



**CAPTAINS
PACKAGE**

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LETTER FROM THE CHIEFS

Hello hello, lead singers!!

This is the moment you have all been waiting for. Your band has been assembled. Your genres have been chosen. Your anthem is ready to be roarin'. All that is left is to get this show on the road and ensure your band is ready to kick some ass at the BIGGEST, WILDEST, MOST INCREDIBLE BATTLE OF THE BANDS EVER. As we embark upon this grand tour, we'd like to introduce you to our mission statement:

E-Week strives to promote and uphold the spirit of camaraderie and community amongst Engineers and Friendengineers through a 5 day interdepartmental competition that fosters a fun, safe, and inclusive environment.

We all know, from past world tours, that E-Week is the best space to discover the frontiers of the engineering community. It is where you can hunt with your pack for survival of the greatest. It is where one can find the fountain of youth hidden in all of us and for our legendary tales to be told for years. It is where we can be sorted, with the almighty hat, in 10 of the greatest houses of engineering. It is where we dedicate ourselves to our districts and compete on their behalf. All this, to win, not just the one and only E-Week Trophy, but also, the greatest prize there ever has been: experiencing the proud faculty spirit and meeting fellow engineers that henceforth you will consider your family.

E-Week means so much to all of us. We've been striving towards this for months now; working around the clock through countless workshops, trainings, meetings, and all nighters, doing our absolute utmost to fulfill the mission statement engraved above. The entire team of coords is so excited to finally be sharing with you what we've been working on: creating the best E-Week of all time, filled to the brim with the fun and spirit of eng, while fostering a safe and inclusive environment. Words can't describe our enthusiasm, as we've seen you all form your bands, create your group brand, and start to compete against each other (wooo meme wars). E-Week is in just over a month and we're thrilled to present you this year's Battle of the Bands setlist. It contains all the nitty gritty details you'll need to know as lead singers, so pack your tour busses well, tune your guitars, and crank up that amp to the max as this package will aid you in being able to blast your anthem to the loudest and proudest of its ability!

We entrust you, as lead singers, to read this set carefully so you can help us ensure the perfect harmony of the 700 musicians taking part in this great symphony.

woooooo,

Aladin, Princess Jasmine, and the Magic Carpet

CODE OF CONDUCT

On Campus

- Do not consume alcohol anywhere on campus, aside from Blues Pub (ONLY during Blues Pub hours).
- Do not enter or disrupt any ongoing McGill classes.
- Do not disturb other McGill students or staff trying to work or study.

Violence, Drugs, and Explicit Content

Competition is fierce during E-Week; don't let it get to your head.

- Any form of violence will result in immediate cutting of your bracelet and possibly further disciplinary actions by the EUS and/or McGill University.
- Absolutely no drug use is tolerated. Possessing and/or being under the influence of drugs at an E-Week event will result in your bracelet being cut.
- Even though marijuana has been legalized throughout Canada, under McGill bylaws it's still strictly forbidden anywhere on campus. Therefore any use of it on campus throughout E-Week is not allowed and will not be tolerated. Venues do not tolerate participants bringing marijuana into their locations, so the possession of marijuana at night events will not be tolerated.
- Team songs, chants, and presentations cannot be offensive; a song book will be provided to you before January to be used as a guideline. There is a difference between tasteful jokes and crossing the line. If you hesitate to do it for even a second, don't.

CODE OF CONDUCT

Venues

- Respect our venues. They have agreed to host all of our rowdy bands, but not to have a stampede that breaks everything.
- Do not argue with venue staff (bouncers, bus folks, bartenders, managers).
- Bring valid government ID to all venues (this includes Blues Pub).
- Do not steal or damage property at any venue. This includes anything from urinals to couches to any item associated with the venue.
- Do not drop anything from the upper levels of any venue.
- Do not bring in any outside alcohol to any venue, especially Blues Pub!
- Do not tamper with your bracelet in any way - DO NOT CUT THE ENDS EVER. PLEASE AND THANK YOU

Milton-Parc Community & Greater Montreal

- Do not chant and yell in the streets on your way to a rally/venue/campus. Keep noise while commuting at a reasonable level.
- Act civilized while in the streets. This should go without saying but don't throw bottles, don't insult people in the streets, etc. Please be respectful.
- If you are having a rally, warn your neighbours and keep noise at a reasonable level, especially when outside.

RULES

Attitude

Having a good attitude will make your E-Week experience, having a bad one will break it. Don't be the party-pooper who ruins the fun for everyone by being in a bad mood.

Class

Competition and E-Week go hand-in-hand, winning and losing don't. Every event of E-Week will be competitive, but alas your team will not win them all. Don't be sore losers, compete harder better faster stronger at the next events. If you don't like another team or their cheer, then just cheer harder yourself. Lead by example. Any unclassy conduct is unacceptable, and you may be asked to leave.

Helping Hands

There are 40+ events at E-Week, and over 650 participants. Ideally, the chords would be in 5 places (and shows) at once making sure everything's running smoothly, but unfortunately you can only strum chords one at a time. That's why we need your help all week. If ever you see a chord in need of a hand, please help us out! We'll love you from the bottom of our hearts and will probably compensate you in one way or another...

Participation

Although no events are mandatory, they are all highly encouraged. Having as many people as possible from your team at events will be a crucial component of your magical E-Week experience, not to mention the most fun. Remember: the first few days of school don't matter.



SUSTAINABILITY

Did you know E-Week uses over 20,000 regulation cups? That's on top of all the shirts that disintegrate by the end of the week, the bandanas we lose (sad reacts only) and the Frostbite buckets lost to... forces beyond our control.

This year, E-Week is taking various strides to make the event more sustainable. This is done in part by purchasing carbon offsets, which are contributions to sustainable initiatives that "make up" the emissions generated by E-Week. While this is great, it's even better to reduce those emissions in the first place! One of the most significant ways we can do this is by reducing waste, like by replacing single-use plastic cups with reusable mugs at most events.

The coords have been working hard to make E-Week more sustainable, and we're incredibly excited to announce that **E-Week this year has received a Silver sustainability certification from the McGill Office of Sustainability!** While this is awesome, we're counting on you to lead by example to make these initiatives matter. This includes...

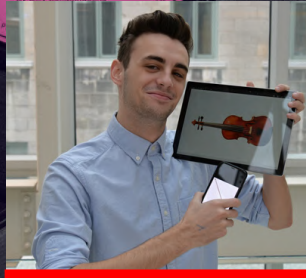
- Using your reusable mugs at **all events**, and making sure participants do the same
- Appropriately throwing things out in the trash, recycling, and compost provided at events
- Using repurposed materials where you can, like in design comps and if you're decorating your ultimate pres
- Recycling (rinsed) regulation cups!

Beyond this, we encourage you to consider all three pillars of sustainability throughout E-Week: economic, social, and environmental. Try to limit waste created by pres and other events you may be hosting, consider the economic impact of your activities (i.e extra merch you may be getting), and keep the equity principles you reviewed in trainings in mind! Making E-Week more sustainable is not only important to reduce our carbon footprint in the face of climate change, but also to make it more fun and inclusive for everyone!

MEET THE CHORDS



YASEMIN BICER
CO-CHIEF



SPENCER HANDFIELD
VP INTERNAL



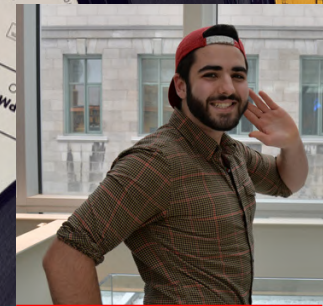
ELLA REIFSNYDER
CO-CHIEF



KYLE MYERS
NIGHT EVENTS



MARION OLIVIER
**INCLUSIVITY &
SUSTAINABILITY**



OWEN QUINN
DESIGN COMP



EVELYNE SANS CARTIER
HEAD OF STAFF



WALKER SINGLETON
DAY EVENTS



KOSTAS MAVROEIDIS
PUB CRAWL



BOYANA DJUROVIC
COMMUNICATIONS



TIMOTHY MACLEOD
HEAD OF CAPTAINS



ILAN ABIKHZIR
**MERCHANDISE +
SPONSORSHIP**

RESOURCES

Coordinators

Contact:

Spencer Handfield — VP-Internal (514) 980 0318
Yasemin Bicer — Co-Chief (514) 404 8322
Ella Reifsnnyder — Co-Chief (438) 927 7512

When: Anytime

Where: At any event, or through Messenger, or by phone

Why: For any situation requiring immediate action, or to request accommodations.

Incident Response and EUS Equity

When: Anytime, E-Week or not.

Where: incidentresponse.mcgilleus.ca

Why: To report any incident. This can be done anonymously or not.

Office for Sexual Violence Response, Support and Education (OSVRSE)

When: Tuesdays 1-4PM and Thursdays 10AM-1PM, or at osvrse@mcgill.ca

Where: 550 Sherbrooke O. Suite 585

Why: For confidential, non-judgmental and non-directional support to those who have been impacted by sexual or gender-based violence. OSVRSE can provide support as well as assistance with reporting mechanisms, like through the McGill Code of Conduct.

SACOMSS	(514) 398 8500
DriveSafe	(514) 398-8040
WalkSafe	(514) 398-2498
M-SERT	(514) 398-5216
McGill Security	(514) 398-3000
Police (Milton-Parc Community)	(514) 280-0138
Tel-Aide (24/7)	(514) 935-1101
Montreal Sexual Assault Centre	1 (888) 933-9007

CONSENT AND DRINKING

Drinking Culture & Peer Pressure

As an E-Week captain, you lead your team through the week with the goal of providing the safest experience possible for everyone involved. Although alcohol is a part of E-Week, this doesn't mean that everyone needs to take part in it (to any extent). So, for example, instead of telling people to chug a BEVERAge, *ask* them instead if they'd like to. Use open-ended language like "would you like a drink?" instead of "here! Chug this beer!!" It's also important to note that starting a chant (such as "here's to X..") makes it a lot harder for someone to say no, since chanting makes them the centre of attention and gives the impression that by saying no they are ruining the group's fun.

Refrain from creating environments that make alcohol the centre of attention; when alcohol *is* the centre of attention (such as during boat races), make opting out as easy and unobtrusive as possible. Even at drinking-centric events like Beer Olympics, there are always non-alcoholic options, so if someone doesn't want to drink alcohol, they can still participate in the event. Drinking alcohol should not be a necessity in participating in your group. *Any* game throughout E-Week can be played with non-alcoholic options!

Not everybody is comfortable with drinking games/chugging, so make sure it is clear that it is totally acceptable to not partake in those activities, and that non-drinking participants will never negatively affect a team's score! Also, just because a participant drinks at some point does not mean that they will always want to drink during E-Week; remember that consent (in any context) is continuous and unambiguous.

There are loads of different ways to win points for your team, and everyone contributes equally, whether they consume alcohol throughout E-Week or not!

NON-ALCOHOLIC OPTIONS ARE AVAILABLE AT EVERY EVENT. CERTAIN EVENTS MAY REQUIRE YOU TO COMMUNICATE YOUR BEVERAGE SPECIFICATIONS TO THE COORDS VIA YOUR LIAISON.

CONSENT AND DRINKING

Consent

Consent is a mutual, ongoing, and unambiguous agreement to engage in an activity of any kind. This includes everything, from sex, to drinking, to entering someone's personal bubble.

Consent cannot be given if a person is under the influence of drugs or alcohol. Therefore, if someone isn't able to unambiguously give consent, there shouldn't be any intimacy or coercion of any nature. Your job as an E-week captain is to make sure that all participants are safe and having fun, regardless of their department. Violence of any nature is not tolerated at E-Week, and the safety of everyone is only possible when consent is upheld as a gold standard.

In your captains trainings (and possibly in other trainings you've done), you have learned about the 4 D's. For your reference, we've placed them here:

Be direct: approach the situation directly.

Distract: do anything that distracts those involved in the situation or gives an easy "out" to the person who is potentially in harm's way.

Delegate: find another person to intervene on your behalf.

Do something: no matter what it is, do something!

POINTS

Events are split into two categories (ranked and tiered) and are given a level of importance, indicating the maximum amount of points each event can earn. These levels are assigned by the chords according to their level of difficulty and are specified in this package. The total number of points each band receives will be revealed at the end of each day to keep the entire band up to date with the rankings.

Double Submissions [IMPORTANT THIS SECTION HAS CHANGED]

In an effort to include more participants in E-Week events and make scoring fair to all teams, we allowed more teams to be double sub. Mech, ECSESS, Chem, Civil, and Bioeng will all be double submission teams this year and the events that are double submission have changed from the previous package so double check the schedule! We are sharing all game times and brackets in the Appendix so you have time to organize your team and make sure as many people as possible participate in the events (put out interest forms! let people know there are spots for everyone! - this is gonna be the biggest E-Week ever and we want everyone to participate!).

	<i>Ranked Position</i>									
<i>Level</i>	1	2	3	4	5	6	7	8	9	10
1	1000	800	600	400	300	250	200	150	100	69
2	600	480	360	240	180	150	120	90	60	40
3	300	240	180	120	90	75	60	45	30	20
4	150	120	90	60	45	38	30	22	15	10

	<i>Tiered Position</i>		
<i>Level</i>	1	2	3
1	750	450	225
2	500	300	150
3	250	150	75
4	100	60	30

POINTS

Ranked vs. Tiered Point System

Ranked events include any competitions where a clear order can be defined (i.e. there is a clear position in which each band finishes). Each band will be placed in a certain rank, from 1 to 10 depending on their level of performance against the others and will receive the corresponding number of points for that rank.

On the other hand, some events are tiered, where a band can land in one of three different tiers. There is no limit as to how many bands can be placed in one tier. If one wants to land in the top tier for an event, the band needs to prove they have a tight-knit band by engaging in the activities, having fun and by engaging in respectful rowdiness.

Each event is clearly marked as either Ranked (R) or Tiered (T) and the level is indicated by numbers (1, 2, 3, or 4) depending on the number of points which it is worth. The breakdown of points for each level, for both Ranked and Tiered events can be found on the previous page and apply to most events throughout the week.

HOW TO E-WEEK

TIP 1: DRESS THE PART

What you keep on you during E-Week can make or break your experience, so it's incredibly important to plan ahead, pack smart, and follow the following tips/tricks!

Essentials

Fanny Pack: There's a reason everyone seems to have one of these. Reuse an old frosh one, borrow one for a friend, or invest in a cheap one! As long as you've got a secure, comfortable pocket on you, you're good to go.

Plastic Bag: It's important to keep essentials like your phone and cards on you at all times during E-Week, but obviously these won't survive the wet reality of the week. By placing everything in a Ziploc, this little plastic baggie becomes your best friend.

Portable Phone Charger/ Charging Cord: E-Week keeps you away from home for long periods of time, so make sure to never get caught without battery!

Snacks: It's very easy to forget to eat in the midst of all the excitement of E-Week, but for your safety and well-being, be conscious of the energy you're spending and replenishing. Keep some granola bars on you for emergencies, or just those mid-Pub Crawl nibbles!

Lip Chap: This ain't frosh, y'all; it's cold and dry out there. Don't get caught lacking.

Advil/Electrolyte Tablets: Miracle hangover cures, unfortunately, don't exist. However, the folks over at Science have proven time and again that the best relief from your morning-after headache is rehydration; plan ahead, stay smart, stay safe!

Clothes

Comfortable Shoes: E-Week has no shortage of walking, not to mention jumping, skipping, sliding, and stomping. Don't forget it's the middle of winter in Montreal, so close-toed, warm, waterproof shoes/boots will save you like nothing else.

Warm Pants: Again, plenty of walking and (hopefully much, much less) waiting out in the freezing cold during E-Week. Dress as warm as possible while remembering that most of the events take place in warm interior venues! Leggings are a fan favourite for all genders because they wick moisture well, retain heat very well, and are easy to clean.

Century Club: If you haven't heard of CC, welcome, and get ready. This is a staple of E-Week, and a typically very wet event. Not "caught-in-the-rain" wet, but rather "fell-in-a-pool-of-sticky" wet. Wear *nothing* you care about, and shower with all your clothes on at the end of the night. Urban legend says this was the original purpose of Crocs!

HOW TO E-WEEK

TIP 2: SELF CARE

Ready for some quick food science for you? Beer, soda, and friendship, though satisfying and satiating in the moment, are not valid sustenance for the human body. It's easy to overlook the effect that lack of sleep, dehydration, and poor nutrition have on you, but the key to surviving (and thriving during) E-Week is to plan ahead, remain health-focused, and take care of yourself.

Tips and Tricks

Meal Prep Beforehand: This may be the oldest piece of advice in the book, every great E-Weeker knows that this is a great way to stay on top of your nutrition during the week. Make simple, carb-dense meals that late-night you will thank you for, and fill as many small-to-medium sized tupperware as possible so you can spread the food throughout the week.

Avoid Buying Produce: "New year, new me?" YEET! Buy beautiful fresh veggies after E-Week, when you'll be home frequently enough to cook them before they spoil.

Snacks: Buy snacks like a 10-year-old who just stole a truck and learned how credit cards work before driving himself to the nearest Walmart.

Hydrate: The leading cause of issues during E-Week is dehydration! Pedialyte, Gatorade, Vitamin Water; however you keep your body's electrolytes replenished is great!

Take a Breather: E-Week has a jam-packed schedule, which means it most likely has something for all types of participants. If you're lucky, every event may sound like a "can't-miss" to you. However, it's important to pace yourself and understand that you don't necessarily need to go to every single event if you're not feeling up for it. We encourage you to go to as many events as possible, but know when to take a rest and recover.

Sleep: We literally can't emphasize this enough. Events end late and begin early, so be smart about your rest so that you can last all 5 days without burning out!

Mental Health: We care immensely about your mental health during E-Week and beyond. There are several resources available to you throughout every event, should you experience a mental health crisis or other mental health situation.

- **Equity and Sustainability Captains** have undergone additional training on receiving disclosures and supporting those facing accessibility barriers. If you are comfortable doing so, they are excellent points of contact, and can help guide you to resources or other help.
- **Coordinators** have all undergone extensive equity training, and many are also Mental Health First Aid Certified by the Mental Health Commission of Canada. Coords put your safety as the top of their priority list, so never hesitate to reach out to them with mental health (or other) concerns.

Friends Need Friends, Too: It's amazing to have a support group on whom you can rely, so make sure that you're returning the favour whenever possible! Check in on your friends, fellow participants, and captains as often as possible.

HOW TO E-WEEK

TIP 3: STAYING SAFE

Participant safety is our absolute priority, and we want to ensure that everyone remains in good care beyond the scope of the events on a schedule.

Smart Practices

Have a Buddy: This doesn't have to be your best friend, just someone you trust and lives near you. Talk to a captain if you don't know anyone on your team!

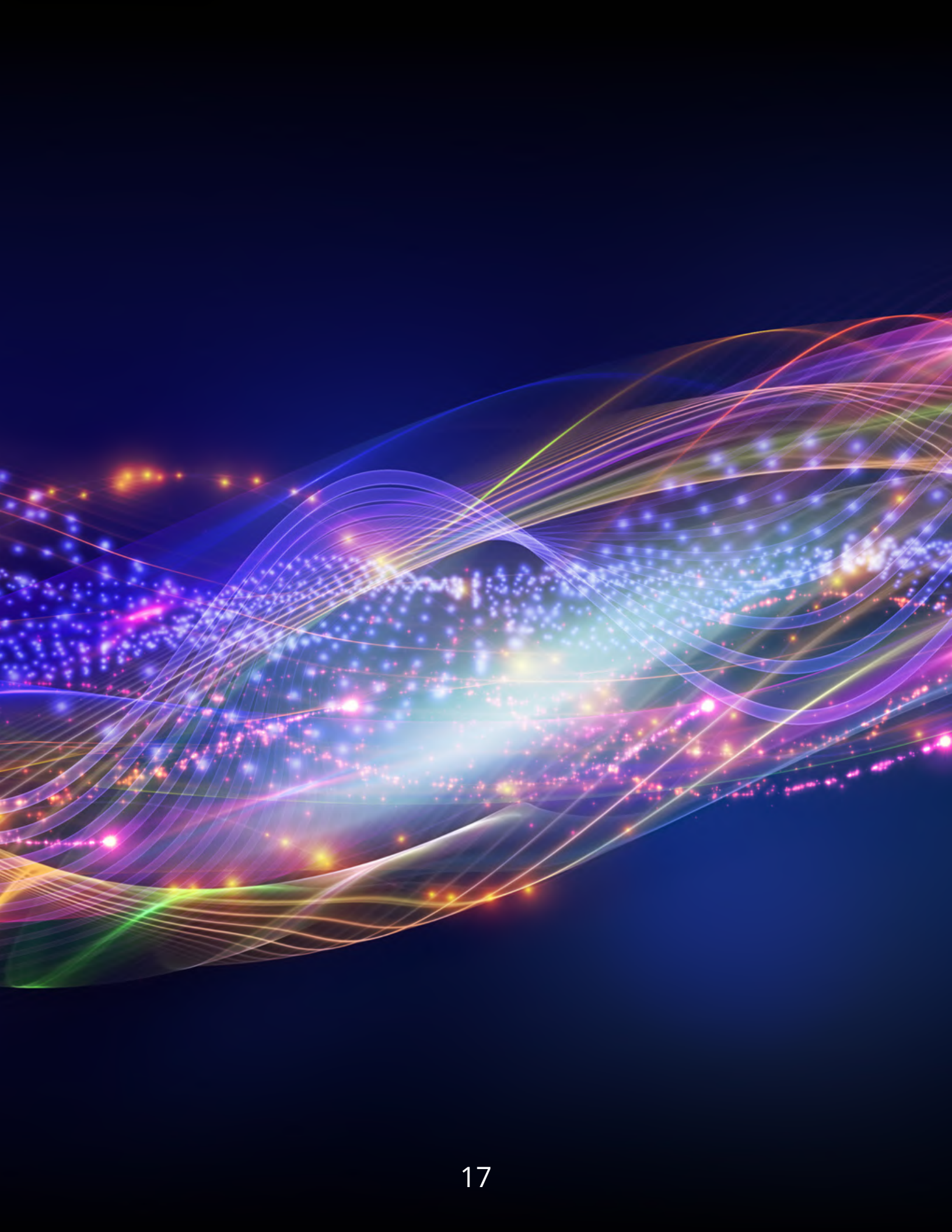
Avoid Walking Alone: Use SSMU Drivesafe and Walksafe to get to and from events. Both of these services are totally free, and are run by student volunteers who are happy to chat or just keep you company on your way around town.

Plan Before You Go Out: Knowing how you'll get home before the fact can be really helpful if you end your night somewhat disoriented or in a foreign part of the city. Make a plan (preferable with your buddy) and stick to it.

Bonus Tips

- Save a screenshot of the schedule on your phone.
- Keep important/safety numbers on a physical piece of paper, in case your phone dies.
- Likewise, keep spare change for a cab or metro outside of your wallet, in case you lose it.
- If ever you need help or have any questions, find a Coord





TUESDAY

WEDNESDAY

THURSDAY

8A

9A

10A

11A

12P

1P

2P

3P

4P

5P

6P

7P

8P

9P

10P

11P

12A

LEGEND

- 1 RANKED LEVEL
- TIERED LEVEL 1
- II DOUBLE SUBMISSION
- DAMN THING CHECK IN
- ALCOHOL PRESENCE: ☐
- ★ NONE ★ LOWER ★ HIGHER

CHILDREN OF ROCK -
DEWEY & NED
(CAPTAINS CHALLENGE)

3

COMMON ROOM

I'M BLUE -
EIFFEL 65
(MINI BLUES)



COMMON ROOM

DIE YOUNG -
KE\$HA
(BEER DIE)

2

II

04 TUNA - CARL
ORFF
(CHESS TOURNAMENT)

3

COMMON ROOM

WELCOME TO THE JUNGLE
- GUNS 'N' ROSES
(OPENING CEREMONIES)
(BEER OLYMPICS)

4

3

II

(ROOKIE CHALLENGE)

3

II

CLUB SODA

OUT FOR A RIP

- SHARK TANK
(BROOMBALL AND
DODGEBALL
QUALIFIERS)

1

LOWER FIELD

SWIMMING POOLS

- KENDRICK
LAMAR

(POOL PARTY,
POLO)

1

MCGILL POOL

HOUSE OF THE RISING
SUN - THE ANIMALS
(HOT CHOCOLATE AND
BREAKFAST)

4

COMMON ROOM

IF I HAD A HAMMER
- PETE SEEGER
(FORT BUILDING)

2

(ROOKIE CHALLENGE)

3

LOWER FIELD

MII THEME MUSIC:
TRAP REMIX -
VANDER
(VIDEO GAMES)

1

II

COMMON ROOM

MR. WORLDWIDE -
PITBULL

(PUB CRAWL)

1



2

ALL OVER THE MAP

THAT ONE SONG YOU REALLY LIKE AT
CAFE TUESDAY THAT YOU CAN'T
REMEMBER BUT ON A WEDNESDAY
AT LE Cinq
(RETRO NIGHT)

1

(ROOKIE CHALLENGE)

3

LE Cinq

HOME - EDWARD
SHARP AND THE
MAGNETIC ZEROS
(BIG BREAKFAST)

4

COMMON ROOM

TOKYO DRIFT -
TERIMAKI BOYZ
(CHARIOT RACES)

1

COMMON ROOM

99 RED BALLOONS - NENA
(MYSTERY DESIGN
CHALLENGE)

3

COMMON ROOM

STAIRWAY TO HEAVEN
- LED ZEPPELIN
(MOUNTAIN RUN)

2

MONT ROYAL

TOXIC - BRITNEY
SPEARS
(FEAR OF FOOD)

2

COMMON ROOM

HIGHWAY STAR -
DEEP PURPLE
(DESIGN COMP)

1

TROTTER MEZZANINE

BEER NEVER BROKE MY
HEART - LUKE COMBS
(WMC)

2

COMMON ROOM

ANOTHER ROCK IN THE
WALL PT 2 - PINK FLOYD
(APTITUDE TEST)

3

COMMON ROOM

MR BLUE
SKY -
ELECTRIC
LIGHT
ORCHESTRA
(MINI BLUES)



COMMON ROOM

WAH IS ON MY
SIDE - THE
ROLLING
CUBES
(BEER DIE)

2

II

COMMON ROOM

CHICKEN FRIED
- ZAC BROWN
BAND
(IRON CHEF)

2

(IRON CHEF)

04 TUNA - CARL ORFF

(CHESS TOURNAMENT)

3

COMMON ROOM

THE VELDT - DEADMAUS
(ROOKIE CHALLENGE)

3

COMMON ROOM

I'M ON A BOAT - THE
LONELY ISLAND

(BOAT RACES)

1

2

CAFE CAMPUS

FRIDAY

SATURDAY

CAN I KICK IT? - A TRIBE CALLED QUEST
(SPORTS SEMI FINALS/FINALS)
1
MCGILL POOL + LOWER FIELD

HOME FOR A REST - SPIRIT OF THE WEST
(BREAKFAST)
4
COMMON ROOM

STAYIN' ALIVE - BEEJES
(PANGAKE KEGGER)

ABC - JACKSON 5
(ROOKIE CHALLENGE)
3
HUMBLE. - KENDRICK LAMAR
(MYSTERY CHALLENGE)
3
15 MINUTES OF JEOPARDY MUSIC
(HISTORY TRIVIA) 3
ALL I WANT FOR CHRISTMAS IS YOU - MARIAH CAREY
BUT THE TIME SHE LIPSYNCHED REALLY BADLY
(LIPSYNCH BATTLES) 3
MEZGALI
PETIT CAMPUS

3 NATION ARMY - THE WHITE STRIPES
(3 MAN)
4
CAFE CAMPUS

HANS ZIMMER DISCOGRAPHY
(MOVIE) 4
WONG 3180

SHOULD I STAY OR SHOULD I GO - THE CLASH
(DRUNKEN DEBATES)
2
MEZGALI
PETIT CAMPUS

FOLSOM PRISON BLUES - JOHNNY CASH
(BLUES PUB)

RED SOLO CUP - TONY KEITH
(BEER TASTING)
4

LIVE AND LET DIE - WINGS
(BEER DIE FINALS)
2
COMMON ROOM

EAT UP IT'S GOOD FOR YOU - TWO DOOR CINEMA CLUB
(FOOTRACES) 3
POTATO SALAD - TYLER, THE CREATOR
(ROOKIE CHALLENGE) 3
COMMON ROOM

BUY U A DRANK-T-PAIN
(IRON BARTENDER) 3
CASA SARLOS

CHOCOLATE RAIN - TAY ZONDAY
(HOT CHOCOLATE)
COMMON ROOM

FINAL COUNTDOWN - EUROPE
(ULTIMATE PRES) 1
ASK YOUR CAPTAINS

HAVE YOU EVER SEEN THE RAIN? - CREEDENCE CLEARWATER REVIVAL
(CENTURY CLUB) 2
ENTREPOTS DOMINION

CLOSING TIME - SEMISONIC
(CLOSING CEREMONIES)
QUEUE LEU-LEU

8A

9A

10A

11A

12P

1P

2P

3P

4P

5P

6P

7P

8P

9P

10P

11P

12A

ONGOING EVENTS

SCUNT

What's the best part of touring? Collecting cool memorabilia on the road. Start your tour buses and get ready to collect and scavenge for fan art, souvenirs, and maybe some fun videos.

Rules:

All items must be completed with video or photographic evidence. Please respect others when completing the scunt items; whether that's other participants or strangers on the street. Remember all scunt items must be submitted **BEFORE SATURDAY AT 9AM**. No late submissions will be accepted. The regular scunt can add up to 1000 points.

Sustainability Points

This year there will be a focus on being more sustainable during E-Week. There will be an extra sustainability scunt that is worth 500 points. The sustainability scunt will include some event specific challenges and some general environmentally friendly items to complete. It must be submitted **BEFORE SATURDAY AT 9AM**. No late submissions will be accepted.



All Week



Everywhere



Everyone!



1500 points Available



ONGOING EVENTS

DAMN THINGS

They're awful, they're heavy, they're a pain in the donkey. The damned things are also worth a lot of points. If you manage to keep your damned thing intact, drag them to the mandatory events or steal others', your band will be awarded points. The more Damn Things you have in your crew's possession the more points you get per check-in, but remember that they cannot be taken forcefully. All events that require a Damn Thing Check-In (DTCI) will be indicated on the schedule, as well as on the list below.

Rules:

- Stealing is only allowed when the Damn Things are not being touched by someone AND not checked in to an event.
- Check-in is conducted by a chord; the Damn thing is "untouchable" until it leaves the event.
- No one may destroy any Damn Things.
- Check-in is only available for the first hour of every event.

Points:

- Each DT check-in is 40 points, with an additional 10 points being given to Damn Things that are dressed properly, cleverly and creatively.
- Stolen Damn Things must remain dressed as the as it was prior to being stolen for the additional 10 points to apply to that Damn Thing.

Check-Ins

Tuesday:

- Mini Blues (4PM - 5PM)

Wednesday:

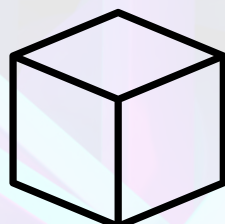
- Breakfast (8:30AM - 9:30AM)

Thursday:

- Big breakfast (8:30AM - 9:30AM)
- Chariot Races (11AM - 12PM)
- Mini Blues (5PM - 6PM)

Friday:

- 3-Man (11:30AM - 12:30PM)
- Blues Pub (4PM - 5PM)



ONGOING EVENTS BONUS POINTS

Extra Special Physical Bonus Points

This year we will have physical bonus points hidden around campus. There will be limited quantities and they will be worth 10 points each. you will have all week to find and collect these bonus points. We will be tallying them up at Pancake kegger, if they are not present at kegger they do not count. You are not allowed to steal the points from other teams. If we see violence being started over these points we will confiscate them. More details about what these points are will be released soon.

Regular Bonus Point

Chords have the option to personally hand out bonus points to teams that:

- show good sportsmanship
- help E-staff
- help the chords
- demonstrate a positive and inclusive attitude during events
- have exceptional team spirit

These points can be awarded by any chord at any point in time. These points will be posted with each day's point breakdown.



ONGOING EVENTS

ROOKIE CHALLENGES

Welcome to E-Week, junior bandmates; everyone is incredibly excited to have you join us in your very first E-Week! Whether this is your first year at McGill, or you're a Friengineer trying out E-Week for the first time, you play an integral role in the community that makes E-Week so special.

A series of special challenges have been designed especially for first-time bandmates in order to encourage involvement and introduce everyone to new games they may never have heard of.

Mission

Rookie Challenges are typically non-drinking, and can be performed by anyone participating in their first E-Week to win their respective bands valuable points. Captains are encouraged to find different Rookies for each challenge, to create the most inclusive environment possible and bring everyone into the core of their bands. Rookie Challenges are *never* designed to single out, intimidate, haze, or otherwise embarrass participants! These are fun, simple challenges to win teams points in new ways.

Rookie Challenges in the Schedule

Though the specific details of each Rookie Challenge are kept under wraps until the challenge occurs, we've provided a list of this year's challenges and brief descriptions of what to expect:

- **TUESDAY — 8:45pm**
 - Very first event of Opening Ceremonies, involves a relay race to kick off E-Week.
- **WEDNESDAY — 10am**
 - During Fort Building, involves food (please message chords if your Rookie has any dietary restrictions).
- **THURSDAY — 7pm**
 - During Mini Blues 2, involves drinking water.
- **SATURDAY — 10am**
 - During Pancake Kegger, intellectual challenge.



DAY 1: TUESDAY

OVERVIEW



LEGEND



RANKED LEVEL



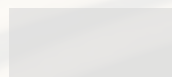
TIERED LEVEL



DOUBLE SUBMISSION



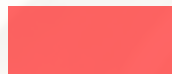
DAMN THING CHECK IN



NO ALCOHOL PRESENT



SOME ALCOHOL PRESENT



MORE ALCOHOL PRESENT

12 pm Captain's challenge

4 pm Mini Blues 1

4 pm Beer Die

5 pm Chess Tournament

8 pm Opening Ceremonies

9 pm Beer Olympics

9 pm Rookie Challenge

DAY 1: TUESDAY

CHILDREN OF ROCK - DEWEY AND NED

CAPTAINS CHALLENGE

Your show is supposed to start in 30 minutes and you don't have any of your equipment. Time to grab your band and assemble enough equipment to put on the best concert anyone has ever seen!

This is a timed event, but please be respectful of people on campus as there are classes going on during this time.



12PM - 3:00PM



Various Locations



6 Captains



Ranked, Level 3



ACCESSIBILITY AND SUSTAINABILITY

- There are elevators that lead to the McConnell basement, where the common room is.
- This event involves running and going up and down stairs.
- Outside alcohol is not allowed at this event.

DAY 1: TUESDAY

I'M BLUE - EIFFEL 65

MINI BLUES PUB 1

I'M BLUE IF I WAS GREEN I WOULD DIE

It's Blues!!!! But on a Tuesday. Come join everyone for some cheap drinks and food! There will be beer die games, chess games, friends, love, music, dancing... Did I mention music? Join the fun!



4PM - 6PM



Common Room



Everyone



Damn Thing Check In



ACCESSIBILITY AND SUSTAINABILITY

- There are elevators that lead to the McConnell basement, where the common room is.
- Bring your mugs! Otherwise Blues will be offering cups for a \$2 deposit, refunded upon return of the cup.
- Non alcoholic and gluten-free beverage options will be available.

DAY 1: TUESDAY

DIE YOUNG - KESHA

BEER DIE

Aaaaaand it's a WAH!!

Get your teams ready and come down to the common room to toss some cubes within 6 inches from the ceiling! Don't leave your cups unattended - dice are flying all over the common room and as we all know, a sink is a sink is a sink!



4PM - 6PM



Common Room



2 People per team



Ranked 2, Double Submission



Rules in Appendix A

	Table 1	Table 2	Table 3	Table 4
4:00	Game 1 Mining Vs. Civil 1 (4:00-4:45)	Game 2 Bioeng 1 Vs. Chem 1 (4:00-4:45)	Game 3 Materials Vs. Mech 2 (4:00-4:45)	Game 4 ECSE 1 Vs. Arch (4:00-4:45)
4:15				
4:30				
4:45				
5:00	Game 5 BREE 2 Vs. Chem 2 (4:45-5:30)	Game 6 Mech 1 Vs. Old Patrol (4:45-5:30)	Game 7 Civil 2 Vs. Bioeng 2 (4:45-5:30)	Game 8 ECSE 2 Vs. Winner of Game 1 (4:45-5:30)
5:15				
5:30				
5:45				
6:00	BUFFER PERIOD			

ACCESSIBILITY AND SUSTAINABILITY

- 3 servings of a beverage of your choice are required. There will be non-alcoholic as well as gluten-free options. You will need one regulation cup to play, but you are encouraged to store your supplemental drinks in reusable cups.
- There are elevators that lead to the McConnell basement, where the common room is.
- Bring your mugs! Otherwise Blues will be offering cups for a \$2 deposit, refunded upon return of the cup.
- Make sure you rinse and recycle your plastic cups in the specified bins.

DAY 1: TUESDAY

04 TUNA - CARL ORFF

CHESS TOURNAMENT

Instruments tuned? Check. Winning E-Week? Check. Checkmate? Check, mate. Get your 24/7 lofi hiphop soundtrack out, focus, and show off how you move around the chess board. With some good ol' chess taking over at the other side of the common room, prove to everyone why your team should be the Grandmaster of E-Week!



4PM - 6PM



Common Room



1 person per team



Ranked - Level 3, Single Submission



Rules in Appendix A

	Table 1	Table 2	Table 3	Table 4
4:00	Game 1	Game 2	Game 3	Game 4
4:15	Chem Vs. ECSE	Civil Vs. Arch	BREE Vs. Mech	Bioeng Vs. Materials
4:30	(4:00-4:45)	(4:00-4:45)	(4:00-4:45)	(4:00-4:45)
4:45				
5:00	Game 5	Game 6	Games for fun	Games for fun
5:15	Mining Vs. Winner	Old Patrol Vs.	(5:00-6:00)	(5:00-6:00)
5:30	Game 1	Winner Game 2		
5:45	(4:45-5:30)	(4:45-5:30)		
6:00	BUFFER PERIOD			

ACCESSIBILITY AND SUSTAINABILITY

- There are elevators that lead to the McConnell basement, where the common room is.
- Bring your mugs! Otherwise Blues will be offering cups for a \$2 deposit, refunded upon return of the cup.
- There is no alcohol involved in this event. It will take place at Blues Pub so there will be alcohol present.

DAY 1: TUESDAY

WELCOME TO THE JUNGLE - GUNS N' ROSES

OPENING CEREMONIES

The bands have been announced, and it's time to introduce the competition. Come down for the inaugural ceremonies to a heated display of sound and soul, of the likes that has never been seen before.

ROOKIE CHALLENGE

Grab your newest artist and take them to the stage. They will perform in front of the crowd and show us that you band can hang.

OLYMPICS

All the bands have gathered together to begin the first round of the battle. As the night goes on, teams will be competing using their dexterity and whitt from music making in fun and games. There will be 7 games going on during the night: Civil War, Tummies, Flip Cup, Creative Chug, Wiffle Spin, Musical Beers, and Chug Ladder.



6:30PM - 2AM



Club Soda



Everyone



Rookie Challenge

Ranked, Single Submission

Beer Olympics

Tier 3, Ranks outlined in appendix



\$2 Coatcheck



Rules in Appendix A



ACCESSIBILITY AND SUSTAINABILITY

- Club Soda is on the ground floor, no stairs are needed to access the venue
- Beer Olympics: you will need to bring your mug to participate - alcoholic, non-alcoholic, and gluten-free options will all be provided.
- No drinking is involved in the rookie challenge.
- There will be alcohol at the venue available to purchase.
- MSERT, Red Frogs, Walksafe, and Drivesafe will be present.

DAY 2: WEDNESDAY OVERVIEW

LEGEND



RANKED LEVEL



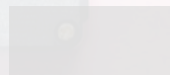
TIERED LEVEL



DOUBLE SUBMISSION



DAMN THING CHECK IN



NO ALCOHOL PRESENT



SOME ALCOHOL PRESENT



MORE ALCOHOL PRESENT

OUT FOR A RIP - SHARK TANK (BROOMBALL AND DODGEBALL QUALIFIERS) 1 LOWER FIELD	HOUSE OF THE RISING SUN - THE ANIMALS (HOT CHOCOLATE AND BREAKFAST) 4 COMMON ROOM IF I HAD A HAMMER - PETE SEEGER (FORT BUILDING) 2 (ROOKIE CHALLENGE) 3 LOWER FIELD
SWIMMING POOLS - KENDRICK LAMAR (POOL PARTY, POLO) 1 MCGILL POOL	MII THEME MUSIC: TRAP REMIX - VANDER (VIDEO GAMES) 1 COMMON ROOM

**MR. WORLDWIDE -
PITBULL**
(PUB CRAWL)

1 2

ALL OVER THE MAP

THAT ONE SONG YOU REALLY LIKE AT
 CAFE TUESDAY THAT YOU CAN'T
 REMEMBER BUT ON A WEDNESDAY
 AT LE CINO
 (RETRO NIGHT)
 1
 (ROOKIE CHALLENGE)
 3
 LE CINO

- 8:30 am** Breakfast + Hot Chocolate
- 9 am** Broomball + Dodgeball Qualifiers
- 10 am** Fort Building
- 10 am** Rookie Challenge
- 12 pm** Pool Party
- 12:30 pm** Video Games
- 4:30 pm** Pub Crawl
- 9 pm** Retro Night

DAY 2: WEDNESDAY

HOUSE OF THE RISING SUN - THE ANIMALS

BREAKFAST

What better way to start the day than by eating a thick breakfast-ay made with great love-tay while listening to reggae? Yes indeed, get ready to rock and roll by filling up with bagels, fruits, coffee, bacon... What am I even saying?? Anything that true band members would eat!!

The more, the merrier. This is a tiered event!!! Bring your energy, make sure you and your team eat and hydrate yourselves.



8:30AM - 10AM



Common Room



Everyone



Tiered 4, Single Submission



Damn Thing Check In



ACCESSIBILITY AND SUSTAINABILITY

- There are elevators that lead to the McConnell basement, where the common room is.
- Bring your mugs!
- We will be providing reusable plates and cutlery.
- There will be no alcohol at this event.

DAY 2: WEDNESDAY

OUT FOR A RIP - SHARK TANK

BROOMBALL

Get the band together at the Iron Rink and get ready to put on a show that would put High School Musical on Ice to shame. Only the loudest and proudest bands will survive in the cut-throat world of broomball so make sure your team is maxed out on synergy (YES *clap*)



Placement Game	Time	Game on Bracket	Time
Placement Game 1	9:00	1	10:15
Placement Game 2	9:15	2	10:30
Placement Game 3	9:30	3	10:45
Placement Game 4	9:45	4	11:00
Placement Game 5	10:00	5	11:15
		6	11:30



9AM - 12PM



Lower Field



6 players (2 gender minorities)



Ranked 1, Single Submission



Rules in Appendix A

Game #	Team 1	Team 2
1	ECSE	Bio
2	Arch	Materials
3	Mech	Mining
4	Chem	BREE
5	Old Patrol	Civil

ACCESSIBILITY AND SUSTAINABILITY

- Grounds around the rink will be icy and slippery. Dress appropriately for the weather and make sure to bring gloves.
- Bring reusable water bottles.

DAY 2: WEDNESDAY

OUT FOR A RIP - SHARK TANK

DODGEBALL

It's absolute anarchy. Your band, your family, took a new group under your wing in 2015, hoping that they could make a name for themselves. Now, 2019, they just finished their first world tour. The success has gotten to their head, and tensions have risen to a breaking point. Grab 7 of your strongest artists and battle it out in a head to head dodgeball tournament.



9AM - 12PM



Lower Field



7 Participants per team



Ranked, Level 1, Single Submission



Rules in Appendix A



Placement Game	Time	Game on Bracket	Time
Placement Game 1	9:00	1	10:30
Placement Game 2	9:15	2	10:45
Placement Game 3	9:30	3	11:00
Placement Game 4	9:45	4	11:15
Placement Game 5	10:00	5	11:30
		6	11:45

Placement Game	Team 1	Team 2
1	Mechanical	Civil
2	Bree	Chem
3	ECSE	BioEng
4	Old Patrol	Materials
5	Arch	Mining

ACCESSIBILITY AND SUSTAINABILITY

- It will be played in the snow and will be icy and slippery. Dress appropriately for the weather and make sure to bring gloves.
- Bring reusable water bottles.

DAY 2: WEDNESDAY

IF I HAD A HAMMER- PETE SEEGER

FORT BUILDING

Day 12 of the 100 day tour around the world. Your manager messed up and your hotel room has gotten double booked. Ironically, your band is so popular that the surrounding hotels are so full of fans that they have no room for you. You must build yourselves a fortress, that is able to withstand both the cold, and onslaught of excited fans. Please note, you are not allowed to trample any other teams forts or leave any garbage.

A rookie challenge will take place during this time. It involves eating but is gluten free, dairy free, and vegan.



10AM - 12PM



Lower Field



Everyone



Fort Building

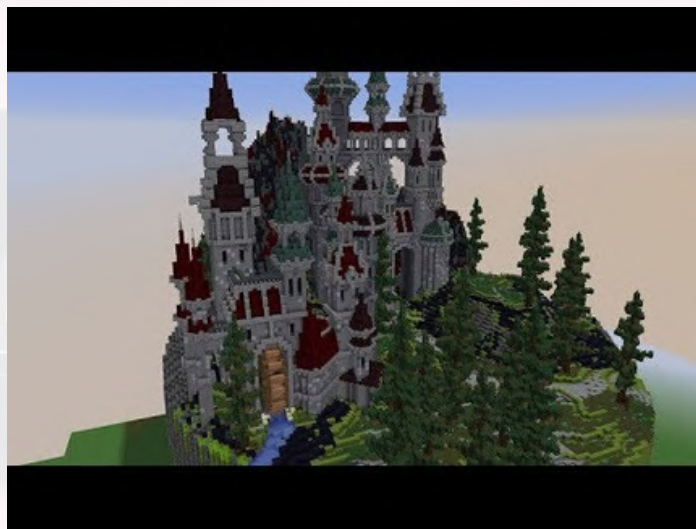
Tiered 2

Rookie Challenge

Ranked 2, Double submission



Rules in Appendix A



ACCESSIBILITY AND SUSTAINABILITY

- It will take in the snow and will be icy and slippery. Dress appropriately for the weather and make sure to bring gloves.
- Clean up after yourselves.
- No alcohol is present at this event.

DAY 2: WEDNESDAY

SWIMMING POOLS - KENDRICK LAMAR

POOL PARTY

Your tour bus pulls up to Caesars' palace in Las Vegas for your Vegas portion of the tour. You decide to go relax by the pool and get a nice tan before your big show tonight. You are spotted by some of your fans who wanted to you to pass the ball with them in the pool. WHY NOT!!!

YOU MUST BE COMPLETELY SOBER FOR THIS EVENT OR YOUR BRACELET WILL BE CUT.



12PM - 4PM



McGill Memorial Pool



7 per team + subs



Ranked, Level 1, Single Submission



Rules in Appendix A



Game #	Time	Game #	Time
1	12:05	6	13:45
2	12:25	7	14:05
3	12:45	8	14:25
4	13:05	Match for 3rd place	14:45
5	13:25	Final	15:05

ACCESSIBILITY AND SUSTAINABILITY

- There will a lifeguard on duty and life vests if required.
- Absolutely no alcohol is permitted at this event.

DAY 2: WEDNESDAY

MII THEME MUSIC: RAP REMIX - VANDER

VIDEO GAMES

Every kick-ass performance needs a hype sound and light presentation if you want to take home the crown at Battle of the Bands. Hone your skills and have your finest participants show off their AV mastery in 4 simultaneous head-to-head tournaments.



12:30PM - 3:30PM



Common Room



Everyone!



Ranked, Level 4, Single Submission



Rules in Appendix A

Participation

- Smash Bros - 2 per team
- Mario Kart - 1 per team
- Just Dance - 2 per team
- Rock Band - 1 per team



ACCESSIBILITY AND SUSTAINABILITY

- There are elevators that lead to the McConnell basement, where the common room is.
- Some games may include flashing lights.
- No alcohol is present at this event.

DAY 2: WEDNESDAY

MR. WORLD WIDE - PITBULL

PUB CRAWL

Gather your drum sticks, tune your guitars, and put your mitts one for the most exciting Winter World Tour! Mr. Worldwide™ will be taking you on tour to 8 different countries around Downtown Montreal with a little surprise at each! Beware, you might be asked to give a live performance of your team's anthem at any moment. In each country, you will be receiving a clue for the next one because unfortunately, Mr. Worldwide™ only knows where Miami is. Running teams will have to be SPEEDY (speedy glasses WILL improve performance) and will have time deducted from their scout submissions. Walking teams will also receive points based on their scout submissions and overall hype. Some countries will provide beverages, and some others will provide food - make sure you are well fed in advance regardless! Finally, your team will make its way back home to Canada to showcase its anthem - make sure you've rehearsed in advance!



4:30PM - 9PM



Downtown Montreal



Everyone!



Ranked, Level 1
Tiered, Level 2



ACCESSIBILITY AND SUSTAINABILITY

- Dress warm and wear appropriate shoes for walking in snow/ Montreal slush. Bring your fanny packs!
- There will be non alcoholic, gluten free, vegan, and vegetarian options at all the food stops.
- Bring your reusable mugs if you want beverages at the stops.
- Coords can provide accommodations if the route poses a physical barrier to a participant.

DAY 2: WEDNESDAY

THAT ONE SONG YOU REALLY LIKE AT CAFE TUESDAY YOU CAN'T REMEMBER BUT ON A WEDNESDAY AT LE CINQ

TIME TRIALS

Whoa, we were rocking out way too hard last night and missed an iconic music-filled blast at cafe; what are we going to do? Have no fear, because it's Wednesday (ideal for debauchery) and we're at Le Cinq. Let's bring the retro rumble and have everyone decked out in their era-specific kit!



9PM - 2AM



Le Cinq



10 band members



Tiered, Level 1



Rules in Appendix A



\$3 Coatcheck



ACCESSIBILITY AND SUSTAINABILITY

- There are stairs needed to access the main part of the venue
- Beverages will be provided for those participating in time trials. Beverages can be alcoholic, non-alcoholic, or gluten free.
- There will be other drink deals throughout the night for all participants.
- MSERT, Red Frogs, Walksafe, and Drivesafe will be present.



DAY 3: THURSDAY OVERVIEW

HOME - EDWARD SHARP AND THE MAGNETIC ZEROS (BIG BREAKFAST) 4 COMMON ROOM	STAIRWAY TO HEAVEN - LED ZEPPELIN (MOUNTAIN RUN) 2 MONT ROYAL
TOKYO DRIFT - TERUMAKI BOYZ (CHARIOT RACES) 1 COMMON ROOM	TOXIC - BRITNEY SPEARS 2 (FEAR OF FOOD) COMMON ROOM
	HIGHWAY STAR - DEEP PURPLE (DESIGN COMP) 1
	TROTTER MEZZANINE BEER NEVER BROKE MY HEART - LUKE COMBS (WMC) 2 COMMON ROOM
44 RED BALLOONS - NENA (MYSTERY DESIGN CHALLENGE) 3 COMMON ROOM	ANOTHER ROCK IN THE WALL PT 2 - PINK FLOYD (APTITUDE TEST) 3 COMMON ROOM
MR BLUE SKY - ELECTRIC LIGHT ORCHESTRA (MINI BLUES) COMMON ROOM	WAI IS ON MY SIDE - THE ROLLING CUBES (BEER DIE) 2 COMMON ROOM
	CHICKEN FRIED - ZAG BROWN BAND (IRON CHEF) 2 COMMON ROOM
	04 TUNA - CARL ORFF (CHESS TOURNAMENT) 3 COMMON ROOM
	THE VELDT - DEAD MAWS (ROOKIE CHALLENGE) 3 COMMON ROOM
I'M ON A BOAT - THE LONELY ISLAND (BOAT RACES) 1 2 CAFE CAMPUS	

LEGEND



RANKED LEVEL



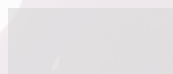
TIERED LEVEL



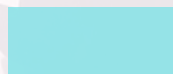
DOUBLE SUBMISSION



DAMN THING CHECK IN



NO ALCOHOL PRESENT



SOME ALCOHOL PRESENT



MORE ALCOHOL PRESENT

8 am Mountain Run

8:30 am Big Breakfast

10 am Fear of Food

11 am Chariot Races

11 am Design Competition

1:30 pm Weapons of Mass Consumption

3:30 pm Mystery Design Competition

3:30 pm Aptitude test

5 pm Mini Blues Pub 2 (Beer Die + Chess)

5 pm Iron Chef

7 pm Rookie Challenge

8 pm Boat Races

DAY 3: THURSDAY

STAIRWAY TO HEAVEN - LED ZEPPELIN

MOUNTAIN RUN

Grab your band and see if your great rock and roll liver can survive a spicy run ;) Along the path you will find some fans with tasty treats + some drinks!

Bring blankets to the chords before Thursday and we will bring them to the top for you!



Scheduled Departure Time	Team	Scheduled Departure Time	Team
8:00	Civil	8:24	Old Patrol
8:04	Mech	8:28	Mining
8:08	ECSE	8:32	Bioeng
8:12	Materials		
8:16	Bio Resource		
8:20	Arch		



8AM - 9:30AM



Mont Royal



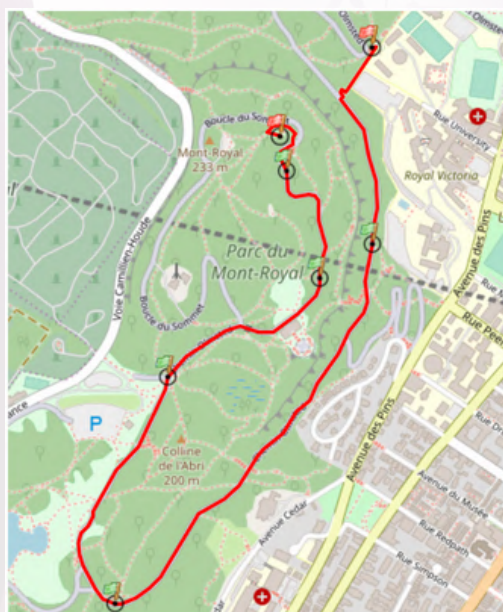
4 band members



Ranked, Level 2, Single submission



Rules in Appendix A



ACCESSIBILITY AND SUSTAINABILITY

- It will take place outside in the snow therefore it will be icy and slippery. Dress appropriately for the weather and make sure to bring gloves.
- Save all your cans - DON'T LITTER
- Bring a bag to carry your beverages!
- Beverages will be provided. Alcoholic, non-alcoholic, and gluten free options are also available, please let us know who on the team will be drinking what.

DAY 3: THURSDAY

HOME - EDWARD SHARP AND THE MAGNETIC HEROS

BIG BREAKFAST

Feel like dancing a little salsa suddenly on a song that's BEANS?? What better way to get shredded than with a big ol' breakfast? Come join us for a wholesome boogie and food party! Bone apple tea!



8:30AM - 11AM



Common Room



Everyone



Tiered, Level 4



Damn Thing Check In



ACCESSIBILITY AND SUSTAINABILITY

- There are elevators that lead to the McConnell basement, where the common room is
- Bring your mugs!
- We will be providing reusable plates and cutlery.
- There will be no alcohol at this event.

DAY 3: THURSDAY

TOXIC - BRITNEY SPEARS

FEAR OF FOOD

There's a whole lot of garbage out there in the music business. Every day, record company execs are forced to listen to seemingly endless amounts of terrible samples hoping against hope that they'll find a diamond in the rough. Join us in Fear of Food to live like a big roller and shovel plates and plates of garbage into your face for the enjoyment of your peers.



10AM - 11AM



Common Room



1 band member



Ranked, Level 3 , Single Submission



Rules in Appendix A



ACCESSIBILITY AND SUSTAINABILITY

- There are elevators that lead to the McConnell basement, where the common room is.
- Some of the foods may include common allergens. Please disclose any relevant allergies to chords *before* the event so alternatives can be prepared as needed.
- This event involves the rapid consumption of unappetizing foods, and is not advised for folks who are averse to gross foods or who would easily be made ill by eating lots of gross foods.
- No alcohol will be present for this event.

DAY 3: THURSDAY

TOKYO DRIFT - TERIYAKI BOYZ

DESIGN COMPETITIONS:

- Big Design Comp
- Chariot Race
- Mystery Design Challenge
- WMC

All Details in Design Package



11AM - 4:30PM



Various Locations



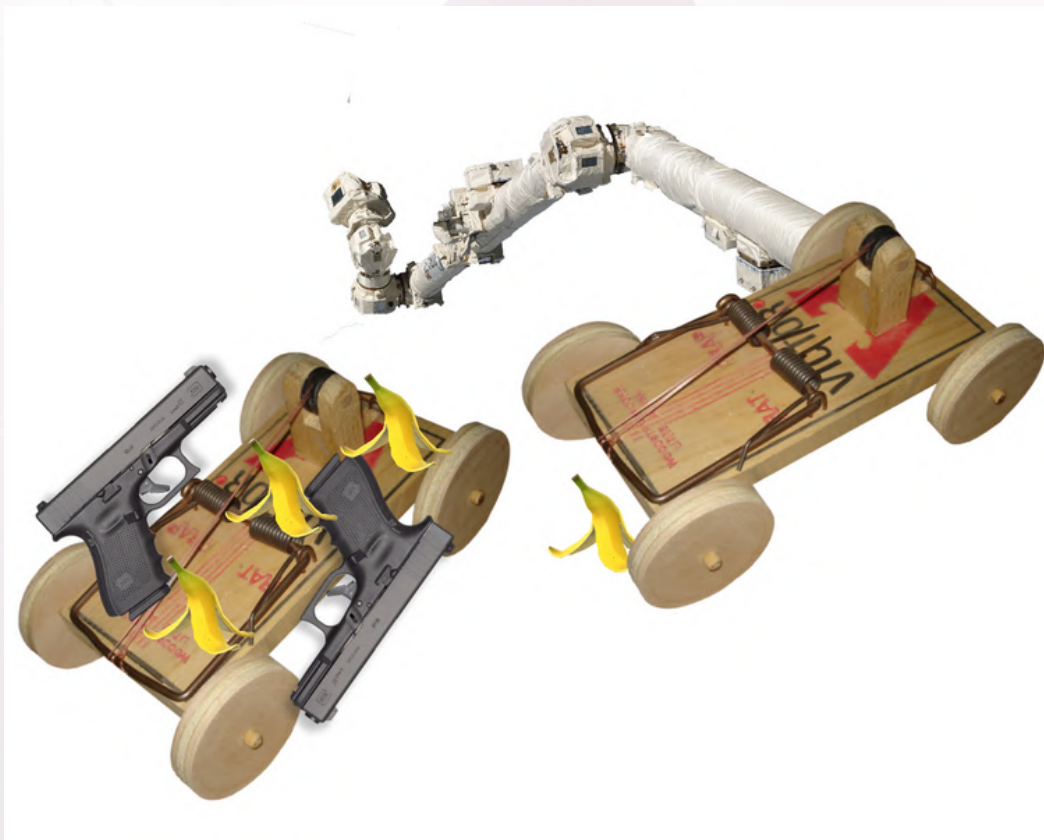
Everyone



Event dependent



Damn Thing Check In



ACCESSIBILITY AND SUSTAINABILITY

- There are elevators that lead to the McConnell basement, where the common room is
- No alcohol will be present at this event.

DAY 3: THURSDAY

ANOTHER BRICK IN THE WALL PT2 - PINK FLOYD

APTITUDE TEST

Proving that your band is the best takes more than just partying and performing. In a battle of academic wit and persistence, prove that your band can compete in the big leagues. Bring 4 of your strongest bandmates and put them head to head against the best the world has to offer. See if you can last as a party rocker, or if you should return to the garage.



3:30PM - 4:30PM



Common Room



4 band members



Tiered, Level 3, Double Submission



Rules in Appendix A



ACCESSIBILITY AND SUSTAINABILITY

- There are elevators that lead to the McConnell basement, where the common room is
- Bring your mugs!
- Alcoholic, gluten free, and non-alcoholic beverages will be provided to those participating in the event. Please keep in mind alcohol will be present at this event.

DAY 3: THURSDAY

MR BLUE SKY - ELECTRIC LIGHT ORCHESTRA

MINI BLUES PUB 2

I'M BLUE IF I WAS GREEN I WOULD DIE (x2)

It's Blues!!!! But on a Thursday. Come join everyone for some cheap drinks and food! There will be beer die games, chess games, friends, love, music, dance... Did we mention music? Join the fun!

There will be a Rookie Challenge at 7pm during this Blues Pub.



5PM - 8PM



Common Room



Everyone!



Points given for specific events



Damn Thing Check In



Accessibility and Sustainability

- There are elevators that lead to the McConnell basement, where the common room is.
- Bring your mugs! Otherwise Blues will be offering cups for a \$2 deposit, refunded upon return of the cup.
- Non alcoholic and gluten-free beverage options will be available.

DAY 3: THURSDAY

WAH IS ON MY SIDE - THE ROLLING CUBES

BEER DIE

Aaaaaand it's a WAH!! Get your teams ready and come down to the common room to toss some cubes within 6 inches from the ceiling! Don't leave your cups unattended - dice are flying all over the common room and as we all know, a sink is a sink is a sink!



5PM - 8PM



Common Room



2 band members



Ranked, Level 2, Double Submission



Rules in Appendix A



	Table 1	Table 2	Table 3	Table 4
5:00	Game 9 Winner Game 2 Vs. Winner Game 3 (5:00-6:00)	Game 10 Winner Game 4 Vs. Winner Game 5 (5:00-6:00)	Game 11 Winner Game 6 Vs. Winner Game 7 (5:00-6:00)	Games for fun (5:00-6:00)
5:15				
5:30				
5:45				
6:00	Game 12 Winner Game 8 Vs. Winner Game 9 (6:00-8:00) Wah game - Semi	Game 13 Winner Game 10 Vs. Winner Game 11 (6:00-8:00) Wah game - Semi	Games for fun (6:00-8:00)	Games for fun (6:00-8:00)
6:30				
7:00				
7:30				
8:00				

*THE TABLE THAT FINISHES FIRST SHOULD TAKE THE NEXT SEMI-FINAL GAME ASAP

ACCESSIBILITY AND SUSTAINABILITY

- Wah (4+1) servings of a beverage of your choice are required. There will be non-alcoholic as well as gluten-free options. You will need one regulation cup to play, but you are encouraged to store your supplemental drinks in reusable cups.
- There are elevators that lead to the McConnell basement, where the common room is.
- Bring your mugs! Otherwise Blues will be offering cups for a \$2 deposit, refunded upon return of the cup.
- Make sure you rinse and recycle your plastic cups in the specified bins.

DAY 3: THURSDAY

04 TUNA - CARL ORFF

CHESS TOURNAMENT

Instruments tuned? Check. Winning E-Week? Check. Checkmate? Check, mate. Get your 24/7 lofi hiphop soundtrack out, focus, and show off how you move around the chess board. With some good ol' chess taking over at the other side of the common room, prove to everyone why your team should be the Grandmaster of E-Week!



5PM - 8PM



Common Room



1 band member



Ranked, Level 3, Single submission



Rules in Appendix A

04



	Table 1	Table 2	Table 3	Table 4
5:00	Game 7	Game 8	Games for fun (5:00-8:00)	Games for fun (5:00-8:00)
5:30	Winner Game 3 Vs. Winner Game 5 (5:00-6:30)	Winner Game 4 Vs. Winner Game 6 (5:00-6:30)		
6:00	Semi	Semi		
6:30				
6:30	Game 9	Bronze Match		
7:00	Semis winners (6:30-8:00)	Semis losers (6:30-8:00)		
7:30	Finals	Third place		
8:00				

Accessibility and Sustainability

- There are elevators that lead to the McConnell basement, where the common room is.
- Bring your mugs! Otherwise Blues will be offering cups for a \$2 deposit, refunded upon return of the cup.
- Non alcoholic and gluten-free beverage options will be available.

DAY 3: THURSDAY

CHICKEN FRIED - ZAC BROWN BAND

IRON CHEF

What can you make with a pen? What if you had an apple—or a pineapple? Grab your best chefs and get ready for the unexpected: you'll get only a few hours and a mystery box of secret ingredients to whip up a meal fit for a star's most outlandish backstage demands.



5PM - 6:30PM



Infosys



3 for presentation



Tiered, Level 2, Single Submission



Rules in Appendix A



ACCESSIBILITY AND SUSTAINABILITY

- The cooking will take place at your team's discretion, please make sure the location is accessible for those who need it! Judging will take place in Infosys, which is accessible to mobility aids, well-lit, and relatively quiet.
- Any vegan meals get 5 bonus points. The use of reusable or otherwise sustainable dishware will be considered in judging the meal's presentation.

DAY 3: THURSDAY

IM ON A BOAT - THE LONELY ISLAND

BOAT RACES

850 rehearsals, 53 broken drumsticks, 933rd time you tune your guitars, and the time has finally arrived after all that hard work. You are now on stage in front of the crowd and everyone is cheering for your band. It is time to put on the greatest performance of your lives. Get ready for the McGill Engineering signature game that you've been practicing for all these months - BOAT Races! You will be put into a single-elimination bracket based on your Time Trials performance, under the standard BOAT Race rules. This is a regular BOAT Race which includes two full regulation drinks per racer. So get in your positions and get ready for... BOAT RACES, BOAT RACES, SMELLS LIKE BOAT, TASTES LIKE RACES



8PM - 3AM



Cafe Campus



10 band members



Ranked 1, Tiered 2, Single Submission



Rules in Appendix A



\$3 Coatcheck

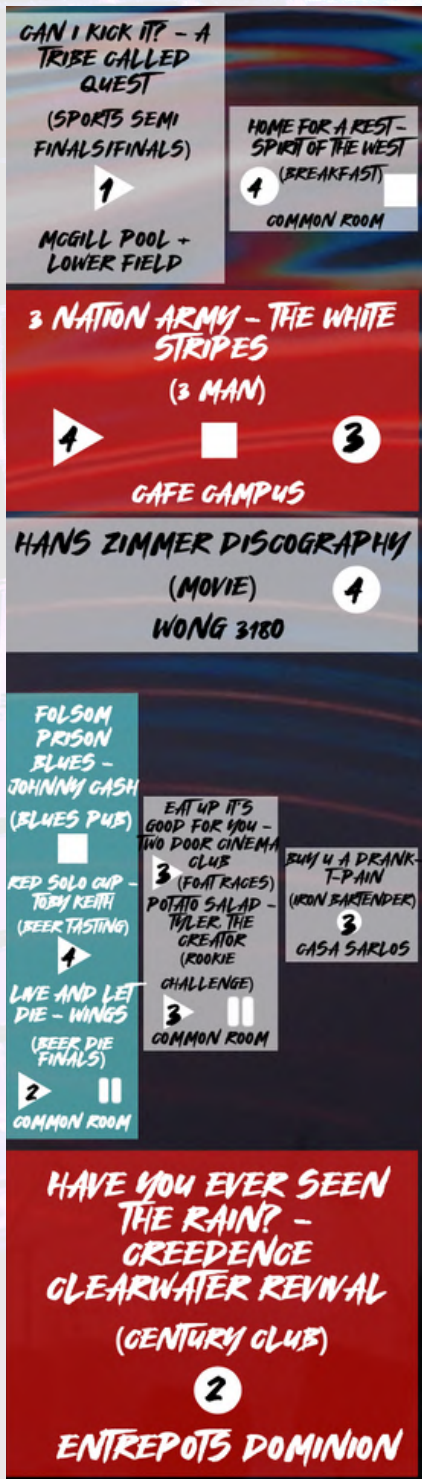


ACCESSIBILITY AND SUSTAINABILITY

- There are stairs to enter Cafe Campus. An elevator is available if needed.
- Alcoholic, non-alcoholic, or gluten free beverages will be provided to boat racers as per their request.
- MSERT and Red Frogs will be present at Cafe. Drivesafe and Walksafe will also be available for the night.



DAY 4: FRIDAY OVERVIEW



LEGEND



RANKED LEVEL



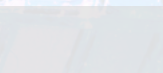
TIERED LEVEL



DOUBLE SUBMISSION



DAMN THING CHECK IN



NO ALCOHOL PRESENT



SOME ALCOHOL PRESENT



MORE ALCOHOL PRESENT

9 am Sports Semi-Finals/Finals

9:30 am Breakfast 3

11:30 am 3-Man

2 pm Movie Time!

4 pm Big Blues (Beer Die Finals)

5 pm Beer Tasting

5:30 pm Iron Bartender

6:30 pm FOAT Races

9 pm Century Club

DAY 4: FRIDAY

CAN I KICK IT? - A TRIBE CALLED QUEST

DODGEBALL FINALS

You remember that little punk band that is trying to usurp you for the title of "History's Greatest Band Ever"? Well, they're back and more confident than ever. Show them who's boss in this final show-down. Once again games are played 7 v 7.



9AM - 11:30AM



Lower Field



7 Band members



Ranked, Level 1, Single Submission



Rules in Appendix A

Game	Time	Game	Time
Semi 1	9:00	3rd place match	9:50
Semi 2	9:25	Final	10:15



ACCESSIBILITY AND SUSTAINABILITY

- It will be played in the snow and will be icy and slippery. Dress appropriately for the weather and make sure to bring gloves.
- Bring reusable water bottles.

DAY 4: FRIDAY

CAN I KICK IT? - A TRIBE CALLED QUEST

BROOMBALL FINALS

Get the band together at the Iron Rink and get ready to put on a show that would put High School Musical on Ice to shame. Only the loudest and proudest bands will survive in the cut-throat world of broomball so make sure your team is maxed out on synergy (YES *clap*)



9AM - 11:30AM



Lower Field



6 Band members



Ranked, Level 1, Single Submission



Rules in Appendix A

Game	Time	Game	Time
Semi 1	9:00	3rd place match	9:50
Semi 2	9:25	Final	10:15



ACCESSIBILITY AND SUSTAINABILITY

- Grounds around the rink will be icy and slippery. Dress appropriately for the weather and make sure to bring gloves.
- Bring reusable water bottles.

DAY 4: FRIDAY

HOME FOR A REST - SPIRIT OF THE WEST

BREAKFAST

Wow, it's the 4th day of your tour, your voice is cracking, arms are sweaty knees weak palms are heavy... Did someone say spaghetti? Nope, but don't worry, we know you're hungry! Your tour will be completed by a buffet involving bread, spread, proteins, and complete with jam(ming).



9:30AM - 11AM



Common Room



Everyone!



Tiered, Level 4



ACCESSIBILITY AND SUSTAINABILITY

- There are elevators that lead to the McConnell basement, where the common room is
- Bring your mugs!
- We will be providing reusable plates and cutlery
- There will be no alcohol at this event.

DAY 4: FRIDAY

3 NATION ARMY - THE WHITE STRIPES

3 MAN

Buckle up, the tour bus has taken a detour into the land of the confused. Left is right, and right is still right. Violins are played in reverse and all die have grown by a factor of 69. Join the crowds and play the most confusing game known to man (and woman).

Rules:

Does anyone really know them?? Jk jk



11:30AM - 2PM



Cafe Campus



Everyone!



Ranked, Level 4,

Tiered, Level 3

Single Submission



Damn Thing Check In



Rules in Appendix A



\$3 Coatcheck



ACCESSIBILITY AND SUSTAINABILITY

- There are stairs to enter Cafe Campus, an elevator is available if needed.
- Bring your mugs!
- MSERT and Red Frogs will be present at Cafe.
- There will be alcohol, non-alcoholic and gluten free options available.

DAY 4: FRIDAY

HANS ZIMMER DISCOGRAPHY

MOVIE DOWN TIME

Even the biggest rock stars need breaks, so kick back with some popcorn, it's movie time! The movie will be selected closer to the date.



2PM - 3:30PM



TBD



Everyone!



Tiered, Level 4



ACCESSIBILITY AND SUSTAINABILITY

- We gon have **B**o**B**corn :)
- There will be no alcohol at this event.

DAY 4: FRIDAY

FOLSOM PRISON BLUES - JOHNNY CASH

BLUES PUB

I'M BLUE IF I WAS GREEN I WOULD DIE (x3)
It's Blues!!!! On a Friday as always! Come join everyone for some cheap drinks and food! There will be beer die games, friends, love, music, dance... Did I mention music? Join the fun!

As an extra fun tid-bit, this Blues is hosted by the two departments that won Clothing Drive!

There will be a rookie challenge during this Blues - no alcohol is involved and it will be outdoors.



4PM - 9PM



Common Room



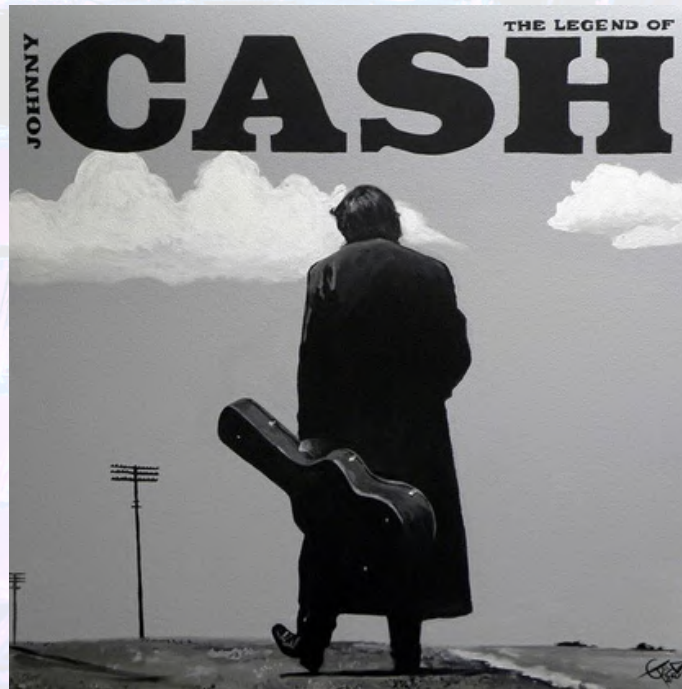
Everyone!



Points given for specific events



Damn Thing Check In



ACCESSIBILITY AND SUSTAINABILITY

- There are elevators that lead to the McConnell basement, where the common room is
- Bring your mugs! Otherwise Blues will be offering cups for the small price of 2\$ that once the cup is returned, you can get back.
- There will be non-alcoholic as well as celiac options among the alcoholic beverages. This is an 18+ event. So is E-Week.

DAY 4: FRIDAY

RED SOLO CUP - TOBY KEITH

BEER TASTING

After a long concert don't you just want to unwind with a nice beer? Which one, though? Can i get a mf uhhhhhhhhhhh sample of each? OF COURSE!!!



5PM - 6:30PM



Games Room



2 Band members



Ranked, Level 4, Single Submission



Rules in Appendix A

Wave #	Time	Teams
1	5:00	Architecture, Materials, Civil, Bio Eng, Mining
2	5:45	Mech , ECSE, Old Patrol, Chem, BREE



Accessibility and Sustainability

- Unfortunately there will be no gluten free or non-alcoholic options.

DAY 4: FRIDAY

BUY U A DRANK (SHAWTTY SNAPPIN') - T-PAIN

IRON BARTENDER

Every rockstar has their proven hangover fixer elixir. Show us your best hangover creator - inator.



5:30PM - 7PM



Casa Sarlos



4 Band Members



Tiered, Level 3



Rules in Appendix A

Team	Time	Team	Time
Mining	5:30	Arch	6:20
Chem	5:40	Civil	6:30
Materials	5:50	Bree	6:40
Mech	6:00	ECSESS	6:50
BioEng	6:10	Old Patrol	7:00

ACCESSIBILITY AND SUSTAINABILITY

- Alcohol will be present and brought by the competing band members.
- Non-coholic cocktails allowed.

DAY 4: FRIDAY

EAT UP IT'S GOOD FOR YOU - TWO DOOR CINEMA CLUB

FOAT RACES

Like a bass drop, but in your mouth.

P.S. FOAT = Food On A Table, aka eating a mystery food item as quickly as you can.



6:30PM - 8PM



McConnell Basement Elevators



10 band members



Ranked, Level 3, Single Submission



Rules in Appendix A



	Time	Team
G1	6:30	ECSE
		Civil
G2	6:45	Mining
		BioRe
G3	7:00	Arch
		Materials
G4	7:15	Old Patrol
		BioEng
G5	7:30	Mech
		Chem

ACCESSIBILITY AND SUSTAINABILITY

- The FOAT will be vegan and gluten free. The space will be well-lit and open, in close proximity to Blues Pub.
- No alcohol is involved in this event.

DAY 4: FRIDAY

LIVE AND LET DIE - WINGS

BEER DIE

Aaaaaand it's a WAH!! Get your bands ready and come down to the common room to toss some cubes within 6 inches from the ceiling! Don't leave your cups unattended - dice are flying all over the common room and as we all know, a sink is a sink is a sink!



4PM - 9PM



Common Room



2 People per team



Ranked 2, Double Submission



Rules in Appendix A



ACCESSIBILITY AND SUSTAINABILITY

- Wah-wah (6+1) servings of a beverage of your choice are required for Beer Die finals. There will be non-alcoholic as well as gluten-free options. You will need one regulation cup to play, but you are encouraged to store your supplemental drinks in reusable cups.
- There are elevators that lead to the McConnell basement, where the common room is.
- Bring your mugs! Otherwise Blues will be offering cups for a \$2 deposit, refunded upon return of the cup.
- Make sure you rinse and recycle your plastic cups in the specified bins.

DAY 4: FRIDAY

HAVE YOU EVER SEEN THE RAIN - CREEDENCE

CLEARWATER REVIVAL

CENTURY CLUB

Hope you're ready because you've got one big night coming up! Everyone is ready for the big show and is so excited they can't stop celebrating for at least an hour straight. No matter what's playing the energy around you is so strong their booties can't stop moving and you just want to join the dance party! Make sure you have your best show gear because this is looking like a juicy event!!!!



9PM - 1AM



Entrepot Dominion



Everyone!



Tiered, Level 2



FREE Coatcheck

Keep in Mind:

- This is one of E-Week's most popular events, so bring patience, respect, and a great attitude!
- Respect your fellow participants, captains, and chords by not damaging equipment, as per E-Week's Core Values
 - Disregarding this will lead to bracelet cuts!



ACCESSIBILITY AND SUSTAINABILITY

- There are accessible ramps, and it is on the ground floor. However, this event can be very crowded.
- Bring your mugs.
- There will be alcoholic, non-alcoholic and gluten free options available.
- Please be aware that this event is very wet, so dress accordingly.
- MSERT, Redfrogs, Walksafe, and Drivesafe will be present.

DAY 5: SATURDAY OVERVIEW

STAYIN' ALIVE - BEEJES (PANCAKE KEGGER) SHOULD I STAY OR SHOULD I GO - THE CLASH (DRUNKEN DEBATES) 2 MEZGALI PETIT CAMPUS	ABC - JACKSON 5 (ROOKIE CHALLENGE) 3 HUMBLE. - KENDRICK LAMAR (MYSTERY CHALLENGE) 3 15 MINUTES OF JEOPARDY MUSIC (HISTORY TRIVIA) 3 ALL I WANT FOR CHRISTMAS IS YOU - MARIAH CAREY BUT THE TIME SHE LIP SYNCED REALLY EARLY (LIP SYNC BATTLES) 3 MEZGALI PETIT CAMPUS
CHOCOLATE RAIN - TAY ZONDAY (HOT CHOCOLATE) COMMON ROOM	
FINAL COUNTDOWN - EUROPE (ULTIMATE PRES) 1 ASK YOUR CAPTAINS	
CLOSING TIME - SEMISONIC (CLOSING CEREMONIES) QUEUE LEU-LEU	

LEGEND



RANKED LEVEL



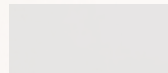
TIERED LEVEL



DOUBLE SUBMISSION



DAMN THING CHECK IN



NO ALCOHOL PRESENT



SOME ALCOHOL PRESENT



MORE ALCOHOL PRESENT

9:30 am Pancake Kegger

10 am Rookie Challenge

10:30 am Mystery Challenge

11:30 am History Trivia

12 pm Lip Sync Battle

1:30 pm Drunken Debates

3:30 pm Hot Chocolate

6 pm Ultimate Pres

9 pm Closing Ceremonies

DAY 5: SATURDAY

STAYIN' ALIVE - BEEJES

PANCAKE KEGGER

Tour Bus driver knows best! Follow them to the last leg of your tour, but make sure you fuel up on the way. Enjoy a hearty breakfast the only way you know how, washed down with the sweet, sweet taste of a beverage.

There will be a Rookie Challenge during the event, it will not involve alcohol.

Important:

- DO NOT leave the building with any alcohol
- Don't bring your own alcohol



9:30AM - 3PM



Mezcal



Everyone



Points given for specific events



ACCESSIBILITY AND SUSTAINABILITY

- We are on the second floor and there are unfortunately no elevators
- Bring your mugs
- Alcoholic, non-alcoholic, and gluten free beverages will be available.

DAY 5: SATURDAY

15 MINUTES OF THE JEOPARDY THEME MUSIC

HISTORY TRIVIA

You may be the greatest artists of all time, but do you know what's even cooler than all that? McGill EUS. In a game full of wild guesses (and maybe a small amount of BEvERages), test your knowledge of EUS history, and also like other topics I guess.

Rules:

NO CHEATING!!



11:30PM - 12PM



Mezcal



Everyone!



Tiered, Level 3



Rules in Appendix A



Accessibility and Sustainability

- We are on the second floor and there are unfortunately no elevators.
- You may need a phone (Mezcal has wifi, no worries).
- There will be alcohol at the event, however there is no alcohol involved in this challenge.

DAY 5: SATURDAY

HUMBLE - KENDRICK LAMAR

MYSTERY CHALLENGE

hehe I'll never tell you, haha, jk, unless...



10:30AM - 11:30AM



Mezcal



Everyone!



Ranked, Level 3, Double Submission

Parmesan Cheese

ACCESSIBILITY AND SUSTAINABILITY

- We are on the second floor and there are unfortunately no elevators
- Drinking and eating may be involved but there will be options for everyone.
- Movement is required.

DAY 5: SATURDAY

ALL I WANT FOR CHRISTMAS IS YOU - MARIAH CAREY BUT THE TIME SHE LIPSYNCED REALLY BADLY

LIP SYNC

Time to show your real talent to the crowd. This past week has tested your brains, your brawn, now let's test that singing voice! (silently) In teams of 2-6 people show why your band is the best.



12PM - 1PM



Mezcal



2-6 Band Members



Tiered, Level 3, Single Submission



Rules in Appendix A



Time	Team
12:00	Materials
12:05	BioEng
12:10	Mining
12:15	Chem
12:20	Mech
12:25	ECSE
12:35	Bree
12:40	Arch
12:45	Old Patrol
12:50	Civil

ACCESSIBILITY AND SUSTAINABILITY

- We are on the second floor and there are unfortunately no elevators
- This event does not involve alcohol, alcohol may be present.
- Try to repurpose props if used and not buy things from dollarama.

DAY 5: SATURDAY

SHOULD I STAY OR SHOULD I GO - THE CLASH

DRUNKEN DEBATES

Is Body by Loud Luxury featuring Brando the greatest song of all time? Is Bohemian Rhapsody overrated? How many verses of Godiva's can you learn before it stops being cool? Why isn't audio engineering represented at McGill? Questions like these have been plaguing the engineering music industry for decades and they'll be settled once and for all over a couple of cold beverages consumed at blistering speed. Even if you're not one to get on stage and argue your point, reach the event and support your team by cheering them on louder than Timothy at an ABBA concert.



1:30PM - 3PM



Mezcal



2 band members



Ranked, Level 2



Rules in Appendix A



Debate #	Time	Debate #	Time
1	1:30	6	2:20
2	1:40	7	2:30
3	1:50	8	2:40
4	2:00	9	2:50
5	2:10		

ACCESSIBILITY AND SUSTAINABILITY

- Alcohol will be provided to participants but is not mandatory. Beers can be substituted for non-alcoholic or gluten-free options upon request.

DAY 5: SATURDAY

CHOCOLATE RAIN - TAY ZONDAY

HOT CHOCOLATE

Well well well guess who made it through their 5th concert day and is still ready for the next show. How about you take a wholesome break to warm your body with some mmmmmmmmm warm hot cocoa served with some yummy floating marshmallows?



3:30PM - 5PM



Common Room



Everyone

Rules:

Keep the hot chocolate at a safe temperature above 60 degrees at all times in a clean environment. All servers must wear hats and gloves at all times to avoid bacterial contamination.



ACCESSIBILITY AND SUSTAINABILITY

- There are elevators that lead to the McConnell basement, where the common room is
- Bring your mugs!
- No alcohol is involved in this event.

DAY 5: SATURDAY

THE FINAL COUNTDOWN - EUROPE

ULTIMATE RALLY

It's been a gruelling tour, and you and your band mates are preparing to pack it up for good, but don't give up quite yet! In the green room of your very last show, prepare to go out with the bang that your band deserves!

Rules:

As a band, it's your job to host the absolute wildest green room bash! Chords will be coming by each green room to ensure maximum shenanigans, so don't put your instruments down just yet!!



6PM - 9PM



Ask your Captains



Everyone!



Tiered, Level 3



ACCESSIBILITY AND SUSTAINABILITY

- Each department hosts their own Ultimate Rally, so accessibility will vary, but aim to make your rally as physically accessible as possible!
- Alcohol will not be provided, but you may bring your own beverages to enjoy.
- Stay safe and do not over-consume because it's the last night; end E-Week on a high note!

DAY 5: SATURDAY

CLOSING TIME - SEMISONIC

CLOSING CEREMONIES

Picture this: you're at your first concert. You're seeing your favourite band. You know their setlist, and they're playing your favourite song last. The anticipation is building. You want to hear it, but you also know once you do, it's over.

This is it... the moment you've been waiting for. You're screaming at the top of your lungs, so loud you can barely hear the announcement: who won E-Week???



9PM - 12AM



Que-Leu-Leu



Everyone!



\$3 Coatcheck



Accessibility and Sustainability

- This event will have alcohol.
- This venue will have flashing lights and loud music.
- Stairs are required to access the venue, and there is no elevator.
- Bring your mugs!
- MSERT, Walksafe, Drivesafe, and Redfrogs will be present.



44/110 GENUINE LEATHER 6030-01

Appendix A

Beer Die Rules

1. The basic rules during the whole tournament will be directly taken from the EUS Wiki. Some rules that might come up during the tournament which need to be clear include:
 2. If the die goes **over** a cup, it is a valid shot.
 3. Stambolich Rule: If a throw hits the ceiling of the room before hitting the table, no drinks can be assigned to either team due to that throw [unless it is a wah or a sink].
 4. The standard regulation elevation is 6 inches, which will be used throughout the tournament.
 5. [A low call must be called] while the die is still over the table.
 6. A throw may not be called low retroactively. Keep in mind, it is a gentleperson's game.
 7. Unless decided differently before the game begins, the participants are playing sides by default.
 8. Remember, Beer Die is a gentleperson's game!
- For any issues or clarifications about the rules, speak to Kosta or Spencer.

Appendix A

Chess Rules

For detailed chess rules refer to <https://en.wikipedia.org/wiki/Chess#Rules> . For any specific questions during the games, ask Kosta or Owen for clarification and judgement.

Movement rules

1. The king moves one square in any direction. The king also has a special move called castling that involves also moving a rook.
2. A rook can move any number of squares along a rank or file, but cannot leap over other pieces. Along with the king, a rook is involved during the king's castling move.
3. A bishop can move any number of squares diagonally, but cannot leap over other pieces.
4. The queen combines the power of a rook and bishop and can move any number of squares along a rank, file, or diagonal, but cannot leap over other pieces.
5. A knight moves to any of the closest squares that are not on the same rank, file, or diagonal. (Thus the move forms an "L"-shape: two squares vertically and one square horizontally, or two squares horizontally and one square vertically.) The knight is the only piece that can leap over other pieces.
6. A pawn can move forward to the unoccupied square immediately in front of it on the same file, or on its first move it can advance two squares along the same file, provided both squares are unoccupied (black dots in the diagram); or the pawn can capture an opponent's piece on a square diagonally in front of it on an adjacent file, by moving to that square (black "x"s). A pawn has two special moves: the en passant capture and promotion.

Special moves/ rules

1. En passant: When a pawn makes a two-step advance from its starting position and there is an opponent's pawn on a square next to the destination square on an adjacent file, then the opponent's pawn can capture it en passant ("in passing"), moving to the square the pawn passed over. This can be done only on the very next turn; otherwise the right to do so is forfeited.
2. Promotion: When a pawn advances to the eighth rank, as a part of the move it is promoted and must be exchanged for the player's choice of queen, rook, bishop, or knight of the same color.
3. Check: When a king is under immediate attack by one or two of the opponent's pieces, it is said to be in check. A move in response to a check is legal only if it results in a position where the king is no longer in check.

The game is won in one of the following ways

1. Checkmate: The player whose turn is to move has no legal moves left
2. Resignation: Conceding the game to the opponent
3. Unsporting behavior (e.g. refusing to shake hands with the opponent). Chess is too, a gentleperson's game!

Appendix A

BEER OLYMPICS RULES

Game 1: Flip Cup - BRACKETED

Participants: 10 (6 max of same gender)

Beverages: **0.5/person**, **10 PER ROUND**

1. Each team member has two cups in front of them, half-filled with beer. Each member must drink their beverage and then flip their cup from right-side up to upside-down on the table. A team member may not start drinking until the person before them has successfully flipped the cup.
2. The team that wins advances to the next round
3. Time penalties of five seconds will be given for any major beer spilling.
4. The winning teams of the first round will be ranked by time. The team with the best time will advance directly to the semi-final while the other teams will face each other.

Game 2: Tummies - BRACKETED

Participants: 2 (participants of different genders)

Beverages: **2/person**, split into 3 cups: **8 PER ROUND**

1. Teammates stand diagonally, at opposite corners of the table from each other, with three cups in a triangle in front of them. One cup is half-filled with water in the middle of the table.
2. Each team has a ball. The game begins with two opponents at one end of the table touching balls.
3. The objective is to bounce the ball off the table once, then off the chest of your teammate and into the cups directly in front of them.
4. When one of the cups has been sunk, you immediately yell "Tummies!" and pass the sunk cup to your opponent next to you. The opponent and their partner must immediately stop shooting while they drink the cup that was passed to them and flip it from right-side-up to upside-down on the table. Then they may resume shooting.
5. Once all six of your team's cups have been sunk, you must aim for the cup in the middle of the table by bouncing the ball off the table TWICE and then into the cup.
6. Once all six of your team's cups have been sunk, you must aim for the cup in the middle of the table by bouncing the ball off the table TWICE and then into the cup.
7. The game is over once a team has sunk the cup in the middle. That team moves on to the next round.
8. The winning teams of the first round will be ranked by time. The team with the best time will advance directly to the semi-final while the other teams will face each other.

Game 3: Creative Chug

Participant: 4

Beverages: **1 48 oz pitcher**

1. Four teammates must present a creative way of consuming one pitcher. Relation to theme will be taken into account, and must be done using a reusable mug..
2. Each team may only make one submission.

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Game 4: Civil War - BRACKETED

Participants: 3 (no more than 2 of same gender)

Beverages: **1/person**, split into 3 cups: **12 PER ROUND**

1. Three teammates stand at each end of the table, with three cups in a triangle in front of each of them.
2. There are three balls in play. The aim is to sink your opponent's cups. When one of your three cups has been sunk, you must stop shooting (your teammates may continue to shoot during this time), and you may not resume shooting until you have finished the beer from the cup that was sunk and removed the cup from play.
3. Once all three of your cups have been sunk, you are out and may not assist your teammates in any way.
4. The game ends when all three members of one team are out. The winning team advances to the next round.
5. The winning teams of the first round will be ranked by time. The team with the best time will advance directly to the semi-final while the other teams will face each other.

Game 5: Musical Beverages

Participants: 1 participant per team

Beverages: **1/person**, **13 PER ROUND**

1. Each team submits one participant (double sub though) per game (there are three games)
2. The participants will surround a table with objects placed equally.
3. When the lights/music turns on, the participants must rotate around the table
4. Once the music/lights turn off, the participants must grab a dice.
5. There will be one less dice on the table than participants.
6. The participant that does not grab a dice must leave and will receive a drink to drink as consolation.
7. Every time a member is eliminated, an object is removed from the table
8. The winner is determined by the last person with an object

Game 6: Whiffle Spin - BRACKETED

Participants: 3 participant per team

Beverages: **0.6666666666666666/person**, **4 PER ROUND**

1. Each participant starts with 2/3rds of a beverages in their reusable mugs.
2. When the game signals for start (mystery), the first participant will take the bat and aim the hitting part towards the floor and the base of the grip on their head.
3. They must then continue to spin 5 times, which will be monitored by the coordinator (who will also be there to help make sure people don't fall).
4. Once their spins are complete, they must make their way to their beverage.
5. They must then chug this beverage and tag their teammate.
6. Their teammates will undergo the exact same thing (i.e. point 1-5).
7. Once the third teammate returns, the time will be stopped.
8. The best time wins.

Appendix A

Game 7: OG Beer Pong - BRACKETED

Participants: 2 participant per team

Beverages: **1/person**, split into 3 cups, **4 PER ROUND**

1. 6 Sleeman cups will be placed on both sides of the table (i.e. 12)
2. Each set of 6 cups will have water in them. Beverage will be drunk on the side in a reusable mug.
3. The game will begin with the roll of a die. One team chooses even, and the other odd. The team who guesses right will have the right to start.
4. The team will have two balls. They each take turns throwing, where the elbow may not pass the table. If an elbow passes the table, the shot is negated.
5. Both players on each team will shoot, and then the other team will take their two shots.
6. When a ball lands in a player's cup, it is IMMEDIATELY removed from the game by the opposing team. If the cup is left there and a player sinks it, the team who shot may choose any other cup, as well as the one previously hit, to remove from the table.
7. There are NO balls back for two cups, head cup, heating up, trick shot, or any other house rule.
8. A ball may only be returned to the shooter if an unforeseen circumstance, such as obstruction occurs from an outside opponent.
9. If a player blocks a ball over the table that has a possibility of going in, a cup is removed from the blockers side at the choice of the shooting team.
10. There is NO REDEMPTION SHOT, except in the FINALS
11. ***In the finals, if a final cup is hit, the team taking redemption will choose 1 of two teammates to take the shot, if it's missed, the game is over.

Game 8: Chug Ladder

Participants: Everyone

Beverages: **1/person**

1. You are allowed to submit only one chug to the chug ladder
2. You can chug beer or a non alcoholic options
3. Minors (+3s) and Majors (+5s) count
4. Chug must be done from a reusable mug

Appendix A

Beer Olympics Game Scheduling

Flip Cup - STATION 3				
Game ID	Round	Time (PM)	Team 1	Team 2
G - 1	Preliminaries	9:00	MINING	MECH 1
G - 2		9:10	ECSE 1	CIVIL 1
G - 3		9:20	MECH 2	CHEM 2
G - 4		9:30	CHEM 1	BIOENG 1
G - 5		9:40	ECSE 2	MATERIALS
G - 6		9:50	CIVIL 2	BREE
G - 7		10:00	ARCH	BIOENG
G - 8	Quarter Finals	10:10	Winner G - 1	OP
G - 9		10:20	Winner G - 2	Winner G - 3
G - 10		10:30	Winner G - 4	Winner G - 5
G - 11		10:40	Winner G - 6	Winner G - 7
G - 12	Semi Finals	10:50	Winner G - 8	Winner G - 9
G - 13		11:00	Winner G - 10	Winner G - 11
G - 14	Bronze Game	11:15	Loser G - 12	Loser G - 13
G - 15	Championship	11:30	Winner G - 12	Winner G - 13

Tummies - STATION 5				
Game ID	Round	Time (PM)	Team 1	Team 2
G - 1	Preliminaries	10:00	ARCH	CHEM
G - 2		10:15	ECSE	MATERIALS
G - 3	Quarter Finals	10:30	BREE	Winner G - 1
G - 4		10:45	MINING	MECH
G - 5		11:00	OP	CIVIL
G - 6		11:15	Winner G - 2	BIOENG
G - 7	Semi Finals	11:30	Winner G - 3	Winner G - 4
G - 8		11:45	Winner G - 5	Winner G - 6
G - 9	Broze Game	12:00	Loser G - 7	Loser G - 8
G - 10	Championship	12:15	Winner G - 7	Winner G - 8

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Creative Chug		
Game ID	Time	Team 1
G - 1	9:00	MECH
G - 2	9:10	ARCH
G - 3	9:20	BREE
G - 4	9:30	CHEM
G - 5	9:40	OP
G - 6	9:50	MINING
G - 7	10:00	CIVIL
G - 8	10:10	ECSE
G - 9	10:20	MATERIALS
G - 10	10:30	BIOENG

Civil War - STATION 2				
Game ID	Round	Time (PM)	Team 1	Team 2
G - 1	Preliminaries	10:00	MECH	CIVIL
G - 2		10:15	BREE	BIOENG
G - 3	Quarter Finals	10:30	ARCH	Winner G - 1
G - 4		10:45	MATERIALS	ECSE
G - 5		11:00	CHEM	MINING
G - 6		11:15	Winner G - 2	OP
G - 7	Semi Finals	11:30	Winner G - 3	Winner G - 4
G - 8		11:45	Winner G - 5	Winner G - 6
G - 9	Broze Game	12:00	Loser G - 7	Loser G - 8
G - 10	Championship	12:15	Winner G - 7	Winner G - 8

Appendix A

Musical Beers		
Game ID	Time	Team 1
G - 1	9:00	MECH
G - 2	9:20	ARCH
G - 3	9:40	BREE

Wiffle Spin - STATION 4				
Game ID	Round	Time (PM)	Team 1	Team 2
G - 1	Preliminaries	9:00	BIOENG 1	BREE
G - 2		9:10	CHEM 2	BIOENG 2
G - 3		9:20	CIVIL 1	MECH 1
G - 4		9:30	ECSE 2	MECH 2
G - 5		9:40	MATERIALS	CIVIL 2
G - 6		9:50	CHEM 1	ECSE 1
G - 7		10:00	MINING	ARCH
G - 8	Quarter Finals	10:10	Winner G - 1	OP
G - 9		10:20	Winner G - 2	Winner G - 3
G - 10		10:30	Winner G - 4	Winner G - 5
G - 11		10:40	Winner G - 6	Winner G - 7
G - 12	Semi Finals	10:50	Winner G - 8	Winner G - 9
G - 13		11:00	Winner G - 10	Winner G - 11
G - 14	Bronze Game	11:15	Loser G - 12	Loser G - 13
G - 15	Championship	11:30	Winner G - 12	Winner G - 13

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OGBP - STATION 1 & 2*					
Game ID	Station #	Round	Time (PM)	Team 1	Team 2
G - 1	1	Preliminaries	9:00	MECH 1	CHEM 1
G - 2	2		9:00	CIVIL 2	CHEM 2
G - 3	1		9:15	ECSE 2	BIOENG 2
G - 4	2		9:15	MINING	MATERIALS
G - 5	1		9:30	BREE	MECH 2
G - 6	2		9:30	BIOENG 1	CIVIL 1
G - 7	1		9:45	ARCH	ECSE 1
G - 8	1	Quarter Finals	10:00	Winner G - 1	OP
G - 9	1		10:15	Winner G - 2	Winner G - 3
G - 10	1		10:30	Winner G - 4	Winner G - 5
G - 11	1		10:45	Winner G - 6	Winner G - 7
G - 12	1	Semi Finals	11:00	Winner G - 8	Winner G - 9
G - 13	1		11:15	Winner G - 10	Winner G - 11
G - 14	1	Bronze Game	11:30	Loser G - 12	Loser G - 13
G - 15	1	Championship	11:45	Winner G - 12	Winner G - 13

Please note, these time and scheduling tables are subject to alterations up until E-Week, as are brackets. These are just for give a solid idea of what is planned.

Appendix A

BROOMBALL RULES

Rules:

1. Teams consist of 6 players on the ice (including the goalie), of which 2 must be of a gender minority
2. A team will have deemed to forfeit a match if the team has less than 5 players at the start of the game.
3. Games will consist of two twenty minute halves. Each half will be separated by a one minute break.
4. Clarification of any decisions must only be done by the captains.
5. If a player is found to be deliberately misusing equipment, which is damaged or broken as a result, that player will be required to pay the full replacement cost of the equipment.
6. A broken broom is considered a dangerous piece of equipment and under no circumstances is a player to continue playing with a broken broom. The player must get a new broom immediately.
7. A player may at no time have more than one broom in his/her hands while play is in progress.
8. A player's broom may not attempt to make contact with the ball above the waist. Stoppage of play will result, and the opposing team will receive possession.
9. When the ball goes outside the playing area, play shall be stopped. Once the ball is back in play, the ball will be given to the opposite team in the area in which the ball went out.
10. A player shall not interfere with the play (or ball) when it's caught in the goal's net.
11. A player shall be allowed to kick the ball from one player to another. A kick pass shall be treated as a stick pass. A player cannot score by kicking the ball; shots must be made with the stick. A kick pass cannot be made to transfer the ball between the defensive and offensive end.
12. A player is allowed to stop the ball with his/her hand and direct the ball to the ice. A player shall not be permitted to carry or advance the ball with any part of the body other than their feet. Stoppage of play will result, and the opposing team will receive possession.
13. The team having scored the most number of goals during regular playing time or after overtime shall be considered the winning team.
14. If at the end of full time in any match the score is tied, there will be a shoot-out. Five players from each team will alternately take shots hockey style (starting at mid ice and attacking the goal). If there is an even score after that, then there will be a sudden death shoot-out where one player from each team will shoot and the first time one team scores and the other misses, then the scoring team is the winner.
15. While the attacking team is on the opposing team's end, they are not allowed to grab the ball with their hands.

OFF-SIDES

1. In the event that the defensive team passes the ball to the opposite end (beyond the goalie net) and has a member of the opposite team come in possession of the ball first, a face-off will be had in the defensive end.
2. If a member of the defending team remains on the opposite end of the rink and receives the ball from a fellow player, the ball will be given to the attacking team at the half-way line.
3. If the attacking team brings the ball behind the half-way line and then back into the defending team's end, this will result in the defending team receiving possession of the ball.

FACE-OFF

1. Players contesting the face off may move their sticks prior to the ball being dropped but the stick must not leave contact with the ice. No upward motion of the broom towards the opposing player shall be allowed.
2. The remaining players of both teams must stand at least 10 feet from the players facing off.
3. The ball must first touch the ice before a player hits it. Violation of this rule will result in the opposing team's possession.

Appendix A

FOULS AND UNSPORTSMANLIKE CONDUCT

1. Using the momentum of a run to increase the impact of a body check on an opponent.
2. Charging an opponent from behind or injuring an opponent as a result of the charge.
3. Deliberate interference on an opponent's body from behind.
4. Checking an opponent with a knee or elbow or causing injury through the check, cross checking.
5. Using unnecessary roughness on an opponent.
6. Placing a broom, knee, foot, arm, or elbow in such a manner that causes an opponent to trip or fall.
7. NO sliding, however you are allowed to drop to one knee to stop the ball. You must always play with both feet on the ice when hitting the ball. You may NOT use your body to stop the ball from advancing. A penalty shot will be awarded when a defender illegally slides to block a legitimate shot on goal. All other illegal slides will be whistled dead and offense retains possession.
8. Using abusive language, arguing the referee's decision or showing no regard for the officials.
9. Any infraction involving an injury.
10. Any fight will result in immediate ejection and possible suspension.
11. Holding an opponent with the hands or in any other manner.
12. Deliberately throwing a broom in the direction of the player in possession of the ball.
13. In a clean break-away situation, the goalie comes out to tackle the oncoming player and the referee is convinced the goalie tackled the player and not the ball.
14. No contact with goalie.
15. Slashing: Any downward movement of one's stick that hits an opponent's stick or the opponent himself
16. Note: It is legal to tap an opponent's stick from underneath as long as it doesn't result in a high stick

GOALS AND GOALIES

1. A goal shall be scored when the ball has legally passed between the goal post below the cross bar and completely across the goal line.
2. If the shot of an attacking player has been deflected into the goals by any part of the body of another attacking player, the goal shall be allowed and the player off whom the ball was deflected shall be credited with the assist. The goal shall not be accepted if the ball has been kicked, thrown or otherwise deliberately directed into or deflected off a defender into the goal by any other means other than a broom.
3. No goal shall be allowed if any attacking player precedes the ball into the goal square. A player is considered in the goal square as long as part of his/her body is in contact with the ice inside the goal square.
4. A goal scored from a high broom shall not be allowed, except from the broom of a defensive player in his/her own net.
5. A face off in the end zone shall occur and the play whistled dead if the goals are moved out of position by a defending player and the goals interfere with the play.
6. A face off in the neutral zone shall occur if the goals are moved out of position by an attacking player or after a goal is scored.
7. Goalies may choose to use a stick or not. If they choose to use a stick, it must be in their possession at all times unless attempting a save. A stick may not simply sit on the ice in front of the goal.
8. After a goalie makes a save, they may inbound the ball by passing it with their hand, kicking it off the ground, or hitting it with their stick. Punting the ball is not allowed. Regardless of the way the goalie enters the ball back into play, it must touch a player first before crossing the mid-court line. Also, a legal hand pass must touch a player or the wall behind the goal line.

Appendix A

LOSS-OF-POSSESSION VIOLATIONS

1. For all loss-of-possession violations, the ball will be put in possession of the team who didn't commit the violation. When a player inbounds the ball from a loss-of-possession violation, opposing players must be a full stick length away, and the inbound can be a pass or a shot.
 2. High sticking
 3. Passing/carrying the ball with any part of a player's body other than their feet
 4. When a player taking a face off touches the ball before it hits the ground
 5. When a goalie's inbound pass crosses mid-court before touching a player
 6. When a ball is directly over a barrier of the court
 7. Under no circumstances may a participant be under the influence of alcohol or illegal substances while at or in an Intramural sponsored event. Participants and spectators may not bring any alcoholic beverages, illegal substances, or tobacco products to an Intramural sponsored event. Any individual/team that fails to adhere to this rule will be banned from Intramural play immediately and subject to further suspension upon consideration by the Intramural staff. Ejections will be handled on a case by case basis and will be handled by Intramural staff.
 8. The Intramural department reserves the right to eject and ban any individual/team that fails to follow this policy.
- The Intramural department has written these rules and reserves the right to interpret the rules as they see fit. Rules are created with fair play in mind. Therefore, the Intramural department reserves the right to alter rules for circumstances that may arise.

Appendix A

DODGEBALL RULES

1. Games will be played 7 v 7
2. Games will be 10 minutes (if no team has won by this point, the team with most players alive will be declared the winner)
3. If more than 1 game is played in the 10 minutes the team with the most wins will be declared the winner
4. The ref will (try) to call 2 minutes left (we're tired ok)
5. 10 balls will be lined along the centerline of the court
6. Players cannot cross this centerline for any reason (the opposite side is effectively out of the play area)
7. At the beginning of the game, the ref will call start, and teams will run to retrieve the balls, they must then touch the back end of the court before they can throw
8. A throw thrown from outside the area of play is invalid
9. A hit while outside the play area is invalid
 - a. Players can only go outside the area of play to retrieve balls, not for respite
10. A caught ball will bring 1 "dead" teammate back into the game
11. If a ball is caught, the thrower is out
12. A revived teammate must enter from the back of their respective side
13. Revived players must return to the game in the order they were eliminated
14. If a ball hits any object (inside or outside the field of play) the ball is dead
 - a. This means blocking with a ball is allowed
 - b. If while blocking the thrown ball hits fingers, the throw is valid and the player is out
 - c. If a blocked ball still hits the blocker, it is a valid hit
15. A dead ball cannot be caught
16. If a ball bounces off a person, it can be caught before it hits the ground
 - a. For example, Jimbo is hit, and Timbo dives to catch the ball
 - i. If Timbo succeeds, Jimbo is safe, a teammate returns to play, and the thrower is out
 - ii. If Timbo fails, Jimbo is out
17. 16. A thrown ball can only eliminate one player
18. 17. Refs can roll balls sitting on the ground to the other team under their discretion

Appendix A

INNERTUBE WATERPOLO RULES

RULES NUMBER OF PLAYERS REQUIRED TO PLAY

- 1.- Games are played 7 on 7. There will be three (3) man players, three (3) woman players, and one (1) goaltender (male or gender minority) per team.
- 2.- A minimum of six (6) players are required to begin play of which two (2) must be woman, and two (2) must be men. However the shorthanded gender cannot be in goal i.e if a team has to start a game with only two (2) woman, one of the woman cannot be in goal. - A maximum of four (4) players of either gender per team may play at any time (this includes the goaltender).

SUBSTITUTIONS

- 1.- Substitutions are permitted during play, provided both players involved in the substitution are within the designated substitution area (substitutions must be made in the defensive zone, in either the southeast or southwest corner of the pool).
- 2.- Players may not simply abandon their tubes far away from the sideline and let their substitute swim out to get into the vacant tube.
- 3.- Players may not swim while being out of their tubes in order to do a quicker substitution. They must swim (while sitting inside their tube) reasonably close enough to the edge before getting out of their tube and letting a substitute take their place.
- 4.- In the event of an illegal substitution, the official will blow the play dead, if or when the offending team gains possession, unless the substitution (by the defensive team) put the team in possession of the ball at a disadvantage right away. A kick out will result once the offending team gains possession.

GAME TIME AND RESTART OF PLAY AFTER A GOAL

- 1.- Game consists of two halves of 9 minutes (running time), with a maximum of two (2) minutes for halftime.
- 2.- At the beginning of play for a half, each team lines up at opposite ends of the pool holding onto the end walls in preparation for the start of play.
- 3.- Play begins when the official blows the whistle, followed shortly by them throwing the ball in the middle of the pool. Both teams propel their inner tubes towards the ball in an attempt to gain possession.
- 4.- After each goal, the team that has been scored upon gets the ball at centre. Both teams must be in the respective half. The first pass thrown must be backwards.

POSSESSION OF THE BALL

- 1.- A player is considered to have active possession of the ball if the ball is making contact with any part of their body. (i.e holding it in their hands, between their knees or in their lap)
- 2.- Players are not allowed to use their feet to make a play on the ball or to gain possession of it. Doing so will result in a minor foul being judged against them.
- 3.- If a player puts the ball in the water next to their tube, they are not in possession of the ball. However if the player keeps tapping/touching the ball at a high frequency so as not to let the ball float away then the referee may assess them to be in possession of the ball for purposes of being flipped by an opponent.
- 4.- Players may only have possession of the ball when they are sitting in their tubes. Once a player is no longer sitting in their tube they must let go of the ball (as a result of a flip or otherwise)
- 5.- If a player who has been tipped out of their tube touches the ball, they will be charged with a Minor Foul and the nearest opponent will be awarded a free throw or a penalty throw (if the infraction took Place within the 4m area).
- 6.- Anytime a team gains possession of the ball in their defensive zone, they will have fifteen (15) Seconds to move the ball into the attacking zone. (Not applicable to CRD league)
- 7.- Once a team passes the ball successfully across the halfway line, they may not intentionally pass the ball back into their defensive half. This is similar to the over-and-back rule in Basketball. However if the ball is knocked back into the defensive half by an opponent then the defensive team may resume possession of the ball without incurring a foul. (Not applicable to CRD league)

Appendix A

STAYING IN THE TUBE AT ALL TIMES

- 1.- Players are not permitted to leave their inner tubes in the pool unless they are participating in a substitution or have just been flipped/fallen out of their tube.
- 2.- Players may not swim while lying ON their tube face down or while being OUTSIDE of their tube and dragging the tube with them in order to gain an advantage for positioning. If such an action is deemed to interfere with play the referee may award a minor foul or penalty throw (if infraction occurs within 4m zone and prevents a shot from an attacking player)

GOALTENDING AND THE 2 METRE ZONE aka GOALTENDER'S AREA

- 1.- The goaltender has the option of sitting in the tube, or not using one at all.
- 2.- Goaltenders may only come out as far as the nearest attacking player to make a play on the ball.
- 3.- Goaltenders may go out and attempt to retrieve the ball at the beginning of each half so long as they do not go past an attacking player while being in possession of the ball.
- 4.- The 2 Metre zone at each end of the pool is the Goaltender's area. No other player is allowed inside this zone unless they have possession of the ball. If there is a loose ball inside the 2m zone, the goalie must retrieve it.
- 5.- If a player gains possession of the ball when they are inside the 2 metre zone they are judged to be offside and the goaltender gains possession.
- 6.- Defensive players may not linger inside the 2m zone to block shots on Goal. They must stay outside the 2m zone unless they enter the zone while being in possession of the ball. If they intentionally block a shot while being inside the 2m zone a penalty may be assessed.
- 7.- Offensive players may not enter the 2m zone unless they already have possession of the ball. It is illegal to screen the goalie in any way while being inside the 2m zone.

FLIPPING AN OPPONENT

1. A player in possession of the ball may be "flipped" out of their tube (tube pushed down or pulled up) but the tackler may not leave their own tube or make physical contact with the body of the opposing player.
- 2.- Players are not allowed to hook the inside of an opponent's tube in attempts to flip them. This shall be considered impeding the progress of the opponent and is a Minor Foul.
- 3.- Goaltenders who are not sitting in an innertube may not flip an opponent. The penalty for doing so may be assessed as a penalty throw or a Major Foul associated with a kick out. \

SCORING

- 1.- A goal is awarded if the ball is thrown from outside the 2m zone and the entire ball crosses the plane formed by the horizontal cross bar and two (2) vertical side posts at the front of the goal. (Ball does not have to hit back of netting)
2. If a shot is made by a player who is within the 2m zone and enters the goal, it is not awarded as a goal.

POSSESSION WHEN BALL GOES OUT OF PLAY

- 1.- A change in possession will occur as a result of the ball being projected or knocked out of the pool on the sides or the back. Play is resumed by a throw in for the opposing team which must be taken within 5 seconds of gaining control of the ball at the appropriate location.

INFRACTIONS MINOR FOULS

1. Holding onto the pool wall or the goalposts while in possession of the ball.
2. Holding the ball under water.
3. Intentionally splashing an opponent.
4. Holding, pushing, hitting, tackling, dumping an opponent when they do not have possession of the ball.
5. Obstructing the forward progress of an opponent by touching their tube with hands or feet when they do not have possession of the ball. Players may however swim against each other back-to-back (only tubes making contact) to try and defend space.
6. Goaltender holding onto the side of the pool while handling the ball.
7. Tipping an opponent out of their tube immediately after scoring a goal in an attempt to nullify the goal.

Appendix A

PENALTIES FOR MINOR FOULS

- 1.- Minor fouls occur when a player is fouled while not in possession of the ball. A free throw will be Awarded to the nearest opponent on any minor foul that occurs in the regular course of play. The free Throw shall be taken from the location of the foul and must be passed to or touched by a teammate Before entering the goal.
- 2.- If a member of the attacking team is fouled, and the foul does not put the attacking team at a disadvantage, the official will allow play to continue (similar to the advantage rule in soccer).
- 3.- A player who has been fouled must, within five (5) seconds, put the ball in play, by raising the ball and dropping it, or by passing it to a teammate.

1. MAJOR FOULS

- 2.- Major fouls are called for flagrant offenses. A major foul is one where the defensive player has made no legal attempt to go for the ball or the player's tube, but instead fouls the individual player.
- 3.- Major fouls may be assessed for any physical contact deemed violent or excessive by the referees.
- 4.- Persistent infringement of the rules may also result in the referees assessing a Major Foul and imposing the requisite penalty.

PENALTIES FOR MAJOR FOULS

- 1.- The penalty for a major foul is two (2) minutes with time being counted from the moment the ball is put into play. The offending player must sit out in the corner of the pool on the opposite side of his team's bench. If a goal is scored against the penalized team during the time they are shorthanded, the penalized player returns to the game.
- 2.- A penalty throw shall be awarded to a player who is the victim of a major foul inside the 4m line. The 4m line is the yellow line on the side of the pool. Penalty throws are taken from the 4m line.
- 3.- At the official's discretion a match penalty may be assessed, whereby the offending player shall be removed for the remainder of the game and their team will play shorthanded for five (5) minutes. A substitute may enter the game for the ejected player when the penalty has expired.
- 4.- Two match penalties assessed to any one player during the regular season will result in that player's expulsion from the league for the remainder of the season.
- 5.- Match penalties include: Players attacking, striking, or kicking an opponent in such a manner as to endanger their well-being; flagrant disrespect of the official; or unsportsmanlike conduct.

OVERTIME

- 1.- There is no overtime except during playoffs.
- 2.- Overtime will consist of two five (5) minute periods of play.
- 3.- A penalty shoot-out will take place if the teams remain tied after the overtime period.
- 4.- Each team will select three (3) shooters, one of which must be a female.
- 5.- If the game remains tied, one shooter per team will be selected to continue the sudden death shoot-out until one team wins the game. The rotation of shooters must always alternate genders.
- 6.- No individual may shoot a second time before all their teammates have shot once.
- 7.- The shoot-out will take place in the deep end.

Appendix A

Video Game RULES

Game 1: Smash

Participants: 2 members per team

2 vs 2 battles. Game mode will be stocks with 4 lives per participant. Friendly fire must be enabled. Items and final smash meter must both be turned off. Both teams must agree on the stage they will play on, and in the event that no decision can be made, a coord or staff will pick the stage for the participants.

Game 2: Mario Kart

Participants: Everyone

1. Each team will send one player to represent them at a time, but the player can switch between rounds.
2. The players must complete a race on a mutually agreed upon track (can be chosen at random if desired).
3. They will be graded based on their final time (including penalties) using the scorecard below.
4. Penalties will be issued at the discretion of a coord whenever a player violates one or more of the rules outlined below.
5. Every player must consume a regulation sleeman cup of water before they cross the finish line and end their race. While the player is drinking, their car cannot be in motion. Failure to comply will result in a 10s penalty.
6. If you hit a banana, you must stop driving and consume half a banana fully. Failure to comply will result in a 3s penalty.
7. If you are hit by a red shell, you must stop driving and consume a strawberry stem and all. Failure to comply will result in a 3s penalty.

If you receive a star as an item, you must continuously yell "I'm a star!" while having star power. Failure to comply will result in a 10s penalty.

Game 3: Just Dance

Participants: 1-2 people per team

Competitors must be in full agreement to a song. If they are unable to do so, the song will be decided by the game referee. At the end of the song, the team with the highest average score per player wins. All competitors in the same bracket stage must play at the same difficulty level.

Game 4: Rock Band

Participants: Everyone

1. Each team will send a single player to represent them at any given time, but that player can switch between rounds.
2. Each round will consist of a single "Score Duel" in which both teams send one representative to face off against the other team. The two players must come to a mutual decision on which song to play. If they cannot come to a mutual decision, the referee will choose a song for them. Both players must play the same instrument. Both players need not play on the same difficulty.
3. The winner of each round will be the player with the higher score of the two.
4. In the case of a draw, the players will play the same song again, but on a higher difficulty (repeating as necessary until a winner is decided).

Appendix A

FEAR OF FOOD RULES

Rules:

All participants sit side by side on a long table (or series of tables). Each round, a food item is presented to them and they have to eat it. Any participant who doesn't finish their food is eliminated. If every participant finishes their food, the slowest participant(s) is/are eliminated.

- Round 1 & 2: Minimum 2 people eliminated per round.
- Round 3 to 10: Minimum 1 person eliminated per round.

Notes:

If two or more people are eliminated, one who did not finish and one who was slow, the person that was slow gets ranked higher than the person that didn't finish.- All people who do not finish in a round receive the same rank.- If two people get eliminated for being the slowest, the fastest of the two gets a higher rank.- Should there be only one team remaining before round 10, they are declared the winner.

APTITUDE TEST RULES

Rules:

Teams send 4 people into the room. They must finish the test and drink 4 drinks a person in 60 minutes. Any person caught cheating will be immediately cut and E-Week will be over :(

IRON CHEF RULES

Each team will receive their ingredients and choose their presentation times at breakfast on Thursday morning (starting at 8:30AM). The secret ingredient(s) will be revealed at the end of breakfast, at which point teams who haven't picked them up can choose to buy them themselves (no reimbursements) or pick them up during the day. Teams will have until their presentation time to create a meal showcasing the secret ingredient(s), which must serve three judges. Additional items may be purchased, but pre-prepared meals cannot be used, and all the secret ingredient(s) must be used. Teams should come ready with the prepared meal(s) and a presentation to explain its context to the judges.

Appendix A

BOAT RACE RULES

Team Composition:

- 10 racers (including the anchor)
- 1 tapper
- 1 bag holder (optional)

Vocabulary:

- Regulation Cup: The classic 16oz sleeman cup we all love (but also hate because it's plastic ☹)
- Anchor: The racer who drinks both beers in a row
- Ace: The racer who starts and ends the boat race
- Tapper: The person in charge for telling each team member when it is their turn to drink by removing their hands from the racer's back
- Bag Holder: In the unfortunate circumstances of an emergency puking situation, they are the hero/heroine of the race. They are always behind the tapper.

Race Penalties:

- Minor (2 second penalty) – Generally any amount of spill less than a major. This usually includes visible liquid drops on racer's face or on the table
- Major (5 second penalty) – An obscene amount of drink is dripping off racer's face or visible drink stream on table/ racer's shirt. Usually for 3oz+ of spill
- Double Major (10 second penalty) – it's clear that the racer struggled taking the whole drink down and there is a significant amount of drink wasted. Smh.
- False start (10 second penalty) – When a racer begins drinking before the preceding racer has finished their drink. Watch out, a good tapper will avoid such penalty!
- Waiting Period Rules:
- NO CONTACT with your drink. Penalty: Double Major
- Visible change in your drinks' quantity will result in a disqualification
- Contact with the cup is allowed, but it must remain in contact with the table until it is your turn to drink. Penalty: Major

Racing Rules:

- Bending the cup is allowed, as long as it is not permanently deformed. It must be able to return to its original state and shape. Penalty: Double Major
- The cup must be put down after drinking. Crushing, throwing the cup will result in a Double Major penalty
- All racers must always be in crouching position, except during consumption.
- All beer must be consumed (none left in the cup). Penalty: Double Major
- Dumping out drink before or during the race will result in disqualification.
- You must remain in crouching position until both teams are done with the race. A coordinator will let you know

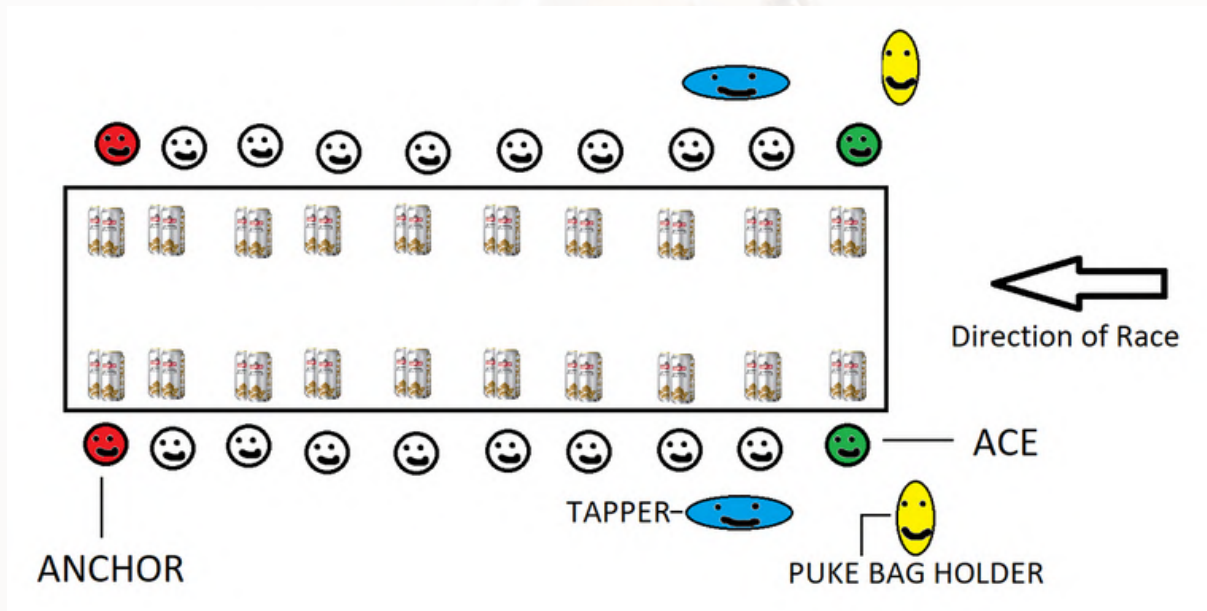
Rules After the Race:

- Be fun and wholesome <3

Appendix A

BOAT RACE RULES

An Informational Graphic



Appendix A

3 MAN RULES

1. Everyone sits in a circle
2. Determine the 3-Man: the first team to roll a three is the first 3-Man
3. The team to the left of 3-Man goes first, each team following in a clockwise rotation. Each team rolls both dice, acting in accordance with the cheat sheet below
 - a. If doubles are rolled, the team passes the dice to a team of their choosing. That team will receive x2 as many drinks as the total of their roll. All rules are recursive
 - b. If the 3-Man ever rolls a three, they then select a new team to be the 3-Man (including a three rolled on doubles)
4. Every drink received is equal to one point
 - a. The team with the lowest score at the end of the game wins
5. A chug off consists of one person from the team that just rolled the dice challenging someone from another team to a chug off in the middle of the game area.
6. Be fun and wholesome <3

x	1	2	3	4	5	6
1	Doubles	3-Man drinks	3-Man drinks	Nothing happens	Team before drinks	Your team drinks
2	3-Man drinks	Doubles	3-Man drinks	Team before drinks	Your team drinks	Team after drinks
3	3-Man drinks	3-Man drinks	Doubles, 3-Man drinks, Team before drinks	Your team drinks, 3-Man drinks	Team after drinks, 3-Man drinks	Everyone drinks
4	Nothing happens	Team before drinks	Your team drinks, 3-Man drinks	Doubles, Team after drinks	Everyone drinks	Nothing happens
5	Team before drinks	Your team drinks	Team after drinks, 3-Man drinks	Everyone drinks	Doubles	Chug off
6	Your team drinks	Team after drinks	Everyone drinks	Nothing happens	Chug off	Doubles

Appendix A

BEER TASTING RULES

Each team will test a sample of 5 beers. The team with the most beers correctly identified wins. In case of a tie, the team that took the least amount of time to identify the beers wins. Teams with double submission will have their number of beers matched and time taken averaged.

IRON BARTENDER RULES

Teams bring all ingredients and mixing thingies to Chris'. They then make a drink for the judges to, well, drink.

FOAT RACES RULES

Each team must have 10 members. Each person must eat and fully swallow (opening their mouth to show the judges) the designated food item before the next person can begin eating. The race is only down, not back, and the ranking is based on raw time only.

Appendix A

LIP SYNC RULES

Teams of 2-6 perform a song of their choice. The song must be within 2 minutes +/- 30 seconds. These songs must be pre cut and sent to the chords before E-Week starts to be reviewed. If the song is not appropriate you will be asked to select another

DRUNKEN DEBATE RULES

Rules

1. Each team will have two debaters representing them
2. The topic will be stated at the beginning of the round
3. The debaters will then each chug a beverage in a boat race fashion. The first team to finish their beverages gets to pick whether they are for or against the given topic
 - a. The beverage will be beer by default, but can be substituted for a gluten free or non-alcoholic option upon request.
4. During the first two rounds of debates, all debaters will be given a second beverage, which they must consume before the end of the debate.
 - a. All team members who do not debate in the first round will be given two beverages which they must consume before the start of their first debate.
5. The winners of the chug-off get a maximum of 30 seconds to decide which side of the debate they will argue
6. If they do not pick a side, a coord will pick for them using a coin flip.
7. Both teams will then be given 30 seconds to privately deliberate and prepare for the debate.
8. During the debates, all debaters must not impede their opponents ability to address the crowd nor may they speak during someone else's speaking time. This includes (but is not limited to) the following behaviours:
 - a. Interrupting or shouting over another debater
 - b. Asking a question of the opposition during their speaking time
 - c. Making too much noise
 - d. Being too distracting
9. Judges will choose the winner of each round using the criteria outlined in the scorecard detailed below

Debate Structure

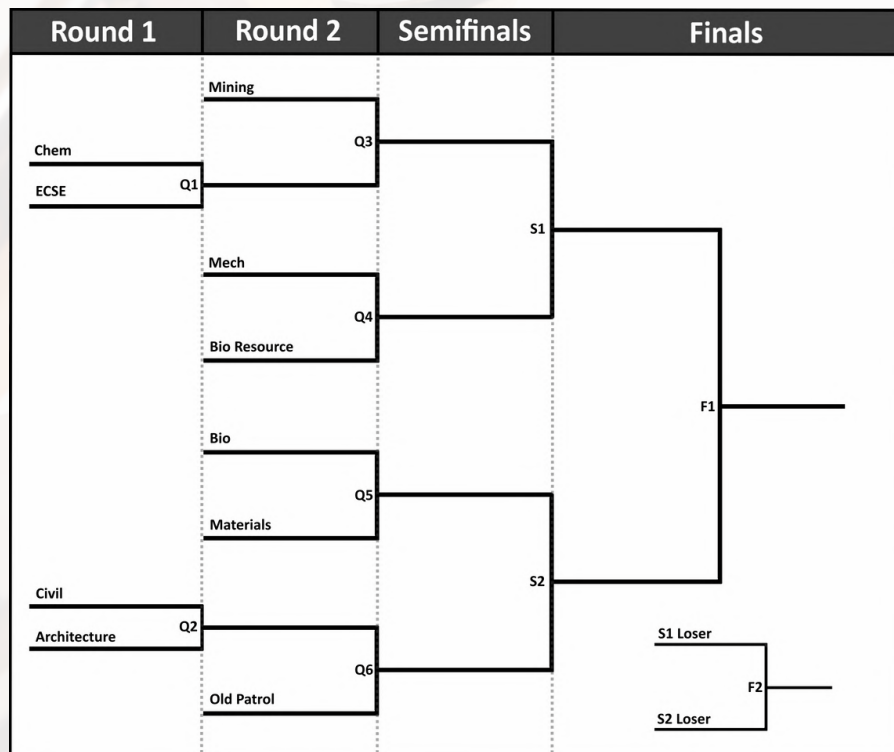
1. A 2v2 1 beverage BOAT Race to choose gov/opp
2. Teams will get 30 seconds to deliberate on their strategy
3. 1 minute opening remarks for each team
4. 1 minute rebuttal each
5. 30 second closing remarks
6. Judges will be given 2 minutes to deliberate and will then announce the winners of that round

Appendix B

BEER DIE BRACKET



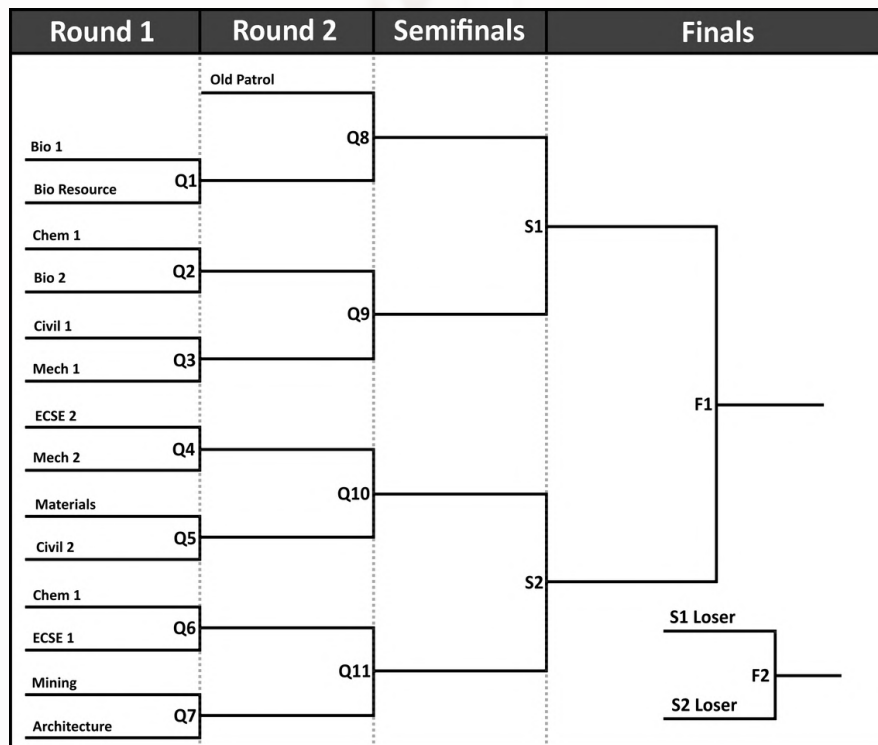
CHESS TOURNAMENT BRACKET



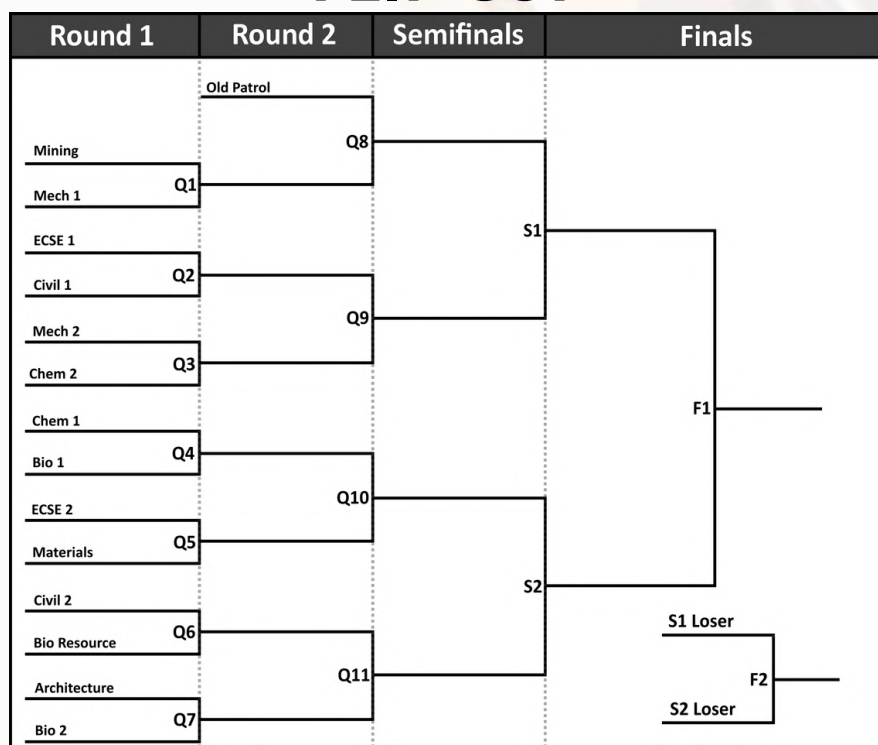
Appendix B

BEER - O BRACKETS

WIFFLE SPIN

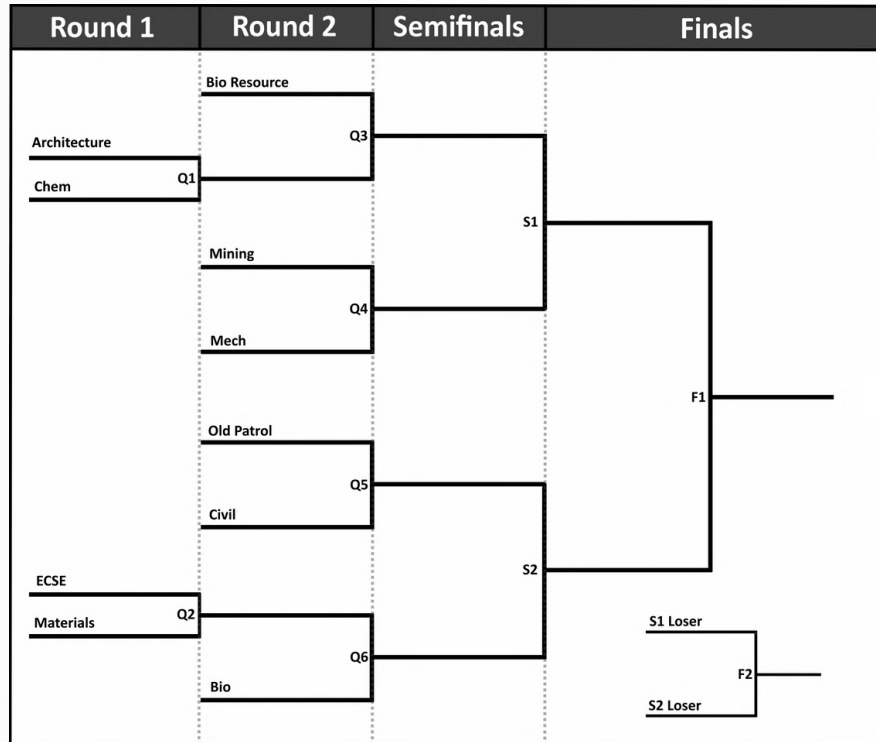


FLIP CUP

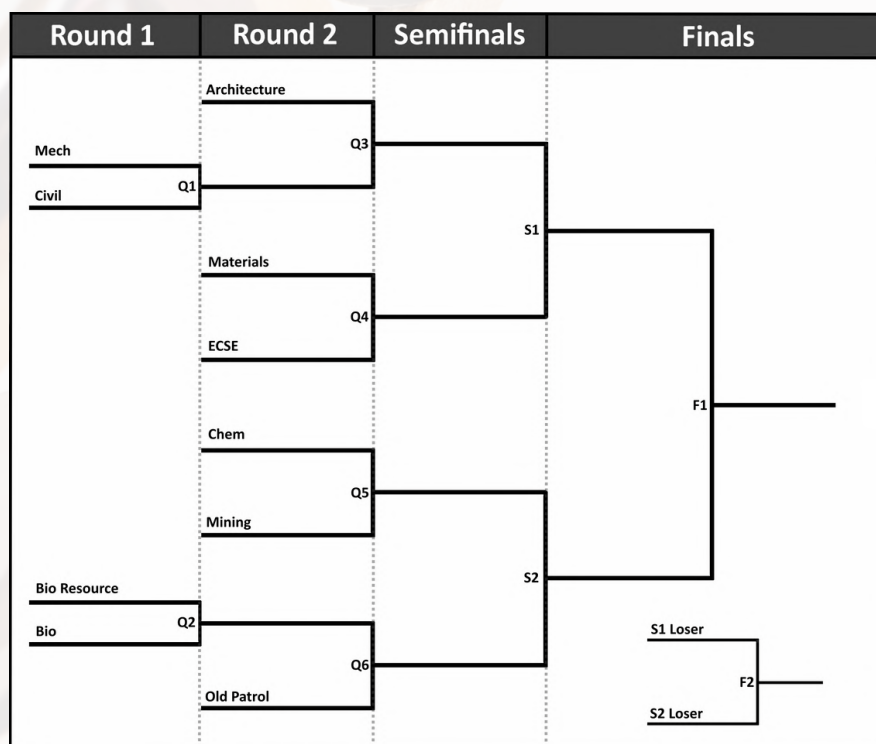


Appendix B

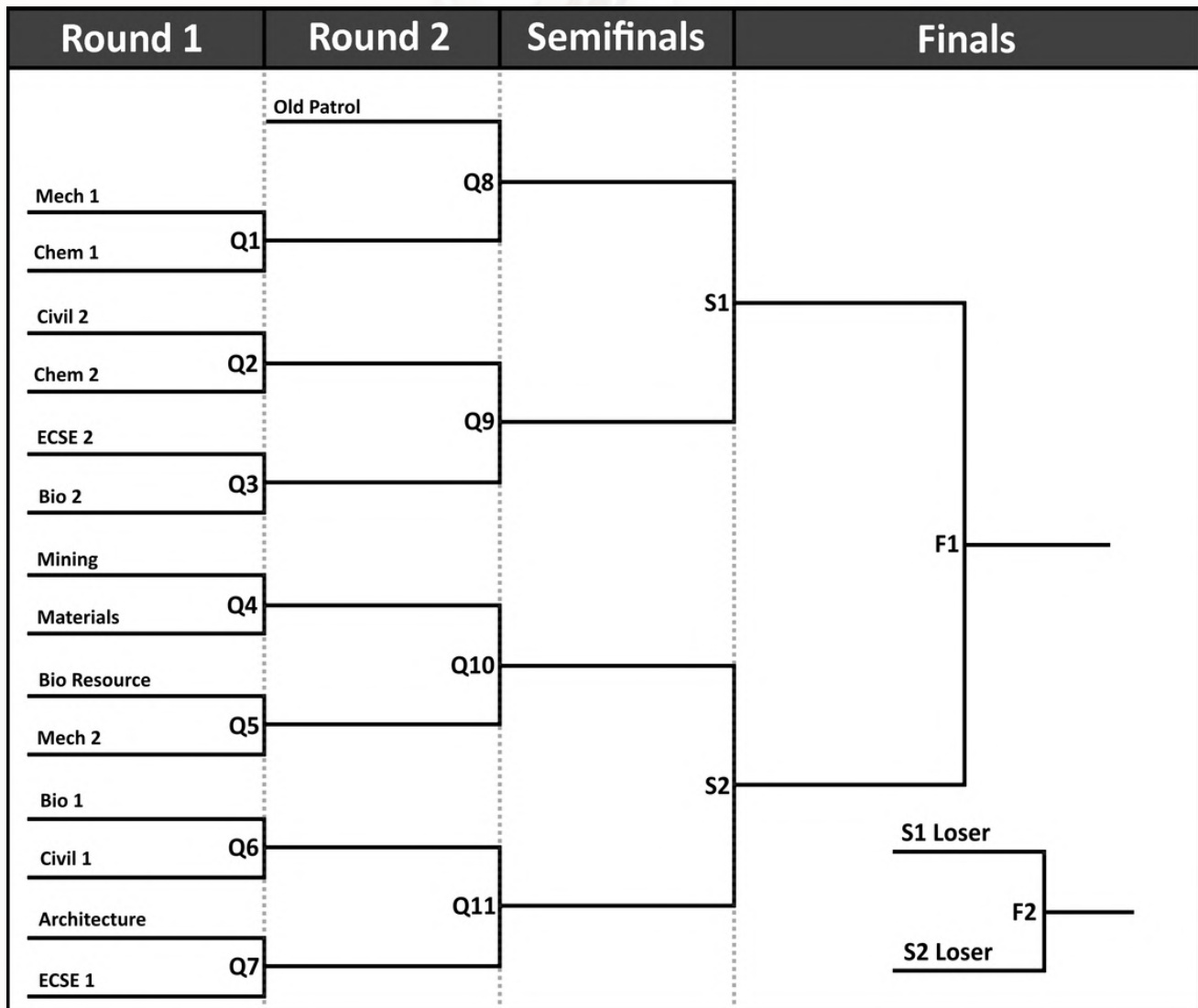
TUMMIES



CIVIL WAR



BEER PONG

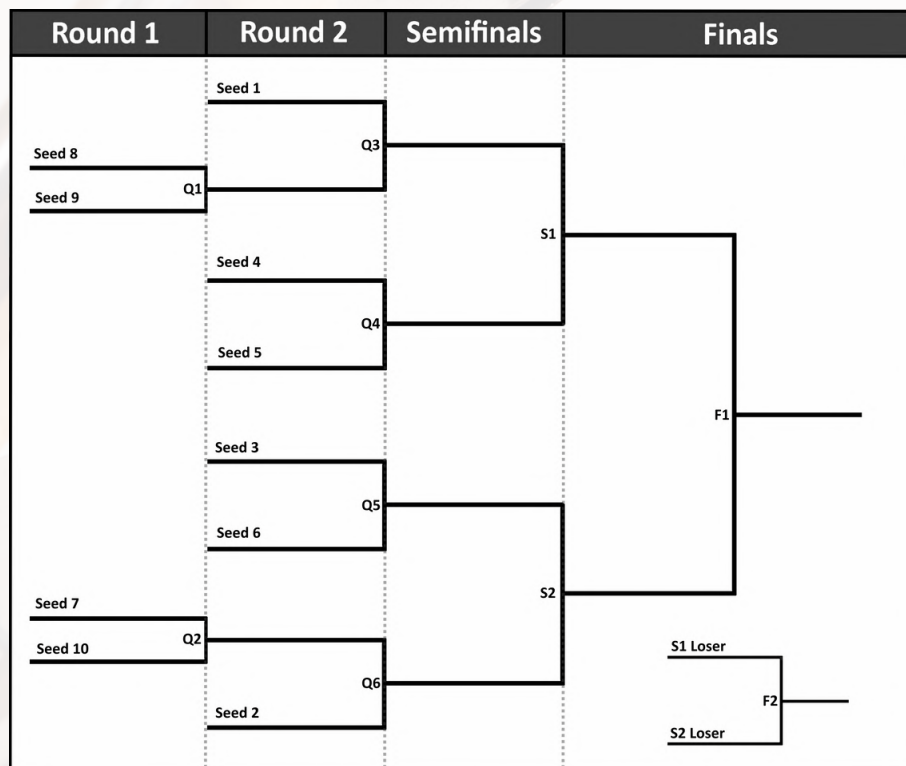


Appendix B

BROOMBALL BRACKET

Placement Game	Time	Game on Bracket	Time
Placement Game 1	9:00	1	10:15
Placement Game 2	9:15	2	10:30
Placement Game 3	9:30	3	10:45
Placement Game 4	9:45	4	11:00
Placement Game 5	10:00	5	11:15
		6	11:30

Winner of PG 1: Seed 1
 Winner PG 2: Seed 2
 Winner PG 3: Seed 3
 Winner of PG 4: Seed 4
 Winner of PG 5: Seed 5
 Loser of PG 1: Seed 6
 Loser of PG 2: Seed 7
 Loser of PG 3: Seed 8
 Loser PG 4: Seed 9



Appendix B

DODGEBALL BRACKET

Placement Game	Time	Game on Bracket	Time
Placement Game 1	9:00	1	10:30
Placement Game 2	9:15	2	10:45
Placement Game 3	9:30	3	11:00
Placement Game 4	9:45	4	11:15
Placement Game 5	10:00	5	11:30
		6	11:45

Winner of PG 1: Seed 1

Winner PG 2: Seed 2

Winner PG 3: Seed 3

Winner of PG 4: Seed 4

Winner of PG 5: Seed 5

Loser of PG 1: Seed 6

Loser of PG 2: Seed 7

Loser of PG 3: Seed 8

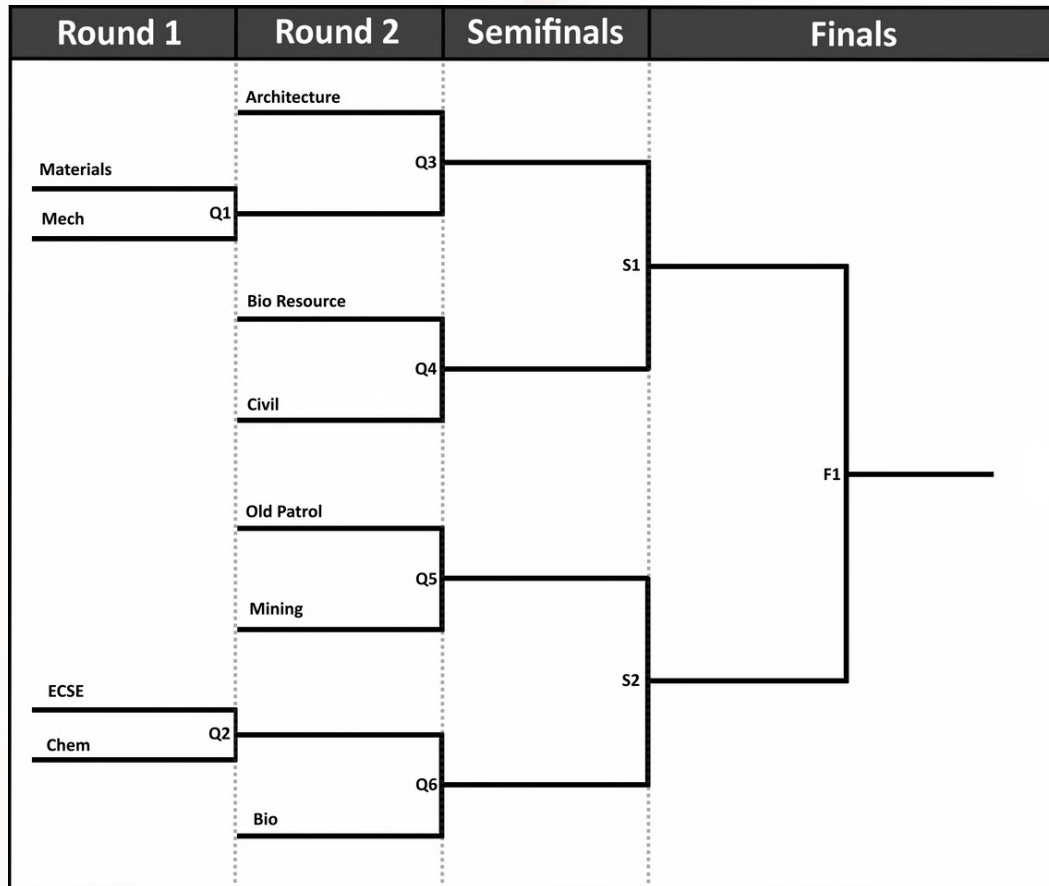
Loser PG 4: Seed 9

Loser of PG 5: Seed 10



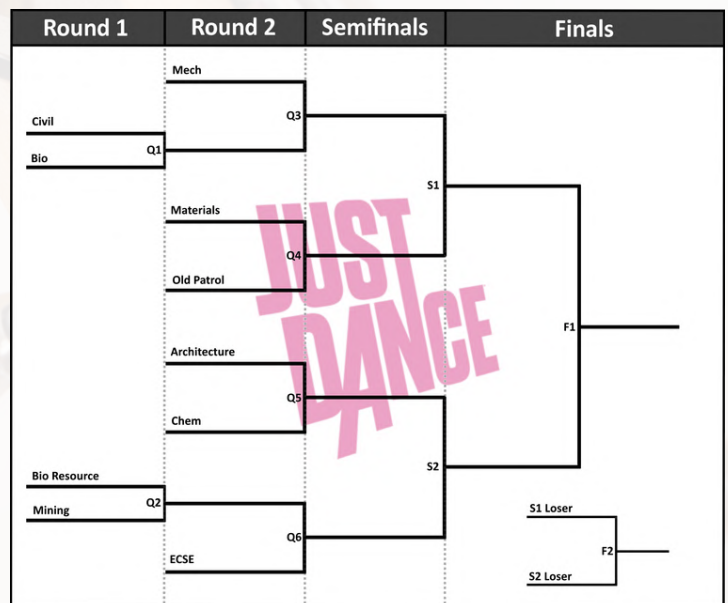
Appendix B

INNERTUBE WATER POLO BRACKET



Appendix B

VIDEO GAMES BRACKETS — cont.'d

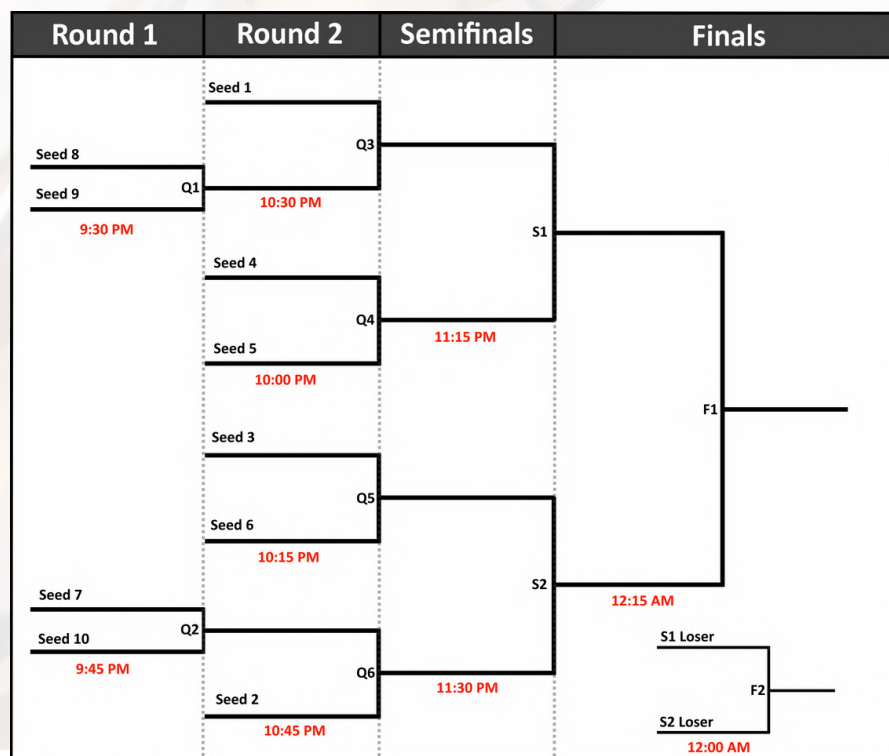


Appendix B

BOAT RACE BRACKET - TRIALS

Time Trials		
Game ID	Time	Team 1
G - 1	9:30	MECH
G - 2	9:40	ECSE
G - 3	9:50	CHEM
G - 4	10:00	BREE
G - 5	10:10	BIOENG
G - 6	10:20	MINING
G - 7	10:30	CIVIL
G - 8	10:40	ARCH
G - 9	10:50	MATERIALS
G - 10	11:00	OP

BOAT RACE BRACKET - SEEDED



****TENTATIVE; Seeds will be filled in by Kosta right after Time Trial results**