

## 2009 Society E-Bowl Registration

Organization: \_\_\_\_\_

Contact name: \_\_\_\_\_

Contact email: \_\_\_\_\_

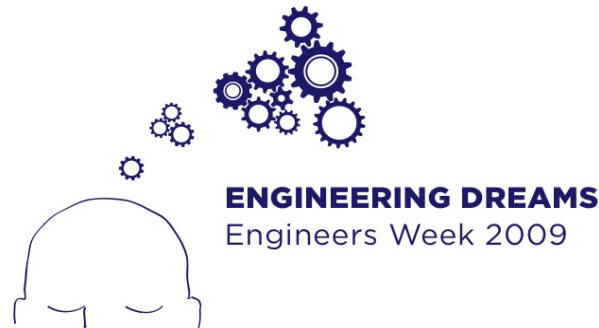
Contact phone number: \_\_\_\_\_

Please complete and submit this registration form by **January 30, 2009**. Teams are limited to four permanent members per society, plus one alternate (see attached rules).

By submitting this registration you are stating that you have read and agree to the terms and conditions for use of the Reitz Union facilities. Your society acquires the responsibilities stated in those terms and conditions.

Also, by submitting this registration you are stating that you have read and agree to the following official rules of the E-Bowl competition.

Note: The preliminary round will be held on **Monday, February 2, 2009**. The final round will be held **Monday, February 16, 2009**.



## **Engineering Bowl 2009 Official Rules & Regulations**

### **Preliminary Round**

1. The competitors will consist of engineering societies, each society having no more than four players representing them. Each player must be a member of the society he or she represents. Alternates can be used if a conflict of emergency arises during the test.
2. Besides emergencies, no one is allowed to leave until their answers have been submitted. If a competitor leaves the testing room before the team's answers have been submitted, he or she will not be allowed back in the testing room.
3. All cell phones, beepers, pagers, and electronic devices other than calculators will be turned off.
4. Materials: **ONLY SCIENTIFIC CALCULATORS** will be allowed. We will provide scratch paper. Contestants must bring their own writing utensils.
5. The teams will have 1 hour to complete a multiple choice test consisting of 40 questions.
6. Each team will be given four tests and one scantron. Team members will be allowed to work on the test together.
7. The categories will consist of the following: Calculus 1-3, Differential Equations, Physics 1 & 2, Modern Physics, Chemistry 1-2, Organic, Statics, Thermodynamics, Circuits 1, Programming, Materials, Engineering Statistics, Engineering Economy, Technical Writing, Ethics
8. The grading scale for the exam will be 4 points for a correct answer, 0 points for an unanswered question, and -1 point for an incorrect response (to discourage guessing).
9. Any signs of cheating from a competitor will cause the entire team to be instantly disqualified from the competition.
10. The four teams with the highest scores will go on to the final round.

### **Final Round**

1. The competitors will consist of engineering societies, each society having no more than four players representing them. Each player must be a member of the society he or she represents. Alternates can be used if a conflict of emergency arises but this can be done only between rounds.
2. Materials: **ONLY SCIENTIFIC CALCULATORS** will be allowed. We will provide scratch paper. Contestants must bring their own writing utensils.
3. Format: Jeopardy-style competition whereby there are three rounds.
  - a. The first two rounds each contain five categories with five questions per category
  - b. The categories will consist of the following: Calculus 1-3, Differential Equations, Physics 1 & 2, Modern Physics, Chemistry 1-2, Organic, Statics, Thermodynamics, Circuits 1, Programming, Materials, Engineering Statistics, Engineering Economy, Technical Writing, Ethics
4. Types of questions:
  - a. Daily Double: There will be two “Daily Doubles” each in rounds 1 and 2 which will be based on the subject category in which they are found. The team which comes across a “Daily Double” places their wager before viewing the question and then has a limited amount of time to display their response, the time limit being defined when the question is presented.
  - b. The final round will be one question of which the category will be specified before each team places their wager. The teams then have one minute to turn in their response to the question.
5. The first question of the game will be picked by a team chosen at random to start the game.
6. If a team gets a question right, they choose the next question.
7. When a question is chosen, the host will read the question. While the host reads, no team can buzz in. As soon as the host is done reading, the contestants have 30 seconds to buzz in with an answer. The official questions will be held as presented on the screen, NOT as read by the host. It is the contestants' responsibility to correctly read the questions.
8. Scoring:
  - a. Once a team has buzzed in, they have five (5) seconds to say their answer. If the answer is not said within those five seconds, a point penalty will be incurred upon the team to equal 100% of the point value of that question.
  - b. When a team answers a question correctly, given that they are within the time constraints and have buzzed in first, then they are awarded the full points of the question.
  - c. If a team answers a question incorrectly they receive a point penalty equal to 100% of the point value of that question.
  - d. If the question has only two choices (True or False), then the question is discarded after one incorrect guess and no other team may answer the question.
  - e. For questions which are simply True/False, a wrong guess will result in a penalty of 100% the point value of that question.
  - f. If the question is not true or false, then another team may buzz in within 10 seconds of the previous guess being deemed “incorrect.” If the second team to guess is correct, then they are awarded full points. If they are incorrect, they are penalized 100% of the point value of that question. The question is then discarded.

- g. A team may only have a maximum wager equal to the points they already have for a Daily Double. However, if a team has below 500 points (including negative points), they may wager up to 500 points on the question.
  - h. For wager questions such as the “Daily Double” and the final round, teams will first submit their amount to wager on paper. Then the question will be displayed, and their answer will be submitted on paper.
  - i. Only teams with positive points may move on to the final round which consists of a single wager question.
- 9. There will be up to 15 minutes allotted between rounds for a recess as well as to tally up scores.
- 10. Cheating:
  - a. There will be no talking from the audience
  - b. All cell phones, beepers, pagers, and electronic devices other than calculators will be turned off.
  - c. If a member of a team is suspected of cheating, they will receive a verbal warning.
  - d. If a member of a team is blatantly cheating, the entire team will be instantly disqualified from the competition.
- 11. The team with the most amount of points in the end will be deemed the winner of the Engineering Bowl 2008.
- 12. In the case of a tie, there will be a tie-breaker.