

American Indian Higher Education Consortium Annual Conference  
March 28 – April 1, 2009 in Missoula, MT  
**TRIBAL COLLEGES & UNIVERSITIES:**  
**WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**

**Dear Tribal College:**

We are excited about the 2009 Conference and look forward to the chance to see all of our friends from across the country. In developing the conference program we have worked to create a schedule that is interesting, diverse, educational and action packed!

This packet contains all of the rules related to the conference as well as a call for presenters, advertising information, booth registration and a few other goodies. Thanks for your assistance in distributing this packet.

The 2009 AIHEC Conference Committee consists of volunteers from: Blackfeet Community College, Fort Belknap College, Fort Peck College, Chief Dull Knife College, Little Big Horn College, Stone Child College, Salish Kootenai College, Red Crow Community College, and Wind River Community College.

## **SPECIAL EVENTS**

**Pre-Conference Activities: Indigenous Women in Science Network (IWSN) Summit - IWSN Welcoming Reception on March 24, 2009, 6-8:00pm at the Hilton Garden Inn, Missoula MT, Bitterroot River Room.**

**IWSN Summit on March 25, 2009, 8:30am – 5:00pm at The University of Montana, University Center, Room 326. Contact: Salena Beaumont Hill, Program Manager, Student to Academic Professoriate for American Indians (SAPAI), & Project PACE, The University of Montana, 141 Corbin Hall, Missoula, MT 59812, (406)243-5798, (406)243-5858 fax**

- **Talent Show and Fashion Show** -this will be on Sunday – March 29<sup>th</sup>, first night of the conference. Participants can register for the talent show that evening. Fashion Show registration is in this packet.
- **Clown Dance** – will be held during the Pow-wow. Registration will be held during the pow-wow. Costumes are to be made up for humor and made for a specific category. This is open to the public! Come and join the fun, better yet, enter the fun!
- **Bowling**-no pre-registration is required for the bowling. Participants can register at the conference check-in table when they arrive.
- **Fun Run** - Come and join us for a fun run/walk on March 30 at 8:00 a.m. Pre-registration information is included in this packet. The mornings are beautiful in Missoula MT! This is a good opportunity to get some fresh air and a t-shirt!
- **Pool**-no pre-registration is required for pool. Participants can register at the conference check-in when they arrive.
- **Chess** – no pre-registration is required, you can register at the conference check-in.
- **Hand Game Tournament** – Pre-registration is required, application is included in this packet.
- **Silent Auction** – Each tribal college & university is encouraged to donate an item for the silent auction to be held during the pow-wow. Contact Lois Slater, SKC, 406-275-4820 for information.
- **Art Show** – Be sure to take in the art competition, many of the items our students make are for sale. They are a one of a kind piece of art!
- **AIHEC Student Congress Elections**-the yearly elections for AIHEC Student Congress positions will take place. Students must have certain documentation to run for office. If interested in finding out more, contact Lola Wippert at (406) 338-5421 ext. 305.

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March 28 – April 1, 2009 in Missoula, MT  
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**WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**

**TABLE OF CONTENTS**

1-3 - General Information	4 - Brief Conference Schedule
5 - Conference Registration Form	6 - Conference Lodging Information
7 - Booth Registration	8 - Sponsorship Information
9 - Program Advertising Fees	10 - Call for Presenters
11 - Silent Auction Information	12-15 - Knowledge Bowl Competition
16-20 - Science Poster & Oral Competition	21-25 - Science Bowl Competition
26-30 - Speech Competition	31-32 - Critical Inquiry Competition
33-34 - Business Competition	35-36 - Web Page Design Competition
37-38 - Power Point Competition	39-40 – Traditional Plant Competition
41-42 - Art Exhibition & Competition	43-44-Mr. & Ms. AIHEC
45-49 - Hand Game Rules	50 - Fashion Show Information
51 - Talent Show Information	52 - Fun Run Registration
53 - Volleyball Tournament Registration	54 - Coaches Meeting Registration

American Indian Higher Education Consortium Annual Conference  
March 28 – April 1, 2009 in Missoula, MT  
**TRIBAL COLLEGES & UNIVERSITIES:  
WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**

### **WHAT IS IN THIS PACKET?**

This packet contains all registration materials and rules for the 2009 AIHEC Conference. Complete listings of workshops and daily sessions will be included in the program you will receive when you register. Please note the return dates for registrations. The registration forms go to several different locations so be careful that you have the correct address for each event.

### **WHAT SHOULD HAPPEN NOW?**

The information in this packet should be shared with all of the appropriate groups on campus such as Student Council, Clubs, Faculty, and Staff. If you know of someone who might be a good presenter please pass along the request for presenter's form that has been included.

### **PARTICIPATION SCHEDULE**

The host committee has built a schedule that should allow for maximum participation by all included. No competitions or workshops will begin until after each morning's opening session. This was done to allow for all conference delegates to attend as many activities as possible. In addition, numerous evening activities have been slated to promote networking, fun and socializing.

### **HEALTHY CHOICES**

Those attending the conference will have many choices to make while in Missoula. As your hosts, we want to help everyone have a safe, rewarding, enriching, stimulating and memorable gathering. The conference is an alcohol and drug free event. Obviously, we can't control people's choices. However, we would ask that everyone take time to review the schedule and activities that have been planned. We believe that the schedule is a very full one that should provide all delegates with more than enough options to stay busy.

### **TRIBAL COLLEGE FLAGS**

All Tribal Colleges are invited to bring their school flag for the opening ceremony and the Pow Wow grand entry. Each school is free to identify that person(s) to carry their flag. The Opening Ceremonies should be under way at 9:00 a.m. on Sunday the 29th. The Pow-wow Grand Entry will be at 7:00 p.m. on the 30<sup>th</sup> and we want all students to support their college and walk in the Grand Entry with their school.

### **ADS & BOOTHS**

Information regarding ads for the conference program as well as booths during the conference is included. We encourage tribal colleges to consider placing an ad and helping support the conference.

### **COMPETITION OVERVIEW**

Participation in AIHEC Conference events implies permission to use your photograph and name for promotional purposes. All competitors must be currently enrolled with at least six credits in a tribal college unless otherwise specified in the competition rules. The host committee and sponsoring group will resolve disputes for all events.

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 March 28 – April 1, 2009 in Missoula, MT  
**TRIBAL COLLEGES & UNIVERSITIES:**  
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**2009 AIHEC BRIEF CONFERENCE AGENDA**

**Saturday, March 28<sup>th</sup>**

9 a.m. – 3 p.m.	Library Meeting	SKC, Pablo, MT
12 – 6 p.m.	Conference Registration	Hilton Garden Inn
1 p.m.	AIHEC Student Congress Meeting	
4 p.m.	Coaches Meeting	
TBA	Indigenous Women’s Science Networking Meeting	
6:30 p.m.	Welcome Reception, T-shirt Exchange	
6:30 p.m.	President’s Reception (invitation only)	Holiday Inn Parkside

**Sunday, March 29<sup>th</sup> hosted by Salish Kootenai College, Blackfeet Community College & Red Crow College**

9 a.m. – 5 p.m.	Conference Registration	Hilton Garden Inn
9:00 – 10:45 a.m.	Opening Ceremonies & Key Note Speaker	
10:45 – 11 a.m.	BREAK	
11:00 – 6:00 p.m.	Workshops and Competitions	
12:00 – 6:00 p.m.	Exhibit Hall Open	
4:00 p.m.	Coca Cola Scholars Reception	
4:00 – 6:00 p.m.	Coffee House	
8:00 p.m.	Chess Tournament	
8:00 p.m.	Talent & Fashion Show	
9:00 p.m.	Pool & Bowling Tournaments	
10:00 p.m.	Hand Game Tournament	

**Monday, March 30<sup>th</sup> hosted by Chief Dull Knife College, Little Big Horn College & Wind River College**

8:00 a.m.	Fun Run	
9 a.m. – 5 p.m.	Conference Registration	Hilton Garden Inn
9:00 – 10:45 a.m.	General Assembly & Keynote Speaker	
10:45 – 11 a.m.	BREAK	
11:00 – 6:00 p.m.	Workshops and Competitions	
11:00 – 6:00 p.m.	Exhibit Hall Open	
12:00 – 8:00 p.m.	Silent Auction	
	Art Reception (TBA)	
	Film Festival	
	Quick Draw Exhibition	
5:00 p.m.	Public Health & Counselors Dinner (invite only)	
7:00 p.m.	Pow-wow & Clown Dance Competition	
10:00 p.m.	Hand Game Tournament	

**Tuesday, March 31<sup>st</sup> hosted by Ft. Belknap College, Stone Child & Ft. Peck College**

9 a.m. – 12 p.m.	Conference Registration	Hilton Garden Inn
9:00 – 10:45 a.m.	General Assembly & Keynote Speaker	
10:45 – 11:00 a.m.	BREAK	
11:00 – 6:00 p.m.	Workshops and Competitions conclude	
11:00 – 3:00 p.m.	Exhibit Hall Open	
	Film Festival	
4:00 p.m.	AIHEC Student Congress Elections/Social	
7:00 p.m.	Awards Banquet	
10:00 p.m.	Dance	

American Indian Higher Education Consortium Annual Conference  
 March 28 – April 1, 2009 in Missoula, MT  
**TRIBAL COLLEGES & UNIVERSITIES:**  
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## 2009 AIHEC Registration Form

**IMPORTANT NOTICE: All pre-registrations are non-refundable. However, they can be transferred to a different name.**

<i>Postmark deadline: March 6, 2009</i>		<i>After March 6, 2009</i>	
General Registration	\$250	General Registration	\$300
Student Registration* (College or H.S.)	\$125	Student Registration* (College or H.S.)	\$150
Elder Registration (65+)	Free	Elder Registration (65+)	Free

<i>One Day On-Site Registration</i>	
General Registration	\$125 (Meals not included)
Student Registration* (College or H.S.)	\$50 (Meals not included)
Elder Registration (65+)	Free (Meals not included)
Banquet	\$30 (for one day on-site registrants)

\*Students must provide proof of school enrollment with registration.

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

TRIBAL COLLEGE, ORGANIZATION OR PROGRAM \_\_\_\_\_

PHONE \_\_\_\_\_ EMAIL \_\_\_\_\_

**No cash accepted through the mail.**

**Payment by check or purchase order made to 2009 AIHEC Conference must accompany all registration forms. We do not take credit cards.**

**Mail all registrations and payment to:** 2009 AIHEC Conference, Attention: Rose Atkinson, Fort Peck Community College, PO Box 398, Poplar, MT 59255. Phone: 406-768-6317, e-mail: [ratkinson@fpcc.edu](mailto:ratkinson@fpcc.edu).

American Indian Higher Education Consortium Annual Conference  
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## Conference Lodging

### Host Hotels

Hilton Garden Hotel and Convention Center-(406)-532-5300

\$109.00 per night (one or two beds) including tax-as many guests as you wish in the room. When booking rooms, ask for the room block held under the American Indian Higher Education Consortium (AIHEC).

Ruby's	406-532-1401	Stay Bridge Inn	406-238-8000
Grant Creek Inn	406-543-2464	C'mon Inn	406-543-4600
Hampton	406-549-1800	Marriott	406-549-5260
Comfort Inn	406-542-0888		

### Other Hotels

The hotels listed below are all located in Missoula. Many of them are within walking distance of the host hotel and convention area where most of the conference events will take place. However, some of them will require transportation. Please check with the hotel to find out the distance from the convention center and make arrangements that work with your own transportation situation. Some of the host tribal colleges will have vehicles available for transportation.

<b>Double Tree Hotel</b>	406-542-4600	<b>Days Inn</b>	406-543-7221
<b>Value Inn</b>	406-721-9600	<b>Sleep Inn</b>	406-543-5883
<b>Quality Inn</b>	406-251-2665	<b>Super Eight</b>	406-251-2255
<b>Motel 6</b>	406-549-6665	<b>La Quinta</b>	406-549-9000
<b>Super Eight</b>	406-549-1199	<b>Holiday Inn Ex</b>	406-549-7600
<b>Holiday Inn Parkside</b>	406-721-8550	<b>Campus Inn</b>	406-549-5134
<b>Creekside Inn</b>	406-549-2387	<b>Red Lion</b>	406-728-3300
<b>Clark Fork Inn</b>	406-543-6619	<b>Econo Lodge</b>	406-542-7550
<b>Broadway Inn</b>	406-532-3300		

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## Booth Registration Form

### Corporate/Federal Rate \$400

\*Includes one conference registration and awards dinner

### Non-Profit Rate \$300

\*Includes one conference registration and awards dinner

### Tribal College Rate \$275

\*Covers booth/exhibit area only

### General Vendor \$200

\*This category applies to all vendors with direct on-site sales of merchandise and less than 10 employees and covers booth/exhibit area only.

**Booth registrations must be postmarked by February 6th, 2009**

Company Name \_\_\_\_\_ Phone \_\_\_\_\_

Contact \_\_\_\_\_ Email \_\_\_\_\_

Mailing Address \_\_\_\_\_

Contact Person \_\_\_\_\_

Category (please circle the appropriate category for your organization)

Corporate \$400

Non-Profit \$300

Tribal College \$275

General Vendor \$200

### Registration Information:

All booths will include a table, two chairs and skirting.

**Please make all checks or purchase orders payable to: AIHEC Conference 2009**

**Mail registration and payment to:** Fort Peck Community College Attention: Rose Atkinson, P.O. Box 398, Popular, Montana 59255, Phone: 406-768-6317. E-mail: [ratkinson@fpcc.edu](mailto:ratkinson@fpcc.edu)

American Indian Higher Education Consortium Annual Conference  
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## Sponsor Information

Organization \_\_\_\_\_ Contact Person \_\_\_\_\_

Phone \_\_\_\_\_ Email \_\_\_\_\_

Address \_\_\_\_\_

We would like to sponsor \_\_\_\_\_

Your support of AIHEC and the more than 28,000 students enrolled in tribal colleges nationwide is needed! To promote intellectual development, career exploration, professional growth and networking, AIHEC hosts its annual conference and tries to keep attendance costs minimal so as many delegates as possible can attend. In order for this to happen we need support from those concerned about higher education and Native issues as well as those seeking future employees. We need you! Please consider acting as a sponsor for the conference. **A special sponsor recognition section will be included in the conference program.**

In addition, all sponsors will be given promotion during the actual conference.

### SPONSORSHIP OPTIONS

Awards Dinner	\$1,000	President’s Reception	\$ 500
Silent Auction	\$ 500	Student Science Awards	\$ 250
Student Business Awards	\$ 250	Student Speech Awards	\$ 250
Student Art Awards	\$ 250	Friends of AIHEC	\$ 100
Pow-wow Competitions	\$ 250	Mr. & Mrs. AIHEC Awards	\$ 250

Sponsorship funds will be used for the specific area indicated. Friends of AIHEC sponsorship funds will be applied to overall conference costs.

**Please make all checks or purchase orders payable to:** AIHEC Conference 2009

**Mail registration and payment to:** Fort Peck Community College Attention: Rose Atkinson, P.O. Box 398, Poplar, Montana 59255 Phone: 406-768-6317. E-mail: [ratkinson@fpcc.edu](mailto:ratkinson@fpcc.edu)

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**PROGRAM ADVERTISING**

AIHEC is the governing body for the 37 tribal colleges from throughout the United States. The tribal colleges have more than 28,000 students and work closely with other public and private colleges. Each year the conference draws over 1000 delegates from across the nation. Participants include high school and college students, faculty, staff and administrators from tribal colleges, as well as other higher education institutions. In addition, representatives from state and Federal agencies and other non-profits will be in attendance. The following ad rates apply to the conference program, which will be given to all participants.

**AD RATES**

	<b>Color Rates</b>		<b>Black &amp; White Rates</b>
Back Cover	\$1,400		
Full Page	\$1,000	Full Page	\$800
Half Page	\$ 475	Half Page	\$450
¼ Page	\$ 250	¼ Page	\$225
1/8 Page	\$ 175	1/8 Page	\$150

**DISCOUNTS**

Native American owned organizations and tribal colleges can receive up to a 25% discount on advertising! (Discount applies to ads sized ½ page or larger).

**AD SIZES (width x height)**

- Full Page: 7 ½" X 9 7/8"
- 1/2 Page: 7 ½" X 4 7/8"
- 1/4 Page: 3 5/8" X 4 7/8"
- 1/8 Page: 3 5/8" X 2 5/16"
- Full Page Bleed (back cover only): 8 ½" X 10 7/8"

**DEADLINES**

Ad space reservation deadline: January 16, 2009  
 Final materials due: January 23, 2009

Organization \_\_\_\_\_ Contact \_\_\_\_\_  
 Address \_\_\_\_\_ Phone \_\_\_\_\_ e-mail \_\_\_\_\_  
 Ad size \_\_\_\_\_ Color or black/white \_\_\_\_\_

**Please make all checks or purchase orders payable to:** AIHEC Conference 2009  
**Mail registration and payment to:** Fort Peck Community College Attention: Rose Atkinson, P.O. Box 398, Popular, Montana 59255 Phone: 406-768-6317. E-mail: [ratkinson@fpcc.edu](mailto:ratkinson@fpcc.edu)

**Send camera-ready ads electronically to: Lola Wippert, [lola@bfcc.org](mailto:lola@bfcc.org) by Jan. 16, 2009.**

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March 28 – April 1, 2009 in Missoula, MT  
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## **Call for Presenters,** revised 12/08

**Seeking presenters for the AIHEC Conference.** Attending will be students, faculty, staff, and administrators from 37 member institutions, located primarily in the western part of the nation, that serve the higher education needs of American Indian students. The Host Committee is looking for presenters on all subjects relating to higher education, tribal colleges, student development, career exploration and communication and especially topics relating to culture and technology.

**Key Strands:** indigenous research, language preservation, curriculum design, cultural integration into the classroom, technology, leadership development, training for board of trustee members, and incorporating elders into tribal college systems.

- **Deadline to submit proposals:** January 9, 2009.
- **Notification:** Selected presenters will be notified by January 23, 2009.
- **Presenters will not have to register; will have to purchase other event tickets.**

### **PRESENTER INFORMATION**

Presenter Name(s) \_\_\_\_\_

Organization \_\_\_\_\_ Address \_\_\_\_\_

Phone \_\_\_\_\_ E-mail \_\_\_\_\_

**Workshop Title and key strand covered:**

**Length of sessions:** 1 hour & 20 minutes. If we can, we may schedule workshops to run once in the morning and again in the afternoon on the same day they are scheduled.

Target Population (check all that apply): \_\_\_Student \_\_\_ Staff \_\_\_Faculty \_\_\_Administration

Presenters need to provide their own audio-visual equipment or pay for the cost or rental through the hotel you are presenting at (this can be arranged directly with the hotel), or make arrangements with one of the tribal colleges. If you are providing handouts, presenters need to bring enough copies for two workshops.

**Attach a paragraph description of your workshop and a one-page resume for key presenters. (This will be used in the program description). You can mail, fax or e-mail information to:**

Lola Wippert, 2009 AIHEC Conference Chairperson, Blackfeet Community College, PO Box 819, Browning, MT 59417. Phone: 406-338-5421, ext. 305 or e-mail [lola@bfcc.org](mailto:lola@bfcc.org). Fax 406-338-3272.

American Indian Higher Education Consortium Annual Conference  
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## Silent Auction

### Sponsored by Montana Tribal Colleges & Universities

There will be a silent auction this year at the 28<sup>th</sup> Annual American Indian Higher Education Consortium Conference. The auction will take place in Missoula, Montana on March 30<sup>th</sup>, 2009. The auction will be set up in the morning on the 30<sup>th</sup> and the winners will be announced during the powwow.

We are asking that each AIHEC Tribal College or University donate an item to the silent auction. Proceeds of the auction will go towards the AIHEC Conference awards, facilities, etc.

1. Name of College or Individual \_\_\_\_\_
2. Address \_\_\_\_\_ Phone: \_\_\_\_\_
3. Title of Donation(s) \_\_\_\_\_
4. Description (s) \_\_\_\_\_  
\_\_\_\_\_
5. Price(s) \_\_\_\_\_
6. We will: Mail item \_\_\_\_\_ Bring item to Missoula \_\_\_\_\_
6. Other Info \_\_\_\_\_

**Items can be sent to Lois Slater (see contact information below) or bring the item with you when you attend the conference.**

**Please fill out this form and either mail it or fax it to Lois by March 6, 2009.**

Contact: Lois Slater or Anita BigSpring, Salish Kootenai College, PO Box 70, Pablo, MT 59855. Phone: 406-275-4974/4820. Fax 406-275-4817

## **Knowledge Bowl Books,** revised list 12/08

1. **Over a Century of Moving to the Drum:** Salish Indian Celebrations on the Flathead Reservation. By Johnny Arlee Publisher: Montana Historical Society Press
2. **The History of the Assiniboine and Sioux Tribes of the Fort Peck Indian Reservation, Montana 1800-2000.** By Miller, Smith, McGeshick, Stanley, Shields  
Publisher: Montana Historical Society Press
3. **Medicine River** By Thomas King Publisher: Penguin
4. **We, The Northern Cheyenne People: Our Land, Our History, Our Culture**  
By Chief Dull Knife College, Publisher: Chief Dull Knife College
5. **The Seven Visions of Bull Lodge By Fred Gone, Sr.,** edited by George Horse Capture  
Publisher: University of Nebraska Press
6. **Grandmother's Grandchild: My Crow Indian Life**  
By Alma Hogan Snell Publisher: Bison Books
7. **The State of the Native Nations: Conditions Under U.S. Policies of Self-Determination** By The Harvard Project on American Indian Economic Development  
Publisher: Oxford University Press
8. **American Indian Education: A History** By Jon Reyhner and Jeannie Eder  
Publisher: University of Oklahoma Press
9. **Full Court Quest** By Linda Peavy and Ursula Smith

### **Films**

1. **Days of the Blackfeet,** By Blackfeet Community College, Contact: Carol Murray  
[c\\_murray@bfcc.org](mailto:c_murray@bfcc.org)
2. **Chiefs,** Produced by Donna Dewey & Henry Ansbacher, Life Size Entertainment

**For more information contact:** Sean Chandler. Fort Belknap College, 406-353-2607 ext. 295, [sean2cap@yahoo.com](mailto:sean2cap@yahoo.com)

American Indian Higher Education Consortium Annual Conference  
March 28 – April 1, 2009 in Missoula, MT  
**TRIBAL COLLEGES & UNIVERSITIES:**  
**WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**  
**2009 AIHEC Knowledge Bowl Rules**

1. All Knowledge Bowl Team Members must be enrolled in at least **six(6) credits** at a Tribally Controlled College and in **good standing** academically as stated in the overall rules of the 2009 AIHEC participation set forth by the planning committee. Status must be verified by the registrar and accompany the team roster. A team member may not be a full-time employee of their college.
2. Teams shall consist of **four members** (one of these four declared the **team captain**), **one alternate** and **one coach**. (Prizes will only be for 4 team members)
3. The **team captain** will be responsible for verifying the **coin toss** results, choosing **game categories**, insuring the **timely arrival** of the team for each game and raising any **disputes** during the competition.
4. The **alternate member** can replace a team member for all games (becoming the team member) or replace a team member for one or more games. Team members and the alternate cannot be substituted in or out of a game once the game has begun. All substitutions must occur between games.
5. A game may be played with less than a full team but once the game has started, the vacant position(s) may not be filled during the game.
6. The **coach** is responsible for the timely **filing of the team registration** forms and all required materials with the Fort Belknap College American Indian Studies Department. **NO LATE ENTRIES. REGISTRATION MUST BE POSTMARKED BY FEBRUARY 6<sup>st</sup> 2009.** Coaches should be present at the games but this will not be required. It is the coaches responsibility to **prepare the students** for the competition, assure all of the **team and the alternate arrive** at the competition, critique the team performance, make suggestions for improvements to the team between games, and be involved in the settling of disputes (only at the quizmaster's or team captain's request) during the game. Coaches cannot compete as team members and cannot raise any dispute or question during the game. In the absence of a coach during the game, the team captain may name a substitute coach.
7. There will be **no substitutions** of a new team member or alternate **who is not listed** on the roster except in the case of a documented emergency. If a substitution is necessary, the team coach must designate the person to be the substitute and **provide proof of required enrollment** at a Tribally Controlled College at the time of substitution. Any roster changes other than documented emergencies must be submitted no later than **seven days before the competition** is to take place. **All requests for roster changes are subject to the approval of the FBC AIS Department.**

## **Competition**

1. If a team is **ten (10) minutes late** for a scheduled game, the game will be considered a **forfeit by the late team**. The official timekeeper will establish the ten minute grace period after the official starting time for determination of the forfeiture. The information will be given to the quizmaster to make the formal determination of forfeiture. **It is recommended that teams arrive ten (10) minutes early for the competition** (to relax and find the location of the competition).
2. Only those associated or employed with the particular colleges competing in the designated rooms are allowed to view their respective team's game. Registration name tags will be required.

**TRIBAL COLLEGES & UNIVERSITIES:  
WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**

**Knowledge Bowl (continued)**

3. At the start of the game, the quizmaster will flip a coin to determine what categories of questions are to be asked as well as what team gets control of the board. “Heads-up” will give control of the board to the team on the quizmaster’s right. “Tails-up” will give control of the board to the board to the team on the quizmaster’s left. The team who won control of the board will now choose the ‘categories of questions’ (which will be asked during this particular round) out of a container. These categories consist of the book and movie list attached.
4. The team captain (having control of the board) will choose the first category for the first question. After a question has been asked, the team answering correctly gains ten (10) points and control of the board, this team will choose the category for the next question. Control of the board will remain with the team that last correctly answered a question. This process continues until the end of Round 1.
5. There will be a short break in which the team that last controlled the board in Round 1 shall now choose the ‘categories of questions’ out of a container. These categories chosen will be used for questions during Round 2. The process mentioned above in (4) will be repeated until the round has ended.

**Reading of the Questions**

1. Either team can buzz in during the initial fifteen (15) second and request the question be re-read. **Questions will only be re-read once. A team has ten (10) seconds to answer the questions after they buzz in.**
2. The team that requests the re-read is not necessarily responsible for answering the question.
3. After the question is re-read, a **ten (10)** second period for discussion and answer begins again and either team may buzz in to answer.
4. If after the first reading of the question, a team buzzes in and answers incorrectly, the other team may request the question be re-read since the question has only been read once. **The incorrect answering team will not be given the opportunity to answer the question again.**
5. If a team buzzes in before the completed reading of the question, only that portion of the question will be repeated for the team who buzzed in. If their answer is incorrect, the other team may ask the question be re-read in its entirety.

**Rounds** - Each game will be played in two rounds lasting twenty (20) minutes each, with a short break between rounds to choose new categories. If at the end of the game, the two teams are tied; the game will go into a ‘third’ round called the Sudden Death Round. In this particular round, the first team to correctly answer a question will be the winner of the game. **The quizmaster chooses the questions in the Sudden Death Round.**

**Scoring** - Each correct answer will be worth ten points. There will be no penalties for incorrect answers.

**Disputes** - Any dispute or concern about a question must be addressed as soon as the conflict arises. It is the responsibility of the team captain to bring the dispute to the attention of the quizmaster before the next question is read. Once the next question is read the dispute can no longer be addressed.

- **Video and audio taping of the competition will not be allowed.**
- **Only the FBC AIS Department will be allowed to take photographs.**
- **The FBC AIS Department reserves the right to amend any or all of the rules and/or categories as needed.**

**For more information: Sean Chandler at 406-353-2607 ext. 295 or e-mail: [schandler@mail.fbcc.edu](mailto:schandler@mail.fbcc.edu)**

American Indian Higher Education Consortium Annual Conference  
March 28 – April 1, 2009 in Missoula, MT  
**TRIBAL COLLEGES & UNIVERSITIES:**  
**WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**

## Knowledge Bowl Registration Form

Coach: \_\_\_\_\_

College: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: \_\_\_\_\_ Fax: \_\_\_\_\_

E-Mail: \_\_\_\_\_

### Team Members:

1. (Captain) \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. (Alternate) \_\_\_\_\_

**Registration Must Be Postmarked by February 6th, 2009**

**Mail Registration and Appropriate Documentation To:**

**Sean Chandler  
American Indian Studies  
Fort Belknap College  
P.O. Box 159  
Harlem, MT 59526**

American Indian Higher Education Consortium Annual Conference  
March 28 – April 1, 2009 in Missoula, MT  
**TRIBAL COLLEGES & UNIVERSITIES:**  
**WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**  
**ANLSAMP Poster/Oral Competition**

## **Rules & Guidelines for the Oral Presentations**

We have enclosed a list of suggestions for putting together an effective and professional presentation. We urge you to review all of this material before you begin to develop your presentation.

### **Your Oral presentation must comply with the following guidelines.**

To participate in the Oral Showcase you must submit:

- the enclosed registration form by mail or fax,
- an abstract (in MS Word) on disk, CD or via email,
- your presentation in Power point on a 3 1/2 inch disk, CD, or electronically via email.

**All information must be submitted to the ANLSAMP office, postmarked no later than February 6, 2009. The abstracts will be compiled in book form and be available at the conference.**

### **Time Allotment**

You will have a total of 30 minutes for your presentation, 15-20 minutes for your presentation and 5-10 minutes for questions and answers. Organize and practice your presentation so that it fits consistently within the 20-minute allotment. It is important that you not exceed your allotted time. The session moderator will interrupt you if you exceed your 20-minute limit, so be sure you can see your watch during your presentation.

There are three basic sections to an oral presentation: The introduction, the body, and the summary.

**1. The Introduction** - You should begin by introducing yourself and stating the degree you are seeking and the institution you attend. The remainder of your introduction should tell your audience exactly what you will be covering and clearly state the purpose of the presentation. As a rule of thumb, the introduction should not be longer than the first 2 minutes. The purpose of the introduction is to present the question being explored by your research and to place it in the context of current knowledge about the topic. It often works well to start with the general context and work your way to the specifics, ending with a precise statement of the question or hypothesis being addressed by your study.

**2. The Body**-The body of your presentation contains the factual support for your purpose. Avoid ambiguity when you discuss your methods, results, or interpretations. Be clear and concise. Develop your talk logically. Emphasize the main points and keep auxiliary or background information in proper perspective. Your visual aids should be directly related to your topic and help you to make your presentation more clear, instead of just longer. Describe your methods in sufficient detail to allow a person in the audience who works in your field to understand what you did to collect your data. Include a discussion of your answers to the questions that motivated your research and that you described in the introduction.

If appropriate, mention any alternative explanations for your results and mention possible explanations for unexpected results. Tables and figures should not substitute for a verbal summary, but are often “general suggestions”. Be sure to orient the audience to your visual arts. For example, always explain the scale of a photograph, the axes of a graph, the column headers of a table, etc.

**3. The Summary** - If your audience remembers any part of your talk they will remember the introduction and the summary. A good summary is a brief reiteration of the purpose of your presentation and a vivid restatement of your main points. You should include only the critical points you want your audience to. At the end of your summary you should ask the audience if they have any questions or comments.

### **General Suggestions**

**Use of Notes** - Some people read their presentations and this often makes for a very flat delivery. Remember a lecturer from your past that read one of her/his lectures for 40 minutes! Other people try to memorize their

American Indian Higher Education Consortium Annual Conference  
March 28 – April 1, 2009 in Missoula, MT  
**TRIBAL COLLEGES & UNIVERSITIES:**  
**WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**

## **Poster/Oral (continued)**

presentation, which often makes for a very stiff and tense presentation. This person might get very distraught if they did prepare and attempt to memorize the answer to every possible question that might come from the audience. The majority of good presenters use notes. You might try using notes printed on 3" by 5" cards. Cards are relatively inconspicuous and easy to hold. To avoid the tendency to read from notes, limit them to key phrases that bring to mind several sentences or an entire section of your presentation. You may also want to use the notes feature of your power point program to print the notes under each slide on your print-out to ensure you are talking about the information that is shown on the screen to the audience.

### **Use of the Podium**

There will be some type of podium or lectern provided for your presentation. Standing behind the podium will give a formal air to your talk while moving away will establish a friendlier relationship with your audience.

**Both of these styles are acceptable, so decide which will be more comfortable for you.**

**Visual Aids** - There are various media available for visual presentations. We have moved into the 21st century by requiring an electronic power point presentation. Visual aids are very effective communication tools and are essential in virtually every presentation. The majority of what your audience absorbs from your presentation will come from the visual presentation that you use. Therefore, you will increase the probability of maintaining your audience's attention and interest if you use visual aids wisely. Your presentation will be loaded onto a laptop computer at the ANLSAMP office and we will have the laptop and projector setup for you at your specified time. You will have a remote control to use for moving through the presentation. We also intend to supply a laser pointer for your use but please bring one if you have one in case ours fails.

### **A good visual aid should.....**

1. Aid to clarify, reinforce or highlight an idea. It should be relevant to the subject of your presentation.
2. Be easy to read. Keep the content simple. Avoid complicated graphs or tables.
3. Be brief. Four or five lines with no more than six words per line is a guideline for a good textual visual aid. Your audience should be able to read and absorb the content within two minutes: you will spend the first fifteen to twenty seconds of that time just focusing the audience's attention on your slide and explaining the layout.
4. Not overwhelm the audience with detail or color. Use color to highlight particular points or to group related items.
5. Present only highlights. A good visual aid will supplement, reinforce, and aid spoken material, not take its place, detract from it, or overwhelm it.
6. Be accessible and easily visible to the audience.

**Handouts** - If you would like the audience to have handouts of your presentation please bring 10-15 copies with you. We will not be able to make copies of your handouts for you.

**Location and Time of Presentation** - Please check the email address you listed on your presentation registration form regularly so we can notify you of the time and location of your presentation prior to the start of the conference. These times are subject to change but the changes should be minimal. Also, times and locations will be posted at the conference.

**Check-in** - Please check-in with the ANLSAMP staff in the science bowl staff-room located near the Science Bowl Competition to confirm your location and the presentation time. It is very important you present at your scheduled time. If you have a conflict in scheduling, please notify us immediately.

American Indian Higher Education Consortium Annual Conference  
March 28 – April 1, 2009 in Missoula, MT  
**TRIBAL COLLEGES & UNIVERSITIES:**  
**WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**  
**Rules & Guidelines for the Poster Presentations**

**To participate in the Poster Showcase you must submit a registration form, and an abstract to the ANLSAMP office, postmarked no later than FEBRUARY 6, 2009.**

The abstracts will be compiled in book form and will be available at the conference. The goal of your scientific poster is to have an organized and attractive presentation of your research findings.

Posters should be self-explanatory and readable within about five minutes. In addition, when fabricating your poster, you must comply with the following guidelines.

### **Required Elements**

**1. Title:** At the top of your poster you should have a title that is both short and very descriptive of your project. For empirical studies, the title should also mention the organism(s) studied. As a rule, the title should be easily readable at a distance of about 4 – 5 feet away (words are approximately 1.5 – 2.5 cm in height).

**2. Name Affiliation:** Directly under the title, you should have your name, your faculty sponsor's name, and your school's name. The name and affiliation section is usually about 20-30% smaller than the title.

### **3. The body of the poster:**

**a. The abstract:** is a brief synopsis of the entire work, described in the poster. Most abstracts are one or two paragraphs in length. The abstract should be understandable without reading the entire poster and the reader should be able to decide if s/he would like to read the entire poster based on what they read in the abstract. The abstract should contain the following elements: (1) the purpose of the study, (2) a brief statement of what you did, (3) a concise statement of the major findings, and (4) the major conclusions. Do not include details of the methods.

**b. Introduction:** The purpose of the introduction is to present the question being explored by your research and to place it in the context of current knowledge about the topic. It often works well to start with the general context and work your way down to the specifics, ending with a precise statement of the question or hypothesis being addressed by your study. The introduction should convince the reader of the significance of your study. To do this well in a poster is a challenging requirement. Be brief, but include the important points to be sure the reader sees the relevance of your work.

**c. Methods:** In this section you should describe all procedures that you performed. Describe your methods in sufficient detail to allow a reader who works in your field to understand that you did to collect your data. Illustrations are appropriate for complex experimental design, etc.

**d. Results:** The purpose of this section is to summarize the data. Report the results of any statistical tests here. Present all of your results, whether positive or negative. A table or figure may substitute for a written summary as long as each table or figure has a legend that explains the graphic clearly.

**e. Discussion:** In this section you should interpret the meaning of your results with respect to the original question. You should interpret your results without repeating them. The discussion must include your conclusions about the answers to the questions that motivated your research that you described in the introduction. If appropriate, mention explanations for unexpected results.

**f. Literature Cited:** This section is optional in the poster, unless citations are used in the text. Include only those papers cited in the text. Do not cite a paper unless you have read it yourself. Cite all your references in the text and list them in the literature-cited section using a format from a major journal within your discipline.

**TRIBAL COLLEGES & UNIVERSITIES:  
WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**

**Poster/Oral (continued)**

**4. Graphics, Tables, Photos and Others:** Illustrations, tables, figures, photographs, and diagrams need to have unique identification numbers and legends. In the text, use the numbers to refer to specific graphics or pictures. In your legends include a full explanation and where appropriate, include color keys, scale, etc.

**5. Sample Layouts:** There are an endless number of ways to put a poster together. Remember try to create a strong visual but, avoid making the poster look crowded. It is important to provide some indication of the flow of the poster (top to bottom, left to right). Some posters have numbered sections (units) to indicate the reading order.

**Specific Guidelines:**

One entire poster should take up a space no larger than 80cm by 120cm (approximately 32" by 48"). All posters will be affixed to and displayed on a vertical surface (most likely wood, possibly cork-board).

-You should determine how to secure your poster to such a surface and bring whatever materials you will need to do this.

-You may build your poster upon a single piece of poster-board or it may be made up of several individual components that can be secured to the display surface.

We encourage you to be imaginative and creative, so long as you follow the guidelines in this document. Remember that the purpose of the poster is to convey information from your work. Use care that the display does not overpower the scientific content. Also, check your text and legends for accuracy. Be sure to italicize Latin words, label graphs, tables and have several people proofread your poster. If you decide to make each of the above components of the poster a single unit, the smallest unit should be no smaller than 17.5cm by 20.5cm (approximately 7" by 8") except for literature cited and for the title and Name sections that are, by necessity, linear in orientation. It is fine to group more than one required element on a single unit as long as your poster is clear and readable and does not look cluttered. Unless otherwise directed in the above sections, the text font size is to be no smaller than about 3-4mm in height for an upper case letter (for example: 12 point font in Times New Roman). Times Roman is difficult to read at a distance. Helvetica has sharply delineated letters (no curlicues) and thus, is easier to read at a distance. There are many other font options for you to choose from but you must make sure they are comparable to the Times New Roman 12 point font size.

**Times and Locations and Judging**

All posters will be on display the entire day of competition. You need to be present at your poster during the time your poster is being judged to answer questions and receive feedback during the poster competition. If you are in other competition please notify the ANLSAMP staff and judges to insure that your poster is judged.

**Times and locations will be posted at the conference. Please check-in with the ANLSAMP staff prior to setting up your poster to confirm your location and the presentation time.**

Late entries, if accepted, may present for judges' comments, but will not be scored for competition or be eligible for prizes. No group presentations are permitted. Several student presentations may originate from the same research, however, each student must showcase an original presentation and must present individually.

[It is very important you present at your scheduled time. If you have a conflict in scheduling, please notify us immediately.](#)

AMERICAN INDIAN HIGHER EDUCATION CONSORTIUM ANNUAL CONFERENCE 2009  
MARCH 28<sup>TH</sup> – APRIL 1<sup>ST</sup> - MISSOULA, MONTANA  
**TRIBAL COLLEGES & UNIVERSITIES:**  
**WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**



## Poster and Oral Presentation Competition for Undergraduate Research Registration Form

*The goals of the Poster/Oral showcase are: to encourage undergraduate research; provide a forum for students to interact with faculty and peers; bolster students' skills as scientists and communicators.*

Registration form, abstracts, PowerPoint's, photos, etc. must be sent to the following:

Lee Padilla, ANLSAMP Presentation Contest  
Salish Kootenai College, P.O. Box 70, Pablo, MT 59855  
(406) 275-4714, Fax: (406) 275-4807  
e-mail: lee\_padilla@skc.edu

There are two types of presentation, choose one or both:

1. \_\_\_\_\_ **Oral** (submit this registration form, an abstract, and your complete presentation or most current. You may update your presentation and bring it to the conference with you on a Jump Drive)
2. \_\_\_\_\_ **Poster** (submit this registration form, an abstract, and if possible a poster design (photo, ppt., etc.).

Name	College Affiliation		
*Address	City	State	Zip
Phone	E-mail		
Title of Presentation (please type or print)			

\*Do not list your school address or phone number.

**Deadline for Receipt of Submissions is 5:00 p.m. MST, FRIDAY, MARCH 13<sup>TH</sup>, 2009**

- **If all required documents are not submitted with the application on the deadline date you will not be eligible to present.**
- **You will notified of Presentation Times and Locations and they will be posted at the Conference.**
- **Participation in this event implies permission to use your photograph and name for promotional purposes.**

## 2009 Science Bowl Rules

**Introduction** - The All Nations Louis Stokes for Minority Participation (ANLSAMP) has been conducting the Science Bowl Competition since the 1996 conference in Billings, MT. We would like to thank all of the past conference committees and the current committee for their support and all of the teams and coaches that have offered suggestions and advice. That support has allowed us to develop a long-standing competition for students that have had the opportunity to evolve over the years to provide a relatively stable, clear set of rules and improved the competition as a whole. Again, we wish to thank each and every one of you for your ongoing support and we look forward to seeing you this year!

**Team Composition and responsibilities** - All team members and alternates must be enrolled for at least six (6) credits at a Tribally Controlled Community College as stated in the overall rules of this years AIHEC participation set forth by the planning committee (status must be verified by the registrar and accompany the team roster). Teams shall consist of three (3) members, one (1) alternate member and one (1) coach. One (1) member must be named team captain. The alternate member can replace a team member for all games (becoming the team member) or replace a team member for one or more games. Team members and the alternate cannot be substituted in or out of a game once the game has begun. All substitutions must occur between games. If the alternate plays at least one full game, he or she will be eligible to receive a prize if that team places in the stated finals. A game may be played with less than a full team, but once the game has started, the vacant position(s) may not be filled during the game.

The coach is responsible for the timely filing of the team registration forms and all required materials with the ANLSAMP office. Coaches should be present at the games but this will not be required. It is the coaches responsibility to prepare the students for the competition, assure all of the team members and the alternate arrive at the competition, critique the team performance, make suggestions for improvements to the team members between games, and be involved in the settling of disputes (only at the quizmaster's or team captain's request and if present during the game) during the competition. Coaches cannot compete as team members and cannot raise any dispute or question during the game. In the absence of a coach during the game the team captain may name a substitute coach or the team captain may perform the duties and responsibilities of the coach.

There will be no substitutions of a new team member or alternate who is not listed on the roster except in the case of a documented emergency. If a substitution is necessary, the team coach must designate the person to be the substitute and provide proof of carrying six (6) credits at a Tribally Controlled Community College at the time of the substitution. (Choose your team carefully. Make sure the members will be going to AIHEC.) Any roster changes other than documented emergencies must be submitted no later than three days before the competition is scheduled to begin.

An original copy of the request must be received by the ANLSAMP personnel responsible for arranging the competition before the first game of the competition begins. All requests for roster changes are subject to the approval of the ANLSAMP Staff.

**General Competition Rules** - If a team is ten (10) minutes late for a scheduled game, the game will be considered a forfeit by the late team. The official timekeeper will establish the ten (10) minute grace period after the official starting time for determination of the forfeiture. The information will be given to the Quizmaster to make the formal determination of forfeiture (it is recommended you show up 10 minutes early for the competition to find the scheduled room). The competition will be patterned after the game show "Jeopardy" although teams will not answer in the form of a question. Each game will consist of three (3) rounds. The first two (2) rounds will either last fifteen minutes or until all category questions have been asked (whichever comes first). The third (3rd) round will be a wager round.

## **Science Bowl Rules (continued)**

**Control of the board** - At the start of the game, the quizmaster will flip a coin to determine who has control of the board. “Heads-up” will give control of the board to the team on the quizmaster’s right (team #1). “Tails up” will give control of the board to the team on the quizmasters left (team #2). The team captain having control of the board will choose the first category and points for the first question. After the first question has been asked, the team answering correctly gains control of the board and will choose the category and points for the next question (The points for any question in any one category may only be used once). Control of the board will remain with the team that last correctly answered a question. If the team that has control of the board answers a question incorrectly, control of the board will change to the other team.

### **Topic Selection**

**Round One (1)** - After control of the board has been established, the quizmaster will offer a “hat” containing cards with each of the Science Bowl Categories to each of the team captains. The team captain with control of the board will draw the first two categories, and the other team captain will draw the next two categories from the hat. These four (4) categories will be used for round one of the game and will not be placed back into the hat or used for round two.

**Round Two (2)** - The categories for round two will be decided in the same manner as round one from the remaining categories in the “hat”.

**Round Three (3)** - Round three is the wager round. The category will be chosen by the quizmaster from all of the categories.

**Sudden Death** - all sudden death categories and questions will be chosen by the quizmaster.

**Reading of the Questions** - Either team can buzz in during the initial fifteen (15) second period and request the question be re-read. Questions can only be re-read once. The team that requests the re-read is not responsible for answering the question. After the question is re-read the fifteen (15) second period for discussion and answer begins again and either team may buzz in to answer. It is possible that, after the first reading one team will buzz in and answer the question incorrectly. Since the question has only been read once the second team may buzz in within the remaining time and ask for the question to be re-read. Once again, the team requesting the question be reread is not responsible for answering the question. If a team buzzes in before the reading of the question is complete, only that portion of the question that was read during the first reading will be repeated.

### **Round Play**

**Round One (1)** - Each team will begin the first round with a score of zero (0) points. The team with control of the board will choose the category for the first question. The first question will be read by the quizmaster. Teams will have fifteen (15) seconds after the question is read to buzz in to answer the question.

**Round Two (2)** - Each team will begin Round Two with the scores accumulated in Round One. (Rule Clarification) - The team who has the least accumulated points at the end of round one will be granted control of the board for the start of round two. At the end of Round Two, if one team has a positive number of points and the other team has zero (0) or a negative number of points, the team with the positive number of points will be declared the winner and Round Three will not be played. If both teams have a positive number of points the game will advance to Round Three. If both teams have zero (0) or a negative number of points the game will go into Sudden Death.

**Round Three (3)** - Round Three (3) is the wager round. When both teams have a positive score at the end of Round Two (2) play advances to the wager round. Both teams will be told the number of points they have to wager by the official scorekeeper. The quizmaster will choose the wager round category and question. The quizmaster will announce the category for the round. At that time the teams will have fifteen (15) seconds to

## **Science Bowl Rules (continued)**

AMERICAN INDIAN HIGHER EDUCATION CONSORTIUM ANNUAL CONFERENCE 2009  
MARCH 28<sup>TH</sup> – APRIL 1<sup>ST</sup> - MISSOULA, MONTANA  
**TRIBAL COLLEGES & UNIVERSITIES:**  
**WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**

discuss the amount of their wager, write the wager and the team name on a piece of paper. Team captains will submit the wager to the quizmaster. Teams may wager any number of points ranging from zero (0) to the total amount of points they have accumulated from rounds one and two. The maximum wager is the number of points a team has accumulated. The quizmaster will not reveal the amounts of the wagers until the end of the round. After the quizmaster receives the wagers the question for the round will be read.

The teams will have fifteen (15) seconds to discuss the question and write the answer and the team name on a piece of paper. This question can be re-read at the request of either team during the initial fifteen (15) second period and the fifteen (15) second period for discussion and answer will begin again after the question has been re-read. Again, the question can only be re-read once. The team captains will submit the answer to the quizmaster when the time expires. The quizmaster, beginning with the team on his/her right, will announce the team name, the amount of the wager, the answer submitted by the team and whether or not it was a correct answer. This will be followed for the team on his/her left. The scorekeeper will total the number of points for each team and announce them to the quizmaster and the teams. The quizmaster will declare the team with the most points the winner. If both teams are tied at the end of round three (3), a sudden death round will occur.

**Sudden Death** - The quizmaster will choose the categories and the questions for the sudden death round. The category will be announced and the question read. The same rules for answering will apply to the sudden death round as the previous rounds. The round will continue until one team answers a question correctly. The team that answers correctly will be declared the winner.

**Scoring** -The team that buzzes in must discuss and answer the question within the fifteen (15) second period. If they answer correctly they will gain the points for that question. If they answer the question incorrectly they will lose the points for that question and the other team will have an opportunity to buzz in and answer the question within the remaining time of the fifteen-second period. If either team buzzes in and does not answer the question, allowing the fifteen second period to run out, it will be considered an incorrect answer and the points for that question will be deducted from the team score. The person on the team who buzzes in is the person who must answer the question but discussion is allowed between all team members.

**Disputes** - If any dispute is raised that is not declared according to the rules as stated in this document, it will be considered an invalid dispute and no action will be taken to resolve the issue. Please make certain that all team members and coaches are aware of the rules in this document. Any dispute or concern about a question or a rule must be addressed immediately following the concern in question and before the next questions read. It is the responsibility of the team members to inform the team captain of the dispute and the responsibility of the team captain to bring the dispute to the quizmaster's attention before the next question is read.

Any other dispute or concern about the game must be addressed immediately following the completion of the game before the quizmaster; staff and both teams leave the room. Reminder: The team captain is the only person that may raise a dispute.

The quizmaster and both team captains (and the coach if present during the game) will bring the dispute to the attention of the Staff Member running the competition. The Staff Member reserves the right to confer with all of the quizmasters, Science Bowl Staff and the ANAMP Program Manager if necessary to resolve the dispute. The team captains raising the dispute and the associated coach will be present during the dispute resolution only if requested by the staff members or quizmasters involved in order to clarify any questions regarding the specific disputed subject.

**Reference Material** - The questions are being purchased from a company that specializes in providing questions for these types of competitions. There will be no reference materials available during the competition.

## **Science Bowl Rules (continued)**

The answer on the card will be the final answer. The suggested study materials are resources that cover general knowledge in the category. All subjects are intended to address general knowledge in the field listed that can be found in any standard college level course and book.

- Mathematics
- General and Organic Chemistry
- Biology
- Science History
- Terminology
- Botany
- Ecology
- Computer Science and Electronics
- Anatomy and Physiology
- Earth Science
- Geology
- Zoology
- Physics
- Measurement

\*\*Participation in this event implies permission to use your photograph and name for promotional purposes

\*\*ANLSAMP reserves the right to amend any or all of the rules and/or categories as needed.

\*\*Video and audio taping of the competition IS NOT allowed.

\*\*ONLY ANLSAMP staff may take photographs during the competition. Under special circumstances others may be able to take photographs with the consent of the staff overseeing the competition, the room staff and the teams. Please check with the appropriate personnel regarding the taking of photographs. Team Coaches listed on the Roster will be notified of any changes at the earliest possible time.

AMERICAN INDIAN HIGHER EDUCATION CONSORTIUM ANNUAL CONFERENCE 2009  
MARCH 28<sup>TH</sup> – APRIL 1<sup>ST</sup> - MISSOULA, MONTANA  
**TRIBAL COLLEGES & UNIVERSITIES:**  
**WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**



## Science Bowl Team Registration Form

All Participants must include, with this registration form, proof of current enrollment showing at least 6 credits in a Tribally Controlled College.

Name of Team Coach (Main contact Person For Team) \_\_\_\_\_

Name of School: \_\_\_\_\_

Address: \_\_\_\_\_

Telephone number and e-mail: \_\_\_\_\_

### Team Captain

Name: \_\_\_\_\_ Address: \_\_\_\_\_

Telephone: \_\_\_\_\_ City, State, Zip: \_\_\_\_\_

Email: \_\_\_\_\_ Tribal Affiliation: \_\_\_\_\_

### Member 2

Name: \_\_\_\_\_ Address: \_\_\_\_\_

Telephone: \_\_\_\_\_ City, State, Zip: \_\_\_\_\_

Email: \_\_\_\_\_ Tribal Affiliation: \_\_\_\_\_

### Member 3

Name: \_\_\_\_\_ Address: \_\_\_\_\_

Telephone: \_\_\_\_\_ City, State, Zip: \_\_\_\_\_

Email: \_\_\_\_\_ Tribal Affiliation: \_\_\_\_\_

### Alternate

Name: \_\_\_\_\_ Address: \_\_\_\_\_

Telephone: \_\_\_\_\_ City, State, Zip: \_\_\_\_\_

Email: \_\_\_\_\_ Tribal Affiliation: \_\_\_\_\_

**DEADLINE: COMPLETED APPLICATION MUST BE POSTMARKED OR RECEIVED BY ANLSAMP NO LATER THAN FRIDAY, MARCH 13<sup>th</sup>, 2009.** THE ANLSAMP OFFICE WILL SEND A CONFIRMATION E-MAIL THAT WE HAVE RECEIVED YOUR APPLICATION. IF YOU DO NOT RECEIVE A CONFIRMATION FROM OUR OFFICE PLEASE CONTACT OUR OFFICE IMMEDIATELY. Application must be submitted to the address below. For additional information, please contact: Lee Padilla, ANLSAMP Presentation Contest, Salish Kootenai College, P.O. Box 70, Pablo, MT 59855. (406) 275-4714, Fax: (406) 275-4807, e-mail: [lee\\_padilla@skc.edu](mailto:lee_padilla@skc.edu)

Participation in this event implies permission to use your photograph and name for promotional purposes. **There may be a limit, teams that have submitted a completed registration form will be selected on a first come, first served basis. ALL INFORMATION WILL BE DIRECTED TO THE TEAM COACH!!!**

AMERICAN INDIAN HIGHER EDUCATION CONSORTIUM ANNUAL CONFERENCE 2009  
MARCH 28<sup>TH</sup> – APRIL 1<sup>ST</sup> - MISSOULA, MONTANA  
**TRIBAL COLLEGES & UNIVERSITIES:**  
**WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**

## GENERAL SPEECH RULES

The six categories for speech include: Persuasive, Informative, Individual Oral Interpretation (Serious and Humorous), and Duo Interpretation (Serious and Humorous).

1. Contestants may register for one or all categories.
2. Each AIHEC College may register five (5) students in each category.
3. Students may not sign up twice in the same category.
4. Students will sign up for each event from 10am to noon.
5. Judges will be hired.
6. The timer will signal the contestants.
7. Visuals may be used in the informative and persuasive speeches.
8. Note cards may be used for the **persuasive and informative speeches** (no limit on note cards) and the student should provide a list of sources.
9. For **interpretation speeches**, the student must hold the manuscript at all times.
10. Each speech will be scored by three judges using the judging forms. From the judges scores, the Speech Committee Chair Person and assistants will tally and rank each contestant and post results by the speech registration area. The top three scores (1, 2, 3) will advance to the final round.
11. Speeches in each category are required to be a minimum of 5 minutes to a maximum of 8 minutes. Pieces which do not meet minimum time limits will be automatically ranked as a 5 (the lowest score).

A lectern and an easel will be provided if the student wishes to use them. The lectern and easel are not allowed, however, during the interpretation events.

**Schedule of Events:** (subject to the AIHEC Committees modifications)

**March 29, 2009**

- 11:00AM Events begin
- 12:30PM – 1PM Break for Lunch
- 4:00 PM Final Rounds (later if speeches run longer).
- 

**CONTACT PERSON:** Michele Curlee, Chief Dull Knife College, PO Box 98, Lame Deer, MT 59043  
(406) 477-6215 Ext 124, mcurlee@cdkc.edu

## **Oral Interpretation Serious, Humorous, or Duo**

1. Oral Interpretation may consist of the following:
  - a. Poetry and prose readings
  - b. Famous speeches
  - c. Drama cuttings (plays)
  - d. Legends, stories
  - e. Cuttings from novels and short stories
  - f. The Bible
  - g. Magazine articles
  - h. Essays
  - i. Newspaper articles
2. Interpretation is the art of re-creation. You re-create the selection in its total effect.
3. As the interpreter, you try to re-create the intellectual and emotional meaning that the writer was trying to convey.
4. Interpretation differs from impersonation and acting in 4 ways:
  - a. The interpreter reads the material as himself/herself.
  - b. The interpreter shares the material with the audience.
  - c. The interpreter establishes the fact that he/she is the intermediary between the writer and the audience.
  - d. The interpreter sets the scene in the minds of the audience and on the platform; he/she stays within a very small area (except for the dramatic duo).
5. Steps to follow in preparing your presentation:
  - a. Cut selection to the appropriate time allotted. Make sure the intellectual and emotional content remain intact.
  - b. Rewrite the selection double-spaced so that it is both easy to read and to follow.
    - i. Mount the pages on 8 1/2 X 11 cardboard or construction paper and number each page.
  - c. Mark the pauses and the words and phrases for emphasis.
  - d. Prepare an appropriate and audience-catching introduction. The introduction sets the scene and establishes the mood for the interpreter and the audience.
  - e. Practice, Practice, Practice
6. The introduction can include the following:
  - a. The setting
  - b. The time
  - c. Biographical information
  - d. Cultural background
  - e. Psychological aspects of the character/writer
  - f. Any other pertinent information or explanations
7. **THE INTRODUCTION MUST BE MEMORIZED** - The introduction is counted in the total time of your presentation. The body of the speech may also be memorized if so desired. Use of a manuscript is optional.
8. If a drama cutting is selected:
  - a. Placement of the characters can be accomplished by turning slightly to the left or right

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**Speech (continued)**

- b. Distinguish between each character by voice and body inflection
  - c. Suggest each character through vocal elements, posture, and muscle tone.
  - d. Face straight ahead during the introduction and when explaining scene changes.
9. A Speakers Stand and a microphone will not be used. It will be up to the speaker to project his/her voice so everyone in the audience can hear and understand the interpretation Also, facial and body gestures play a very important part in the interpretation of your selection
10. Remember:
- a. The pause is a very effective tool for building suspense and climax and for reinforcing emotional content,
  - b. Watch your posture - don't sway back and forth.
  - c. Don't play with your manuscript. (The speaker's stand will not be there to hide behind.)

Say "Thank-you" at the end of your presentation.

## **Duo Interpretation**

Official description:

- A cutting from a play, humorous or serious, involving the portrayal of two or more characters presented by two individuals.
- This material may be drawn from stage, screen, or radio.
- This is not an acting event...
- Presentation is from the manuscript and the focus should be off-stage and not to each other.
- Maximum time limit is 8 minutes including introduction.
- The duo interpretation may be memorized: however, a manuscript for each speaker is the norm. Points will be deducted for over-relying on props and platform movement.

Speech (continued)

## Persuasive Speech

1. You must have a minimum of three different sources
  - a. I.e. books, pamphlets, etc.

Use evidence in your speech:

EXAMPLES	DEFINITIONS
COMPARISONS	QUOTATIONS
STATISTICS	INTERVIEWS
  - b. EXAMPLE - A typical, specific instance, either actual or hypothetical.
  - c. COMPARISON - The statement of similarity and/or difference between specific objects or instances.
  - d. STATISTICS - A numerical example or a numerical comparison.
  - e. DEFINITION - The classification of an idea and the distinguishing of it from others in the same area.
  - f. QUOTATION - An exact statement from another person(s).
  - g. INTERVIEW - A statement given to you during a conference with another person(s).
2. Try not to use the same type of evidence throughout your speech.
3. Use current material whenever possible.
4. Refer to your references within your speech and state the dates of the articles. (Do not state all of your references at the end of your speech).
5. Select topics that show harm or a need for a change. Use note cards. (No Limit)
6. Appeal to the emotions of the audience.
7. Have a conclusion that calls for action.
8. Pay particular attention to the persuasive speaking criteria (see attached evaluation blank).

## Informative Speech

1. The primary purpose of this speech is to inform the audience. Any other purpose, such as to entertain, impress, or to convince, shall be secondary.
2. The student is encouraged to use visual media.
3. Keep your topic specific and focused. Do not try to cover too many major points in this short time frame.
4. Some documentation is required (but is less formal than in a persuasive speech).
5. If at all possible, tie in your own life experiences to your topic.
6. Pay particular attention to the informative public speaking criteria (see attached evaluation blank).
7. Use note cards.

# Speech Registration

Registration must be postmarked by February 6, 2009 – Mail, FAX, or email to: Michele Curlee – Chief Dull Knife College, Box 98, Lame Deer, Montana 59403, phone: 406-477-6215, ext. 124. E-mail: [mcurlee@cdkc.edu](mailto:mcurlee@cdkc.edu)

Name of school \_\_\_\_\_

Coach \_\_\_\_\_ Address \_\_\_\_\_

Email \_\_\_\_\_ Phone \_\_\_\_\_ Date \_\_\_\_\_

**There can only be five entries per category per school.**

Please list names of students participating in the following six speech events:

**Informative:**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

**Persuasive:**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

**Oral Interpretation Serious:**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

**Oral Interpretation Humorous:**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

**Oral Interpretation Serious:**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

**Duo Interpretation Serious:**

**Team 1**

1. \_\_\_\_\_
2. \_\_\_\_\_

**Team 2**

1. \_\_\_\_\_
2. \_\_\_\_\_

**Team 3**

1. \_\_\_\_\_
2. \_\_\_\_\_

**Team 4**

1. \_\_\_\_\_
2. \_\_\_\_\_

**Team 5**

1. \_\_\_\_\_
2. \_\_\_\_\_

**Duo Interpretation Humorous:**

**Team 1.**

1. \_\_\_\_\_
2. \_\_\_\_\_

**Team 2**

1. \_\_\_\_\_
2. \_\_\_\_\_

**Team 3**

1. \_\_\_\_\_
2. \_\_\_\_\_

**Team 4**

1. \_\_\_\_\_
2. \_\_\_\_\_

**Team 5**

1. \_\_\_\_\_
2. \_\_\_\_\_

## Critical Inquiry Rules

1. Each team can have from 2 to 5 members.
2. Each presentation can be between 10 and 20 minutes in length. Any presentation that is under 10 minutes or over 20 minutes will automatically be given a failing score.
3. Teams can use any type of audiovisual, visual, audio or other aids to support their presentation. They will be responsible for their own equipment. The room will have a screen and writing board provided.
4. Teams must prepare four copies of their idea and presentation for the judges.
5. At least two members of each team must participate in the presentation. All members of the group should be present.
6. All team members must be current tribal college students with at least 6 credits and in good standing at their host institution.

### Overview

\*Critical inquiry gives tribal college students the opportunity to explore a topic of interest, prepare a written document and provide an oral presentation.

\*It is a team event that requires development of a concept, research and the creation of an oral presentation to be judged during the AIHEC Conference.

\*In preparing for this event students must consider an issue or topic that they feel is important to tribal colleges, higher education, tribal governments or tribal communities. This could be a topic such as gambling, diabetes prevention, blood quantum's, BIA policies, higher education funding, racism, economic development, tribal constitutions, law enforcement or any other subject that students feel merits review.

\*Students should first identify a topic. Next they must take a position regarding this topic. After they have established a position or thesis statement related to their topic they should conduct research that supports their idea.

\*It is imperative for students to include within their presentations varying points of view regarding their topic. Do not be afraid of counter viewpoints. Instead use these viewpoints to illustrate why your position or concept is the best.

\*The most competitive presentations will be ones that are clearly organized, well researched, informative, interesting and well delivered.

## Critical Inquiry Registration Form

Tribal College \_\_\_\_\_

Contact/Coach \_\_\_\_\_

Phone \_\_\_\_\_

Address \_\_\_\_\_

Email \_\_\_\_\_

### Team Members

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

**All registration forms must be postmarked by February 6th, 2009.**

Mail forms to: Danetta J. Holds the Enemy, Little Big Horn College, 1 Forestry Lane, Crow Agency, MT. Phone: 406-638-3104. Fax: 406-638-3169.

## Business Bowl Rules

### Content Covered in Testing Categories:

- **Accounting I:** The equivalent of Principles of Accounting I, involving general journal entries, posting, balance sheets, income statements, adjusting and closing entries, worksheets, etc.
- 
- **Business Law:** Covers general contract and sales law.
- **Computer Applications:** Integrated Office 2000—Word, Excel, Access, PowerPoint, Outlook
- **Team Competition:** Will consist of a business problem to be solved, which will integrate accounting, finance, marketing, economics, management, law, equipment, appropriate dress, public speaking, communications, and maybe even a little common sense. The students will prepare their solutions for presentation at 11 a.m., Tuesday, March 31, 2009.

All participating colleges must bring their own equipment (laptops, projectors, etc.). Part of the scoring is on how well the students are able to use their equipment. If their equipment breaks down, they must have their own substitutions.

All of the individual and team competition tests are being prepared by outside agents. The individuals/institutions preparing the tests will provide all AIHEC colleges with information regarding the manner of testing by February 6th, 2009. Each coach will receive a copy of the evaluation criteria prior to the competition.

### General Testing Rules

1. Testing will begin ON TIME. If an entrant is 10 minutes late, she/he will forfeit her/his position on the team and individual points. The alternate may replace her/him but must then adhere to the remaining testing time.
2. If there are any changes in participants, these must be submitted with proof of eligibility.
3. All testing/competition decisions will be final.
4. All test packets will be mailed to the appropriate colleges after the convention.
5. The business competition rules will be enforced by the hosting college (FPCC).

### Testing Site

1. The individual competitions will be held, on March 30th, 2009. Place will be posted at the registration table starting March 28.
2. Team competition: Presentations will be on, March 31 and the location will be posted at general conference registration.

**Contact:** Sophia Alvarez, Stone Child Community College, RR 1 Box 1082, Box Elder, MT 59521,  
Phone: (406) 395-4875

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## Business Bowl Registration

College: \_\_\_\_\_ Address: \_\_\_\_\_

Coach: \_\_\_\_\_ Phone Number: \_\_\_\_\_

E-mail: \_\_\_\_\_ Fax: \_\_\_\_\_

Please fill in the names and events of students representing your college in the Business Competition.

**Remember this group will automatically be registered for the Team Problem Solving category.**

Name	Accounting	Business	Computer App.
1.			
2.			
3.			
4.			
5.			
6.			
Alt.			

**Deadline for registration postmarked by: February 6th, 2009**

Mail registration to: Sophia Alvarez, Stone Child Community College, RR 1 Box 1082, Box Elder, MT 59521, Phone: (406) 395-4875.

## Web Page Design

Welcome to this years Web Design Competition. Last year the competition went really well and we hope this year to be even better. This competition is designed to encourage the development of web page skills by students at Tribal Colleges and Universities. The web pages developed for this competition will be “Tribal College, Tribal Culture, Tribal History or Tribal Government”.

### Rules

1. All web pages must be submitted on a CD and must be compatible with Windows and Macintosh Internet browser.
2. All web sites will be viewed on a 15-inch monitor at 800x600 resolutions. Internet Explorer 6 or later and Mozilla Firefox 3.01 or later will be used for course compatibility.
3. RealPlayer 8 and Windows Media Player will be installed for audio and video.
4. Flash 5 will be installed on the browser also. If there are any other plug-ins, etc. to be used you must put them on CD also.
5. It is recommended that you come to the design competition site well in advance to make sure all software and plug-ins are installed.
6. Team competition shall consist of no less then three and no more than five members. All team members must be present at competition site to present and answer questions by judges. Know your software!

**Judging:** A panel of three judges will evaluate the web pages.

- Your web pages must be concise enough so the judges can view it in its entirety in ten minutes, as the judges will only be allowed ten minutes to review each set of pages.
- After the initial review, the web pages may be reviewed again to rank the quality of the sites.
- Competitors are responsible for determining the likelihood that judges will be able to review their web pages during the ten minutes allowed for the initial review process. Judges will independently score each set of web pages using the criteria listed below. Each criterion will be awarded zero (0) to ten (10) points.
- After the initial judging process, the panel will meet privately to consolidate scores and decide final awards.

**The following criteria will be used in judging each site submitted to the competition:**

1. Artistic merit -15% (appeal)
2. Creativity of the site -15% (use of technology as it is integrated into presentation)
3. Logic of layout -25% (consistency of layout presentation)
4. Cultural content- 10% (message)
5. Compatibility with standards -20% (viewable from a variety of browsers/platforms)
6. Effective use of multimedia -15% (consideration of bandwidth, file size)

## Web Page Design Registration

College \_\_\_\_\_

Coach \_\_\_\_\_

Phone \_\_\_\_\_ Email \_\_\_\_\_

Address \_\_\_\_\_

### TEAM MEMBERS

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

**REGISTRATION MUST BE POSTMARKED BY February 6th, 2009**

Mail registration to:

Greg Gilham

Blackfeet Community College

P.O. Box 817, Browning, Montana 59417

Phone: (406) 338-5411

Fax: (406)338-3272

## PowerPoint Design

Welcome to the 2008 PowerPoint Design Competition. This competition is designed to encourage the development of presentation skills by students at Tribal Colleges and Universities.

### Rules

#### *All PowerPoint Presentations must:*

1. Be saved in “.ppt” format and be compatible with Windows and Macintosh computers.
2. Have a minimum of 5 slides and no more than 10.
3. Contain a minimum of 3 action buttons. These buttons can be used for navigation or multimedia purposes.
4. Contain a minimum of 3 hyperlinks. These may connect to the Internet or open other documents.
5. Include consistent slide transitions and animations, as well as multimedia elements (audio, graphic elements, video, etc.).
6. Be based on themes that are oriented around tribal culture and may include historical or contemporary content.
7. Demonstrate originality and creativity.
8. Contain content that has been edited for proper writing conventions.

**Judging:** A panel of three judges will evaluate the PowerPoint presentations. The presentations must be concise enough so that the judges can view each in 10 minutes – the maximum time allotted for each.

After the initial review, the presentations may be reviewed again to rank the quality of the presentations.

Competitors are responsible for determining the likelihood that judges will be able to review their web pages during the ten minutes allowed for the initial review process. Judges will independently score each presentation using the criteria listed below. Each criterion will be awarded zero (0) to ten (10) points.

After the initial judging process, the panel will meet privately to consolidate scores and decide final awards.

### Criteria:

1. Originality and creativity (20%) - *presentation contains unique and creative elements*
2. Coherent design (10%) - *design reflects planning and organization*
3. Cultural content (20%) - *presentation is culturally relevant and appropriate*
4. Technical functionality (20%) - *everything works as intended*
5. Effective use of multimedia (20%) - *contains diverse and engaging resources*
6. Writing quality (10%) - *written work contains little or no errors*

## Power Point Design Registration

College \_\_\_\_\_

Coach \_\_\_\_\_

Phone \_\_\_\_\_ Email \_\_\_\_\_

Address \_\_\_\_\_

### TEAM MEMBERS

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

**REGISTRATION MUST BE POSTMARKED BY February 6th, 2009**

Mail registration to:

Salish Kootenai College, Atten: Amy Burland, PO Box 70, Pablo, MT 59855. Phone 406-275-4761, e-mail: [amy\\_burland@skc.edu](mailto:amy_burland@skc.edu) Fax: 406-275-4807.

## Traditional Plants Competition

1. Contest will be on Sunday, March 29th, 2009. Location will be in AIHEC Program packet.
2. The competition will be in PowerPoint format. A PowerPoint presentation consisting of 50 slides (one slide for each plant) will be provided on laptops.
3. Plants have been selected from the Blackfoot region of Canada. ( Primarily Southern Alberta)
4. A list of 62 plants, with acceptable scientific, Blackfoot and common names, as well as acceptable uses, is attached.
5. Plants will be identified with appropriate information immediately following the contest.
6. First, second, and third place prizes will be given at the awards banquet.
7. Books from the reference list can be obtained from your college library, your science department, or your local bookstore.
8. Contact Alvin ManyChief, Alvin.manychief@uleth.ca

### Traditional Plants Contest Rules

1. Students will have up to two hours to complete the contest.
2. There can only be one student at a laptop at a time, during the contest.
3. No reference material can be used during the contest.
4. Common names or traditional uses may vary, check reference list for acceptable names and uses.
5. Plants may have more than one traditional use, however only one traditional use needs to be provided per plant. Your list provides one traditional use for each plant. If you wish to provide a use *other than the one on the list* please make sure than it has been approved by the AIHEC committee *before the day of the contest*. The use must be verifiably traditional to the tribes of the Blackfoot region.
6. Students will be required to list scientific name, common name, and Blackfoot name, traditional use for each plant. Traditional uses must be specific beyond simply “food” or “medicine.”
  - For medicines, identify the part of the plant that is used and the illness that is treated.
  - For foods, identify the part of the plant that is eaten.
  - For building materials, identify the part of the plant that is used and give an example of how it was used.
  - For other uses, identify the part of the plant used and what it is used for.
7. Students must be registered for the Conference to be eligible for the Traditional Plants competition.

**Reference List:** Plants of Alberta; France Royer, Richard Dickinson

**Relevant Websites:** Galileo.org

## Traditional Plant Competition Registration

Name of College \_\_\_\_\_

Name of Coach \_\_\_\_\_

Address \_\_\_\_\_

Phone \_\_\_\_\_ FAX \_\_\_\_\_ Email \_\_\_\_\_

**Participant names:**

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

**REGISTRATION MUST BE POSTMARKED BY February 6th, 2009**

**FAX Registration to: Alvin ManyChief, Red Crow Community College, Cardston, Alberta, CA.  
Phone: 403-737-2400. E-mail: [Alvin.manychief@uleth.ca](mailto:Alvin.manychief@uleth.ca). Fax: 403-737-2101.**

## **Art Exhibition and Competition**

### **ART SHOW OBJECTIVES:**

1. Strengthen existing Art programs at Tribal Colleges and Universities.
2. Provide incentives for production of quality art pieces.
3. Showcase a variety of tribally significant art pieces.
4. Provide a forum for college students to showcase talent.
5. Provide potential outlets for marketing student artwork.

### **ART SHOW RULES:**

1. All artwork entered must be completed by college students attending an AIHEC-affiliated institution.
2. All Artwork must have been produced within the last two (2) years.
3. All entries must arrive at the Hilton Garden no later than 6:00 p.m. on March 20th, 2009. Entries must remain on exhibit until 3:00 p.m. Tuesday, March 31st, 2009.
4. A juried panel will judge all entries.
5. All entries marked “For Sale” must be accompanied by the artist or handwritten permission for the sale of such art from their representative.
6. Artists may enter all categories, but only two entries per category. Entries must remain on-site for the duration of the competition in order to be eligible for awards.
7. A separate Registration form must accompany each artwork item submitted for competition.

**AIHEC will not be responsible for lost, damaged, or stolen items.**

**Instructors are not eligible for Art Competition Awards.**

## Art Show Registration

Artist Name \_\_\_\_\_

Date \_\_\_\_\_

Tribal College Enrolled \_\_\_\_\_

Address \_\_\_\_\_

Title of Artwork \_\_\_\_\_

Value (if For Sale) \_\_\_\_\_ or Not for Sale \_\_\_\_\_

Please fill out one Registration form for each artwork being submitted

Division and category – There is no limit on the number of categories entered however, there is a limit of two (2) entries per category, per person.

Check the category you are entering.

### **DIVISION ONE - Traditional**

Categories: Bead work \_\_\_\_\_ Leather work \_\_\_\_\_ Quill work \_\_\_\_\_

Textile \_\_\_\_\_ Dimensional work \_\_\_\_\_ Miscellaneous \_\_\_\_\_ Weaving \_\_\_\_\_

### **DIVISION TWO – Contemporary**

Categories: Painting \_\_\_\_\_ Graphics \_\_\_\_\_ Photography \_\_\_\_\_

Ceramics \_\_\_\_\_ Pottery \_\_\_\_\_ Jewelry \_\_\_\_\_ Sculpture \_\_\_\_\_

Functional Crafts \_\_\_\_\_ Drawing \_\_\_\_\_

No miscellaneous category, all art pieces must be in a category that is shown on the art show registration form.

**Artist's Signature** \_\_\_\_\_

• Please make a copy of this form to present with your artwork when you or a representative delivers it to the competition. Mail the other copy to the address below.

**DEADLINE FOR REGISTRATION: POSTMARKED BY FEBRUARY 6th, 2009**

Mail completed forms to: Salish Kootenai College, Attention: Corky Clairmont, P.O. Box 70, Pablo, MT 59855

## **Mr. and Ms. AIHEC 2009**

### **Overview and Guidelines**

The Mr. and Ms. AIHEC competition is set-up to recognize outstanding tribal college students who will serve as ambassadors for 2009-2010. Those selected will be asked to share the tribal college story and their own personal experience with others at meetings, conferences, pow wows and other community gatherings. The two selected for this prestigious honor will also be awarded a trip to one national gathering during the year of their term.

### **CRITERIA**

1. Scholarship-students academic records as well as their pursuit of research; advanced studies and intellectual development will be given consideration by the judging panel.
2. Culture-candidates cultural experiences and involvement within their college and community will be a factor in judging.
3. Personal Vision-future goals and personal expectations will be given close review by the judging panel.
4. Community Service-nominees service to their college as well as the community will be a part of the overall evaluation.
5. AIHEC Awareness-candidates understanding and knowledge of AIHEC and the entire tribal college movement, history and future development will be given consideration in the judging.
6. Presentation-nominees speaking ability and overall personal presentation will be a part of the judging.

### **REQUIRED MATERIALS**

Those applying for Mr. and/or Ms. AIHEC must submit a copy of their academic official transcript, two letters of support, a resume and a personal statement. The personal statement should tell about the person's past, what they are currently doing and where they plan to be in the future.

### **ELIGIBILITY**

Students must be enrolled with at least 12 credits, be in good academic standing and have at least a 3.0 GPA. Tribal colleges can submit as many nominees as they wish. The review committee will then look at the applications and decided whom they wish to interview at the conference.

### **PROCESS**

1. Students will be notified by February 20<sup>th</sup> if they have been selected as a finalist.
2. All finalists must be in attendance at the AIHEC Conference.
3. Finalists will be interviewed at the AIHEC Conference.
4. The new Mr. and Ms. AIHEC will be announced during the conference.

### **All application materials should be submitted to:**

Salish Kootenai College, Attention: Grace Samuels, P.O. Box 70, Pablo, Montana 59855  
406-275-4840 or grace\_samuels@skc.edu

**The packet must be postmarked or electronically submitted by February 6th, 2009.**

AMERICAN INDIAN HIGHER EDUCATION CONSORTIUM ANNUAL CONFERENCE 2009  
MARCH 28<sup>TH</sup> – APRIL 1<sup>ST</sup> - MISSOULA, MONTANA  
**TRIBAL COLLEGES & UNIVERSITIES:**  
**WHERE AMERICAN INDIAN CULTURE AND TECHNOLOGY MEET**

## Mr. and Ms. AIHEC 2009

### Registration Form

Name \_\_\_\_\_

Phone \_\_\_\_\_

Address \_\_\_\_\_

Tribal College \_\_\_\_\_

Grade point average \_\_\_\_\_

Area of Study \_\_\_\_\_

#### Checklist of required materials:

---Registration form

---Two letters of support

---Academic transcript

---Resume

---Personal statement

Please submit all materials to  
Salish Kootenai College  
Attention: Grace Samuels  
P.O. Box 70  
Pablo, Montana 59855.  
Phone: 406-275-4978

**MUST BE POSTMARKED BY February 6th, 2009.**

## **2009 AIHEC - HANDGAME RULES**

Team registration must be submitted to the AIHEC Handgame Committee by March 1, 2009. Team Rosters can be turned in at time of conference registration.

For individual award purposes we are requiring that each team turn in a roster with their team members names listed in the order they will be seated for every game. Coaches will be responsible for this. This rule will be enforced for every game.

**HAND GAME:** Teams will play pick your style “Flathead” or “Cheyenne” Style. The style will be decided by a coin toss between the two opposing teams, which every team wins the toss will get to pick the style for that particular game.

**TEAMS:** Teams must consist of 6 no more than 12 players. Only players listed on the team’s roster can hide and/or guess. Additional people may help sing, but are not allowed to hide or guess. Players cannot be listed on more than one roster. Players may consist of college students with no more than four staff or faculty on a team of 12, or two if a team has less than 8 players.

- Rosters can list up to 12 players with one being designated as the Team Captain.
- A minimum of 6 players must be present during each game.
- This is a double elimination competition. After the first loss, the losing team moves into the loser’s bracket. After the second loss the team is eliminated.
- Teams must be ready to play when called upon. **NO EXCEPTIONS!**
- **MANDATORY THAT ALL TEAM CAPTAINS BE AT THE HANDGAME MEETING!**

### **TEAM CAPTAINS**

1. Captains are responsible for getting 1 judge for each of their games. Judges can be a player from another team’s roster.
2. Captains will notify judges of their guesser(s) and hider(s)
3. Captains select 2 hidiers each time the ‘bones’ come into their team’s possession.
4. Captains are responsible for giving out and collecting the bones.
5. Captains can change hidiers only after possession of both sets of bones have been lost.
6. Captains are responsible for telling their team’s hidiers when to hide and when to open their hands and reveal the bones. If the hider reveals the bones before the guess, 1 stick will be forfeited.

**GUESSERS:** In the interest of time, when there are two (2) hidiers, the guesser will always guess both at the same time AND there will be a time limit for hiding, not to exceed 1 minute. When there are two hidiers, the guesser can use any of the following hand signals (except when there is only one hider, then the guesser can only choose right or left):

- **OUTSIDE-** With the thumb and index finger pointed outward in opposite Directions. (Guessing the outside of the hands of the hidiers)
- **INSIDE-** With a flat vertical hand, making a down ward chopping motion. (Guessing the inside of the 2 hidiers)
- **RIGHT-**With the thumb down, pointing the index finger to the right (Guessing The right hand(s) or 1 or 2 hidiers)
- **Left-**With the thumb down, pointing the index finger to the left. (Guessing the left hand(s) of 1 or 2 hidiers)

The person guessing must stand when making his/her guess against the opposing team. The guesser will be prompted to guess when the opposing team’s hider/hider’s stand.

**Handgame rules (continued)**

Guessers keep guessing until possession of bones is regained or the hiding team scores all available points. Guesser can pass his/her guessing to a fellow teammate in between guesses as long as the Team Captain notifies the judges and the opposing Team Captain.

**HIDERS**

1. A Hider can pass the bones to a fellow teammate in between guesses as long as the Team Captain notifies the judges and the opposing Team Captain. (This makes it possible to get more players involved in the game)
2. Hiders will each be given a set of bones (1 marked and 1 unmarked). The guesser will be trying to find the MARKED BONES for Cheyenne Style and the UNMARKED BONES for Flathead Style
3. The hider/hiders will be required to stand when they are ready to be guessed by the opposing team's guesser. (This will prompt the guesser to stand to guess the opposing team)
4. Once the bones are hidden hiders must keep both hands in view of the opposing guesser.
5. The Hider will open their hands and reveal the bones when the judges indicate that the guess has been made.
6. The hider reveals the bones before being guessed, one (1) stick will be forfeited.
7. When hiders are guessed by the opposing team, they return the bones to the Team Captain.

**HIDERS AND GUESSERS WILL REMAIN STATIONARY WHEN GUESSING OR HIDING NO DANCING AROUND PLAYING AREA.**

**JUDGES**

1. Judges must be present at the start of the game and for the full duration of the Game.
2. Judges will oversee the game by confirming each guess and each point.
3. Judges rulings are final.
4. Judges are utilized for fairness.

**TEAM SPIRIT**

1. Teams can use shakers, clap, etc. but cannot block the guesser's view.
2. Teams may use any means (within reason) to distract the guesser, but can not touch opposing teammates with any objects during the game.
3. Once instructed or warned by a judge to clear the guesser's view, one (1) stick may be forfeited.

**TEAM DRESS: This year an award will be given to the best dressed or for the team who wears attire that matches each other and their college.**

**CHEYENNE STYLE**

**GUESSERS:** In the interest of time, when there are two (2) hiders, the guesser will always guess both at the same time AND there will be a time limit for hiding, not to excel 1 minute. When there are two hiders, the guesser can use any of the following hand signals (except when there is only one hider, then the guesser can only choose right or left):

**OUTSIDE** – With the thumb and index finger pointed outward in opposite directions. (Guessing the outside of the hands of the hiders).

**INSIDE** – With a flat vertical hand, making a downward chopping motion. (Guessing the inside of the 2 hiders)

**RIGHT** – With the thumb down, pointing the index finger to the right (Guessing the right hand(s) or 1 or 2 hiders)

**LEFT** - With the thumb down, pointing the index finger to the left. (Guessing the left hand(s) of 1 or 2 hiders)

Guessers keep guessing until possession of bones are regained or hiding team scores all available points. Guesser can pass his/her guessing to a fellow teammate in between guesses as long as the Team Captain notifies the judges and the opposing Team Captain.

**Handgame rules (continued)**

**HIDERS**

1. Once the hiders are selected they are the teams' hiders until the team loses possession of the bones
2. Hidere will each be given a set of bones (1 marked and 1 unmarked). The guesser will be trying to find the MARKED BONES
3. Once the bones are hidden hidere must keep both hands in view of the opposing guesser.
4. The hider will open their hands and reveal the bones when the judges indicate that the guess has been made.
5. The hider reveals the bones before being guessed, one (1) stick will be forfeiting.
6. Hidere will continue to hide as long as the opposing teams keep guessing incorrectly.
7. When hidere are guessed by the opposing team, they return the bones to the team Captain.
2. Teams may use any means (within reason) to distract the guesser, but can not touch opposing teammates with any objects during the game.
3. Once instructed or warned by a judge to clear the guesser's view, one (1) stick may be forfeited.

**SCORING POINTS**

1. The team who wins the coin toss before the game will have their choice of what Color sticks they want and they will get to hide first.
2. Only the hiding team who has possession of the bones is able to score points.
3. The objective for the guesser is to find the "MARKED BONES" of the hider.
4. If a hider brings up their hands to be guessed, then puts their hands back together or conceal hands again one (1) stick will be forfeited.
5. Hiding team continues to hide until both sets of bones are lost.
6. Guessing team continues to guess until both sets of bones are won.
7. If the guessing team correctly guesses two (2) hidere correctly, they regain possession of the bones and the opportunity to score points.
8. If the guessing team guesses two (2) hidere incorrectly, the hiding team remains in possession of the bones and the opportunity to score points.
9. If the guessing team guesses two (2) hidere incorrectly, the hiding team maintains possession of the bones and scores two (2) points.
10. If the guessing team incorrectly guesses one (1) hider and correctly guesses the other hider, the hiding team scores one (1) point and the hider who "fooled" the guesser hides again and the game is played with one hider. If the guesser misses the next guess, both hidere resume play.
11. The game continues on until all available points have been scored.

**SCORING**

1. 2 two sets of bones for each team. (2 **marked** and 2 **unmarked** for each team)
2. Only the bones provided by the tournament coordinators may be used.
3. Identical Point Set for each game or two (2) sets of scoring sticks (6 sticks set) twelve sticks total.
4. A Score Keeper will be provided to keep score.

**FLATHEAD STYLE**

**TO GAIN THE KICK STICK:** There will be a flip of the coin between teams and whichever team captain wins the toss will choose whether he/she will guess or be guessed when the two team captains play for the kick stick. The captain that guesses correctly and gets missed by the other captain, their team will receive the kick stick and hide first.

**GUESSERS:** In the interest of time, when there are two (2) hidere, the guesser will always guess both at the same time AND there will be a time limit for hiding, not to excel 1 minute. When there are two hidere, the guesser can use any of the following hand signals (except when there is only one hider, then the guesser can only choose right or left):

**Handgame rules (continued)**

**OUTSIDE** – With the thumb and index finger pointed outward in opposite directions. (Guessing the outside of the hands of the hidiers).

**INSIDE** – With a flat vertical hand, making a downward chopping motion. (Guessing the inside of the 2 hidiers)

**RIGHT** – With the thumb down, pointing the index finger to the right (Guessing the right hand(s) or 1 or 2 hidiers)

**LEFT** - With the thumb down, pointing the index finger to the left. (Guessing the left hand(s) of 1 or 2 hidiers)

Guessers keep guessing until possession of bones are regained or hiding team scores all available points. Guesser can pass his/her guessing to a fellow teammate in between guesses as long as the Team Captain notifies the judges and the opposing Team Captain.

**HIDERS**

1. Once the hidiers are selected they are the teams' hidiers until the team loses possession of the bones
2. Hidiers will each be given a set of bones (1 marked and 1 unmarked). The guesser will be trying to find the UNMARKED BONES
3. Once the bones are hidden hidiers must keep both hands in view of the opposing guesser.
4. The hider will open their hands and reveal the bones when judges indicate the guess has been made.
5. The hider reveals the bones before being guessed, one (1) stick will be forfeited.
6. Hidiers will continue to hide as long as the opposing teams keep guessing incorrectly.
7. When hidiers are guessed by the opposing team, they return the bones to the team Captain.
8. Teams may use any means (within reason) to distract the guesser, but can not touch opposing teammates with any objects during the game.
9. Once instructed or warned by a judge to clear the guesser's view, one (1) stick may be forfeited.

**SCORING POINTS**

1. There will be a flip of the coin between teams and whichever team captain wins the toss will choose whether he/she will guess or be guessed when the two team captains play for the kick stick. The captain that guesses correctly and gets missed by the other captain, their team will receive the kick stick and hide first.
2. Only the hiding team who has possession of the bones is able to score points.
3. The objective for the guesser is to find the "UNMARKED BONES" of the hider.
4. If a hider brings up their hands to be guessed, then puts their hands back together or conceal hands again one (1) stick will be forfeited.
5. Hiding team continues to hide until both sets of bones are lost.
6. Guessing team continues to guess until both sets of bones are won.
7. If the guessing team correctly guesses two (2) hidiers correctly, they regain possession of the bones and the opportunity to score points.
8. If the guessing team guesses two (2) hidiers incorrectly, the hiding team remains in possession of the bones and the opportunity to score points.
9. Whenever a guesser correctly guesses a set of bones they will be given up to the guessing team.
10. The hiding team will not be able to hide or score points until both sets of bones are in their possession.
11. The game continues on until all eleven sticks have been scored by one team.
12. Five sticks are "alive" on each side when the game begins. The team captains will be in control of passing the sticks to one another when deemed necessary.

**SCORING**

1. 2 two sets of bones for each team. (2 **marked** and 2 **unmarked** for each team)
2. Only the bones provided by the tournament coordinators may be used.
3. Two (2) sets of scoring sticks (5 stick set) and (1) Kick Stick  
(11) Eleven Sticks Total

## AIHEC 2009 Hand Game Tournament Registration Form

College: \_\_\_\_\_

Contact: \_\_\_\_\_ Phone: \_\_\_\_\_

Address: \_\_\_\_\_ Email: \_\_\_\_\_

**PLEASE NOTE:** *This registration form is to assist the host committee in scheduling and develop the brackets. Teams are not required to submit full team rosters prior to the conference. With the roster a team must provide documentation, which indicates the affiliation of the team members as either staff or student. (See-Roster)*

**TEAM DRESS:** This year an award will be given to the best dressed or for the team who wears attire that matches each other and their college.

- **Registration MUST BE Postmarked by March 1, 2009**

Send registration to:  
Chief Dull Knife College  
C/O AIHEC Handgame  
P.O. Box 98  
Lame Deer, MT 59043

For more information contact:

Allen Clubfoot, Co-Coordinator (406)477-6503 ext. 2  
Michelle Spang, Co-Coordinator (406)477-6215 ext. 187 [mspang@cdkc.edu](mailto:mspang@cdkc.edu)  
Derek Knows His Gun Co-Coordinator (406)477-8188 ext. 109

## Fashion Show

*Time to strut your stuff!*

1. Looking for contemporary Native American made clothing! Shirts, vests, dresses, pants, shorts, hats-you name it!
2. Must a student, staff or faculty member make a piece of clothing! \*Non-professionals, please!
3. Each school must provide a model for their items. This does not mean that the designer has to be the model. Each school can have two participants and an alternate.

**The Fashion Show will be Sunday the 29<sup>th</sup> at 8 p.m. A short rehearsal will be scheduled earlier on-site - this will be posted during registration.**

### Fashion Show Registration

Tribal College or University \_\_\_\_\_  
Contact \_\_\_\_\_ Phone \_\_\_\_\_ Email \_\_\_\_\_  
Address \_\_\_\_\_

Fill out the information for the fashion show. Each tribal college can have TWO entries. This can include an entire outfit or parts of an outfit. The designer can have someone else model or be the model. An alternate model should be identified.

#### Fashion Show Representatives

1. Designer Name \_\_\_\_\_  
STUDENT      STAFF      FACULTY (Please circle one)

Model Name \_\_\_\_\_  
STUDENT      STAFF      FACULTY (Please circle one)

Please describe the item(s) to be modeled: \_\_\_\_\_  
\_\_\_\_\_

2. Designer Name \_\_\_\_\_  
STUDENT      STAFF      FACULTY (Please circle one)

Model Name \_\_\_\_\_  
STUDENT      STAFF,      FACULTY (Please circle one)

Please describe the item(s) to be modeled: \_\_\_\_\_  
\_\_\_\_\_

3. Alternate model \_\_\_\_\_

Send registration to Marla Ollinger, Blackfeet Community College, P.O. Box 819, Browning, Montana 59417.  
Call or email: Marla 406-338-5441 [marla\\_o@bfcc.org](mailto:marla_o@bfcc.org)

**Must be postmarked by February 6th, 2009.**

## Talent Show Registration

Talent Show will be held Sunday, March 29<sup>th</sup> at 8 p.m. in conjunction with the Fashion Show. This is the chance to share your talent and have some fun!!

Student Name \_\_\_\_\_

Student Home Address \_\_\_\_\_

Tribal College or University \_\_\_\_\_

Home phone \_\_\_\_\_ Student e-mail \_\_\_\_\_

Talent \_\_\_\_\_

\_\_\_\_\_

**DEADLINE: March 6, 2009.**

**Fax this form to: Red Crow Community College, Attention: Henry Big Throat, (403) 737-2101  
For more information, contact Henry at 403-737-2400 or [henryb@redcrowcollege.com](mailto:henryb@redcrowcollege.com).**

# RUN FOR THE AIHEC OF IT!

## Fun Run Registration Form

**\$5 fee includes t-shirt**

- Race begins at 8:00 a.m. on March 30. Place will be posted during registration.
- Rides from the Hilton Garden Inn will be provided (departs from the main entrance at 7:30 a.m.).
- Awards will be given to the top two finishers in each group.

Check Appropriate Areas:

5K\_\_\_\_\_ WALK\_\_\_\_\_ Male\_\_\_\_\_ Female\_\_\_\_\_ T-SHIRT SIZE\_\_\_\_\_

Name\_\_\_\_\_ Address\_\_\_\_\_

City\_\_\_\_\_, ST\_\_\_\_\_ Zip\_\_\_\_\_

I hereby release the AIHEC from any and all claims that may arise from my participation in this competition.

Signature\_\_\_\_\_ Date\_\_\_\_\_

**Mail registration form along with a check payable to AIHEC Conference 2009 to:** Rose Atkinson, Fort Peck Community College, PO Box 398, Poplar, MT 59255. Phone: 406-768-6317, e-mail: [ratkinson@fpcc.edu](mailto:ratkinson@fpcc.edu).

Questions on the fun run? Call President SpoonHunter at 307-335-8243 or email [mspoonhunter@wrtribalcollege.com](mailto:mspoonhunter@wrtribalcollege.com)

**POSTMARKED BY March 6th, 2009**

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## Volleyball Tournament

The host committee is planning a volleyball tournament during the Annual AIHEC Conference. This will be a co-ed tournament open to enrolled students from a tribal college. At this point the committee is trying to identify if there is enough interest for a tournament.

Please fill out this form and mail it to the address below. Teams will be contacted by the 28<sup>th</sup> of February if the tournament is to be held. Thanks for your interest!

Tribal College \_\_\_\_\_

Contact Title \_\_\_\_\_

Phone \_\_\_\_\_ Email \_\_\_\_\_ Fax \_\_\_\_\_

Address \_\_\_\_\_

**Does your college have a co-ed volleyball team or would they be interested in putting one together from those who are planning to attend the conference?**

**IMPORTANT: PLEASE RETURN THIS FORM POSTMARKED BY  
JANUARY 26th**

### **Mail To:**

Salish Kootenai College  
Attention: Juan Perez  
P.O. Box 70  
Pablo, Montana  
59855

Phone: (406) 275-4978

AMERICAN INDIAN HIGHER EDUCATION CONSORTIUM ANNUAL CONFERENCE 2009  
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**Coaches Meeting – March 28, 2009 at 4 p.m.**  
**Ruby's Inn, 4825 North Reserve, Missoula, MT**

Tribal College \_\_\_\_\_

Contact / Coach \_\_\_\_\_

Phone \_\_\_\_\_

Address \_\_\_\_\_

Email \_\_\_\_\_

Team Members

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

**All registration forms must be postmarked by Friday March 6<sup>th</sup>, 2009.**

Mail forms to: Zetra Wheeler, Salish Kootenai College P.O. Box 70 Pablo, MT 59860.

Phone (406) 275-4998. E-mail [zetra\\_wheeler@skc.edu](mailto:zetra_wheeler@skc.edu). Fax (406) 275-4807

