

Chi Class Pledge Requirements & Policy

The pledge period is the time for you to acquaint yourself with the purposes and principles of Alpha Phi Omega and Chi chapter in particular; and to display your willingness to unselfishly serve others of your fraternity, school, community and nation. As a pledge, you shall conduct yourself as a representative of Chi Chapter of Alpha Phi Omega; which is why these requirements and policies are in place. Entrance to active membership is not automatic. It depends on your satisfactory completion of all pledge requirements and abidance of the pledge policy.

Requirements:

1. Demonstrate **Leadership, Friendship, and Service.**
2. Attend the pinning ceremony.
3. Wear your pledge pin at ALL times, except during the 4 S's
 - ½ strike for not wearing a pin
4. Attend ALL pledge meetings.
 - 1 strike for not attending each pledge meeting missed.
 - ½ strike for tardiness to each pledge meeting.
 - 1 missed pledge meeting can be made up by attending and contributing to a plexcomm meeting.
5. Attend ALL chapter meetings.
 - 1 strike for not attending each chapter meeting missed.
 - ½ strike for tardiness to each chapter meeting.
 - 1 missed chapter meeting can be made up by attending and contributing to an excomm meeting.
6. Take part in your pledge committee.
7. Attend Chapter Retreat.
8. Attend pledge class fundraiser.
9. Attend pledge class fellowship.
10. Partake in planning and attend pledge class service project.
11. Attend pledge active social.
12. Complete 20 hours of service.
13. Complete 4 fellowships, one being a family event.
14. Attend 2 Interchapter events.
15. Hold 2 leadership positions.
16. Pass ALL pledge quizzes.
 - 1 strike for not passing each quiz.
17. Attend 2 chapter fundraisers.
18. Complete ALL missions.
19. Complete ALL interviews.
 - Throughout the pledge quarter, there will be checkpoints. As a consequence to not completing interview quota by each checkpoint, one must organize a pledge-active event with at least 4 pledges and 4 actives within a week.
 - 1 strike for not planning and executing a pledge-active event with the required number of people within a week.
20. Pass Pledge Final.
 - Failure to pass pledge final results in automatic DP.
21. Attend Activation & Banquet.

Policies:

1. Drinking or attending under the influence at any Alpha Phi Omega event will result in automatic DP.
2. Acquiring a third strike will result in an automatic DP.
3. A maximum of three strikes can be made up before acquiring the third strike.
 - Strikes, other than missed meeting strikes, can be made up by planning pledge-active events as described in #19 under requirements.
4. A flake will result in 1 strike.

- To make up a flake (and not the strike), one must make up the event and attend an additional event. Additional event does not count towards requirement.
 - example: Missing a 6-hour service event → 6 hours + 6 hours = 12 hours of service
 - Missing a fellowship → 2 fellowships
5. Other strikes can be incurred from not exemplifying leadership, friendship, and service, as given by pledge parents.