

Classes 9-12 – Date Nights

- PARTICIPATION (10 pts) – calculated (counts if family gave to a different child's project)
- TIMELINESS (5 pts)
 - 1 point – theme requested and approved within 3 days of launch on October 1
 - 4 points – turned in by deadline on November 10 with all completed paperwork
 - Half-point deduction if 1 portion of paperwork is late by 1 day
 - 1-point deduction for each day late
 - If an item is in the mail, a receipt of the order will be accepted along with a printed voucher representing the item, to be swapped when actual item arrives.
- RULE COMPLIANCE (5 pts)
 - If an exception is granted (by Head Coach) that rule may be overridden for that class and will not count against the score.
 - 1-point deduction for breaking a rule
 - 3-point deduction for breaking 2 rules
 - No points if 3 or more rules are broken
- CREATIVE EXECUTION (20 pts) – judged by an anonymous panel of Regent supporters with no immediate relation to current students at Regent
 - Execution of the composition of the date night based on the target market
 - Parent-age for 1 couple for most themes
 - If there is a unique/exclusive component of the date night that can't be purchased, that will benefit you in this judged category!
 - Rule of thumb – if it is worth more than \$500, get approval on that part from your Head Coach so that it doesn't overlap a different team's project and we are being the best stewards of our resources.
 - Overnights should be reported to Head Coach before deadline
 - Group date nights are allowed (not sign-up party style, but only what would be purchased by a single buyer or split between couples; likely no more than 12 people. Large group themes need approval from Head Coach.)
 - Girls or Guys Outing themes permitted, but need approval from Head Coach
 - Date Nights targeting nonparent age must get approval from Head Coach since there is less need for those items
- SELLABILITY (20 pts) – calculated on a points system
 - 4 points awarded for each mystery date night box valued \$200-300 including all elements
 - 2 extra credit points for the date night box used as the "grand prize," likely around \$500 value including an overnight.
 - 10 points awarded if selected for a grand prize for an auction game
 - 12 points if selected for premier auction
 - 16 points awarded if selected for the live auction
 - 5 extra credit points awarded for live auction package with the highest value of the night (only awarded if that package comes from a Date Night donation, not if the highest value was donated through a different avenue.)

CONTINUED ON NEXT PAGE...

- Notes:
 - Decision of how package will be sold will be discussed with the appropriate committee(s), final decision made by Auction Coordinator taking all the judging criteria and committee recommendations into account.
 - Combinations will not surpass 20 points, unless extra credit point(s) are earned.
- DESIRABILITY/VALUE RETENTION (20 pts) – calculated by % of value sold
 - If it sells for 100% of its value, that's 10 pts.
 - Twice the value or higher gets the full 20 points in that category, etc.
 - Priceless items will be calculated based on fair market value
- VALUE (20 pts) – calculated on a points system based on \$ made for the school through sale price at the event.
 - Will be prorated if added to a different package
 - 10 points for meeting the minimum combined value of \$400
 - Additional half point for every \$100 of value up to 20 points
 - Anything beyond half points will only be used to break a tie
- TIE BREAKERS – In the case of a tie, it will be broken in the following way. If the first tie breaker doesn't break the tie, we will use the next method listed
 - Highest participation
 - Total number of business who donated to the project
 - Addition of \$s value from families in the class not in another class (I.e. a family from your class also donates a stay at a vacation home, not a part of a different class project, it helps your class in the event of a tie that can't be broken with the first 4 tie breaker categories)
 - Creative execution score
 - Total number of participating students in the class