

1948

Harry Carothers Wiess leaves a big chunk of cash for the founding of Wiess Hall.

1950s

The Ubangee is founded as an out-pouring of Wiess love and spirit.

1970s

Team Wiess cheer is created based off "Team Xerox" and other pop culture references.

2002

New Wiess is built, replacing the well-loved, sinking-into-the-ground, decrepit Old Wiess.

2017

Wiess finds its next RA to make a mark on our history (this could be you!!)

1957

Residential College system begins at Rice with Wiess as the 4th college.

1964

Wiess produces *Hello, Hamlet* for the first time. The show graces the Wiess stage every 4 years, including this spring!!

1988

A team of Wiessmen pull the greatest prank in Rice history by flipping Willy's statue.

2012

Goldenrod War Pig is created for Beer Bike.

In a recent survey, Wiessmen voted:

Favorite college?

99%* Wiess

01% Any lesser college

*one person voted for a "lesser college," but I'm not even sure they're in Wiess

Favorite color?

77% Goldenrod

23% Black

Favorite 'Aca'-cessory?

50.0% Acatramp

12.5% Acahammock

37.5% Acaglider

00.0% Acagrill

Wiess

<http://teamwiess.com>

Video:

<http://tinyurl.com/tfw2017>

What do you love about Wiess?

“How much everybody looks after one another, like a real family”

“The family atmosphere and undying support and love from peers in the college”

“I love our wonderful events (Wiess day, jazz/salsa night, the acabowl in general)”

“The family! It’s a very tight knit group”

“Everything goldenrod ever!!”

“We don’t follow the norms, we are the abnormality in Rice”

“Throwing frisbees in the acabowl”

“The War Pig”

“The amazing people who make Wiess like a family”



“While everyone else thinks we’re a pain in the ass, we’re pretty crazy about ourselves. And we plan to keep it that way”

TEAM WIESS



The greatest thing about Wiess... “is that while we hold our traditions near and dear to our hearts, we know that there is always room for improvement. Our spirit, team atmosphere, and pride continue throughout the entire year.”

