

Augusta State University
HOMECOMING 2006 SPIRIT BANNER CONTEST
www.aug.edu/homecoming/

Materials will again be provided to all interested student organizations on Friday, February 3, at 1:00 PM at Christenberry Fieldhouse. You will have 3 hours to work on your banner. Only materials provided by the Homecoming Committee will be allowed.

Keep in mind: Your banner should include Augusta State University (ASU) name and mascot (Jaguar or Al E. Cat), the club or organization name, and must be decorated in the spirit of Homecoming. Organizations are encouraged to make their banners long.

Spirit Banners will be recognized at the Homecoming Games. Banners will be presented during the halftime of the Men's game on Saturday, February 11, 2006 in the CFH. The Homecoming Committee will hang all banners at the CFH. All banners will have a number attached to them by the Homecoming Committee. All banners will be judged by a panel of judges selected by the Homecoming Committee. Decisions of judges will be final. Judges may be selected from faculty/staff, students, and/or alumni. Your organization must check in with a Homecoming Representative by 7pm and must be present during the announcement of the winning banner.

Materials Provided will be:

- ♦ Banner material
- ♦ multi-colored construction paper
- ♦ glue sticks, masking and scotch tape, staplers, scissors
- ♦ magnum markers (4 colors) - green, red, blue, black
- ♦ crayola markers, crayons, colored pencils, glitter glue
- ♦ stencils
- ♦ use of overhead projector and Jaguar head and ASU logos transparencies (must be shared with other groups - 15 minute limit).
- ♦ materials must be returned

Suggestion: Have your banner design ready before the banner making session (long banner, not wide).

PRIZES

All who submit a banner are eligible to win. The winning Spirit Banner will be determined by a panel of judges and announced during the Men's halftime (February 11). The winning organization will receive a certificate and must be present to accept this.