

Capture the Pig—Johnson College Style

Objectives:

To encourage student participation in the Senior Class Giving initiative while having fun! The idea is loosely based on the game “Capture the Flag”, but instead focuses on the capturing & ransoming of the Senior Piggy. The purpose of the game is raise money with all proceeds benefiting the 2010 Senior Class Gift Fund.

How to Play:

The Senior Piggy will start out in the Development Office and can be “bought” for the price of \$20.10 by the first program area to offer a ransom to Tami Pease. At that point, the “piggy” is then considered free game and is available to be bought or stolen. If a trade wants to buy the Piggy, they must present an offer of \$20.10 to the trade area that currently holds the pig. The money then needs to be deposited into the pig with at least (2) representatives from each party present.

In addition to “ransoming” the pig, the pig can also be captured! In fact we encourage the stealing of the pig! Once the pig has been captured a ransom note must be posted in the Moffat and/or on Facebook within 24 hours. The ransom should contain a clue as to where the pig is.

Senior Piggy Kidnapping Rules:

1. The Pig has to remain on the Johnson College campus at all times
2. Faculty & Staff are ENCOURAGED to participate
3. Once someone new (different trade) has the bank it can only be taken by two avenues. (1) Pay the \$20.10 ransom or (2) kidnap the pig
4. All ransoms must not exceed \$20.10
5. No harm can come to the bank. It must remain in ONE piece at all times
6. No money can be taken out of the bank, only added. In fact, the more money raised by the Piggy, the more the Senior Class raises!
7. Donations may be made to the bank (and encouraged!) while in the possession of the trade area
8. The bank must be hidden in plain sight at all times. This constitutes no hiding in cupboards, under desks, or any thing else that abstracts view of the bank
9. The pig can not be locked behind glass or put anywhere a student does not have access to
10. If the bank is in a classroom, the kidnapers can not interrupt a class to get it
11. No harm can come to the person trying to take the bank
12. The Maintenance Staff cannot remove the bank for a student
13. The game ends when a final “pig call” is sent out (via a Moffat posting/Facebook) by Tami Pease in the Development Office. At that final call, the Pig must be returned to Development within 24 hours.



Questions about rules? Tami Pease or Kristen Schultz