-Engineering Bowl Rules and Procedures-

Teams:

Teams will be comprised of up to 6 people from any given department. There can be no more than 1 team per department. 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.

Supplies:

- Whiteboards (1 per team)
- Dry Erase Markers (1 per team)
- Erasers (1 per team)

All supplies will be provided by the Engineering Joint Council.

Content:

An email will be sent (through department offices) to the instructors from different departments requesting possible questions. The committee will then select appropriate questions to use in the game. Included in the email to the departments will be an integrity statement that concerns the sharing of aforementioned questions.

Host:

This event runs best with an emcee who asks questions, keeps the event tempo at an appropriate level, and maintains order. This person needs to be contacted at least one month in advance and will have no bias towards one department or another. Preferably, he/she will NOT be a College of Engineering instructor.

Guests:

If there is a guest speaker, he/she will present first and have a small Q and A session. Afterwards, the emcee will take over, and the question rounds will begin.

Game and Scoring:

The game will have a series of questions that the emcee will call out or will be projected on the screen. After every question, each team will have set time to write their answer on the whiteboard. The emcee will count down from three and markers will have to go up. If their answers are correct, they receive points. They cannot change their answers once time has been called.

Cheating and looking at the competitors board before time is called will result in instant disqualification. Answers must be spelled out, i.e. no abbreviations.

Tie-Breaker
The teams that are tied will have to send a member to face off in a series of rapid fire questions. The competitor that answers 5 questions correctly first wins.