

Click on event name to view official rules

EWeek 2006

	Wed Mar. 29	Thurs Mar. 30	Fri 31	Sat Apr. 1	Sun 2	Mon Apr. 3	Tues Apr. 4	Wed Apr. 5	Thurs Apr. 6	Fri Apr. 7
9:00						Assassins & Penny Wars start	EDay (until 10:30-45)			Float Building
10:00						Standards Judging				Parade
11:00	Blood Drive	Pittopoly		Soap Box Derby		Enginuity	5K (11:30)			Skits
12:00		Kick Off							Olympics	Office Space & Ultimate Nerd
1:00								Pie a Prof		
2:00						Benedum Relays		Mystery Eats	Assassins & P. Wars end	
3:00										
4:00										
5:00										
6:00			Pittopoly Ends							
7:00										
8:00										
9:00					Poker	Jeopardy	Talent Show			
10:00										
11:00								Float Building		
12:00										

Blood Drive	Benedum Lobby	Ben. Relays	Benedum	Ultimate Nerd	Benedum Patio
Pittopoly	Benedum Lobby	Poker	Einstein's	Mystery Eats	Benedum Patio
Kick Off	Benedum Patio	EDay	Frick Middle School	Talent Show	Ben. Auditorium
Soap Box Derby	University Drive	5K	Schenley Park	Duct Tape	Benedum Patio
Penny Wars	Benedum Lobby	Olympics	Cathedral Lawn	Pie a Prof	Benedum Patio
Assassins	Campus (see map)	Jeopardy	Benedum Aud.	Float Building	Loading Docks
Standards	Benedum Lobby	Office Space	Benedum Patio	Parade/Skits	O'Hara St.
Enginuity	Benedum (?)			Eball	Sheraton St. Square

Assassins

Mon. April 3rd (9:00 am) to Thurs. April 6th (3:00 pm)

Location: Specified "Kill Zone"

Rules

1. All departments must have 2 participants in Assassins.
2. All living assassins MUST check in at the ESC office EVERYDAY (regular office hours are posted on the door, but the office might be closed during E-Week events). Check in at your own risk because the office is within the Kill Zone. Any assassins who fail to check in will not receive points for staying alive that day.
3. All assassins will be given a contract (picture and bio) of a fellow assassin who they are to kill. Each assassin will also be given a kill confirm form. Instructions will follow, via e-mail, as to where and when to pick up the contracts and the kill confirm forms.
4. Once a kill is made, the victim MUST sign off on the kill confirm form carried by each assassin indicating that they are dead (include date, place, time, and method of kill). All contracts carried by the victim must be given to the assassin who eliminated them from the game.
5. All completed contracts and kill confirm forms must be turned into the ESC office ASAP, and they will be posted outside the office.
6. The game will run from Monday April 3 at 9:00am until Thursday April 6 at 3:00pm, or until the last man is standing with his own contract.
7. Once you are dead, you are out of the game and MUST NOT inform anyone of whose contract you had or who you killed. Your department will be penalized if you are caught revealing information once you are out of the game. This is important to keep the game running smoothly.
8. Players will not receive points for killing their assassin unless they have the associated contract.
9. Any dispute must be emailed to an EWeek Chair within 24 hours. Their decision is final.
10. Kill Zone: Stretches from Bellefield St. to Darragh St./McKee Pl., and from Forbes Ave. to Allequippa St./University Dr.. See Map for details.
11. **Kills must be made:**
 - a. Between the hours of 7:00 am-11:00 pm (2:00 pm on the final day)
 - b. Within the kill zone
 - c. With an approved kill technique:
 - i. **Kiss of Death** (mafia style – cheek/forehead)

ii. **Water Pistol**

- The first to figure out the clue gains usage of the guns
- Clues will be e-mailed out on Monday and Tuesday
- There are two guns available.

iii. **Post-It Notes**

iv. **Sock Bops** (one sock stuffed in another)

v. **Hand Grenade** (a balled-up piece of paper)

d. On assassins only by assassins.

i. Kills must be head or body shots.

ii. **KILLS MAY NOT BE MADE DURING YOUR TARGET'S CLASS**

TIME. Attempts to kill during class time will result in a 5 point deduction from your score (and the kill will not count).

12. Points system:

- a. Two (2) points will be awarded each day you stay alive.
- b. Four (4) points will be awarded for every kill made.
- c. The first recorded kill will receive an additional 5 points. (First Blood)
- d. Last person alive will receive an additional 10 points (Last Man Standing)
- e. One additional point per kill will be awarded for each kill above three (3)
- f. KISS OF DEATH: 3 additional points per kill
- g. WATER PISTOL: 1 additional point per kill
- h. POST-IT NOTES: 2 additional points per kill
- i. SOCK BOP: 2 additional points per kill
- j. HAND GRENADE: 1 point additional per kill

13. Each department's players scores will be totaled, and the department with the highest combined total will be awarded 100 points for E-Week, second place will receive 90 points, etc.

Benedum Relay Race

Monday, April 3rd 2006

2:00 pm

Benedum Hall

1. All departments are responsible for a team of 5 members, one of which must be female.
Teams that do not follow these guidelines will be disqualified.
2. Interference by any person(s) will result in the disqualification of that person's department.
All decisions will be made by the E-Week chairs and are final.
3. All members of each team must be present in Benedum Lobby by 2:00 pm.
4. At this time, the course will be announced, and each team will race through it. The team with the quickest time will be declared the winner and receive first place.
5. The winner will be awarded 100 points, second place 90 points, and so on.

Duct Tape
Thursday, April 6th, 2006
12:00 noon
Benedum Patio

Rules

1. The teams consist of five people, one of whom is selected to be taped to the wall. The remaining four team members are responsible for taping the selected member to the wall. Other people from the department can help out as well. However, the number of people helping tape may not exceed 6 at any time.
2. Only tape provided by the EWeek chairs can be used. Each team will be given one roll of duct tape.
3. All tape given to teams must be used within 15 minutes of the event start time. In other words, all taping of the person to the wall must cease at 12:15 regardless of whether all of the given tape has been used.
4. Once the time for taping has passed, no one may interfere with the person taped to the wall.
5. Neither the "taped" person nor the tape can be outside a department's designated wall space.
6. Nothing but the person may be taped to the wall.
7. The event organizers will keep track of the time that the "taped" person stays on the wall. The person is deemed "off the wall" when he/she (or any part of their clothing) touches the ground.
8. If the person would like to be removed from the wall for any reason, the event organizer must be notified. Their time is counted as up when the event organizer confirms the request.
9. The person "taped up" for the longest gets 100 points, the second person gets 90 points, etc.
10. Person MUST be duct taped no more than 10 degrees from vertical, with the head above the feet.
11. Any other taping methods that are deemed unsafe by the E-Week Chairs will be redone in a safe way.
12. If your department is unsure about the safety of their method, you may ask the E-week chairs about your design. They will keep it confidential if it is approved.
13. The first half-hour of the event will be in the "regular" mode. However, after that time, starting at 12:35 and continuing until a winner is found, an Event Organizer will request that two feet of the tape holding the contestant to the wall be removed at the discretion of the tapers of that department.
14. This request will be up to the discretion of the event organizer. He/she will determine how often and when to call for a removal of two feet of tape.
15. No department may interfere with another department at any point in the event.
16. All decisions made by the E-Week chairs are final.

E-Day

Wed, March 29th, 2006

9:00 am - 10:45 am

Location: Frick Middle School

Rules

1. Each department is required to have at least two presenters, but may not have more than three.
2. Each department is responsible for creating a demonstration relating to their specific department (freshmen can do engineering as a whole, their curriculum, physics topics, etc.) for the students at Frick.
3. All presentation topics must be submitted to the EWeek Chairs for approval by Wed, March 22, 12:00 noon (by email or in writing).
4. All presentations must be approved by the EWeek Chairs on or before Monday, March 27th. If the presentation does not receive approval, the department must modify the presentation to meet the concerns of the EWeek Chairs. If the modification requests are ignored or no presentation is submitted for final approval, the department will lose 50 points.
5. No department may bash another department or major. Any bashing/inappropriate actions will result in disqualification and the department will not receive any points.
6. Any department failing to supply two presenters will be given a 50 point penalty.
7. The kids will complete surveys following the presentations, and these results will determine the winners for EWeek points.
8. The best presentation will be awarded 100 points, second place 90 points, etc.
9. Any disputes must be addressed to either E-Week Chair by email within 24 hours. Their decision is final.

Enguinity
Monday, April 3rd 2006
11:00 am
Location: TBA

Rules

1. All departments are responsible for a team of no more than 5 members, one of which must be female. Teams that do not follow these guidelines will be disqualified.
2. Each team will be given a clue to begin the event.
3. The “starter” clue will lead the team to another location, at which they will find another clue, and a material that they will use to build the project at the end.
4. Each team will be given half an hour to collect the materials needed to complete the project.
5. Any team not present at 12:35 pm will be disqualified from the event.
6. Each team will be given one hour to build their project.
7. At 1:40 pm, tests will begin to determine the most sustainable project in Benedum lobby.
8. The team with the best project will be awarded 100 points, second place 90, third place 80, and so on.
9. The project and judging rules will be announced at the start of the event.
10. All disputes will be settled by the event organizers and are final.

Float Building

**Thursday, April 6th 2006
10:00pm – 9:00am
Benedum Loading Docks**

Rules

1. Floats may have any number of wheels and may be manually operated.
2. All floats must be completely covered (decorated) bumper to bumper.
3. Maximum size of the float is 30 ft in length (not including the truck, cab, or car which may pull the float). 15 feet in width, and 12 feet in height (i.e. normal flatbed truck).
4. The float should reflect the department's theme and represent the department's integrity (i.e. keep it in good taste).
5. The float should be soundly constructed with regards to safety.
6. The focal points of the float must be handcrafted. Accessories may be bought. An accessory is an item that upon removal, one can still determine the overall theme of the float.
7. Construction of the float cannot start until Thursday April 6, 2006 at 10:00PM, and must be completed by 9:00AM on Friday, April 7th.
8. Any department caught interfering with another department's float will be disqualified and receive no points for their float.
9. No University property may be damaged or used irresponsibly during Float Building. If any department's members are responsible for this, the department will be disqualified and receive zero points for their float.
10. No points will be awarded for completion of the float at this stage.

Jeopardy
Tuesday, April 4th 2006
9:00 pm
Benedum Auditorium

1. Teams will consist of 2-3 members. Any team with fewer than 2 members present and able to compete will be disqualified.
2. Questions will be asked in specific categories, and may be open-ended or multiple choice. The reader will state which the question is at the beginning of the question.
3. This is a multiple-elimination competition. Four teams will compete against one another at the same time. Twenty questions will be asked per round, but more may be asked depending on time. There will be three rounds in all. The two teams with the lowest points will be eliminated in the first round, while the other two move on to the next round. If two teams are tied at the end of the round, a tie-breaker question will be asked.
4. Teams attempting to answer must “buzz in” and be recognized before answering.
5. Teams will be given a maximum of 30 seconds per question. When a team buzzes in, they will have 30 seconds to give their answer. When a team buzzes in before the reader has finished the question, they will also have 30 seconds to give their answer from the time they buzzed in.
6. If the given answer is incorrect, the reader will reread the question for the other teams, and the other teams will have an opportunity to buzz in to answer. They will also receive 30 seconds.
7. When a contestant answers a question correctly, its point value is added to her score; consequently, an incorrect answer results in a deduction of the same point value.
8. Teams will select the point value of the question they want to answer. For example, if a team chooses the 800 points question in a category, they will earn 800 points for answering the question correctly. The questions’ difficulty will increase with the higher point values.
9. The team with control on the board will pick a question on the board.
10. Control of the board is established by answering a question correctly. Loss of control will lead to control of the board will be given to the team with the lowest score.
11. All answers must be in the form of a question.
12. If an answer is given which is close to or similar to the correct answer, the event organizer has the authority to decide whether the team will get points for their answer. All organizers’ decisions will be FINAL.
13. Only calculators, writing utensils, and paper are allowed. Paper and pencils will be provided by ESC. Laptops, cell phones, palm pilots, and internet connections, etc. are not allowed.

King and Queen Nominations & Voting
All Week
Benedum Lobby

Rules

1. Each department is responsible for nominating one king and one queen.
2. Queen nominees must be female and king nominations must be male.
3. Nominees must be present during the parade on their respective float and at the EBall Friday night in order to be eligible to win.
4. ESC Officers, ESC chairs, and EWeek chairs are all ineligible for this nomination.
5. The departments must submit their nominations through email to the EWeek Chairs, Usman Mushtaq (usm1@pitt.edu) or Laura Almendinger (lka4@pitt.edu) by Wednesday, March 15th.
6. Any department that does not submit a nomination will be penalized 20 EWeek participation points.
7. The voting for the King and Queen for EBall will take place at a table in Benedum Lobby shortly following the due date for nominations.
8. Any disputes must be addressed to either EWeek Chair by email within 24 hours. Their decision is final.

Mystery Eats
Wednesday, April 5th 2006
2:00pm
Benedum Patio

Disclaimer: Various types of food and drink will be included in this event. If you have ever experienced or may be prone to allergic reactions to any food or drink items, you may NOT participate in this event. If you are also prohibited from consuming certain foods and drink based upon any religious or moral/ethical standard (i.e. Lent, vegetarianism, etc) you should seriously reconsider your decision to participate. All participants must sign a release form.

Rules

1. A maximum of four team members are required- 3 Consumers and 1 Runner, and at least one of the Consumers must be a female. One thirty (30) second time penalty will be given to each team without at least one (1) female Consumer. The Runner supplies the food to team members from a central location, and this person may be a male or female.
2. Teams will be presented with thirty samples of food/drink that are to be consumed in their entirety in a timed race of two minutes.
3. One item at a time will be presented and it must be fully consumed (see definition below) before next item is presented. The EWeek chairs will judge when the items are considered fully consumed.
4. Team members will alternate after each item is fully consumed.
5. Each team member is allotted one pass for the competition. If one decides to pass, his next teammate in line will step up to the table and take his/her turn. If all three people use their passes during the course of the game, a "mystery shake" will be presented in order to fulfill the 30-sample requirement.
6. The runner may not in any way, shape, or form assist his/her consumers. 20 points will be deducted by event organizers in this case.
7. Teams will be ranked according to total time to fully consume all foods plus time penalties; the team with the shortest total time is the victor, and will be awarded 100 E-Week points, 90 for second, etc. Any penalties will be subtracted from this score.
8. All team members (including the runner) must sign the Mystery Eats release form before the start of the event. Failure to sign the release form will result in disqualification.
9. Any dispute must be emailed to either EWeek Chair within 24 hours. Their decision is final.

FULLY CONSUMED

- Item **MUST** be swallowed before next item is presented (including any crumbs or particles, even if they're on the ground, so don't be messy).
- In the event of a "spew" (contents from stomach ejected, not just chewed up food; judges have final decision) the player will have the option to withdraw, in which case the team continues with the remaining players. The player may also decide to "rally" and continue with the event.

Parade/Skits
Friday, April 7, 2006
9:30am-12:00 noon
O'Hara St. in front of Benedum and LRDC

Rules

1. Department must design and build a float in accordance with their theme.
2. Departments compete against each other.
3. A banner identifying the department must be displayed at the front of the department's float throughout the parade route.
4. The orderly conduct of the department will be the responsibility of the department chair. Disorderly conduct by any member of the department will result in disqualification from the event.
5. The department chair is in charge of making sure the department does not interfere with other department's floats and presentations. Anyone interfering will cost their department a deduction of 50 points.
6. Any ruling on acceptable noise levels is left to the E-Week Chairs and is final.
7. During the departmental presentations, one representative from each department is permitted to use the public address system to narrate the skit or play taped cassette and/or narration. This does not including the leading of cheers.
8. Sirens, fireworks, smoke bombs, fire extinguishers, and other illegal devices are not permitted. Departments using these devices will be disqualified and will receive no points for this event.
9. The parade route will be followed exactly. If anyone or any group violated this rule by straying off the parade route, the department will be disqualified and will receive no points for this event.
10. Any harassment or damage will not be tolerated. Any individual responsible for the destruction will pay for all damages in addition to disqualifying his/her department from the event. This rule will be strictly enforced.

Judging Criteria and Scoring

1. The departments are to provide two (2) faculty/staff judges for the parade, and must submit their names by Friday, March 31. Any department not submitting the judges' names will be deducted 10 points.
2. The departments are to be judged in each of the four areas:
 - a. **FLOAT:** The float is to be judged on its uniqueness of design, appeal to the judges, degree of planning, and quality of decoration.
 - b. **PRESENTATIONS:** The presentation includes skits, banners, cheers, departmental bands, dance numbers, audio/music, participation etc.
 - c. **ORIGINALITY:** Novel presentation of the department's theme and its members (i.e. the use of costumes and props relating to the departments in new and exciting ways.)
 - d. **TECHNICAL INSPECTIONS:** At 9:30am on the morning of the parade, the EWeek chairs will inspect the floats to ensure that they are all built to the specifications given in the float rules. The judges will also use this time to inspect the costumes and floats close up before the parade.
3. Judges may give up to 20 points for each of the four aspects discussed above. Therefore, departments can each receive a maximum of 80 points.

THE PARADE BEGINS AT 10:00 am.

Penny Wars

Monday, April 3rd to Thurs, April 6th 2006
Benedum Lobby

1. Each department will have its own container in Benedum Lobby to collect money.
2. Each cent has the value of 1 point, and all coins and bills are counted as their value in cents. HOWEVER, pennies count as positive points, while all other coins and bills count as a negative value of their worth. For example, a nickel is -5 points, a quarter is -25 points, and a dollar bill is -100 points.
3. The department with the highest score will win 1st place and receive 100 points, the 2nd place department will receive 90 points, etc.
4. All proceeds go to the Susan G. Komen Breast Cancer Foundation.

Pittopoly
Thursday, March 30th 2006
11:00am – 7:00pm
Benedum Lobby

Rules

1. The game will be held from 11:00am until one department wins, or 7:00pm (in which case winners are decided based on remaining assets: see Scoring, Section 17).
2. Pittopoly participants should be present at 10:30am to receive the Pittopoly money, have tokens inspected according to token guidelines (see Rule 5) and have any further questions answered. **Each department will supply one banker** for the Monopoly game. The bankers must sign up for a specified time slot ahead of time on the departmental signup forms. These forms must be emailed/returned to the EWeek Chairs by Wed, March 22.
3. Players may be changed at any time during the game, but **one player from each department must be at the table at ALL TIMES**, or else the department will be disqualified from the event.
4. Each department will have one spokesman at all times, which may be changed at any time. The team spokesman is responsible for voicing team decisions and is the only one who can register a complaint.
5. Each department is responsible for its own tokens, and the following rules apply:
 - a. The base of the token must not be larger than 10cm x 10cm.
 - b. No department letters should be on the token.
 - c. The token should reflect the theme of each department.
 - d. If a token is either not provided or is a prefabricated object, the department will lose 20% of its final assets at the end of the game.
6. All copyrighted Monopoly rules are in effect unless otherwise stated.
7. Three dice will be rolled instead of two, so all references to throwing doubles will become triples.
8. Each department will start with \$5000.
9. The white \$1 Monopoly bills are worth \$1000.
10. The department has two minutes to throw the dice. Otherwise, the house will roll the dice and that department will be assessed a \$100 penalty that is put into the bank.
11. Any department in possession of non-EWeek Pittopoly currency will be disqualified (zero points).
12. To keep the game moving, the house will do no auctioning. All property to be auctioned will be returned to the bank.
13. Dealing between departments is only allowed AWAY from the table and must be done quietly without interfering with play. Inter-departmental deals will not be encouraged, discouraged, or monitored.
14. No deal or contract made by or with other departments will hold over the copyrighted rules or these rules. Departments cannot give away property or money if they are in debt to either another department or the bank. The bankers and/or ESC officials reserve the right to overrule deals made between departments at any time, especially if they are disruptive and interrupt game play.
15. \$500 will be awarded for passing GO.
16. All deals must be completed before the team rolls. If the team cannot afford to pay a debt after the roll, the team leaves the game and any assets are returned to the bank.
17. Scoring:
 - a. Finishing places will be determined by calculating each department's total assets at the end of the final round.
 - b. Tokens will be inspected at the start of the Pittopoly event by event organizers to determine if they meet the technical specifications.
 - c. The team with the most assets will be given 1st place and awarded 100 points, the team with the second-most assets will be given 2nd place and awarded 90 points, etc.

Benedum Hold'Em Poker

Monday, April 3rd 2006

9:00 pm

Einstein's Cafe

1. Each department will submit two players.
2. Four tables will be set up and no two players from the same department will play at the same table for the first round of play.
3. Each player will begin with the same chip total.
4. Blinds will go up every 20 minutes unless otherwise specified by event organizers.
5. The second round will consist of the top players from each table (4 total) as well as two wild card spots consisting of the top players from the remainder of the field.
6. In the event of a tie for the sixth position at the table, only the fifth position at the head table will be filled along with the aforementioned top four players. In other words, in the event of a tie for the sixth position, the head table will only feature the top four players from the individual tables, and the next best single player from the field.
7. Top players are chosen based on chip value in possession at the end of each round.
8. Upon advancing to the head (final) table, the finalists shall carry the chips in their possession from the previous round to the final round.
9. No deals or "charitable chip contributions" shall be made. Any attempt to exchange chips illegally will result in an immediate disqualification for that department.
10. Each round will continue until only one player remains at each table, though time limits can be imposed at the dealers' discretion.
11. The game will begin with the initial bet where the blinds will be posted.
12. Betting will start with the player to the left of the dealer posting half of the minimum bet at the table (to be decided later).
13. The player to the left of the "first blind" player will post the "second blind", equal to the full amount of the minimum bet.
14. Two cards shall then be dealt to each player starting with the player to the left of the dealer.
15. The players will then choose to fold (shown by handing over their cards to the dealer) or staying by matching the maximum bet on the table (at this point it is equal to the

minimum bet from the “second blind”) and may raise the bet to a value of their own choosing up to the value of the chips in their possession.

16. Betting for the next hand will start with the player who posted the second blind in the previous round posting the first blind.
17. The player to his/her left will then post the second blind.
18. The blinds will automatically be doubled every 20 minutes to increase the speed of play.
19. After all bets are called (matched by all remaining players), the dealer shall discard one card from the top of the deck and turn three cards over for the “river”.
20. Betting continues, and the dealer shall turn over two more cards over the next two rounds of betting, making sure to “burn” one card after each round.
21. The winner of each hand is based on the following hierarchy of hand strength:
 - a. Straight Flush
 - b. Four of a kind
 - c. Full house
 - d. Flush
 - e. Straight
 - f. Three of a kind
 - g. Two pair
 - h. Single pair
 - i. High card
22. A player’s hand will consist of the best five cards available to him/her.
23. In the event of a tie (i.e. the shared cards represent both players’ best hand or they have the same high card, etc.) the pot will be split evenly between the players.
24. A player may not continue in the tournament in the event that he/she does not have enough chips to satisfy the minimum bet.
25. If the player runs out of chips in the middle of the hand, this player is “all-in” and may only win an amount equal to their bet from each player.
26. Remaining players are permitted to make side bets in additional rounds of play; these best will be returned to them in the event that the “all-in” player captures the hand.
27. Any disputes will be taken to the event organizer(s) and their decisions are final.

Soap Box Derby
Saturday, April 1, 2006
10:00 am
Road behind Chevron (University Drive)

Rules

1. The race will be held on University Dr. The starting line will be just below the crosswalk up the hill from the Mineral Industries Building where the brick surface stops. The finish line will be just below the entrance of the parking garage. After completing the course, drivers must steer uphill to the left towards the building that used to be Alumni Hall.
2. The safety tests will be performed at 10:00 am, and the racing will start at 11:00 am. Any team arriving after 10:15 am will not be allowed to compete. There is an automatic 10 sec addition to the total race time for late arrivals (before 10:15am).
3. After the two practice runs, the order of entrants is established and the official racing will begin.
4. The order of racing will be determined by the qualifying round, which consists of the two practice runs. The best times will compete last in the actual competition. Therefore, the team with the fastest times will go last, while the team with the slowest times will go first in racing order.
5. The total time is the set-up time and the time taken to complete the course.
6. The racing order will cycle through the order of entrants twice. Between rounds, the cars must be carried back up to the starting line.
7. The team with the shortest total time and stopping distance from the two heats taking into account any penalties will place first, and will receive 100 points. 90 points will be awarded to the second place team, and so on.
8. If a team breaks down twice, they will automatically get last place. If this occurs for more than one team, the first team to do so will get last place, the next will get second to last, etc.
9. Any disputes must be addressed to either E-Week Chair in email within 24 hours. Their decision is final.
10. EWeek Chairs and/or event organizers have the final say in deciding to stop the event or disqualify a team due to safety issues.

Car Rules

1. No ready-made vehicles or commercial frames are permitted.
2. The width of the car may not exceed 5 feet.
3. One axle, wheel to wheel, must be at least 2.5 feet long.
4. Each car must have all 4 wheels touching the ground when the car is on a level surface. The wheels are limited to a size of 20-in. in diameter.
5. Each car must have a reliable steering system. No rope or foot steering is permitted.
6. Each car must have two completely independent braking systems capable of holding the car and driver on a 30 degree incline for 10 seconds each (one time testing for each brake system). Each car will leave the starting line by means of releasing the brakes.
7. The turning radius of the steering wheel must be able to cover a minimum of $\pi/6$ radians (30°).
8. Each car must be equipped with a roll bar positioned directly above the driver's head and capable of supporting the entire weight of the car and driver.
9. There must be at least a 2 in. clearance between the driver's helmet and the bottom of the roll cage.
10. The roll cage must also pass a front to back clearance test. With the driver seated in the car, helmet on, a flat board resting on the left and right uprights must be able to be moved up the roll cage, without making contact with the driver's helmet. This test will be done between all neighboring supports on the roll cage.
11. Each car must be equipped with a waist belt and 2 shoulder belts (one shoulder belt over each shoulder (AKA 4 point harness)).
12. No means of locomotion is permitted by any car.
13. Each car must be clearly marked with at least the department's initials.
14. The weight of the car must not exceed 315 pounds.
15. In the event that a breakdown occurs, the team may fix their car. The car must be moved from the track to be fixed, and the car must be fixed before the team's next run. If the car is not present at the starting line or is unable to race, the team is disqualified from the event.

Driver Rules

1. The driver must be currently enrolled as a student from the main campus to be eligible for tournament points. The driver must represent an engineering department either directly or through proxy (i.e. representing a member of that engineering department). All other competitors must be enrolled as Pitt students, and may compete against main campus students. However, they may not contribute to EWeek tournament points for any department.
2. The driver must be enrolled or sponsored by the car's engineering department.
3. The driver must wear the following during the competition and inspection:
 - a. an approved motorcycle helmet
 - b. heavy protective clothing (jeans, jean jacket, leather jacket, etc)
 - c. eye protection
 - d. gloves

*Borrowing is allowed with consent from both teams. Ten points will be taken for each item the team does not have.
4. An alternate driver is permitted, but only if the primary driver is unable to compete. The alternate must be named at the weigh in and all rules applying to the primary driver also apply to the alternate as well.
5. There will be a maximum of 5 minutes allowed after a car completes the course for the next car to leave the starting line.

Standards
Monday, April 3, 2006
10:00 – 11:00 am
Benedum Lobby

Rules

1. Any material can be used as long as it follows the design specifications.
2. The maximum height of the standard shall not exceed 8.0 feet. This includes the post and the base.
3. The minimum height of the exposed part of the post shall be 5.0 feet. The width of the post shall not exceed 6 inches.
4. The dimensions of the flag, banner, or object mounted to the top of the post shall follow these conditions: maximum of 3 feet in height, maximum of 5 feet in length, maximum of 3 feet in width. Any department that violates these dimensions will receive 0 points for technical inspection.
5. The design of the standard must be in accordance with the department's theme.
6. Either the department's initials or full name must be displayed on the standard. The minimum height of each letter must be 5.0 inches.
7. Nothing shall be mounted to the exposed part of the post, although the post can be painted.
8. The standard must be fully self-contained, i.e. if the standard utilizes electrical devices, the power source must be contained within or on the standard mount, no wall outlet can be used.
9. A standard mount base must be constructed in order for the standard to be free standing and stable. The design is left up to each department; however, its dimensions must abide by the following conditions: maximum 3.0 feet in height, maximum 3.0 feet in length, and maximum 3.0 feet in width.
10. The focal points of the standard are to be handcrafted. Accessories may be bought. An accessory is an item that, upon its removal you can still determine the overall theme of the standard.
11. Fireworks, smoke bombs, and/or other dangerous devices are not permitted for use. Departments using these will be disqualified.
12. No living creatures (i.e. fish, hamsters) can be used on the standard.
13. All standards must be present in Benedum lobby by 10am for judging. No standards will be accepted past 10:10am. All late arrivals will be deducted 5pts for every minute late.
14. Each department is responsible for providing two faculty/staff members to judge the standards. The names of the judges are due by the date listed on the form. Any departments that do not submit faculty/staff members for judging will be disqualified.

15. Judging will be out of 100 points. 50 of the points will be for technical presentation, while the other 50 will be for creativity. Creative judging will take into account creative use of materials, relation to theme/creative use of theme, and overall effect of standard. The technical judging will check to see if design rules were followed. The faculty/staff judges will judge the creativity aspect of the standard, while the event organizers will judge the technical aspects of the standard.
16. Each department's judged score out of 100 will be used directly as the earned EWeek points for the event.
17. Standards judging forms will be available to departments upon submission of judges' names. It is the responsibility of the departments to provide judging forms to faculty judges.
18. Any disputes must be addressed to either E-Week Chair in email within 24 hours. Their decision is final.

Talent Show
Wednesday, April 5, 2006
9:00 pm
Benedum Auditorium

Rules

1. Each department must have at least one contestant, but may have up to two additional contestants, for a total of 3. If more people want to participate, special permission must be obtained from the EWeek chairs. However, the three contestants to be judged must be designated in advance, and only their scores will count towards the department's total.
2. Each contestant will be judged and given a score on a 10 point scale (1 being awful and 10 being fabulous).
3. Each department will receive an average score based on the one, two, or three designated contestants. Also, for each additional act after the first contestant (but not after the third) that participates, a department will be receive one bonus point to be added to the average score. For example, if a department has 3 participants, who receive scores of 9, 8, and 7, its total score will be as follows: $[(9+8+7)/3] + 2(1) = 10$.
4. The department with the highest total score (average plus any bonus points) will be awarded 100 points, second place will be awarded 90 points, etc.
5. Each department is responsible for providing one faculty/staff member to act as a judge. Make sure that you have the faculty member's consent to submit his/her name.
6. Any department that does not nominate a faculty member, or one that submits a faculty member without his/her consent, will receive a 20 point deduction from the final ranked score (on a 100-pt scale, not the average score).
7. Any department that does not have at least one contestant will receive 0 points for the event.
8. The talent show entry form must be filled out and turned in to the EWeek Chairs prior to the start of the event (due date listed on entry form).
9. Any disputes must be addressed to either E-Week Chair in email within 24 hours. Their decision is final.

Ultimate Nerd Show
Wednesday, April 5
12 noon
Location: Benedum Patio

Rules

1. Each department must have at least one contestant. If extra people want to participate, please contact the EWeek chairs. However, only the first registered contestant will count towards scoring.
2. All acts performed/costumes will be judged, and the average will be used to determine the winner.
3. The judges will score based on performance, costume, and a short answers section. The judges will be looking for the “nerdiest” performance and costume.
4. The judges will be a board of faculty created by each department nominating a faculty member on the talent show entry form. Make sure that you have the faculty member's consent to submit their name.
5. Any department not nominating a faculty member or submitting a faculty member without their consent will receive a 20 point deduction.
6. The show entry form must be filled out and turned in to the EWeek Chairs by the date listed.
7. Judges will give each contestant a score based on a 100 point scale.
8. The department team with the highest average score received from the judges will be awarded 100 points, second place will be awarded 90 points, etc.
9. Any disputes must be addressed to either E-Week Chair in email within 24 hours. Their decision is final.

Engineering Olympics

Tuesday, April 4th 2006

1:00 pm

Cathedral Lawn

Rules

1. The Olympics will consist of 5 events: 5K, Tug of War, Dodgeball, Ultimate Frisbee, and Egg & Spoon Race.
2. The events will be run simultaneously on different parts of the lawn.
3. Each event has its own rules and signups.
4. The winning department of each sub-event will be awarded 100 points, second place will receive 90, and so on.
5. The department with the highest total score from all 5 events will receive 100 points (and so on) for the Olympics, which count as one EWeek event.

5K Race

Tuesday, April 4th 2006

11:30 AM

Schenley Park

Rules

1. Each department must furnish a team of 3 people. The team must have at least one female member who is not a member of that department's faculty or staff. A maximum of one member of the team may be a member of that engineering department's faculty and staff. Teaching Assistants are considered faculty.
2. All teams, with all members of the team, must be present at the starting line at 11:00am. If the entire team is not present, a 10 point deduction will occur.
3. The starting line will be announced at a later date.
4. The top finisher will be awarded 1 point for the competition, 2nd place 2 points, etc. The team with the lowest amount of points (i.e. all team members race standings added up) will be given 100 points for the E-Week standings, 2nd 90, 3rd 80, etc.
* For example, if a team finished 2nd, 4th, 6th, 9th, and 14th, that teams race standings would stand at $2+4+6+9+14 = 35$ points
5. Runners must be one full stride length ahead of any runner they are passing.
6. Runners must stay on the course from start to finish to be counted. Anyone cutting the course short will be disqualified.
7. All runners on a team must pass the finish line for them to be given EWeek points.
8. The judges' decision on race standings is final and may not be disputed.
9. In addition to the team, anyone is welcome to participate in the race, however for scoring purposes, only the registered team will count for their department score. Other participants will get participation points just like any other event if they sign in as participators during the event.

Dodgeball
Tuesday, April 4th 2006
1:00 pm
Location: Cathedral Lawn

Rules

1. Teams must consist of at least 5 but no more than 7 members. Any team with fewer than 5 members present and able to compete will be disqualified.
2. Only 5 players are allowed on the field at one time. Any additional players will serve as substitutes.
3. Substitutes may enter the game only during timeouts or in the case of injury.
4. Each team will be allowed one 30 second timeout per game. At this time a team may substitute players into the game if they wish.
5. The playing field shall be a rectangle divided into 2 equal halves by a center-line. The event organizers will determine the exact size and boundaries of the field prior to the event.
6. The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
 - a. Hitting an opposing player with a LIVE thrown ball below the shoulders.
 - b. Catching a LIVE ball thrown by your opponent before it touches the ground.
 - c. LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field.
7. The teams will play in a tournament with initial match-ups randomly selected by event organizers. A team will advance to the next round of play due to a win, while a loss will eliminate a team from play.
8. During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. The end-lines will be determined prior to the event by the event organizers.
9. Players must remain within their half of the playing field at all times. Under no circumstances may players cross the centerline.
10. The game will begin with an "opening rush". Two dodgeballs will be placed on one side of the center hash and two on the other. Players then take a position behind their end line. Following a signal by the event organizer, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the 2 balls to their right of the center hash. Once a ball is retrieved it can be used to attack the other team.
11. The first team to legally eliminate all opposing players will be declared the winner. A 15-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 15 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played.
12. In order to reduce stalling, a team cannot control all 4 balls simultaneously for more than 10 seconds. If this happens, an official will give 3 of the balls to possession of the other team.
13. The rulings on the field by the event organizers are final and may not be appealed.

Olympics: Egg and Spoon Race

Tuesday, April 4th 2006

1:00 pm

Cathedral Lawn

Rules

1. Teams must consist of four members only.
2. The race will be divided into four laps. Each team member will be responsible for completing a lap.
3. The event organizers will mark off the lap length prior to the event.
4. The team member who will run the first lap will be given a spoon and an egg. The egg will be placed on the spoon and the player will hold the spoon with the egg between his/her teeth. No contact with hands is allowed at any time.
5. The player must complete his/her respective lap and transfer the egg onto the spoon of his fellow teammate at the beginning of the next lap. However, the transfer must take place without the use of any hands or any help by a third party. Both the spoons, of course, must be held in the mouth of the players at all times.
6. If an egg is dropped but does not break, then the player must return to the starting position of the lap and try again. If it does break, then the team does not complete the race and will receive no points for the sub-event.
7. In order to reduce stalling, a violation will be called if a player holds the same position for more than 5 seconds. He/she will be asked to return to the starting position for the lap to try again.
8. The team that finishes first will receive 100 points for the sub-event, second will receive 90, and so on.
9. The rulings on the field by the event organizer(s) will be deemed final and may not be appealed.

Tug of War
Tuesday, April 4
1:00 pm
Cathedral Lawn

Rules

1. Each team may consist of up to 6 people – at least 2 must be female. Teams with too few females will be disqualified.
2. Teams must remain the same throughout the tournament.
3. No spiked shoes or cleats will be allowed.
4. Gloves and/or towels ARE permitted.
5. The competition shall be a single-elimination tournament.
6. A 5-minute time limit will be placed on each tugs until the final round. The final shall have a 10-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. The centerline will be marked prior to the event by event organizer(s).
9. A coin toss will determine which side a particular team will pull from.
10. The teams will play in a tournament with initial match-ups randomly selected by event organizers. The team will advance to the next round of tournament play due to a win, while a loss will eliminate the team from contention.
11. The event organizer(s) has final discretion over any controversial situations.

Ultimate Frisbee
Tuesday, April 4th 2006
1:00 pm
Cathedral Lawn

Rules

1. The field is a rectangular shape with endzones at each end. A regulation field is 70 yards by 40 yards, with endzones 25 yards deep. However, this is the Cathedral lawn we're talking about, so the event organizers will define the field in any way appropriate to the event.
2. Each team will consist of 5 players. A team may have alternates; however, only 5 people are allowed on the field during play.
3. Teams with fewer than 5 active players will be automatically disqualified.
4. There will only be one designated Frisbee in play at all times.
5. Each point begins with both teams lining up on the front of their respective endzone line. The defense throws ("pulls") the disc to the offense.
6. Each time the offense completes a pass in the defense's endzone, the offense scores a point. Play is initiated after each score.
7. The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.
8. When a pass is not completed (e.g. out of bounds, touches the ground, dropped, blocked, intercepted), the defense immediately takes possession of the disc from the point where the disc stops and becomes the offense.
9. Players not in the game may replace players in the game after a score and during an injury timeout.
10. No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made and the fouled team is given possession.
11. When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.
12. Players are responsible for their own foul and line calls. Players resolve their own disputes. However, the event organizer(s) overseeing the event may be appealed to if there is a dispute on the field that cannot be resolved. Moreover, the event organizer(s) may call fouls at any time on any team if they deem it appropriate.
13. Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.
14. The teams will play in a tournament with initial match-ups randomly selected by event organizers. The team will advance to the next round of tournament play due to a win, while a loss will eliminate the team from contention.
15. The rulings on the field by the event organizer(s) will be deemed final and may not be appealed.