

Students search for class objects; all found within minutes

CHRISTINA HOLDER
Staff Reporter

Scream, yell, cheer and chant; it is all in the "Spirit of Cornhuskin." Turn those flashlights on and search, search, search, even if you have to go a "Third Time Around." The Meredith campus became the playground for pattering feet and watchful eyes as the annual Scavenger Hunt got underway last Tuesday, Nov. 3.

Belk Dining Hall was filled with members from each class last Tuesday, eagerly awaiting the beginning of the Scavenger Hunt. Each class hid a different object representing their class theme. After various cheers, each Cornhuskin' co-

chair duo revealed their class' theme.

Even freshmen tried for the first time to be a "Heavenly Reflection" of what their upper-class friends have already experienced. This was a competition that could determine the "Final Verdict" for the coming week.

The freshmen explained their theme "Heavenly Reflections" tied in the fact that their graduating year, 2002, was the only class that was a palindrome.

The sophomores revealed that their "Spirit of Cornhuskin" was along the lines of a Halloween theme. Third to speak were the juniors, with

their theme, "Third Time Around," centered around a baseball theme. Finally, the "Final Verdict" was given by the senior class as court began for the week.

"It was neat because each class seemed to cheer each other on. It wasn't so much a rivalry. Even classes cheered for odd classes, and vice versa," said Courtney Arrington, a first time scavenger hunt participant.

"Freshmen were kind of confused because they didn't really give many clues," said Arrington.

It was time for each co-chair to deliver the first clue to the room. All students were given

approximately 20 minutes to search for the hidden items. The sophomores were the first to find a hidden object - the freshman's full length mirror with attached wings near the Alumnae House.

The juniors found the sophomore's Halloween welcome mat at the second floor backdoor to the Park Center. The seniors found the juniors' object: a catcher's chest pad that was rolled up in an umbrella outside the library. On the first trip, the freshmen did not find anything.

It was time to head back inside for the next set of clues. The freshman, sophomores, and juniors revealed their last

two clues since their items had been found in the first search.

The seniors, however, revealed their second clue as everyone ran out the door. The unity of the campus was seen as everyone chipped in to help the inexperienced freshmen find the seniors' object.

Finally, the juniors were successful in finding the laminated file folder that read "Final Verdict" near Johnson Hall, ending the hunt.

Erin Grant, junior class president, said, "The Scavenger Hunt is my favorite thing about Cornhuskin' because it is the first time we are all together as a group, and it is the first time everyone gets to hear each

Capture the Corn brought to week's activities for first time

KRISTEN BOSTEDO
Staff Reporter

School spirit, strategy and fun are what made up Meredith's first game of "Capture the Corn" last Wednesday afternoon.

This field activity, based on the game "Capture the Flag," was coordinated by MRA to replace the normal Cornhuskin' tradition of raiding the President's house. On any other Cornhuskin' Wednesday night, all the classes would have gotten together to sneak through the woods to serenade the college president at his home.

This year, however, with no president to serenade, Cornhuskin' needed an alternate activity. Kate Breen, an MRA Cornhuskin' co-chair, came up

with the idea for "Capture the Corn."

Allison White, a member of MRA, was placed in charge of the event. She coordinated the organization of the activity, put together the flag belts and made sure the front lawn was lined and ready to go.

"This is an activity that hopefully will be continued in the future," said White.

The rules for the game were simple. There are two teams whose members each wear belts that contain four flags. The field is split in half, and each team takes a section. Outside of each section is a circle that represents the jail.

On the opposite side of the jail are four flags—the "corn"—positioned in a square. Three people are

allowed to guard the jail and one person is allowed to guard the corn. The object of the game is to capture the opposing team's corn without being put into jail.

If a team member's flag is pulled off then that individual must make their way to the opposing team's jail. A player may be released from jail by another teammate if she is tagged on the hand while in jail.

Approximately 30 people showed up for the game, with about 15 being freshmen. After the rules were explained and the teams were divided, the game began.

The first round strategy was each team's main focus; as a result, there was a lot of talking and not a lot of movement.

One by one both the red and the yellow team members ended up in jail. With three to four people left on both teams the co-chairs decided it would be a good time to let the teams know that the flag square was a safety spot and that no one could be tagged while standing there.

After this crucial rule was revealed it was decided that the game should start over. With a clean slate, both teams went with a vengeance. The yellow team, who had christened themselves the Icebergs, quickly defeated the red team. Within six minutes the red team, most of whom were in jail, could do nothing but sit back and watch the Icebergs seize their corn and run back across the field to victory.

The next game ended similarly to the first. The red team used a V-shaped flock of geese formation as their second strategy. It appeared that this strategy may have worked because four red team members made it to the flag square, but the Icebergs' speed daunted the red team as they tried to make it back across the field. Losing the corn before they reached the half-way point, the majority of the red team was once again in jail, so they had to concede victory to the Icebergs.

Erin Grant, a member of the Icebergs, remarked, "Capture the Corn was one of the many highlights that Cornhuskin' had to offer. It is definitely something you just have to experience!"

Rain moves bonfire inside BDH

KELLY FISH
Staff Reporter

Even the rain didn't dampen the spirits for the Meredith community at last Monday's Cornhuskin' bonfire.

Meredith Recreation Association (MRA) sponsored the Big Sis/Lil Sis social with hopes of encouraging campus-wide unity among all classes. Mandy Thompson of MRA Cornhuskin' entertainment committee felt the bonfire was a great bonding experience for all classes and that it helped to

bring Meredith students together.

The original plan was for the bonfire to be held on the softball field with the band Dry White Toast, but because of rain an alternate plan was put into effect. The bonfire was still lit on the softball field and the band played on, but they were moved inside of the cafeteria to protect their equipment from the weather.

Several students went out to the bonfire to roast marshmallows and make s'mores, but

many gathered in Belk Dining Hall to socialize and dance to the band's music. The band played a variety of dance music keeping the crowd entertained.

Melinda Burns, MRA Cornhuskin' co-chair explained, "Even though it was raining outside and the band was moved into the cafeteria, the turnout was great! Everyone still came out to hear the band, and it looked as though everyone was having a great time dancing, especially on the tables!"



With the dividing line drawn, participants tried to capture the other team's corn before getting caught themselves.

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