

Volunteer Positions for After Prom Event

Set up: 4 pm to 8 pm –Friday, April 12th

Set up & decorate tables/booths for games and prizes in the commons area.

Meet at school at 4 pm & pick up inflatables from Phillips, NE and deliver to the gym. (need multiple people)

Set up projector, Wii, and organize music room for dance marthon.

Ensure dodge balls are available on the wrestling deck.

Set up concession area.

Hall Monitors Attendants: 12:00 – 1:00 am

Monitor halls near designated changing rooms. Prom attendees can choose to stay at school, change and go directly to the After-Prom event. Direct attendees to proceed to the PAC hallway entrance for check-in. Ensure attendees are not roaming hallways and advise if they leave the building, they will need to re-enter through the main PAC entrance for breathlizer testing.

Check in Attendants: 12:00 – 1:00 am

Check off roster of attendees and volunteers upon arrival. Hand out volunteer operating procedures. Hand out designated Grand Prize Raffle tickets to Seniors/Juniors. No one will be allowed that is not already pre-registered. No one will be allowed in after the 12:45 deadline. Call parents/guardians for attendees not reporting to the event.

Performance Ushers: 12:00 – 2:00 am

Position yourselves inside the auditorium, with at least one person stationed at each side. Oversee PAC as attendees arrive. Do not allow them to bring food or drink of any kind into the theater. Ensure students are behaving accordingly. Ensure students are not leaving during the show unless to use the restroom facilities. If students do not return, you must notify the Committee Chair Person.

Performance Technical Crew: 12:00 – 2:00 am

Previous work experience with the PAC technical room preferred. Ensure microphone is working for the hypnotist. The show starts at 1:00 am. Play music and/or video presentation while waiting for the hypnotist show to start.

Activities Events: Immediately following the Hypnotist Show 2:00 – 5:00 am

In the interest of the safe operation of interactive and inflatable games we are having at the event, we want you to be aware of your responsibilities in the safe use and operation of these games. There are certain basic items that you need to be aware of, and pay close attention to at all times during your activity.

Carnival Game Attendants: 2:00 – 5:00 am

Carnival Games are located in the middle school commons area and should be supervised at all times. See Carnival Game(s): Dart Rules - Blitz Football Rules - Chicken in the Pot Rules. Ensure attendees:

- Never throw or toss any game parts at another person.
- Play the games as they are designed to be played.
- Return all balls, bean bags, and other accessories with each of the games.

At 4:00 am, assist putting games and decorations away. Remaining prizes are given to the prize committee.

Inflatable Attendant: Tug of War – gym 2:00 – 5:00 am

The Bungee Tug of War arena is designed for use by 2 participants, up to 225 pounds each. Participants should also wear the vested harnesses. Both participants start from the center of the inflatable. The operator needs to signal to start a game is “3, 2, 1, GO!” At the same time, both try to place their Velcro piece(s) at the end of the course. This may sound simple but at the other end of the inflatable is your opponent, attached to the other end of the same bungee rope, who is trying to do exactly the same - and the bungee rope will only stretch so far before one gets bungee'd backwards! The first player to correctly place the velcro is the winner. No flips, kicking, or jumping in or out of the game are allowed. At 4:00 am, wipe down inflatable with towel. See additional “Inflatable Rules”.

Inflatable Attendant: Boxing – gym 2:00 – 5:00 am

The bouncy boxing ring is designed for 2 people, up to 225 pounds each, to bounce and “Box” each other. Only the large padded oversize boxing gloves we provide should be used for boxing. Participants should also wear the soft headgear provided with the game. “Punches” with the padded gloves should only be allowed from the chest area down – participants facing each other (no blows or punches allowed to the head or neck area or to the back). Unit should be supervised at all times. Participants should only bounce up and down on their feet while boxing. No flips, kicking, or jumping in or out of the game are allowed. At 4:00 am, wipe down gloves and inflatable with towel. See additional “Inflatable Rules”.

Inflatable Attendant: Jousting – gym 2:00 – 5:00 am

The Joust Arena is designed for use by 4 participants at a time. Participants must wear soft head gear. Spectators should not lean on or sit on the game at any time. The padded joust poles or joust sticks should always be held with both hands at the hand hold points. No “ramming” blows are allowed. No striking of your opponent’s head, neck or back. Game should be supervised at all times. No flips, kicks or jumping off of game or onto game is allowed. Maximum recommended weight for participants is 225 pounds each. At 4:00 am, wipe down inflatable with towel. See additional “Inflatable Rules”.

Human Bowling Attendant: – gym 2:00 – 5:00 am

Human bowling consists of the participant stepping into a metal bowling ball. The attendant will need to help strap the participant into the ball. The strap hooks like a life vest does. The attendant will hook the door on the ball to secure it. The participant will then roll down the course and try to hit the life sized plastic pins. Another attendant at the end of the course will need to set the pins back up after each run. Once the participant is done with their run, the attendant will need to unlatch the door and help them out of the ball. Spectators should not lean on or sit on the game walls at any time. Participants are not allowed to horseplay with the ball. Maximum recommended weight for participants is 225 pounds each. At 4:00 am, wipe down the ball and pins with towel.

Activity Attendant: Dodge ball referee – wrestling deck 2:00 – 5:00 am

No food or drink on the wrestling deck. No wresting/roughhousing, no hanging or using the exercise equipment. Adhere to these rules. At 4:00 am, ensure personal belongings and/or trash is picked up. Place balls back in designated area prior to the event. In order to ensure officiating consistency during games, below are some protocols that all referee attendants should understand and apply while refereeing:

1. Please be audible, clear, and alert.
2. Have the courage to make the right call. Be assertive. Referees are encouraged to consult with each other.
3. Take your time in making the right call if it’s controversial. Stop the game if necessary to regroup with other referees and decide. If there are unsportsmanlike plays, pause the game and address the issue.
4. The signal to start a game or Showdown is “3, 2, 1, Dodgeball!”
5. We play by the honor system; referees are not to deny a player from calling themselves out, unless the referee is absolutely certain that the player is “safe”. In that case referees should inform the player to continue playing verbally and/or signaling the “safe” hand signal.
6. Referees have the right to restart a play if a call cannot be determined.
7. Asking high throwers to keep it low.
8. Please try to stay off the court whenever possible (unless referring on the wall side of the court – however referees should stay as close to the wall as possible).
9. Focus on one side of the game while occasionally looking to the other side to follow throws.
10. As players move closer to boundaries, move towards these boundaries and watch for any body parts crossing/touching boundaries.
11. How to count balls picked up at different times: As one referee counts down a ball, another player could pick up another ball during the initial count. At this point, another ref should pick up the new count instead of having all referees count down one ball.
12. If referees miss a play, or if a definitive ruling cannot be made, it will go by the honor system. If the player is uncertain, then it defaults to “when in doubt, you are out.”
13. Refer to the “Dodgeball Game Rules”.

Activity Attendant: Just Dance 4 Marithon – music room 2:00 – 5:00 am

No food or drink on the music room. No wresting/roughhousing, running or disturbing parts of the room not meant to be utilized for dancing. Adhere to these rules. Attendants will have use of the Wii and projector. Just Dance 4 has the best new music ranging from current Billboard hits, legendary favorites, and classic dance party tracks! With Nicki Minaj's "Super Bass", "Good Feeling" by Flo Rida, "Moves Like Jagger" by Maroon 5 ft. Christina Aguilera, "So What" by P!nk or "You're The First, The Last, My Everything" by Barry White, everyone is sure to find their groove. Just Dance-Off! Participants can challenge friends in 5 rounds of dance battles with the all-new Battle mode! Players will go head to head to unique choreographies and music to be crowned the dance battle champion! Participants waiting can practice and dance along with the players. The attendant will need to determine players fairly on first come first serve basis. At 4:00 am, attendants will need to ensure the projector and game is turned off and assists putting the room back to together.

Concession Attendants: food/drinks – commons area 2:00 – 5:00 am

Snacks, food, drinks are all inclusive. Monitor and remind attendees to keep all food/drinks in the commons area. Attendants will need to clean any messes during the activity and help clean up afterwards. At 4:00 am, help clean up the kitchen and common area. Clean the ice cream and cotton candy machines etc.

Prize attendants: - commons area 2:00 – 5:00 am

Distribute prizes into attendees' bags along with sorting and distributing t-shirts upon direction from the Prize Committee members. Students must be in attendance to claim prizes at the end of the event. If they leave the event and their name is drawn, it will be withdrawn and another name will be selected. Prize attendants will be notified at 2:00 am of any absent attendees not reporting to the event and during the evening if any other attendees leave. Bags should be placed in alphabetical order with attendees' name attached on the table near the entrance to be distributed to attendees at 4:00 am. Following the Grand Prize announcements, clean up any trash in the commons area. Assist the attendants running concessions and games with clean up.

Clean up: 4 am to 7 am

Take down tables/booths for games and prizes in the commons area.
Take down and roll up inflatables in the gym.
Reorganize music room following dance marthaton.
Assist concessions with clean up and hauling supplies to vehicles.
Assist loading of inflables into trailer. (need multiple people)
7 am – take inflatables back to Phillips, NE. (need multiple people)