2025 E-Week Handbook

The following is a complete schedule and rule handbook for the Engineering Joint Council's National E-Week Celebration. We want to ensure fairness and consistency throughout our week's events. For any questions or clarification, please email Lakayleh Helton at lahelton42@tntech.edu

Schedule:

2025 E-Week Schedule						
Sunday 16th	Monday 17th	Tuesday 18th	Wednesday 19th	Thursday 20th	Friday 21st	Saturday 22nd
		Minute-to-Win-It 11:00 AM AIEB Atrium		Tug-of-War 11:00 AM LSC Lawn		
Kickoff Event 6:00 PM AIEB Atrium	Rubber Band Car 7:00 PM AIEB Atrium	Capture the Flag 7:00 PM LSC Lawn	Egg Drop 7:00 PM AIEB Atrium	Family Feud 7:00 PM Bruner 119	Dodgeball 6:00 PM MAC Gym	Engineer's Ball 6:00 PM AIEB Atrium

General Rules and Guidelines:

Under-representation Clause:

If for any reason, a major is under-represented and still wishes to compete, they may recruit members from other departments to assist them in competition. Any points obtained by that team will go toward the under-represented major that all members agreed to compete for.

Conduct Clause:

If a team member is being disrespectful to the event-runners, the team can choose to remove him or her from the team or have the whole team disqualified. If a member is lost due to this clause, a replacement cannot be brought in. Those in charge of the event will be responsible for determining what is considered disrespectful. This clause also applies to cheating and blatant disregard of the rules.

Scoring:

Each event will have a first, second, and third-place ranking. Points are allotted as follows:

- 1st - 500 points
- 2nd - 250 points
- 3rd - 100 points

There may be some events in which more than one team per department will be permitted. Should multiple teams from a single department place in the Top 3, only the highest-ranked team will receive points. No additional points will be given for multiple teams from the same department.

Spectator Points:

1) We encourage students to come and support their departments! However, each department does not have the same number of students.
2) The maximum number of points rewarded per event will be dictated by the number of students currently in the smallest department.
3) There is a limit to the number of occupants per room. Therefore, not all students will be able to attend due to safety. Thank you for your understanding.
4) 1 point will be awarded per spectator.
5) The council has decided we will look at these points at the end of the week and see how these totals affect the overall score. If there appear to be discrepancies, they will be addressed and dealt with fairly. Thank you for your cooperation.
6) There will be a QR code given towards the end of every event to keep track of spectators.

Volunteer Points:

1) 10 Points will be rewarded to each department per volunteer.
2) Some events may give more amounts than others.

Participation points:

1) We recommend participating as much as possible!
2) Certain events allow more than one team to participate, take advantage!
3) 10 Points will be awarded per participant.

Social Media Engagement:

1) +1 point Awarded for every share of E-Week events on the department's official Instagram account with a 200-point cap per department.
2) +50 points for the most shares.

Event Organization:

1) +100 points for organizing an additional engineering-related event or activity not currently listed (e.g., a guest speaker or workshop).

Kickoff Event Detail

Date & Time: Sunday, February 16th, 6PM to 8PM

Location: Ashraf Islam Engineering Building Atrium

Rules for Flag Decorating:

1) Each department will receive one blank flag and PVC pipe.
2) Each department can get paint from the paint distribution table in bowls along with paintbrushes.
3) Only members of each department are allowed to decorate that department's flag.
4) Painting will take place off the patio IN THE GRASS outside the atrium of the AIEB. Any department who brings paint onto the patio or inside will be immediately disqualified.
5) Judging will start at 7:30 PM near the patio.
6) Three EJC Reps will be appointed to judge the flags based on the following criteria:
    a) Creativity
    b) Design
    c) Neatness

Other Event Details:

- Pizza, chips, and drinks will be provided starting at 6:00 PM.

- T-shirts will be distributed starting at 6:00 PM, one per engineering student, as long as supplies last.

- Bandanas will be distributed per department based on color as follows, as long as supplies last:

1) Chemical Engineering-Green
2) Civil and Environmental Engineering-Orange
3) Computer Science-Blue
4) Electrical and Computer Engineering-Yellow
5) Manufacturing Engineering Technology-Red
6) Mechanical and Nuclear Engineering (combined for attendance purposes)-Purple
7) General and Basic Engineering-Brown

- The idea is to wear your bandana during E-week events to distinguish department teams easier.

Coin Drop

Date and Time: Starts Monday 17th @8AM & Ends Thursday 20th @3PM.

Location: Department offices

Materials:

- Bucket for collecting coins and bills

Rules:

1) Coins add positive points

 $0.01= +1 point

 $0.05= +5 points

 $0.10= +10 points

 $0.25= +25 points

2) Bills take away points

 $1.00= -100 points

 $5.00= -500 points

 $10.00= -1000 points

 $20.00= -2000 points

 $50.00= -5000 points

 $100.00= -10000 points

3) Any department bucket that is "hidden" or not in plain sight in the office will result in autoumatic disqualification. This will result in disqualification from the running of Mr. And Mrs. Engineer.
4) EJC Reps will collect the buckets, take them to the bank, and let the bank handle the counting.

Strategy:

- Put coins into your own department's bucket and put bills in the other departments'!

- The department with the most positive points at the end of the week will win Mr. And Mrs. Engineer, nominations of their choosing.

Prank War

Date & Time: Starts Monday 17th @8AM & Ends Thursday 20th @3PM.

Key Notes:

Make it Safe:
Always make sure your pranks don't create physical hazards (like trip hazards or blocked exits).

Make it Temporary:
Focus on pranks that can be easily undone and cleaned up, ensuring the campus stays tidy.

Make it Respectful:
Avoid pranks that could embarrass, harm, or inconvenience others. The goal is laughter, not discomfort.

Document your prank:
Send photo evidence to EJC, post on your department's Instagram, and try to capture the reactions of students and faculty. Be sure to include a brief description or caption that highlights the humor or creativity behind the prank.

Unsure If Your Prank is Too Much?
If you're ever unsure whether your prank may cross the line or need a second opinion, please contact an EJC representative. We will review your idea and provide you with a timely response to ensure your prank is in line with E-Week guidelines.

Consequences for Violations:
Warning: First-time or minor violations will result in a formal warning. Participants will be reminded of the rules and asked to correct their behavior immediately.
Team Disqualification: Serious violations or repeat offenses may result in disqualification from the Prank War, with the team or individuals involved being removed from participation.
Disciplinary Action: Any actions that are deemed excessively disruptive, dangerous, or harmful will be reported to the school's administration for further investigation. Consequences may include academic penalties, fines, or other appropriate disciplinary measures.

Detailed E-Week Prank War Rules & Guidelines:

No Vandalism or Permanent Damage:
Pranks must not damage any property or create lasting changes to the environment. This includes not altering walls, doors, windows, or any physical structure.
Avoid using permanent markers, paints, or any materials that leave permanent marks. Use only temporary, easily removable materials such as tape, sticky notes, or paper.

Respect for Individuals and Their Belongings:
Do not target personal items or belongings of individuals (e.g., desks, computers, or personal spaces).
Avoid pranks that involve personal hygiene items (e.g., soap, toothpaste, or toiletries). Pranks should be focused on communal or public spaces, not personal or private property.

No Trash or Litter:
Pranks should not create a mess that requires excessive cleaning. Avoid materials like confetti, glitter, or anything difficult to clean up.
Materials used should not blow away easily (e.g., paper, feathers, or small plastic items). If the prank involves a substance (like food or paint), it should wipe off easily without leaving stains or permanent marks.

No Physical Harm:
Pranks must not cause any physical injury or discomfort. This includes avoiding pranks that may startle or cause people to trip, slip, or fall.
Ensure that pranks are safe for everyone, including people of different physical abilities. Always keep pathways clear and avoid obstructing exits or entrances.

No Disruption of Classes:
Pranks should never interfere with scheduled academic activities, exams, or other important events. Be mindful of timing and ensure pranks are done when they won't disrupt learning.
Avoid creating loud noises or visual distractions that could interfere with classes or exams, such as loud music, flashing lights, or large visual displays.

No Health or Hygiene Risks:
Do not use food, liquids, or substances that might trigger allergies or cause health issues (e.g., peanuts, dairy, chemicals). Keep pranks safe for everyone, including those with sensitivities.
Avoid using potentially hazardous substances like glue, paint, or sticky chemicals that could be harmful to people or difficult to clean up.

Respect for Public Areas and Property:
Pranks must only take place in designated public spaces like common areas, lounges, or outdoor spaces. Do not prank private offices, labs, or restricted areas.
Make sure the prank does not require the intervention of custodial staff, security, or campus services to fix or clean up.

No Discriminatory or Offensive Content:
Keep pranks inclusive, fun, and respectful. Avoid anything that could be offensive, hurtful, or discriminatory based on race, gender, religion, or any other personal characteristic.
Do not use offensive signs, language, or imagery (e.g., hate speech, inappropriate symbols, or discriminatory jokes). Always ensure pranks are in good taste.

No Invasive or Disruptive Technology :
Do not use technology in a way that invades someone's privacy (e.g., hacking emails, phones, or broadcasting people without consent).
Avoid pranks that disrupt campus technology systems (e.g., email services, Wi-Fi networks, or computer labs). Keep the prank focused on physical, visible elements.

Pranks Must Be Easily Reversible:
All pranks should be easy to undo without causing harm or leaving permanent damage. Make sure everything can be cleaned up or restored to its original state quickly and easily.
Do not leave behind any lasting marks, stains, or materials that require excessive custodial time to remove.

Team Coordination and Communication:
Communicate with your team and others involved in the prank to ensure everything goes smoothly. Ensure pranks are executed in a way that doesn't cause unintended consequences.
Pranks should be pre-approved by event organizers or campus staff, if necessary, to ensure they align with safety and event guidelines.

No Physical or Digital Harassment:
Harassment, whether physical, verbal, or digital, is strictly prohibited. Pranks should be intended to make people laugh and enjoy the moment, not to make anyone feel uncomfortable or targeted.
Ensure pranks respect personal space and are not perceived as invasive, intimidating, or uncomfortable.

Avoid Anything That Will Clog or Damage Infrastructure:
Do not use materials that could damage plumbing or HVAC systems (e.g., confetti in vents, sticky substances in sinks or toilets).
Ensure your prank does not obstruct exits, fire doors, or any safety routes. Everyone should be able to exit safely in the event of an emergency.

No Disruption of Campus Services:
Pranks should not disrupt campus services like transportation, dining, libraries, or health services. Avoid blocking access to essential areas or services that others depend on.
Be mindful of areas that are high-traffic or serve important functions, like bathrooms, elevators, or dining halls. Pranks should be limited to spaces where they won't interfere with these services.

Ensure Everyone is a Good Sport:
Make sure all pranks are fun for everyone involved. If someone expresses discomfort, stop immediately and apologize. The spirit of the prank should be fun and camaraderie.
Keep the pranks in good-natured fun and avoid turning them into competitions that create animosity or tension between departments.

Rubber Band Car

Date & Time: Monday, February 17th, 7PM to 9PM

Location: Ashraf Islam Engineering Building Atrium

Rules:

1) Cars must be powered solely by rubber bands. No other energy sources (batteries, springs, etc.) are allowed.
2) Teams are allowed up to 10 rubber bands. They can use them however they like within their design.
3) Participants are limited to using materials provided by the event organizers, but they may modify or repurpose them as they see fit.
4) Each team gets three attempts to race their car. The longest distance achieved will be recorded as their official distance.
5) Distances will be measured from the starting line to the point where the car stops moving forward. If a car goes off course, the distance will still be measured to where it veered off.
6) Encourage participants to be cautious while winding rubber bands to avoid snapping injuries. Supervision is needed during construction to ensure safe use of any tools.

Materials:
- 1-10 rubber bands
- Assorted wooden sticks (popsicle sticks, dowels, etc.)
- Bottle caps, CDs, or plastic lids (for wheels)
- Straws (to act as axles or wheel holders)
- Hot glue sticks and a few glue guns
- Elmer's glue
- Tape (masking, duct, or electrical)
- Cardboard or foam board (for the car body)
- Paper clips, rubber washers, or bushings (to secure wheels)
- Scissors, rulers, and markers (for customization)

Measurement Tools:
- Measuring tape or yardsticks (for distance measurements)
- Stopwatch or timer (if time-based challenges are included)

Other Supplies:
- Tables or workstations for each team
- Large open floor space (with a clear start and finish line for racing)
- Whiteboard or poster for recording team names and distances

Minute-to-Win-It

Date and Time: Tuesday, February 18th, 11PM to 12PM

Location: Ashraf Islam Engineering Building Atrium

Rules:

Teams:

Each major will send one person to play each of the 6 games that are a minute long. Every game will be a new round; each round a new member of each major should participate with no repeat players.

Games:

1) Face cookie: Participants have one minute to get a cookie from their forehead to their mouth using only face muscles. If the cookie falls off the face, you can replace it back on your forehead within the minute time.
2) Cup stack: Participants have one minute to stack a 10-cup tower and return the cups to a single stack.
3) Multiplication- Participants have one minute to solve as many multiplication problems correctly as possible. There will be no credit given for incorrect answers.
4) Suck it up: Participants have one minute to use a straw to pick up the most MMs from a plate of 50 MMs with a straw only (sucking up air through the straw to suction the MMs) and place them on a separate plate. No hands are allowed to touch the plates or MMs, but they can use one hand to stabilize the straw.
5) Penny tower: Participants have one minute to stack as many pennies in a tower as possible.
6) Keep it up: participants have one minute to keep 3 balloons in the air without touching the floor or any furniture.

Capture the Flag

Date and Time: Tuesday, February 18th, 7PM to 9PM

Location: LSC Lawn

Rules:

1) We will divide the following majors into 2 teams to have an even number per team:
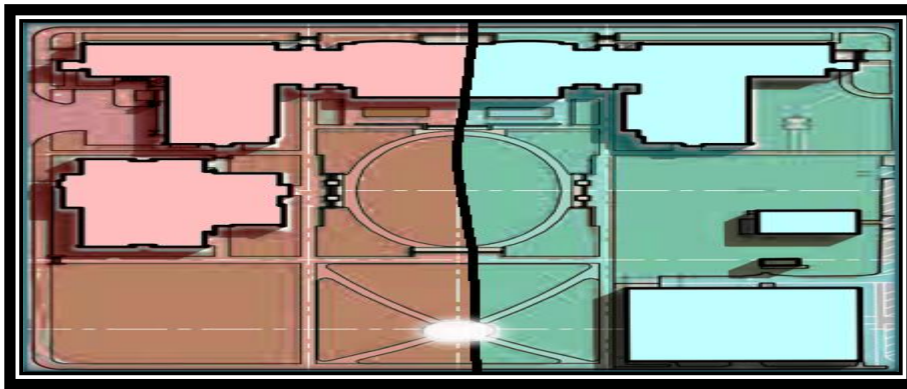
   ECE (RED)
   CE (GREEN)
   ME (GREY)
   CEE (ORANGE)
   MET (BROWN)
   CSC(YELLOW)
2) Bandanas of your respective color must be visible at all times to play.
3) 2 Referees will escort each team to their respective side of the LSC, following them to place their flag and set up their "jail". At 7:10 the games will begin.
4) Team Territory is defined in the picture below:

5) If you get tagged (an enemy touches you) when any part of you body is in enemy territory, you are sent to their team jail. When you walk to jail you must raise your had up to show you are tagged.
6) If you are in jail, you can be freed if someone from your team who is not in jail tags you.
7) You can only guard jail with one person, if multiple people are actively defending their jail then both are sent to the other teams jail.
8) The insides of buildings are allowed but not rooms/classrooms within the buildings. Hallways are free game.
9) The game ends when someone grabs the other teams flag and brings it over to their territory.

Egg Drop

Date & Time: Wednesday, February 19th, 7PM to 9PM

Location: Ashraf Islam Engineering Building Atrium

Rules:

1) No internet
2) Must incorporate/not incorporate based on random draw: One envelope will say "must use" and the other will say "cant use"
3) Must drop off first level and then second level
4) Try to land the egg on the tarp
5) Everyone gets a second egg (for less points)

Event Materials:
- Popsicle sticks
- Drinking straws
- Rubber bands
- Index cards
- Printer Paper
- Cotton balls
- Marshmallows
- Tape
- Twist ties

Extra Points Awarded:
- Lightest weight
- Least materials (by count)
- Land on Target
- Risky Design
- Creative Design
- Visible Egg

Tug of War

Date and Time: Thursday, February 20th, 11PM to 12PM

Location: LSC Lawn

Rules:

Teams:

1) Each team consists of 6 players.
2) Departments may have up to two teams, but before advancing in the competition, those two teams must face off to represent their major.
3) Players cannot switch teams after the playoffs if a department has two teams.
4) Double majors must choose one team to play with and may not switch teams afterward.

Game:

1) Two teams will compete against each other in a bracket system order.
2) The center of the rope must align with the center mark on the ground at the start of the game.
3) The game begins when the referee blows the whistle, and teams pull the rope into their territory.
4) A team wins when the second mark on the rope from the center red mark crosses the centerline into their territory.

Fouls:

1) Cleats and gloves are not allowed.
2) Anchoring or looping the rope around the body is prohibited.
3) Players must follow proper technique:
4) Lowering the elbow below knee level while pulling the rope ("locking") is a foul.
5) Prolonged contact with the ground is a foul.
6) Fouls may result in disqualification.

Conduct Clause:

1) Disrespectful behavior toward event organizers may result in:
   a) The removal of the offending player.
   b) Disqualification of the entire team.
2) If a player is removed under this clause, no replacement is allowed.
3) Cheating or blatant disregard for the rules also falls under this clause.
4) Event organizers determine what constitutes disrespect or cheating.

Family Feud

Date & Time: Thursday, February 20th, 7PM to 9:30PM

Location: Bruner 119

Rules:

Teams:
1. There are two teams, each typically consisting of 5 players.
2. The goal is for each team to answer survey questions and earn points.

Survey Questions:
1. The host presents a survey question that has been asked to 100 people.
2. Each question has several possible answers (usually 3 to 5), and each answer has a point value based on how many people gave that response.
3. The most popular answers have the highest point values.

The Game:
1. Teams take turns answering the questions.
2. One player from each team comes up to the podium to "buzz in" when the host reads the question.
3. The first team to buzz in gets to answer. If they give a correct answer, they continue until they either give a wrong answer or complete the list.
4. If a team gives a wrong answer (or three wrong answers total), the other team gets a chance to steal.

The Steal:
1. If a team answers incorrectly three times, the opposing team can try to "steal" by guessing any of the remaining answers.
2. If they get one of the remaining answers correct, they earn the points for that question.

Scoring:
1. Points are awarded based on how many people gave the same answer in the survey.
2. If a team provides all the correct answers, they earn all the points for the question.
3. If they don't, the points are added to the other team if they steal successfully.

Fast Money Round:
1. After several rounds of regular play, the winning team advances to the Fast Money round.
2. In Fast Money, two players from the team answer five questions in a short time, aiming for the most popular answers to win big points.

Winning the Game:
1. The team with the most points at the end of the game wins.
2. In the event of a tie, a tiebreaker question is asked.

Dodgeball

<u>Date & Time:</u> Friday, February 21st, 7PM to 9PM

<u>Location:</u> MAC Gym (grey gym) located in the Marc Burnett Fitness Center

<u>Rules:</u>

Teams:

1) Each team will consist of 6 players.
2) NO MORE THAN TWO TEAMS PER MAJOR

Game:

3) No headshots.
4) No crossing the centerline.
5) Cannot hold the ball for longer than 10 seconds.
6) If you are hit with a ball, you are out UNLESS you or a teammate catches the ball before it hits the ground.
7) If an opponent catches your ball before hitting the ground, you are out.
8) You can use a ball to block other balls from hitting you.
9) If a ball ricochets off of anything/anyone and then hits you, you are not out.

Other:

1) If you are out, but a teammate catches a ball, then you can get back in.
2) Not following any of the rules will result in your team automatically losing.
3) 2 refs per match, one looking at either side

Engineer's Ball Outline

Date and Time: Saturday, February 22nd, 6PM to 10PM

Location: Ashraf Islam Engineering Building Atrium

Outline of Evening:

3:30-5:30: Set-up/decorate for ball

5:30-6:00: Food arrives, DJ's show up to set-up

6:00-6:45: Guests grab a plate and find a seat to enjoy dinner

6:45-7:00: Speeches from Dean Joseph Slater, President Lakayleh Helton, and Alumni (TBD)

7:00-7:30: Awards for Best Darn Major, EJC Scholarships by department

7:30-8:00: Before music starts, allow time for pictures with awards and faculty before they are asked to leave

8:00-10:00: Music and dancing starts, crown Mr. and Mrs. Engineer.