

S2K10 PLEDGE STRIKES POLICY

- May only receive up to 3 strikes during the Pledging term. Once receiving the third strike or equivalent of (3.0 strikes), the pledge in question will be automatically de-pledged (DP). ***Think of it like baseball: THREE STRIKES AND YOU ARE OUT [OF APHIO]. Any infraction or misdemeanor committed after the third strike will be responded with an automatic de-pledge (DP).***
- Use pledge website to stay updated with how many strikes you have
- **Wildcards do not replace the strike. The strike will remain on record.**

<u>Misdemeanor</u>	<u>Strikes</u>
Missed meeting (general or pledge)	1 strike, with wild card No wild card: Automatic DP
Late to a meeting (general or pledge)	0.5 strike
Failed/missing quiz	0.5 strike, if make-up failed/missed quiz No make-up: Automatic DP
Missing "C"	1 strike, with wild card No wild card: Automatic DP *can only wild card one missing C
Missing Inter-Chapter Event (outside or inside IC)	1 strike, with wild card No wild card: Automatic DP *can only wildcard one missing IC event
Missing Pin	0.25 strike if either Pledge Parent notices you *If an Active with Alpha Phi Omega letters catches you without a pin, you must greet the active, i.e. "Good afternoon Brother (insert name)."
Wearing Alpha Phi Omega letters other than your Pledge pin	1 strike, first offense Automatic DP, second offense

Automatic De-Pledge (DP)

1. Drinking at APO events (includes service). (Risk management)
2. Coming to an APO event hung over, intoxicated, or under the influence (includes service events). (Risk management)
2. Drinking with pledge pin on. (Risk management)
3. Cheating during quizzes or Grilling