



**E-EWEEK**

**2017-18**



# **Official 2018 E-Week Guidebook**

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VP Spirit & E-Week Directors  
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ENGINEERING UNDERGRADUATE SOCIETY

**Engineering Undergraduate Society**  
University of British Columbia Vancouver  
5000 — 2332 Main Mall, Vancouver, BC V6T 1Z4  
[eweek@ubcengineers.ca](mailto:eweek@ubcengineers.ca) | [ubcengineers.ca](http://ubcengineers.ca)

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## 1.0 Introduction

E-Week is gaining on us, like Lightning McQueen on Thunder! Welcome to the E-Week Guidebook! It's everything you will ever want and need to know about E-Week 2018. This document will be your Prima Official Strategy Guide during the greatest week of the year. Come out to every event, follow the rules, and, above all else, show us your SPIRIT, and you will have a good shot at taking that spiffy E-Week Trophy back to your department clubroom, where all the 2018 neophytes can look upon it in awe. From all of us here on the Spirit Team, we wish you luck.

### 1.1 Contentions

This Guidebook is also the official reference for all rule disputes and challenges used by EUS Executive and E-Week Directors. If you or your Department has a problem with the conduct of an event, please refer to this document.

Let it be known that all rule disputes, challenges, dissensions and controversies will only be considered if the Contention/Dispute Form (Appendix A) is submitted within 24 hours of the end of the event in question. Any contentions brought up later than 24 hours past the end of the event will not be considered.

To file a contention, please submit the form provided in **Appendix A** of this document via email to the EUS VP Spirit ([vspirit@ubcengineers.ca](mailto:vspirit@ubcengineers.ca)) and EUS President ([president@ubcengineers.ca](mailto:president@ubcengineers.ca)) within the allotted time period.

### 1.2 Funding Distribution

The following funding will be provided to each competing department.

Event	Maximum Amount	Notes
PrE-WEEK	\$125	Funding can go towards whatever kind of hype event you see fit
Chariot and Ball Model	\$200	Combined total of \$200 for BOTH chariot and Ball Model. This funding can be spent between these two items however seen fit, but cannot be used outside of these items.
Cooking With Beer	\$75	

*Receipts are required for all events, please submit original receipt to VP Finance.*

***\*\*Chariot and Ball Model receipts MUST be given to E-WEEK team (Directors or Spirit) anytime before Friday January 19, 2018 at 5pm to receive funding for these items. If hard copy is not available at that time a photo of the receipt can be used, but***



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***reimbursement will not occur until hardcopy of the receipt is submitted (hard copy must be submitted by Friday, January 26, 2017 at 5pm). Receipts can be dropped off in the VICE office in the ESC.***

## 2.0 Individual Participation

### 2.1 Participant Eligibility

In order to be eligible to participate in E-Week, one must be an active member of the Engineering Undergraduate Society (EUS), and neither an EUS Executive nor an E-Week Director. Active membership, is defined in the EUS Constitution (Section 1.4) as Undergraduate Engineering students who have paid their EUS fees for the 2017/2018 calendar year.

An exception will be made for current UNBC students in the Environmental Engineering joint degree program who declare themselves ahead of time with the EUS.

### 2.2 Department/Club Restrictions

Individuals may choose to participate with their home department, a competing ex-officio club, or both. Individuals may only participate for a department or club of which they are a member. There is a limit of one department and one ex-officio club team per person.

Individuals choosing to compete for both a department and an ex-officio club shall have their individual participation and volunteer points split evenly between the two. Participation points earned for competing in teams and points earned for winning competitive events shall not be split. Individuals can only compete with one team per event. Points will be revoked from both teams if a member of their team is caught competing with two teams in one event.

### 2.3 Registration and Sign-In Procedures

To receive points during E-Week, all participants must fill out the [“E-Week 2018 Barcode Registration”](#) to declare their department/club affiliation. This may be done at any time prior to or during E-Week, including at events. The deadline is 11:59pm on Friday, January 19th. Registration is retroactive, and should an individual participate in any events prior to registration as well as sign-in (see below), they will accumulate points for their team.

This form will also collect student card barcode numbers. This barcode will be scanned at events and used to track participation points. Individuals who do not have their student card at an event will not receive participation points.

### 2.4 Volunteering

To earn volunteer points, individuals must sign up using the [E-Week Volunteer Form](#) and attend their entire shift. Note that volunteer shifts will be assigned as needed on a first-come first-serve basis, and filling out the form does not guarantee that an individual will be asked to volunteer at a particular event.



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If a volunteer does not attend a shift after confirming with the Volunteer Director, they will **lose their team 200 points per shift not attended**. This rule will be waived upon the discretion of the E-Week Team for extenuating circumstances.

### **2.5 Participant Disqualification**

An individual participating in E-Week can disqualify themselves by not meeting the requirements described in sections 2.1 and 2.2. If any individual does not meet these requirements, the points associated with that person (points for winning if said individual was on the winning team, individual participation points, team participation points, volunteering points, and attendance points) will be removed from the team's E-Week point total.

## 3.0 Events

You're all here for the events, and so we present to you a brief (if sarcastic) summary and the rules for each event in order. The EUS encourages all Department Presidents and E-Week Representatives to read the appropriate section before attending the corresponding event.

### 3.1 Sunday, January 14th

The opening day of E-Week 2018 includes Opening Ceremonies (is anyone surprised?) and then getting a good night's sleep. Unless you're a Director; then you just have nightmares.

#### 3.1.1 Opening Ceremonies

Boat races, speeches, and special exhibition matches for your viewing pleasure. Also, the badasses from the Godiva Band will be bringing their Engineering Spirit! Start the week off right and show us your engineering pride!

#### Rules

- Teams may be made up of a minimum of four people and a maximum of five people, all from the same Department/Team. Four people are required to race, with one person acting as a sub.
- Teams must be ready to go at the start of their matches. Tardiness will result in forfeiture (unless you get stuck in a broken elevator for an unreasonable length of time or other unlikely reasons).
- Subs may switch in for any member of their team on any race, any number of times.
- When teams register they will state the beverage choice for each member: beer, cider, or tonic water.
- Each person may only race for ONE team, including the sub. Any exceptions to this will result in the disqualification of both teams for whom the person at fault raced.
- Races will be started with an Official Count. The Official Count will be made clear at the beginning of ALL races.
- All cups must start on the table, filled with a standard 355mL (12 ounce) beverage.
- Racers may start with their hands on their cups. This will be made clear before the Official Count is stated.
- Once you have completed your beverage, cups must travel above your head and be completely upside-down (see image below), then touched to the table.
- When cup touches the table, next racer may begin.



In loving memory of Janyce Archutick  
April 27th 1994-February 6th 2017

- Final round will be a longboat. This means each racer will drink two drinks, in the order of 1-2-3-4-4-3-2-1.
- False starts, spills and incomplete motions will all be awarded penalties.
  - False Starts: If your first racer begins before the end of the Official Count, or any other racer begins before the racer before them finishes, your team will be assessed a 3-second time penalty.
  - Spills: A spill is defined as any liquid that escapes the cup and your mouth that cannot be covered with the rim of a red solo cup. A 3-second penalty will be given to any spill exceeding this size.
  - Intentional spilling will be considered bad faith and result in disqualification.
  - Incomplete Motion: This is defined as not placing your completely upside down over your head (see image above) after you have finished your beverage and before the next racer starts. Not completing this motion will result in **DISQUALIFICATION**.
- All judges' decisions are final. The judges will be aided by a video camera to make race reviews.

### Points Awarded

- Winning
  - Points for the winners of this event will be awarded as follows:
    - 1st Place: 4000 Points
    - 2nd Place: 3000 Points
    - 3rd Place: 2000 Points
- Participating
  - Every team that is submitted, up to a maximum of two per department/club, will be awarded **750 participation points**.
- Attendance



- Every person that attends and signs in will earn your department/club **50 points**.

### 3.2 Monday, January 15th

Manic Monday will contain Red Eye Breakfast, fEUSball Tournament, and Day the Movie Died.

#### 3.2.1 Red Eye Breakfast

Wake up bright and early for free food, provided by some very well-rested volunteers.

##### Rules

- CONSUME LIKE THE GLUTTONS WE ARE!

##### Points Awarded

- Volunteering
  - To earn volunteer points, sign up with the [E-Week Volunteer Form 2018](#), then arrive on time, sign in, perform your tasks and help clean up to earn your points.
  - For this event, volunteer tasks include setup, grilling and cleaning. You will be awarded **100 points** for completing volunteer duties for this event.

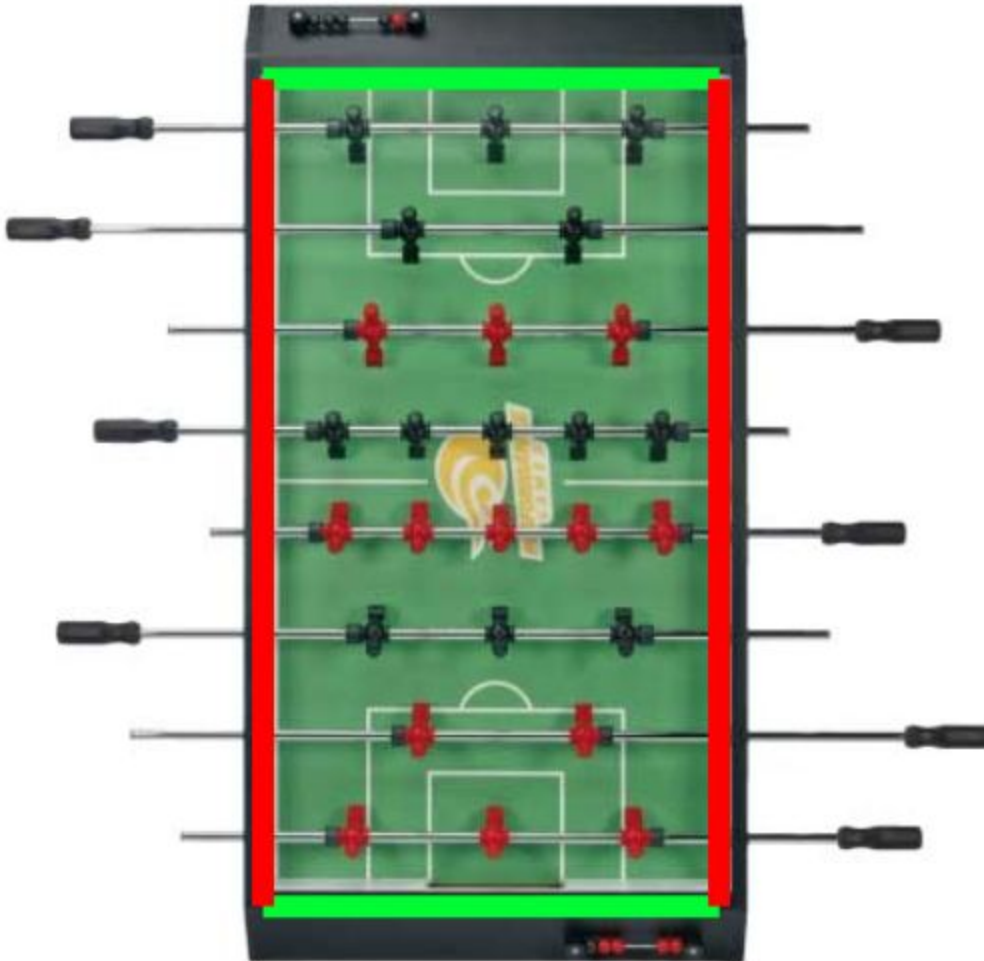
#### 3.2.2 fEUSball

A double elimination Fußball tournament, pitting each Department's best players against one another. (I was really just looking for an excuse to put an eszett in this guidebook.)

##### Rules

- Maximum two teams per department.
- Maximum of two people per team.
- Coin flip to determine who serves first.
- All subsequent serves are by the team last scored on.
- Match length is determined as follows;
  - Round up to and including Quarter-finals: first to 5 goals, win by 2, capped at 10 goals.
  - Semi-finals: first to 10, win by 2, capped at 15 goals.
  - 3rd place match and Final: first to 10, win by 2, no cap.
- The tournament will be double-elimination style (don't leave early if you lose once, you still have a chance to win it all!).
  - This includes in the Final and 3rd place match, you must lose TWO games to be eliminated.
- Absolutely no spinning allowed – spinning is defined as anything more than one revolution of the bar.
  - Snake shots are allowed.

- Partners can only switch positions on a dead ball.
- A single point is counted when the ball enters the net, so long as it is not “dirty” (see next line).
- “Dirty” goals
  - Scoring from the 5-bar.
  - One team hitting the ball into the other team’s net without passing to at least one other foosperson on another bar.
  - On the path to the goal, the ball is deflected off a sidewall (the back walls where the nets lie are live, and any goals scored off of a back wall deflection counts, see image below).



- Sidewall - Red
- Back wall - Green
  - On a “Dirty” goal the ball is then served from the 5-bar of the shooting team.
- Dead balls (ball out of play or players cannot reach it).
  - When the ball goes off the table due to team 1, ball starts at team 2’s goalie.
  - If ball is dead between 5-bars, ball is re-served by the last server.

- If ball is dead anywhere else on field, ball is placed at nearest goalie.
- Disputes are to be settled by the match referee, and both teams must accept the decision.

### Points Awarded

- Winning
  - Points will be awarded to the winners of this event as follows:
    - 1st Place: 4000 Points
    - 2nd Place: 3000 Points
    - 3rd Place: 2000 Points
- Participation
  - Every team that plays at least one game, up to a maximum of two per Department, will be given **750 points**.
- Volunteering
  - To earn volunteer points, sign up with the [E-Week Volunteer Form 2018](#), then arrive on time, sign in, perform your tasks and help clean up to earn your points.
  - For this event, volunteer tasks could include moving foosball tables and refereeing matches. You will be awarded **100 points** for completing volunteer duties for this event.
  - **200 points** will be given to any department/club whose table is used for E-Week. These points are contingent on the department/club bringing AND removing their table from the ESC.
- Attendance
  - Every person that attends and signs in will earn your department/club **50 points**.

### 3.2.3 Day the Movie Died

Remember Mystery Science Theatre 3000? Of course you don't, because it was cancelled in 1999 and you were all still waiting for your baby teeth to fall out. The important thing is that you're going to watch a terrible movie (or two) and rip its (or their) scientific inaccuracies to shreds (i.e. write them down).

### Rules

- Unlimited number of participants per department or club.
- All sheets from a department or club will be collected and amalgamated into a single score.
- No copying other teams' lists.
- Teams caught copying will have their lists taken away.
- The movie will be kept undisclosed until the event begins.
- Writing utensils must be dropped 5 minutes after the movie ends. Any items added after this time will not be considered.
- It is the team's responsibilities to request more paper if they fill their sheet.
- Factual errors are always worth points.
- Additional points may be awarded for witty answers, to a maximum of ten.

- Repeated facts/jokes will be counted only once per team.

### Points Awarded

- Winning
  - Points will be awarded to the winners as follows:
    - 1st Place: 3000 Points
    - 2nd Place: 2000 Points
    - 3rd Place: 1000 Points
  - All the lists from each departments/clubs teams will be added up and point will be given to the 1st, 2nd, and 3rd place department/club.
- Participation
  - **750 participation points** will be given to your department/club if at least one list is handed in.
- Attendance
  - Every person that attends and signs in will earn your department/club **50 points**.

### 3.3 tEUSday, January 16th

Tuesday (or tEUSday, if you're nasty; fittingly named for Týr, the Norse god of heroic and glorious combat) will include PP Pancakes, Chariot Races, Cooking with Beer and Pit Purge.

#### 3.3.1 PP Pancakes

Free pancakes, made with the blood, sweat, and tears of the most recent members of the Engineering cult? Who can complain about that?

#### Rules

- Come on out, take a break from cereal (or have breakfast for the first time in months), and enjoy freshly made FOOD!

#### 3.3.2 Chariot Racing

Among the most anticipated events of the year, the Chariot Race is a grand tradition dating back to at least half a century, and is a great excuse to dress up in togas and make Arts students jealous.

#### Rules

- Teams will consist of exactly five people.
- Each team must have at least one team member of a different gender to the others.
- Four team members will pull the chariot, and one will sit inside the chariot.
- There is the option for a pre-event safety inspection one week prior to the event, timing to be arranged directly with the VP Spirit or E-Week Directors, and a second mandatory inspection at the start of the event. If your chariot is not deemed safe enough by the second inspection, your team will be unable to participate.

- Chariot must be constructed such that the judges are convinced that it will not break, tip, or flip on corners.
- Rider is required to be facing forward and seated SAFELY inside the chariot. This means that there must be a seat, securely attached to the chariot, and have some mechanism of staying in the chariot without restricting the rider's ability to escape in the case of a flip/crash; in practice, this may include walls on three sides or handlebars.
- Rider must weigh 150 lbs minimum. If your desired rider weighs less than this, weights will be added until 150 lbs is met.
- Team must provide and rider must wear a helmet.
- Chariot must hold the beverage cans during the race.
- Rider will be required to chug/shotgun beverages, and hold the can above their head in a similar manner to boat racing (see section 3.1.1). There will be a 12.5-second time penalty for spills or incomplete chugs (more than a few drops escaping the container).
  - Note: beverage choices are non-alcoholic beer or tonic water
- If rider vomits, the chariot cannot be moving. Failure to stop upon vomiting will result in a 20 second penalty.
- Chariot will stop at four stations with mini-games. Station rules will be explained during the event.
- If rules are broken at a station, team must restart that station.
- Both mini-game and drink must be completed before leaving the station. There will be a 12.5-second time penalty for leaving station early.
- Chariot must have department name/logo prominently displayed
- There is a subsidy available to departments to create/repair chariots. This subsidy is jointly distributed for Chariot Races and Ball Model(see section 1.2).
- The winners of the event will be determined by the three fastest completion times.
- Ties will be broken by chariot design (style points).
- Pouring out beverage is considered bad faith and will result in DQ.

### Points Awarded

- Winning
  - Points will be awarded to the winners of Chariot Racing in the following manner:
    - 1st Place: 5000 Points
    - 2nd Place: 4000 Points
    - 3rd Place: 3000 Points
- Participation
  - Every department that has a chariot plus team that finishes their time trial will earn **1000 Participation points**.
- Volunteer

- To earn volunteer points, sign up with the [E-Week Volunteer Form 2018](#), then arrive on time, sign in, perform your tasks and help clean up to earn your points.
- For this event, volunteer tasks could include running a chariot station, running the sign-in booth, flipping burgers, preparing BBQ stuff. You will be awarded **100 points** for completing volunteer duties for this event.
- Attendance
  - Every person that attends and signs in, will earn your department/club **50 points**.

### 3.3.3 Cooking With Beer

This is the best event. Make food, using beer. Impress your peers. Impress the judges. Impress the Dean.

#### Rules

- Departments must follow FoodSafe Guidelines.
- Meals must contain at least one ingredient which is beer.
- 50 small portions are to be made.
- Five portions must be saved for judging purposes.
- Departments are required to bring their own serving utensils. Plates and cutlery for individual attendees will be provided by the EUS.
- Dishes must arrive at the ESC by 5pm. Teams arriving late will be disqualified.
- Some power bars/extension cords will be provided by the EUS; however, we cannot guarantee we will have enough for all departments. We request each department bring their own if possible, or inform us of your requirements at least 24 hours ahead of time.
- Judging will be done using the rubric presented below.
- In addition, the volume and alcohol percentage of the beer used must be provided, and judge according to rubric.
- The “Dean’s Choice” will go to the Dean’s favourite meal, excluding the top 3 overall (i.e. those who place in this event are not eligible for the award). If the Dean is unavailable to attend, the VP Spirit will be given the right to award these points as they see fit.
- Up to \$75 subsidy is available, only on submission of receipts for food used (see section 1.2).
- Points will be deducted for poor cleanup.

**Rubric ( /60)**

Category	Explanation	Points Worth
Flavour	Does it taste good	30
Presentation of the food on plate	Does it look appetizing	5
Texture	Is the texture correct? (to what would be expected from the dish)	5
Verbal presentation	Quality spiel	5
Hygiene	While Serving <ul style="list-style-type: none"><li>● gloves</li><li>● hair in food</li><li>● no one is sick</li><li>● washed hands</li><li>● clean table</li></ul>	5
Alcohol Content	How much beer? Is it good beer?	5
Beer Taste	Can you taste beer?	5

**Points Awarded**

- Winning
  - Points will be awarded to the winners of this event as follows:
    - 1st Place: 5000 Points
    - 2nd Place: 4000 Points
    - 3rd Place: 3000 Points
    - Dean's Choice: 2000 points
- Participation
  - Every department that cooks and serves a dish at the event will receive **1000 Participation points**.
- Volunteering
  - To earn volunteer points, sign up with the [E-Week Volunteer Form 2018](#), then arrive on time, sign in, perform your tasks and help clean up to earn your points.
  - Tasks could include setting up ESC, selling tickets and cleaning ESC. You will be awarded **100 points** for completing volunteer duties for this event.

### 3.3.4 Pit Purge

Eat, drink, and be merry on the EUS's dime! Also, win some fabulous prizes in our engaging mini-games, which we definitely won't be making up the night before. This is a just-for-fun event, so no points will be awarded.

#### Rules

- Consume, because we already paid for it!
- Wear Engineering paraphernalia to skip the line.
- Rules pertaining to specific mini-games will be given out during the event.
- Prizes will be awarded to the winners of each mini-game.

### 3.4 Wednesday, January 17th

Wednesday (Fun Fact™: named for Wodin, better known as Odin or Óðinn, Norse god of pretty much everything cool) will include such illustrious events as WiE+EWB Trivia, True Engineer, Debate and 4-Legged Race.

#### 3.4.1 WiE and EWB Trivia

Women in Engineering and Engineers Without Borders want you to show them what you've got. If you and your friends are the smartest (or just best at useless minutiae), this is the event for you!

#### Rules

- Teams may have a maximum of four people.
- Each department may have a maximum of two teams.
- Teams will be given the same amount of time to answer questions, with answers collected at the end of each round.
- Teams will answer each question using the Kahoot app on their phones. Presenters will instruct participants on how to download and use the app at the beginning of the event.
- No cheating/copying will be tolerated. Doing so will result in disqualification from the event and the loss of your participation points. Looking things up on the Internet is strictly verboten and will result in teams being sold at a yard sale.
- Each correct answer will earn your team a point.
- The team with the most points wins!

#### Points Awarded

- Winning
  - Points will be awarded as follows for the winners:
    - 1st Place: 4000 Points
    - 2nd Place: 3000 Points
    - 3rd Place: 2000 Points
- Participation
  - Every team that participates will earn **750 Participation points**.



### 3.4.2 True Engineer

Which department is the Engineeriest? Which can build an arbitrary structure which may or may not be relevant to their specific field of study in an unreasonably short amount of time out of predetermined odds and sods from the dollar store? Find out at True Engineer!

#### Rules

- Each department/club may enter up to two teams. Each team may have of a maximum of five participants each.
- The challenge will be given out at the beginning of the event, when the judges have determined all teams are ready to begin.
- Rules pertaining to the specific nature of the challenge will also be given out at this time.
- Each team will be given the same materials to build with.
- No team shall sabotage another team's design; doing so will result in automatic disqualification from the event and revoking the team's participation points.

#### Points Awarded

- Winning
  - Points will be awarded as follows for the winners:
    - 1st Place: 4000 Points
    - 2nd Place: 3000 Points
    - 3rd Place: 2000 Points
- Participation
  - Every team that builds at least one entry plays at least one game, up to a maximum of two per Department, will be given **750 points**.
- Volunteering
  - To earn volunteer points, sign up with the [E-Week Volunteer Form 2018](#), then arrive on time, sign in, perform your tasks and help clean up to earn your points.
  - For this event, volunteer tasks could include distributing supplies and making sure teams follow the rules. You will be awarded **100 points** for completing volunteer duties for this event.

### 3.4.3 Debate

An altered version of last year's event, Debate will be less formal, more impromptu and more fun than cold or hot blooded dinosaurs.

This event will be a bracket style debate:

- First round being four separate debates with three contenders happening at the same time in each corner of the room.
- Second round consists of two debates, which pits two winners from the previous round against each other.

- Two finalists face off in a final battle royale for the ultimate glory of debate champion E-Week 2018.

**Rubric ( /20)**

Category	Organization and Clarity (/5)	Use of Argument (/5)	Use of Cross-Examination and Rebuttal (/5)	Presentation Style (/5)
Description	Main arguments and responses are outlined in a clear and orderly way.	Reasons are given against the resolution.	Identification of weakness in opposing team’s arguments and ability to defend itself against attack.	Tone of voice, clarity of expression, precision of arguments all contribute to keeping audience’s attention and persuading them of the team’s case.

**Points Awarded**

- Winning
  - Points will be awarded as follows for the winners:
    - 1st Place: 3000 Points
    - 2nd Place: 2000 Points
    - 3rd Place: 1000 Points
- Participation
  - Every department/club with a team in the Speech portion of the event will earn **750 Participation points**.
- Volunteering
  - To earn volunteer points, sign up with the [E-Week Volunteer Form 2018](#), then arrive on time, sign in, perform your tasks and help clean up to earn your points.
  - For this event, volunteer tasks could include setup and takedown. You will be awarded **100 points** for completing volunteer duties for this event.
- Attendance
  - Every person that attends and signs in will earn your department/club **50 points**.

**3.4.4 4-Legged Race**

You thought three-legged races were hard, try four legs + trivia + drinks. We give you a hint, you seek out a station, and our merry band of volunteers give you a task or question.

## Rules

- Departments/clubs may enter up to two teams. Teams consist of exactly three people.
- Participants are advised to wear long pants and/or boots. Duct tape is associated with chafing and hair loss. Stay safe.
- All legs must stay taped together at all times. Volunteers will be checking at every station.
- The only way you can move from location to location is by your legs; any other mode of transportation is illegal, and will result in disqualification and loss of participation points.
- All tasks will be deemed complete when the volunteer at that station says they are.
- All drinks must be finished before you get your next clue. To show you are done your drink, put your beverage upside down over your head.
- Duct tape and beverages (cider/beer/tonic water) will be provided.
- Scouts seeking out the location of stations ahead of participating teams are strictly verboten. If this behaviour is discovered, your team will be disqualified from the event.

## Points Awarded

- Winning
  - Points will be awarded as follows for the winners:
    - 1st Place: 4000 Points
    - 2nd Place: 3000 Points
    - 3rd Place: 2000 Points
- Participation
  - Every team that signs up and competes, to a maximum of two per Department, will be awarded **750** Participation points.
- Volunteering
  - To earn volunteer points, sign up with the [E-Week Volunteer Form 2018](#), then arrive on time, sign in, perform your tasks and help clean up to earn your points.
  - For this event, volunteer tasks could include policing teams, giving challenges or distributing clues. You will be awarded **100 points** for completing volunteer duties for this event.

### 3.5 Thursday, January 18th

This section describes events held on Thursday, AKA Thor's day, the day of thunder, lightning and thrills most frightening. This day include the following events: G&Q Breakfast, Dodgeball Tournament, Annual General Meeting, and Old Red New Red (including the Ball Model Competition).

### 3.5.1 G&Q Breakfast

Gears and Queers is promoting their Breakfast Agenda. Comfort your chafed legs with some bacon and eggs.

#### Rules

- Eat breakfast!

### 3.5.2 Dodgeball Tournament

Dodge a Calculator, Dodge a Ball! (Wrenches are too Mech-specific a reference for this crowd)

#### Rules

- Teams will consist of no more than 12 and no fewer than 8.
- Each team must have at least one team member of a different gender to the others.
- Each department/club may send one team.
- The tournament will be double-elimination style (don't leave if you lose once early, you still have a chance to win it all!)
  - This includes in the Final and 3rd place match, you must lose TWO games to be eliminated.
- If you are hit by a ball, anywhere on your body with the exception of hands in the case of a catch, before the ball has touched the ground/a wall, you are considered hit and out of the game.
- If you use a ball to block a ball from hitting you, you are considered hit and out of the game.
- Bounce shots, off any surface, will not be considered a hit.
- If you catch a ball before it has touched the ground, the person who threw the ball is out and a teammate is back in.
- Competitors must stay on their team's side of the court and may not cross the centreline.
- Games will be 5 minutes long at the maximum. The team with the most players still alive at this time will be considered the winner.
- In the case of a tie, the teams will play sudden death overtime until a player is out.
- A schedule for initial rounds will be provided in advance. Any team who does not arrive in time for their match will forfeit the match.

#### Points Awarded

- Winning
  - Points will be awarded as follows for the winners:
    - 1st Place: 4000 Points
    - 2nd Place: 3000 Points
    - 3rd Place: 2000 Points
- Participation

- Every team that participates will earn **750 Participation points**.
- Volunteering
  - To earn volunteer points, sign up with the [E-Week Volunteer Form 2018](#), then arrive on time, sign in, perform your tasks and help clean up to earn your points.
  - For this event, volunteer tasks could include refereeing games or anything to do with operation, set-up or clean-up. You will be awarded **100 points** for completing volunteer duties for this event.
- Attendance
  - Every person that attends and signs in, will earn your team **50 points**.

### 3.5.3 Annual General Meeting

The EUS does other things during the year! Shocking, I know. Come in, get fed, and find out where all your student fees are going!

#### Rules

- Enter, sign in, listen respectfully.
- Ask questions.
- Bask in the glow of government transparency.

#### Points Awarded

- Volunteering
  - To earn volunteer points, sign up with the [E-Week Volunteer Form 2018](#), then arrive on time, sign in, perform your tasks and help clean up to earn your points.
  - For this event, volunteer tasks could include set-up or clean-up. You will be awarded **100 points** for completing volunteer duties for this event.
- Attendance
  - Every person that attends, signs in, and stays for the accountability presentation will earn your team **50 points**.

### 3.5.4 Old Red New Red

Our biggest Alumni event of the year is back! Meet the old codgers who stole the Speaker's Chair at the BC Legislature, network with cool adult people doing exciting P.Eng things, and catch up with your old friends who graduated and abandoned you! This event also includes the Ball Model showcase, to be judged by alumni.

#### Rules

- Meet and mingle with alumni!
- Try to keep it classy, gang, this ain't the scare floor.

#### Points Awarded

- Volunteering
  - To earn volunteer points, sign up with the [E-Week Volunteer Form 2018](#), then arrive on time, sign in, perform your tasks and help clean up to earn your points.
  - For this event, volunteer tasks could include helping people sign in, distributing name tags, selling drink tickets. Helping set-up, take-down and clean up. You will be awarded **100 points** for completing volunteer duties for this event.
- Attendance
  - Every person that attends and signs in will earn your team **50 points**.

### 3.5.4.1 Ball Model

It's hard to believe, but back in the day, nobody trusted us with liquor licences for our events. The engineers of old, as one might expect, took on the challenge of sneaking alcohol into the Engineers' Ball with gusto, and today we continue their tradition of creativity and technical prowess with the slightly-more-legal Ball Model competition. This event of slightly questionable origins is the culmination of all the knowledge you have acquired at UBC, and is your chance to show us your project management, design, and technical skills. And at the end, maybe you'll get a pretty trophy!

### Rules

- Each department/club is permitted a single ball model entry.
- The ball model (henceforth known as the model) cannot be a project for a course, credit, or student team.
- The model must be able to conceal, carry, and distribute alcohol in a clever manner.
- The model must reflect in some way the discipline of Engineering that the model is representing.
- The model is constrained to a base area of no greater than 5 ft x 3 ft.
- The model must be in place at the ESC no earlier than **4:00pm on Wednesday January 17th** and no later than **5:00pm on Thursday January 18th**. It must be removed no later than 5:00pm Friday January 19th.
- It is the responsibility of the department/club to transport the model to and from the ESC for Old Red New Red and/or the Alumni Centre for the Engineers' Ball.
- Models not displayed at Old Red New Red will be disqualified. The Engineers' Ball is an optional showcase.
- The Alumni Award will go to the department whose model was voted as the best by the alumni in attendance, not including the top 3 ball models as voted by the judges.

### Guidelines

These guidelines are not rules, but following them will greatly increase your chance of winning the ball model competition.

- A general outline of the model should be submitted to the VP Spirit or E-week director in order to ensure that the model will not be disqualified.
- The ball model should be able to showcase its abilities at Old Red New Red (Judging), and the Engineer’s Ball.
- The Ball Model should not be loud or splatter liquid.
- The alumni (and students, for that matter) always go wild for a tasty drink.

**Rubric ( /85)**

The models will be judged by a panel of experts (and the alumni) during Old Red New Red based on the following criteria.

Category	Explanation	Points Worth
Is it concealed?	Yes or no, does it conceal? Exception: spout to pour	15 (full or null)
Creativity of concealment	Visual Appeal, Ingenuity, Creativity of design	30
Relevance to Department	See left	15
Amount of Alcohol Concealed	Volume * ABV (how many people will have a good time)	15
How tasty is the drink?	Will it blend? Is it a good drink?	10

**Points Awarded**

- Winning
  - Points for the winners of ball model will be awarded as follows:
    - 1st Place: 5000 Points
    - 2nd Place: 4000 Points
    - 3rd Place: 3000 Points
    - Alumni Award: 2000 Points
- Participation
  - Every department/club that brings their model to Old Red New Red will receive **1000 points**.

**3.6 Friday, January 19th**

This section will describe events held on the Friday of E-Week 2018, assuming that the organisers have not fallen into coma by that point. This day include the following events: E-Ball Soccer, FilmfEUS and Red Knight.

### 3.6.1 E-Ball Soccer Tournament

Nothing screams “I love applying science” like a good old fashioned giant soccer match. In this single elimination tournament, with a revised, clarified ruleset, your department will doubtless utterly destroy the opposition on EOSC Battlefield.

#### Rules

- Judges reserve the right to remove players for unsafe play.
- DO NOT head the ball. The ball is big and heavy. Heading of the ball may damage the neck and spine.
- Maximum 14 on the field of play, and minimum 8 for both. The minimum is in place in order to prevent an unsafe imbalance in team numbers.
- Subs may only be done between matches.
- Initial serve is from the centre of the field and teams will begin on the side of the field opposite their goal.
- The serving team will be decided by a coin flip.
- To serve, the ball must become airborne.
- There must be more than one gender represented on the field at all times.
- No intentional pulling of players or the E-Ball will be permitted.
- No intentional pushing, outside of those stupid rugby scrums everyone seems so keen on, will be permitted.
- Maximum one team per department/club.
- A goal is scored when the referee decides the ball has travelled past the end line. All referee decisions are final.
- After a goal, the team which was scored upon serves from the centre of the field.
- If the E-Ball leaves the field of play on a sideline, a referee will put the ball back into play.
- Games will be seven minutes long.
- A schedule for initial rounds will be provided in advance. Any team who does not arrive by the published time for their match will forfeit the match.

#### Points Awarded

- Winning
  - Points will be awarded to the winners of this event as follows:
    - 1st Place: 3000 Points
    - 2nd Place: 2000 Points
    - 3rd Place: 1000 Points
- Participation
  - Each department that competes in EBALL Soccer will earn **750 participation points**.
- Volunteering
  - To earn volunteer points, sign up with the [E-Week Volunteer Form 2018](#), then arrive on time, sign in, perform your tasks and help clean up to earn your points.



- For this event, volunteer tasks could include refereeing and scorekeeping games, flipping burgers, or preparing BBQ stuff. You will be awarded **100 points** for completing volunteer duties for this event.
- Attendance
  - Every person that attends and signs in will earn your team **50 points**.

### 3.6.2 FilmfEUSt

Now, we all know that Toy Story is the greatest movie ever made, but you can certainly try to top it. This traditional competition dates back to the ancient days of VHS submissions, and involves every department making us laugh, cry, and cheer with their spectacular filmmaking ability. Will this year's winner be a dramatic space opera? A whimsical musical? Two gamers on a couch? Find out at FilmfEUSt!

#### Rules

- The FilmfEUSt entry (hereafter referred to as the film) must be submitted by **6:00pm on Wednesday, January 17th, 2017**.
- **Late submissions will incur a penalty of -50% points from participation submission and placing in filmfEUSt.**
- The film should be submitted on a CD/DVD/USB Stick to VP Spirit or E-Week director in the ESC Vice room. The movies will be collected on a daily basis starting January 9th.
- The film must be approved by the VP Spirit or E-week director. Submission of film concepts is strongly recommended to avoid disqualification.
- The film must be submitted by the Club E-Week Representative or the Club President.
- Each department is allowed to submit one film.
- The film is an original submission and was created for filmfEUSt, and no other video competition or purpose.
- The film was made by undergraduate students in the department/club that the film is representing.
- The film cannot contain pornography, excessive gore, or anything discriminatory in nature.
  - Discrimination shall be defined as to belittle, make or imply threats against, or incite hatred of any person or group of people based on their inclusion within a group or class defined by one of these 11 criteria. Namely: race, color, ancestry, place of origin, religion, marital status, family status, physical disability, mental disability, sex, or sexual orientation.
- The film cannot contain anything excessively derogatory to any other department, determined at the discretion of the VP Spirit and E-Week Directors.
- Violation of these rules will immediately disqualify the submitted film. The VP Spirit and E-Week Directors reserve the right to disqualify any film if it is determined to be objectionable or offensive.



### Guidelines

The following guidelines are not official rules, but may increase your chance of winning the competition.

- The film should reflect in some way the discipline of Engineering that the film is representing.
- The film should not exceed 7 minutes.
- The venue will possibly be very noisy during the viewing of the filmfEUS entries, and thus dialogue-heavy films may be difficult to hear. Subtitles are recommended.
- Bring more people to cheer on your video.
- The film will be played using VLC Media Player. I know that we're all super-hipsters and love BetaMax, but make sure that your film is compatible with this software.

### Rubric ( /90)

Category	Explanation	Points Worth
Creativity and Originality	New great ideas	25
Technical Merit	Camera work, film techniques and AV quality	15
Relevance to Department	Addresses quirks of department	15
Entertainment Value	Is it entertaining	25
Cheering	Comparable to other films	10

### Points Awarded

- Winning
  - The points for winners will be awarded as follows:
    - 1st Place: 5000 Points
    - 2nd Place: 4000 Points
    - 3rd Place: 3000 Points
- Participation
  - When the movie is submitted your department will earn **1000** participation points.
- Volunteering
  - To earn volunteer points, sign up with the [E-Week Volunteer Form 2018](#), then arrive on time, sign in, perform your tasks and help clean up to earn your points.

- For this event, volunteer tasks could include regulating viewers as they enter the venue and distributing snacks. You will be awarded **100 points** for completing volunteer duties for this event.
- Attendance
  - Every person that attends and signs in, will earn your team **50 points**.

### 3.6.3 Red Knight

25 cent beer. Hundreds of engineers. Callum and Truls the directors bartending in a Jägermeister croptop. What more do you need?

#### Rules

- A limited number of tickets will be available at the 25 cent price. Once these are exhausted, beer will be available for \$2.
- To receive 25 cent beer tickets, you must be wearing engineering paraphernalia. This can include, but is not limited to, Frosh/Week E<sup>0</sup> shirts, E-Week shirts, department swag, Red UBC Engineering jackets or cardigans, and engineering scarves.
- Engineering paraphernalia must be bigger than a Handbuk to count for beer deals.
- You may be asked to provide a student ID to verify you are a current student.
- A maximum of 4 tickets will be sold to a person at any given time.

#### Points Awarded

- Volunteering
  - To earn volunteer points, sign up with the [E-Week Volunteer Form 2018](#), then arrive on time, sign in, perform your tasks and help clean up to earn your points.
  - For this event, volunteer tasks could include ticket sales, set-up, clean-up, and bartending. You will be awarded **100 points** for completing volunteer duties for this event.

### 3.7 Saturday, January 20st

It's over. There is only event left to attend: the Engineer's Ball. Followed by sleep.

#### 3.7.1 The 99th Annual Engineer's Ball

We're going to the wonderful Jack Poole Hall in the Alumni Center this year to celebrate the end of this crazy week in a manner most fitting for a group of rough-and-tumble, hungover young rascallions like us: a formal dinner and dance. Find out the final standings: did your team conquer all, or get left in the dust?

#### Rules

- Get dolled up and have some fun!
- Don't do anything tremendously stupid and ruin the chances of us ever booking this beautiful space again!

#### Points Awarded



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- No points! Find out who won E-Week 2018!

### **Tickets**

- Ticket price will be announced in the new year! Entry includes a buffet, photobooth, dance, and DJ.

### 4.0 Contact List

	Name	Position	Email	Phone
E-Week Spirit Team	Maddy Yeskoo	VP Spirit	<a href="mailto:vpspirit@ubcengineers.ca">vpspirit@ubcengineers.ca</a>	416-509-9623
	Callum Barr	E-Week Directors	<a href="mailto:eweek@ubcengineers.ca">eweek@ubcengineers.ca</a>	778-879-2400
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## 5.0 Conclusion

E-WEEK 2018 is almost here! Get excited, organized and ready to compete. By reading this document, you should have a solid understanding of what E-WEEK is about, what is going to be happening, and what you can do to win. This document is the holy grail for E-WEEK. Please recall that all contentions must be raised **within 24 hours** of the end of the event, and they will not be considered if they are late. Contentions and disputes will be resolved by the EUS Executive, with decisions based off the words of this document. The EUS wishes you all the best of luck during E-WEEK 2018. Compete hard, have fun and represent engineering!



## **APPENDIX A - Contention/Dispute**

Name:

Department:

Event Under Dispute:

Describe Events Leading Up to Dispute:

Describe Dispute:

What has happened since the dispute?

Time Submitted:

Exec Receiving: