



**Jeux de Génie
EngGames 2027**
Libère ton génie | Unleash your genius

COMPETITIONS BOOKLET

JANUARY 3RD TO 7TH 2027 | UNIVERSITÉ LAVAL
36TH EDITION OF THE ENGINEERING GAMES



OCTOBER 15TH, 2026 | ENGLISH VERSION

TABLE OF CONTENTS

INTRODUCTION

- 3 A Word from the Organizing Committee
- 5 General Regulations

1. ACADEMIC COMPETITIONS

- 6 Chemical Engineering
- 7 Civil Engineering
- 9 Electrical Engineering
- 11 Industrial Engineering
- 13 Computer and Software Engineering
- 15 Mechanical Engineering

2. MAJOR COMPETITIONS

- 19 Consulting Engineering
- 21 La Capitale
- 23 La Majeure

3. SOCIOCULTURAL COMPETITIONS

- 26 Debates
- 41 Trivia
- 54 Improvisation

4. SPORTS COMPETITIONS

- 64 Indoor Sport
- 68 Outdoor sport
- 72 Pool Sport
- 77 Esport
- 80 Surprise Sport

QUESTIONS & ORGANIZING COMMITTEE



A WORD FROM THE ORGANIZING COMMITTEE

Dear delegations,

It is with great pride that Université Laval will host, from January 3rd to 7th, 2027, the 36th edition of the Quebec Engineering Games, the largest engineering competition in Canada. For several months, the organizing committee has been working hard to prepare an edition of the caliber of recent years and the expectations of your delegations. Each edition brings its own set of challenges and novelties, and we look forward to sharing with you everything we have prepared for you.

The organizing committee of the 2027 Engineering Games is pleased to present you this Competition Booklet, which brings together the necessary information for you to prepare for the various events of this 36th edition.

This booklet is addressed to all members of each delegation. You will find details of the academic, Consulting Engineering, Majeure and Capitale competitions, as well as the regulations of cultural and sports competitions.

You will also discover the partners who contribute to the creation of certain competitions. Their support is essential for this event, and we thank them deeply for taking part in this adventure. The booklet will be updated as new partners join us.

We invite you to read this document carefully in order to prepare for the Games. If you have any questions or requests for clarification, please do not hesitate to contact us at competitions@jeuxdegenie.qc.ca.

Good preparation for all, and looking forward to seeing you in January!

The team of the 2027 organizing committee



**THANK YOU TO THE OFFICIAL
PARTNER OF THE 2027
ENGINEERING GAMES!**



GENERAL REGULATIONS

During competitions, the goal is to implement the delegates' skills and the complementary work of the different disciplines. It is important to note that many of the competitions take place simultaneously. Therefore, here are a few basic regulations to follow:

- It is not possible for a person to participate in more than one competition of the same category. The competition categories are:
 - Academic
 - Cultural
 - Major
 - Sports
- It is not possible for a person to participate in the Consulting Engineering competition and in an academic competition.
- It is not possible for a person participating in the entrepreneurship competition, the Consulting Engineering competition, La Majeure or La Capitale to participate in a cultural competition.



1. ACADEMIC COMPETITIONS

The academic competitions are divided into two components: practical and theoretical. Each delegation allocates their delegates among the six pre-selected engineering disciplines, as well as in complementary competitions. Participants will need to collaborate as a team to address both the theoretical and practical sections of their assigned discipline. Since theoretical and practical exams take place simultaneously for all disciplines, a delegate cannot participate in more than one. The assessments are designed to evaluate the theoretical and technical knowledge of future engineers.

Upon arriving at the exam rooms, participants will have a maximum of ten (10) minutes to familiarize themselves with the theoretical and practical parts. After this time, teams must split up. No transitions will be allowed thereafter. It will not be permitted to participate in the practical section after completing the theoretical part, or vice versa.

A limit of seven (7) participants per academic discipline is pre-established*. Additionally, a maximum of four (4) participants is allowed per academic exam*. For example, it is possible to assign four participants to the theoretical section and three to the practical part. All distributions are acceptable as long as the maximum of seven (7) participants per discipline and the maximum of four (4) per exam is respected.

This year, the organizing committee is striving to minimize its environmental footprint during the competition. To achieve this, some of the events will allow participants to use digital notes and personal computers in addition to handwritten notes.

*With the exception of the Computer and Software Engineering exam, which combines both the theoretical and practical components into a single exam. The maximum number of participants for this exam is 5 students.

DISQUALIFICATION

The use of simulation or calculation software*, of the Internet, of artificial intelligence, or of any other unauthorized resources will result in the disqualification of the team from the event. If in doubt, please ask the organizing committee whether a resource is permitted before using it.

*Unless stated otherwise in the description of a specific competition.

1.1 CHEMICAL ENGINEERING

GENERAL INFORMATION

Heads: Clovis Duval & Luis Rodriguez

Schedule: Monday, January 4th, from 8am to 11:30am

Participants: A maximum of seven (7) people for the discipline

1.1.1 CHEMICAL ENGINEERING - THEORETICAL EXAM

The objective of this competition is to test the theoretical knowledge normally acquired during the four years of the Bachelor of Chemical Engineering. This examination is open-book, and therefore all paper documentation is permitted. Electronic notes on iPad or computer will also be allowed, but devices will have to be put into airplane mode for the duration of the exam. Cell phones will be banned. Utilization of artificial intelligence is also prohibited. Any use of external documentation or help will result in the disqualification of the team.

MATERIAL TO BE PROVIDED BY DELEGATIONS

- Pencils, erasers, and highlighters
- Non-programmable calculator
- Scrap paper for calculations
- Paper course notes and textbooks
- Digital notes on USB stick
- One (1) computer or iPad per work table

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

- Paper examination booklet

TOPICS OF STUDY (NON-EXHAUSTIVE LIST)

- Mass and energy balance
- Materials (Properties, Alloys)
- Water treatment
- Organic Chemistry
- Process instrumentation
- Process control
- Reaction systems
- Thermodynamics in chemical engineering
- Exchange Phenomena
(Mass, momentum, heat)
- Unit operations
(Heat exchangers, dryers, etc.)
- Biochemical processes
(Organism growth with different reactors)

1.1.2 CHEMICAL ENGINEERING - PRACTICAL EXAM

The objective of this activity is to test the ability of the teams to design a processing unit in a food valorization process and to evaluate the optimal parameters of operations based on data from literature. Some chemistry laboratory skills will be assessed. Teams will have to support their choices with justified hypotheses

MATERIAL TO BE PROVIDED BY DELEGATIONS

- Laboratory coats
- Laboratory safety glasses

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

- Laboratory equipment
- Raw materials

TOPICS OF STUDY (NON-EXHAUSTIVE LIST)

- Process design
- Material properties
- Unit operations



1.2 CIVIL ENGINEERING

GENERAL INFORMATION

Heads: Zoïk Bélanger & Félix Doyon

Schedule: Monday, January 4th, from 8am to 11:30am

Participants: A maximum of seven (7) people for the discipline

1.2.1 CIVIL ENGINEERING - THEORETICAL EXAM [HOSTED BY VINCI CONSTRUCTION]



The objective of this competition is to test the theoretical skills of delegates acquired during their studies in Civil Engineering. This exam is open-book and collaborative, so any paper documentation is allowed. No communication outside of the team members is permitted. Only the non-programmable scientific calculator is permitted. Any other electronic devices such as cell phones and laptops are prohibited.

MATERIAL TO BE PROVIDED BY DELEGATIONS

- Any documentation relevant to the topics of study
- Printed notes
- Scrap paper, pencils, erasers, and non-programmable calculators

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

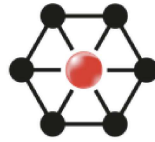
- Paper examination booklet required for teams
- Scrap paper if needed

TOPICS OF STUDY (NON-EXHAUSTIVE LIST)

- Hydrology and hydraulics
- Structural analysis
- Reinforced concrete design
- Pavement design
- Steel structure design
- Geotechnical design
- Project management and planning

1.2.2 CIVIL ENGINEERING - PRACTICAL EXAM

[HOSTED BY CANAM GROUP]



CANAM

The objective of this activity is to test the technical knowledge, creativity, and problem-solving skills of students, through the design of a structure that meets certain performance criteria.

MATERIAL TO BE PROVIDED BY DELEGATIONS

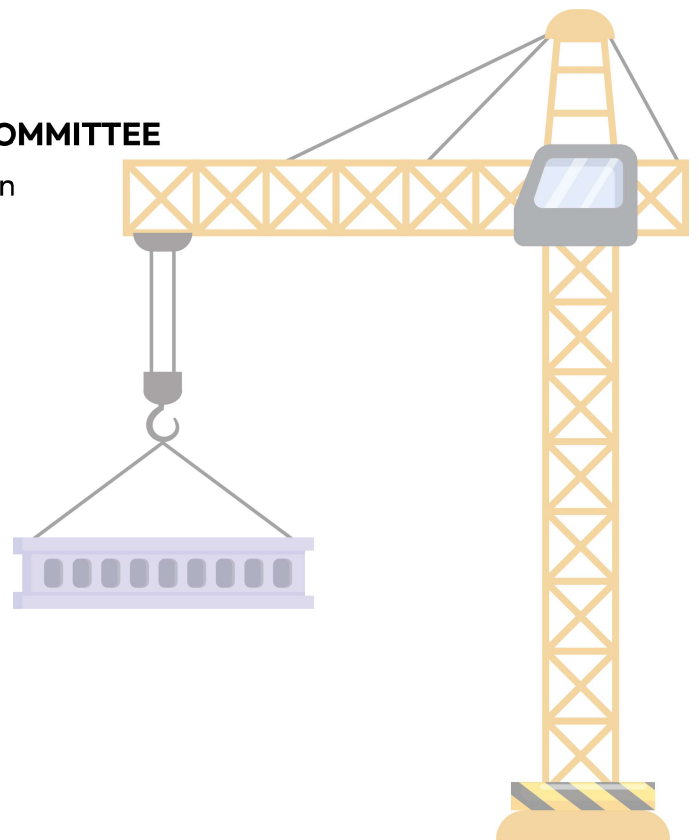
- Scrap paper
- Pencils, rulers, and erasers
- Hard hat, safety glasses
- Regulatory safety work boots

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

- All the elements necessary for the competition

TOPICS OF STUDY (NON-EXHAUSTIVE LIST)

- Structure design
- Material resistance



1.3 ELECTRICAL ENGINEERING

GENERAL INFORMATION

Heads: Sabrina Minier & Logan Simard

Schedule: Monday, January 4th, from 7:30am to 11am

Participants: A maximum of seven (7) people for the discipline

1.3.1 ELECTRICAL ENGINEERING - THEORETICAL EXAM

The objective of this competition is to test the theoretical knowledge normally acquired during the four years of the Bachelor of Electrical Engineering. This examination is open book, so any paper documentation is allowed. Electronic notes on iPad or computer will also be allowed, but access to the Internet and cell phones will be prohibited. The use of artificial intelligence is not allowed.

MATERIAL TO BE PROVIDED BY DELEGATIONS

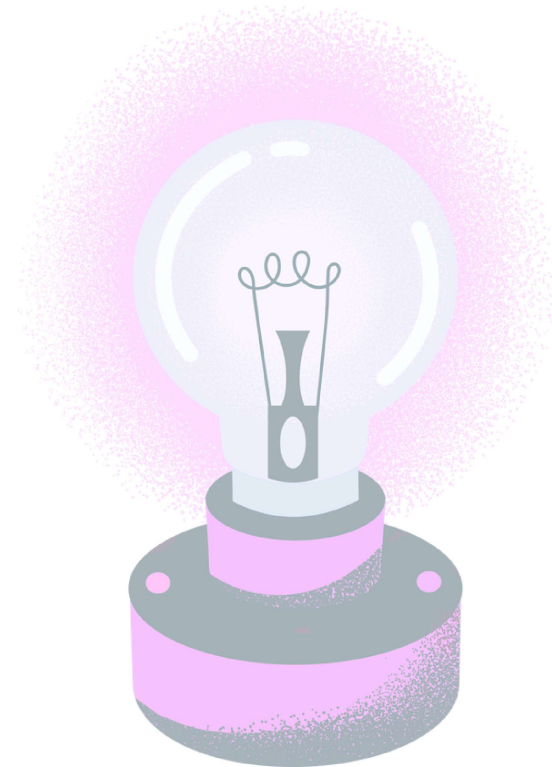
- Paper course notes, textbooks, and documentation
- Scrap paper, pencils, erasers, ruler, and non-programmable calculator
- Digital notes on USB stick
- One (1)! computer per team

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

- Paper examination booklet required for teams

TOPICS OF STUDY (NON-EXHAUSTIVE LIST)

- Logic gates
- Electrical circuits
- Electrotechnics
- Electrical machines
- Linear systems and control
- Electromagnetic waves
- Signal analysis
- Electronics
- Telecommunication



1.3.2 ELECTRICAL ENGINEERING - PRACTICAL EXAM

The purpose of the practical competition is to test the skills of the teams to measure and design electrical circuits. A challenge will be presented at the beginning of the exam, and teams will need to mobilize their knowledge and creativity to meet the different requirements. Internet access will not be permitted.

MATERIAL TO BE PROVIDED BY DELEGATIONS

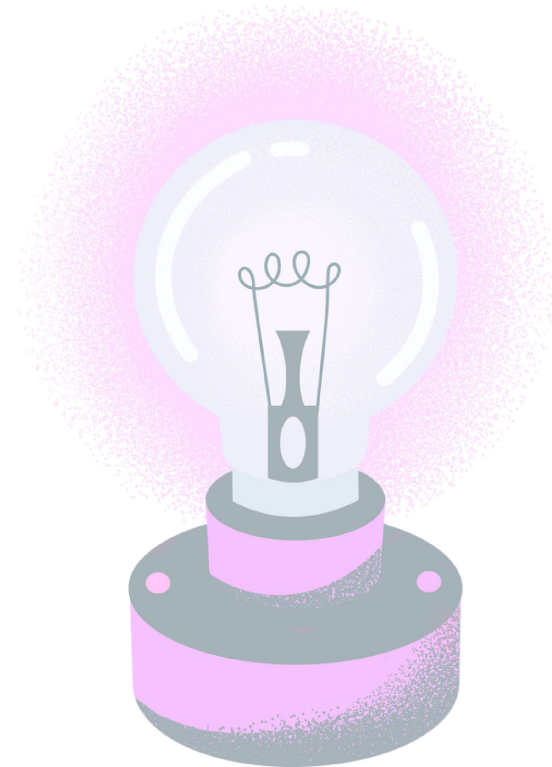
- Course notes relevant to the design of electronic circuits
- Scrap paper
- Scientific calculator
- Pencils
- Eraser
- USB key
- Breadboard and wire stripper
- Safety glasses
- Test leads for oscilloscopes and multimeters
- One (1)! computer per team
- Soldering iron (optional)

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

- Paper examination booklet required for teams
- Laboratory computer with the required software
- Electronic components
- Oscilloscope and multimeter
- Tin and a soldering iron

TOPICS OF STUDY (NON-EXHAUSTIVE LIST)

- Logic gates
- PCB design
- Power electronics
- Discrete electronics
- Integrated circuit electronics
- RLC circuits



1.4 INDUSTRIAL ENGINEERING

GENERAL INFORMATION

Head: Marilou Dallaire

Schedule: Monday, January 4th, from 7:30am to 11am

Participants: A maximum of seven (7) people for the discipline

1.4.1 INDUSTRIAL ENGINEERING - THEORETICAL EXAM

The objective of this competition is to test the theoretical knowledge normally acquired during the four years of the Bachelor of Industrial Engineering. This examination is open-book, so any paper documentation is allowed. Cell phones and laptops are prohibited for the duration of the event. It aims to assess the understanding of students on fundamental topics of the discipline, through various questions ranging from multiple choice questions to more in-depth development questions. The use of cell phones, other electronic devices not mentioned above, and artificial intelligence is prohibited.

MATERIAL TO BE PROVIDED BY DELEGATIONS

- Scrap paper
- Pencils, rulers, and erasers
- Non-programmable calculator
- Course notes and textbooks
- Laptop
- Course notes on USB stick

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

- Examination booklet

TOPICS OF STUDY (NON-EXHAUSTIVE LIST)

- Industrial safety and hygiene
- Ergonomics
- Quality assurance system
- Industrial manufacturing
- Operational research
- Project cost-benefit analysis
- Work methods and measures
- Forecasting methods and stock inventory management
- Production planning and scheduling
- Factory layout and material handling
- Project management
- Computer-aided manufacturing management
- Smart industries
- Production design

1.4.2 INDUSTRIAL ENGINEERING - PRACTICAL EXAM

The challenges faced by the manufacturing sector in Quebec are numerous, especially for small and medium enterprises (SMEs). Many decisions must be made every day to ensure the survival of these businesses. As consultants and experts, you will be called upon to solve a production problem and compete against other teams to prove that your solution is the best.

Note: For universities that do not offer an industrial engineering program, it is recommended to prioritize the practical exam over the theoretical exam to maximize the delegates' enjoyment.

MATERIAL TO BE PROVIDED BY DELEGATIONS

- Paper course notes
- Pencil, scrap paper, eraser
- Non-programmable calculator
- Laptop (2, MANDATORY)

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

- Any other material required for the competition

TOPICS OF STUDY (NON-EXHAUSTIVE LIST)

- Production planning and scheduling
- Operational research
- Production design



1.5 COMPUTER AND SOFTWARE ENGINEERING

GENERAL INFORMATION

Heads: Olivier Raymond & Francois Tourigny

Schedule: Monday, January 4th, from 8am to 11:30am

Participants: A maximum of five (5) people for the discipline

1.5.1 COMPUTER AND SOFTWARE ENGINEERING - MIXED EXAM

The objective of this competition is to evaluate the fundamental knowledge acquired in the Bachelor of Computer and Software Engineering. The 3 h 30 duration exam adopts a mixed format combining theory and practice, without distinction between the two components. It is up to each team to effectively manage the division of labour according to the strengths of their members. The examination is open book: all resources are allowed, with the exception of artificial intelligence tools, which are strictly prohibited.

MATERIAL TO BE PROVIDED BY DELEGATIONS

- Pencils, erasers, and other writing tools

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

- Lab computers
- Paper examination booklet
- Any other material required to answer the exam questions

TOPICS OF STUDY (NON-EXHAUSTIVE LIST)

- Code analysis and debugging
- Software architecture
- Algorithms and data structures
- User interfaces and experience (UI/UX)
- Artificial intelligence and machine learning
- Databases
- Networking and distributed systems
- Cybersecurity
- DevOps (CI/CD) and automation
- Operating systems



LANGUAGES, TECHNOLOGIES, AND TOOLS OF STUDY (NON-EXHAUSTIVE LIST):

The following languages, technologies, and tools could be used during the competition. All necessary software will be installed on the workstations provided. We still recommend to participants to get familiar with their basic utilization.

- Visual Studio Code
- Git
- Python, C, C++, C#, Java, and Javascript
- HTML, CSS, and Node.js
- SQL
- Docker
- Linux, Bash, and SSH
- PlantUML

ADDITIONAL INFORMATION

The use of tools not provided by the organizing committee, such as software or software extensions, must be approved in advance. Any approval will be communicated to all teams to ensure a level playing field for everyone.

ARTIFICIAL INTELLIGENCE

The use of any tool relying on artificial intelligence is strictly prohibited during the competition, including:

- Chat bots, such as ChatGPT, Claude and other similar tools
- Automated programming assistant, such as GitHub Copilot, Claude Code, or their equivalents
- AI-generated responses or summaries from internet search made on Google, Bing, or other search engines

The workstations provided to you will be configured to block access to main artificial intelligence tools and to disable the AI functionalities built into browsers and search engines.

Any attempt to circumvent these restrictions or any use of an artificial intelligence tool will result in a score of **0 for the entire team**.

1.6 MECHANICAL ENGINEERING

GENERAL INFORMATION

Heads: Benjamin Boucher & Antoine Malenfant

Schedule: Monday, January 4th, from 7:30am to 11am

Participants: A maximum of seven (7) people for the discipline

1.6.1 MECHANICAL ENGINEERING – THEORETICAL EXAM

The objective of this competition is to test the theoretical knowledge of Mechanical Engineering. The exam will cover subjects typically discussed during the overall Bachelor of Mechanical Engineering program. This examination is open book, so any course notes, textbooks, etc. is allowed. However, cell phones and personal computers will be prohibited.

MATERIAL TO BE PROVIDED BY DELEGATIONS

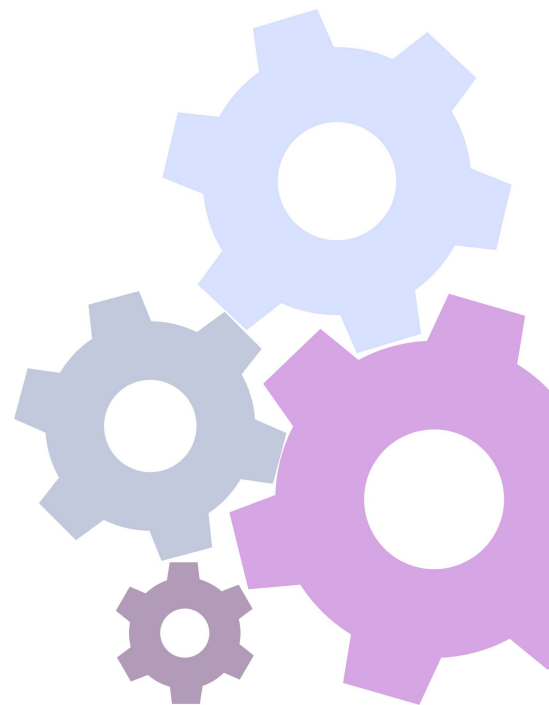
- Pencils, erasers, and other writing tools
- Non-programmable calculator
- Textbooks

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

- Paper examination booklet
- Any other material required for answering exam questions

TOPICS OF STUDY (NON-EXHAUSTIVE LIST)

- Heat transfer
- Material resistance
- Fluid mechanics and dynamics
- Thermodynamics
- Engineering mathematics
- Control systems
- Mechanical vibration



1.6.2 MECHANICAL ENGINEERING - PRACTICAL EXAM

[HOSTED BY PRATT & WHITNEY]



GO BEYOND

The objective of this competition is to test the technical and practical skills of the students in the Bachelor of Mechanical Engineering program. The competition will last a total of 3 hours, including the design, testing, and trial phases. Participants must design and build a solution to the problem presented using the materials provided. The problem will be fully explained in a competition booklet on the day of the event.

Competitors will not be allowed to use their cell phones or computers, and all external communication is prohibited.

MATERIAL TO BE PROVIDED BY DELEGATIONS

- Hot glue gun
- Safety glasses
- Tape measure
- Scissors
- Tools (Power tools prohibited)
- Utility knife (Exacto)

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

- Material listed in the description of the assessment
- Equipment listed in the description of the assessment

TOPICS OF STUDY (NON-EXHAUSTIVE LIST)

- Material resistance
- Dynamics



2. MAJOR COMPETITIONS

2.1 CONSULTING ENGINEERING [HOSTED BY INTELCOM]



GENERAL INFORMATION

Heads: Isabelle Crépeau & Marie-Soleil Tanguay

Schedule: Monday, January 4th, from 7:30am to 5:30pm

Participants: A maximum of four (4) people can participate

OBJECTIVE

The objective of this competition is to test the knowledge normally acquired during the four years of the Bachelor of Engineering. This examination is open-book, so any paper documentation and the use of the internet is allowed. Cell phones and personal laptops will also be allowed.

CONTEXT

Intelcom, a Quebec-based company specializing in last kilometer package delivery (the stage during which packages arriving at a station are sorted according to their final delivery route), offers distribution services tailored to the growth of e-commerce. Through its logistics network and the use of technologies that optimize its delivery operations, the company aims to provide an efficient, flexible, and reliable service to its customers, while continuously improving its operational practices.

With this in mind, Intelcom is seeking to optimize its sorting process to increase the efficiency of the loading stage.

The theme of the challenge will therefore be **the optimization of logistics operations**.

The consulting industry requires a great deal of communication with suppliers, other consultants, and clients. Having a strong network of contacts is essential. With that in mind, all forms of communication will be permitted during the challenge. Teams are encouraged to build relationships with suppliers who might be able to provide them with quotes or technical information related to the theme.

MATERIAL TO BE PROVIDED BY DELEGATIONS

- Computer
- Paper
- Pencils
- Eraser

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

Paper examination booklet required for teams

TOPICS OF STUDY (NON-EXHAUSTIVE LIST)

- Project management
- Optimization
- Last kilometer delivery
- Problem solving and analytical thinking
- Efficiency



2.2 LA CAPITALE [HOSTED BY KIEWIT]



GENERAL INFORMATION

Heads: Félix-Antoine Caron & Alexandre Quintin

Schedule: Monday, January 4th, from 12:30pm to 6:30pm

Participants: A maximum of five (5) people can participate. Ideally, the team should consist of students from the following disciplines:

- Civil Engineering
- Building Engineering
- Construction Engineering
- Mechanical Engineering

DESCRIPTION

For its fifth edition, La Capitale will present teams with a technical challenge that draws on various engineering concepts. Participants will need to apply their knowledge, analytical skills, and ingenuity to develop and build a solution that meets the requirements presented to them. Solutions will be evaluated based on various aspects related to their design, construction, and performance.

CONTEXT

Details of the challenge and the requirements to be met will be presented at the start of the competition. Teams will then have a set period of time to develop their concept, build their solution, and implement it. They must adapt their design to the conditions of the challenge and make technical choices based on the materials made available to them. Once the design period is over, each team will present their solution before it undergoes a series of tests to evaluate its behavior and performance.

MATERIAL TO BE PROVIDED BY DELEGATIONS

- Wireless or corded power drill
- Wood drill bit set
- Screwdriver bit set
- Hammer
- Multi-bit screwdriver
- Hand wood saw
- Tape measure
- Square and ruler
- Exacto
- Leverage side cutting pliers
- Hot glue guns (maximum 2)
- PPE (glasses, gloves)
- Steel-toe boots
- Paper and pencils

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

- All materials necessary for the design and construction of the solution
- All necessary tools other than those indicated above
- Equipment needed for the trials
- Workspace needed for competition



2.3 LA MAJEURE [HOSTED BY EVIDENT]



GENERAL INFORMATION

Head: Philippe Leblond

Schedule: Monday, January 4th, from 12:30pm to 6:30pm

Participants: A maximum of six (6) participants. Ideally, the team should consist of delegates with experience in the following disciplines:

- Mechanical Engineering (2)
- Computer and Software Engineering (3)
- Electrical Engineering (1)

The organizing committee recommends forming a team consisting of at least one member from each of the engineering disciplines listed above. For this year's competition, it is recommended that the team include more students from software and computer engineering than from electrical engineering.

DESCRIPTION

La Majeure is a fast-paced robotics competition designed to test knowledge acquired in various engineering disciplines, including mechanical engineering, electronics, and embedded computing. During this event, teams will be evaluated on their abilities to optimize their designs, to demonstrate ingenuity, to work together to solve complex problems, and to present their proposed solutions.

CONTEXT

Participants will have a total of five (5) hours to solve a multidisciplinary problem, design a solution, and then build the solution in order to present it to a panel of judges and put it to the test. This year, the main competition will focus around a colour sensor. This competition will test participants' theoretical and practical knowledge in the three disciplines mentioned previously.

MATERIAL TO BE PROVIDED BY DELEGATIONS

- Scrap paper, pencils, and erasers;
- Soldering iron and tin wire;
- Hot glue gun and glue sticks;
- Laptop with the following software: PowerPoint, Arduino IDE, and others necessary;
- All tools deemed necessary to the construction of a electronic and mechanical prototype (wire stripper, screwdriver, exacto, cutter, etc.);
- Safety glasses (one pair per person);
- Communication cable for a microcontroller (micro USB, mini USB, and USB-C).

MATERIAL PROVIDED BY THE ORGANIZING COMMITTEE

- All elements necessary for the competition;
- Work space.

SOFTWARE

• Arduino

Please download the Arduino IDE, available at the following web link (<https://www.arduino.cc/en/Main/Software>), along with any other software deemed necessary for Arduino embedded programming to your computer.

• Control

Please familiarize yourself with the RemoteXY app to control your solution using the following web link (<https://remotexy.com/>) or any other software deemed necessary to control a robotic system.

PREPARING TO CODE

- **Language and development environment:** Arduino (C++) via Arduino IDE or VS Code
- **Suggested control interface:** RemoteXY
- **Microcontroller:** ESP32
- **Validation:** The code must be validated and compiled before the test so that judges can ensure the libraries used are standard.

TIP

Teams are encouraged to arrive with Arduino IDE, the RemoteXY library, the sign-in procedure for ESP microcontrollers already installed on their computer, as well as the RemoteXY application preinstalled on their phone.

FORBIDDEN MATERIAL

The following material is forbidden:

- Programming languages other than those compilable by Arduino IDE;
- Prewritten or personalized Arduino libraries (only generic and public domain libraries will be accepted);
- Any materials forbidden by the organizing committee in your robotic solution.



3. CULTURAL COMPETITIONS

3.1 DEBATES [HOSTED BY THE SQI]



GENERAL INFORMATION

Head: Jules Labrecque

Schedule: Monday, January 4th, from 12:30pm to 7pm

Participants: Two (2) people

3.1.1 General Guidelines

LDebates at the Engineering Games adopt a flexible concept adapted to the realities of engineering. Two teams (proposition and opposition) face off on a topic revealed shortly before the debate to test their ability to reason quickly and build a solid argument. Team members are evaluated on the relevance and clarity of their ideas, their quick wit, originality, eloquence, and presentation.

This document presents the competition logistics, its schedule, process regulations, decorum, and evaluation criteria. A memory aid is also provided to make preparing easier.

3.1.2 Competition Schedule

BEFORE THE COMPETITION

Before the competition, delegations will be allowed a preparatory period. This meeting consists of a review of the rulebook, where teams can ask questions to the competition directors.

QUALIFICATION ROUND

A draw will be held to determine the teams that will compete against each other. Each team will play several matches during the qualification rounds. Following these qualification matches, the best teams will be selected to participate in the elimination rounds. The following criteria, presented in order of priority, will be used to determine the team rankings:

- Number of victories and defeats;
- Number of judges in favour;
- Average score;
- Number of procedural points withheld from the team.

ELIMINATION ROUND

The best teams will face off in elimination rounds. The ranking of the first four positions will be revealed at the banquet. Any team refusing to participate will give all teams below it in the standings the chance to move up one place.

JUDGING

The debate is judged based on which team best convinces the judges. Each judge will decide individually on the winning team and give their vote to the assembly chairperson. The latter will count the total votes and announce the winner. Judges must vote either for the proposition or the opposition, and may not vote for a tie. The verdict of the match cannot be appealed. Moreover, the assembly chairperson and the director of competition have no say over the judges' final decision.

The evaluation scale used by the judges is presented in section [3.1.8 Evaluation Grid](#).

3.1.3 Allowed Material

Support materials, such as paper, pencils, and stopwatches, are allowed at the discretion of the assembly chairperson and judges. The use of materials not available to all participants is prohibited and may result in penalties, including disqualification.

3.1.4 Language

Resolutions will be presented in French and English. Each participant may speak in the language of their choice, but must use that language throughout their speech. It is the participants' responsibility to ensure that they understand both languages.

The organizing committee will ensure that the judges and the assembly chairperson can understand both languages. In addition, each team will have the right to request a translation from the chairperson 1) at the end of the redefinition of the motion, and 2) when a question is asked. The chairperson will not provide any other translations. The time required for translation will not be accounted for in the speaking time, i.e., the clock will be stopped for this period.



3.1.5 Organization

COMPETITION DIRECTOR

The competition director is responsible for the overall organization of the debates. They supervise the entire competition: the selection of judges, chairs, and timekeepers, the drafting of motions, and the establishment of the format and schedule. The director also makes all final decisions.

ASSEMBLY CHAIRPERSON

The assembly chairperson applies the rules of debate impartially, ensures that decorum is maintained. They grant speaking rights, manage time, and make decisions on procedural points raised by debaters. The chairperson cannot create procedural points, and judges will not consider points not mentioned by participants. The chairperson's decisions are final and cannot be appealed.

JUDGES

An odd number of judges is required to evaluate argumentation, communication skills, and teamwork. Judges must have general knowledge of engineering, but specific technical expertise in the debate topics is not necessary. However, judges should have some prior experience in debates, as they will be responsible for deciding which team wins. Judges will follow the scoring grid provided on a subsequent page.

TIMEKEEPER

The timekeeper ensures that competitors adhere to their allotted speaking time and protected times. They will notify competitors and the chair of the time remaining using hand signals. Under no circumstances will the timekeeper intervene in the debate. It is the assembly chairperson's responsibility to enforce time limits.

3.1.5 Organization

HAND SIGNALS



When 30 seconds have elapsed: raise one open hand to signal the beginning of the question period



When 1 minute has elapsed: raise an index to indicate the remaining time



When 30 seconds remain: raise one fist to signal the beginning of the question period



When 15 seconds remain: place arms at a 90 degrees angle and slowly lower them from their vertical position to imitate the hand on a clock

NOTE

Speakers may request a 15-second grace period to finish their speech by knocking on their table.

3.1.6 Rules and Elements of the Debate

ELEMENTS OF THE DEBATE

- Each team represents either the proposition or the opposition. Positions are randomly attributed before the revealing of the motion.
- The first speaker of each team must present a complete argumentative plan from the start. No new arguments may be added afterward, except in direct rebuttal to the opposing team.
- Questions are not allowed during the first and last 30 seconds of a speech and must last a maximum of 15 seconds.

- All of the team's arguments must be presented during the opening speeches. No new arguments may be introduced in the closing speeches. However, examples, rebuttals, or reconstructions are permitted in the first 30 seconds of the opposition's closing speech. Introducing a new argument to which the opposing team will never have the opportunity to respond constitutes a breach of the spirit of the debate.
- Conclusions are completely protected from questions. The clock stops during questions but resumes as soon as the speaker begins to respond.

DÉCORUM

- At all times, speakers must address the assembly chairperson.
- Respect must be shown to the judges, the chair, and the opposing team, even when criticism is expressed.
- Team members wanting to communicate with each other should do so in writing. Occasional whispering is tolerated, provided it does not disrupt the ongoing speech.
- Brief, respectful, and infrequent interjections are encouraged to enliven the debate.
- Participants must ask their questions to opposing speakers by standing up and waiting for a gesture of acceptance. The speaker may refuse, but must accept the third honest attempt. The chair ensures that this rule is respected. The time spent on the question is not counted, but the time spent on the answer is.
- Applause is prohibited. Reactions must follow parliamentary custom (knocking on the desk, raising a hand, etc.). Spectators are invited to applaud silently by raising their hands and waving them slightly.
- Opposing teams are invited to greet each other before and after the debate.

DISTRACTIONS

Any clear attempt by a team to distract the opposing speaker will result in severe penalties in their scoring.

POINTS OF ORDER

To indicate a procedural mistake, a member of the opposing team must stand up, say “point of order” loudly, wait for the assembly chairperson to give them the floor, and then clearly explain the nature of the mistake to the chair. The decision to accept or reject a point of order rests with the chair and is final. The clock is stopped during this time. Some points of order must be raised at the end of the speech by the speaker who committed the mistake, while others must be raised immediately, which interrupts the debate.

Admissible points of order that must be raised at the end of the speech by the speaker who committed the mistake:

CASE OF TRUISM

A truism occurs when a proposition is redefined as a tautology, thereby preventing any debate. This point of procedure is the one most likely to derail a debate, so one must be careful with such redefinitions.

- If accepted, the opposing team may redefine the motion and render the speech invalid.

If rejected, the debate continues with the initial redefinition.

SPECIFIC KNOWLEDGE (IN THE REDEFINITION)

If the redefinition requires knowledge that is inaccessible to the average engineering student, the opposing team may request a modification.

- If accepted, the redefinition must be adjusted by the opposing team in their first speech.
- If rejected, the redefinition remains valid.

SPECIFIC KNOWLEDGE (IN THE ARGUMENT)

When an argument relies on knowledge not expected of an average engineering student, this is a specific knowledge case.

- If accepted, the chair requests withdrawal or modification of the argument in question.
- If rejected, the debate continues as normal.

MISQUOTATION

When a speaker misquotes their opponent.

- If accepted, the chair asks the person at fault to withdraw or correct the citation in question and instructs the judges to disregard it.
- If rejected, the debate continues, considering the citation as stated.

NEW ARGUMENT IN THE CONCLUSION

The spirit of the debate is based on a balanced exchange between the two teams. It is therefore forbidden to introduce, in the closing speech, a new argument on a concept not discussed previously.

- If accepted, the chair requests that the argument be withdrawn and informs the judges not to take it into account.
- If rejected, the debate continues, taking the argument into account, but it is not counted. If the point is not raised, however, there is no penalty.

INTRODUCTION OF PARTS OF A PLAN BY THE SECOND SPEAKER

The responsibility for establishing the argumentative plan lies with the first speaker. If the second speaker introduces a new element of the plan not previously mentioned, it constitutes a foul.

- If accepted, the chair requests that the argument be withdrawn and informs the judges not to take it into account.
- If rejected, the debate continues, taking the argument into account.

UNPROFESSIONAL OR OFFENSIVE BEHAVIOUR

Any vulgar, inappropriate, or disrespectful behaviour constitutes a breach of decorum.

- The chair then asks the person at fault to correct the situation.
- If they refuse, the team may be disqualified.

RESOLUTIONS

The competition director will choose resolutions accessible to the average engineering student and requiring no prior preparation. It will avoid truisms and absolute terms such as “all” or “always.” Once the resolution has been revealed, **teams will have five (5) minutes to prepare**. The topics will generally be **ludic**, and the originality of the arguments will be taken into account in the evaluation. All resolutions will be validated in advance by the competition director and the assembly chairperson.

3.1.7 Debate Structure and Roles

DEBATE SCHEDULE

Table 3.1 Typical Debate Schedule

	TIME
PREPARATION	
Positions Draw	30 seconds
Topic Reveal	30 seconds
Argument Preparation	5 minutes
ARGUMENTS	
Proposition #1	2 minutes
Opposition #1	2 minutes
Proposition #2	2 minutes
Opposition #2	2 minutes
CONCLUSION	
Opposition #1	1 minute
Proposition #1	1 minute
JUDGMENT	
Individual Decision-Making by Judges	10 minutes
Total Time: 26 minutes + 4-minute buffer	

PROPOSITION ROLE

The proposition redefines the motion to target a specific subject, without altering its meaning, creating truisms (see section on points of order), or requiring specific knowledge. It must also respect term translations in both languages.

Advantages: The proposition redefines the resolution as it sees fit, without drastically changing term meanings (e.g., a table cannot become an elephant). The purpose of this redefinition is to undermine the opposition's preparation. The proposition opens and closes the debate with the first and last words.

Disadvantages: The proposition has the burden of proof. This means that it must demonstrate beyond a doubt to the judges that the proposition is better than the status quo.

The first speaker opens the debate, presents the redefinition, the argument plan, and the initial arguments. The second speaker expands on the outline, reinforces the team's position, and refutes the opposing team's arguments.



OPPOSITION ROLE

The opposition must contradict the resolution, either by means of a counter-motion or simply by mitigating the position of the proposition. It must sow reasonable doubt in the minds of the judges that the resolution is less favourable than the status quo.

Advantages: The opposition does not need to demonstrate the merits of its own position; it can simply deconstruct the proposition. It must show that the latter brings more disadvantages or fewer advantages than the status quo. The opposition can refine its argument during the proposition's opening speech before taking the stage.

Disadvantages: The redefinition provided by the proposition team can seriously invalidate the opposition's preparation.

The first speaker for the opposition clarifies their team's position on the proposed topic. They must present their team's argument plan, their arguments, and refute the proposition team's arguments. They must also close the debate for the opposition. The second speaker for the opposition refocuses the debate and reinforces their team's position. They must complete their team's argument and refute the arguments of the proposition.



3.1.8 Evaluation Grid

Table 3.2 Evaluation Grid for Debates

PROPOSITION		OPPOSITION	
First speaker Argument	/3	First speaker Argument	/3
First speaker Procedure	/3	First speaker Procedure	/3
First speaker Communication	/3	First speaker Communication	/3
First speaker Presentation	/3	First speaker Presentation	/3
Second speaker Argument	/3	Second speaker Argument	/3
Second speaker Procedure	/3	Second speaker Procedure	/3
Second speaker Communication	/3	Second speaker Communication	/3
Second speaker Presentation	<u>/3</u>	Second speaker Presentation	<u>/3</u>
SUB-TOTAL	/24	SUB-TOTAL	/24
Arguments in favour of the proposition beyond reasonable doubt	5/argument	Arguments in favour of the opposition beyond reasonable doubt	5/argument
Accepted point of order	<u>1/Point</u>	Accepted point of order	<u>1/Point</u>
TOTAL		TOTAL	

Tableau 3.3 Points Grid for Debates

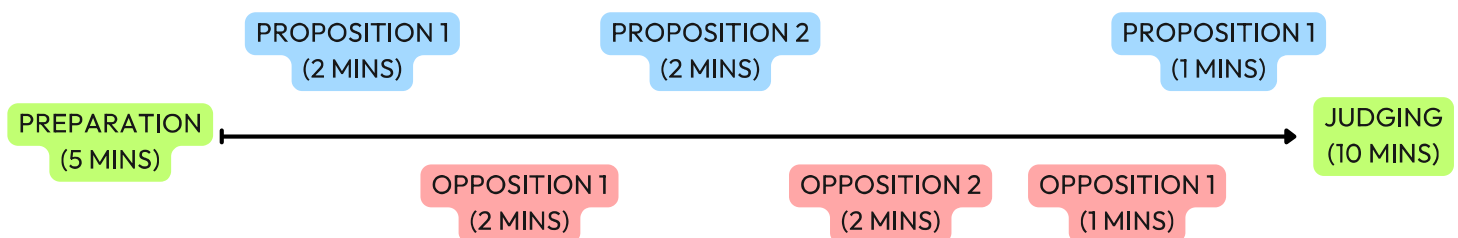
POINTS	ARGUMENTS/ REBUTALS	DEBATING PROCEDURE	COMMUNICATION	PRESENTATION STYLE
3	- Are well thought out and support the debater's position - Demonstrate critical thinking - Clearly follow the definitions established in the debate framework - Are accurate - Refutations are relevant and solid	- The debater addresses the chair of the debate - Demonstrates a clear understanding of their role in the debate - Uses questions and/or heckling very effectively	- The main arguments/rebuttals were very well supported. - All arguments were clearly linked to a premise and organized logically. - All statements, body language, and responses were respectful and appropriate.	The debater was extremely effective at keeping the audience engaged by using all of the following elements: gestures, eye contact, tone of voice, and enthusiasm.
2	- Are well thought out and support the debater's position - Demonstrate critical thinking - Are fairly accurate - Refutations are relevant	- The debater addresses the chair of the debate - Demonstrates an understanding of their role in the debate - Uses questions and/or heckling quite effectively	- The main arguments and rebuttals were supported - All arguments were linked to a premise and organized logically - Most statements, body language, and responses were respectful and appropriate	The debater was effective in keeping the audience engaged by using some of the following elements: gestures, eye contact, tone of voice, and enthusiasm.
1	- Support the position assigned to the debater - Demonstrate critical thinking - Have inconsistencies - The rebuttals are somewhat relevant	- The debater sometimes addresses the chair of the debate. - Shows some understanding of their role in the debate. - Attempts to use questions and/or heckling.	- The main arguments and rebuttals were somewhat supported - All arguments are somewhat connected - The debater was sometimes disrespectful or inappropriate	The debater attempted to use one or more of the following elements: gestures, eye contact, tone of voice, and enthusiasm.
0	- Provides inconsistent information for solution - Lacks critical thinking - Contains significant factual errors, misconceptions, or misinterpretations - Counterarguments are irrelevant	- The debater does not address the chair of the debate. - Does not show understanding of their role in the debate. - Does not try to use questions or heckling.	- The arguments/rebuttals were not well supported. - The arguments were poorly organized. - The debater was often disrespectful or inappropriate.	The debater did not use any of the following: gestures, eye contact, tone of voice, and enthusiasm.
	/3	/3	/3	/3

3.1.9 Memory Aid for Teams

- Only one debater may speak at a time, in the language chosen at the outset.
- Bring: paper, pencils, and a stopwatch (optional).
- Strictly adhere to the time limit and decorum.
- Remember the main points of order.
- Master the debate format and its course.

Be able to understand both official languages.

STRUCTURE OF THE DEBATE



TEAM ROLES

- **Proposition:** redefines the motion, proposes a plan, and bears the burden of proof.
- **Opposition:** refutes or proposes a counter-motion, and can win by dismantling the proposal.

ARGUMENT PLAN

- Stated **by the first speaker** from each team.
- **No new arguments** after the first two speeches (except examples or rebuttals).

TIME AND SIGNALS

- **No questions allowed** in the first thirty (30) and last thirty (30) seconds.
- Hand signals to indicate time limits.
- **Grace period:** fifteen (15) seconds max., knocked on the table toward the end of the speech.

QUESTIONS DURING SPEECHES

- Stand up → speaker accepts or declines.
- **Third attempt:** the speaker must accept.
- The question time is **not counted**. The duration of the answer **is included in the time**.

DECORUM

- Always address the chairperson.
- No applause: tap the table or raise hands silently.
- Respect at all times, brief interjections allowed.
- Intra-team communication: written or whispered discreetly.

POINTS OF ORDER TO REMEMBER

Triggered **at the end of the speech** by saying “Point of order” and explaining to the chair:

- **Tuism:** overly obvious redefinition = no debate possible.

Specific knowledge (redefinition): technical knowledge inaccessible to the average engineering student is required.

Triggered **during the speech** by saying “Point of order” and explaining to the chair:

- **Specific knowledge in the argument.**
- **New argument in conclusion:** prohibited.
- **Misquotation.**
- **Incomplete argument plan** (second speaker introduces a new argument).
- **Inappropriate behaviour:** vulgarity, personal attacks, etc.

The chair’s decision is final and cannot be appealed.

TIPS

- Be **clear, structured, original, and impactful.**
- Prepare a **simple plan with three (3) arguments defined** by three (3) words in your five (5) minutes.
- Use **humour or creativity** wisely.
- Maintain a **professional attitude:** content matters, but so does form!

3.2 TRIVIA

[HOSTED BY ÉQUIPE CLOUTIER | DUCHESNEAU]



GENERAL INFORMATION

Head: Mathis Rosa-Wilson

Schedule: Monday, January 4th, from 1pm to 6pm

Participants: A maximum of four (4) people and a minimum of two (2) people

Trivia is a general knowledge quiz show in which two (2) teams, each composed of four (4) participants, compete against each other.

3.2.1 General Guidelines

POINTS

Points are awarded for each correct answer to questions asked by the host. The team with the most points wins the match.

GAME CONSOLE

The game is played using a quiz game console that determines which player has the right to answer. The console has the following features:

- Eight (8) indicator buttons that trigger a light and sound warning;
- Two (2) sets of four (4) indicator lights (one (1) set per team);
- Two (2) distinct tones (one (1) per team);
- A circuit that checks whether a player has triggered their indicator and, if so, prevents the other indicators from being triggered until the console is reset.

QUESTIONNAIRE

The questionnaire consists of 45 questions per match and of 60 questions for the final and semifinals, asked orally only.

Each round consists of 10 topics, which will be the same for all rounds (topics to be confirmed).

The general categories are:

- Geography;
- Science;
- Music;
- History;
- Art and cinema;
- Sports;
- Mathematics, technology, and finance;
- Literature;
- Lifestyle.



3.2.2 Description of roles

GAME HOST

Each match is run by two (2) people:

- The reader;
- The scorer.

Reader

The reader:

- Reads questions;
- Allows a player who has triggered their indicator to answer;
- Judges the accuracy of the answers given by players;
- Award points for correct answers according to the rules;
- In general, ensures that the rules of the game are followed.

This person must maintain a steady pace and remain alert to any occurrence during a match. They should have a copy of these rules and ensure that they are followed.

Scorer

The scorer:

- Compiles scored and deducted points during the game on the score sheet provided for this purpose;
- Records any significant events that occurred during the game;
- Decides whether a given answer matches the one indicated in the questionnaire;
- Resolves any specific disputes. Their decisions are final, unless they concern the validity of an answer;
- Collects the players' answer sheets during written questions.

Generally, the scoring team only intervenes during the game at the reader's request. After the game, officials receive challenges from team captains regarding the course of play and deliberate on decisions to be made after consulting with the director.

DIRECTOR

The director is responsible for ensuring that the competition runs smoothly. They must ensure that all platforms have someone to read the questions (a reader) and someone to keep the score (a scorer).

The director will provide captains with the necessary information and prepare the equipment (score sheets, game consoles, dictionaries, paper, and pencils) and platforms to be used during the matches. They must ensure that the questionnaires are reproduced if necessary; however, questionnaires must remain confidential.

In the event of a dispute, the director is the sole decision-maker.

The director distributes and circulates all documents intended for teams and officials. They must also keep a copy of these rules and make them available to everyone.

TEAM COMPOSITION

During a match, a team normally consists of four (4) participants. No team may play unless it consists of at least two (2) participants. The team will also choose a captain who will act as the team spokesperson in the event of a dispute.

TARDINESS AND ABSENCES OF A PLAYER OR PLAYERS, OR OF ONE OR MORE TEAMS

- A player who arrives late may join the match in progress between two sets.
- If no players show up for a match five minutes after the scheduled start time (or after the distribution of questionnaires, if it occurs after the scheduled start time), the team loses the match by default. In addition to the standings points, this match will not be included in the statistics of either team.
- If both teams are absent for a match, they will be attributed a default loss.

3.2.3 Match Schedule

CONTROL TEST

Before the start of the match, the reader conducts a console test by asking each player to press their indicator button in turn. If any part of the console is found to be defective, that part, or the entire console if necessary, is replaced.

FAULTY CONSOLE

If, during the game, a player believes that a component of the console is malfunctioning, they shall notify the reader between two (2) questions. After verification, the defective component shall be replaced if necessary, and the game resumes where it left off before the console was checked, without replaying previous questions.

ETIQUETTE

During the match, players must behave in a polite and dignified manner, refraining from ridiculing the game or their opponents. They must only address the game hosts when answering questions.

READING ORDER

The reader reads the questions in the order in which they appear in the questionnaire.

SEQUENCE IDENTIFICATION

At the beginning of each round, the reader announces the title of the round and specifies the type of questions (group, team, or individual), whether players are allowed to consult with each other, and whether or not they have right of reply.

WAIT TO BE CALLED BEFORE ANSWERING

The player who has triggered their indicator buzzer must wait to be called before giving their answer. One warning per game per player will be given if the player does not wait to be called before answering. Subsequently, if a player who has already been warned does not wait to be called, their answer will be automatically rejected and the right of reply will be given if applicable.

RESPONSE TIME

The time allowed for players to answer questions is consistent from one question to the next, both for the initial response and for the right of reply.

10-POINT PENALTY

The ten (10) point penalty applies in all categories if an incorrect answer is given before the question has been fully read.

The words in parentheses at the end of the question are optional and will not be considered part of the question. Therefore, a player who activates their buzzer when only these words in parentheses remain will not be penalized with a -10.

CONSULTATION

Unless otherwise specified by the reader, no consultation is permitted between players during a match.

NONVERBAL CONSULTATION

Nonverbal consultation is permitted between players during the match, unless clues are given to the players.

COMMUNICATION WITH THE AUDIENCE

The audience must remain silent during the game. Any game host may expel a member of the audience who violates these rules of the game without warning.

Unless otherwise indicated by the reader or scorer, no communication is permitted between the players, the reader, and the scorer on the one hand, and the members of the audience on the other.

DISCIPLINARY MEASURES

A team, player, or player whose conduct is seriously unsportsmanlike or whose behaviour significantly disrupts the match will be given one warning. This warning is recorded on the score sheet and remains in effect for the duration of the competition.

Upon receiving a second warning, the offender will be ejected from the match. The team may not replace the offender during the match, but the match will continue, and the penalized team may play with three players. The ejected player may participate in subsequent matches.

On the third warning, the offender is ejected from the match and the competition. The team cannot replace a player during the match, but the match continues, and the penalized team may play with three players. The penalized team may replace the ejected player with a substitute, if applicable, in subsequent matches.

DISPUTES

Score check

At the end of the game, the game hosts check whether there are any errors in the scoring. They may do the same halfway through the game, if they deem it appropriate.

They also ask the captains of both teams if they have any questions about a decision made during the game.

Time to challenge

All challenges must be made at the end of the match. However, a challenge regarding the game's progression may be made when the disputed point affects the entire sequence of play (revival).

Right to challenge

During the match, the captain is the only person who may express disagreement with a decision made by the game hosts regarding form.

A team that sees the outcome of a match go against them following a challenge by their opponent may also express objection, even if it only has the potential to change the outcome of the match if the opponent's challenge is accepted.

Objections regarding form

Any dispute concerning the application of the rules and procedures of the game (e.g., inadvertent answer, reading error, answer rejected for technical reasons, blowing the whistle, etc.) shall be resolved by the game hosts on the set whenever possible.

The game hosts hear from the captain of each team present to obtain their version of events.

The game hosts will then determine whether the dispute is rejected or accepted and, in the latter case, decide on the best way to resolve the dispute.

Inadvertent response

If the reader inadvertently gives the answer to a question, the reader asks a new question from the order in which they appear in the bank of additional questions appended to the questionnaire. If the situation arises during a right of reply, the reader asks the additional question to the team or player who has the right of reply. Points earned on supplementary questions are counted in the rounds where they served as replacement questions.

If there are no additional questions on the questionnaire, the director will present an additional question at the end of the round, but only if that question has the potential to change the outcome of the match.

Dispute on merit

Any dispute regarding the validity of the answers given will be resolved by the hosts. In the event of a clear error, a reader may accept an answer other than the one provided in the questionnaire, but this is not a final decision and may be subject to dispute.

Decision

Any dispute, if accepted, will be resolved by adding or removing points, granting the right of reply, asking one or more additional questions, or asking the question(s) that were not asked.

Immunity

There is no penalty for a challenge that is rejected by the league.

END OF MATCH

The game hosts must write their names legibly on the score sheet at the end of the match, after verifying that the score displayed is correct.



3.2.4 Acceptable Answers

OFFICIAL ANSWER

Where the acceptable answers are those written on the questionnaire. The minimum information that must be included in the answer is indicated in bold.

ALTERNATIVE ANSWER

Unless otherwise specified in the wording of the question, players may give abbreviated answers such as a character's last name, an acronym, etc.

This article does not apply in the following situations:

- When a chemical symbol is used instead of the name of a chemical element;
- When an astronomical number is used instead of the name of a celestial body;
- A person's first name, in a response, is mandatory only when the questionnaire explicitly asks for it in the question. Similarly, if the name of a ruler is given without a number following it, it must be assumed that it is the first one, and the correct or incorrect answer must be given accordingly without asking for clarification. In all cases, a person may be referred to by a pseudonym or another name that is widely recognized through common usage (Lady Gaga for Stefani Germanotta or Cleopatra for Cleopatra VII).
- If part of the answer is already indicated in the question, an answer that does not repeat the part already indicated but includes all the other parts of the answer requested must be accepted.
- In cases where a work is more commonly referred to by its subtitle than by its title, or conversely, only by its title without including its subtitle, an answer that includes only the part of the title commonly used to refer to the work in question must be accepted. Answers such as "Infinity War" and "Frankenstein" must therefore be accepted if "Avengers: Infinity War" and "Frankenstein; or, the Modern Prometheus" are the works being searched for.

FIRST ACCEPTED ANSWER

If a player gives two (2) answers, only the first answer will be considered.

CLARIFICATION REQUEST

When a player gives an incomplete answer that is not incorrect, or when two (2) phonetically similar answers need to be distinguished, the reader asks the player to repeat or clarify their answer. The answer is accepted or rejected based on the accuracy of the repetition or clarification.

REPEATING A QUESTION

A player may not ask the reader to repeat a question or provide explanations about it.

However, the reader may, at their own discretion, repeat a question if, for reasons beyond the control of the players or game hosts, the question becomes inaudible.

PRONUNCIATION

No answer shall be rejected because it is given in French or in the manner of the original language, unless the answer is unintelligible. If necessary, the reader shall ask the player to repeat or clarify their answer.

LANGUAGE

The official language of the competition is French. However, if one team wishes to play in English while the other prefers French, the following alternation will be applied: the first question will be asked first in French, then in English. The second question will be asked first in English, then in French, and this sequence will be repeated for each question in each category. If both teams wish to play in English, all questions will be in English.

3.2.5 The competition

COMPETITION STRUCTURE

The competition follows two stages: the preliminaries and the finals.

- The 12 teams will participate in the preliminary round and will play four (4) games in a Swiss-system tournament.
- The four teams with the most points after four (4) rounds will advance to the semifinals.
- The two winning teams will face off in the grand final, while the other two will face off in the third-place final.

SWISS-SYSTEM

In a Swiss-system tournament, a team does not play against every other team. Opponents are matched in each round according to rules that ensure each team always faces a different opponent, but one with a similar score to its own. All teams play in every round.

Teams will be matched with:

- a team with the closest score; and
- a team they have not already played.

3.2.6 Sequences

CANTONADE - FIRST COLLECTIVE QUESTION

The player who answers the question correctly earns their team the right to answer the following questions in the sequence.

RELAY - BY TEAM

The questions (up to four) are asked one after another. If a player answers correctly, the relay continues within that player's team, but the same player cannot answer twice. If a player gives the wrong answer, the relay is interrupted.

IDENTIFICATION BY CLUES - COLLECTIVE, WITHOUT CONSULTATION

Players must identify a person, event, object, photo, or song using three to four clues, presented from the most general to the most specific. A correct answer based on the first clue is worth 40 points, 30 points after two clues, 20 points after three clues, and 10 points after all clues are given.

VIS-À-VIS - INDIVIDUAL

A specific question is asked of the two players sitting vis-à-vis, one from each team. The first of the two to answer correctly earns the points, and the opponent gets the right of reply.

OUTLIER - BY TEAM

From a list of suggested answers, players must find the outlier.

MUSICAL QUESTIONS - COLLECTIVE, WITH CONSULTATION

A music clip is played without the lyrics; the first team to identify the song title or the name of the movie or TV show it's from wins the points.

RAPID FIRE QUESTIONS - COLLECTIVE, WITHOUT CONSULTATION

A series of ten rapid fire questions. This segment can be incorporated at any point during the game, but is typically held at the beginning and end of the match. It can also take the form of "True or False."

TIE BREAKER

If the two teams are tied at the end of the game, a second round of rapid-fire questions is held to determine a winner.

3.2.7 Categories

GEOGRAPHY

The questions will be about countries, cities, geographical characteristics, monuments, theoretical knowledge, international tourism but also from Canada and Quebec, etc.

SCIENCE

The questions in this category cover life sciences (biology, ecology, zoology, medicine, chemistry, etc.), pure sciences (physics, astronomy, geology, etc.), as well as social sciences (psychology, philosophy, economics, anthropology, political theory, sociology, etc.).

MUSIC

The questions cover composers, singers, bands, movie and TV theme songs, albums, music theory, concerts, music awards and prizes, etc.

HISTORY

The questions in this category focus on the people, places, and events in human history, without being limited to political history.

ART AND CINEMA

The questions will be about architecture, paintings, sculptures, dance, photography and cinema. We can explore classical and contemporary artistic movements and techniques, as well as artists and works.

SPORTS

The questions will be about amateur and professional sports, athletes, sports equipment and accessories, sports regulations, etc. Note that video games, board games, and all forms of recreation fall under the Lifestyle category.

MATHEMATICS, TECHNOLOGY, AND FINANCE

The questions will either be about mathematics, technology, or finance.

LITERATURE

The questions cover everything related to literature from the past to the present: authors, works, literary movements, comic books, genre literature, poetry, major series, and publishers.

LIFESTYLE

Questions in this category cover video games, board games, recreational activities and games of skill that are not generally considered sports, hobbies, fashion, gastronomy, comedy, cocktails, and microbreweries, etc. Theatrical performances and their staging are also part of the Lifestyle category, but questions about the text of a play or its author belong in the Literature category.

3.3 IMPROVISATION

[HOSTED BY TETRA TECH]



TETRA TECH

GENERAL INFORMATION

Heads: Daniel Nikolaenko & Olivier Bussière

Qualifications: Monday, January 4th, from 1pm to 5pm

Finals: Tuesday, January 5th, from 8pm to 11:15pm

Participants: 4 participants + 1 coach (1 optional substitute)

3.3.1 Duration

- Qualifier matches have a duration of fifteen (15) minutes and include three (3) improvisations;
- The semifinals and the final for third place have a duration of thirty (30) minutes and include five (5) improvisations;
- The grand final lasts forty-five (45) minutes and includes seven (7) improvisations.

3.3.2 Composition des équipes

Each team is made up of four (4) people and should ideally reflect gender diversity, without it being mandatory. An incomplete team (three (3) people or less) will automatically receive a major penalty for the illegal number of participants at the start of the match. Each team can also register a substitute, who can play or replace a missing person.

3.3.3 Procedure

ANNOUNCEMENT OF THE IMPROVISATION CARD

The referee reads the improvisation card out loud: the nature, theme, the number of participants, the category and the duration of the improvisation.

CAUCUS

Participants, as well as the coach of each team, have thirty (30) seconds to consult and take place inside the rink. The referee will signal the beginning of the improvisation with a whistle blow.

3.3.4 Point distribution

POINTS OBTAINED BY VOTES

After each improvisation, the referee asks the audience and judges to vote for the best improvisation.

- The audience's vote counts as one vote (determined by the represented majority);
- The vote of each judge also counts for one vote;
- The team with the most votes wins the point.

DURING QUALIFIERS

- Only the judges' votes is considered (the audience's vote does not count);
- In the event of a tie between the judges, the referee makes the final decision;
- No recounts are allowed, given the limited number of voters;
- Only participants, coaches, and sponsors are allowed in the room (no audience permitted).

DURING FINALS

- If the difference in the audience's vote is five (5) votes or less and also the judges are tied
- (e.g., each team receives three (3) votes), then both teams receive one point.
- The referee may ask a recount of the room from their linesmen;
- Teams have the right to request a recount of the room.

POINTS OBTAINED BY PENALTY POINTS

- A penalized team receives one (1) or two (2) penalty points depending on the nature of
- the infraction (minor or major);
- A minor penalty, unlike a major penalty, does not intentionally destroy the
- play (see section [3.3.6 List of Penalties](#));
- The accumulation of three (3) penalty points by a team automatically gives one (1) point to the opposing team.

REQUEST FOR CLARIFICATION

- After a penalty, the team captain has the right to request a clarification from the referee;
- If the captain is the one receiving the penalty, the assistant captain can make the request;
- Any discussion with the referee must take place in the center of the arena.

3.3.5 Decorum

REFEREE

The referee is the ultimate authority in the game. At any time, the referee may impose a penalty to a player or a team for any infraction that harms the quality of the game. Their decisions are final.

CAPTAIN

The captain of a team can request the referee for clarifications following penalty call. They are allowed one question and one rebuttal. Brevity and politeness are required. In the event of abuse, the referee can impose an additional penalty.

COACH

A team can have a coach present on their bench. This person can be a member of the delegation or a parrain or marraine but cannot be a player evicted from a previous game.

SUBSTITUTE PLAYER

A substitute player can accompany the team and replace a player between two games.

PLAYING AREA

The playing area is delineated by boards or any other physical or visual markers determined by the referee before the start of the game (markings on the ice, cones, stage boundaries, etc.). To participate in the ongoing improvisation, a player must physically enter the rink. A player who has made a play and wishes to withdraw from the game must remain inside the boards and assume a neutral position (the little ball). For a brief off-ice play, the player may remain on the bench. A player on the playing area may not communicate with anyone on the bench unless they are in a neutral position.

After adopting a neutral position, the player can hop back in the improvisation with a played character, or with a new one.

COMMUNICATION ON THE BENCH

In mixed play, the players, as well as the coach, may communicate with one another.

In comparative play, the team not playing cannot communicate; an illegal procedure penalty will be given if verbal or non-verbal communication is used.

DRESS CODE

- It is strongly recommended that each player wear black pants, a casual jersey. Wearing shoes is mandatory;
- The team may wear jerseys representing their university. However, the team can only use their university jersey OR their delegation item to improvisation with;
 - For example, a team could use their delegation item to make a broom, but under no circumstances use their university jersey (if applicable) to later mimic an object (and vice versa). If this occurs, an illegal accessory penalty will be administered.
- Chewing gum and wearing jewelry/watches are forbidden. It is strongly recommended to tie your hair.

3.3.6 List of penalties

NOTE ON PENALTIES

Any minor penalty may be increased to a major penalty if necessary.

ILLEGAL ACCESSORY

A player uses an accessory other than their shoes, pants, T-shirt, or hockey jersey (OR delegation item) (watch, glasses, long hair, etc.).

CABOTINAGE

A player attempts to win the audience's favor by making jokes unrelated to the improvisation. Gratuitous references to sexual content or very poor taste are also considered cabotinages.

CLICHÉ

A player reproduces a scene or story previously seen elsewhere. The abusive use of a character in the tournament is also a cliché.

CONFUSION

A team or player loses track of the story. The story no longer makes sense, or its progression is disrupted.

BREAKING CHARACTER (DÉCROCHAGE)

A player loses focus and breaks character.

LACK OF LISTENING

A player forgets key story elements like a character's name or their setting.

ILLEGAL NUMBER OF PLAYERS

A team sends more (or fewer) players than requested.

DISREGARD OF THEME/CATEGORY

A team plays without respecting the theme or category given by the referee.

REFUSING A CHARACTER

When a player refuses the role (character) of another player or the role offered to them by another player. When a player suddenly changes characters during improvisation without justification or probable cause.

TARDINESS

A team stalls improvising after the whistle blows to signal the end of the caucus. A player prevents the situation from advancing or obstructs continuity by an ill-timed intervention. A captain drags out their requests for clarifications.

RUDENESS

A player refuses to cooperate, imposes a character or ideas, as well as being physically rough with other players. A player monopolizes attention without a good reason and without advancing the story.

ILLEGAL PROCEDURE

- A caucus continues outside of the allotted time;
- There is communication between the players on the bench and the ones actively playing;
- The team on the bench discusses while the other team improvises.

BAD CONDUCT (MAJOR PENALTY)

A player significantly disrupts the game or engages in unsportsmanlike conduct.

EVICTION

In the event of excessive penalties or extreme behaviours, the referee has the right to evict a player until their next match.

3.3.7 Nature

COMPARATIVE (COMPARÉE)

Each team, while taking turns, must improvise the same theme. The team designated at random, by the puck's colour, has the choice to start or to go second. No communication is allowed on the bench while the other team is improvising. In the event of a violation, a penalty will be given to the team at fault by the referee.

MIXED (MIXTE)

One or more players from both teams must improvise together on the same theme.

3.3.8 Categories

Freestyle (Libre)

Players can draw inspiration from whatever they want to create their improvisation. However, they must remain within the physical limitations of the game.

In the style of... (À la manière de...)

Players draw inspiration from the chosen topic (horror movie, American soap opera, fairytales, etc.) for their own improvisation.

Imposed accessory (Accessoire imposé)

Players use the accessory imposed by the referee. The object's usage must be different from its real-life use.

Sung (Chantée)

The players sing. The melody of the song may be from an existing work.

Exaggeration

The improvisation is executed in three (3) sequences. Firstly, a regular improvisation is done. Then, a second improvisation slightly exaggerating the story of the first one, is played out. Finally, a third improvisation EXAGGERATING A LOT the very first story is done.

Rapid-fire (Fusillade)

A player receives their improvisation title just before performing it.

American dubbing (Doublage américain)

Players provide voice-overs for the other player(s) in the rink. Players in the rink are not allowed to speak.

(Starting at the End) Début de la fin

The team first plays out the end of the story, and when the referee blows the whistle, the team will then play out the events that led to that ending.

Narration

One player tells the story to the audience. The other players act out the story under the narrator's instructions, but they can also speak.

Pursuit

One team begins improvising. When the whistle blows, the team freezes to let the other team finish the story.

Buzzer (Quick change)

When the referee blows the whistle, the players must repeat their last sentence and entirely change its meaning.

Sped-Up (Accélérée)

The same improvisation is played in 2 minutes, 1 minute, and 30 seconds.

Rhymed (Rimée)

The players must rhyme (or make a serious effort to do so) each of their sentences.

Videoclip

The referee imposes a song or musical on the players.

Videoway

Three duo improvisations are performed in rotation (V1, V2, and V3). The goal is to create different sketches based on the given situation.

Zapping

When the referee blows the whistle, the players must use their posture as an inspiration to start a new improvisation.

Foley (Bruiteur)

An improvisation where a player outside the rink must do all the noises from the actions happening.

Advertisement (Publicité)

An improvisation which must advertise a product.

Time travel (Voyage dans le temps)

Each time the bell rings, the era in which the story takes place must change without altering the story or the essence of the characters.

Press conference (Conférence de presse)

A player answers questions at a press conference with members of the opposing team scattered among the crowd.

Referee's category (Catégorie de l'arbitre)

The referee can assign the players a category more uncommon than those mentioned. This category will be announced in due time.



3.3.9 Tournaments

QUALIFICATION ROUNDS

During the qualification rounds, the twelve (12) delegations will be divided into two pools by random draw, and each delegation will play three matches (these matches will also be determined by random draw). The top two teams from each pool will advance to the semifinals. Rankings will be determined based on wins, differential (number of improvisations won), and penalties received.

- A win is worth 2 points;
- A loss in overtime is worth 1 point;
- A loss in regulation time or by forfeit is worth no points.

In the event of a tie, there will be six rapid-fire (fusillade) improvisations (three on each side) to decide the winning team.

FINALS

There will be four matches during the finals evening: two semifinals, a bronze medal game, and a final. In the event of a tie, there will also be rapid-fire (fusillade) improvisations to decide the winning team.



4. SPORTS COMPETITIONS

[HOSTED BY AESGUL]



4.1 INDOOR SPORT: LA GUERRE DES GÉNIES

GENERAL INFORMATION

Head: Thomas Laflamme

Schedule: Tuesday, January 5th, from 8am to 5pm

Participants: A minimum of seven (7) delegates and a maximum of ten (10) delegates.

4.1.1 Description of the challenge

“War, war, it’s no reason to hurt each other! »

Inspired by the Quebec classic "La guerre des tuques", La guerre des génies is a foam ball-throwing competition in which two teams face off in a series of rounds with different objectives. Each duel tests strategy, accuracy, communication, and teamwork.

Each duel is played as a best-of-three rounds (2 out of 3). Before each round, a six-sided die is rolled to determine the game mode. Each mode corresponds to two sides of the die, allowing for varied challenges from one round to the next.

4.1.2 Field and gameplay

The field is divided into two zones, one for each team, with a center line separating the two sides (Figure 4.1.1). The field is sprinkled with obstacles and shelters that allow players to protect themselves from the opposing team's throws and to move strategically. Each round is played with 7 players on the field per team.

Players can be eliminated when they are hit by a foam ball, whether it is caught or not.

Once eliminated, a player cannot return to the game as long as their team still has active players. However, they may return to the game when their team is completely eliminated, according to the rules of the current game mode.

Before each round, a die is rolled to determine the game mode.

Each round lasts a maximum of 5 minutes. A duel can therefore last up to 15 minutes, or three 5-minute rounds.

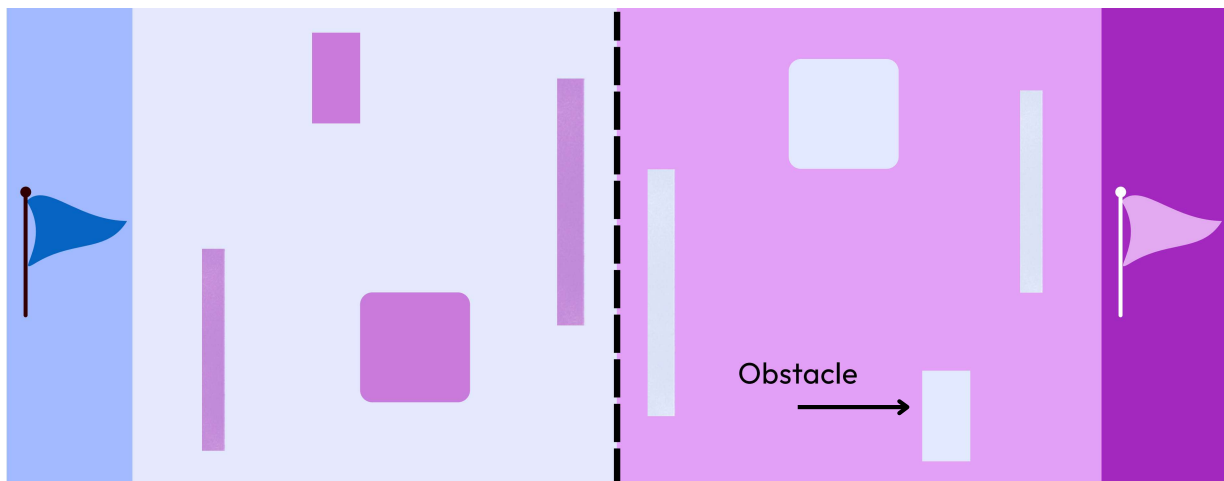


FIGURE 4.1.1. EXAMPLE OF THE FIELD

4.1.3 Game modes

Open War

The goal of Open War is to reach a total of 30 points.

Each opposing player eliminated earns the team 1 point. An eliminated player cannot return to the game until their team has been completely eliminated.

In this mode, players cannot cross the center line.

The first team to reach 30 points wins the round. If neither team reaches 30 points before time runs out, the team with the most points wins the round.

Conquest

The goal of Conquest is to capture the flag located in the opposing team's zone and return it to your own drop off zone.

In this mode, players may cross the center line even while holding a ball. However, the flag carrier may not hold a ball.

Once the flag is captured, it cannot be passed to a teammate. If the flag carrier is eliminated, he or she must drop the flag at the spot where the elimination occurred.

An eliminated player may only return to the game once their team has been completely eliminated.

The team that brings the most flags back to their drop off zone wins the round. After each successful capture, a referee returns the flag to the opposing team's zone.

If the score is tied at the end of the 5 minutes, overtime begins. The flag is placed back in the opposing team's zone, and the first team to touch the opposing flag wins the round. No revivals are allowed during this overtime period.

President

At the start of the round, one player from each team is designated as the President. The referees know who the President is, but this must remain a secret from the opposing team.

The President cannot directly eliminate opposing players. Their main role is to allow their teammates to return to the game by reviving them.

Each President has a maximum of 5 revives available during the round.

The round ends immediately when a team eliminates the opposing President.

If time runs out without a President being eliminated, the team with the most players still alive wins the round.

4.1.4 Format of the competition

The competition begins with a round-robin stage, allowing teams to accumulate points and determine their standings.

Each duel is played as a best-of-three series (2 out of 3). The game mode is determined by a roll of the die before each round.

At the end of the round-robin stage, the top 8 teams advance to the final phase. A knockout bracket is then used to determine the ultimate winner of La guerre des génies.

In the event of a tie between the teams in 8th and 9th place, an additional single-game match will be played to determine which team advances to the final phase.

4.1.5 Scoring

A victory in a duel is worth 10 points toward the overall standings.

The round-robin standings are determined based on the total number of points earned by each team.

4.1.6 General rules

- Each team must have 7 active players on the field at the start of each round.
- No physical contact between players is permitted.
- Only foam balls provided by the organization are allowed.
- Throws intentionally aimed at the face are not tolerated.
- The field referee has the final say on any disputes that arise during a match.
- All rules are subject to change prior to the event.

4.2 OUTDOOR SPORT: KICKBALL

GENERAL INFORMATION

Head: Tommy Dufour

Schedule: Tuesday, January 5th, from 8am to 5pm

Participants: A minimum of seven (7) delegates and a maximum of ten (10) delegates

4.2.1 Description

Kickball is a recreational sport inspired by baseball in which players kick a ball to run to the bases and score points. Two teams compete, alternating between offense and defense. The offensive team tries to run to the bases and score points, while the defensive team tries to eliminate runners by tagging them with the ball or by making a forced out at a base.

Games consist of two innings, with each team having one offensive and one defensive phase per inning. An offensive phase ends when all scheduled kickers have had their turn kicking. The game is limited to 30 minutes to accommodate the schedule.

4.2.2 Game format

- Preliminary Round: 3 matches in a round-robin format.
- Duration: 30 minutes per match.
- The top 4 teams advance to the playoffs.
- In the event of a tie after the 2 innings, the game is declared a tie.
- The standings are determined by the following tiebreakers, in this order:
 - Standings points: win = 2 points, tie = 1 point, loss = 0 points;
 - Goal differential;
 - Total points scored.

The playing area is marked by flat cones, and the bases are marked by rubber mats. The dimensions of the field are shown in the figure.

Dangerous actions, including intentional contact and uncontrolled slides, are prohibited. Intentional throws aimed at the head are also prohibited.

4.2.3 Scoring and Gameplay

Innings and phases

- A game consists of 2 innings, each comprising two phases: an offensive phase and a defensive phase for each team.
- During an offensive phase, players from the same team take turns kicking, in the order chosen by their team. The number of kickers and defensive players is determined by the team with the fewest players. For example, if one team has 9 players and the other has 7, only 7 players from each team participate in each phase. However, the additional players may be used during another phase.

Move toward the bases and score a point

- To score a point, a player must run through all three bases in succession and return to the home plate.
- Runners may begin running as soon as the ball is kicked. When a player has at least one foot on a base, they cannot be tagged out. If a player reaches a base already occupied by a teammate, the player who was originally on that base is out.
- When a ball is caught before it hits the ground, runners must return to touch the base they were on at the start of the play before they can advance again.
- Players cannot “steal a base”. They must wait until a new ball is kicked before leaving their base.

Eliminate a player

- When an attacking player is hit by the ball, they are eliminated. Rebounds count. A player may also be eliminated if the ball they kicked is caught by a defensive player before it touches the ground.
- A forced out occurs when a runner is forced to advance to the next base and a defensive player gains control of the ball and touches that base before the runner arrives.
- A player who is out must leave the playing field.

4.2.4 Gameplay

The game continues until the runners stop advancing, deciding that attempting to reach the next base would likely result in their elimination. The next play can then begin with the next kicker.

4.2.5 Throw and kick

- A kick is considered valid when the ball rolls through the 1.5-meter-wide kicking zone, as shown in the figure below. A kick that does not pass through this zone is retaken and does not count as an attempt.
- If the kicked ball goes out of bounds along a sideline before crossing the first or third base, an attempt is counted and the kicker must take another turn.
- No player standing on a base may leave it while the kicker is taking attempts. Therefore, there can be no “base stealing.”
- The ball is rolled onto the ground by a neutral thrower (a volunteer, official, or other designated person).
- Each kicker has 3 attempts to kick the ball. After three unsuccessful attempts, the kicker is eliminated.

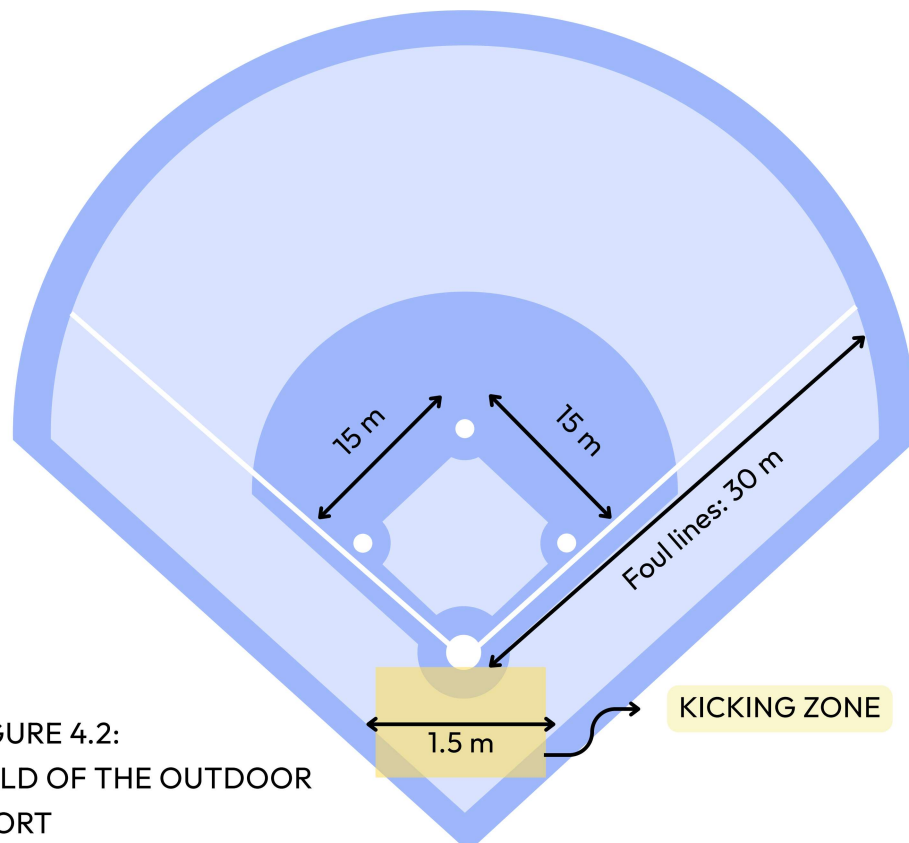


FIGURE 4.2:
FIELD OF THE OUTDOOR
SPORT

4.2.6 Home run

- Each team may score a home run per offensive phase.
- A home run is awarded when the kicked ball crosses the 30-meter line in the air, between the foul lines. The kicker and all runners on the bases may then complete their lap and score a point.
- When a second ball crosses the 30-meter line during the same offensive phase, the play is considered a single: the kicker advances to first base, and all runners advance one base.

4.2.7 Special rule – The goalkeeper

- At the start of each defensive phase, a team designates a goalkeeper.
- The goalkeeper may intercept a ball intended to reach a teammate using any part of his or her body. However, the goalkeeper may not intentionally catch the ball, throw it, block a runner, or make physical contact with an opposing player.
- The goalkeeper may intercept as many balls as they wish during the phase. After an interception, the ball remains in play.



4.3 POOL SPORT: SOCCER-POLO

GENERAL INFORMATION

Head: Anaïs Paquet

Schedule: Tuesday, January 5th, from 8am to 5pm

Participants:

- Small delegation: A minimum of six (6) delegates and a maximum of ten (10) delegates
- Big delegation: A minimum of eight (8) delegates and a maximum of ten (10) delegates

4.3.1 Goal of the game

The objective is to play table soccer in a water polo-style aquatic format (Figure 4.3.1.). Universities compete in a tournament featuring one (1) bouncing water ball, one (1) pool, two (2) water polo goals, six (6) zones, and one (1) objective: to score points.

Teams first participate in a qualifying round to determine the top eight (8) universities. These universities then advance to the final tournament, where a single university will be crowned champion.

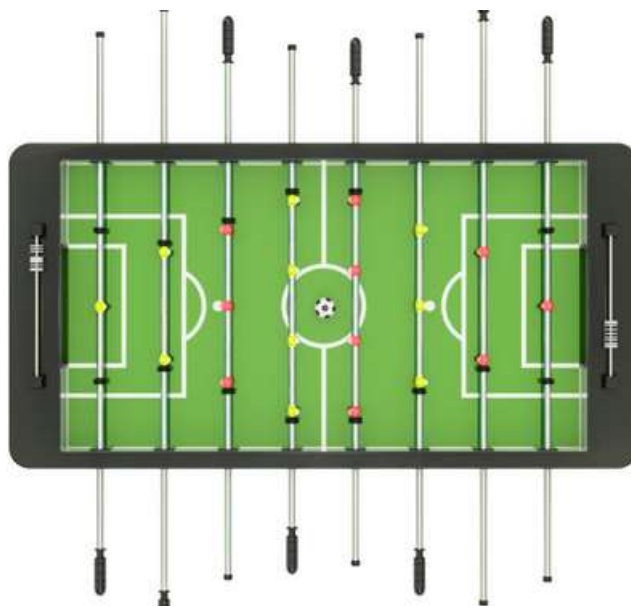


FIGURE 4.3.1. SCHEMATIC OF THE GAME

4.3.2 Gameplay

Just like in table soccer, the field is divided into several zones marked by purple lines (Figure 4.3.2.). Each team occupies only certain zones identified by its color, and players must remain in their assigned zone throughout the game. Their goal is to score in the opposing team's goal.

For example, the red team starts with the ball in their center zone, which consists of two (2) players. Their goal is to successfully make a valid pass to one of the players on their attacking line, which consists of three (3) players. Next, the attacking line can attempt to score in the opponent's goal. The yellow team can intercept a pass from the opponent while remaining in their respective zones. The yellow team can then, in turn, make legal passes up to their offensive line and attempt to score a goal, and vice versa.

In the event of a foul or a whistle (see the "General rules" section), possession is awarded to the team that was fouled, while the offending team moves into defense until the next attack. When a team scores a goal, a faceoff will be held for the opposing team in the center zone of the field.

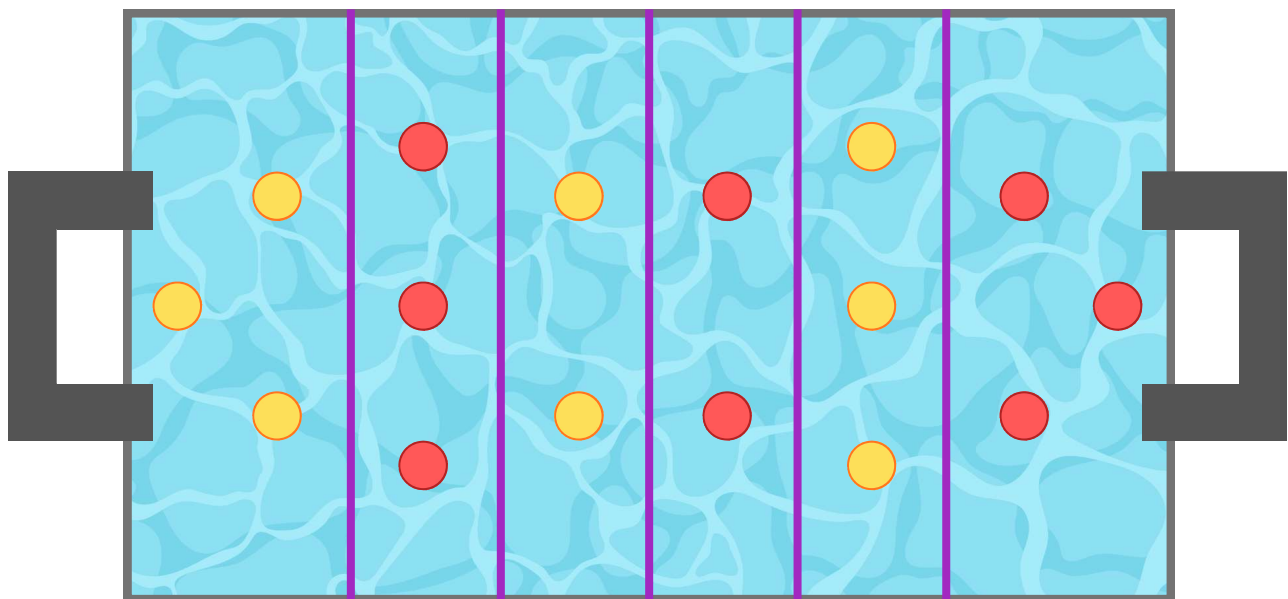


FIGURE 4.3.2. LAYOUT OF A GAME OF SOCCER-POLO

4.3.3 General rules

Scoring points

A goal scored is worth one (1) point.

Substitution

If a team has more than eight (8) players, it may make substitutions during halftime.

Allowed pass

For a pass between zones to be allowed, a bounce on the water must be made in the opposing zone. Therefore, it is not legal to make a “lob” pass through the air solely to change zones. If an illegal pass occurs, the referee blows the whistle to stop play, and possession of the ball is awarded to the opposing team.

EXCEPTIONS: Passes through the air can only be made if a teammate is in the same zone as the ball holder.

During a goal shot, the ball can be thrown in any way.

Travel

All forms of travel are permitted, provided that players remain within the bounded zones, with or without the ball. If a player or the ball leaves the pool or the bounded zones, the referee blows the whistle to stop play. The offending team then turns possession of the ball over to the opposing team.

Foul (illegal contact)

Any contact with the opposing team results in a whistle and a change of possession. A foul may be called on either a defensive or offensive player for failing to stay within the bounded zones.

Material to be provided by delegations

Swimsuit;

Swimming cap;

Swimming goggles (optional).

4.3.4 Qualifiers

The qualifier rounds are held in a tournament format with eight (8) versus eight (8) matches.

- Two (2) universities compete against each other;
- Three (3) pools of four (4) teams are formed;
- Each team plays three (3) matches.

In the swimming pool, a water polo goal is placed at each end. Two (2) teams take their positions in their respective zones, marked by floating lines.

The attacking team, determined by a coin toss, will start with the ball in their central zone of the field.

Game sequence

This eight-on-eight (8 vs. 8) game format, played in continuous alternating possession, consists of two five-minute (5) half-time periods of continuous play. A one-minute (1) break after the first half-time period will allow the teams to switch positions. Special attention must be paid to legal passes and goal shots, as indicated in the General rules section.

Ranking and scoring

At the end of the match, the final score is recorded. A win is worth three (3) points. A tie is worth one (1) point. A loss is worth zero (0) points. Once all matches have been played, the top two (2) teams from each pool and the two (2) teams with the best goal differential among the third-place finishers advance to the final.



4.4 E-SPORT COMPETITION

GENERAL INFORMATION

Head: Floranne Lagüe-Charbonneau

Schedule: Tuesday, January 5th, from 8am to 5pm

Participants: A maximum of four (4) delegates

4.4.1 Description of the challenge

The sport that demands the most athletic prowess is back for the 2027 edition Engineering Games! This year, the e-sport challenges participants to push their limits in nearly a dozen different sports set in a world familiar to everyone: Wii Sports. As the fourth best-selling video game in the world, this title was chosen to be as accessible as possible to everyone and to be just as fun to watch as it is to play. The skills you've honed over Christmas dinners while playing bowling against your Aunt Nicole will finally come in handy! The competition will take the form of a tiered tournament across several sports using two versions of the game. Details are provided in the following sections.

Teams consist of a maximum of 4 participants, of whom 1 to 2 participants will play at the same time.

The exact competition schedule will be sent to participants after the qualifier round. Participants must be on site at least 5 minutes before the scheduled time for their round to ensure a smooth flow.

4.4.2 Games

The two games featured at the 2027 E-Sport event are:

- Wii Sports (Wii console): Tennis, Baseball, Bowling, Golf, Boxing
- Wii Sports Resort (Wii console): Swordplay, Archery, Basketball, Table Tennis, Golf



4.4.3 General rules

- Team of four (4) players
- Wii controllers authorised only
- Each participant must play at least once per round

4.4.4 Scoring

- The winning team in each game is determined using the scoring system specific to each sport.
- Victory 2 pts
- Tie 1 pts
- Loss 0 pts

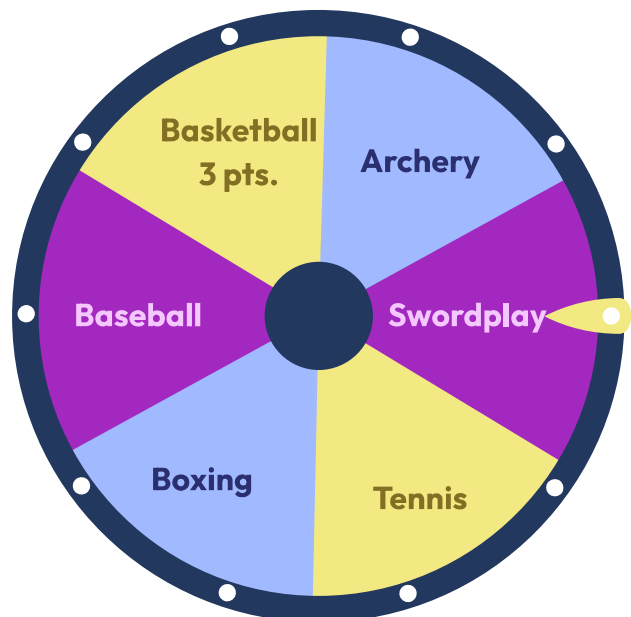
4.4.5 Competition procedure

Phase 0 - Qualifiers

- Game: Wii Sports Resort - Golf
- 3-Hole game
- The scores obtained will be used to determine the groups for the remainder of the competition.

Group Phase

- Game: Drawn by spinning a wheel before each round.
- Total of 5 rounds, each team plays 3 games.
- The top two teams from each group and the two best third-place teams advance to the quarterfinals.



Semifinals

- Game: Drawn by spinning a wheel
- The top two teams advance to the grand final.
- The remaining two teams advance to the third-place final.

Finals

A grand finale featuring three events (boxing, tennis, and bowling) with a twist.

- Twist Boxing (1vs1): Players must pass the controller to each other every time the referee blows the whistle; all team members must play.
- Twist Tennis: The players with the controllers are blindfolded, and the other two players tell them when to hit.
- Twist Bowling: Non-dominant hand mandatory.

The winning team is the one that has won 2 out of 3 games.

Tiebreaker

If two teams are tied, they will face off in a table tennis match, and the winning team advances to the next round.



4.5 SURPRISE SPORT

GENERAL INFORMATION

Head: Alexandre Quintin

Schedule: Tuesday, January 5th, from 8am to 5pm

Participants: A minimum of five (5) delegates and a maximum of six (6) delegates

4.5.1 Description of the challenge

Every year, the surprise sport brings its share of challenges and unexpected twists. This year's edition will require participants to keep a cool head while remaining ready to spring into action at any moment.

Teams will need to demonstrate excellent coordination, adapt quickly, and capitalize on each member's strengths. Every decision will matter, and time will play a bigger role than it appears.

Roles will constantly shift throughout the competition, forcing all participants to step outside their comfort zones. Good communication, strong teamwork, and the ability to think under pressure could make all the difference.

One thing is certain: victory will not necessarily go to the fastest team, but rather to the one that stays one step ahead.



QUESTIONS & ORGANIZING COMMITTEE



Charles-Antoine April
Vice-President of Competitions



Antoine Lavallée
Associate of Competitions

If you have any questions or comments about the competitions, please contact the Competitions team.

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