

E-Week 2023 Handbook

The following is a complete schedule and rule handbook for the Engineering Joint Council's National E-Week Celebration. We want to ensure fairness and consistency throughout our week's events. For any questions or clarification, please email jiegwuatu42@tntech.edu. Please follow our Instagram [@tntechejc](https://www.instagram.com/tntechejc) for all updates on events.

Schedule:

Sunday 02/19	Monday 02/20	Tuesday 02/21	Wednesday 02/22	Thursday 02/23
1:30 PM Kickball Tournament	1:00 PM Start of Coin Drop	05:30 PM Egg Drop 8:00 PM Dodgeball	3:00 PM End of Coin Drop 6:00 PM Family Fued	11:00 AM Tug of War 6:00 PM Engineering Banquet

General Rules and Guidelines:

Scoring:

- Each event will have a first, second, and third-place ranking. Points are allotted as follows:
 - 1st - 100 points
 - 2nd - 50 points
 - 3rd - 25 points
- There may be some events in which more than one team per department will be permitted. Should multiple teams from a single department place in the Top 3, only the highest-ranked team will receive points. No additional points will be given for multiple teams from the same department.

Spectators & Spectator Points:

- We encourage students to come and support their departments! However, each department does not have the same number of students.

- The maximum number of points rewarded per event will be dictated by the number of students in the smallest department. (97)
- There is a limit to the number of occupants per room. Therefore, not all students will be able to attend due to safety. Thank you for your understanding.
- **1 point will be awarded per spectator**
- 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 appear to be discrepancies, they will be addressed and dealt with fairly. Thank you for your cooperation.
- There will be a QR code given towards the end of every event to keep track of spectators

Volunteer Points:

- 3 Points will be rewarded to each department per volunteer
- Some events may give more amounts than others.
- **EACH PERSON CAN VOLUNTEER FOR ONLY 1 EVENT!**
- Link to volunteer: [Volunteer signups](#)

Participation points:

- We recommend participating as much as possible!
- Certain events allow more than one team to participate, take advantage!
- **2 Points will be awarded per participant**

Coin Drop:

Date & Time: Begins February 20th and ends February 22nd

Location: Department Offices

Materials:

- Bucket for collecting coins and bills

Purpose:

- Decides who wins the Mr. And Mrs. Engineer and raises 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 3:00 PM Wednesday, February 23rd
- EJC Reps will collect the coins and a bank will count the money
- **Rule change:**
 - Amount earned will be proportioned to the size of the major for fairness.

Strategy:

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

Egg Drop:

Date & Time: Tuesday, February 21st from 5:30 PM to 7:00 PM

Location: Prescott 215

We will need people to help proctor building time.

Strategy: Create a structure that protects an egg from cracking that additionally can be dropped accurately on target.

Rules/Guidelines:

1. Each team will consist of five team members
2. Only materials provided will be permitted for use. These materials are up for trade with other teams.
3. Teams will have 10 minutes to build their structure,
4. Only one team member will be performing the drop.
5. There will only be one drop per team, no second chances.
6. Winners will be determined first by the condition of their egg, and then by accuracy, as follows:
7. No cracking > small cracks or dents > shattered
8. If there are multiple surviving eggs, closeness to the target will be factored in as well as how intact the structure is after the drop.
9. The fewer materials used, the better!

Special Rules/Guidelines:

10. The less material used, the more points are given for effectiveness!
 - a. Have a team member keep track of different material items used
11. The use of more eggs will add to the number of points given
 - a. The max amount of eggs that can be used is 3
 - b. If even one egg cracks, dents, or shatters, it will be treated as if you only used one so be warned.

Materials:

- Eggs (one per team)
 - Exception if you are trying to use the special rules
- Cotton balls (One cup full)
- Straws (10)
- Balloons

- Styrofoam Cups (3 cups)
- Tape (No limit)
- Tissue Paper (10 sheets)
- Newspaper (1 sheet)

Scoring:

The Egg drop will be split into two categories:

- Efficiency
- Theme/Aesthetic

There will be 3 places for each category.

Dodgeball:

Date & Time: Tuesday, February 21st from 08:00 PM to 10:00 PM

Location: Racquetball Rooms located in the Marc Burnett Fitness Center (BURN)

Will need a couple of people to help referee the game.

Rules:

1. Each team will consist of 6 players.
2. NO MORE THAN TWO TEAMS
3. No headshots.
4. No crossing the centerline.
5. Cannot hold the ball for longer than 15 seconds.
6. If you are hit with a ball, you are out UNLESS you or a teammate catches the ball before it hits the ground.
7. If an opponent catches your ball before hitting the ground, you are out.
8. You can use a ball to block other balls from hitting you.
 - a. If the ball you use to block touches the ground due to contact with an incoming ball, you are out.
9. If a ball ricochets off of anything/anyone and then hits you, you are not out.
10. If you are out, but a teammate catches a ball, then you can get back in.
11. Not following any of the rules will result in your team automatically losing.

Family Feud Rules and Procedures

Date & Time: Wednesday, February 22nd at 6:30 PM

Location: STEM Center Auditorium

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 a team member is being disrespectful to the event-runners, the team can choose to remove him or her from the team or have the 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 of the rules.

Materials:

- Buzzer (1 per team)

All supplies will be provided by the Engineering Joint Council.

Content:

An email has been sent to the college of engineering to receive answers to the 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 the aforementioned questions. The department that has participated the most will receive bonus points at the family feud event.

Host:

This event runs best with an emcee who asks questions, keeps the event tempo at an appropriate level, and maintains order.

Game and Scoring:

- Players will come up one at a time while the judge asks the question.
- Players will buzz in to answer the first to buzz answers first and the higher the number on the board wins control to play or pass to the other team.
- Team members will take turns answering to guess every answer on the board.
- You will get three chances to answer and with three x's the other team will get a chance to steal.
- The leading team after two rounds goes first in the fast money round
 - Both teams will have a chance to play
 - **Keep in mind this is different than the actual family feud rules.**
- The rules and decisions are up to the discretion of the judges at the event.

Tug of War Rules and Procedures

Date & Time: Thursday, February 23rd at 11:00 AM

Location: Quad

Teams:

Each team consists of 6 players. Departments may have two teams, however before they can advance in the competition, those two teams must face off to represent the major.

If the department has two teams, players may not switch teams after the playoffs. 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 a team member is being disrespectful to the event-runners, the team can choose to remove him or her from the team or have the 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 for the rules.

Officiating/Judging:

1 referee will officiate. Referees will be contracted from the Intramural Office.

Materials:

- Rope

Game:

Two teams will compete against each other in a bracket system order. As mentioned earlier, the center of the rope should align with the center marked on the ground. As soon as the referee blows the whistle, each team can start pulling the rope into their territory. The objective of the game is for each team to pull the rope along with the members of their team to their side. As soon as the second mark on the rope from the

center red mark crosses over the centerline, the team pulls the rope to their area and wins the game.

Fouls:

No cleats or gloves will be allowed at the event. No anchoring, or looping around the end of the rope will be allowed.

There is a particular technique that needs to be applied while playing this game, if not then there will be a foul which can call in for disqualification. For e.g. lowering your elbow below the knee level while pulling the rope is considered to be a foul and is called 'locking'. Touching the ground for a long period of time is also considered a foul.

STEM Center Outreach Expedition

Date & Time: Thursday, February 22nd at 9:00 AM

Location: Oakley STEM Center (Lobby)

Activity:

This outreach event will be very similar to a Fab Friday event. STEM Fab Friday events are focused on getting families and their children engaged in STEM activities. We will be working with 4th graders from Algood Elementary. These activities will be preplanned by the STEM Center. If you'd like to volunteer for this event please email Carlos Galindo, our STEM Coordinator at cgalindo@tntech.edu

Points:

- No points will be awarded for attending the event, but participation is encouraged!

****Please keep in mind, this is a volunteer-only event****

E-Week Reception/Banquet

Date & Time: Thursday 23rd, Doors open at 5:30 PM, Event starts at 6:00 PM

Location: Oakley Stem Center (Main Lobby)

Join us at Thursday evening for the announcement of the E-Week 2022 results! There will be live music, food, as well as a photographer for any photos. We will be crowning the winning department's representatives for Mr. and Miss Engineer, and finally, announcing who will hold the title of "Best Darn Major!" We look forward to seeing you all there!