11:13

Wrestling Intern Promotions Sheet - vs. Northern Illinois

Derek Parker,

Report Time - 11:30 AM

Pre-match

Derek: Ensure that poster and Pin & Win tables by the East and West Entrances are stocked and neat
Solicit FREE Pin & Win entries to win a Tiger Style License Plate Frame

- o East: ; West:
- At the 6:00 mark on the clock (approx. 1:01 PM real time, after Anthem) bring the filled bowls and pens down
- Stay on floor near John
 - Meet anthem singer John Frerking (Fur-king) at approx. 12:30 PM
 - Have wireless mic
 - Monitor the team tunnel by 22:00; intro video runs at 13:00 on clock (1:16 in length) so be sure to HOLD them, team runs out by 11:00, John will signal end of video so that you may release them
 - Anthem will take place at 7:00 on the clock (approx. 1:00 PM real time)
 - Set him up just off the mat by the I in TIGERS, facing the flag on the floor

In-match

Beginning

Derek, Pick contestants (2 teams of 2)

- o Boys, ages 12 and under
 - Get first names, one identifiable trait or clothing piece to John
- One guy puts on the oversized singlet, headgear, and shoes, and does one lap around the mat circle, then takes the items off and hands to partner, partner puts them on and runs a lap for the win
- Prize: 2 Mizzou Wrestling t-shirts
 - Pull 3 names from Pin & Win bowls and hand to John
- Refer to Mizzou Wrestling roster to ensure that you are NOT pulling the apparent relative of a current student-athlete
 - Hang out at the top of Section A-2 with the license plate frames for a Pin & Win drawing
- Remove the seat reservation signs in the aisles of Section A-17 if the first two rows look empty
- Ensure that posters and schedule card tables at either entrance are stocked and neat

By fifth match (typically 157 lbs) - Let after 141

- Poerek, Have contestants ready and take the mat as soon as the teams leave after the fifth match is complete
- Grab Truman and have him on the mat in the center for the contest, have him hold the t-
- Once complete, take them off and ensure that you have gotten back all the gear

End of Intermission

- Will need one of you to stick around the top of Section A-2 for a Pin & Win drawing
- Please sit tight until John dismisses you; please be discreet when leaving, and tidy up the poster tables before exiting