Event Plan (Checkpoint #1/#2 Ready): Last to Leave the Circle

Primary Date:	Saturday, April 4
Backup Date:	Sunday, April 5 (weather rollover)
Start Time:	**9:00 AM-ish** (flexible; may start later if conditions warrant)
Location:	Congdon Field (high visibility; large open space; near Greek Village)
Audience:	All HPU students
Projected Attendance:	A few hundred spectators + ≥100 participants (goal)
Primary Goal Metric:	≥100 participants + strong engagement/retention + viral campus buzz
Filming/Media:	Partly filmed (HPU Vision) + student social media content

1. Event Concept Summary (What it is + Why it matters)

Last to Leave the Circle is a large-scale, high-energy campus challenge inspired by the viral "last to leave the circle" format (MrBeast-style). A big chalk circle is drawn on the field. Participants must remain inside the circle—no electronics, no distractions—and the last person still in the circle wins the grand prize. As time goes on, people drop out from fatigue, temptation, or challenges, and the circle can shrink to raise the intensity. The event becomes a real-time social spectacle: friends show up, strangers meet, everyone watches the story unfold, and the last remaining group creates a memorable finale.

Why it works on a campus:

- **It turns low attention spans into a challenge:** the whole premise is resisting distraction and staying mentally locked in.

- **It builds connection:** as the circle gets smaller, participants naturally start talking, bonding, and motivating each other.

- **It's viral by nature:** spectatorship, dramatic exits, funny moments, and mini-challenges are perfect for TikTok/Snapchat/IG.

- **It is easy to execute:** minimal moving parts (chalk circle + staffing + hydration/snacks + prize structure).

- **It becomes a Class of 2029 signature event:** something people remember, talk about, and want to repeat.

2. Explaining the Event to Someone Who's Never Heard of It

Simple explanation: Imagine a giant circle on the field. Anyone can step in to compete. Once you're in, you must keep your body fully inside the circle. No phones. No headphones. No leaving.

Over time, people naturally drop due to boredom, fatigue, or pressure. We also run mini-challenges that cause eliminations (e.g., "stand on one leg"; first X people to lose balance are out). The circle can shrink as the crowd thins, making the endgame intense. The last person still inside wins.

What makes it fun (not just endurance):

- Spectators watch the narrative: who's still in, who's struggling, who's trash-talking, who's surprising everyone.

- Challenges keep it moving and entertaining (not just standing still for hours).

- The social element grows: the smaller the circle, the more the remaining participants interact.

3. Date/Timing Rationale + Weather Strategy

Primary: Saturday, April 4 (Backup: Sunday, April 5)

- **Weekend advantage:** students can stay longer without a weekday schedule pressure.

- **Seasonal fit:** early April is typically comfortable for being outdoors at night (better than peak summer heat).

- **Weather risk acknowledged:** rain is the primary risk. We plan for:

  - A **rollover** to April 5 if needed.
  - A **condensed one-day format** if weather threatens the multi-hour duration (speed up eliminations, more frequent challenges).

- **Start time flexibility:** target ∼9:00 AM, but can start later to avoid rain or improve conditions.

Operational Decision Rule (Simple and clear)

> ### Go / Delay / Rollover
>
> - **GO** if no rain expected during the main window and field conditions are safe.
>
> - **DELAY** start time if rain clears later and the field remains usable.
>
> - **ROLLOVER** to April 5 if sustained rain makes the field unusable or unsafe.
>
> - **CONDENSE** into a shorter event if weather threatens duration: increase challenge frequency, accelerate eliminations, shrink circle sooner.

4. Location Plan: Congdon Field (Why it's the right spot)

Why Congdon Field:

- **Space + capacity:** supports a large circle + big crowd (participants + spectators).

- **Visibility:** open, obvious, and attention-grabbing; people will wander over when they see a crowd.

- **Proximity:** near Greek Village (strong foot traffic; strong interest from competitive groups).

- **Safety + logistics:** easier to staff, monitor, and manage than smaller interior spaces.

Circle marking:

- Use **washable spray chalk** (field-safe and removable).

- One large circle + optional inner "shrink ring" lines for later phases.

- **Out rule:** if any foot/hand/body crosses outside the circle boundary (touching outside the line), participant is eliminated.

5. Rules, Guidelines, and Fairness (Participant Experience)

Core Rules (clear, enforceable)

- No electronics (phones, AirPods, watches used for entertainment, etc.).

- Body must remain fully inside the circle boundary.

- No intentional physical contact to force eliminations.

- Must comply with staff directions and challenge rules.

Basic Care + Bathroom + Food

- **Water available throughout** (bottles at a staffed station).

- **Snacks available throughout** (non-perishables + snack boxes).

- **Bathroom breaks:** permitted under a defined system:

  - Optional "1 break token" per participant (time-limited; must return quickly).
  - Or a "staff escort" model for fairness (depends on staffing).

- **Dinner plan (late-stage):** once the participant pool is smaller, deliver a catered meal for finalists or top X as a reward and as a natural endgame progression.

Tone: This is meant to be **fun** and **memorable** while still being a genuine mental/physical challenge.

6. Challenge Design (Keeps it entertaining + controls duration)

Why challenges exist

Challenges prevent the event from being "just standing." They:

- create highlight moments,

- keep spectators engaged,

- help control duration (especially if we must condense),

- accelerate reaching the target finalist count for late-stage dinner.

Example challenge menu (mix mental, physical, social)

- **Standing on one leg:** first X people to fall are eliminated.

- **Silent round:** no talking for 10 minutes; first to break is out.

- **Trivia survival:** wrong answer = out (or sit/penalty inside circle).

- **Balance/coordination micro-games:** controlled, safe, funny.

- **Balloon dart challenge (elimination mechanic):** balloons contain a challenge; failure eliminates.

Circle shrink mechanic

At predetermined times (or after each challenge wave), redraw a smaller circle. Remaining participants must fit inside the new boundary. This naturally increases intensity and encourages movement discipline.

7. Marketing Hook + Messaging (What we'll say)

> **Hook Copy (Draft)**
>
> **LAST TO LEAVE THE CIRCLE.** No phone. No AirPods. No distractions. Just you, the crowd, and your willpower. Step into the circle at Congdon Field and prove our generation can lock in longer than a TikTok scroll. Challenges, chaos, and unforgettable moments. **Last one standing wins.**

Why it spreads:

- People have nostalgia for the viral format and instantly get excited when they hear it.

- The event produces shareable moments automatically (exits, reactions, final showdown).

- It is simple to explain and easy to join (low barrier).

Channels: TikTok/Snapchat/IG, posters, HPU Connect, word-of-mouth, and live campus buzz.

8. Staffing Plan (Shifts, roles, enforcement)

Why staffing is the main operational need

Setup is easy. The hard part is **monitoring fairness**, **running challenges**, **keeping supplies moving**, and **recording eliminations**.

Staff structure (recommended)

Event Lead (1)	Owns full operation, announcements, decisions, timeline.
Circle Marshals (4–8)	Watch boundary, confirm outs, keep rules fair, rotate shifts.
Challenge Host (1–2)	Runs timed challenges, explains rules, calls eliminations.
Log/Scorekeeper (1–2)	Records participants, timestamps outs, tracks finalists.
Hydration/Food Station (2)	Restocks water/snacks, controls distribution.
Media Liaison (1)	Coordinates with HPU Vision + captures content needs.

Shift coverage

Use senators/class officers in rotating shifts so no one has to staff the entire event continuously. (Exact shift grid can be finalized once the expected duration is confirmed.)

Camera fallback (optional)

MrBeast-style cameras can help dispute resolution, but with marshal coverage and clear rules, we should not need heavy monitoring tech.

9. Food + Hydration Plan (Support, not the centerpiece)

Snacks (throughout)

- Primary order: **Veratify – Healthy Mixed Snack Box** (66 boxes).

- Supplemental: leftover non-perishables from prior events (e.g., bibble, candy, pretzels) + small top-off purchase if needed.

Water

- Large supply planned (1920 bottles).

- Note: water is a shared asset used across multiple events; not solely attributable to this event.

Dinner (late-stage reward + endgame)

Once the field narrows to a smaller group, provide a catered meal for top X (e.g., top 10 or those still in at a target time) to reward endurance and create a memorable "final table" moment. Competitive participants (including fraternity members) have explicitly indicated high willingness to stay long, so we expect a strong endgame.

10. Risk + Mitigation

Weather (rain)	Backup date (Apr 5). Flexible start time. Condense format if needed.
Heat/comfort	Night start reduces heat risk. Water station + snacks.
Fairness disputes	Clear boundary rule; marshals; log/scorekeeper; optional camera fallback.
Overcrowding	Congdon Field capacity; staff roles assigned for crowd flow and clarity.
Event cancellation impact	This is already anticipated by students; cancellation would noticeably disappoint. Plan rollover early to protect credibility.

11. Supplies + Budget (Current Known Costs)

Required items list (current)

#	Category	Item	Est. Cost ($)
1	Required	Spray Chalk (washable)	48.0375
2	Prize	AirPods Pro (grand prize)	266.875
3	Prize	Nido Bobblehead (smaller prize)	64.05
4	Required	Duct Tape	8.54
5	Required	Balloon Dart Challenge Set	51.24
6	Hydration	Water (1920 bottles) (shared for multiple events)	371.49
7	Food	Snacks (66 boxes)	53.375
		Subtotal (current known items):	**863.6075**

Not yet included (to finalize):

- Catered dinner for finalists/top X

- Additional snacks top-off (if needed)

- Signage (rules, start times, spectator prompts)

- Any lighting/sound needs (if requested)

12. Work Orders / Requests (To be submitted 2 weeks out)

- 25Live: Congdon Field reservation approval (save PDF).

- CE Work Order: tables for water/snacks; trash/recycling bins; any required field setup.

- IT: if using microphone/speaker or any A/V.

- iVisitor: register any external vendor/catering (if applicable).

- START Form: only if security presence, traffic direction, or special signage is needed.

13. Run of Show (Draft Skeleton)

ROS Outline (To finalize week before)

- T–90: Staff arrive; supply station setup; circle marked; signage placed.

- T–60: Participant check-in begins; rule briefing loop; media setup.

- T–15: Final briefing; verify boundary; marshal positions.

- T–0: Event starts (announce rules + prizes + bathroom/food guidelines).

- +30 min: First challenge wave (set tone; create early eliminations).

- Ongoing: Challenges every X minutes; log outs; hydrate; snack support.

- Late-stage: Shrink circle; escalate challenges; finalize top X dinner plan.

- Finale: Winner moment + photo/video + prize presentation.

- Cleanup: remove supplies; ensure field is clean; close out logs.

14. Why SGA + Why This Event (Advisor/President-ready)

Why SGA: This event is campus-wide, tradition-building, and community-focused. It directly supports SGA's mission of creating high-impact student experiences that unite the student body. It is accessible (any student can watch or join), scalable (works with 20 or 200 participants), and highly memorable.

Why students will care: This format reliably produces excitement and nostalgia. Even a brief mention draws attention and questions about the date. It gives students something to rally around, watch together, and participate in without needing prior skill or resources.

Why it's worth doing now: It responds to a real cultural reality (low attention spans, constant distraction) by turning it into a positive challenge: stay present, be social, and prove you can lock in. The outcome is fun, connection, and an event people wish existed sooner.

15. Checkpoint Packaging (What you will submit)

Checkpoint #1 (Concept Proposal Email)

Attach/Include:

- Event concept summary (Section 1)

- Primary + backup date/time + rain/rollover plan (Section 3)

- Location request + rationale (Section 4)

- High-level staffing + operations snapshot (Sections 8–9)

Checkpoint #2 (Detailed Plan)

Attach/Include:

- 25Live approval PDF

- Vendor quotes/contracts (catering, if confirmed)

- Supply list + budget table (Section 11)

- Work orders/IT/iVisitor list (Section 12)

- Draft ad copy + posting schedule (Section 7)

- Draft Run of Show (Section 13)

Prepared for SGA Class of 2029 event planning and approvals.