge, and hold forever harmless the aforementioned parties from any and all liabilities, claims, damages, or losses stemming from injury to person or property that arises from, or in any way relates to my participation in this activity.

I have carefully read this Release and Assumption of Risk and fully understand its contents. I voluntarily sign it and realize that this will bind me, my heirs, and my personal representative.

Date

Signature

Signature of Parents or Guardian (if under 18)

Dorm Wars T-shirts

Total Cost: \$1,809.92

Total Number of Shirts: 408

Shirt Sizes:

Size	S	M	L	XL	Total
Wilson	15	15	15	5	50
NC Gamma	0	8	19	11	38
Blank	5	7	5	3	20
Giles	7	8	10	5	30
Alspaugh	7	8	10	5	30
Brown	7	8	10	5	30
Bassett	7	8	10	5	30
Southgate	7	8	10	5	30
Pegram	7	8	10	5	30
Epworth	7	8	10	5	30
GA	7	8	10	5	30
Aycock	7	8	10	5	30
Randolph	7	8	10	5	30

The shirts were ordered from bargaintrees.com. The total cost stated above included all screen print costs, shipping costs, and art fees. The shirts were white, with two colors (which included multiple shades of those colors) on the back and one color on the front. Each of the 13 fronts was different, having the different dorm name on each. The back design was submitted using Adobe Photoshop, and the front (text) designs were submitted using Adobe Illustrator. The shirts were cotton weight 6.2 and made by Anvil.

The shirts required four days to be printed and then six business days to arrive via standard UPS ground.