

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

---

2025 E-Week Schedule



\_\_\_\_\_ Sunday, February 16<sup>th</sup>, 6PM to 8PM

\_\_\_\_\_ Ashraf Islam Engineering Building Atrium

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

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

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

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

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

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

\_\_\_\_\_ Starts Monday 17th @ 8AM & Ends Thursday 20th @ 3PM.

\_\_\_\_\_ Department of ces

\_\_\_\_\_

- Bucket for collecting coins and bills

\_\_\_\_\_

1) Coins add positive points

\$0.01= + 1 point

\$0.05= + 5 points

\$0.10= + 10 points

\$0.25= + 25 points

2) Bills take away points

\$1.00= -100 points

\$5.00= -500 points

\$10.00= -1000 points

\$20.00= -2000 points

\$50.00= -5000 points

\$100.00= -10000 points

3) Any department bucket that is "hidden" or not in plain sight in the of ce will result in automatic disqualification. This will result in disqualification from the running of Mr. And Mrs. Engineer.

4) EJC Reps will collect the buckets, take them to the bank, and let the bank handle the counting.

\_\_\_\_\_

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

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



---

Pranks must not damage any property or create lasting changes to the environment. This includes not altering walls, doors, windows, or any physical structure.

Avoid using permanent markers, paints, or any materials that leave permanent marks. Use only temporary, easily removable materials such as tape, sticky notes, or paper.

Do not target personal items or belongings of individuals (e.g., desks, computers, or personal spaces).

Avoid pranks that involve personal hygiene items (e.g., soap, toothpaste, or toiletries). Pranks should be focused on communal or public spaces, not personal or private property.

Pranks should not create a mess that requires excessive cleaning. Avoid materials like confetti, glitter, or anything difficult to clean up.

Materials used should not blow away easily (e.g., paper, feathers, or small plastic items). If the prank involves a substance (like food or paint), it should wipe off easily without leaving stains or permanent marks.

Pranks must not cause any physical injury or discomfort. This includes avoiding pranks that may startle or cause people to trip, slip, or fall.

Ensure that pranks are safe for everyone, including people of different physical abilities. Always keep pathways clear and avoid obstructing exits or entrances.

Pranks should not interfere with scheduled academic activities, exams, or other important events. Be mindful of timing and ensure pranks are done when they won't disrupt learning.

Avoid creating loud noises or visual distractions that could interfere with classes or exams, such as loud music, flashing lights, or large visual displays.

Do not use food, liquids, or substances that might trigger allergies or cause health issues (e.g., peanuts, dairy, chemicals). Keep pranks safe for everyone, including those with sensitivities.

Avoid using potentially hazardous substances like glue, paint, or sticky chemicals that could be harmful to people or difficult to clean up.

Pranks must only take place in designated public spaces like common areas, lounges, or outdoor spaces. Do not prank private or faculty areas.

Make sure the prank does not mess up the premises.

\_\_\_\_\_ Monday, February 17<sup>th</sup>, 7PM to 9PM

\_\_\_\_\_ Ashraf Islam Engineering Building Atrium

- \_\_\_\_\_
- 1) Cars must be powered solely by rubber bands. No other energy sources (batteries, springs, etc.) are allowed.
  - 2) Teams are allowed up to 10 rubber bands. They can use them however they like within their design.
  - 3)

\_\_\_\_\_ Tuesday, February 18<sup>th</sup>, 11PM to 12PM

\_\_\_\_\_ Ashraf Islam Engineering Building Atrium

\_\_\_\_\_

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

- 1) Face cookie: Participants have one minute to get a cookie from their forehead to their mouth using only face muscles. If the cookie falls off the face, *f* the



\_\_\_\_\_ Tuesday, February 18<sup>th</sup>, 7PM to 9PM

\_\_\_\_\_ LSC Lawn

1) We will divide the following majors into 2 teams to have an even number per team:

ECE (RED)

CE (GREEN)

ME (GREY)

CEE (ORANGE)

MET (BROWN)

CSC(YELLOW)

- 2) Bandanas of your respective color must be visible at all times to play.
- 3) 2 Referees will escort each team to their respective side of the LSC, following them to place their flag and set up their "jail". At 7:10 the games will begin.
- 4) Team Territory is defined in the picture below:



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

\_\_\_\_\_ Wednesday, February 19<sup>th</sup>, 7PM to 9PM

\_\_\_\_\_ Ashraf Islam Engineering Building Atrium

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

- \_\_\_\_\_
- Popsicle sticks
  - Drinking straws
  - Rubber bands
  - Index cards
  - Printer Paper
  - Cotton balls
  - Marshmallows
  - Tape
  - Twist ties

- \_\_\_\_\_
- Lightest weight
  - Least materials (by count)
  - Land on Target
  - Risky Design
  - Creative Design
  - Visible Egg

\_\_\_\_\_ Thursday, February 20<sup>th</sup>, 11PM to 12PM

\_\_\_\_\_ LSC Lawn

\_\_\_\_\_

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

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

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

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





\_\_\_\_\_ Friday, February 21<sup>st</sup>, 7PM to 9PM

\_\_\_\_\_ MAC Gym (grey gym) located in the Marc Burnett Fitness Center

\_\_\_\_\_

- 1) Each team will consist of 6 players.
- 2) NO MORE THAN TWO TEAMS PER MAJOR
  
- 3) No headshots.
- 4) No crossing the centerline.
- 5) Cannot hold the ball for longer than 10 seconds.
- 6) If you are hit with a ball, you are out UNLESS you or a teammate catches the ball before it hits the ground.
- 7) If an opponent catches your ball before hitting the ground, you are out.
- 8) You can use a ball to block other balls from hitting you.
- 9) If a ball ricochets off of anything/anyone and then hits you, you are not out.
  
- 1) If you are out, but a teammate catches a ball, then you can get back in.
- 2) Not following any of the rules will result in your team automatically losing.
- 3) 2 refs per match, one looking at either side

\_\_\_\_\_ Saturday, February 22<sup>nd</sup>, 6PM to 10PM

\_\_\_\_\_ Ashraf Islam Engineering Building Atrium

\_\_\_\_\_

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

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

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

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

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

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

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