

E-Week 2020 Rules

This document contains the rules for each event for E-Week 2020. Each event has their specific rules so please read thoroughly. The first part of this rule listing applies to all events so please read carefully. Any questions, please contact eggumban42@students.tntech.edu

E-Week 2020 General Rules

Scoring: Each event will assign a 1st, 2nd, and 3rd place winner. Each placing receives the following points:

- 1st: 300 points
- 2nd: 200 points
- 3rd: 100 points

Multiple Teams: If an event has two teams from the same major place in the top 3, that department will only receive points for their highest, placement. (Example, if the following placing occurs

- 1st = Team Cool 1
- 2nd = Team Chill
- 3rd = Team Cool 2
- 4th = Team Awesome

Team Cool 1 will receive 300 points, Team Chill will receive 200 points. Team Cool 2 will not receive the 3rd place points and Team Awesome will not move into 3rd.

Spectator Points: We encourage students to come and support their departments! However, each department does not have the same number of students. The smallest department has 64 students enrolled. Therefore, there can only be a max of 64 participation points per department.

There is a limit of the number of occupants per room. Therefore, not all students will be able to attend due to safety. Thank you for your understanding.

**If there is a time where multiple events happen at the same time, there will only be one sign in sheet in a centralized area. Spectators points will not be doubled. It will just be treated for one point. (Ex. Tug-o-War and Egg Drop happen at once. There will just be one sign in sheet since it is happening in the same area. So, each person will really be signing in for one event).

**The council has decided we will look at these points at the end of the week and see how these totals affect the overall score. If there appears to be discrepancies, they will be addressed and dealt with fairly. Thank you for your cooperation.

Flag: Flags were made for departments last year. However, due to time and fairness, departments are encouraged to bring their flags but there will be NO points assigned for bringing them.

Coin Drop: **Points in Coin Drop DO NOT add to overall score. This event is simply put into place to raise scholarship money and see which department's representatives win Mr. And Mrs. Engineer.

Under-represented clause: **In the event a department shows up with not enough students to compete, departments with more students present will be asked to form another team. If that combined team wins, they will split the points fairly (to be determined).

Rule discrepancy: The EJC team has been working hard to make all these rules fair and unbiased. However, in the event there is a situation that appears to be unfair, the event coordinators for each event have the right to stop any unfair actions.

Coin Drop

Begins February 17th and ends February 19th

Department Offices

Materials

- Bucket for collecting coins and bills

Purpose

- Decide who wins the Mr. And Mrs. Engineer and raise money for the EJC scholarship

Rules

- Coins add positive points
 - \$0.01 = +1 points
 - \$0.05 = +5 points
 - \$0.10 = +10 points
 - \$0.25 = +25 points
- Dollar Bills take away points
 - \$1 = -100 points
 - \$5 = -500 points
 - \$10 = -1000 points
 - \$20 = -2000 points
- Buckets will be collected at 4:00pm Wednesday, February 19th
- EJC Reps will collect the coins and a bank will count the money

Strategy

- Put coins into your own department's bucket. Put bills in the other departments

Water Bottle Raft Race: E-Week Monday Event

February 17th, 7-8pm

TTU Fitness Center

Time for Construction: 20 minutes

Rules for Materials/ building

1. All forms of plastic bottles (water bottles, milk jugs, liter bottles, etc.)
2. take plastic off bottles to reduce waste, keep the caps of bottles
3. Bottles must be cleaned and empty
4. Materials include: two rolls of duct tape per team and as much plastic as the team brings.
5. Rafts should be no wider than the lanes they are racing in.
6. Teams can cut their materials, but only on the outside deck connected to the pool. No cutting is allowed in the racquetball rooms available for construction to avoid scratching floors.

Disclaimer: The officers of the Engineering Joint Council will decide if the materials are proper if there are any questions about the type of plastic used.

Rules for Teams

7. Five people can represent each major on a team.
8. Only those five team members can construct and race the raft.
9. Rafts can hold one player; the team can choose the order their players race.
10. Other students of the major reward their major points for attending the event and supporting their major.
11. No previous construction is allowed. Teams can plan beforehand but all materials must be in original state besides cleaning and removing plastic wrappers.

Rules for Racing

12. This will be a relay race with the five members of each team. There will be three on one side of the pool and two on the other. When the first player races across the pool, a person from the other side will take their place and race back. The race will go back and forth until five players have raced. There will be people timing each lane.

Note: if some teammates do not want to race; other players can go more than one time, but we encourage all teammates to race.

13. Players may use their hands to paddle or may construct their paddles with plastic and duct tape.
14. Raft must float without assistance of team members

15. No pushing or blocking other contestants' rafts.
16. Winner will be the float that races to the end of the pool and touches the opposite wall while remaining in their lane five times in the fastest time.
17. If all the rafts sink when players get on their rafts; new rules will be considered: If all rafts can float freely without any weight, the floating rafts will add weights to their rafts until it sinks. The winning float will hold the most weight.
18. After each team finishes their race, please take their raft to the outside deck connected to the pool in order to keep the pool ground clear for walking.

If you have any questions about the rules you can contact the EJC event coordinator Renie Morrow through email: ramorrow42@students.tntech.edu

Dodgeball

February 17th, 2020 at 8:00pm

Mem Gym Court C

Rules

1. No headshots.
2. No crossing the centerline
3. No holding the ball longer for longer than 5 seconds
4. If you get hit you are out, but if you are hit and your teammate catches you are safe
5. If your ball is caught you are out
6. You can use the ball to block thrown balls, but if you block the ball and the ball you use to block the oncoming ball you are out
7. If any ball ricochets off a person on your team and hits you, you are out but if the ball ricochets off an object that is not a person you are safe
8. If your teammate catches the ball, and you are already out you are granted to come back in

****There will be an official intramural ref****

If there are any questions please contact:

JaHarvey45@students.tntech.edu

Egg Drop Rules and Procedures

Tuesday, February 18th

Dead Hour in Sherlock Park

Teams:

Teams may consist of up to five (5) members from each respective major. Any student who is double majoring may pick one team to work with and may not switch teams.

Under-representation Clause:

If for any reason, a major is under-represented and still wishes to compete, they may recruit members from other departments to assist them in competition. Any points obtained by that team will go toward the under-represented major that all members agreed to compete for.

Conduct Clause:

If team member is being disrespectful to the event-runners, team can choose to remove him or her from the team or have whole team disqualified. If a member is lost due to this clause, a replacement cannot be brought in. Those in charge of the event will be responsible for determining what is considered disrespectful.

This clause also applies to cheating and blatant disregard to the rules.

Officiating/Judging:

The competition will be judged by the Engineering Joint Council member in charge, and the build will be supervised by EJC volunteers. Wherever the rules are not clear or there is a dispute over the rules, the EJC coordinator for the event will have final say.

Materials:

- Eggs (Large) (3 Dozen)
- Paper Rolls (30)
- Rubber Bands
- Cotton Balls
- Duct Tape (6 Pack)
- Straws
- Balloons
- Cardboard
- Shaving Cream
- Newspaper

Material Distribution:

All materials will be provided by the Engineering Joint Council. Only materials provided by the Engineering Joint Council may be used. Materials will be split up evenly among the teams. Teams may negotiate between each other to trade materials during the build portion of the competition under the supervision of an Engineering Joint Council event runner.

The teams will have 1 minute to silently look at the material handed to them. This must be done in absolute silence and hands must remain behind their backs and away from the material.

Build:

After one minute, teams will have 10 minutes to build a protective structure that will prevent the egg from cracking when dropped from a predetermined height onto a target.

Structure test:

Each team will send one person to drop the egg onto a target. One at a time, they will drop the egg. Each structure will be dropped with its bottom lining up with the top of the band tower railing. After each drop, the egg structure will be measured from the center of target, and the egg will be checked for cracks.

Winners will be determined through the following order:

1st stage: No crack>Small crack>Shatter

In case multiple eggs don't crack or all eggs crack, continue to second stage.

2nd stage: Check egg accuracy with regards to the center of the target and the closest in-tact piece of the given egg structure.

Tug-O-War

February 18th during Dead Hour

Sherlock Park

Teams:

2 teams of 5 students **MAX** from each department.

Rules:

Rules will be debriefed at the beginning of the event.

Catapult (Part 1 of Building Night)

Date: Tuesday, February 18th, 2020

Location: Clement 212

Event Time: 6:00-9:00 pm

Pre-Planning

1. Needed: Tape measure, masking tape

Materials

1. Small popsicle sticks
2. Big popsicle sticks
3. Rubber bands
4. Spoon
5. Hot glue gun
6. Hot glue sticks
7. Fruit Loops

Room Setup

1. Move tables for teams to build on, move excess to the back of CLEM 212
2. Tape point zones on the floor
 1. Should be fair such that no team has an advantage depending on where they are standing in line

Time

1. 15 min Building Period
2. 5 min Shooting Period per each part of the competition

Rules

1. 5 people per team
2. Competition will be composed of two components: accuracy and distance
3. For the accuracy portion, points will be collected by aiming Fruit Loops into corresponding point zones on the floor. Each team will be given a certain color of Fruit Loops and allowed to make as many shots as they can within the given shooting time period.
4. For the distance portion, teams will be given 3 Fruit Loops to shoot as far as they can. Then all three distances will be measured and added to their points from the accuracy portion. Rankings will be decided upon final points
5. Teams will line up and shoot all at once
6. The catapults must use tension, a release system, etc. and cannot be propelled by simply hitting it
7. Teams are allowed to hold their catapults down while shooting
8. Teams are allowed to fix their catapults during the shooting window, however time will not stop
9. Paper and pens will be supplied for planning purposes, however it cannot be used as building materials
10. Participants cannot have their phones on them during the building portion

Bridge Building (Part 2 of Building Night)

Date: Tuesday, February 18th, 2020

Location: Clement 212

Event Time: 6:00-9:00 pm

Pre-Planning

2. Needed: Tarp, bucket, scale, sand

Materials

8. Small popsicle sticks
9. Hot glue guns
10. Hot glue sticks
11. Ruler

Room Setup

3. A table needed for each team
4. Two main tables, chairs, etc (something to suspend the bridge) to test each team's bridge
5. Have a tarp under the main testing area to prevent sand getting into the carpet

Time

3. 15 minutes to build

Rules

1. 5 people per team
2. Teams cannot make blueprints beforehand, nor use any materials built before the event
3. No use of phones while building
4. Ultimately, teams will be scored on how much sand their bridge can hold. It must be able to suspend/stand between two tables - a gap of 10 inches.
 1. A bucket will be placed on the bridge. Your bridge must be able to support the bucket. The width of the bridge must be more or equal to the width of the bucket -- 12 inches
 2. The bridge can only be 3 popsicle sticks thick at any point
5. Sand will be consistently poured into the bucket until the bridge completely breaks through or collapses, then the team's bucket weight will be measured and ranked accordingly.
 1. Any sand that may escape from the bucket when the bridge collapses will be collected and added to the bucket when it is weighed
1. Teams cannot continue to build after building time has run out

Game Night

Wednesday, February 19th

Prescott 215 from 7:00pm – 9:00pm

Summary: The game night events are still being finalized. However, it will be similar to last year's game night. (X) amount of games will be available to play and each department will have (X) amount of representatives to play that game. Representatives will compete for the highest score. The highest scores from each game will contribute to the respective majors, overall score. Which-ever department has the overall highest score wins Game Night. More details to come.

*****Chili

Cook Off

Wednesday, February 19th

Prescott 215 beginning at 7:00pm

Summary: Students in the department will have the opportunity to cook their best chili recipe and have our professor judges blindly taste them and score them. More details to come once we get all our professor judges. More details to come. In the meantime, find your chili cooker in your department!