

# Sneak

## S2K12 Serrano

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### What Is Sneak?

Sneak is a collaborative Pledge class activity run by the Pledges for the Actives. The Pledges are tasked with organizing the entire operation of “capturing” a certain number of willing Actives to a “Safe Location.” Additionally, the Pledges should create an alternative activity for Actives who do not wish to be captured, but still wish to find the “Safe Location.” (This has traditionally taken the form of a “Clue Hunt”). Finally, the Pledges should entertain the Actives at the “Safe Location,” typically with food and games. All activities must follow Risk Management.

### Goals of Sneak

1. To have fun in a safe manner.
2. To allow the Pledge class to practice leadership, organization, and management skills.
3. To promote bonding between the Pledge class, and to facilitate friendship between the Pledges and Actives.

### Rules of Sneak

1. “Sneak Week” will be a one week period to be determined by the Pledge class and approved by the Sneak Chair.
2. “Sneak Week” must be announced using some form of media that states “**Sneak is on,**” in a manner in which all Actives have access.
3. The actual day of Sneak must take place during “Sneak Week,” between the days of Monday – Thursday, and must not start any earlier than 5pm or any later than 7pm.
4. All Sneak activities **MUST** be **OFF-CAMPUS** and **MUST AVOID PUBLIC AREAS AND VIEW** (see note on captures).
5. All Sneak activities must take place either on private property or at AphiO Fellowships (see note on captures).
6. All Sneak activities must make use of **LEGAL ENTRY**. Illegal entry will void all captures, and result in consequences that can include the offending parties being De-Pledged.
7. Zip ties (and only zip ties) may be used to capture Actives with their hands bound in **FRONT** of them. One zip tie per Active, without unreasonable tightness. Zip ties may **NOT** be used on **ANY** other part of an Active’s body. Unreasonable tightness shall be determined by SAAs/Pledge SAAs or the Sneak Chairs. Violation of the zip tie rule shall result in immediate De-Pledging.
8. Actives shall not be kept from any class or job. If an Active refuses to participate because of previously scheduled engagements, Pledges cannot capture them for Sneak.
9. All Sneak clues must be in plain, visible locations.
10. Theft, damage, or destruction of personal property is not permitted. The Pledge class shall be financially responsible for any damages that occur during Sneak.

11. Captured Actives will be entertained at the final location until the “Clue Hunt” is solved.
12. Absolutely **NO WEAPONS** of any kind may be present during Sneak! Weapons include but are not limited to: bats, box cutters, golf clubs, knives, racquets, rods, whips/chains, or anything else defined as a weapon by SAAs/Pledge SAAs or the Sneak Chairs. Use of a weapon will void all captures, and result in consequences that can include the offending parties being De-Pledged.
13. Pledges who determine that Actives are using excessive force or fear bodily harm may ask Actives to leave any part of Sneak. Actives who do not comply may be removed forcibly, and shall be referred to the SAAs and the Sneak Chairs.
14. These rules may be modified at any time prior to the start of Sneak with the approval of the Sneak Chair, but the changes must be announced at a general meeting and be posted on the Chapter website prior to Sneak.
15. All plans made by the pledge class must first be approved by the Sneak Chairs prior to any action being taken.

### **Important Note on Captures**

Please read this section very closely, as capturing Actives is the riskiest part of Sneak, and presents the greatest danger of breaking risk management and endangering the Chapter.

Any attempt or activity that’s ultimate goal is to capture Actives for Sneak **MUST** take place on private property or at AphiO Fellowships. Furthermore, activities **MUST** be **OFF-CAMPUS** and must **AVOID PUBLIC AREAS AND VIEW**. This means that you can only capture Actives in their own homes, where you have been legally allowed to enter OR at AphiO Fellowships. If an Active escapes their home/fellowship during a capture attempt and flees to a public area, such as a store, the street, or any other area within plain view of bystanders, they are safe and the capture attempt must cease. Rules about where captures **CANNOT** happen take precedence over all other rules. This means that no Actives may be captured at an AphiO Fellowship that takes place on campus or in public areas (but see below). This includes dorms!

There are a limited number of situations where AphiO Fellowships may take place in public/publically viewable areas where capturing may be allowed. Some examples include locations such as Sorrento Park, apartment lounges, and Active’s homes/their porches. These areas must be vetted in advance and approved by the Sneak Chair, so it is highly advisable that the Pledge class plan out potential capture areas in advance to obtain approval.

## **Rules for Actives**

1. Actives must refrain from inflicting bodily harm on Pledges, and must not use excessive force when resisting capture. Excessive force will be determined by SAAs/Pledge SAAs and the Sneak Chairs.
2. Actives may resist being kidnapped by Pledges; however, once confined in any location other than where the Active was kidnapped, including inside vehicles, the kidnapped Active may no longer attempt to escape. Support the Pledges!
3. Kidnapped Actives may ask to be untied, but when untied, shall not escape or attempt to escape in any way.
4. Actives shall not kidnap any Pledges during Sneak. It's their show, not yours – support the Pledges!

## **Note to Actives**

Sneak is designed to be a fun way for the Pledges to interact with their class and the Actives, while honing leadership skills. It is **NOT** a competition between Pledge and Actives! It is no excuse to get back at that Pledge/Active that annoyed you that one time, and it is not simply a “hurdle” for the Actives to put in front of the Pledges. Do not participate in Sneak if your singular goal is to undermine the Pledge class' efforts. Furthermore, if there is an information leak and you find out when Sneak is, keep it to yourself – you can go to ground, but don't send the entire Active body into hiding as well. The Pledges put a lot of work into this, so just sit back and enjoy the ride!

## **Final Thoughts**

Ultimately, it is impossible to create a set of rules that will cover every conceivable situation. As a Pledge class and a member of AphiO, you must use your common sense and judgment to determine if a situation is ripe for capture. If not, there is no harm in letting a capture pass, but there is MUCH harm in a botched capture attempt that ends up with a referral to Student Judicial Affairs and a slew of De-Pledging.

Keep in mind that every single pledge **MUST** participate in the process of planning and implementing Sneak. If you do not, you will be referred to the Sneak Chairs and Pledge Parents and be de-pledged.

Remember, the goal of Sneak is not a life-or-death struggle to capture the Actives and punish them for their service-oriented ways. It is a chance to exercise leadership skills, while having fun. FUN. Have fun, but have fun responsibly. Follow risk management. We are counting on every one of you to put forth your best effort and be mindful of yourselves!

If anyone ever has any question about these rules, or if there is anything that is not clear, you are encouraged to contact Sneak Chairs directly! There is no room for error in this activity, so any inconsistencies or questions that come up can and will be resolved. Thank you!

Chloe Grinberg and Patrick Nguyen  
Sneak Chairs, Serrano Term

Based on F2K11 rules originally written by Aaron Manley