

Mississippi State University Engineer's Week Student Activities

Theme: Working Today to Solve the Problems of Tomorrow

SCHEDULE OF EVENTS

Updated 2/4/09

Monday, February 16

Monday, February 23 (weather back-up)

TBA Egg Drop Design Competition* - TBA
3:00 - 4:00pm Duct Tape Competition* - Drill Field

Tuesday, February 17

Tuesday, February 24 (weather back-up)

TBA Speaker* - TBA

Wednesday, February 18

Wednesday, February 25 (weather back-up)

11:00-1:00pm ESC Cookout – Drill Field
3:00 - 4:30pm Ultimate Frisbee*– Freshman Event– Old Intramural Field
5:00 - 6:15pm Photo Scavenger Hunt* -McCain Lobby

Thursday, February 19

Thursday, February 26 (weather back-up)

2:30-3:30pm Water Balloon Launch* - Drill Field
4:00-6:00pm Engineering Bedlam* - Between Union and Post Office

Friday, February 20

Friday, February 27 (weather back-up)

1:30 - 3:30pm E-lympics* - The Junction
4:00 - 5:30pm Pi Throw – Drill Field

Friday, February 27

8:00-12:00am Formal and Awards Ceremony – Memorial Hall

Feb 16th - 20th – Banner Competition*, Quarter Wars*, Formal Tickets*

Year round – ESC Representatives*

* - Events that garner points that will contribute to the determination of "Best Major on Campus"

All times and locations are subject to change. Updates will be made as necessary.

General Rules

1. Current undergraduate students, graduate students, and faculty members are eligible to participate unless otherwise noted.
2. For each event, each team may have the same number of alternates as team members unless otherwise noted.
3. **All participants are expected to engage in good sportsmanship.** Failure to do so may result in disqualification of the offending team.
4. By participating, all participants agree to release the ESC and the University from any liability for injuries that might be incurred during events.
5. All rules and scoring values are subject to change and may be amended as necessary by ESC field judges. Changes prior to event day will be posted on the E-week website.
6. Outdoor events may be postponed in case of inclement weather. Check the E-Week website for any updates.
7. The ESC will keep in touch with the representatives via email in case of changes to any events or rules. The E-Week representatives from each major are responsible for checking their email and passing on any relevant information to their fellow students.
8. **All decisions made by ESC field judges are final.**
9. Standard E-Week Scoring Practices are as follows:

First Place	100 pts
Second	85 pts
Third	70 pts
Fourth	55 pts
Fifth	40 pts
Sixth	25 pts
Seventh	10 pts
Eighth	0 pts

Banner Competition

1. To pick up your banner call 228-327-1448 between 8:00 – 10:00 am Friday, February 6. This is Dale Alderman's phone. He will meet you to get you your banner.

2. All banners must be the same size. Each major can put whatever they want on the banner as long as it does not increase the length or width of the banner.

3. On each banner there is a Coca-Cola logo. In order to receive points for the banner the Coca-Cola logo must be showing.

4. Each banner must contain the following:

- Clear indication that the banner is for E-Week
- E-Week dates (Feb 16th – 20th)
- Major responsible for creating the banner
- ESC E-Week website address
(<http://www.msstate.edu/org/esc/eweek2008.php>)

5. Each major will display its banner on its assigned building. Building assignments are as follows:

- Aerospace – Patterson
- Biological – ABE Building
- Chemical – Swalm
- Civil – Walker
- Computer Science & Software – Butler
- Electrical & Computer – Simrall
- Industrial – McCain
- Mechanical – Carpenter

6. Banners should be placed in high visibility or high traffic areas. Outside is preferred, but high traffic inside is acceptable.

7. Banners must be up by Friday, February 20th in order to be judged; however, banners may be put up early on Wednesday, Thursday, or Friday by 5 pm and receive points as follows:

- Wednesday, Feb 11 th	100 pts
- Thursday, Feb 12 th	65 pts
- Friday, Feb 13 th	30 pts

8. Each coordinator is responsible for securing permission to post the banner from the appropriate building official. Banners posted without permission will be disqualified from receiving points.

9. The ESC E-Week Coordinators will judge banner posting.

10. Banner appearance will be judged on Friday morning, Feb. 20th. Banner design explanations may be submitted via e-mail to Jacqueline Bickel at

jlb854@msstate.edu Judges will have these explanations to read before they judge the banners

11. Banner appearance will be judged according to Standard E-Week Scoring Practices found under General Rules.

Quarter Wars

1. A jar will be set up in each departmental office.
2. Each quarter placed in the jar is worth 25 points
3. Any currency other than a quarter is worth negative points as follows:
Pennies will not be counted, but will be accepted as a donation

- 1 nickel = -5 points
- 1 dime = -10 points
- 1 half dollar = -50 points
- 1 dollar = -100 points
- 1 5 dollar bill = -500 points
- 1 10 dollar bill = -1000 points
- 1 20 dollar bill = -2000 points

4. MONEY MAY NOT BE REMOVED FROM THE JAR.

5. Jars are **not** to be removed from the departmental office by anyone other than the specified representative.

6. In addition to students, faculty and staff may contribute positive or negative points to any jar.

7. The competition will begin on Monday, February 16 at 8:00 am. Jars must be returned to McCain lobby by the major representatives by Friday, February 20 at 4:30 pm.

8. Seventy-five percent or more of the money collected will benefit a local charity; the remaining money will go toward ESC for the cost of materials incurred during E-Week.

9. The jar that contains the most points at the end of E-week will be declared the winner.

10. Final points will be awarded according to Standard E-Week Scoring Practices found under General Rules.

Formal Tickets

1. Tickets will be sold to attend the Engineering Formal and Awards Ceremony the week before and week of E-Week. Formal tickets will be sold at all E-Week events. Tickets are \$15 for one, \$25 for two.
2. Ticket sales will be tallied after the pi throw.
3. The major with the highest department percentage of Engineering Formal ticket purchases will be declared the winner.
4. Final points will be awarded according to Standard E-Week Scoring Practices found under General Rules.

Egg Drop Design Competition

1. One or two teams from each major, consisting of 3 or 4 students each, will construct a cargo crate to protect an egg from breaking.
2. Teams will meet at Patterson High Bay (side of Patterson near the band hall) at the scheduled time for the event. (subject to change)
3. The crate will be dropped free fall from a spot selected by the judges the day of the competition.
4. Teams will be allowed no more than 30 minutes to design and construct their crate.
5. Each crate will be dropped from a series of heights in turn.
6. All parts of the crate must begin above the designated drop line.
7. The winner of the competition is the crate that drops the farthest (without breaking the egg). A bonus will be awarded for the best design, as determined by the judge.
8. Scoring will be determined as follows:

Height- 4 drop heights:

Level 4	16 pts
Level 3	12 pts
Level 2	8 pts
Level 1	4 pts
Complete failure	0 pts

(Cut out weight)

Best Design:

Extra 5 points awarded

9. Team with the highest score wins.

10. Contestants may use all or any part of the following materials to construct a crate.

11. No additional materials may be substituted or added to crate construction.

- Two 8.5" x 11" sheets of standard copy paper
- 3 ft masking tape
- 3 ft of string
- 3 rubber bands
- One raw egg
- 10 drinking straws

12. Each team is only given one egg. If they break their egg before the drop, they will **NOT** be given a replacement.

13. Final points will be awarded according to Standard E-Week Scoring Practices found under General Rules.

Duct Tape Competition

1. Each engineering department can enter one team consisting of two to five people.

2. All persons being duct taped must start out standing in a chair.

3. Each team is given one standard roll of duct tape to be given at the competition. One roll of duct tape contains 55 yd of tape, approximately 1.88 inches wide.

4. Each team has five minutes to duct tape their person to the wall.

5. Duct tape may not overlap the top or sides of the wall. Duct tape may not be placed on the person above the shoulders; however, there may be duct tape on the wall above the person's shoulders. (Basically, no duct taping necks or faces.)

6. After the five minute mark, all teams must stop duct taping and step back from the board.

7. Team members must stand ready to catch their contestant when they fall off the wall.

8. Once the time for taping is up, the chair will remain in place until the coordinator calls for everyone to remove the chair from under the person taped to the wall.

9. Teams will be allowed a maximum of 20 minutes for the person to stay on the wall.

10. Once the official time has started, the person duct taped to the wall may not be touched, nor may the duct tape on the wall be touched.

11. The official time will stop once the person falls off of the wall. Team members should be ready to assist the person such that injuries do not occur.

12. The winner will be determined using three factors: weight of the person taped to the wall, time attached to the wall, and amount of tape remaining using the following formula:

$$((\text{weight} - \text{min weight})/4) * \text{time} + 10 * (\text{inches of duct tape remaining})$$

Where:

Weight is the weight of the person taped to the wall
Min weight is 110lbs (weighed before event starts)

13. Persons being duct taped are encouraged to wear old clothing: long sleeves, pants, and durable shoes.

14. Final points will be awarded according to Standard E-Week Scoring Practices found under General Rules.

Picture Scavenger Hunt

1. Each team may consist of 3 to 10 members (No more than two faculty members per team).

2. Teams will meet in McCain Hall Lobby at 5:00pm and will be released at the same time to begin the hunt.

3. Each team will be given a disposable camera and a list of clues.

4. Teams must decipher the clues and take pictures at each location.

5. The clue list will have a point priority given to different locations based on clue difficulty and distance away from home base. Bonus points will be awarded for creative pictures.

6. Pictures may include no more than one location.

7. There must be at least 2 team members in each picture.

8. Teams will have 1 hour to photograph as many items on the list as possible.

9. Cameras will be returned to person at the starting point. All late cameras will be disqualified!

ESC Cookout

1. Come out to the Junction to enjoy an awesome meal!
2. The cookout is no longer worth any points to the determination of "The Best Major on Campus."

Delete inflatables

Ultimate Frisbee (Freshman Event)

Note that this is a Freshman **ONLY** event.

1. Each major will send students to play in a game of ultimate frisbee. The standard rules of Ultimate Frisbee will apply.
2. People can come to either play or cheer on people in your major!

Your major will receive points as follows:

1. One point just for showing up!
2. You will receive two points if you play.
3. If you are on the winning team, your major receives five points!

Speaker

Engineering Bedlam (Bed Race)

1. Each bed racing team must consist of 5 people -- 1 riding (rider must weigh minimum of 110 lb), 4 pushing (2 female, 2 male).
2. Bed must have a twin size mattress or larger. Yes it can be an air mattress, but it must be fully inflated and strapped down for safety reasons.
3. Protective headgear (motorcycle helmet, bicycle helmet, hard hat, etc) is required for all 5 members of the team. E-week official has final approval of headgear and whether or not it meets requirements.
4. Each bed must have a fitted sheet, flat sheet and pillow. Each bed must cross the finish line with the aforementioned still on the bed for the score to count.
5. Beds must be maneuvered around an obstacle course. A ten-second time penalty will be assessed for each obstacle which was knocked over or improperly negotiated. Finish time will be taken when the entire bed crosses the finish line.

The time for each team to complete the course will be recorded. After penalties are assessed, teams will be ranked in order of their total time.

6. Awards will be given based on bed creativity, clothing creativity, and time of finish. Awards will be given to teams judged the best in the following categories:

- Best decorated bed
- Most creative team theme
- Sleepiest engineer
- Most spirited cheering section

7. The bed may have no means of propulsion or brakes other than human.
8. All members of the team must be in contact with the bed until the bed crosses the finish line.
9. All beds must be brought to a complete stop once they cross the finish line.
10. No team member substitutions may be made once the race has started.
11. Beds may be built or purchased, but all beds must prove race-worthy during pre-race inspection. Any bed determined to be unsafe may be asked to resolve the situation in question or asked to not participate.
12. Final points will be awarded according to Standard E-Week Scoring Practices found under General Rules.

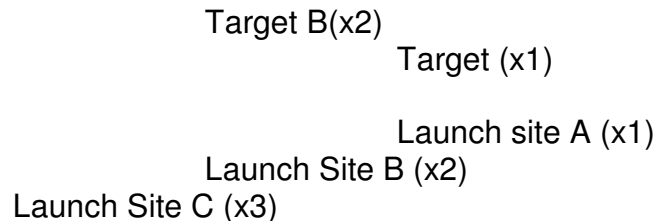
Water Balloon Competition

1. Each department may enter two teams, each consisting of three to four people.
2. Each team is allowed to choose one of three launch sites from which to fire at either of two vertical targets.
3. Targets may be fired upon in any combination; however, a limited number of ammunition will be provided (number will be announced at event). Dropped ammunition will not be replaced!
4. Teams will have a limited amount of time to launch their ammunition.
5. Missed targets and “misfires” count as 0 points.
6. The targets will have concentric rings, each of different point values. The centermost ring is worth the highest point value (5 pts.). Point values will be as follows:

Center ring	5 pts
-------------	-------

Middle ring	4 pts
Outer ring	3 pts
Poster	2 pts
Vertical boards	1 pt

7. Each launch site, as well as each target has a respective multiplier associated with a successful hit on a target:



8. The judge present at the completion of the launch has final discretion over any controversial situations.

10. The team with the highest score wins. Points will be awarded according to Standard E-Week Scoring Practices found under General Rules.

E-Iympics

Punt Pass Kick

1. Each department may enter one team of four people.
2. One to punt, one to pass, one to kick, and one to do any of the above to replace a previous score.
3. The three elements of the event will be scored as follows:
 - a. Punt – one point per yard
 - b. Pass – one point per yard
 - c. Place kick – 20 points for good field goal
4. The fourth team member may elect to replace any of the events. Whichever event the fourth contestant chooses to redo, the higher of the two scores will count.
5. All distance calls by the line judges are final.
6. **NO warm-ups at the competition line are allowed!**
7. Final points will be awarded according to Standard E-Week Scoring Practices found under General Rules.

Card Sort

1. Teams must consist of four people.
2. Each team will receive two packs of standard playing cards.
3. Both packs will be mixed and dispersed to the teams in pile format. Teams are not allowed to touch the decks until instructed to do so.
4. Teams must order the cards in ascending order from 2 to Ace in the order of spade, heart, club, diamond, spade, heart, club, and diamond.
5. Teams must alert the time judge when they are finished sorting.
6. Time judges must ascertain that the cards are in the correct order before the time is considered to be official.
7. Final points will be awarded according to Standard E-Week Scoring Practices found under General Rules.

Note: The first deck of cards should be sorted with the two of spades at the bottom to the ace of diamonds at the top. You place all the cards of each suit in numerical order with the 2 at the bottom and the ace at the top. Then the complete suits are stacked up FACE DOWN: spades on the bottom, then the hearts, then clubs, then diamonds. The second deck should be sorted the same way THEN placed on top of the first deck. The bottom card should be a 2 of spades and the top card should be an ace of diamonds.

Crazy Relay Race

1. Each department may enter two teams of four people.
2. The race will be divided into four segments, and will be announced at the start of the event.
3. The team with the shortest time wins.
4. Final points will be awarded according to Standard E-Week Scoring Practices found under General Rules.

Tug-of-War

1. Each team may consist of up to 8 persons – only five may be male and two must be female.
2. Teams must remain the same throughout the tournament – no substitutions allowed.

3. No spiked shoes or cleats will be allowed.
4. Gloves and/or towels will be permitted.
5. The competition shall be single-elimination tournament.
6. An eight-minute time limit will be placed on all tugs until the final round. The final shall have a fifteen-minute time limit.
7. In order to win, the team must pull the opposing team's mark past the centerline. If the time limit expires, the winner will be the team that has pulled their opponent's mark closer to the centerline.
8. A coin toss will determine which side a particular team will pull from.
9. The ESC judge has final discretion over any controversial situations.
10. Final points will be awarded according to Standard E-Week Scoring Practices found under General Rules.

Pi Throw

1. Tickets will be sold all during E-week events.
2. Throwers must stay behind a pre-determined line and all people to be pied will be a certain distance across the line.
3. Pi throwers may not touch those persons being pied.
4. Persons being pied may not run away.
5. If caught, a pie may be thrown back at the Pie-er.
6. Proceeds will benefit the ESC and a charity.

ESC Representatives

1. Attendance is kept at all ESC meetings, which major reps are required to attend.
2. Majors will be ranked according to attendance (no absences – 1st place, etc). Majors can be tied. No attendance merits 8th place, no exception.
3. Final points will be awarded according to Standard E-Week Scoring Practices found under General Rules.