

-Relay Race Rules and Procedures-

Teams:

Teams will be comprised of up to 5 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.

Officiating/Judging:

The competition will be judged by the Engineering Joint Council member in charge, and the EJC volunteers will provide assistance monitoring each group.

Materials:

- Paper
- Writing utensil

All materials will be provided by the Engineering Joint Council.

Game:

Each team will be given a series of questions that test their knowledge on various classes that they had to take as an engineering student. There will be three rounds where teams must solve the questions in 15 minutes. The volunteer monitoring the

team will check the answers. If they are all correct, they will perform a physical task determined by the EJC officer running the event. Placement points will be given after each round. After the three events, the team with the most points will win overall.

Tie-breaker:

There will be a tie breaker question for every topic. The team that can answer more of the questions wins.