

ΠΥΣΗ Checklist

HALLWAY

1. *Period Product Donations Box*, Gamma Phi Beta at University of Connecticut
2. *Bollard*, Tau Delta Phi at New Jersey Institute of Technology
3. *Skater Drawing*, Alpha Delta Omega at Hartwick College
4. *Rain Gutter*, Theta Chi at Syracuse University

ROOM 1

5. *Tabletop*, Alpha Epsilon Pi at Trinity College
6. *Bench*, Sigma Alpha Epsilon at Rensselaer Polytechnic Institute
7. *The Gorge?* by *Bill Saunders*, Phi Sigma Kappa at Rensselaer Polytechnic Institute*
8. *Purple Balloon*, Psi Upsilon at Dartmouth College
9. *Candle Wax Leg*, Cleo of Alpha Chi (Siblinghood) at Trinity College*
10. *Baseball Bat*, Chi Phi at Massachusetts Institute of Technology
11. *Time Capsule*, Gamma Phi Beta at University of Connecticut
12. *Incense Holder*, Cleo of Alpha Chi (Siblinghood) at Trinity College*
13. *Wooden Hand*, Alpha Delta Phi at Yale University
14. *Pineapple Plaque*, Phi Delta Alpha at Dartmouth College
15. *Need More Yellow Painting*, Alpha Sigma Phi at Rensselaer Polytechnic Institute
16. *Bird's Nest*, Phi Kappa Alpha at Rensselaer Polytechnic Institute
17. *House Picture*, Psi Upsilon at Syracuse University
18. *Dinosaur Painting*, Delta Phi at Rensselaer Polytechnic Institute
19. *Cheese the Wig*, Chi Omega at University of New Hampshire
20. *Pong Paddles*, Chi Psi at Yale University
21. *Kasoori Meth*, Phi Mu Delta at Rensselaer Polytechnic Institute*
22. *Phoenix Painting*, Phi Sigma Kappa at University of Connecticut
23. *House Watercolor*, Tau Epsilon Phi at Rensselaer Polytechnic Institute
24. *Can Crusher*, Psi Upsilon at New Jersey Institute of Technology
25. *Utopia and Divine Secrets of the Yaya Sisterhood*, Pi Beta Phi at Rensselaer Polytechnic Institute
26. *Holographic Medallion*, Theta Chi at Rensselaer Polytechnic Institute
27. *Sisters*, Chi Omega at University of Massachusetts Amherst
28. *Dartmouth Blockchain*, Sigma Phi Epsilon at Dartmouth College
29. *Painted Sign*, Tau Epsilon Phi at New Jersey Institute of Technology
30. *Treasure Chest*, Chi Omega at University of Massachusetts Amherst
31. *Tubbing Award (Shower Head and Paddle)*, Alpha Zeta at Cornell University*
32. *Tombstone*, Delta Tau Delta at Rensselaer Polytechnic Institute
33. *Paper Plate and Paintbrushes (Zoo Banner Kit)*, Theta Xi at Rensselaer Polytechnic Institute
34. *Canvas Print*, Gamma Phi Beta at University of Connecticut
35. ~~Children~~ *Paddle Playing Sign*, Delta Kappa Epsilon at Yale University*

ROOM 2

36. *Nude Painting*, The Tabard (Sigma Epsilon Chi) at Dartmouth College
37. *Bubble Machine* and *Disco Ball*, Phi Sigma Kappa at Massachusetts Institute of Technology
38. *Persistence (sound piece 15:13)*, Julian Power of Phi Gamma Delta at Rensselaer Polytechnic Institute*
39. *Amplifier*, Theta Chi at Massachusetts Institute of Technology
40. *Drum*, Sigma Phi Epsilon at Columbia University
41. *Missing Cat Flyer (Cat Has Been Found)*, Theta Delta Chi at Dartmouth College
42. *Butt Trumpet Poster*, Phi Kappa Theta at Massachusetts Institute of Technology
43. *Hand-painted Lock Box*, Phi Sigma Kappa at Massachusetts Institute of Technology
44. *Baby Doll*, Lamda Chi Alpha at University of New Hampshire
45. *Drinking Baseball Helmet*, Sigma Chi at Massachusetts Institute of Technology
46. *Orange Die*, Tau Kappa Epsilon at University of Massachusetts Amherst*
47. *Gas Relief*, Nu Delta at Massachusetts Institute of Technology
48. *Splitting Wedge*, Alpha Gamma Rho at University of Connecticut
49. *Snowy Cabin Painting*, ACACIA at Rensselaer Polytechnic Institute
50. *Popcorn*, Sigma Alpha Epsilon at Massachusetts Institute of Technology
51. *Placard*, Alpha Sigma Tau at New Jersey Institute of Technology
52. *Neck Head Harness*, Delta Kappa Epsilon at Syracuse University
53. *Squiggle Painting*, Alpha Gamma Delta at Rensselaer Polytechnic Institute
54. *Drinking Glass*, Phi Kappa Alpha at Rensselaer Polytechnic Institute
55. *Girls on the Run Button*, Gamma Phi Beta at University of Connecticut
56. *Sanity Pills (Empty)*, Tau Kappa Epsilon at Rensselaer Polytechnic Institute
57. *Dog Tags*, Iota Kappa Phi at New Jersey Institute of Technology
58. *Pool Ball for CRUD Game (Green)*, Beta Theta Pi at Massachusetts Institute of Technology*
59. *3 Pool Ball*, Alpha Tau Gamma at University of Massachusetts Amherst
60. *Quote Canvas*, Alpha Chi Omega at University of Connecticut
61. *Science Project*, Phi Sigma Kappa at Massachusetts Institute of Technology
62. *Wig*, Alpha Sigma Tau at New Jersey Institute of Technology
63. *Dundie Award*, Phi Sigma Phi at Hartwick College
64. *Envelope*, Phi Kappa Psi at Syracuse University
65. *Broken Cymbal*, The Mill (formerly Theta Xi) at Trinity College
66. *Water Bottle*, Kappa Kappa Gamma at Cornell University
67. *Mug*, Alpha Gamma Delta at Syracuse University
68. *15 Pool Ball*, Delta Chi at Cornell University
69. *Name Tag*, Gamma Phi Beta at Syracuse University
70. *WW2 TKE Pledge Helmet*, Tau Kappa Epsilon at New Jersey Institute of Technology
71. *Chapter Room Paintbrush*, Phi Sigma Kappa at Cornell University
72. *"Handmade" Battery*, Zeta Beta Tau at Syracuse University
73. *Pinwheel*, Sigma Delta Tau at Columbia University
74. *Land Shark Painted Box*, Theta Chi at Rensselaer Polytechnic Institute
75. *I am Valued*, Chi Omega at University of Massachusetts Amherst
76. *Vampire Bottle*, Gamma Phi Beta at Syracuse University
77. *Plank*, Alpha Sigma Phi at New Jersey Institute of Technology

78. *Trident Paper Pulp Piece*, Alpha Delta Omega at Hartwick College
79. *Bartender*, Sigma Chi at University of Massachusetts Amherst
80. *Alumni Mugs*, Phi Kappa Theta at Massachusetts Institute of Technology
81. *Motorcycle Model with Sidecar*, Chi Phi at Cornell University
82. *“History of English People? (Fuck That),”* Phi Kappa Tau at Cornell University
83. *French’s Mustard*, Tau Kappa Epsilon at Rensselaer Polytechnic Institute
84. *Bucket of Nails*, Alpha Gamma Rho at University of New Hampshire
85. *Mozarella*, The Mill (formerly Theta Xi) at Trinity College
86. *Life Vest*, Sigma Alpha Epsilon at New Jersey Institute of Technology
87. *Palm Tree Paddle*, Lambda Alpha Upsilon at University of New Haven
88. *Owl*, Phi Sigma Kappa Alpha Octaton at New Jersey Institute of Technology
89. *Lacrosse Helmet Face with Monster Hat*, Beta Alpha Omega at Dartmouth College
90. *Planet of the Apes Poster*, Phi Gamma Delta at Rensselaer Polytechnic Institute
91. *Slatted Chair Part*, Alpha Chi Alpha at Dartmouth College
92. *Muddy Shirt from a Good Day*, Kappa Alpha Theta at Cornell University
93. *Candle Sconce*, Delta Tau Delta at Rensselaer Polytechnic Institute
94. *Basement Wall Panel by Bill Saunders*, Phi Sigma Kappa at Rensselaer Polytechnic Institute*
95. *License Plate Boot Sculpture*, Phi Tau at Dartmouth College
96. *Be Prepared Wooden Sign*, Pi Kappa Phi at University of Massachusetts Amherst
97. *American Flag Table with Cord Management Hole*, Sigma Phi Epsilon at Hartwick College
98. *Exhibition Scrapbook*, Riddle’s

OUTSIDE

- (No) Alcohol Sign*, Alpha Epsilon Pi at Yale University
Podium, Kappa Alpha Theta at Columbia University
Wooden Letters, Psi Upsilon at Rensselaer Polytechnic Institute
Unicorn Piñata, Sigma Chi at Rensselaer Polytechnic Institute
‘Bad Girls Club’ Banner, Gamma Phi Delta at Hartwick College
Uncaged Banner, Phi Sigma Kappa at Massachusetts Institute of Technology
Stump Game, Alpha Gamma Rho at University of New Hampshire*

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7. and 94. Artist Bill Saunders



9. and 12. Cleo of AX is a literary society based in Hartford, CT and is affiliated with Trinity College. Cleo was formerly known as DKE of AX before they broke off in 1979 for reasons around inclusionary admittance. Cleo of AX members refer to themselves as siblings of each other, and they pride themselves on inclusion.

21. “We used to cook a lot of Indian cuisine.”

31. The Tub Master Staff is given and signed by a member of the fraternity who wins it during the Deadpool which is hosted every spring semester at AZ. The Deadpool is comprised of a month long competition where actives compete against one another to try and participate in as many tubbings as possible. Tubbings are a long held tradition at AZ, where, if enough actives join together (usually at least 3) they can pick up and carry an unlucky active to the showers and throw them in, all while singing the house song together. During the Deadpool, each active is assigned a point value from 1-10 based on how hard we think it might be to tub them, or how much they would fight back. After a successful tubing (participants have to remove the phone and shoes of the person being tubbed before throwing them in), the point value of the person being tubbed is divided among those involved and added to their score. If a group fails to tub someone (i.e. they run away), then the point value of that person is subtracted from the score of everyone involved. At the end of the month, the person with the most points gets to sign their name and keep the staff until the next Deadpool.

35. Paddle, also known as Dartmouth pong, is a drinking game loosely based on ping pong that involves the use of paddles to hit a ping pong ball into cups on the opposing side. The origin of beer pong is generally credited to Dartmouth College. Essentially players are trying to get their ping pong ball into the cups of the opposing team. There are two primary variations for scoring and declaring the winner of a game. In the five-point game, hits count for one point, sinks count for two points, and knockovers count for five points.^[5] In the five-point game, whenever a team earns points, both players of that team are expected to drink one fifth of the total volume of their cup for each point. In the four-point variation of the game, hits count for one point, sinks count for up to two points, and knockovers count for up

to two points. If a cup is half-full and gets sunk or knocked-over, that counts as only one point. Players in a four-point game are expected to drink half of a single cup for each point. A team cannot lose on a serve. If a team has only one point left, they cannot have the last point scored through their own ineptitude. However, if both teams have only a single point left, a team may "serve out" if others are waiting to play a subsequent game. In a five-point game, the first team to earn five points loses. In a four-point game, the first team to earn four points loses.

38. Persistence, is a piece composed by Julian Power for this event to embody the evolution, and journey through the semester for a new member of his fraternity, the Tau Nu chapter of FIJI. The piece begins with the chaos of many voices, recorded over the past few weeks of brotherhood events. Every new member's journey begins with a rush. This is several weeks of events and activities where a prospective member is introduced to one or many fraternities. These events can be chaotic, and filled with all kinds of new people. Starting their journey, a prospective member is introduced to brothers and others, all trying to make their best impressions. In the piece, the chaotic voice of rush is then played back through our chapter space, which in our case is the sanctuary of a church. These voices are then recaptured, and played again. This recording process captures the reverberation of the meeting place, as our new member slowly becomes affiliated with all of his new brothers. Again and again, this sound is played back through the church. Sonically, this captures the sound of the church emphasizing specific frequencies, compressing, and melding the sound with each re-recording. With each week, the new members make as much of an impression on the chapter as the chapter makes on them until very early on it is hard to discern the chaos from where this all began. As the piece progresses slowly everything fades away. The only sound remaining being the resonating frequencies of our chapter room, and the uniting voices of brotherhood that are difficult to separate. By the end of the piece, these voices are impossible to separate, as they join together in one consistent resonant tone.

46. The Game Die

Set-Up

- To play Beer Die, you will need a 4' by 8' long plywood table with a dividing line going through the middle (vertically). It needs to be roughly 3 to 3 1/2' off the ground
- We would recommend getting 5 ply pine plywood 1/2" thick. Use a clear coat finish (not epoxy) to keep the bounce integrity
- 4 Pint size glasses placed finger (or hands) lengths distance from each corner
- 2 Dice
- 4 Players
- Beer of choice
- Each player before the game starts must fill one full beer in their cup
- And lastly before you begin playing you want to set a height boundary - this is how high the die must be tossed on every toss

The Rules:

First Toss: To decide which team tosses first, one person rolls a die and the other team calls high or low. If the die is a 4, 5, or 6 that is high. If the die is a 1, 2, or 3 that is low. If they called it right, they are awarded first toss.

To Win: Games are played up to 9 or 11 points. If the game is played to 9, a beer is killed and filled every 3 points, if it is played to 11, a beer is killed and filled for every 4 points scored. Games are also always won by 2. You CANNOT win a game on a FIFA.

How to Score a Point: To score a point the die must be tossed above the discussed height and bounce off any part of the opponent's side of the table, if the die is not caught after the die bounces off the table it's a point. One person tosses at a time per team. A die can bounce anywhere after it hits the defending teams side, it could even bounce back towards the side from whence it was tossed. As long as it connects with the defending half of table and falls to the ground, it is a point. To prevent a point, a defensive player must catch the die with ONE hand before it hits the ground. If the player uses both hands to catch a die it is a point for the offensive team. Once one die is thrown and either caught or dropped and the defending team is ready, the next die is tossed. When die is tossed too low and it only takes one person from the defending team to call height, *which generally speaking is a pretty obvious call*. If the die lands short (on the tossing teams side of the table) or on the dividing line it is dead and goes to the opposing team. If there is a heated dispute on whether the die landed short or not, it is a re-toss. If the die is trapped (*i.e. movement of the die is halted by applying pressure with hand or other body part*) against the body or any other surrounding object, then it is a point for the tossing team. Catching a die over the table is only allowed if the die has either hit the offensive players side and is a dead die or it has hit the defensive side and goes off the table and is popped back over the table via a bobble but does not touch the table. If the die falls off the table, is bobbled, and touches any part of the table again, it is a point for the offensive team.

Tinks: A die that hits the defending sides cup and falls off the table without being caught it 2 points. No points are awarded for tinkling off the offensive throwing sides cup on any given play.

Sinks: A sink is awarded 3 points and the defending team must kill and fill their beer regardless of the score. A sink can be a direct shot into the cup or a bounce in. The team sunk on now has 3 or 4 points to go (depending on if they play to 9 or 11) before they must kill and fill again. A sink CAN ALSO result from an attempted FIFA from the defense which results in the die landing in the defensive teams cup. This IS NOT considered a self sink by the defense but it is a sink for the offense.

Bobbles: if both teams decide to play bobbles then the defending team cannot bobble the die at all or bobble it on purpose depending on how you want to play. If the die is bobbled and not caught cleanly then it is a point for the tossing team

Extreme bobbles: if both teams elect to play extreme bobbles then a defensive player who bobbles a die can be blasted off their feet by an offensive player to prevent them from catching a die

Picks: if both teams agree to picks, then you are allowed to set a pick at the cups (not at the mid-line). You cannot shoulder into or move into the defending player in any way. Doing so will result in no points.

BIZ: if the die lands dead on the table after the toss and it lands on a 5 then the team that calls BIZ first *does not* have to take a social drink. If no one calls "BIZ" then all players must take a social and drink.

Field Goals: if the die lands on the defensive side and bounces back through the offensive sides cups without being caught, this is a "field goal" and results in 2 points for the offense. If the die hits the defending sides cup and bounces back through the offensive sides cups without being caught, this is considered a standard "field goal" or a "tink" resulting in 2 points. You *cannot* compound points on a "tink to field goal" play.

Spitting 5 After a Sink: if both team agree to the "spit 5's" rule then after a sink. The player either swallows and spits a die out onto the table or just rolls it out of the cup. If that player spits (or rolls) a 5 then he must shotgun a beer or chug a beer out of his glass

Naked Lap (Naked Mile) or Pizza: if a team is skunked (losses 9 to 0 or 11 to 0) then they must run around the block completely naked. They can elect to do this or buy the winning team a pizza. If you sink your own cup you must run a naked lap or you automatically lose the game. If you sink your partners cup, then BOTH players on the offense must run a naked lap. There is no option to buy the opposing team a pizza if the event of a self-sink

58. CRUD is played with two balls, the "shooter" ball, typically the white cue ball, and the "object" ball, typically one of the striped balls, as it is visually easier to determine when a striped has stopped moving or spinning. The game can be played 1-on-1, or with two opposing teams. During an attacking player's turn, they attempt to strike the object ball with the shooter and put the object ball into a pocket. Shots must be taken from the short end of the table. Each player begins with three lives. Players can lose lives in various ways. If the object ball stops moving and spinning while a player is attempting to strike it, they lose a life. If the object ball is potted, the player on defense loses a life. Any violation of the rules, such as shooting from the long side or interfering with a shooter, can result in the loss of a life, subject to a ruling by a referee. The game is over when all players but the winner have lost all their lives.

Stump Game

NOTE: There are many ways to play this game.

Rules: Basic goal is to drive all of your competitors nails flush with the surface of the stump and only have your nail remaining.

How to Execute: You must earn swings of the hammer by flipping your hammer and catching it. If you can not catch the hammer or catch it off of the grip area you must drink and you forfeit your turn. You can earn multiple swings of your hammer by flipping it more than once or by using a multiplier flip. the game is won when you are the last nail standing.

A Multiplier Flip:

1x flip: Flip the hammer in front of you.

2x flip multiplier: flipping the hammer under your leg and catching it on the grip.

3x flip multiplier: flipping the hammer behind your back and catching it on the grip.

4x flip multiplier: flipping the hammer behind your back and over your head and catching it on the grip.

But if you miss an attempt at multiplier you must drink the number of times you were trying for.

The Swing: The swing is intended to be preformed without the advantage of aiming. The hammer is swung in one smooth steady motion. The swing starts with the (1) hammer head below the surface of the stump to (2) over your head then (3) to strike the target nail. Try to drive the nail into the stump in one shot.

When to Drink:

1 drink:

If you flip your hammer and drop it

If you flip your hammer and catch it off the grip area

If you swing and miss a nail

If some one hits your nail

2 drinks:

If you drop your hammer after a single 2x multiplier flip

3 drinks:

If you drop your hammer after a single 3x multiplier flip

4 drinks:

If you drop your hammer after a single 4x multiplier flip

All your beer

If someone drives your nail in, in one shot