

FEATURES



Jarabe Tapatio or "Mexican hat dance" is a national dance of Mexico. It originated as a courtship dance in Guadalajara, Jalisco during the 19th century.

This month, from September 15th to October 15th, is National Hispanic Heritage Month!

Hispanic Heritage Month pays tribute to and celebrates the generations of Hispanic Americans who have influenced, shaped, and enriched our nation and society.

This time is meant to honor the history, culture, and influence of past generations who came from Spain, Mexico, the Caribbean, and Central and South America.

Sylvia Rivera



Rivera is not only an iconic Hispanic (specifically Puerto Rican) American drag queen, but she's also an important figure within the gay and transgender rights movement. She was one of the architects of the Stonewall Riots and a founding member of both the Gay Liberation Front and the Gay Activists Alliance. Rivera also helped found STAR, a group dedicated to helping homeless trans youth.

Unidos

Inclusivity for a Stronger Nation

With America consisting of a beautiful melting pot of multitudes of cultures who come together and enhance each other's lives, now is as great a time as any to celebrate and thank the amazing Hispanic American people in our lives and our nation's history.

The theme for this year's Hispanic Heritage Month is *Unidos: Inclusivity for a Stronger Nation*, which sums up exactly what we need to strive for in our world today.

AOC was born in the Bronx to a Puerto Rican mother and a Bronx-born father of Puerto Rican descent. After graduating Boston University *cum laude*, AOC returned to the Bronx and campaigned for senator Bernie Sanders. She is the youngest woman ever to serve in the United States Congress.



Alexandria Ocasio-Cortez

Ellen Ochoa



Ochoa was the first Hispanic American woman to go to space. Her parents immigrated from Mexico, and Ochoa earned her physics degree from San Diego State University and later her masters and doctorate from Stanford University's department of electrical engineering. She became the first Hispanic American director of the Johnson Space Center in 2013 and continues to advocate for women in STEM.

Each society and culture doesn't live in a vacuum, nor does it benefit from a single way of doing things. Each of us, whether directly or indirectly, has been influenced by the rich culture of Hispanic Americans.

It's a long overdo way of giving back!

OLAS is sponsoring multiple events throughout this time, open to all who are interested in celebrating. Check out variety this week for the full scoop!



Artwork by Oscar Ortiz

Garrett wants to skunk you and you should let him



Jonas Doerr
Opinion Columnist

One of the most charming people at Gustavus is Assistant Director of Campus Activities Garrett Meier. You may have experienced his dashing smile and impeccable manners at a CAB event around campus or at the Involvement Fair. If not, you're probably dying to know: "How can I meet this fantastic faculty?"

Look no further than Cribbage in the Gustie Den. At face value, this is just another event on campus. But once you walk in the doors of the Den on a Friday afternoon, you realize that this is

no typical tabletop experience. Inside is a once-in-a-four-year Gustavus-college-career chance to both revel in a traditional Midwestern luxury and meet the one and only Garrett Meier.

"Inside is a once-in-a-four-year-Gustavus-college-career chance to both revel in a traditional Midwestern luxury and meet the one and only Garrett Meier."

For those readers unfamiliar with the exquisite exhibition of the game of cribbage, I will explain briefly: it's Nascar with cards. One might say, Nascard. If you'll excuse my pitiful punning, I'll explain.

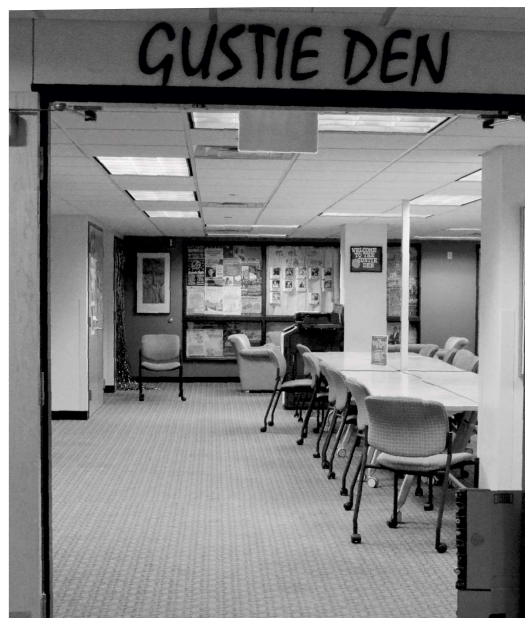
Players get dealt hands of six cards and must choose the best combination out of those cards to try to move their pegs along a wooden racetrack full of holes. The player that gets to the end of the track first through skill and fortune wins. The rules are relatively simple, which allows players

to socialize or aggressively trash-talk their opponents.

"When I was a student I was the risk manager for the Cribbage Club, but basically it was something we would do every Friday. Anyone could come in and play cribbage; it was a good way to meet people and hang out and listen to music. I wanted to do that again as a way to be more approachable to students as someone who is working with student orgs and as an event planner," Meier said. Since Cribbage Club was such a success back then, he thought he would bring back a similar event.

The appeal of Cribbage in the Gustie Den is nearly limitless. One can talk to friends, bop to good tunes, snack on candy, and trounce opponents all at the same time. Plus, the shape of the Gustie Den allows particularly clever trash talk lines to resonate grandly, making it all the more appealing. It is impossible to resist proclaiming one's inevitable victory after the first play of the game, which makes the rest of the game that much more interesting since one's reputation as a cribbage prophet is at stake.

Of course, it might be hard to live up to your trash talk if that is the route you choose. In fact, Meier is somewhat worried that people might not want to come



Gustie Den.

Hailey Brune

because of how stupendously amazing he is at cribbage. "I'm hoping I don't scare people away from kicking their asses, but - I'm pretty good," Meier smugly said.

Don't let that scare you away, however; he is sometimes beaten. "It's kind of about what cards you get. If someone gets a thirty point hand, there's not really much you can do about that. It's just fun to talk trash," Meier said. Either way, you can feast on the bags of candy he provides.

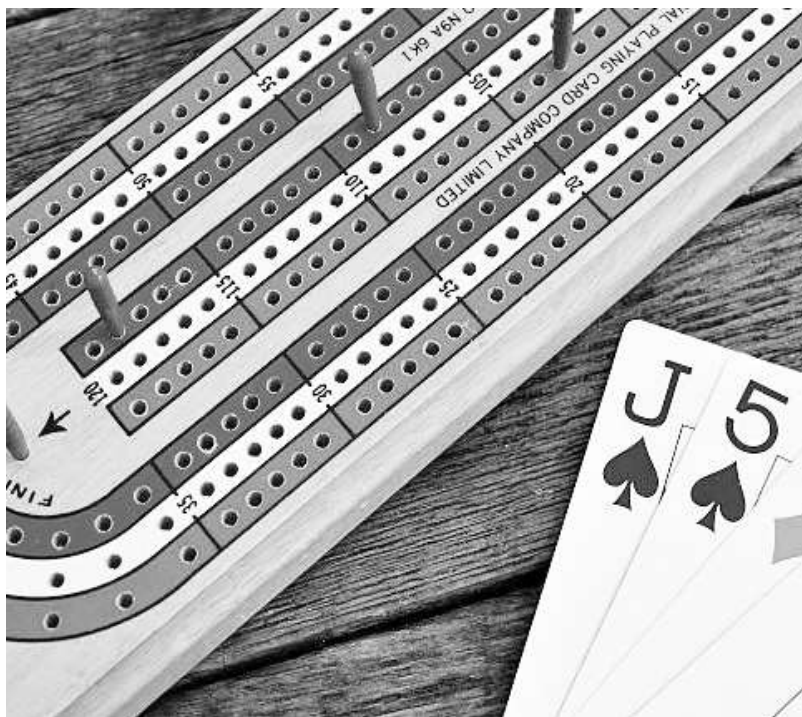
And to top it all off, Cribbage in the Gustie Den costs you less than a cup of coffee at the Courtyard Cafe! Less than a to-go box of fries in the Caf! Less than the to-go box itself! Believe it or not, this incredible event is entirely free for you. You can make friends, feast your face, and throw shade at strangers' cribbage play for absolutely no charge. Winning might cost a little extra though.

"And to top it all off, Cribbage in the Gustie Den costs you less than a cup of coffee at the Courtyard Cafe! Less than a to-go box of fries in the Caf! Less than the to-go box itself!"

Even if all that is not enough to convince you to come to the next Cribbage event on October 28th, there's more. Since cribbage is a game many people play at home with their families, playing it with fellow Gusties is "a way to bring and make a family on campus and to connect with past ways of how your families hang out," Meier said.

Plus, coming to Cribbage in the Gustie Den with him "is a great way to get involved on campus just because I have so many avenues of ways to get involved," Meier said. Since he's essentially the Godfather of campus activities, he'll find you a way to fit in. He might even find you ten ways.

Clear your schedules for the next time this exceptional event occurs, because you don't want to miss it. There's too many reasons to be there. In cribbage, if someone loses by thirty points, it's called getting 'skunked'. It's pretty humiliating, especially when you've been talking big game the whole time. But in reality, playing cribbage is fun even if you lose. The only way you're really going to get skunked is if you miss out on cribbage.



Cribbage Board.

Submitted

What's the deal with college sports?



David Eide
Opinion Columnist

Since the fall sports season is finally starting to kick into high gear, I've been thinking a bit about the role sports play in higher education. I've come to realize that sports are such an ingrained part of the college experience these days that we never actually stop to think about how they got that way or what role they're actually intended to play.

Believe it or not, team sports in college is a relatively new innovation historically speaking, only really becoming popular in the 19th century in British colleges. Of course,

this doesn't imply that people weren't playing sports beforehand, only that they didn't do so in organized teams or with a well defined set of rules. Believe it or not, the first sport to be played on a competitive team level was actually boat racing where teams got started at Yale and Harvard in 1843 and 1844 respectively. Personally, I think it's a damn shame that competitive team boat racing didn't catch on a bit more and has remained restricted to expensive Ivy League schools, but I digress. Eventually these boat teams started to compete against each other and were shortly joined by baseball teams as sports rules were formalized, and it took off in popularity. A whole cavalcade of sports followed, including rugby which eventually evolved into the sport of football that dominates the American sports scene. Soon the need arose for an organization to administer and keep track of all these college sports and their teams and so the National Collegiate Athletic Association (NCAA) was founded to fulfill this need. There's a bit more history than this, but it really isn't necessary for the sake of the article, all you need to know is that college sports continued to grow in popularity over the 20th cen-

tury until they became the juggernauts that they are today.

Why then, do sports continue to play such a huge role in so many institutions of higher learning? An easy explanation is that college sports essentially serve as a feeder for the various national sports leagues like the NFL or the NBA, with various teams recruiters eyeing up the best players for the draft. While this is a fair characterization to some extent, I think it fails to capture the reasons behind the broader appeal of college sports. After all, the vast majority of people who play college sports will never make it into the major leagues, and it still doesn't explain why college sports are so big with the wider student body. If I had to put my finger on it, I'd say that college sports provide a unifying experience that is fairly uncommon at most colleges. College is a lot more splintered than high school was since everyone is pursuing a different major rather than having a unified curriculum. In effect, the only time the entire student body is invited to spend time together as Gustavus students rather than as MCS majors or English majors is during campus wide events, of which sports games are some of the

biggest.

I think this explanation makes a lot of sense, after all, even small colleges with genuinely awful sports teams often still invest a lot of money and care into their sports teams despite the lack of any major return on investment. Ultimately, I think it comes down to a combination of a genuine love of sport from the athletes, the significant financial and prestigious advantages offered by collegiate sports to institutions, and that ever nebulous concept of 'school spirit' that keeps us coming back to college sports. At this point, sports in college have become so ingrained to the fabric of their institutions that they have ceased to simply be tests of athleticism and a means for competition between schools and have evolved into a broader cultural phenomenon. To be sure, this isn't the only potential explanation for the predominance of college sports but it's the one that I think offers the most expansive explanation.

I think it's also interesting to consider the future of collegiate sports, specifically which sports are the center of attention. While I doubt any of the current big sports are likely to decline much in popularity, I think potentially we might see

other sports slowly rising up as our culture shifts and morphs. The big one everyone is always talking about, e-sports, could blow up and to some extent this has been happening, see the multiple stadiums for e-sports events popping up around the country or the fact that Gustavus converted the Gibbs computer lab into an "e-sports center". Personally I'm skeptical, as I don't believe a ton of people will be lining up to pay to see a big e-sports match, plus there isn't really a consistent rule set since so many games have an e-sports scene. Still, I think it's a fun thing to speculate about because surely the way we interact with college sports will grow and change just as everything else in our society inevitably does.

Cyberpunk: Edgerunners review



Jacob Engdahl
Opinion Columnist

Cyberpunk, also called "Cyberpunk 2020," is a seminal 1989 tabletop RPG that redefined the grim, dystopian, countercultural genre for which it is named. 31 years later, video game developer CD Projekt Red, riding a wave of Cyberpunk revivalism, revamped the original games into the ambitious yet imperfect Video Game "Cyberpunk 2077". And now, 2 years later, Japanese

Anime company Studio Trigger with CD Projekt Red's help have brought the 1989 classic into the field of animation with "Cyberpunk: Edgerunners". "Edgerunners" uses deft writing and stunning visuals to deliver a moving character tragedy which results in an emotional rollercoaster of a viewing experience.

"Edgerunners" is set in the neon leviathan of Night City, a consumer capitalist hellscape where the value of a human life is only down to how much money corporations can make off it. It focuses on a 17-year-old street kid named David Martinez who loses his mom in a car accident because they can't afford healthcare coverage. He joins up with a crew of Cyberpunks: cybernetically enhanced mercenaries who live outside the law. Within their hyper-violent lifestyle, David finds belonging, friendship, and romance. However, David eventually discovers just how much of a toll the life of a Cyberpunk can take.

The character writing is one of the strongest pieces of

"Cyberpunk: Edgerunners," and one of the most critical. Each of the characters that David falls in with are distinct, likable, and charismatic in their own way. From the tough but fair and caring leader Maine, to the spunky and aggressive Rebecca, to the enigmatic Lucy with whom David ends up sparking a doomed romance with. Viewers immediately grow invested into all these characters and others, and their relationships with both David and each other. This makes it all the more painful as you watch the brutal and careless world of Night City wear them down, but that pain is exactly what makes "Edgerunners" so special. Pack some tissues when watching this one.

Of course it would be remiss to have any discussion of "Cyberpunk: Edgerunners" without a discussion of the stellar visuals and animation. Studio Trigger is known for its unique visual flair, and of those talents serve well here. While most of the visual elements are taken directly from "Cyberpunk 2077" (which helps give this anime a continuity with its

source material that isn't often seen in adapted media), Trigger puts its fingerprints all over them. This gives everything from the character design to the environments a unique style that is at once grounded but heightened to really sell the neon-soaked dystopia.

Another thing Studio Trigger is known for is its action sequences which "Edgerunners" knocks out of the park. While Trigger often deals in over-the-top sci-fi action, the grounded street-level feel of "Cyberpunk" results in a stylized sci-fi goorefest, bright red animated blood spraying around the environments. If that's not your speed then this might not be the game for you; however, if you like extremely stylized gore this series will deliver in spades. The sci-fi elements of the action are well and truly present as well. This means some ingenious effects on the use of cyberware, including a super unique strobe effect to indicate entry into a sort of bullet time. "Edgerunners" delivers some of the best action in animation I've seen of late.

All of that being said, this show probably isn't for everyone. As I said, if hyperviolence (even extremely stylized) turns you off then you probably won't enjoy the experience of watching this. There's also a lot of nudity and a fair amount of sexual content so viewer discretion is advised there as well. In a broader sense the show is extremely fast-paced which may make it hard to follow, and if you're the sort of person where action can't keep your attention you may find it uninteresting. The show is a bit of a downer too, so if you want happy endings, look elsewhere. The best this show has to offer is bittersweet, leaning decisively towards the bitter. But, as I've said, if you like a complex character tragedy about how capitalism and violence grinds you down to a pulp, sandwiched in between absolutely mind blowing action sequences, then this is the sort of show you will most definitely enjoy.

"Cyberpunk: Edgerunners" is now available on Netflix, with one season of 10 episodes, at 25 minutes each episode.

9.5/10

The best seats in the house



Kaylene Kerber
Opinion Columnist

The quality of a seat can make or break a student's ability to focus on a lecture. Your grade is totally dependent on the quality of your sitting within a classroom and you can quote me on that. In order to judge the majority of the classroom chairs I created five categories which include mobility, comfort, aesthetic, functionality and back-crackability. Mobility refers to how much effort it requires to move the chair around the classroom. Comfort is quite self explanatory but I will explain it anyway (you know how word counts work). Comfort is how comfortable the chair is, which depends on the material of the chair. Is it plastic? Are there cushions? What is the shape of the seat for the comfort section? Aesthetics or, as the youth say, "vibes" are an important part to consider. Functionality includes the ac-

tual structure of the chair and any possible qualms that an individual could have with the chair. Lastly, back-crackability is how the structure works to allow a student to crack their bones.

Anderson elementary school classroom and Olin third floor chairs

Ease of mobility: They move around quite easily as each of the four legs have an omnidirectional or swivel wheel. In other words, a simple push would suffice to send you in an office chair joust. 6/10

Comfort: These are quite average in terms of cushioning. It seems like there is an air pocket in the cushion- only a slight one but there isn't much actual cushion. 3/10

Aesthetic: The colors are quite boring with a gray and black combination. The fabric cloth has a slight geometric pattern. Overall a very typical looking chair. 5/10

Functionality: In terms of armrests, this chair is pitiful. They are small and round, not offering any rest for the arms and just getting in the way. Nothing is easily adjustable but it is a nice depth to the chair. 6/10

Back-crackability: There is a lip on the back of the chair that works as a handle for cracking. The seats allow for a "twist and lean back: two ways to crack". 9/10

ConVic lecture hall chairs:

Ease of mobility: Five swivel wheels that allow it to glide like a knife through butter. There requires an initial push

but then smooth sailing. 9/10

Comfort: Literally a hug for your butt. I love this chair's cushion. Unfortunately not a lot of lumbar support, whenever you lean back you fall straight back with little effort. 7.5/10

Aesthetic: It is an office chair from the 90s. Unlike humor from the 90s, the fabric texture isn't offensive nor is the pattern. 6/10

Functionality: It is a great chair if you need a quick nap but it is hard to pay attention in class. 7/10

Back-crackability: The chair moves with you, bad for back cracking. 0/10

Convic and Olin second floor classroom chairs:

Ease of Mobility: It is easier than an Old Main chair because the legs don't snag, the legs are basically two metal bars that slide evenly on the carpet. No wheels though. 4/10

Comfort: It is a textured hard plastic that your legs stick to. There is lumbar support. 1/10

Aesthetic: POV you are in high school. 7/10

Functionality: You can't cross your legs, I swear you just can't unless you want all your stuff to fall off. 0/10

Back-crackability: You can use the desk as a pivoting point and the lip on the back of the chair. This is one of the best back cracking chairs. 10/10

Nobel classroom chairs:

Ease of mobility: They have wheels, five of them in fact, and yet it is hard to move. 5/10

Comfort: A slight dip for the



Chairs in a Beck lecture hall.

Hailey Brune

butt and a fuller cushion but not armrest. 8.5/10

Aesthetic: Modern chair for the metropolitan human. 6/10

Functionality: There is a netting back for those with back sweat. The ring to rest your feet is a nice feature. Almost everything is easily adjustable. 9/10

Back-crackability: Backs are tall which interfere with back cracking and the chair spins with you. 2/10

Music lecture hall chairs:

Ease of mobility: THEY ARE BOLTED TO THE FLOOR. -5/10

Comfort : They are a hard plastic, a harder plastic than the Convic classroom chairs and you can't lean back. What is comfort? 0/10

Aesthetic: The 60s threw up. Beige. So beige. 3/10

Functionality: The desk is so small, but you could cross your legs if need be. Overall it feels cramped. 2/10

Back-crackability: It is on par with Convic crackability but offers less as the desk isn't great for pivoting. 9/10

Majority of music classroom chairs:

Ease of mobility: Four legs that can snag. There is round plastic on the end which helps slightly. 3/10

Comfort: There is little cushion and the texture of the fabric is so annoying. You can feel every thread. 2/10

Aesthetic: A slightly classier DMV chair, also from the 60s. 2/10

Functionality: The chair gets the job done. Much like the music department, the chair is poor. 4/10

Back-crackability: Lots of handles to hold and swivel for optimal back cracking. 6/10

Olin lecture hall:

Ease of mobility: Although bolted to the table there is a forward and backward range of motion. If students feel so

inclined they can pivot on the chairs axis as well. 8/10

Comfort: It has cushioning that is quite average... enough said. 5/10

Aesthetic: The brick color is cool and the gap separating the seat from the back is fun. 8/10

Functionality: It leans back but the back of the chair is at a really awkward spot. 5/10

Back-crackability: It all moves with you, really bad for back cracking. 1/10

Old Main classroom chairs:

Ease of Mobility: It takes great effort to convince yourself to move them. The four legs snag and the seat is heavier than most because it is made of wood. 0/10

Comfort: You don't stick to it like those in ConVic, but it is a hard wooden chair. 1/10

Aesthetic: Old school house plus fun carved in designs. 10/10

Functionality: It has good back support, but everything is so stiff and there isn't a lot of desk space. 4/10

Back-crackability: The back of the chair is tall but it is a nice anchor for the process. 4/10

Beck classroom chairs:

Ease of mobility: Sometimes it's too good at moving and you accidentally slide your chair around. 9/10

Comfort: There is some cushion but it is thin. It has nice back support and armrests. 6/10

Aesthetic: The modern office chair, you can find this in any building. A dime a dozen, just like any psychology major. 5/10

Functionality: It is so generic that you forget that you are sitting in a chair, therefore allowing yourself to focus on class. 5/10

Back-crackability: Some of the chairs have built-in desks making cracking easier but it isn't a chair that you go for just to crack your back. 5/10



Chairs in a Beck classroom.

Hailey Brune

		Lecturer							Attendee							Major						
		Dr. Tynes	Dr. Lui	Dr. Alper	Dr. Barreto	Dr. Rider	Dr. Eisenberg	Dr. Gone	Elena	Francisco	Hugh	Ian	Richard	Kim	Wesley	Psychology	Elementary Ed	Nursing	Communications	Political Science	Sociology	History
Group	Alone																					
	1 Friend																					
	2 Friends																					
	3 Friends																					
	4 Friends																					
	5 Friends																					
	6 Friends																					
Major	Psychology																					
	Elementary Ed																					
	Nursing																					
	Communications																					
	Political Science																					
	Sociology																					
Attendee	History																					
	Elena																					
	Francisco																					
	Hugh																					
	Ian																					
	Richard																					
	Kim																					
	Wesley																					

LOGIC PUZZLE

1. The Psychology major isn't going to Dr. Rider's lecture.
2. The Elementary Education major is going to Dr. Barreto's lecture.
3. The person going to Dr. Tynes' lecture is going with 4 more friends than the Nursing major.
4. The person going with 1 other person isn't going to Dr. Alper's lecture.
5. The Communications Major is going with 3 more friends than Richard.
6. Alex isn't attending Dr. Eisenberg's lecture.
7. Either the Nursing major or the person going alone is attending Dr. Barreto's lecture.
8. Hugh is going to Dr. Gone's lecture
9. The Elementary Education major is going with 1 fewer people than Ian.
10. The person going with 5 friends, the Elementary Education major, and Francisco are three different people.
11. The Political Science major is going with 1 more friend than the Nursing major.
12. Hugh is a Sociology major
13. The person going with 6 people, the person going to Dr. Tynes' lecture, Wesley, Elena, and the person going to Dr. Eisenberg's lecture are all different people.
14. Either Elena or the Elementary Education major is going to Dr. Rider's lecture.
15. The Sociology major is going with fewer friends than Elena.

Movies From The Library: *Saló, or The 120 Days of Sodom*

By Will Sorg

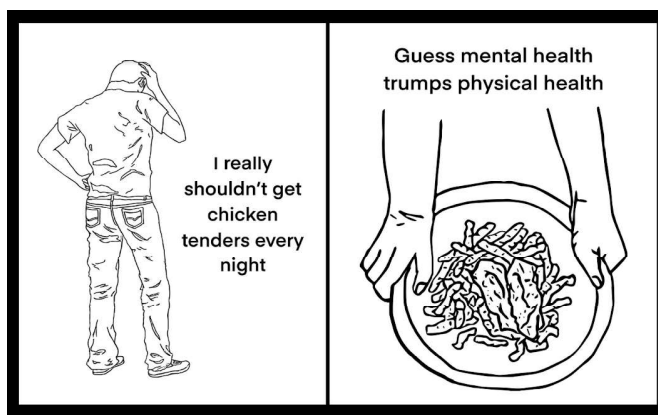
TRIGGER WARNING

The following article contains brief mentions of physical and sexual assault and abuse

The final film of Italian director Pier Paolo Pasolini is a film that is steeped in controversy. *Saló, or The 120 Days of Sodom* is partially based off of an unfinished novel by Marquis De Sade, the man that inspired the creation of the word sadism. It follows four members of the ruling class in fascist World War II Italy as they abuse a group of kidnapped teenagers in their opulent mansion. Over the course of the two-hour runtime the fascists and their entourage of soldiers and sex workers torment their victims. *Saló* has a reputation of being difficult to watch: the fascists perform acts of violence, both sexual and emotional with a level of detached banality that adds to the already disturbing atmosphere. Each scene is a slow escalation of depravity and perversion; by the end one wonders what compels a filmmaker to create a film with such dark, nearly exploitative subject matter.

Saló is a deeply personal film. The content is so transgressive because Pasolini sought to draw parallels between his film and the real world fascists of Italy. Pasolini lived through World War II, his brother was murdered in the town of Saló and this film came out only twenty years after World War II ended. The film very specifically tries to make the victims and the fascists faceless analogs for the real world. The four fascists are never given names, instead they are identified by their status. They are essentially the main characters of the film and yet the only thing we learn about them is that they are a duke, a bishop, a magistrate and the President. Although the victims are often named they are never given enough screen time for us to connect to them or even find out much about their personalities. This creates a clinical feeling of detachment from the story, as if we are simultaneously active viewers of the atrocities, yet also incapable of influencing or even really fully understanding the situation.

Pasolini himself saw the film as a demonstration of how the fascist, Nazi, puppet state in Northern Italy treated the people it oppressed. The sexual and physical abuse by the four main characters served as a metaphor



Frijia Reinert

for the abuses of power the ruling class commits against the masses. The film serves as commentary on a variety of difficult subjects: from the commodification and othering of the human being, to the absurdity of excess demonstrated by the fascists. The film is a scathing critique of the ruling class from any time or place but the setting of the town of Saló in the 1940s is especially powerful, as Saló served as the capital of Benito Mussolini's government. Even without its difficult subject matter, it is unsurprising that *Saló* has been banned and censored throughout the world. It confronts, rather fearlessly, that throughout history the ruling class and its supporters have been able to exploit and destroy people's lives with little consequence. When the film was released, there were former fascist soldiers and government workers living in Italy who had faced no investigation into their role in the regime. This film is made because of that lack of confrontation. It forces its viewers to confront the fact that there were normal people, who lived normal lives, that committed atrocities using the excuse of duty to their nation. *Saló* is an uncomfortable film that is certainly not something most people will want to watch. However, its uncompromising representation of the evils of power and fascism makes it a undeniably important piece of film history.

Gustie football falls just short

Rennie, offense shine in home opener

Nyden Hill
Staff Writer

Following their 62-20 win this Sunday versus Buena Vista, the Gustavus football team took the field for the first time at home this season against UW-Stout. It was a warm, sunny day and the stadium was packed, so it looked like the Gusties were primed to keep their momentum going.

Things started off strong in the first quarter with an almost-immediate score by Senior tight end Ethan Sindelir just 2:35 into the game. After trading possessions for a while, the Gustie offense continued to flex its muscles and show its potential with an 80-yard bomb to Junior Jake Breitbach, delivered by First-Year transfer QB Daniel Rennie. Rennie was kind enough to share his thoughts on the first-quarter momentum that propelled the Gusties to an early lead.

"Honestly, taking advantage of their secondary was a big thing for us. We had a few schematic checks going into the game that we took advantage of early," Rennie said.

Rennie was not the only Gustie football player to share this sentiment, as Senior running back David Peal also added context to the Gustie offensive push.

"We were playing within the scheme of our game and played the game how we knew we could play," Peal said.

While the first half did an amazing job of showcasing what Gustavus Adolphus College football was all about, Stout began to show some flashes of real heat later in the second quarter. With less than a



Athlete of the week-- Daniel Rennie.

Submitted

minute left in the half, a downfield drive orchestrated by the Blue Devils was capped by a 17 yard passing touchdown, giving UW-Stout some momentum going into halftime. While the Blue Devils were able to notch the final score, looking at the scoreboard at the end of the first half told a convincing story with the Gusties being up by almost a touchdown.

In the beginning of the third quarter, the Gusties and Blue Devils traded possessions, until the Gusties broke through with a rushing touchdown in

the red zone by Rennie. While this score kept the Gusties on top, they would fail to increase that lead for the duration of the game.

Finishing the half, the Blue Devils chipped away at the Gusties' lead until they broke through with a 64 yd touchdown pass with 15 seconds left on the clock. While this ending was a heartbreaker for the Gusties and their fans, the outlook on the rest of the season remains hopeful.

Rennie shared his outlook on the season going forward,

as he disclosed that he is out for the rest of the season due to an injury during Saturday's contest.

"For me, I'm going to try to be the best leader I can be, help the younger guys, help the guys trying to step in, and try to make plays. We can make the feeling of the loss propel things, as we've got some big conference games ahead," Rennie said.

Defensively, this Gustie football team was nothing less than sound as they registered a combined 13 tackles for loss,

resulting in 70 total lost yards. Junior linebacker Carson DeKam was one of the many defenders for the Gusties this game as he led the team with 8 total tackles. DeKam had this to say following the game.

"Honestly, I think we performed really well. The offense did a really good job of spreading the ball out and we did a good job of running the ball all day. Defensively we were pretty dominant all day, but there were things on both sides of the ball that we could clean up," DeKam said.

DeKam was also kind enough to share Gusties' mindset for not only rebounding from the loss, but for their entire 2022 campaign.

"We have a motto this year of getting 1 on our team. It's hard to foresee the future right now and there are a lot of quality teams for the rest of this year. Our coaches have pressed the motto of getting 1 in our head," DeKam said.

The Gusties' tactic of only focusing on the game directly ahead of them will surely take them far. Looking ahead, the team travels to Saint Paul on Saturday to face off against Concordia.



Gustavus football players.

Submitted

Men's golf stays on par

Wasko, Gutuza star at St. John's Fall Invite

Emma Esteb
Staff Writer

This past weekend the Gustavus men's golf team traveled to Sartell, MN, for Saint John's Fall Invite. The Gusties finished second out of 12 teams, behind host Saint John's University. The team ended a two-day total of 295-296-591 (+15). "We all just had a lot of fun this past weekend and there was a lot of positive energy. I feel like that was really good for us this weekend," Sophomore Teddy Kaste said.

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Senior Wyatt Wasko led the Gusties with a fourth place finish with a total of 73-72-145 (+1). His consistency played a big role this weekend as Wasko had 16 consecutive pars. Wasko has been leading the team and owes it to his newfound mindset. "For me it's just more mental than anything, and that's a

lot of people for golf because you're out there alone for four hours. Knowing that you're going to make mistakes and being able to not get down on yourself has been something I've been working on a lot and it has really helped me," Wasko said.

First-year Chris Gutuza finished seventh with Senior Sam Skaar close behind in 10th place. Gutuza ended with a 73-74-147 and Skaar finished with a 74-75-149. "I think everyone on the team had a really decent game. It was the first week where I've been here at least, out of the first three tournaments where everyone played relatively well both days," Gutuza said. Kaste rounded out the top four for the Gusties, tying for 14th with a score of 75-75-150. "For me what went well was just my golf game in general, I played pretty well so I was really happy with that," Kaste said.

The Gusties really came together this weekend and worked as a team. "We'd been somewhat struggling on the course the entire year but last weekend we found a way to come together. When things got bad, we knew that good things were around the corner.

We made a lot of birdies after we made boogies or doubles which is a really good stepping stone for us," Skaar said.

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With this positive step forward, the Gusties are looking forward to being able to lean on each other and really emphasize the team aspect of golf. "With the team being more comfortable and knowing that I don't have a ton of pressure to make a bunch of birdies makes it easier to not get down on myself," Skaar said. As golf is such a mental sport, the Gusties have learned to be mentally tough in order to be successful on the course. "I've been getting more comfortable with knowing that I am going to make mistakes and it's not



Gustie getting ready to make the hole.

Submitted

all on me for the team since we do have a different line-up this year and so much depth on our team," Wasko said.

With a more diverse and young team, the Gusties are continuing to find their footing as they are switching up the line-up each tournament. This

is different from past years as there are usually consistent individuals in the line-up for each tournament. With that, the Gusties are able to see a diverse range of players and many team members are given the opportunity to play and show their skills on the course.

This year all of the boys have really good chemistry and bonds even though golf is commonly considered an individual sport. "We are all really good friends and we are all really close both on and off the golf course, where some teams I've been on in the past you just go and golf together and then it's done," Kaste said. The closeness of the team has really shown throughout their tournaments this season and continues to play into the success of the team.

The Gusties are looking forward to the MIAC tournament in two weeks and finishing out the fall season in Destin, Florida, for one of their largest tournaments of the season. "This is my first experience playing on a proper golf team, I get to play in a lot of tournaments against a lot of good players and I'm looking forward to the team experience," Gutuza said. With this turning point for the team, the Gusties are looking forward to hosting the Twin Cities Classic next Saturday through Monday.



Golfer Teddy Kaste taking a swing.

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Volleyball bounces back

Losing streak snapped with back-to-back wins

Parker Burman
Staff Writer

This past weekend the Gustavus Volleyball team traveled to Dubuque, Iowa to participate in the Loras Invitational. After starting the season off with seven straight wins, they suffered their first defeat of the season which came in the form of a 3-0 sweep by Northwestern before heading to Iowa.

They started their weekend with a hiccup after dropping a match 1-3 to UW-Stevens Point. However, they were able to turn it around for a pair of 3-0 sweeps against Grinnell and Loras. Going 2-1 over the weekend, the Gusties currently sit at 9-2 on the year.

"After our two losses, we all were upset of course, but with such a strong start to our season and the competitive nature of the Gustavus volleyball program, we knew the skills and potential of our team and I think that is what allowed us to rebound, play well, and win our games against Grinnell and Loras," said Junior Kasie Tweet.

"I think overall the team was excited to go into another tournament. We came out a little bit

slow the first night but bounced back great the next day," Senior Sarah Elliott said.

Saturday's action opened up with a dominating performance against Grinnell to put the Gusties back into the win column. Winning three sets to none, Gustavus took the sets 25-19, 25-21, and 25-13.

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Leading the way for the Gusties against Grinnell were Elliott and Junior Marlee Turn who hammered out 14 and 13 kills respectively. In support of this was Tweet, who dished out 25 assists to lead the team, and First-year Maren Sundberg who compiled a team leading 20 digs. Turn's performance resulted in her fifth double-double of the season, while Tweet also notched a double-double in the match.



Volleyball team celebrating their victory.

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"I give a lot of credit to our solid passers and hitters. Without them, I would not be able to deal out as many assists as I have been able to so far this season," Tweet said.

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"I have to give credit to Kasie [Tweet] putting up really great sets this whole weekend and making great decisions to get us hitters in a good position to only have one blocker up against us," Elliott said.

In their second match of the day, this time matching up with Invitational host Loras, the Gusties continued to show just how dominant they can be. In similar fashion to their victory over Grinnell, Gustavus swept Loras with set scores of 25-12, 25-21, and 25-21 to win the match.

Just as they had in their first

match key, veteran leaders led the charge for the Gusties. Turn was once again the Gustavus kill leader while teammates Elliott and Junior Lauren Klaithe were both hot on her heels with 10 apiece. Tweet helped out again on the offensive front, contributing 22 helpers for the Gustie cause, with Senior Claire Anderson dishing out 15 assists.

"With the help of my teammates and coaches, I know what spots are vulnerable on the other side of the court, so I use my aggressive swing and smart shots to rack up some kills," said Turn.

After a strong start to the season, securing their third title in five years, and off the heel of another MIAC Championship, the Gusties are confident. This weekend the team will be back in action for the Wartburg Invitational. They are looking to build off their strong finish to last weekend when they face-off with Wartburg and Coe College. Following another weekend in Iowa the Gusties will shift to conference play.

"The outlook going forward this season is to have some fun on the court and play the way we want to play. This team is something super special, so it makes us all excited to see how

we will do this season," said Turn.

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"We have big goals regarding this season, but to achieve these goals we know that we have to take it one game at a time," said Tweet.