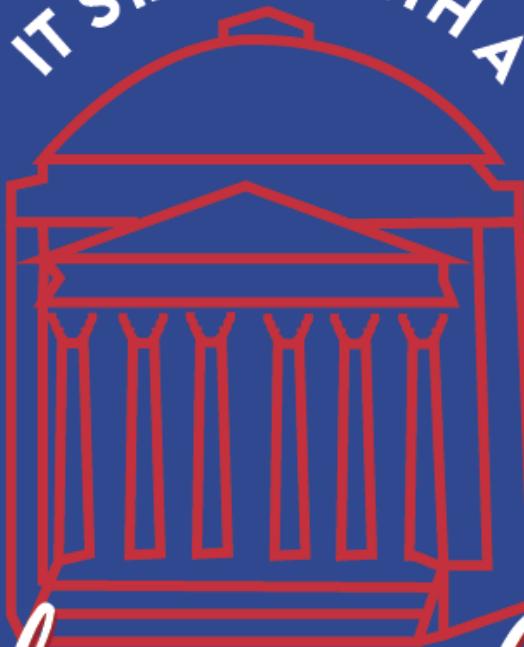


IT STARTS WITH A



stampede

INDEX



MEET O-TEAM	1
WHAT TO WEAR	1
STAMPEDE OVERVIEW	2
SQUAD INFO	3
THE SCHEDULE	4-8
ENERGIZERS & GAMES	9-10
CAMPUS MAP	11
CAMPUS TOUR INFO	12
SMU LINGO	13
EMERGENCY NUMBERS	13
COVID RESTRICTIONS	13
NOTES	14-15

MEET THE 2020 orientation TEAM!



Questions?

- Orientation on-call #: 469-364-9998
- Orientation headquarters (HQ):
 - Thu- Stadium Club located in Ford Stadium
 - Fri/Sat/Sun - Crain Leadership Lounge in HTSC

WHAT TO WEAR

Thursday

Guides: fun spirit gear and
spirit stick!

Students: cool casual clothing

Friday

Guides: blue frocket shirt
Students: white frocket shirt

Saturday

Guides: red tie-dye
Students: blue tie-dye

Sunday

Guides: business casual
Students: business casual

STAMPEDE 2020

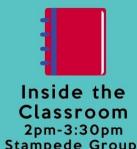
everything from move-in to convocation

AUGUST 20-23

THU
20



FRI
21



SAT
22



SUN
23



#ITSTARTSWITHASTAMPEDE



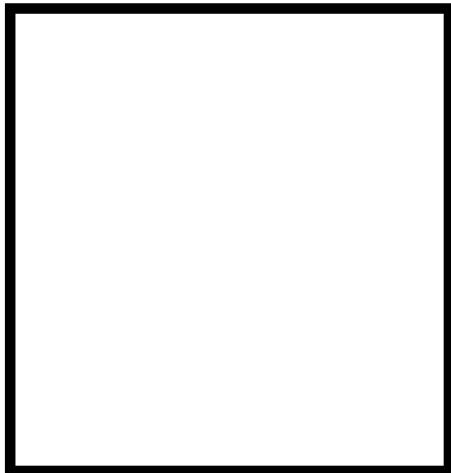
**REGULARLY CHECK TEXTS FROM
(833) 735-0601 FOR STAMPEDE UPDATES!**

MY SQUAD INFO

(names or other details)

GUIDE PARTNER

MAKE SURE YOU GET THEIR PHONE NUMBER!



**STAMPEDE GROUP
MEMBERS**

**STAMPEDE
GROUP
LOCATION**



**SINCE MY GROUP COLOR IS _____, I DO THE OUTDOOR CAMPUS
TOUR AT _____ AND CLUB CRAWL CONVERSATION AT _____.**



**ROTUNDA
PASSAGE TIME**

THE SCHEDULE

THE "GUIDE RESOURCES" BOX FOLDER CONTAINS IMPORTANT STAMPEDE MATERIAL! PLEASE REVIEW ALL MATERIAL BEFORE EACH SQUAD.

- Link: <https://smu.box.com/v/guideresources>
- Password: stampede2020!

It's vital that you use the Campus Labs Check In app to check-in all students who are in attendance!

1: KICKOFF

Thursday, 7:30-8:30 pm

CORQ CODE: GJ9MBM6. SCAN IN STUDENTS ONCE YOU ARE SEATED IN THE STADIUM.
LOCATION: FORD STADIUM

DESCRIPTION

- Take your group to Ford Stadium for a spirit-filled celebration! Please thoroughly read the "Min x Min" section (located at the end of this booklet) and your commons-specific page for detailed load in/out instructions.

CURRICULUM

- While waiting in stands, facilitate light energizers (categories) and conversation.

B R E A K F A S T (O P T I O N A L)

2: TEAM BUILDING ACTIVITIES

Friday, 9-10:30 am

CORQ CODE: XE5X9XE

LOCATION: STAMPEDE GROUP ROOM

DESCRIPTION

- This is the first time your group will be meeting alone! Use this time to let the students bond and interact with each other. The curriculum below lists 3 levels of games you can facilitate to slowly break the ice.

CURRICULUM

Here are some games to use.
Choose the ones that fit your group!

Categories
Connections
Name Game

Mafia
Empire
Shark Tank Pitch
Fishbowl

LEVEL 1: HOWDY, HAY THERE!

Energizers that help students get familiar with each other and break the ice!

LEVEL 2: LET'S HORSE AROUND!

Energizers that get students excited to work together. These energizers are team based.

LEVEL 3: GET OFF YOUR HIGH HORSE

Energizers that encourage deeper conversations and connections. These should highlight universal concerns about college and adulthood.

Campfire stories
16 personality quiz
A look into your camera roll

**DETAILS ABOUT EACH GAME
ON PAGES 9-10**

THE SCHEDULE

3: STANG SAFETY DISCUSSION

CORQ CODE: BNQY9Y5

LOCATION: STAMPEDE GROUP ROOM

Friday, 10:30-11:30 am

In partnership with the Office of Health Promotions and the Office of Student Support

DESCRIPTION

- Teach your Stampede Group about safety at SMU using an online Canvas course.

CURRICULUM

- Guides, you have been assigned a Canvas course called "Stang Safety". Open this on your computer and go through it with your Stampede Group. Encourage open and honest discussion.
- Also, open the "Guide Resources" Box folder. Within the Friday folder, view the "Talking Points for Stang Safety" document. Link and password to Box are located on page 4.

LUNCH

4: INSIDE THE CLASSROOM

Friday, 2-3:30 pm

In partnership with Academic Affairs

CORQ CODE: EJR5B5G

LOCATION: STAMPEDE GROUP ROOM

DESCRIPTION

- Discuss academics at SMU with your Stampede Group.

CURRICULUM

- Open the "Guide Resources" Box folder and view the "Inside the Classroom" powerpoint.
- Present the material in this powerpoint to your Group.

FREE TIME & DINNER BREAK

5: SPIRITUAL LIFE LIVE

Saturday, 3:30-4:30 pm

This event is optional for students, but not guides! You still must facilitate the event.

CORQ CODE: AEY4M4D

LOCATION: STAMPEDE GROUP ROOM

In partnership with the Office of the Chaplain

DESCRIPTION

- Teach your students about religious life opportunities on campus.

CURRICULUM

1. WATCH THE ZOOM LIVESTREAM PROVIDED BY OFFICE OF THE CHAPLAIN & RELIGIOUS LIFE

- The link to this livestream will be sent out via the (833) 735-0601 text service.
- The video starts promptly at 3:30 pm, ends by 4:15 pm

2. DISCUSS THE FOLLOWING QUESTIONS

- What benefit is there to pursuing faith in college?
- What do you imagine will be the experience of interacting with other students at SMU who have a different faith from you or do not adhere to a faith practice?

THE SCHEDULE

6: HOME SWEET SMU (HSSMU)

CORQ CODE: 7AY595N
LOCATION: COMMONS

Friday, 9-10:20 pm

In partnership with RLSH and Residential Commons staff

DESCRIPTION

- Each Commons is hosting a unique event. You are responsible for bringing your group to the event. Information for this moving process is on the 'Commons-Specific Information' sheet.

CURRICULUM

- N/A

B R E A K F A S T (O P T I O N A L)

*THE ORDER YOU DO EVENTS 7A AND 7B DEPENDS ON THE COLOR COHORT YOU'VE BEEN ASSIGNED. LUNCH BREAK OCCURS BETWEEN THE TWO EVENTS.

Cohorts Red and Yellow = Outdoor Campus Tour first, Club Crawl Conversation second
Cohorts Green and Blue = Club Crawl Conversation first, Outdoor Campus tour second

7A: OUTDOOR CAMPUS TOUR

*Saturday, 10-11 am
or 1-2 pm*

CORQ CODE: J74XBY8
LOCATION: AROUND CAMPUS

DESCRIPTION

- Give a tour of campus based on what your Group wants! This event is especially important this year because some students have never been able to do a campus tour.

CURRICULUM

- Pages 11 and 12 contain a map and facts about major buildings on campus. The information from these pages is also in the "Guide Resources" Box folder.
- Make sure to hit the main buildings, but go where your groups want to see! For example, they may want to locate their class buildings.

L U N C H

THE SCHEDULE

7B: CLUB CRAWL CONVO

*Saturday, 10-11 am
or 1-2 pm*

CORQ CODE: YERBJXD

LOCATION: STAMPEDE GROUP ROOM

In partnership with Student Center and Activities

DESCRIPTION

- Talk with your Group about campus involvement and the new Club Crawl event.

CURRICULUM

1. GUIDES: TALK ABOUT YOUR INVOLVEMENT JOURNEY

- Stampede Guides, answer aloud: How did you get started with on campus involvement? How have you benefited from getting involved?
- Then ask the students: Why do you want to get involved?

2. DIRECT STUDENTS TO CONNECT.SMU.EDU

- Ask students: What organizations would you like to get involved in?
 - Then look up those orgs on Connect... it'll show every option! For example, searching 'dance' yields 5 organizations. Do it for every student.
- Also show them how you can browse upcoming events by clicking the "Attend Events" tab

3. CLUB CRAWL

- A week-long series of Zoom webinars for students to learn about different orgs and ask questions real-time. Representatives from each org will describe their org and answer questions.
- Full schedule available at smu.edu/clubcrawl
 - Pull the schedule up and show them when it's happening

4. INDIVIDUAL ADVISING

- Any student can request a 1:1 meeting to ask questions or get help finding the right organization for them. Contact Lauren Chapman if a student is interested.

8: EVERY MUSTANG WILL BE VALUED DISCUSSION (EMWBV)

Saturday, 2-3 pm

CORQ CODE: P8MY9XD

LOCATION: STAMPEDE GROUP ROOM

In partnership with The Office of Social Change and Intercultural Engagement

DESCRIPTION

- Facilitate diversity and inclusion conversations with your Stampede Group. This is important for breaking down stereotypes and assumptions, allowing your group to really get to know each other.

CURRICULUM

1. BEFORE THE SQUAD, PREPARE AN 'I AM' POEM

- Poem format is in the box folder. Open the "Guide Resources" Box folder. Within the Friday folder, view the "Inside the Classroom" powerpoint. Link and password are located on page 4.

2. DURING SQUAD, DISCUSS THE CURRICULUM IN 'GUIDE RESOURCES' BOX WITH YOUR GROUP

THE SCHEDULE

FREE TIME & DINNER BREAK

9: CANDLELIGHT

Saturday, 8:30-10 pm

CORQ CODE: 3A735D6

LOCATION: VARIES DEPENDING ON COMMONS

DESCRIPTION

- This is the classic Candelight event, except outdoor and in multiple locations to allow for social distancing. Please thoroughly read the "Min x Min" section (located at the end of this booklet) and your Commons-specific page for detailed load in/out instructions.

CURRICULUM

- While waiting on the event to begin, facilitate light energizers (categories) and conversation.

10: ROTUNDA PASSAGE

Sunday, 11 am-5 pm

ROTUNDA CORQ CODE: D9583AG

LOCATION: FORD STADIUM

In partnership with Academic Ceremonies

DESCRIPTION

- As is tradition, you will guide students through Dallas Hall for in-person Rotunda Passage. Movement information is located on your Commons-specific page.

CURRICULUM

1. AT THE ASSIGNED TIME, BRING YOUR GROUP TO THE BACK OF DALLAS HALL. GUIDE THEM THROUGH THE HALL. THEN HEAD BACK TO YOUR RESIDENTIAL COMMONS.

11: CONVOCATION

Sunday, 5:30-6:30 pm

CONVOCATION CORQ CODE: KKYBQER

LOCATION: INDIVIDUAL ROOMS

In Partnership with Academic Ceremonies

DESCRIPTION

- Distribute the link to a virtual livestream of the traditional Convocation event.

CURRICULUM

1. TAKE YOUR STUDENTS BACK TO THEIR RESIDENTIAL COMMONS AND ENCOURAGE THEM TO WATCH CONVOCATION VIA LIVESTREAM.

- Link: smu.edu/live

ENERGIZERS & GAMES

CATEGORIES

Level 1 Activity: This is good for breaking the ice with your group. Can be done before every squad meeting. Pose a question that every student in your squad will answer. Examples: What's your favorite smell? What superpower would you hate to have? What did you do during quarantine that you wouldn't normally get to do? What are you most excited about in college? Most nervous about? Who's your celebrity look alike? What's your earliest memory? What's your weirdest injury story? What is something everyone loves but you think is overrated? What's your biggest pet peeve?

CONNECTIONS

Level 1 Activity: This is a great energizer for squads to find commonalities and interests with one another. One student or stampede guide begins by listing 3 facts about themselves. The next person to speak must stand and say "connections", then "connect" to one of the facts the person listed before. They will then add 3 new facts.

NAME GAME

Level 1 Activity: This is a great game for students in your squad to remember each other's names. Each student will think of an adjective that starts with the same letter as their own name. The first person will state their adjective and name (ex. "amazing Adam"). The next student has to repeat the name(s) said before them, then add their own. Keep going around the circle until everyone goes.

MAFIA

Level 2 Activity: Great game for getting students to interact with each other. There are 3 roles: Doctor, mafia, and detective. Everyone else is a townspeople. Can have 2 mafia and detective if more than 12 people are playing. Each player is assigned an identity, which can only be revealed after they die. Each night, the mafia chooses 1 victim to end. The detective can investigate one person, and will be secretly told by the narrator (stampede guide) if they are right or wrong. The doctor gets to save one player. In the morning, the town must vote to kill 1 member of the group in hopes of getting rid of the mafia. This repeats until the mafia is dead (townspeople wins) or the mafia number equals the number of survivors (mafia wins).

EMPIRE

Level 2 Activity: Help students understand the members of their squad. have the group privately text the stampede guide their response to a topic (ex. favorite ice cream flavor, drink, or celebrity). The guide will read all the responses twice without including who said it. After reading it twice, the guide can't read the words again, and people can't write them down. The students then take turns trying to guess each other's responses. When guessing, the student must say the name of whoever they are guessing (for name memorization). If guessed correctly, the students become a team and can make more guesses until they get someone wrong. The turn passes to whichever student was guessed incorrectly. The steps continue until everyone is on 1 team or the group can't remember all the responses.

ENERGIZERS & GAMES

SHARK TANK PITCH

Level 2 Activity: Gets students interacting with each other. Students break off into groups of 4-5. Guides will provide each group with a fun item to "pitch" to the rest of the squad. Groups will be given 20 minutes to come up with the best way to "sell" their product. Everyone in the group must talk at least once while presenting. Pitch ideas: a car with a pool in it, noise amplifying headphones, a shoe that doubles as a hat.

FISHBOWL

Level 2 Activity: This game will create a lot of energy and fun. Separate squads into 2 teams, have each member write down 3 random words on separate pieces of paper and place them in the "fishbowl". Alternate between the teams, with one player giving clues for their team to guess as many cards as possible in 2 minutes. Keep switching until all the cards are guessed. Make sure the clue giver is different each time. Then repeat this process for 3 rounds. The first round is taboo: use only words to describe the card, but can't say any part of the word or phrase. The second round is charades: without words or sound, act out the cards. Round 3 is password: you can only say one word to describe the card, then your team has to guess based on memory and association. The team that guesses the most cards across all the rounds wins!

CAMPFIRE STORIES

Level 3 Activity: This activity helps students tell stories about their lives and backgrounds. Guides will write a list of prompt words/phrases on the whiteboard or strips of paper. Students will then take turns choosing a prompt word and telling a story that it reminds them of. Example words/phrases: spicy food, high school dance, first, movies, fast food, family trip...

A LOOK INTO YOUR CAMERA

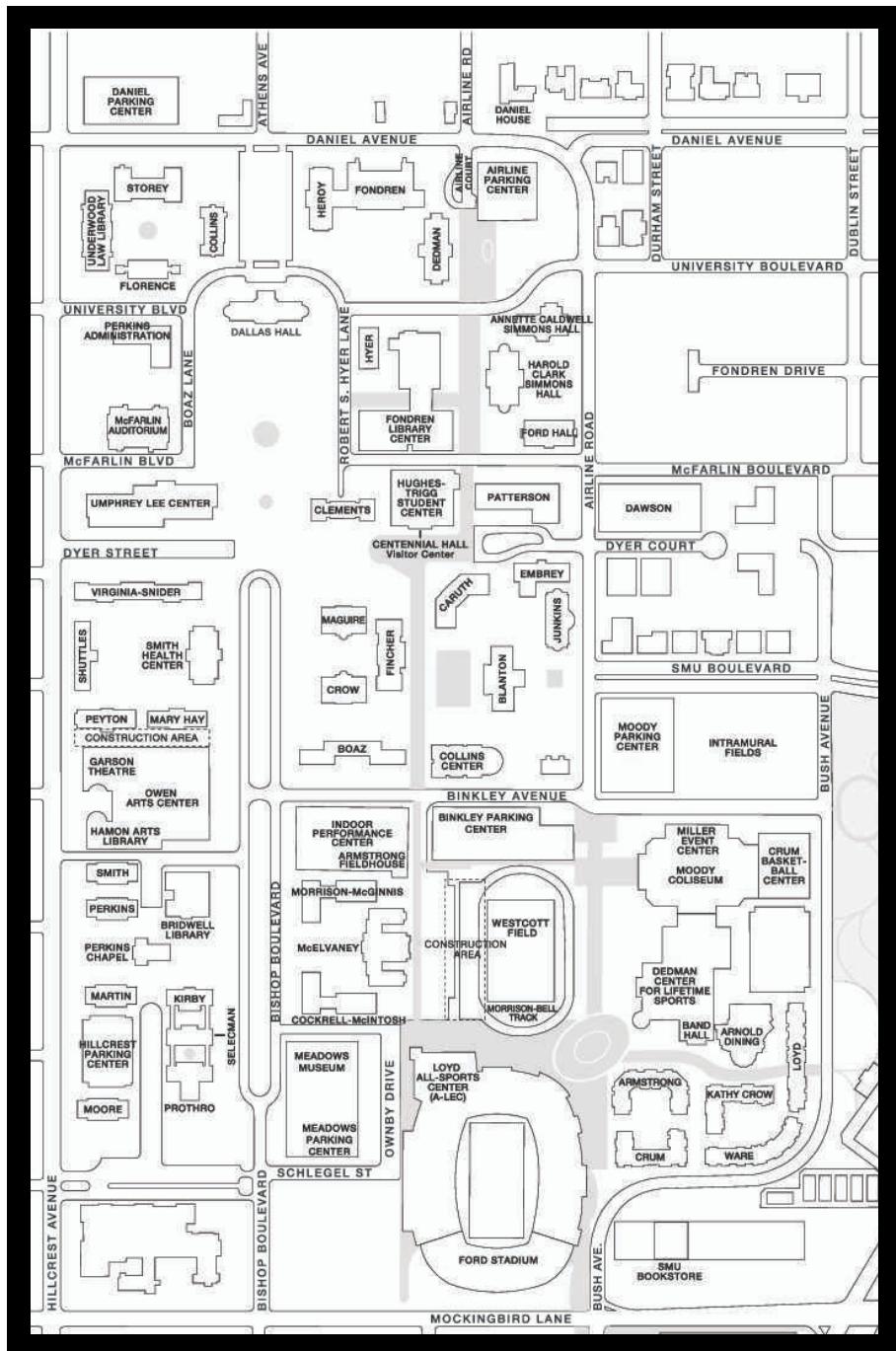
Level 3 Activity: This helps students talk about their lives and backgrounds. Guides will instruct students to private message a picture from their camera roll that represents who they are. This could be a funny memory, a vacation photo, meme, etc. Guides will share the photo with everyone in the group and the rest of the group will try to figure out whose camera roll the photo came from. After guessed, whoever sent the picture then explains why they chose that picture/whatever story is behind it.

16 PERSONALITIES QUIZ

Level 3 Activity: This helps students more deeply understand each other. Guides will instruct squad members to take the MBTI test on their phones (<https://www.16personalities.com/free-personality-test>). Discuss result with your groups using the following questions: (1) How do you resonate with you results? (2) Are you surprised by anything? (3) Any fun things that you learned about yourself?

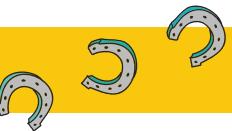
CHOOSE THE GAMES YOU PLAY BASED ON THE VIBE OF YOUR GROUP! THEY MAY SEEM MORE INTERESTED IN THE STORYTELLING ACTIVITIES OR THE ENERGETIC GAMES. PICK AND CHOOSE AS YOU SEE FIT.

CAMPUS MAP



outdoor

CAMPUS TOUR



LAURA LEE BLANTON BUILDING

HOME TO ALL OF SMU'S ENROLLMENT SERVICES

- FINANCIAL AID
- BURSARS OFFICE
- ADVISING
- STUDY ABROAD
- UNDERGRADUATE ADMISSIONS
- INTERNATIONAL STUDENT CENTER



FONDREN LIBRARY

CLUB FONDY!

- STARBUCKS
- STUDY SPACES
- STUDY BREAKS
- IT HELP DESK
- THE LARGEST LIBRARY ON CAMPUS
 - BUSINESS LIBRARY, HAMON ARTS LIBRARY, BRIDWELL, UNDERWOOD LAW LIBRARY



HUGHES TRIGG STUDENT CENTER

THE MAIN HUB FOR STUDENT ACTIVITIES

- MAILING CENTER
- DINING OPTIONS
- HEGI CAREER CENTER
- PARKING & ID SERVICES
- STUDENT ORGANIZATIONS
 - WOMEN & LGBT, SCIE, FRATERNITY AND SORORITY LIFE
- STUDY SPACES & MEETING ROOMS



DEDMAN CENTER FOR LIFETIME SPORTS

CAMPUS RECREATION

- FREE GROUP FITNESS CLASSES
- FULL SIZE COURTS
- INTRAMURAL
- AMAZING AMENITIES
 - TANNING POOL, SWIMMING POOL, ROCK CLIMBING WALL, INDOOR TRACK
 - MACHINES & WEIGHT ROOM



DALLAS HALL

THE MOST HISTORICAL BUILDING ON CAMPUS

- DEDMAN SCHOOL
- THE HILLTOP
- THE HISTORY
- DALLAS HALL TRADITIONS
 - THE SEAL, ROTUNDA PASSAGE
 - DALLAS HALL LAWN



MEADOWS, COX, LYLE, SIMMONS

ACADEMIC BUILDINGS ON CAMPUS

- OPPORTUNITIES FOR MAJORS AND MINORS
- YOUR EXPERIENCES
- ASK STUDENTS WHERE THEY HAVE CLASSES
- DESCRIBE FUN EVENTS THAT THESE SCHOOLS PUT ON

FUN FACTS

BETCHA DIDNT KNOW

- PERUNA IS THE ONLY LIVE MASCOT THAT HAS KILLED ANOTHER MASCOT
- WE ARE THE ONLY PRIVATE UNIVERSITY WITH A PRESIDENTIAL LIBRARY ON CAMPUS
- IN 2019, ONE OF OUR STUDENT ORGS BROUGHT KHALID TO CAMPUS FOR A CONCERT
- WHEN DALLAS HALL WAS BUILT IN 1911, IT HAD CLASSROOMS, A BARBERSHOP, DORM ROOMS, AND A CAFETERIA

More Info

ENCOURAGING STUDENTS TO TALK

- "Peruna, what are your thoughts?"
- "Peruna, how would you handle this?"
- "Peruna, what has your experience been?"
- Go in a circle and ask everyone to contribute! Some people may not feel comfortable speaking up unless you go around the circle and ask everyone to do it.

SMU LINGO

- StuEx = Office of the Student Experience
- OL = Orientation Leader
- L5 = Leadership Team
- O-team = OLs + L5
- SG = Stampede Guide
- Stampede Group = New Students + Upperclassmen SGs
- RC = Residential Commons
- Min x Min = Documents that break down the schedule of Stampede

EMERGENCY NUMBERS

- 214-768-3333 = Emergency SMU PD number
- 214-768-3388 = Non-emergency SMU PD number
- 911 = Highland Park police, may take them longer to get there
- 469-364-9998 = Orientation on-call number
- 214-768-2277 = Health Center counselor

COVID RESTRICTIONS

- The campus community should maintain, to the greatest extent possible, social distance 6 feet between individuals in public and interior spaces.
- Masks and face covering are REQUIRED for everyone in public indoor spaces (classrooms, lobbies, restrooms, dining halls, etc.)
- Students who are residents of a certain on-campus dorm will not be allowed to visit other students who are residents of a different dorm. Non-resident access to dormitory buildings will be monitored and restricted.
- For more details, visit <https://www.smu.edu/News/2020/COVID-19/Fall-2020-operations-plan> and select the hyperlink 'Fall 2020 Operations Plan"

notes

notes

MEAL SHIFTS

BREAKFAST

- Breakfast is optional. Guides, you do not have to organize this with your Stampede Group.
- If you have a meal plan, you can use the dining halls for breakfast. Dining hall hours are between 7:30pm-9:00pm

LUNCH

Color Cohort	Time	Location to pick up food
Green	11:30	Umph
Blue	11:30	Arnold
Red	12:15	Umph
Yellow	12:15	Arnold

- This is a set meal rotation you will complete with your entire Stampede Group.
- Your assigned time is when you will start walking to the dining hall.
- You are NOT eating in the dining halls, this is only to pick up your meal. After grabbing your meal, go to your Group meeting room and eat together.
- Dietary accommodations are available.

DINNER

- There is no assigned dinner time for Stampede groups. Share with students that dinner is available between 5:00pm and 7:00pm.
- If you do not have a meal plan, you can eat dinner at Umphrey Lee only between 5:00pm and 6:00pm.

Thursdays MIN X MIN

USE THIS TO GET A BETTER GRASP ON WHAT
THE SCHEDULE AS A WHOLE LOOKS LIKE!

Date	Time start	Time stop	Duration	Activity	Description	Guide SPOTS
	4:30	5:30	1hr	Pick up Swag bags	Stampedede guides come to Hughes Triggs to pick up Swag Bags for their groups	Hughes Trigg
	5:00	5:01	1min	Text your Stampede Group to remind them when/where to meet!	Remind them all the details they need to know for kickoff. Remember, punctuality during this event is VITAL.	N/A
Between 6:00 and 7:30			10min	Arrive at RC 10 minutes before your squad meetup time	Get set and ready for your group! Hold your spirit stick high so your new students can see you.	Outside commons, socially distanced from other guides
Between 6:00 and 7:30			8min	Meet you squad at designated location	Wait for all group members to arrive	Outside commons, socially distanced from other guides
Between 6:00 and 7:30			Varies	Move to Ford Stadium	Find your seat in Ford stadium and wait for event to start	<u>Take the exact route provided at the time provided!</u>
8/20/2020	7:30	8:30	1hr	Kick-Off Programming		Stands
	7:47	7:57	10min	Obstacle Course	3 Guides per RC will run through the course and finish at the other side	Stands, cheer on your Commons!
	7:57	8:07	10min	Water Balloon Toss	Guide pairs from RC complete balloon toss, clean up trash once finished	Stands, cheer on your Commons!
	8:07	8:12	5min	Cheers and Chants	Guides from games will participate in cheers and chants along with OL's	Stands, actively participating in the cheers and chants and encouraging students to as well
	8:12	8:15	3min	Cheer for Commons	Competition for cheering between commons	Stands, actively participating
	8:15	8:20	5min	Outro	Overview of next day	Stands, repeat where to meet up for the next day
	8:20	9:20	1 hour	Load Out	Dismissed by OLs on field	<u>Take the route the same route you took on the way in at the time you are dismissed!</u>

Friday

MIN X MIN

**USE THIS TO GET A BETTER GRASP ON WHAT
THE SCHEDULE AS A WHOLE LOOKS LIKE!**

Date	Time start	Time stop	Duration	Activity	Location	Notes
8/21/2020	8:00	9:00	1hr	Breakfast on your own	Umph & Arnold (meal plan required)	
	9:00	10:30	1 hr 30	Team building activity	Stampede group room	Curriculum in Compass
	10:30	11:30	1hr	Stang Safety	Stampede group room	Curriculum in Compass
	11:30	2:00	2h30min	Lunch Rotations	Umph & Arnold	Check meal rotations in Compass
	2:00	3:30	1hr 30	Inside the classroom	Stampede group room	
	3:30	4:30	1h	Spiritual Life Live	Stampede group room	Optional for students
	4:30	8:30	1h	Freetime and dinner	N/A	No set meal rotations
	Between 9:00 and 10:00		Varies	Meet up with your Group and move to HSSMU location		<u>Take the exact route provided at the time provided!</u>
	9:00	10:20	1hr 20min	Home Sweet SMU (HSSMU)	Varies depending on commons	

Saturday MIN X MIN

USE THIS TO GET A BETTER GRASP ON WHAT
THE SCHEDULE AS A WHOLE LOOKS LIKE!

Time start	Time stop	Duration	Activity	Location	Notes
8:00	9:00	1hr	Breakfast on your own	Umph & Arnold (meal plan required)	
10:00	11:00	1hr	Outdoor campus tour or club crawl conversation	Varies by color cohort	Curriculum in Compass
11:00	1:00	2hr	Lunch	Umph & Arnold, varies	Check meal rotations in Compass
1:00	2:00	1hr	Outdoor campus tour or club crawl conversation	Varies by color group	Curriculum in Compass
2:00	3:00	1hr	Every Mustang Will Be Valued	Stampede group room	Curriculum in Compass
3:00	7:30	2hr 30min	Freetime and dinner	N/A	No set meal rotations
Between 7:30 and 9:00		10min	Meet up with your squad and move to Candelight location	Find you squad, move to candelight location, wait in seat for event to start.	<u>Take the exact route provided at the time provided!</u>
9:00	10:00	1hr 30min	Candelight	Varies by commons	
10:00	10:30	30min	Dismissal of SG and students	Head back to commons	Wait to be dismissed by the OLS

Sunday

MIN X MIN

USE THIS TO GET A BETTER GRASP ON WHAT
THE SCHEDULE AS A WHOLE LOOKS LIKE!

Date	Time start	Time stop	Duration	Activity	Location	Notes
8/22/2020	9:00	10:00	1hr	Breakfast on your own	Umph & Arnold (meal plan required)	
	11:00	5:00	6hr	Meet up with your Group and complete Rotunda Passage	Meet at commons, move to behind Dallas Hall	<u>Leave at the exact time provided in your Compass!</u>
	5:00	5:30	30min	All students go to individual rooms to watch Convocation	Student's individual rooms	Make sure to send your students the link to Convocation!
	5:30	6:30	1hr	Convocation livestream	Varies	

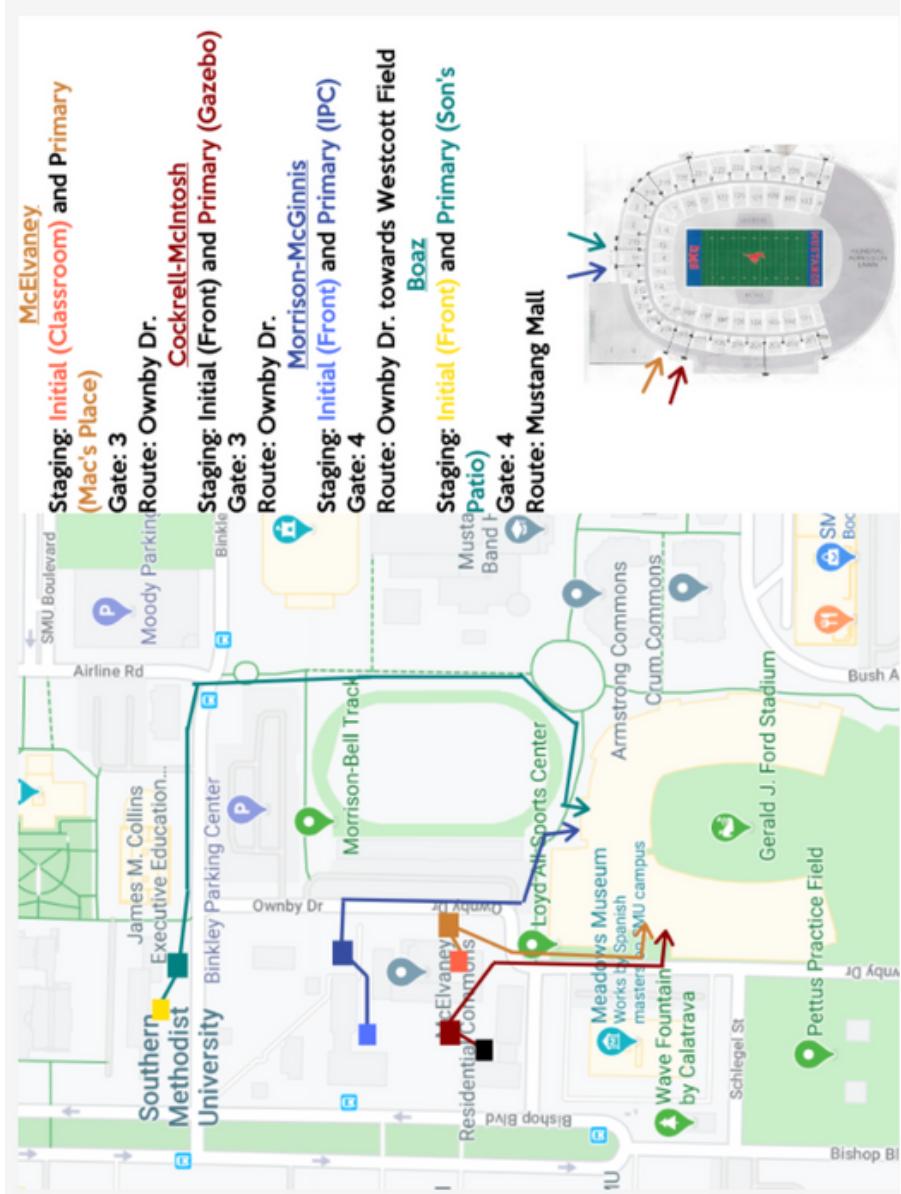
Morrison McGinnis

KICKOFF

LOAD IN INFORMATION

Time	Duration	Movement
6:30	5 Mins	Group ("G") 1 meets on the patio outside of MoMac
6:35	5 Mins	G1 shifts to the bricks outside of the IPC ("IPC"), G2 meets at patio
6:40	5 Mins	G1 leaves for Ford, G2 shifts to the bricks outside of the IPC ("IPC"), G3 meets at patio
6:45	5 Mins	G2 leaves for Ford, G3 shifts to the bricks outside of the IPC ("IPC"), G4 meets at patio
6:50	5 Mins	G3 leaves for Ford, G4 shifts to the bricks outside of the IPC ("IPC"), G5 meets at patio
6:55	5 Mins	G4 leaves for Ford, G5 shifts to the bricks outside of the IPC ("IPC"), G6 meets at patio
7:00	5 Mins	G5 leaves for Ford, G6 shifts to the bricks outside of the IPC ("IPC"), G7 meets at patio
7:05	5 Mins	G6 leaves for Ford, G7 shifts to the bricks outside of the IPC ("IPC"), G8 meets at patio
7:10	5 Mins	G7 leaves for Ford, G8 shifts to the bricks outside of the IPC ("IPC")
7:15	5 Mins	G8 leaves for Ford

Once inside Ford, sit in Sections 113 and 114.



WALKING INFORMATION

- Groups will initially meet on the front patio of MoMac and then shift to the brick area in front of the IPC as indicated on their MxM
- To get to Ford, MoMac will use Ownby Drive – the actual street itself (not the Mac's Place sidewalk) – and walk towards Westcott Field to the right entrance of Gate 4

LOAD OUT INFORMATION

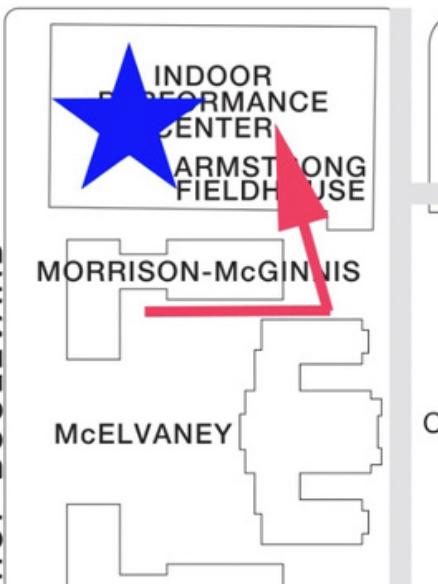
- Load out will be occurring from 8:20 until approximately 9:30.
- Groups will leave one-by-one and will follow the route used to enter Ford
 - The last groups to enter Ford will be the first ones to leave.
 - Groups will exit once the Group above them in Ford Stadium has left. Please maintain distance between your Group and others!
 - If your Commons has multiple Sections, only one Group should be leaving at one time

CANDLELIGHT

LOAD IN INFORMATION

- Candelight location: Bobby Morrissey
- OL in charge of your commons: IPC

Time	Duration	Movement
7:50 PM	10 min	Groups ("G") 1 & 2 meet up (distanced from other groups) and travel to candlelight location
8:00 PM	10 min	Groups 3 meet up (distanced from other groups) and travel to candlelight location
8:10 PM	10 min	Groups 4 meet up (distanced from other groups) and travel to candlelight location
8:20 PM	10 min	Group 5 meets up and travels to candlelight location
8:30 PM	10 min	Group 6 meets up and travels to candlelight location
8:40 PM	10 min	Group 7 meets up and travels to candlelight location
8:50 PM	10 min	Everyone at Indoor Performance Center



LOAD OUT INFORMATION

- Once Candlelight is over, it is the OL's job to call out the Stampede Groups to leave in reverse order every 10 minutes.
- Make sure you are listening to the OL carefully so you know exactly when to leave
- Do not let students linger outside or in the candlelight location.
- Advise them to go back inside their commons

LOAD IN INFORMATION

Time	Duration	Movement
9:00 PM	10 min	Stampede Groups 1 + 2 walk to McQuad (lawn in front of MoMac)
9:10 PM	10 min	Stampede Groups 3 + 4 walk to McQuad
9:20 PM	10 min	Stampede Groups 5 + 6 walk to McQuad
9:30 PM	10 min	Stampede Group 7 walk to McQuad

Meet your Stampede Group directly outside your commons and walk out to your HSSMU location at the designated time. The staff of your Commons will facilitate an activity with your Group, then send you back inside.

LOAD OUT INFORMATION

The staff of your Commons will direct you to go back inside your Commons when needed.

ROTUNDA PASSAGE

- Lead your group behind Dallas Hall at 1:50 pm. Once there, you'll be directed to a "Stampede Corral" where you'll wait to be sent to complete Rotunda Passage.
 - All the Groups from your Commons are heading to Rotunda Passage at the same time, so please maintain proper distance between your Stampede Group and all others while travelling!
- Once directed, begin Dallas Hall Processional at 2:05 pm. Your Group should be finished with the Processional by 2:40 pm.