

Event Plan (Approval-Ready): HPU Panther Games

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|------------------------|---|
| Event Name: | HPU Panther Games (Squid Game / Beast Games-inspired elimination festival) |
| Date: | Saturday, April 18 |
| Location: | Congdon Intramural Field (Outdoor) |
| Core Promise: | Mass participation, cinematic energy, safe execution. |
| Capacity Model: | Scales cleanly from ~300 to ~1,000 participants (run in heats) |
| Format: | 8 viral rounds → progressive eliminations → 1 Panther Champion |
| Tagline: | “1,000 Panthers. 8 Games. 1 Champion.” |
| Budget Target: | ~ \$1,980 (materials + prizes; speakers/AV assumed free) |
| Grand Prize: | iPad Air + Apple Pencil (winner) |
| Support: | Snacks + hydration + crowd hype + highlight filming |

1. Concept Summary (What it is)

One-sentence definition

Panther Games is an all-day, field-wide elimination event where hundreds of students compete through eight fast, viral rounds inspired by Squid Game and Beast Games—run safely, filmed cinematically, and built for huge turnout.

What makes it a guaranteed hit:

- It is **immediately understandable** (show up, play games, survive rounds).
- It is **content-ready** (big crowd + clean visuals + clear stakes).
- It is **modular** (every game can run in heats; turnout can be 300 or 900).
- It feels like something students have seen online and always wanted to try in real life.

2. Why This Must Happen (Demand + SGA justification)

Why students will show up

Students do not need convincing for this format. The “mass game” concept is viral culture. People come because it is: **competitive, social, funny, and high-stakes** without being complicated. It creates the rare campus moment where you can look across a field and see **hundreds of people doing the same thing at once**.

Why SGA should run it:

- Only SGA can credibly host a **whole-campus** event at this scale.
- It strengthens class identity and creates a repeatable annual tradition.

- It is high-impact per dollar: most props are reusable for future years.

3. Scaling Plan (300 to 1,000 without chaos)

Reality note: 1,000 is the upper planning cap (worst-case best-case). The operational plan is built so that if only 300 show up, it still feels massive and runs even smoother.

How scaling works

- **Heats:** if turnout > 500, run each round in 2–4 heats with the same rules.
- **Elimination ratios are flexible:** the exact number eliminated per round does not matter—only that the pace stays fast.
- **Modular props:** cones, ropes, balloons, tiles, markers expand/contract instantly.
- **Volunteer marshals:** field zones divide the crowd into controllable pods.

Target participant counts (example progression)

This is a sample. The event does **not** depend on exact elimination math.

| Round | Start | → | Remaining |
|-------|-------|---|-----------|
| 1 | 600 | → | 350 |
| 2 | 350 | → | 250 |
| 3 | 250 | → | 150 |
| 4 | 150 | → | 90 |
| 5 | 90 | → | 50 |
| 6 | 50 | → | 15 |
| 7 | 15 | → | 3 |
| 8 | 3 | → | 1 |

4. Field Setup (Congdon Intramural Field)

Zoning (simple + clean):

- **Check-in & Wristbands:** clipboards, labels, markers; line stanchions optional.
- **Main Stage/MC Zone:** megaphone + speakers; scoreboard board; visible timers.
- **Game Lanes:** cones/tape define 2–4 lanes for heats.
- **Eliminated Spectator Zone:** keeps energy high; makes a crowd; reduces re-entry confusion.
- **Hydration & Snack Station:** water + bars; controlled distribution.
- **Prize Table:** secured and supervised.

Branding/visuals: banner, simple signage, and a consistent “Panther Games” look (black/gold/HPU purple).

5. Game Lineup (8 rounds, viral, physical, visual)

Guiding rules (keeps it safe + fair)

- No dangerous contact. No tackling. No pushing. Clear lanes and marshals.
- Eliminations are obvious and fast (no debates, no slow judging).
- Participants can opt out any time (no pressure).
- All rounds are designed so spectators can **instantly understand** what is happening.

Round 1: Panther Dash (Red Light, Green Light)

Description: mass sprint/freeze. Any movement on “Red Light” is out.

Why it hits: the whole field moves as one; huge cinematic opening.

Materials: cones, stop light/stop sign prop, tape for start line.

Round 2: Honeycomb Breaker (Dalgona-style)

Description: carve a shape cleanly; break it and you are out. Shapes can be tiered by difficulty.

Scaling: one mold per player; easy to run in tables/heats.

Round 3: Tug of Titans

Description: teams of 10 on rope; losing team eliminated.

Safety: gloves recommended; clear boundary mats/lines; marshal calls.

Round 4: Musical Chairs (Panther Remix)

Description: fast, funny elimination round with a big audience effect.

Scaling: multiple circles/heats. Winners advance.

Round 5: Color Line Chaos

Description: players stand on color tiles/mats; random color called; those on it are eliminated.

Why it works: simple, loud, fast, and extremely watchable.

Round 6: Balloon Blast Arena

Description: ankle balloons; pop others; last standing advance.

Safety: enforce no pushing; play in a defined arena; marshals watching.

Round 7: Simon Says (Endurance Focus)

Description: final 15–20 hold positions; distractions; smallest mistakes eliminated.

Why it works: psychological pressure + comedy + crowd engagement.

Round 8: Mega Jenga (Final duel)

Description: finalists play under pressure; first big mistake loses.

Why it works: silent tension, then explosion when it falls—perfect finale clip.

6. Prizes (makes the stakes real)

- **Grand Prize:** iPad Air + Apple Pencil (Panther Champion)
- **Secondary prizes:** optional smaller items for runner-up / best moment / MVP (keeps energy)
- **Crowd incentives:** snack bars, hype giveaways, or small raffle for spectators if desired

7. Staffing Plan (the engine that makes it run)

| | |
|---------------------------------|--|
| Event Lead (1) | Owns timeline, escalations, and final calls. |
| MC/Host (1) | Runs energy, explains rules fast, keeps pace aggressive. |
| Field Ops Leads (2) | Manage lanes/heats; reposition props; coordinate marshals. |
| Marshals (2) | One per lane/zone; call outs; prevent unsafe contact. |
| Check-in Team (2) | Wristbands, participant counts, waiver/reminders, heat assignment. |
| Hydration/Snack Team (1) | Water station control; restock. |
| Scoreboard/Counts (2) | Track approximate remaining counts and heat winners. |
| AV/Filming Liaison (2) | Speakers/megaphone; coordinate filming; capture highlight moments. |

8. Run of Show (tight, all-day, not chaotic)

Draft schedule (adjustable)

- **T-90** Setup: cones/tape lanes, check-in, hydration station, prize table, signage.
- **T-30** Staff huddle: safety rules, calls, heat flow.
- **Doors** Check-in opens; wristbands; assign heat groups.
- **Round 1** Panther Dash (mass opening).
- **Rounds 2–4** Run in heats if needed (Honeycomb → Tug → Musical Chairs).
- **Midpoint** Quick reset + hydration + crowd hype moment.
- **Rounds 5–7** Color Chaos → Balloon Arena → Simon Says.
- **Final** Mega Jenga championship.
- **Awards** Champion announcement + prize presentation + final group photo.
- **Teardown** Trash sweep, collect props, final field walkthrough.

9. Safety & Risk Controls (why this is safe)

Non-negotiables

- Clear “no pushing / no tackling / no dangerous contact” rule announced every round.
- Marshals positioned on boundaries and high-contact games (tug, balloon).
- Water available all day; shade/short breaks built into schedule.
- First-aid plan and campus safety coordination if needed (START form if applicable).

10. Budget Snapshot (~ \$1,980 target)

Budget structure: materials (reusable) + prizes (stakes) + snacks.

| Type | Item (draft) | Est. Cost (\$) |
|----------------------|--|----------------|
| Required | Cones | 64 |
| Required | Stop light/prop | 37 |
| Required | Handmade Korean Dalgona Candy / supplies | 90 |
| Required | Needles (carving) | 18 |
| Required | Rope | 16 |
| Required | Water gun (double pack) | 87 |
| Required | Mega phone | 69 |
| Required | Tiles / mats | 50 |
| Required | Balloons + string | 8 |
| Required | Jenga (mega) | 75 |
| Required | Cushion Musical Chairs | 170 |
| Prize | iPad Air (13 inch) | 800 |
| Prize | Apple Pencil | 100 |
| Food | Snack Bars (66) | 100 |
| Working Total | | ~ \$1,980 |

Cost-control note: speakers/AV assumed free; most props are reusable for future Panther Games.

11. Marketing (guaranteed turnout)

Poster-ready hook copy

HPU PANTHER GAMES 1,000 Panthers. 8 Games. 1 Champion. Squid Game × Beast Games—but safe, on campus, and built for mass participation. Show up. Compete. Survive the rounds. Win the iPad. **April 18 · Congdon Intramural Field**

Content plan: short hype reel (field wide shot), “Round 1” teaser, prize reveal, countdown posts, day-of highlight recap.

12. Approval Package (what gets this locked)

Checkpoint #1 (concept + date + location):

- Concept summary + safety framing + scalability plan
- Location request (Congdon Field) + basic site map
- Budget snapshot + prize confirmation

Checkpoint #2 (detailed plan):

- Final game rules + heat structure

- Staffing roster + marshal assignments
- Work orders/IT/AV needs (megaphone/speakers) + hydration plan
- Final ROS timeline + emergency plan

Panther Games is a flagship, viral, scalable campus event that creates a real HPU moment: mass participation, real stakes, and a champion.