

The Homecoming Job

Anti-Sophs

The ASUO senators are smiling this week. The demands of their consciences, their constituents and the Emerald have been met—they have acted on something. The senate has arbitrarily decreed that the Sophomore class shall be assigned Homecoming as a "project," in the tradition of Junior Weekend activities being undertaken by the Junior class. This would mean that hereafter the Sophomore class president would chair Homecoming weekend activities and be responsible for staffing the weekend committees.

ONE OF THE main arguments supporting the delegation of this weekend to the Sophomore class is that the Junior class successfully stages Junior Weekend, so why couldn't the Sophomore class successfully handle a comparable weekend. This analogy is almost a complete fallacy.

First, the juniors working during the spring on Junior Weekend activities have almost three full years of campus activities behind them while the sophomores working on this fall term activity would only have one year of experience.

SECOND, the capabilities of the chairman of an event is a strong indication of the activity's success. The chairman must be familiar with the event; must be familiar with the talents of students in campus activities; and must know campus channels. Work on Homecoming begins in the preceding spring, and it would be nearly impossible for the newly-elected Sophomore class president, after only eight months on campus, to be as enlightened in these areas as he should be, and as the Junior class president generally is.

THE CHAIRMEN and committee members, after two and one-half terms on campus, cannot possibly be well acquainted with campus channels and the intricate details of Homecoming. A very limited number of freshmen have a bigger part in Homecoming activities than selling buttons.

THIS WEEKEND was given to the Sophomores for another reason; because they sometimes lose money on their Sophomore Swing which is held after Homecoming. The "logic" here is hard to follow. If they lose money on a small event, why give them a larger event just so they can have a class "project." Let them find the answer to their need for a "class" activity in some area where there is more assurance of success, and where the stakes are not so high. As Bill Landers, Acting-Alumni Director has suggested, why not let the Sophomores sponsor the Homecoming Dance and concert.

"BUT," CRY THE proponents of this senate action, "the Sophomores gained experience in their freshman dance, the Frosh Sno-ball." Arranging for this dance in the SU Ballroom has only a little in common with Homecoming Weekend activities. This function gives them no experience in contacting and contracting the nation's top performers: no experience in decorating McArthur Court; no experience in managing state-wide publicity and promotions; no experience in making arrangements to feed several hundred people at a luncheon; no experience in mass ticket selling; no experience in planning a rally parade and bonfire; no experience in staging two all-campus queen elections; no experience in defining and enforcing traditions; no experience in establishing registration and hospitality services for alums; and no experience staging half-time activities and after-game receptions.

One member of the Senate stated that he could see "nothing too complicated" about staging Homecoming, indicating the general inability of anyone who has not worked

on the event to understand even what the job entails. Placing an inexperienced sophomore class, however dedicated, in charge of these activities is like throwing an inexperienced swimmer into a swift current; he may manage to stay afloat, but only with a lot of floundering and wasted energy.

And finally, Homecoming doesn't belong as a "class project." If year after year Homecoming emerges as the "unifying" link of the Sophomore class, the actual function of Homecoming will become secondary to cohesiveness. Homecoming is not held for the benefit of the students, but for the thousands of alums who wish to attend an organized and eventful reunion.

YES, THE ASUO senate has "unanimously" acted; acted without actual foresight or insight. We wonder what the senators were doing at their last meeting. We are pretty sure they weren't sleeping. Perhaps they were writing their campaign platforms.

Pro-Sophs

The proposal that the Homecoming Weekend be delegated to the sophomore class was given a unanimous vote of approval by the ASUO Senate. This is a true measuring stick of the worth of this proposal.

THE PROPOSAL can really only be debated on one issue, that being whether or not the sophomore class is capable of handling the affair. It would be extremely difficult to judge that the sophomores are not capable without first giving them a chance to prove that they are.

In the opinion of SU Director A. L. "Si" Ellingson, who has certainly seen enough sophomores to judge them fairly, they are capable of doing the job as well as anyone else. He made the suggestion to Doug Greer, and Greer, after further investigation, made it to the Senate.

ALTHOUGH the sophomores will certainly not have the experience of upper-classmen, it can be questioned whether this experience is really necessary. Much of the job of handling a Homecoming weekend is busy work, and this certainly doesn't take much experience. In those areas which are not busy work, the sophomore class will be able to obtain all the advice needed from the Student Union and the Alumni office. It is a good wager that the alumni office would not let any group destroy the effectiveness of Homecoming weekend.

Besides advice, the sophomore class has some other things on its side which an all-campus Homecoming committee does not. First, being under-classmen they are more enthusiastic. This is indicated by the number of people petitioning in all-campus elections. Secondly, as a class, they have more unity than does an organization picked out of the wild blue. The sophomore class is already organized and under way when Homecoming rolls around.

THERE ARE several other points that caused Senate to give the proposal a unanimous vote of approval. It will help the financial position of classes as they pass through the University, sometimes making possible the donation of a class memorial, or a gift to the development fund. The proposal will cut down on the campus social calendar, limiting the spring sophomore dance just to class members. It will add to class unity, and will give the sophomores a real job to do, as it requires much greater participation than does the sophomore dance. Finally, it will cement class relations with the alumni.

With these things taken into consideration, it is quite easy to see why the ASUO Senate made their decision **UNANIMOUSLY**.

The Best of Bibler



"WE'VE DECIDED TO MAKE AN EXCEPTION—YOU PLEDGE US AN IT'LL BE O.K. FOR YOUR VALET TO TAKE YOUR PLEDGE TRAINING!"

Ted Mahar

Symbolism: A New Game For Solitary Intellectuals

From the general run of published comments about today's college student we can find that we are a generally intellectual bunch—at least compared to our forbears. In that case, one might expect that our games and hobbies would take on a more intellectual bent than simply collecting stamps and building model ships. One might expect that.

WHAT, then, are the games that we can play? Preoccupied with matters of the mind as we are, the games are likely to be those that one can play. That is, they will be some sort of mental pastime. Since I can't remember any right off hand (or on hand, now that I've looked), and I have made up one of my own. It's called Symbolism.

Symbolism is a game that cannot be copyrighted, and is, as one might expect coming from a college student, economically non-productive. The mechanics of the game are such that the game can be played anywhere at all. You need only watch something—anything — and think.

THE BASIC assumption of the game is that everything is something else, or stands for something else. The player decides for himself what will stand for what, or what will symbolize what. Freud has provided us with more than enough symbols to play the game. I would go into them here, but you never can tell who might read the paper. Just suffice it to say that the most superficial reading of Freudian symbolism will tell you enough to play the game.

Contrary to some lines of thought, though, Freud did not think of every single thing that can ever be thought. There are other areas outside the realm of sex. This may not be immediately apparent, but if you think about it long enough (and go without food long enough) you will come around.

HERE is a little example of how I play the game; maybe it will give you a start in the right direction.

As you all know, the Pioneer Father directly face the Pioneer Mother. If you stand behind him and look in the direction in which he is striding forthrightly, you can see (through Johnson Hall's glass doors) the Pioneer Mother sitting on a chair looking up at

the Pioneer Father with a crafty leer on her face. Now just suppose, for the sake of the game, that Pioneer Father has been out in the woods pioneering for several weeks, and that he wants to do something affectionate, like buss the Pioneer Mother on her cheek.

HELL NEVER make it. The administration (building) is in the way. True love will never be fulfilled because the bureaucracy stands between the lovers.

You might on the other hand imagine that he is bringing home some nice freshly-killed rabbit for supper. Again, he'll never make it. The University prevents him from feeding the family. Married students should get a kick out of the latter.

Does your girl friend complain that she has too many freckles? Clearly she is dissatisfied with more than that. She probably feels culturally, physically, emotionally, and intellectually inadequate as well. It follows.

Does your boy friend complain about your hair style? He is really criticizing everything about you, including your parents' social-economic status.

As you can see, just anything at all will do for a symbol — traffic lights, sports cars, fountain pens, bowls of soup, those little circular pins that girls wear on their blouses, record shops, actions, procedures, ad infinitum. You can make your own. And they can stand for anything you want—political
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OREGON DAILY EMERALD

The Oregon Daily Emerald is published four times in September and five days a week during the school year, except during examination and vacation periods, by the Student Publications Board of the University of Oregon. Entered as second class matter at the post office, Eugene, Oregon. Subscription rates: \$5 per year, \$2 per term.

Opinions expressed on the editorial page are those of The Emerald and do not pretend to represent the opinion of the ASUO or the University.

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