

ONE NIGHT

Final Proposal

Theme

People get to root for their preferred characters, the Cowboys or Ninjas. The entire night will center around people fighting for their characters and watching their characters battle it out.

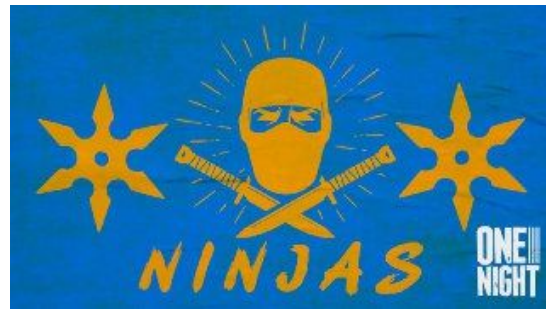
Mascots will come in pairs, 2 cowboys and 2 ninjas

Cowboys vs Ninjas

(Cowboy hat vs Shuriken)



VS



Overarching Ideas

1. Pre-Service Party
2. Service Games
3. Publicity
4. Stage Design and Worship
5. Openings / Decor

Budget (\$_____)

(Approximate figures)

Pre-party - \$20%

Openings - \$10%

Games - \$20%

Décor - \$35%

Misc - \$15%

Program Flow/Service Order:

Start/End Time	Duration (Min)	Program	Personnel
4:00pm- 5:15pm	1h 15min	Pre-service Party	Pre-service Head
5:15pm- 5:25pm	10min	Push people to Hall	Ushers
5:25pm- 5:27pm	2min	Countdown Timer	Graphic Projectionist
5:27pm- 5:32pm	5min	Opening	Openings Head
5:32pm-5:40pm	8min	Game 1	Games Head

5:40pm- 6:15pm	35min	Praise and Worship	Worship Team
6:15pm- 6:18pm	3min	SL Handover	Service Leader
6:18pm- 6:24pm	6min	Welcome Visitors + Offering Collection + VA	Service Leader
6:24pm- 7:14pm	50min	Sermon + Altar Call	Service Leader
7:14pm-7:22pm	8min	Game 2	Emcee
7:22pm-7:27pm	5min	Final announcements	Service Leader

Program Breakdown

Program Element 1 (Pre-Service Party)

TIME	PROGRAMME	ICs	THINGS TO DO
10.00am-3.00pm	Set Up	ALL	3pm Checkpoint - Every station must be set up and ready
3.00pm-3.45pm	Standby for start	ALL	3.45pm All to be at stations ready to receive people
4.00pm	Start of programme	ALL	
4.00pm-4.15pm	All stations ready to start	N/A	Get people to select their faction + Give out merch
4.15pm-4.20pm	Mini Challenge #1		Emcee explaining game rules + Give out free meat to winning teams to enjoy at grill station
4.30pm-4.35pm	Mini Challenge #2		
4.45pm-4.50pm	Mini Challenge #3		
5.15pm	End of Pre-Party	ALL	Push people to hall
	Tear Down		

1. Grill Station

People bring their own meats and can grill it for themselves.

Marinade will be provided for them. Alongside an eating area, where people can get their food and sit down and chill.

2. Free Fades

Barber would be on hand to give free fades for anyone who wants to be cool.

3. Paid Tempered Glass Screen Change

Charging approx. \$2 per tempered glass.

4. Photo areas

Photozones

5. Chill zone

For people who don't wanna do anything, they can come chill, sit or lie around while waiting for the main event to begin. Board games and bean bags and low tables will be provided for them to utilize while waiting.

6. Sneaker Laundry


Freshen up and clean up your kicks! \$2 for cleaning. \$2.50 for cleaning and laces. Services are: replacement laces, white sneaker clean up with erasers, sole detachment repair.

7. Leaderboard Games

Series of games that allows participants to put their side on the top.

(Cockroach trap, how far can you reach on sticky ground)

(Vaseline floor walking, how far you can reach on slimy ground)

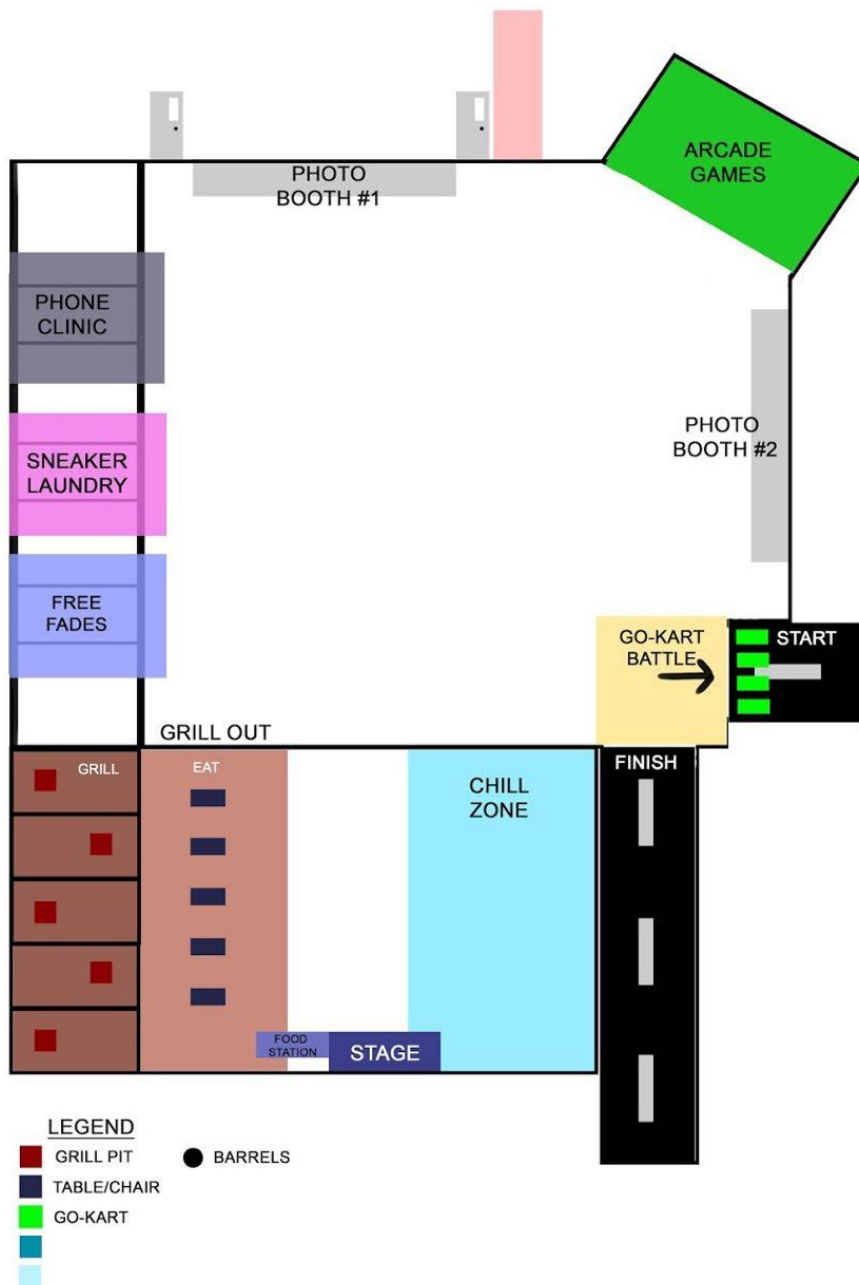
Main Elements	Details	Items needed
TheEDGE Supermarket	Raw food items sold and people are allowed to grill at the bbq pits each cup sold for \$1 3 satay sticks (50 cups) 5 marshmallows (50 cups) 2 hotdogs (50 cups)	150 cups 150 satay sticks 250 marshmallows 100 hotdogs 400 skewers (2 per cup for marshmallow and hotdog cups only)
BBQ pits	5 BBQ pits Metal grill will then be on top.	5 bbq pits Charcoal Fire starter 5 Metal grills
Table Setup	Black cloth covering stacked up wooden crates. Glass bottles of fairy lights and baby's breath placed on top. To give off a cafe, chill theme.	
Mini Challenges	1. Guess the Sauce [5mins] Helper: Game IC - Zien Set up table before gathering participants: 2 cups of water, some serviettes, 2 trashbags (blindfolds) How to play: 2 players are blindfolded and need to guess the sauces (TWO) that's mixed with food items. Players to raise hands & speak into the mic to answer. (must mention TWO sauces). Players gets 1 points for every round correctly guessed. Player with the most number of points at the end wins! Total number of rounds: 2 1st round: Satay + Ketchup + Wasabi 2nd round: Hotdog + Chilli + Maple Syrup (Tie breaker: pour MAC grape sauce on plastic spoons) Timeline:	2 Satays, 2 Hotdogs, 4 skewers, Sauce (Mac - 1 or 2 pkt each: Garlic Chilli, Ketchup), Wasabi, Maple Syrup, 2 cups of plain water, serviettes, 2 Blindfolds (trashbags), Prizes to be given out: 1kg of meat each round (500g of Teriyaki & Black Pepper chicken)

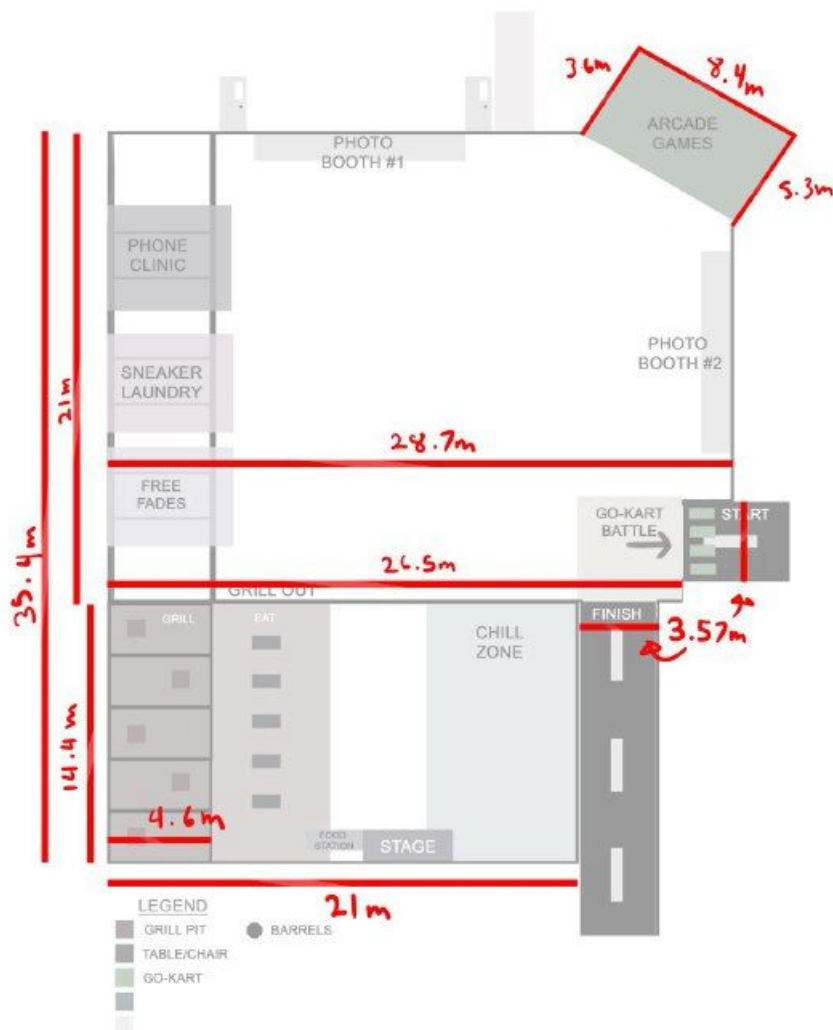
	<p>Intro game - 1 min Play - 4 mins</p> <p>NOTE: give clues when 1 min into the round - eg. "You can find it at almost every fast food restaurant", "Many people put it on their waffles/pancakes"</p>	
	<p>2. Guess the Song + Chubby Bunny [5mins] Helper: Game IC - Wen Xin</p> <p>Set up table before gathering participants: 2 cups w 5 marshmallows in each cup</p> <p>How to play: 2 groups of 2 players. Player 1 will stuff their mouths with 5 marshmallows. He or she will go to the back where emcee will whisper a line from either a praise or worship song. Player 1 will go back and say the line to player 2. Player 2 will have to figure out the song lyrics to know the song title. Players raise their hands & speak into the mic to answer (must mention & song title). First team who gets the correct song title wins!</p> <p>Total number of rounds: 3 1st round: God Be Exalted (Who breathed the earth into existence) 2nd round: Praise Over Problems (We lift Jesus up, and the walls come down) 3rd round: All To You (Take my life, all of me I surrender all to You)</p> <p>RULES: NO form of gestures are allowed!</p> <p>Timeline: Intro game - 1 min Play - 4 mins</p> <p>NOTE: if there's not enough time, do 2 rounds.</p> <p>Extra: Pour It Out, Alive In You, No Other Name, You Are Great, Yes I Will</p>	<p>10 Marshmallows, 2 cups and serviettes.</p>
	<p>3. Not My Arms Challenge [5mins]</p>	<p>2 cups (for food)</p>

	<p>Helper: Game IC - Jeslyn</p> <p>Set up table before gathering participants: 2 cups of food (each cup - 1 satay w ketchup, 1 hotdog w chilli, 1 marshmallow), 2 cups of yellow juice, 2 cups of blueberry juice, blindfolds (trashbags), serviettes, 2 aprons</p> <p>How to play: 2 pairs of 2 players. Player 1 will wear an apron, be blindfolded, and put his/her hands behind their backs. Player 1's hands will be behind their backs, Player 2 will be blindfolded and have their arms in front of player 1. Player 2 will feed player 1. Player who can finish the plate of meat first wins!</p> <p>Total number of rounds: 1</p> <p>Timeline: Intro game - 2 mins Play - 3 mins</p> <p>NOTE: after the game, announce that it is the end of mini challenges.</p>	<p>2 marshmallows 2 satays 2 hotdogs 6 skewers 1 pkt chilli sauce 1 pkt ketchup 2 cups of yellow juice 2 cups of blue juice Blindfold (trash bag) Serviettes 2 Apron</p>
Food	<p>Marshmallow Satay Hotdogs Chicken (prizes)</p>	
Drinks	<p>Yellow Juice: mango syrup+ice cream soda Blue juice: blueberry syrup+ice cream soda</p> <p>One to one side of a jetpack Helper to act as cambro</p>	<p>2L Mango syrup 2L Blueberry syrup 1 Jetpack 3 pkt Ice 20 bottles 1.5L ice crea soda</p>

Floorplan

(Floor plans **MUST ALWAYS** be to scale. without floor plans that are to scale, **ALL** proportions of setup would be inaccurate)





Program Element 2 (Games)

Game 1- Giant Catch

Objective: Collect the most amount of your sectors identities in your basket/net.

Game 2- Mario Kart Battle

Objective: Be the first to finish the race and obtain the giant coin in the middle of the stage.

Games Breakdown:

GAME 1: Giant Catch (Service Game)

Person-in-charge:

Helpers:

Objective:

To have the mascots catch the most number of their own identities in their giant basket.

(Each game should not have too many objectives, and should be explainable within 3-4 sentences MAX)

Mechanics:

Mascots will be pushed on elaborately decorated trolleys from the front of the hall, and round the sectors while wearing a giant basket behind their backs.

The crowd will throw up their identities toward the mascots and the side that catches the most number of identities after two full rounds wins.

(Mechanics should not contain more than 3-4 major instructions. An overload of instructions will throw the crowd off on what they need to do to participate in the game. Simple powerpoint slides should be provided especially when the game involves participants moving around the hall.)

Prize:

Faction Pride

Logistics:

No.	Item	Quantity	Purpose
1	Giant Baskets	2	To catch the identities
2	Identities- Shuriken / Felt cowboy hat	300 per identity	To throw into the airbags
3	Trolley	2	To push the mascots on Trolleys are to be elaborately decorated

Remarks:**Proposed ending to game:**

- Big lights ending

GAME 2: Mario Kart Race

Person-in-charge: *Committee member in charge*

Helpers: _____ -

Objective: Be the first Mario Kart character to finish the race.

(Refer to footnotes above)

Mechanics:

2 participants would race around the hall around the circuit. The first one who collects the giant coin at the front wins. Along the way there will be roadblocks, like cardboard boxes, banana peels, barrels
(There will be 5 main obstacles in the Mario Kart Race)

(Refer to footnotes above)

Obstacles:**1. Turtle Shell**

3 helpers with a green turtle shell on their backs. Once the mascot touches it, it pushes you back backwards.

2. Cardboard Wall


Similar to hole in the wall, construct a wall with openings just nice to fit the participants / or allow them to smash through

3. Swinging Pillows

Two pillows that will be suspended from the balcony that hits the contestants and knocks them out.

Prize: Sector Pride

Logistics:

No.	Item	Quantity	Purpose
1	Wooden planks on wheels	2	Kart
2	Cardboard boxes	10	Design the kart
3	Barrels	4	Obstacles
4	Banana peels	4	Obstacles
5	Ball pit balls	200	Audience to throw at mascots
6	Ropes	4	Tie kart to mascot
7	Toy Tricycles	2	 \$35/tricycle on carousell

Remarks:

Proposed ending to game:

1. Mascots run to stage and obtains giant coin
2. Show score on screen



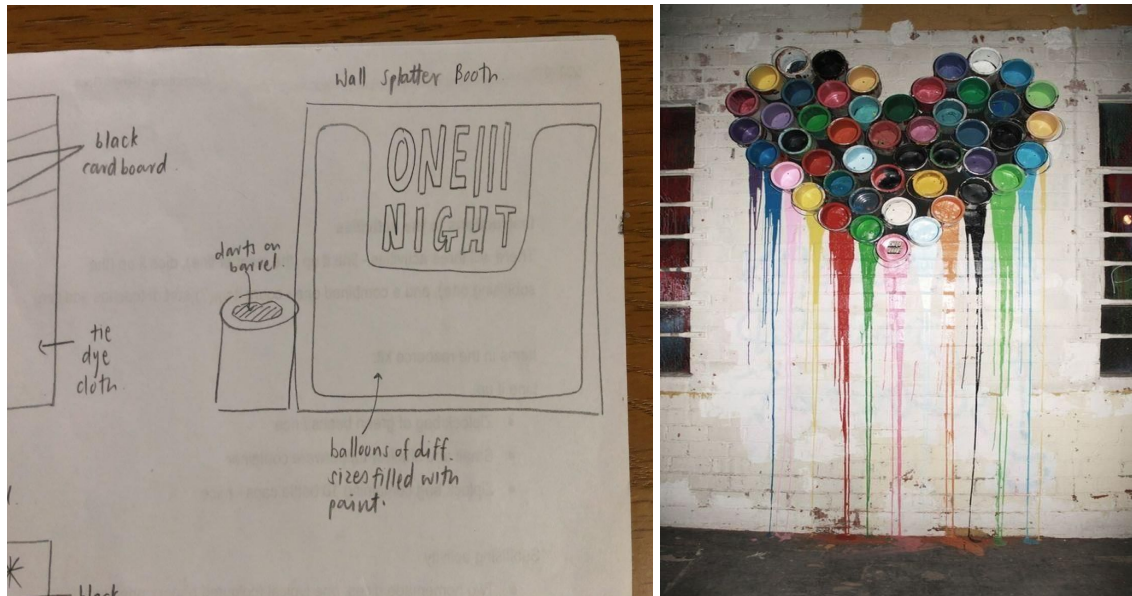
1st		02:23.800	+15	52pts
2nd		02:25.507	+12	43pts
3rd		02:26.436	+10	32pts
4th		02:27.878	+8	10pts
5th		02:28.389	+7	22pts
6th		02:30.154	+6	14pts
7th		02:30.322	+5	32pts
8th		02:30.882	+4	19pts
9th		02:31.825	+3	13pts
10th		02:32.403	+2	8pts
11th		02:32.829	+1	17pts

Décor Proposal

(Photos and halls measurements that are TO SCALE are key in ALL decor proposals. Always ensure photos and measurements that are accurate)

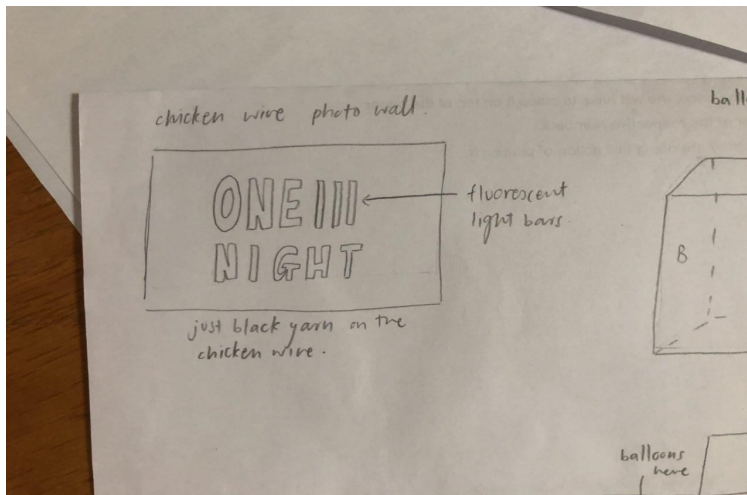
Carpark - 2 photo booths

1. Wall splatter



- Drip effect will look something like that.
 - Envisioned something like that: <https://www.youtube.com/watch?v=fvynhfS0vAE>
- Have a plain white backdrop with balloons of different sizes.
- In those balloons, there will be different amounts of paint in them.
- The people will approach the wall (take a dart at the side of the photo booth from the barrel/table provided) and they will throw and hit the balloon.
- The paint in the balloon will splatter out and it will drip downwards.
- It's like a progressive thing where it slowly gets filled out with paint splatter marks. It's also interactive and acts as a photobooth.

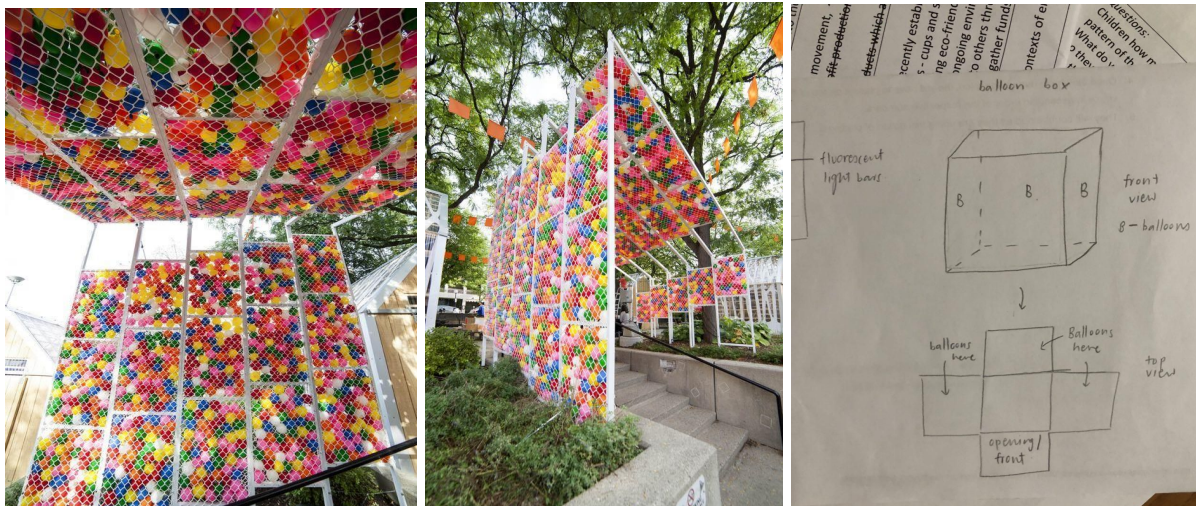
2. Chicken wire cross stitch



- One long piece of chicken wire/girl and the logo “one night” will cover majority of the centre portion.
- 3 lines of the logo would be fluorescent bars.

In hall - 1 photo booth

1. Balloon box



- Build a cube structure
- Have large net and sew/cable tie it to form a large rectangle
- Stuff the net with different coloured balloons

- Cable tie the net close
- Cable tie the net with the balloons to 3 sides of the metal cube and leave one side for the opening

2. Cellophane frames



- There will be many rectangular frames with coloured cellophane over it and will be hung around the hall.

How to make frame:

- String a piece of string through straw and form the rectangular shape.
- Cut a piece of cellophane and paste it over the the rectangular frame.

Stage area

Using the 2 poles directly on top the right and left screen, Hang 2 'ONENIGHT' logo banners on each of the side poles, then on the side horizontal pillar (the ones by the stairs), we hang the sector identity logo



27th September 2018, Thursday		
Time	Item	Personnel Involved
9.00am -12.00pm	Tech Setup	Tech Head
	Rig lights	Lights Team
	Patch lights and test	
12.00pm - 5.00pm	Set up riser on stage and misc instruments	Sound Head
	Lay lines and patch I/O	Sound Team
	Setup avioms/IEMs	
	Set up the instruments	
	Line check	
9.00am - 5.00pm	Decor Setup	Decor Head
	Black cloth	Decor Team
	In-hall decor	
	Carpark decor	
10.00am - 7.00pm	Pre-party Setup	Pre-party Head
	Grill station tables	Pre-party team
	Sneaker Laundry station	
	Phone Clinic station	
	Mario Kart tracks	
6.00pm - 6.30pm	Programs Briefing	Programs Head
	Games briefing	Programs Team
	Openings Briefing	
6.30 - 8.30pm	Games & Openings Rehearsals	Programs Head
	Rehearse mascot entry	Programs Team
	Rehearse games with emcees and game helpers	Service Directors
8.30pm - 10.00pm	Worship soundcheck // Worship Rehearsal	Service Directors
		Worship Team
		Event Head
	Comms debrief	Porgams Heads

28th September 2018, Friday		
Time	Item	Personnel Involved
9.00am - 5.00pm	Finish up decor setup	Decor Head
	Black cloth	Decor Team
	In-hall decor	
	Carpark decor	
	Finish up pre-party setup	Pre-party Head
	Grill station tables	Pre-party team
	Sneaker Laundry station // Decorations up // Props up	
	Phone Clinic station // Decorations up // Props up	
	Mario Kart tracks	

29th September 2018, Saturday		
Time	Item	Personnel Involved
8.00am - 8.30am	Prayer	Full ONENIGHT Comm
	Briefing	
8.30am - 9.00am	Service Team briefing	Service Director
	All pre-service activities	All other ministries involved
	Openings run	
	Games run	
9.00am - 10.00am	Tech Setup	Tech crew
	Setup video cameras	Video
	Setup lights	Lights
	Setup sound system	Sound
10.00am - 11.30am	Dry Rehearsal	Bryan
	Openings run	Openings Head
	Games run	Games Head
11.30am - 12.30pm	LUNCH	
12.30pm - 1.00pm	Sound Check	Sound
		Worship Team
1.00pm - 2.00pm	FULL Rehearsal	Service Director
	Opening walk in	Openings Team
	Transition to game	Games Team
	Transition to worship	Worship Team
2.00pm - 3.15pm	Worship Rehearsal	Worship Team
3.15pm - 3.45pm	Final changes // Final checks	Service Director
		Everyone else
3.45pm - 4.45pm	-STANDSTILL- (everything should be completed)	
EXTERNAL SETUP		
Time	Item	Personnel Involved
9.00am - 12.00pm	Carpark & Decor Setup	SD
	All stations to be ready	Vivian
	Tables to be fully set up	
12.00pm - 1.00pm	LUNCH	
1.00pm - 2.00pm	Final checks	Event Head
	Sneaker Laundry fully ready	Event Head Decor Head Pre-party Head
	Phone Clinic fully ready	
	Chill zone fully ready	
	Mario Kart fully ready	
	Decor fully ready	
2.00pm - 4.00pm	Grill station fire	Pre-party Head
	Start up grill station fires	Grill station ICs

4.00pm Onwards	Welcome crowd	EVERYONE
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