

# **A.S.O. 4**

## **Ohlone Club Days**

**Date Introduced to ASOC Legislature: 9/18/20**

ICC Chair Aleman introduced the following bill

## **An ASO BILL**

**-Ohlone Club Days-**

**Primary Author:**

*Christian Aleman*

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### **Description**

*A bill initiating a Club Day event for Ohlone students to be introduced and registered for clubs*

**2020-21 ASOC President's Signature:** \_\_\_\_\_

*Upon approval by Senate, shall be signed by Chair of the Senate.*

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## **ARTICLE I: Full Description**

### **Section 1: Description of Club Days Event**

**Section 1.1:** The purpose of this bill is to authorize and explain Club Days coordinated by the Inter-Club Council and Student Life for all Ohlone Students.

**Section 1.2:** This bill will appoint Christian Aleman as director and all the clubs as coordinators.

**Section 1.3:** This event will be completely virtual and held over Zoom.

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## **ARTICLE II: Mission Statement**

Ohlone's Club Days is an event to welcome back students to a new academic year and create a sense of community through presentations, games, and raffles. The event will be hosted virtually and is open to all Ohlone students to meet their fellow renegades and relieve the new semester's stress. During the event, officially recognized Ohlone clubs shall be able to present their clubs to prospective students and students can also register them for the 2020-2021 academic year.

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## **ARTICLE III: Timeline**

### **Section 3: Logistical Information**

**Section 3.1 Length/Size:** The event is scheduled to be up to an hour-long. We are expecting at least 70 people to show up per day.

**Section 3.2 Location/Time:** The events will take place on Wednesday, September 23rd, Thursday, September 24th, and Friday, September 25th from 12:00-1 pm. This event will be completely online via Zoom and the club's videos will also be showcased on the Ohlone website.

**Section 3.3 Attendees:** The amount of attendees we expect is approximately 70 attendees per day. Attendees will be divided into breakout rooms of 8-12 people (with 2-4 being presenters). At least two people per breakout room will be a club representative to present what their club does and guide them through games.

**Section 3.4 Club Representatives:** There will be club representatives facilitating and guiding students through the event. These representatives can be anyone who is on the board of a club or someone who has been an active and informed member. Club representatives will make sure that students are being respectful and kind. Students who are being disrespectful will be removed from the events & games.

**Section 3.4.1:** Clubs will be required to enter the zoom meeting at 11:50 AM.

**Section 3.5 Games:** The games we will suggest playing are Jackbox, Skribbl, Heads Up, cohort related Never Have I Ever, and games that have been created by certain computer science clubs. Games and their rules will be listed on a piece of paper and each group will have one paper. Attendees are expected to follow the rules of each game when applicable.

**Section 3.5.1:** All games will be mainly for entertainment. There will be no prizes for the winners; clubs are strongly encouraged to play games but may choose to present/chat without playing a game.

**Section 3.6 Raffles:** Each attendee will be required to register their Ohlone student ID in order to be entered into the raffle. This is required to verify their status as an Ohlone College student as well as to give everyone a fair chance at winning the prizes. In order to learn who has won the grand prize, they will be notified at the end of Ohlone Game Night on Friday, September 25th from 6:30-8 pm.

**Section 3.6.1:** Four names will be chosen per day within the student ID numbers that register for club days. There are twelve opportunities for attendees to win the smaller prize if they attend all three club days. There will also be a grand prize winner chosen from each list of student ID numbers which will be announced on Ohlone Game Night.

**Section 3.7 Club Presentations**

Each club will be required to put on a presentation in order to introduce students to their club; these can vary from a speech to a PowerPoint, it is dependent on their demographic and how they believe they will convey their message best. One other club representative will be in charge of registering members through the private message feature on Zoom.

**Section 3.8 Advertising:** Club Days will be advertised on Canvas, ASOC's Instagram Page, Student Life's Instagram & Facebook, within respective club meetings, and on the Ohlone website

**Section 4: General Information**

**Section 4.1:** The expense sheet for the items listed above is as follows:

|                         |                        |
|-------------------------|------------------------|
| \$15 Doordash Gift Card | 12 Quantity - \$180.00 |
| \$25 Amazon Gift Card   | 3 Quantity - \$75.00   |

**Total Cost : \$255.00**

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**ARTICLE IV: Goals and Objectives**

**Section 4.1:** To create a fun event to welcome back students and destress

**Section 4.2:** To inform prospective students on the offering of clubs on campus

**Section 4.3:** To increase the attendance for Ohlone Game Night

**Section 4.4:** To increase engagement within student clubs

**Section 4.5:** To encourage students to interact and talk to one another

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**ARTICLE V: Funding Options**

**Section 5.1:** The funding amount required for the Ohlone Game Night event is \$270.00

**Section 5.2:** Funding will come from Fall Money Requests.

**Section 5.3:** Any funding not used would be returned to ASOC.

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**ARTICLE VI: Enactment Date:**

**Section 6: Date of Event & Time**

**Section 6.1:** The *anticipated* date of Ohlone College's Club Days is finalized for the 23rd, 24th, & 25th of September 2020 from 12-1 pm.

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