

# UCSD SHPE 2014-2015 SHPE Points System Guidelines



## Key

Event	Points	Event	Points
Professor Office Hours	20	Dine-With-A-Prof <sup>2</sup>	35
T.A. Office Hours	15	MentorSHPE Meetings <sup>3</sup>	10/mtg
IDEA Study Lounge	5	Committee Meetings	10/mtg
OASIS Study Tables	5	Logan Outreach Events	10
SHPE Study Jamz	10	Día de Ciencias Volunteer	15
OASIS Workshop <sup>1</sup>	30/qtr	SHPE General Body Meeting	10/mtg
Career Center Workshops	10/wkshp	High School Conference Volunteer	30

<sup>&</sup>lt;sup>1</sup> Oasis points are given as 10 pts for the first workshop and 10 pts for the final workshop, and the final 10 for having both.

#### \*\*SAMPLE ENTRY\*\*

SHVH EE EIVIKI					
Class & Event	What I got from this	Date	Facilitator	Facilitator	
Name	event		Signature	Name/Title	
MATH 20B	Learned when to use the	11/3/2014			
TA OH	integration by parts.				
	Realized I mixed up u and				
	v				

### **Program Guidelines**

- To participate you must be a PAID SHPE Member
- By participating in the SHPE Points Program, you are agreeing to adhere to an honor system all times. This means you will represent yourself and the SHPE UCSD *familia* with integrity. No cheating!
- Signatures AND 2-3 sentence description of the activity are required for point recognition.
- Sign-in required at chapter events (including, but not limited to, GBM's, Outreach Events, and Study Jamz) for point recognition
- If there is an event you feel should be recognized in this program, please send an email to the Academic Chair (below)
- Please email completed worksheet to the Academic Chair for point recognition (below)

#### **Awards**

- Become a great, well-rounded student!
- High scorers are eligible for recognition at End-of-Year banquets, with potential scholarships available.

**Questions?** Contact your Academic Chair, Anthony Millican, at shpe.ucsd.ac@gmail.com

<sup>&</sup>lt;sup>2</sup>RECEIPT REQUIRED for recognition of points

<sup>&</sup>lt;sup>3</sup>Minimum 3 meetings required for any recognition of points; maximum of 50 points possible