Official E-Week 2021 Guidebook

Revised by Christian Kyle
VP Spirit
This revision: January 14, 2021
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1.0 Introduction

E-Week is gaining on us, and it’s time to get ready for the best week of the year! Welcome to the E-Week Guidebook! Inside you’ll find everything you will ever want and need to know about E-Week 2021. This document will be your number one source of information 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 second-years can look upon it in awe. From all of us here on the E-Week Team, we wish you luck.

1.1 Contentions

This Guidebook is also the official reference for all rule disputes and challenges used by the EUS Executive and E-Week Team. 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 (vpspirit@ubcengineers.ca) and EUS President (president@ubcengineers.ca) within the allotted time period.

Should any late rule clarifications or decisions be necessary, they will be made by the E-Week Team on the day of the event, and all teams will be notified.

1.2 Funding Distribution

The following funding will be provided to each competing department:

<table>
<thead>
<tr>
<th>Event</th>
<th>Maximum Amount</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>PrE-Week</td>
<td>$125</td>
<td>Funding can go towards whatever kind of hype event you see fit, kept the same for the online year</td>
</tr>
<tr>
<td>Chariot and Ball Model</td>
<td>$200</td>
<td>Combined total of $200 for BOTH chariot and Ball Model. This funding can be spent on the ball model or to refurbish chariots but not outside of</td>
</tr>
</tbody>
</table>
Receipts are required for all events to receive the reimbursement. Please submit original receipts to VP Spirit by Sunday, January 31st, 2021 at 5:00 PM along with the email you need to receive the E-Transfer reimbursement. Receipts can be sent as a scan via email to vpspirit@ubcengineers.ca. Reimbursements will then be available via the AMS through an E-Transfer approximately 2 weeks after January 31st.

### 2.0 Individual Participation

#### 2.1 Participation 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 a member of the E-Week Team, consisting of the E-Week Directors. Active membership is defined in the EUS Constitution (Section 1.4) as Undergraduate Engineering students who have paid their EUS fees for the 2020/2021 calendar year. If any participants are found to be non-eligible, they will be disqualified.

An exception will be made for students that are on a non-co-op work term with the intention of returning to UBC, as well as current UNBC students in the Environmental Engineering joint degree program, under the following conditions:

1. They must declare themselves ahead of time with the EUS, through a form provided.
2. They must pay a fee of $5 each to the EUS, through the VP Spirit, to account for the student fees that they have not paid for E-Week expenses.

#### 2.2 Department & Club Restrictions

Individuals may choose to participate with their department, ex-officio club, or both. Individuals are only allowed to participate with a department and/or club that they are a member of. There is a limit of one department team and one ex-officio club 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 Procedure

Given the unique situation we find ourselves in this E-Week, Participation Points will be limited to a select number of events, with a method that will be explained during them. Said events are FilmfEUSt, SongfEUSt, AGM, and Old Red New Red.

2.4 Volunteering

To express an interest in volunteering, individuals must sign up using the E-Week Volunteer Form. Should additional volunteers be needed for certain shifts, they will be assigned as needed on a first-come, first-served basis. Please note that filling out the form does not guarantee that an individual will be asked to volunteer at a particular event and that given the online nature of this year’s E-Week Volunteers will be significantly less in demand. The E-Week Team will release the official E-Week Volunteer Schedule, after which penalties will be incurred for cancelling shifts. To earn volunteering points, volunteers need to attend their entire shift.

If a volunteer cannot make their shift and their department is able to organize a replacement, independent of EUS intervention, they may do so without penalty. To see point values associated with volunteering, see Section 3.0.

2.5 Participant Disqualification

An individual participating in E-Week can disqualify themselves by not meeting the requirements described in Section 2.1 and Section 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 Points

3.1 Point Categories

The following are the types of points one could receive during E-Week. Throughout the Guidebook, these points will be mentioned.

- **Attendance Points:** every person that attends and signs in will earn your department/club 50 points.
- At select E-Week events, attendance will be taken, please ensure that your participants come with their student cards and the ability to take a picture of themselves Section 2.3.
- Members of Ex-Officio Clubs can compete with either their department or as part of their Ex-Officio team, in accordance with Section 2.2.
- Volunteer Points: every person that volunteers is, scheduled for, and shows up to a volunteering shift will earn 100 points (described in Section 2.4).
  - Some events will earn double points (200) per shift, as expressed in the E-Week Volunteer Form
  - If a volunteer does not attend a shift after the Volunteer Schedule has been released, they will lose their team 200 points per shift not attended. This rule may be waived upon the discretion of the E-Week Team for extenuating circumstances.
    - If a volunteer finds a replacement volunteer from their own department to cover their shift, they must notify the VP Spirit (vpspirit@ubcengineers.ca) and Volunteer Communications Manager (volunteer@ubcengineers.ca) of this change and no points will be lost
- Participation Points - putting forth a participating team. Points will be awarded as follows:
  - 750 participation points
    - Smash BrEUS Ultimate (maximum 2 teams per department)
    - Trivia (maximum 2 teams per department)
    - Skribbl.io (maximum 2 entries per department)
    - GeogEUSser (maximum 1 team per department)
    - Mario Kart (2 entries per department)
    - Chess (2 entries per department)
    - Rocket League (maximum 2 teams per department)
    - Competitive Jigsaw (maximum 1 team per department)
    - Engineering Meme Review (maximum 1 team per department)
    - WikiRacing (maximum 1 team per department)
  - 1000 participation/submission points
    - Excel Competition (maximum 1 team per department)
    - Movie Roast-A-Thon (maximum 1 team per department)
    - Ball Model (maximum 1 submission per department)
    - FilmfEUSt (maximum 1 submission per department)
    - SongfEUSt (maximum 1 submission per department)

### 3.2 Event Tiers

There are three tiers of events which follow the following points structure:

<table>
<thead>
<tr>
<th>Tier</th>
<th>Points</th>
<th>Corresponding Events</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
3.3 Placing Releases

The placing (1st, 2nd, 3rd) for the following events will be held back on the day the events take place, and will be announced at the Engineers' Ball.

- Ball Models
- FilmfEUS
- SongfEUS

4.0 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.

4.1 Sunday, January 17th

The opening day of E-Week 2021 includes Opening Ceremonies (is anyone surprised?) and then getting a good night’s sleep. Unless you’re part of the E-Week Team, then you just have nightmares.

<table>
<thead>
<tr>
<th>Tier 1</th>
<th>1st Place: 5000</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2nd Place: 4000</td>
</tr>
<tr>
<td></td>
<td>3rd Place: 3000</td>
</tr>
<tr>
<td></td>
<td>Ball Model</td>
</tr>
<tr>
<td></td>
<td>FilmfEUS</td>
</tr>
<tr>
<td></td>
<td>SongfEUS</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tier 2</th>
<th>1st Place: 4000</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2nd Place: 3000</td>
</tr>
<tr>
<td></td>
<td>3rd Place: 2000</td>
</tr>
<tr>
<td></td>
<td>Trivia</td>
</tr>
<tr>
<td></td>
<td>Excel Competition</td>
</tr>
<tr>
<td></td>
<td>Movie Roast-a-Thon</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tier 3</th>
<th>1st Place: 3000</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2nd Place: 2000</td>
</tr>
<tr>
<td></td>
<td>3rd Place: 1000</td>
</tr>
<tr>
<td></td>
<td>Smash BrEUS Ultimate</td>
</tr>
<tr>
<td></td>
<td>Smash BrEUS Melee</td>
</tr>
<tr>
<td></td>
<td>Skribbl.io</td>
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<tr>
<td></td>
<td>GeogEUSser</td>
</tr>
<tr>
<td></td>
<td>Mario Kart</td>
</tr>
<tr>
<td></td>
<td>Chess</td>
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<tr>
<td></td>
<td>Rocket League</td>
</tr>
<tr>
<td></td>
<td>Competitive Jigsaw Puzzles</td>
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<tr>
<td></td>
<td>Engineering Meme Review</td>
</tr>
<tr>
<td></td>
<td>WikiRacing</td>
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4.1.1 Opening Ceremonies - Exhibition Only

Boat races, speeches, and special announcements for your viewing pleasure. Start the week off right and show us your engineering pride!

Rules

- Teams may be made up of a minimum of four people, all from the same department/club and all in the same COVID bubble. 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.
- When teams get to their part in the zoom call they will state the beverage being consumed for each member. Eligible beverages are expected to contain at least 5% alcohol.
- Races will be started with an Official Count. The Official Count will be made clear at the beginning of ALL races and proclaimed over the Zoom call.
- All cups must start on the table, filled with a standard 355 mL (12 oz.) beverage.
- There must be some sort of film of the BOAT Racers, preferably a laptop at the head of the table or a tracking shot with steady camera.
- Racers may start with their hands on their cups. This will be made clear before the Official Count is stated.
- Once racers have completed their beverage, cups must travel above their head and be completely upside-down (see image below), then touched to the table.

The proper way to finish a Boat Race. Photo courtesy of Janyce Archutick.

- When cup touches the table, next racer may begin.
- False starts, spills, and incomplete motions will all result in great shame upon you and your department/ex-officio club.
  - False Starts: Your first racer begins before the end of the Official Count, or any other racer begins before the racer before them finishes.
○ 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
○ Intentional spilling will be considered bad faith and is easy for audience members to see
○ 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

- All judges' decisions are final. The judges will be aided by a video camera to make race reviews and are obligated to explain their decisions to the audience and teams involved in the race

Points Awarded
- Points will not be awarded for this event but participation will be taken into consideration for the Spirit Award

4.2 Monday, January 18th
Manic Monday will contain Smash BrEUS Ultimate and Melee, Trivia, and a Skribbl.io tournament.

4.2.1 Smash BrEUS Ultimate - Tier 3
There’s nothing truly more satisfying than sending a falcon kick to your peers on a Monday afternoon. Please keep in mind that Nintendo Switch Online is required to play this game online.

Rules
- Game play rules are too much for the guidebook, so find them here: Smash BrEUS Ultimate Rules
- Each department can submit up to two teams
- Each team must consist of two people max.
- Tournament will be double elimination
- Up till the semifinals round each player will start with 3-stock and rounds will be capped at 8 minutes
- If a game ends in a tie; 1-stock 300% damage sudden death round will be the tie breaker
- In the semifinals players will start with 5-stock and games will be capped at 15 minutes
- In the finals, players will start with 5-stock and there will be no time cap

Points Awarded
- 1st, 2nd, 3rd Place
- Putting forth a participating team (maximum 2 teams)
- Volunteering
4.2.2 Smash BrEUS Melee - Tier 3

There’s nothing truly more satisfying than sending a falcon kick to your peers on a Monday afternoon, this time with 100% more wavedashing and CRTs! This year, we are releasing this event for the First Time Ever™ so start practicing! Please keep in mind that slippi.gg and Melee.iso are required to play!

Rules
● Game play rules are too much for the guidebook, so find them here: Smash BrEUS Rules
● Each department can submit up to two contestants
● Tournament will be double elimination
  ○ At the discretion of the exec based on event turnout, the tournament may transition to a best of 3 format
● Each player will start with 4-stock and rounds will be capped at 8 minutes
● In the case that time runs out and both characters have an equal amount of lives, the character with less damage wins the match. If both characters have equal lives and damage, or if both characters lose their last life on the same frame, the last stock of the game must be replayed, on the same stage with a 2 minute timer. Sudden Death is not to be played.

Points Awarded
● 1st, 2nd, 3rd Place
● Volunteering

4.2.3 Trivia - Tier 2

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 five people.
● Each department may have a maximum of two teams.
● There will be two segments of trivia, one of quick questions through Kahoot and one long form segment, both facilitated through discord.
● 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 prohibited for the Kahoot round but allowed for the long form round.

- Each correct answer will earn your team a point with some long form questions worth extra points.
- The team with the most points wins!

Points Awarded
- Points are awarded for the following:
  - 1st, 2nd, 3rd Place
  - Putting forth a participating team (maximum 2 teams)

4.2.4 Skribbl.io - Tier 3

A Skribbl.io tournament, where contestants draw and the rest try to guess what they're drawing, with points awarded for correct guesses, pitting each department's most talented artists against one another. (As good of an artist as one can be in Engineering).

Rules
- Maximum two participants per department
- The Bracket will consist of four 7-person games, with the top 5 moving on to two 10-person games, and the top 5 of those games moving onto a final 10 person game from which the top 3 will be determined
- All scoring will be handled by the website itself
- Each game will have an EUS volunteer who does not guess and does not draw on their turns, no guesses may be made during the volunteer’s turn

Points Awarded
- Points are awarded for the following:
  - 1st, 2nd, 3rd Place
  - Putting forth a participating team (maximum 2 teams)
  - Volunteering

4.3 Tuesday, January 19th

Tuesday (fittingly named for Týr, the Norse god of heroic and glorious combat) will include our Excel Competition, GeogEUSser, and Mario Kart.

4.3.1 Excel Competition - Tier 2

Styled after the Microsoft Competition, this will be a series of four sheets, testing the team’s ability to understand pivot tables, data visualization, index matching, and data evaluation?
Rules

- Teams will consist of 5 or less engineers
- Each department/club may enter one team
- Teams will work together in a discord channel to complete their excel sheet with a time limit of 2 hours for completion with bonus points for early submittal and points very steeply taken off for late submittal

Points Awarded

- Points are awarded for the following:
  - 1st, 2nd, 3rd Place
  - Putting forth a participating team (maximum 1 team)

4.3.2 GeogEUSser- Tier 3

It’s time to test your geography and detective skills, folks. Can you find where you are when you’re ~electronically~ plopped in the middle of nowhere? You’d better hope so.

Rules

- Teams will consist of 5 or less engineers
- Each department/club may enter one team
- Teams are expected to work together in their discord chat
- Each team must also come to the event with an account made for GeoGuessr. It is recommended that your name on your account reflects your department/club (ie. Miners4Ever, AerOESPaceDesign, etc)
  - Free accounts are limited in how many games they can play in certain time periods so the EUS advises teams to create an account they don’t use until the event starts as to avoid accidentally maxing out their games before the event
- Teams will have 50 minutes to navigate 5 different locations previously determined by the E-Week Team. This time limit is externally imposed and when teams enter the game they will pick the no time limit option
- Points will be tallied by the website and the winners will be calculated by these point totals

Points Awarded

- Points are awarded for the following:
  - 1st, 2nd, 3rd Place
  - Putting forth a participating team (maximum of one team)
  - Volunteering

4.3.3 Mario Kart - Tier 3

Who doesn’t love a friendly game of Mario Kart? Please keep in mind that Nintendo Switch Online is required to play this game online.
Rules
● Each department may enter a maximum of 2 competitors
● The Bracket will consist of four 7-person Grand Prix, with the top 5 moving on to two 10-person Grand Prix, and the top 6 of those games moving onto a 12 person Prix from which the top 6 will race in the finals
● The finals will consist of 6 races with the other races consisting of 4 races
● Speed will be set to 150cc
● Computer Racers will be set to off
● Maps will be set to random
● All items will be set to on and default spawn rate
● Ties before the finals will result in the tied racers moving on if possible, if not they will default to the model of ties for the finals
● Ties from the finals will be decided by a 1v1 Rainbow Road race at 200cc with no items or computers

Points Awarded
● Points are awarded for the following:
  ○ 1st, 2nd, 3rd Place
  ○ Putting forth a contestant (maximum of two)
  ○ Volunteering

4.4 Wednesday, January 20th

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 Chess, Annual General Meeting, Movie Roast-A-Thon, and Rocket League.

4.4.1 Chess - Tier 3

Hosted by lichess.com and played as a Swiss Tournament, this event is exactly what it sounds like

Rules
● Each department will submit two contestants
● The tournament will feature no elimination and contestants will play nonstop until the tournament is over
● Winning a game will award 1 point, draws will award .5 points, and a loss will award 0 points
  ○ Matchmaking will be handled by lichess.com and will match players with similar point totals
● In the event of a tie in the top 3, that game will be played out, otherwise the winners will be determined by their tournament scores
- Blitz Chess - 10 minute timer +2 seconds per move

Points Awarded
- 1st, 2nd, 3rd Place
- Putting forth contestants (maximum 2)
- Volunteering

4.4.2 Annual General Meeting - No Tier
The EUS does other things during the year! Shocking, I know. Come in, get fed (in the future), and find out where all your student fees are going!

Rules
- At least pretend to pay attention
- Ask questions
- Bask in the glow of government transparency
  - Please do not storm the ESC
- Stick around to the end for the chance to win pizza gift cards!

Points Awarded
- Attendance

4.4.3 Movie Roast-A-Thon - Tier 2
Melding together your A+ public speaking skills and science, in this challenge each department gets a clip of a “science” fiction movie two days before the event, with clips due by Wednesday at noon.

Rules
- Departments/clubs may enter one video, and the cast of the video can be up to five people.
- Each team will be given a link at 8am Monday, this link will have their movie clip (approximately 2 minutes) embedded within.
- Teams will be given from 8am Monday to noon Wednesday to create a presentation, with late submissions given half participation points but not eligible to place
- The video is expected to be the team standing in front of a powerpoint presentation (can be on a TV, projected, green screened, or however you want, be creative!) and make fun of a dumb movie clip with their presentation. The clips will be shown by the EUS before your presentation so they don’t need to be replayed in your recording. All performances must be done in one take
- The team’s presentation must be within 2 and 5 minutes; this does not include title cards or credits.
Rubric

<table>
<thead>
<tr>
<th>Category and Structure</th>
<th>Explanation</th>
<th>Points Worth</th>
</tr>
</thead>
<tbody>
<tr>
<td>Organization and Structure</td>
<td>All information is presented in a logical and informative sequence, which is easily followed</td>
<td>10</td>
</tr>
<tr>
<td>Delivery</td>
<td>Delivery techniques (posture, gesture, eye contact, and vocal expressiveness) make the presentation compelling, and speakers appear expressive and confident.</td>
<td>25</td>
</tr>
<tr>
<td>Visual Aids</td>
<td>Slides are humorous, and/or informative to the audience, and add to the presentation</td>
<td>15</td>
</tr>
<tr>
<td>Scientific Reasoning</td>
<td>Excellent justification of scientific inaccuracies in the clip provided using real life scientific concepts</td>
<td>25</td>
</tr>
<tr>
<td>Comedic Effect</td>
<td>Humor of the presentation, as determined by judges</td>
<td>20</td>
</tr>
<tr>
<td>Timing</td>
<td>Presentation between 2 and 5 mins.</td>
<td>5</td>
</tr>
</tbody>
</table>

Points Awarded
- 1st, 2nd, 3rd Place
- Putting forth a participating team (maximum 1 team)
- Volunteering

4.4.4 Rocket League - Tier 3
What’s better than soccer? Soccer with cars of course!

Rules
- Departments/clubs may enter up to two teams. Teams consist of exactly two people.
- Tournament will follow a double elimination bracket structure
- Each game will be 2v2 with a 5 minute time limit and played on any arena agreed upon by both teams, if no agreement is reached, the map defaults to Champion’s Field
- To avoid cluttering this document assorted rules are contained [here](#)

Points Awarded
- 1st, 2nd, 3rd Place
- Putting forth a participating team (maximum 2 teams)
4.5 Thursday, January 21st

Thursday fun fact! Thursday is Thor’s day AKA HAMMER TIME. Thor’s day features Competitive Jigsaw Puzzles, Ball Models, and Old Red New Red!

4.5.1 Competitive Jigsaw Puzzles - Tier 3

Which department is the best at solving Jigsaw Puzzles? Clearly this is the most important question to be asked this E-Week and this is where we’ll find out!

Rules
- Each department/club may enter one team, each team may have a maximum of five participants each and team members are expected to stay in their discord call for the duration of the game
- Puzzles will be hosted through epuzzle.info, an example is available here
- Teams will be given a series of 5 puzzles to solve, with the 5 teams with the lowest cumulative puzzle times competing in one final mega puzzle to determine the winner

Points Awarded
- Points are awarded for the following:
  - 1st, 2nd, 3rd Place
  - Putting forward a team (maximum of one team)
  - Volunteering

4.5.2 Ball Model Display - Tier 1

Given the online nature of this year’s E-Week, the ball models will be a Rube Goldberg Machine competition, centered around the premise of “What’s the best way to pour a drink?”

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 and must be made specifically for ORNR purposes.
- It is up to the judges discretion to eliminate a team if they put excess funds into their ball model
  - This is an “in good spirit” guideline for participating teams as there is no discrete maximum budget. However, please do not search for sponsorships from industry, your department, your family, or your friends.
- The model must be able to pour alcohol in a clever manner.
- The model is expected to in some way reflect the discipline of Engineering that the model is representing.
- Each department will submit a video of a Rube Goldberg machine that cuts between different areas with creative transitions (ex: a pong ball rolls through a pipe in one house and comes out a pipe in a different house, a ball gets launched across the room and a whip cut has it landing in a different room triggering a new contraption, etc.) ending with the pouring of a beverage into a solo cup
- Videos must be submitted by midnight Tuesday the 19th of January 2021 and be no longer than 3 minutes. This does not include title cards and credits but if those take your video over the 3 minute threshold the EUS reserves the ability to cut those segments out of the video during presentation if that has to be done to keep the event on schedule given the online nature of this E-Week
- Given the nature of Old Red New Red this year, Ball Model will be broken up into two segments, one from 3:00pm-4:00pm Thursday and a second one later that day from 6:00pm to 7:30pm, consisting of a showing the top 5 Ball Models of the night at Old Red New Red.

**Rubric**

<table>
<thead>
<tr>
<th>Category</th>
<th>Explanation</th>
<th>Points Worth</th>
</tr>
</thead>
<tbody>
<tr>
<td>Editing Aesthetic</td>
<td>How well produced is the video? (sound/music, effects, transitions)</td>
<td>15</td>
</tr>
<tr>
<td>Creativity of Design</td>
<td>Visual appeal, ingenuity of parts, use of interesting parts and processes</td>
<td>30</td>
</tr>
<tr>
<td>Incorporation of department</td>
<td>How well have you incorporated your department in the design</td>
<td>20</td>
</tr>
<tr>
<td>Technical Prowess</td>
<td>How technically advanced/intricate is the design?</td>
<td>10</td>
</tr>
<tr>
<td>Number of Cuts</td>
<td>The video needs to cut to at least 3 different feeds, to different rooms/houses</td>
<td>10</td>
</tr>
<tr>
<td>Did it Pour?</td>
<td>Points for the drink successfully pouring</td>
<td>15</td>
</tr>
</tbody>
</table>

**Points Awarded**
- 1st, 2nd, 3rd Place
- Submission of a Ball Model
4.5.3 Old Red New Red - No Tier

Our biggest Alumni event of the year is back! Meet the old codgers who acquired 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 finale, to be judged by alumni. 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.

Rules
- Sign up here!
- Be respectful to the Alumni
- Come out and have some fun!
- Alumni Choice Award will not be worth points

Points Awarded
- None

4.6 Friday, January 22nd

Fun fact! Friday is seen as a lucky day to sow seeds in the Scottish Hebrides, sounds like a good day to sow the seeds of your department’s E-Week victory!

4.6.1 Engineering Meme Review - Tier 3


Rules
- Departments must submit funny memes
- The competition will start with five identical meme templates being sent out to the departments, after which they’ll have 50 minutes to submit their memes, after which they will be shown to the audience and tallies will be taken of their favourite memes

Points Awarded
- 1st, 2nd, 3rd Place
4.6.2 WikiRacing - Tier 3

Ever wondered how quickly you could get from one wikipedia page to another? No? Too bad! WikiRacing is the art of making your way from page to page as many times as possible in as short a time frame as possible

Rules
- Scoring will be handled through thewikigame.com
- Teams are limited to 5 members or less and each department may enter 1 team
- The event will take place as a series of 5 minute rounds where teams compete to get from one wikipedia page to another in the most unique short ways possible
- Highest score wins!

Points Awarded
- 1st, 2nd, 3rd Place

4.6.3 FilmfEUSt - Tier 1

Now, we all know that The Room 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! All films will be streamed over the EUS youtube channel!

Rules
- The FilmfEUSt entry (hereafter referred to as the film) must be submitted by midnight on Wednesday, January 20, 2021.
- Late submissions will incur a penalty of -50% points from participation submission and the inability to place (1st, 2nd, 3rd, people’s choice) in FilmfEUSt.
- The film should be emailed to the VP Spirit eusvpspirit@gmail.com
- The film must be submitted by the Department E-Week Representative or the Department President.
- Each department is only allowed to submit one film.
- The film must not exceed 7 minutes in length. If the length of the film is more than 7 minutes in length, it will receive zero points in the “length” portion of the rubric. During the event, the film will be cut off after 9 minutes.
  - This includes introduction, credits, and bloopers (anything that is shown during the event)
- The film must be an original submission and created for FilmfEUSt, not for another video competition or purpose.
- The film must be made by current undergraduate students in the department/club that the film is representing.
- Ensure film is of file format .mp4, .mov, .wmv, or .gif.
- The film cannot contain pornography, excessive gore, or anything discriminatory in nature.
  - The film must be approved by the VP Spirit. Submission of film concepts is strongly recommended to avoid disqualification.
  - 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 Team.
- Violation of these rules will immediately disqualify the submitted film. The VP Spirit and E-Week Team reserve the right to disqualify any film if it is determined to be objectionable or offensive.
- Each audience member can submit a maximum of one ballot detailing their top 2 favourite films for the People’s Choice award.
  - Ballots must have 2 different film choices or they will not be counted.
- People’s Choice ballots will be tallied and the top 5 films will be awarded with points in the “People’s Choice” category of the rubric.
  - 1st film gets 5 points, 2nd film gets 4 points, 3rd film gets 3 points, 4th film gets 2 points, 5th film gets 1 point.
  - Films ranked 6th and below will not receive any points in the “People’s Choice” category of the rubric.

Rubric

<table>
<thead>
<tr>
<th>Category</th>
<th>Explanation</th>
<th>Points Worth</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creativity and Originality</td>
<td>New great ideas</td>
<td>25</td>
</tr>
<tr>
<td>Technical Merit</td>
<td>Camera work, film techniques, and AV quality</td>
<td>15</td>
</tr>
<tr>
<td>Relevance to Department</td>
<td>Addresses quirks of department</td>
<td>15</td>
</tr>
<tr>
<td>Entertainment Value</td>
<td>Is it entertaining?</td>
<td>25</td>
</tr>
<tr>
<td>People’s Choice</td>
<td>Attendance ballot tallies</td>
<td>5</td>
</tr>
</tbody>
</table>
Points Awarded

- 1st, 2nd, 3rd Place
- Submission of a Film
- Volunteering
- Attendance (tallied through People’s Choice award)

4.6.3 Red Knight - No Tier

25 cent beer. Hundreds of engineers. The E-Week Team bartending in Jägermeister crop tops (maybe). What more do you need? As much as it pains us to say it, Red Knight will be postponed this year. What’s that? Postponed? That’s right! This year’s Red Knight budget will be saved to make next year’s Red Knight twice as Red and twice as Knight!!

4.7 Saturday, January 23rd

For the first time in (recorded) E-Week hEUStory, we’ll have a ranked event on a Saturday!

4.7.1 SongfEUSt - Tier 1

The music video equivalent of a FilmfEUSt, named after and based off of an old EUS tradition, this will consist of each department submitting a music video which will be streamed live on the EUS YouTube channel.

Rules

- The SongfEUSt entry (hereafter referred to as the song) must be submitted by midnight on Thursday, January 21, 2021.
- Late submissions will incur a penalty of -50% points from participation submission and the inability to place (1st, 2nd, 3rd, people’s choice) in SongfEUSt.
- The song should be emailed to the VP Spirit eusvpspirit@gmail.com
- The song must be submitted by the Department E-Week Representative or the Department President.
- Each department is only allowed to submit one song.
- The song must not exceed 5 minutes in length. If the length of the song is more than 5 minutes in length, it will receive zero points in the “length” portion of the rubric. During the event, the song will be cut off after 7 minutes.
  - This includes introduction, credits, and bloopers (anything that is shown during the event)
- The song must be an original submission and created for SongfEUSt, not for another video competition or purpose.

<table>
<thead>
<tr>
<th>Length</th>
<th>≤ 7 minutes</th>
<th>10</th>
</tr>
</thead>
</table>
- The song must be made by current undergraduate students in the department/club that the song is representing.
- Ensure song is of file format .mp4, .mov, .wmv, or .gif.
- The song cannot contain pornography, excessive gore, or anything discriminatory in nature.
  - The song must be approved by the VP Spirit or E-Week director. Submission of song concepts is strongly recommended to avoid disqualification.
  - 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 song cannot contain anything excessively derogatory to any other department, determined at the discretion of the VP Spirit and E-Week Team.
- Violation of these rules will immediately disqualify the submitted song. The VP Spirit and E-Week Team reserve the right to disqualify any song if it is determined to be objectionable or offensive.
- Each audience member can submit a maximum of one ballot detailing their top 2 favourite song for the People’s Choice award.
  - Ballots must have 2 different song choices or they will not be counted.
- People’s Choice ballots will be tallied and the top 5 song will be awarded with points in the “People’s Choice” category of the rubric.
  - 1st song gets 5 points, 2nd song gets 4 points, 3rd song gets 3 points, 4th song gets 2 points, 5th song gets 1 point.
  - Songs ranked 6th and below will not receive any points in the “People’s Choice” category of the rubric.

### Rubric

<table>
<thead>
<tr>
<th>Category</th>
<th>Explanation</th>
<th>Points Worth</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creativity and Originality</td>
<td>Original song or a creative cover/parody</td>
<td>25</td>
</tr>
<tr>
<td>Technical Merit</td>
<td>Camera work, AV quality</td>
<td>15</td>
</tr>
<tr>
<td>Music Video Quality</td>
<td>Presentation and coolness of video</td>
<td>15</td>
</tr>
<tr>
<td>Entertainment Value</td>
<td>Does it slap?</td>
<td>25</td>
</tr>
<tr>
<td>People’s Choice</td>
<td>Attendance ballot tallies</td>
<td>5</td>
</tr>
<tr>
<td>Length</td>
<td>≤ 5 minutes</td>
<td>10</td>
</tr>
</tbody>
</table>

Points Awarded
• 1st, 2nd, 3rd Place
• Submission of a Song
• Volunteering
• Attendance (tallied through People’s Choice award)

4.7.2 100.5th Engineers’ Ball - No Tier
The most exciting part of E-Week, the Engineers’ Ball is the top hat on a week-long run of debauchery and fun. Although it won’t be in person this year the EUS is committed to a fun entertaining night for all!

Rules
• Have fun!

5.0 Contact Information

<table>
<thead>
<tr>
<th>Name</th>
<th>Position</th>
<th>Email</th>
<th>Phone</th>
</tr>
</thead>
<tbody>
<tr>
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<tr>
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<td>Laia Shpeller</td>
<td>BMEG Co-Presidents</td>
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<td></td>
</tr>
<tr>
<td>Nadine Truter</td>
<td></td>
<td></td>
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<tr>
<td>Landon Jackson</td>
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<td></td>
</tr>
<tr>
<td>Aleesha Hsu</td>
<td>CIVL President</td>
<td><a href="mailto:civil@ubcengineers.ca">civil@ubcengineers.ca</a></td>
<td></td>
</tr>
</tbody>
</table>
6.0 Conclusion

E-Week 2021 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 2021. Compete hard, have fun, represent Engineering, and may the odds be ever in your favour!
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: