



# Competitions Booklet

2015 Engineering Games

Version 1.0

Revision: November 2nd 2014

# QUEBEC ENGINEERING GAMES COMPETITIONS

At the heart on the great engineering games annual event lies its competitions. Divided into 5 chapters, they will test the knowledge and skills of our best engineering students.

Machine



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Academic  
competitions

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competitions



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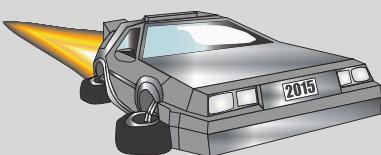


Sports

Social  
competitions



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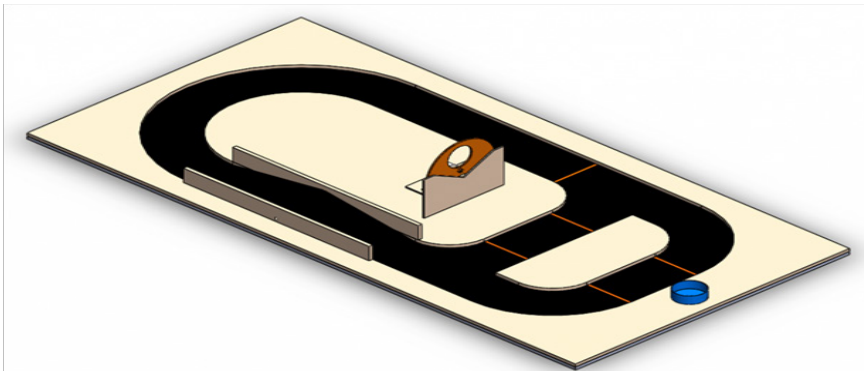


# THE MACHINE COMPETITION



## ArcelorMittal

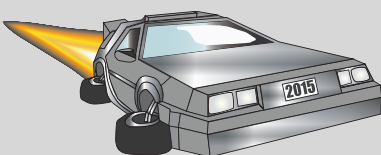
The only REAL MACHINE is the engineering games machine. It is in fact a robotics design project starting 4 months prior to the engineering games. On the last day of the engineering games, the teams will present the fruit of their labour in front of their pairs and a panel of experts. The magnitude of the task explains the 20% value of this competition on the delegation's total score.



Therefore, as this year's challenge, your team will build an autonomous racing chariot that will complete the maximum amount of laps in the given timeframe. In addition, the vehicle must launch a projectile through a target to complete Caesar's challenge. Finally, your machine must be powered by man, more specifically, by a cyclist pedaling on a supported bicycle. For more details and the official rules for this competition, please refer to the most up to date machine booklet found at the following URL:

<http://jeuxdegenie.qc.ca/machine/>

This year's competition will take place at the Orfort Arts Center on the afternoon of January 6th 2015 and will showcase a record amount of teams machines.





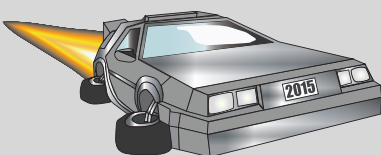
# ACADEMIC COMPETITIONS

Some people say that engineers may not use all they learn in school. In this chapter of the competitions, it is quite the opposite! With a cumulative value of 40% of the delegations final score, this section aims to challenge the participants where they are best. In order to accomplish this, a series of both theoretical and practical exams for each engineering field has been designed to evaluate the content of an engineering bachelors degree.



## COMPETITIONS BY PROGRAM

In this section, participants are tested in the feilds in which they study. Rules and specifications for each of these competitions can be found further in this booklet. Each evaluation is divided in both theoretical and practical parts.





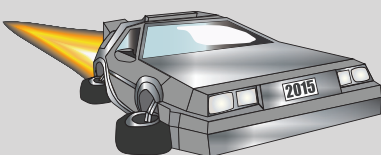
# ACADEMIC COMPETITIONS

## MAJEURE

The majeure is a conception and integration practical competition which is held the afternoon of the academics day. This year, the majeure could include the integration of the Electrical and Mechanical practical prototypes as well as a part relating to Civil studies.

## ENGINEERING DOMAINS COMPETITIONS

This section is an opportunity for the competitors to show off their applied engineering skills in two major domains of engineering: Project management and consulting engineering. Details and specifications will be found further in this booklet.



# CIVIL ENGINEERING COMPETITION

7 participants maximum

## Theoretical

3 participants maximum

The theoretical exam for this competition is designed to test the knowledge acquired in a Civil engineering course. All documentation is permitted for this competition.

### MATERIAL REQUIRED

- ▣ Paper & Pencil & Eraser
- ▣ Ruler
- ▣ Non-programmable calculator
- ▣ All documentation (Manuals, notes...)
- ▣ Electronic devices prohibited

### MATERIAL PROVIDED

- ▣ Answering booklet
- ▣ Exam booklet



## Practical

4 participants maximum

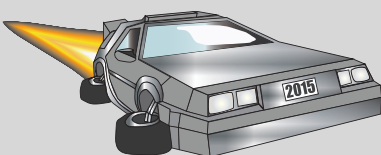
The practical part of this competition will test the ingenuity of the participants in the design and build of a prototype in the Civil or Construction engineering field.

### MATERIAL REQUIRED

- ▣ Paper & Pencil & Eraser
- ▣ Ruler
- ▣ All documentation (Manual, notes...)
- ▣ Electronic devices prohibited

### MATERIAL PROVIDED

- ▣ Required tools
- ▣ Required materials
- ▣ Personal protection equipment



# **ELECTRICAL ENGINEERING COMPETITION**

7 participants maximum

## Theoretical

The theoretical exam for this competition is designed to test the knowledge acquired in an Electrical engineering course. All documentation is permitted for this competition.

### MATERIAL REQUIRED

- ▣ Paper & Pencil & Eraser
- ▣ Ruler
- ▣ Non-programmable calculator
- ▣ All documentation (Manuals, notes...)
- ▣ Electronic devices prohibited

### MATERIAL PROVIDED

- ▣ Answering booklet
- ▣ Exam booklet

## Practical

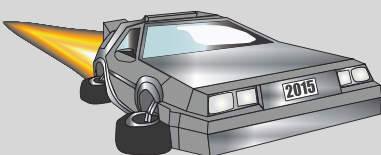
The practical part of this competition will test the ingenuity of the participants in the design and build of a prototype in the Electrical engineering field.

### MATERIAL REQUIRED

- ▣ Paper & Pencil & Eraser
- ▣ Reference Manuals
- ▣ Notes
- ▣ Toolbox (Exacto, Pliers, Soldering iron, screwdriver, hot glue gun, breadboard)

### MATERIAL PROVIDED

- ▣ Any single use material required
- ▣ Specifications booklet



# ***MECHANICAL ENGINEERING COMPETITION***

7 participants maximum

## Theoretical

The theoretical exam for this competition is designed to test the knowledge acquired in a Mechanical engineering course. All documentation is permitted for this competition.

### MATERIAL REQUIRED

- ▣ Paper & Pencil & Eraser
- ▣ Ruler
- ▣ Non-programmable calculator
- ▣ All documentation (Manuals, notes...)
- ▣ Electronic devices prohibited

### MATERIAL PROVIDED

- ▣ Answering booklet
- ▣ Exam booklet

## Practical

The practical part of this competition will test the ingenuity of the participants in the design and build of a prototype in the Mechanical engineering field.

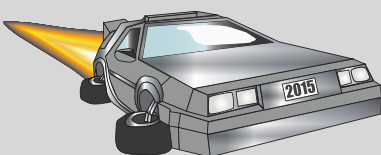
### MATERIAL REQUIRED

- ▣ Paper & Pencil & Eraser
- ▣ Reference Manuals
- ▣ Notes
- ▣ Safety glasses
- ▣ Toolbox (Measuring tape, exacto, pliers, hot glue gun, rotative tool (dremel), sand paper, battery drill, clamp )

### MATERIAL PROVIDED

- ▣ Any single use material required
- ▣ Specifications booklet

**Q** **Hydro**  
**Québec**





# COMPUTER ENGINEERING COMPETITION

7 participants maximum

## Theoretical

The theoretical exam for this competition is designed to test the knowledge acquired in a Computer engineering course.

### MATERIAL REQUIRED

- ▣ Paper & Pencil & Eraser
- ▣ Ruler
- ▣ Non-programmable calculator
- ▣ No documentation allowed
- ▣ Electronic devices prohibited

### MATERIAL PROVIDED

- ▣ Answering booklet
- ▣ Exam booklet



## Practical

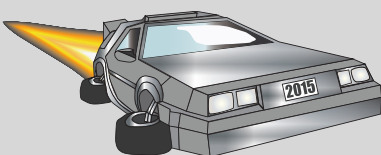
The practical part of this competition will test the ingenuity of the participants in the design and build of a prototype in the Computer engineering field.

### MATERIAL REQUIRED

- ▣ Paper & Pencil & Eraser
- ▣ No documentation allowed
- ▣ Empty USB drive

### MATERIAL PROVIDED

- ▣ Computer with required software
- ▣ Specifications booklet



# CHEMICAL ENGINEERING COMPEPTITION

7 participants maximum

## Theoretical

The theoretical exam for this competition is designed to test the knowledge acquired in a Chemical engineering course. All documentation is permitted for this competition.

### MATERIAL REQUIRED

- ▣ Paper & Pencil & Eraser
- ▣ Ruler
- ▣ Non-programmable calculator
- ▣ All documentation (Manuals, notes...)
- ▣ Electronic devices prohibited

### MATERIAL PROVIDED

- ▣ Answering booklet
- ▣ Exam booklet

## Practical

The practical part of this competition will test the ingenuity of the participants in the application of a protocol in the Chemical engineering field.

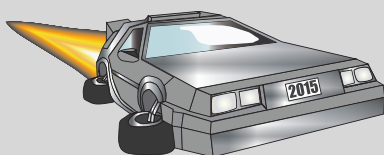


### MATERIAL REQUIRED

- ▣ Paper & Pencil & Eraser
- ▣ Lab coat
- ▣ Safety glasses

### MATERIAL PROVIDED

- ▣ Lab equipment required
- ▣ Any supplies required
- ▣ Specifications booklet



# MAJEURE COMPETITION

4 participants maximum

This competition is built to test the capacity to combine different domains in order to create a common prototype. All documentation is allowed during this competition.

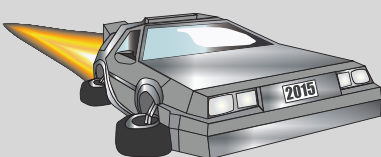
## MATERIAL REQUIRED

- ▣ Paper & Pencil & Eraser
- ▣ Ruler
- ▣ Non-programmable calculator
- ▣ All documentation (Manuals, notes...)
- ▣ Electronic devices prohibited

## MATERIAL PROVIDED

- ▣ Specifications booklet
- ▣ Required supplies

This year's competition will require skills in electrical, mechanical and civil engineering. More specifically, this challenge could require the use of the prototypes build in the practical competitions mentioned earlier. It is therefore important to coordinate who will be in the practical competitions and the majeur.



# PROJECT MANAGEMENT COMPETITION

5 participants maximum

This exam is build to test the skills of our competitors in engineering project management. This competence has been added by the organisers as it represents an important field of engineering work. All documentation is allowed for this competition.

## MATERIAL REQUIRED

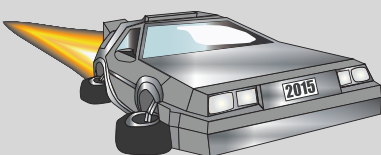
- ▣ Paper & Pencil & Eraser
- ▣ Ruler
- ▣ Non-programmable calculator
- ▣ All documentation (Manuals, notes...)
- ▣ Empty USB drive

## MATERIAL PROVIDED

- ▣ Exam booklet
- ▣ Answering booklet
- ▣ Computer (Office and internet)



The exam could be formed of questions of theoretical nature and solving of time management situations developed by our writers. We strongly suggest that you get familiar with «in-basket» type exams to get ready for this challenge.



# CONSULTING ENGINEERING COMPETITION

4 participants maximum

This competition's goal is to test the consulting engineering skills of our participants. All documentation is permitted for this section.

## MATERIAL REQUIRED

- ▣ Paper & Pencil & Eraser
- ▣ Ruler
- ▣ Non-programmable calculator
- ▣ All documentation (Manuals, notes...)
- ▣ Empty USB drive

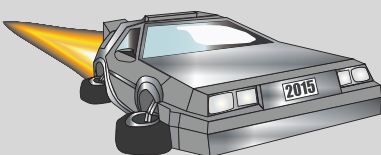
## MATERIAL PROVIDED

- ▣ Exam booklet
- ▣ Answering booklet
- ▣ Computer (Office and internet)

Solutions found to the problem put forth will be conveyed to our judges and partners by both a written report and oral presentation.



# BBA



# ***CULTURAL COMPETITIONS***

This chapter of comeption puts forth hidden skills of engineering games competitors. Each year, participants excell in their speed in quizzes, their ardor in debates, their general knowledge and their liveliness in improvisation. This year, this chapter will also contain our commemorative celebration of the engineering games 25th edition. These challenges are worth a total of 20% of the delegations final score.

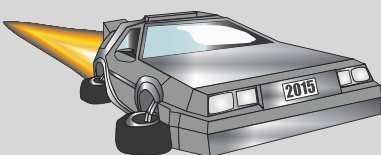
## ***DEBATES***

2 participants maximum

Engineering games debates are the application of analysis techniques, vulgariastion and argumentation in a context understood by anyone in engineering studies. Since the goal is to evaluate the quick reasoning and liveliness of concurrents, they will have very limited time to prepare once the debate subject if known. The teams of 2 per delegation will compete in a face to face manner before a panel of juges and will be either proposition or opposition.



The specific rules and specifications for this competition are at the very end of this document.



# 25TH ANNIVERSARY

This year, we are proud to be hosting the 25th consecutive engineering games competition. To celebrate this feat, this years general knowledge competition will take the shape of a series of game show type games held on the stage of the Granada theatre.

The delegations will have to create teams with the amount of players shown below . Please note that only delegations of 22 or less delegates can reuse their players for up to 2 different games. We strongly suggest that you get acquainted with the following gameshows as we have based our games on them:

5 players per delegation



5 players per delegation



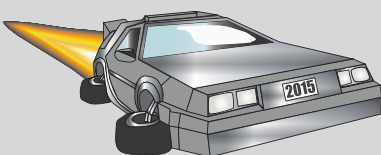
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4 players per delegation



**\*\*2 Players per delegation will also be required to answer a general knowledge questionnaire prior to this event \*\***



# IMPROVISATION

4 participants +1 Coach maximum

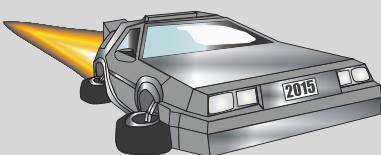
Improvisation was invented in Quebec by the Gravel/Leduc duo in the late 70's. It reunites 2 teams competing in improvised theatricals in a concept inspired from hockey. The game consists of battles between the two teams of 4 players including at least 1 woman (+ a coach). A referee and 2 linesmen are designated to ensure the rules are followed.



## The tournament

The up to eleven participating teams will be divided into 4 pools. The placement matches held on the afternoon of the academics day will determine which best 2 teams per pool will compete in the quarter finals. All matches will follow the rules in the present booklet. The tournament is divided in quarter finals, semi-finals, bronze final and final. The bronze final and final have a duration of 45 minutes instead of 30 minutes for other matches. The podium shall be announced at the closing banquet.

The specific rules and specifications for this competition are at the very end of this document.





4 participants maximum



## Context

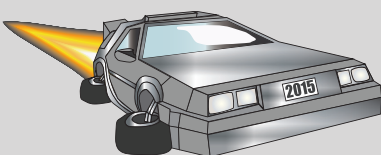
«Génie en herbe» type trivia is a general knowledge trivia quizz game created by Radio-Canada in the 70's.

This competition will take place on the afternoon of the academics day. Each match will last 15 minutes and there will be 10 minute periods to allow teams to travel between matches in the different classrooms.

## Players

Each delegation must provide a team of 4 players with one player acting as team captain.

The specific rules and specifications for this competition are at the very end of this document.



# TRIVIA

## Tournament

The competition has 5 stages :

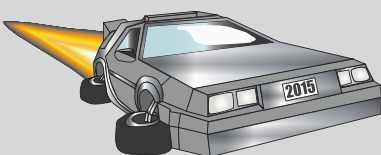
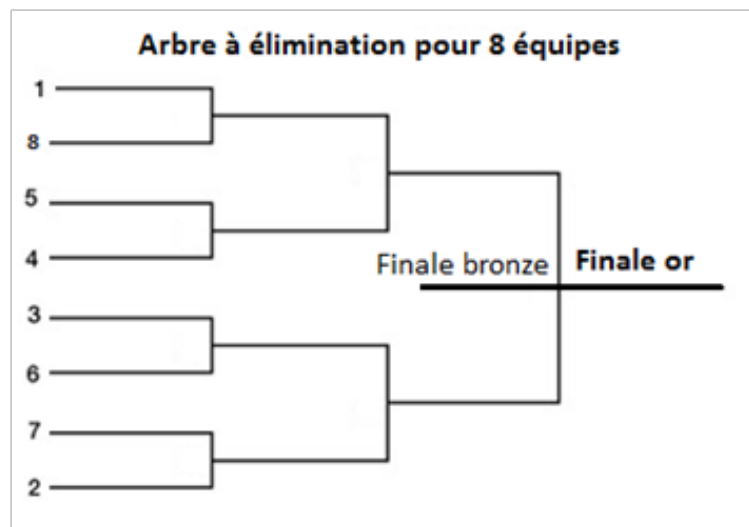
- ▣ Preliminary rounds (all teams);
- ▣ Quarter finals (8 teams);
- ▣ Semi-finals (4 teams);
- ▣ Bronze final (2 teams for 3rd and 4th place);
- ▣ Final (2 teams — First and Second place).

## Preliminary rounds

Teams who will play against each other will be drawn at random. Each team will play 4 games during this stage. These 4 games determine who will face who in the quarter finals. The 2 losing teams of the semi-finals will then meet in the bronze final and the 2 winning teams will face in the grand finale.

The order of the 8 teams in the quarter finals is calculated from their amount of wins and the average point lead all 4 matches.

The tournament is simple elimination and will be as shown below :



# SPORTS



Sports day is an occasion for participants to show their skills in a field not closely related to engineering. Five different sports have been created to test the athleticism and sportmanship of the delegates. Each of these original creations is worth 2% for a combined total of 10% for all of the sports combined. These are no ordinary sports, they have been modified in order to test our participants adaptability which is an important competence for any engineer.

## SPORT #1 : GENIE-FOOT

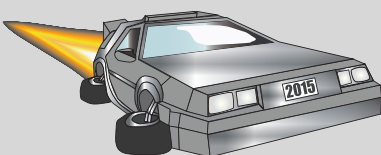
11 participants maximum, 9 minimum

To continue with tradition, this sport will remain a secret until the day of the competition.

### MATERIAL REQUIRED

- Sports shoes
- Sports attire

With its full scale, this sport will test team members coordination and should offer an interesting spectacle to all spectators, it will be held inside a gymnasium. Tie breaking is done by removing the goaltenders until a team scores.



# SPORT #2 : TRIBAL

8 participants maximum, 6 minimum

This game is a mix of three known sports : Soccer, Basketball and handball. Indoor soccer goals (in a gymnasium) will be placed beneath the basketball nets. The goal is to score either with hands or feet aswell as in the basket.

## Point value

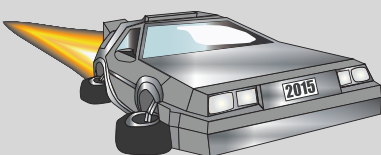
- Goal with hands : 1 points
- Goal with feet : 2 points
- Goal in the basket: 3 points

## MATERIAL REQUIRED

- Sports shoes
- Sports attire

## Rules

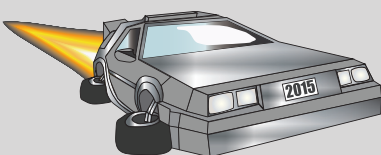
- The game surface used is that of basketball.
- 5 Players and a goaltender per team are required on the court.
- The ball used will be a foam ball with decent bouncing.
- Player changes can happen at any moment as long as they are not used to advantage the team who is making a change.
- If a change is made that adantages a team, they lose possession of the ball.
- After a faceoff, it is required to pass at least once before a shot is taken.
- Une mise au jeu sera effectuée après chaque but et lors du début des périodes.
- A ball cannot be picked up off the floor with hands, it must be caught in the air.
- If a team picks the ball off the floor with their hands, it goes to the opposing team.



# SPORT #2 : TRIBAL

Continuation of rules:

- ▣▣▣▣ When a player has the ball in his hands, he must either dribble, either make a pass. He cannot move with the ball in his hands (basketball/handball).
- ▣▣▣▣ When a player has a ball at his feet, he is playing soccer.
- ▣▣▣▣ A player with the ball in his hands can make a pass using the ground but the ball must now be played as a soccer ball.
- ▣▣▣▣ The goaltender can pick the ball up with his hands.
- ▣▣▣▣ It is forbidden to enter the goaltender's area
- ▣▣▣▣ If a player makes an illegal contact, his team loses possession of the ball
- ▣▣▣▣ If the ball leaves the play area, it goes to the opposing team
- ▣▣▣▣ If the ball goes out of the sidelines, it can be either thrown in or kicked in.
- ▣▣▣▣ If the ball goes out of the end lines:
  - ▣▣▣▣ If the attacking team is at fault, the goal tender gains possession of the ball
  - ▣▣▣▣ If the defensive team is at fault, the ball is put into play from the corner, either with hands or feet by a member of the attacking team.



# SPORT #3 : ULTIMATE UFO

8 participants maximum, 5 minimum

This sport is in fact a match of indoor Ultimate frisbee with a modified projectile to test the adaptability of our competitors. This same unidentified projectile shall remain a mystery until the day of the competition.



## MATERIAL REQUIRED

- Sports shoes
- Sports attire

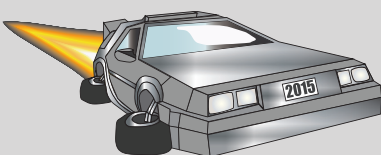
## Rules

### Preparation of teams

- Each team starts in their respective areas as specified by the referee, the defensive team then throws the object towards the other team.
- There can only be 5 players per team on the court

### The match

- At the moment when the object leaves the pitcher's hand, both teams can move freely on the court
- The player in possession of the object must keep one foot planted around which he can pivot.
- A player must pass the object within 12 seconds time after he catches it, it is up to the defensive team to keep count
  - When a pass is incomplete (touches the ground or is intercepted), the defensive team takes possession and becomes the attacking team.
- Player changes only happen after either injury or a team has scored
- All contact is forbidden, any contact is a fault
- When a fault is committed by a player, his team loses possession of the UFO.
- If required, a tie-breaking match of UFO throws can be used.



# SPORT#4 : POW BALL

9 participants maximum, 6 minimum

## MATERIAL REQUIRED

Warm clothes for outdoor winter sports

## Description

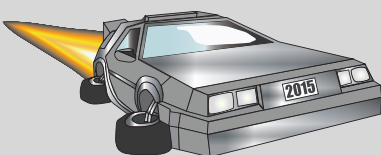
This sport is actually a match of soft ball played with your feet and a soccer ball commonly called kickball. The matches will be held outdoors with a quality of snow that only mother earth can control.

The team in the attacking position will provide his own pitcher who will roll the soccer ball towards home base like in bowling. The defensive team will have one player per base, one player at home plate and 2 players in the field.

## Rules

The general rules are those of soft-ball, with the following specification:

- It takes a TOTAL of 3 faults (foul ball or strike) for a player to be out
- After 3 outs or 5 points, the defensive team becomes the attacking team
- Games last 3 innings
- It is forbidden to steal bases
- Contact with the runners base must be held until the player has kicked
- The referee can adjust rules if required without notice



# SPORT#5 : SCEAUDD

8 participants maximum, 5 minimum

## Objective

The objective of the game is to fill the opposing team's bucket while protecting your own. At the end of the match, both buckets are compared and the referee decides who is victorious (The team with the least water in their bucket). The bucket is held afloat by an inflatable tube.

## Description

Each match is made of two 7 minute periods in between which players can change up players and positions. Each team is separated into 2 types of players: The Foo's (2) and the Fountains (3). The 2 Foo's have pool boards and must protect their own bucket either by blocking streams of water or by moving the target. No one is allowed to make contact with the inflatable tube or bucket. The Foo's must find another way to move the target ( ex: make waves)

The 3 other players are Fountains. They are equipped with pool noodles and must use them to fill the opposing teams bucket with water. The only way to fill the enemy's bucket is using this method.



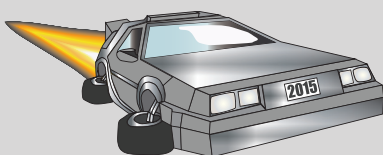
### REQUIRED MATERIAL:

- ▣▣▣▣ Bathing suit
- ▣▣▣▣ Bathing cap



## Rules

- ▣▣▣▣ No contact is allowed.
- ▣▣▣▣ Players may not trade positions (trade a noodle for a board) except at half-time.
- ▣▣▣▣ No one can touch the bucket or the inflatable tube.
- ▣▣▣▣ The referee must add water to both buckets at the end of a match to represent the faults made by both teams.
- ▣▣▣▣ Players must remain in the pool.





# ***SOCIAL COMPETITIONS***

Everyone participates

On top of all these competitions, this last chapter's objective is to maintain the positive spirit of the Engineering Games competition. Delegations that excell in the originality of their theme, their presentation, their team spirit, their participation and more will receive à great score out of the 10% total of this section.

## ***FINAL WORDS***

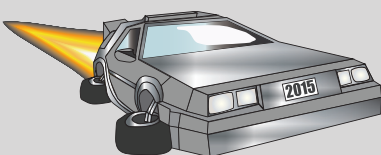
The organising commitee, directors and volunteers hope the competitors will have a rewarding and pleasant experience. We also hope the competitions will be at the height of your skills and expectations.

For any questions, comments or worries regarding this booklet, please contact your delegation president who will assure the follow up of realevant issues on the engineering games website forum.

Reminding you that all of this has been made possible thanks to the generosity of our sponsors !

Regards,

Jonathan D'Amours  
Vice-Président aux compétitions  
Comité organisateur des 25ièmes jeux de génie du Québec



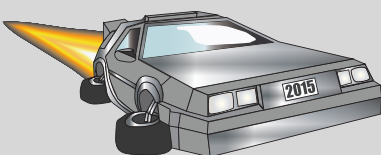
# ***ANNEX 1 : DEBATE RULES***

## 1. Extemporaneous Debates

Competitors must use analytical techniques to present, with minimum preparation, a reasoned point of view of a resolution that has not been disclosed beforehand. The goal is to assess the competitors' abilities to convey ideas and develop arguments. The purpose is not to assess competitor knowledge of parliamentary procedure and formal debating rules. Therefore, the rules normally used in debates have been modified and relaxed to enable students with no formal debate experience to take part. The debate will be conducted in a parliamentary debate format.

### 1.1. Team Composition

A debate team must consist of two members. Both team members must be part of the same Engineering Games delegation.



# ANNEX 1 : DEBATE RULES

## Judges

An odd number of judges (preferably at least 3) is required to assess the argumentation, communication skills and team dynamics of the competitors. Judges will have knowledge and/or experience in debating.

## Competition Director

The Competition Director is responsible, for the entire implementation of the Debate competition. The Director must work with the Mediator in developing the debate topics, schedule and overall competition procedure; however, the Director is ultimately responsible for these things.

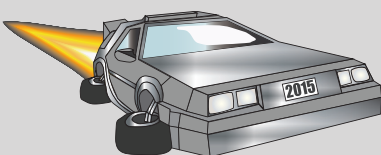
## Debate Mediator/Debate Chair

The Debate Mediator, otherwise known as a Debate Chair, is the expert in debate procedure and interpretation. The Mediator acts as an impartial judge and ensures that the judges understand the rules of the debate.

The Chair of the debate ensures the rules of the debate are upheld. He or she grants the right to speak (introduces the debater) and enforces the time limits. Most importantly, the Chair makes rulings on the “points of procedure” put forward by the debaters. The decisions of the Chair are final.

## Timekeeper

The timekeeper is responsible for ensuring that competitors stay within their allotted time limits. The timekeeper will inform speakers of specific time intervals.



- ▣ A: 30 seconds elapsed
- ▣ B : 1 minute elapsed
- ▣ C : 30 seconds left
- ▣ D : 15 seconds final countdown

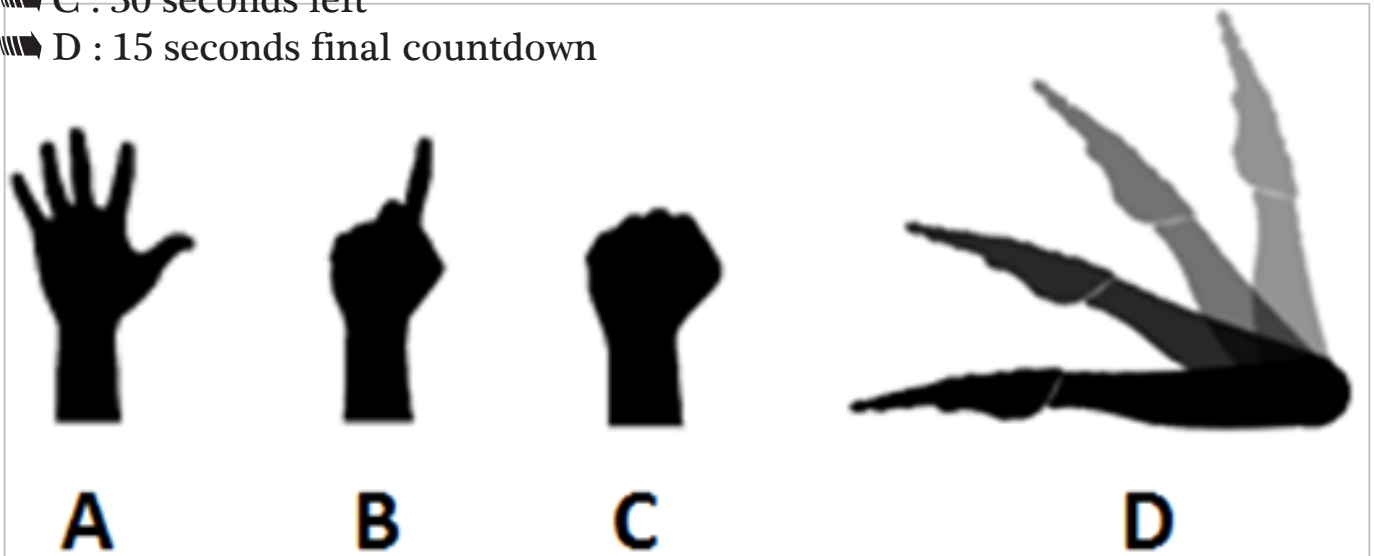
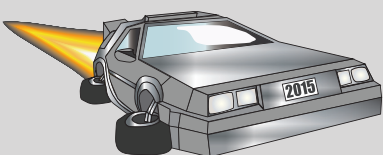


Figure 1 : Timekeeper signals

If a question is asked in the first or last thirty seconds of the speech, the Timekeeper will indicate this to the Chair so that the question is rejected. If a member of the debater team knocks on the table during the final fifteen (15) seconds, the Timekeeper will permit an extra and final fifteen (15) seconds of grace.



# ANNEX 1 : DEBATE RULES

## Allowed External Resources

External resources such as stopwatches, writing pads and other tools are allowed at the discretion of the debate mediator and judges. Props used to aid the debate which are not made available to all debaters are not permitted.

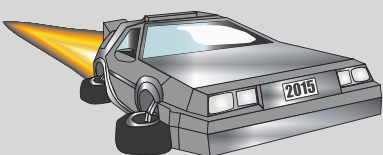
## 1.3. Debating Rules and Elements

### 1.3.1. Teams

The debate is between two teams, each with two members. The Proposition will be given the task of presenting an initial set of ideas and arguing their validity. The Opposition will then proceed to show how these ideas are undesirable. Before the resolution is revealed, a coin toss is held. The team that wins the toss gets to pick the side that they want to represent. Teams are expected to act responsibly at all times. Inappropriate language or offensiveness towards the other team, the officials, or the audience is not acceptable. Teams are expected to direct all of their speeches towards the audience.

### 1.3.2. Resolutions

The resolutions will be assigned by the organizing committee and will be validated by the Debate Chairs before the competition begins. They will be related to an issue that the average engineering student should have a defensible opinion on without any preparation. The resolutions will not be truisms. Absolute words such as «all,» «everyone,» and «always» will also be avoided (Ex, «Be it resolved that all engineers are good at math» is not a good resolution, since there are always exceptions). Once both teams are informed of the resolution, they are given two minutes to prepare for the debate. It is strongly suggested that the propositions and their translations be sent to and validated by the determined debate chairs before the competition.



# ANNEX 1 : DEBATE RULES

## 1.3.3. Time Allotted to Debaters

The speaking order and times will be as follows:

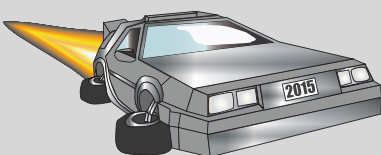
Proposition	Opposition
Preparation time (2 min)	Preparation time (2 min)
First speaker (2 min)	
	First speaker (2 min)
Second speaker (2 min)	
	Second speaker (2 min)
	First Speaker - Conclusion (1 min)
First speaker - Conclusion (1 min)	

## 1.3.4. Role of the Proposition

The proposition must narrow down the resolution so that the debate will be about one major topic. The resolutions must not be squirreled or converted into truisms. Squirreling is the act of redefining the resolution so that it has a meaning different than the one intended by the resolution. The proposition must also avoid specific knowledge debates where the average engineer has no familiarity with the topic. The proposition can follow one of two different strategies in the debate:

### The Principle Case

In a principle case, the proposition presents a principle or a contention. The principle is a general statement that is debatable based on facts, experience, or morals. Examples include «engineers need to be well rounded» and «Canadians abuse the free health-care system.» The contention is the application of the principle to a particular situation relating to the resolution. The contention must be about one major topic and may be a restatement of the resolution. Example contentions for the above principles would be: «Engineering students should be required to take more complementary studies classes» and «People should be discouraged from going to a doctor unless necessary.»



# ANNEX 1 : DEBATE RULES

## The Plan Case

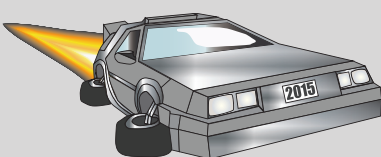
In a plan case, the proposition still identifies a contention. Once this is done, they present a plan for implementing the contention and changing the status quo. They must identify the need for change and how the plan will induce this change. Example plans for the above contentions would be: “Students should be required to take two years of general studies before entering an engineering program” and “Individuals should be charged a fee every time they visit a doctor.” The plan case is the most effective when the principle and contention are almost non-debatable. For example, if the resolution is “Be it resolved that waste management should become more stringent,” the contention is almost unquestionable. However, the proposition can intensify the debate by adding, “Thus, we propose that any household that produces more than a certain quota of waste be severely fined.” In a plan case, it is important that the plan does not become too specific since preparation time is limited and the technical knowledge necessary to develop the plan is non-existent.

### 1.3.5. The First Speaker

The first speaker of the proposition must explain the interpretation of the resolution, clearly state the principle or contention, and clarify any definitions. If a plan case is introduced, the entire plan must be outlined in the first speaker’s speech. Finally, the first speaker must initiate the argumentation for the contention and plan.

### 1.3.6. The Second Speaker

The second speaker of the proposition continues the argumentation of the first speaker and reaffirms concepts that have been attacked by the opposition. New parts of a plan may not be introduced and terms in the resolution may not be defined. New lines of argumentation and new evidence, however, may be introduced.



# ANNEX 1 : DEBATE RULES

## 1.3.7. Role of the Opposition

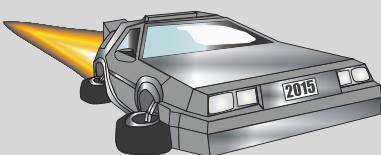
The opposition's task is to convince the judges that the proposition's views are fallacious. If the case presented by the proposition is a truism or requires specific knowledge to debate, the opposition can appeal to the judges with a «point of procedure» (Section 1.3.11) at the beginning of the first speech from the opposition. If the point is well taken, then the opposition must redefine the resolution in a debatable manner. If the proposition presents a principle case, the opposition is left with little more to do than attack the principle. If the proposition presents a plan case, the opposition can attack the principle, the contention or the arguments for the plan. The opposition can also show how the plan will not work or identify the undesirable side effects that it will create. Finally, the opposition may propose a counter plan that is more effective than the original plan. The first speaker of the opposition must introduce counter plans.

## 1.3.8. Conclusions

In the conclusions, the most prevalent elements of the debate must be summarized in a concise and convincing manner. No new arguments or facts may be presented unless they directly refute what has already been discussed.

## 1.3.9. Questions

Questions are a secondary means of refuting arguments. They can promptly point out deficiencies in ideas. The debater who currently holds the floor has the authority to take or ignore questions. The opponent who wishes to ask a question indicates their desire by simply standing up. If the debater does not wish to take the question, he or she can so indicate by a wave of the hand or a simple «no, thank you.» If this occurs, the inquiring party must sit down. If the current debater wishes to entertain the question, it must be stated by the opponent in less than 10 seconds. Both team members may take part in answering the question. The time is stopped while the question is asked. The time used to answer the question comes out of the current debater's allotted time. Each debater must accept one question during his or her speech, if the opponent is making an honest attempt to ask a question. Three attempts at asking a question constitutes an honest attempt.





# ANNEX 1 : DEBATE RULES

Questions will not be allowed in the first 30 seconds of a speech or during the 30 last seconds, or during conclusions. Therefore, the A signal of the Timekeeper indicates that questions are allowed and the C signal indicates the end of questions (figure 1).

## 1.3.10. Heckling

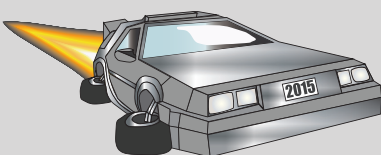
Often, the speaker can contradict himself/herself or make an absurd assumption. Heckling at this time will point out the error and add to the debate. Heckling is acceptable if it is short, to the point and preferably witty. If excess heckling becomes disturbing, the Chair may intervene.

## 1.3.11. Points of Procedure

If a team believes that one of the rules of the debate have been broken, they must immediately alert the Chair of the violation by standing and saying «Point of Procedure.» The Chair will then respond with, «Make your point.» The team will then proceed to explain how the debate rules have not been followed. Finally, the Chair will rule on the point by saying, «Point well taken» or «Point not taken.» If it is obvious that the Chair is incorrect, the team should not argue with the Chair, but expect the judges to compensate for the Chair's shortcomings. The time it takes to rise and rule on a point is not included in the speaking time of the team currently debating. The following are violations that warrant a point of procedure:

- ▣ Unprofessional or offensive behavior;
- ▣ Truism\*;
- ▣ Presentation of a specific knowledge case\*;
- ▣ Misquotations;
- ▣ Speaking to the opponent instead of the audience;
- ▣ Presenting new arguments in the conclusion;
- ▣ Introduction of parts of a plan by the second speaker.

(\*If the proposition has presented a truism or specific knowledge case, the opposition must wait until the end of the first debater's speech to point this out.) If the officials have failed to follow the rules of debate (incorrect speaking order, too much speaking time allowed, etc.), it may be politely pointed out to them with a Point of Procedure.



# ***ANNEX 1 : DEBATE RULES***

The details of the Points of Procedure will be explained during the Pre-Competition Briefing and further in this section.

## **1.3.12. Languages**

The resolutions will be presented in English and in French. While every effort is made to translate the words and meaning of resolutions as accurately as possible, the meaning used by the Judges will be as redefined by the Proposition. Each debater is allowed to debate either in French or in English but only in one of these languages. It is the debater's responsibility to make sure he or she can understand both French and English as no simultaneous translation will be offered. The organizing committee will make sure the judges and the Chair understand both languages.

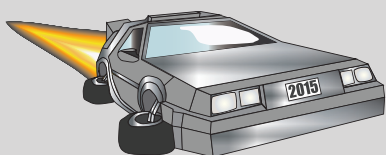
## **1.4. Procedure / Timeline**

### **1.4.1. Pre-Competition Briefing**

These rules are to be made available to all competitors and judges at 24 hours prior to the competition. A competition briefing will be held before the commencement of the competition and will include the debate moderators/chairs, timekeeper, Competition Director, judges and competitors. The debate moderators/chairs will run the briefing and review the rules, tips and expectations for the debates. The purpose of the briefing is not to elude to potential debate topics, but to ensure that all rules and procedures are understood by judges and competitors. There is no timeline for this briefing and questions may be fielded at the discretion of the debate moderators and Competition Director.

### **1.4.2. Presentation Order**

The debate schedule will be prepared at random and presented at the pre-competition briefing (at least twenty (20) minutes prior to the first debate). This schedule will remain visible and updated systematically throughout the Debates competition. The schedule should also illustrate the path which a team will follow depending on wins and losses.



# ***ANNEX 1 : DEBATE RULES***

## **1.4.3. Double Elimination**

The debate draw is of the double elimination type. Therefore every team (except the finalist team) stays in the tournament until it has lost two debates.

## **1.4.4. Competition Schedule**

The debates will be held in two separate time periods. The Competition briefing and the first matches will be held on Sunday January 4th from 13:00 to 17:00. The Competition briefing should last about 20 minutes and debate's averages 20 minutes including all normal preparation delays.

## **1.5. Assessment and Judging**

### **1.5.1. Judging**

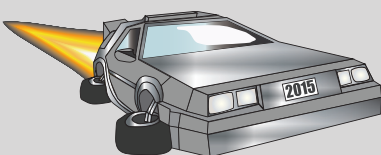
The debate is judged based upon the most convincing argument. Each judge will decide individually and the debate chair will tally the decisions and announce the winner.

### **1.5.2. Feedback**

After the conclusion of the debate and the announcement of the winning team, judges may elect to provide feedback to the competitors in the form of writing. The Competition Director will provide forms which can be used as a guideline for comments.

### **1.5.3. JDG's overall score**

Extemporaneous debates are part of the academic competition and account for 5% of the delegation's total score.



# ANNEX 1 : DEBATE RULES

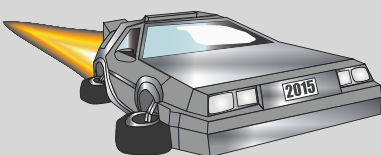
## ANNEX A: Détails of the points of procedure

**Unprofessional or offensive behavior** – A speaker behaves unprofessionally when he is crude, or when his speech or attitude does not fit the debate's decorum. In this case, the President will ask the speaker to correct his mistakes. Failure to do so can lead to the disqualification.

**Truism** – This Point of Procedure can definitely change the course of a debate. A truism can occur when proposition as redefined cannot be debated, for it is a fact or a tautology. This Point of Procedure must be signaled to the President by the 1st speaker of the opposition, after the 1st speaker of the proposition finishes his first speech, which includes the litigious redefinition. If the Point is accepted, the 1st speaker of opposition will be granted the opportunity to redefine the original proposition from the start, invalidating the previous redefinition brought by the Proposition. If the Point is refused, the debate will resume with the current proposition and redefinition.

**Presentation of a specific knowledge in redefinition** - A specific knowledge is defined as a concept or fact that is not known to an average engineering student. This Point of procedure must be signaled to the President by the 1st speaker of the opposition, after the 1st speaker of the proposition finishes his first speech, which includes the litigious redefinition. If the Point is accepted, the 1st speaker of opposition will be granted the opportunity to redefine the part of the proposition that includes a specific knowledge, invalidating a part of the previous redefinition brought by the Proposition. If the Point is refused, the debate will resume with the current proposition and redefinition.

**Presentation of a specific knowledge in arguments**- A specific knowledge is defined as a concept or fact that is not known to an average engineering student. If an argument is based on a specific knowledge of the speaker, the Point must be signaled to the President immediately. Doing so will pause the debate. If the Point of Procedure is accepted, the President will ask the speaker to modify or abandon the argument and the judges will ignore this argument. The debate will resume and will assume this argument is invalid. If the Point is rejected, the debate resumes and the argument will stand.



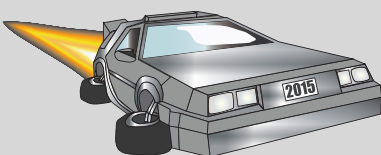
# ANNEX 1 : DEBATE RULES

**Misquotation** – If a debater is misquoted by another one, he must signal the Point to the President immediately. If the Point is accepted, the President will ask the speaker to modify or abandon the wrong quotation and the judges will ignore the misquotation. If the Point is rejected, the debate resumes and the quote will stand.

**Speaking to the opponent directly** - All debaters must address their speech to the President or the audience at all times. Speaking to an opponent directly is considered rude and a lack in decorum. A debater will signal this Point to the President immediately and the President will act accordingly.

**A new argument in the conclusion** – The essence of the debate is an exchange of ideas and arguments. New arguments or ideas are defined as concepts that have not been mentioned or discussed during the previous debate. It is prohibited to introduce new arguments in the conclusion, as it cannot be debated properly. A debater must signal this Point to the President immediately, which will pause the speaker's conclusion. If the Point is accepted, the speaker will be asked to modify or abandon the argument and the judges will ignore it. If the Point is refused, the debate is resumed and the argument still stands.

**Introduction of parts of a plan by the second speaker** – The first speaker of each team has the responsibility to introduce the argument plan to the audience. A second speaker can not introduce a new argument or topic which is not part of the original plan. A debater must signal this Point to the President immediately, which will pause the debate. If the Point is accepted, the speaker will be asked to modify or abandon the argument and the judges will ignore it. If the Point is refused, the debate is resumed and the argument still stands.



# ***ANNEX 2: IMPROVISATION RULES***

## Teams

A team shall be composed of 4 improvisers (at least one woman) and a coach. Two opposing teams play during a match. A referee and two linesmen supervise the game to assure the respect of the rules.

## Playing area

During each improvisation, players may not leave the rink surface.

## Match duration

The time allowed for a match shall be thirty (30) minutes with an intermission between matches of five (5) minutes.

## Timing

The timer never stops within a 30 minute period, even between sketches. However, each improvisation has a specified time duration.

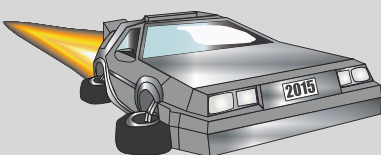
## Two types of improvisation

### Compared

Each team, in turns, must improvise on the same theme. A flip of the puck determines which team decides who starts first. No communication will be allowed while the other team improvises.

### Mixed

One player or more from both teams will face-off using the same theme.



# ANNEX 2: IMPROVISATION RULES

## Game flow

### a) Announcement of the theme

The referee picks a card at random and reads it out loud:

- 1) Types of improvisation
- 2) Title of improvisation
- 3) Numbers of players
- 4) Category
- 5) Duration

### b) Consultation

Teams have twenty (20) seconds of consultation and take place on the rink. The referee starts the play by blowing his whistle.

For the Compared type, the referee flicks the puck after the twenty seconds of consultation.

### c) Points

A point is awarded by the decision of the public and the two linesmen. A scoring team will have a minimum of two (2) of the three (3) votes. The public and each linesman have one vote.

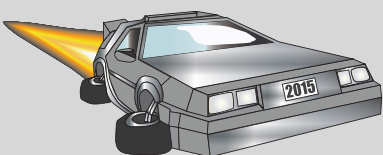
In the event of a tie (equality in the counting of the votes), no points are recorded.

## Tie-breaking

Event of a tie at the end of the match, a shootout type improvisation will be held. If there is equality in the counting of votes, another improvisation will follow.

## Penalties

The referee is the absolute master of the game. At all times, he may impose a penalty on a player or a team for any offense affecting the quality of the game or the game flow. The penalty is announced before the vote on the improvisation.



# ***ANNEX 2: IMPROVISATION RULES***

## Penalty points

The penalized team receives one or two penalty points depending on the nature of the offense (minor or major). A major penalty is an offense that destroys the game while a minor offense may be an oversight, a mistake, delay, etc.

The accumulation of three penalty points (total accumulated chronologically by players or teams) automatically gives a point to the opposing team.

## Expulsion

Any player who has two (2) penalties in the same game is expelled from the game and must retire to the locker room. His expulsion clears the penalty points resulting from the two faults if they have not already been tabulated.

## Requests for information

Only the captain of each team is entitled to ask for an explanation from the referee. If the captain is already expelled, it will be replaced by assistant captain.

## Tournament Mechanics

### Playoff games:

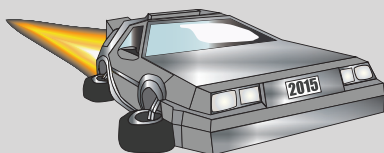
The eleven participating universities will be separated into four pools. The matches to determine the best teams in each pool will be held on the afternoon of the academics day.

Playoffs follow the same regulations as the tournament games. However, the vote will be made by a panel of three judges.

The top two teams from each pool will go into the tournament.

### Match of the tournament:

Tournament matches will follow the rules of this document. The tournament is divided into quarter finals, semi-finals, bronze final and a final. The final and bronze final last for 45 minutes instead of 30 minutes. The podium will be announced during the closing banquet.





# **ANNEX 3: TRIVIA RULES**

## **1. TEAM WITH LESS THAN 3 PLAYERS**

If a team shows up with less than 3 players they lose automatically.

## **2. LATE ARRIVALS**

A 10 minute break is provided between each match for teams to travel between classrooms. After this delay, the missing team loses automatically. For the face to face and criss-cross questions, the question for the missing player may only be answered by his opponent.

## **3. SUBSTITUTION OR ADDING PLAYERS**

No trades or joining of new players is permitted once the match has begun

## **4. PENALTY FOR HASTY WRONG ANSWER**

Unless otherwise mentioned, answering wrongly a question before it has been read in full is worthy of a 10 point penalty.

## **5. SPORTSMANSHIP**

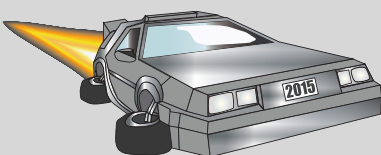
Players must wait to be named before they answer. An answer said without a player being named will not be refused if he was indeed first to buzz. A player can also wait to be named by the reader before he gives his answer. If the player who responds did not buzz first, the answer is rejected and a reply is authorized if applicable.

## **6. CONSULTATION**

While in questions with consultation, once the buzzer has been pressed, no more conversation is allowed.

## **7. PLAYER'S ANSWER**

If a player gives 2 answers, only the first one will be taken into consideration even if it is incomplete. Also, if a player surrounds a good answer with false elements, it will be rejected.



# **ANNEX 3: TRIVIA RULES**

## **8. NAMES OF PEOPLE**

When we are looking to name a person, the last name is sufficient unless otherwise stated in the question. If a player risks saying the first name and is incorrect, the answer is rejected.

## **9. ENUERATIONS**

When the answer is composed of many elements, they must all be correct for the answer to be valid unsee otherwise stated in the question.

## **10. AUTHORISED MATERIAL**

Player may use pencils and paper that is at their disposal.

## **11. COACH AND SPECTATORS**

No coach or spectator can communicate with the players during a match. If an answer is given by either spectators of a coach, the question is cancelled and replaced.

## **12. TIE BREAKING AND OVERTIME**

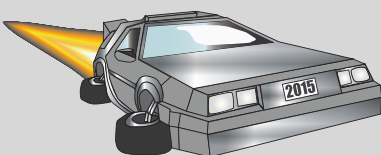
If a tournament match is a tie, 5 lightning round questions will be added as a tie breaker. If they are still at a tie, 5 more questions will be added until a winner is found.

## **13. END OF A GAME**

A match lasts a maximum of 15 minutes. After 15 minutes, the match is over and the points remain as they are.

## **14. RESULTS**

After a match, both captains must sign the score sheet to make the score official.



# ANNEX 3: TRIVIA RULES

## TYPES OF QUESTIONS

### 1. FACE OFF

Helps introduce players and tests all buzzers. The reader asks a question to each player one by one. Before answering, the player must press on the buzzer. No consultation or reply if given. The 10 second penalty does not apply.

### 2. FACE TO FACE AND CRISS-CROSS

Speed question between players sitting face to face (#1 vs #1). The first player to attempt to answer can score 20 points. If he is wrong the other team can reply for a 10 point value. The 10 point penalty applies. In criss-cross, player #1 faces player #4 and so forth.

### 3. COLLECTIVE

Question asked to both teams at once. The first player to buzz has the right to answer. If he is wrong or cannot answer, the opposing team can attempt an answer. A good answer is worth 10 points. The 10 point penalty applies.

### 4. IDENTIFICATION

We are trying here to identify something or someone by giving out 4 clues of decreasing difficulty level. If a player gets the answer right after only 1 clue, his team gets 40 points. The right answer is worth 30 points after 2 clues, 20 points after 3 clues and 10 points after all 4 clues. A reply is allowed after every clue, teams may only answer once per clue. The 10 point penalty applies.

### 5. LIGHTNING

Quick and easy collective questions A good answer is worth 10 points. The 10 point penalty applies.

