



**What:** Engineering Academic Challenge

**When:** March 3<sup>rd</sup>, 2009, 5 PM – 8 PM

**Where:** Manufacturing and Research Center Auditorium

**Why:**

1<sup>st</sup> place team wins \$600.

2<sup>nd</sup> place team wins \$300.

3<sup>rd</sup> place team wins \$150.

4<sup>th</sup> place team wins \$75.

Plus pizza for all contestants!

**How:** The registration information can be found at [www.me.gatech.edu/pts](http://www.me.gatech.edu/pts)

**Who:** This event is hosted by Pi Tau Sigma Georgia Tech Nu Chapter, the mechanical engineering honor society.

# Rules

## Teams

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- Teams shall consist of no more than three players (only undergraduate GT students allowed)
- Team members are allowed to confer during questions, but only the player that buzzes in is allowed to answer.
- A player must be recognized by the reader before answering a question. If a player blurts out an answer without being recognized by the reader, that player's team is locked out for the rest of that question.

## Scoring

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- Each correct answer is worth 10 points.
- Each incorrect answer given on an interrupt will earn a team negative 5 points.

## Placement

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- The competition will begin with a 25 question placement round. This will be used to seed the teams in the match play. Only 8 teams will advance to match play.
- Each question will be shown on the projector for 1 minute. There will be no returning to previous questions.
- Each team will write down their answers to the questions and submit them at the end of the placement round.
- In the event of a tie, seeding will be determined by a coin toss.

## Match Play

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- Match play is a single elimination tournament with seeds.
- Each match shall consist of 10 questions.
- Each question begins with the proctor reading the question. Once the reader is done reading the question, the question with its answer choices will be shown on the projector. After the question is shown on the projector teams have 1 minute to buzz in to answer.
- If a team incorrectly answers a question after the question is shown on the projector, that team is locked out for the rest of the question, and the other team will have an additional 30 seconds to work on the question.
- Interrupt: A player may buzz in to answer a question before the reader is finished reading the question. The player must answer the question to the satisfaction of the judges. Incorrect answers on an interrupt will result in a deduction of points. If a team interrupts and answers incorrectly, that team is locked out for the remainder of the question. The reader will then finish reading the question, and the other team will have 1 minute to answer the question.
- In the event of a tie, the match will go to sudden death overtime. In sudden death, the play is the same as normal play with this exception: there will be no interrupt penalty. The first team to correctly answer a question will be declared the winner.

## Prizes

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- The first place team will receive \$600, second place \$300, third place \$150 and fourth place \$75