

2012 ASCE PACIFIC SOUTH WEST CONFERENCE: QUIZ PONG

OBJECTIVE:

To test the knowledge of engineering related topics.

PARTICIPANTS:

- Each school may enter one team only.
- Each team must consist of four members.
- Each team member must be a registered participant of the PSWC2012.
- Each team must have at least one underclassman.
- Each team must have at least one female.

EVENT DESCRIPTION:

The event consists of two rounds. In the first round, each team member will answer a series of questions on a scantron. The eight teams with the highest scores will advance to the second round. In the second round, the teams will be organized into a bracket so that two teams compete against each other in *Quiz Pong*. In *Quiz Pong*, there will be 10 cups arranged into a triangle on one end of a table and each team must successfully throw a 40mm ping-pong ball into a water-filled cup in order to answer a question. Each cup has a point value, which is determined by the difficulty level of the question. The team with the most points at the end of each round wins the round. The winning team of the final round is the “quiz pong” champion!

GENERAL RULES:

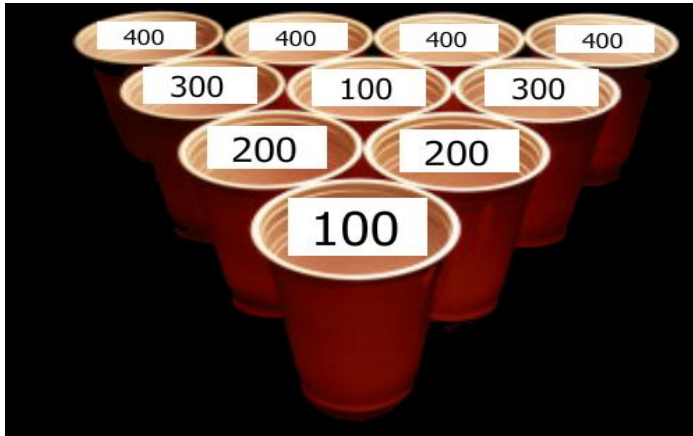
First Round:

- 1) There are 20 questions and each student has 40 minutes to complete them.
- 2) Each student must answer each question independently.
- 3) No use of outside sources or talking is permitted.
- 4) Only NCEES approved calculators are allowed.
- 5) The score of each team will be determined by the average of the four team member's scores. The eight teams with the highest scores will advance to the second round.

Second Round:

- 1) The eight teams will be placed in a bracket according to the rank of the score they attained in the first round. See section labeled: Bracket.
- 2) In *Quiz Pong*, there will *only be 10 cups* arranged into a triangle on *one end of a table* and each team must successfully throw a ping-pong ball into the water-filled cups from the opposite end of the table.
- 3) The higher ranked team will go first. Two members of the higher ranked team go first and then two members from the other team will go next and so forth. You only get *one throw* each turn and you *must* throw with the same partner each turn.

- 4) Each cup has a varying point value that reflects the difficulty of the question. The point value of each cup is shown below.



- 5) Once a team makes a cup, the team is automatically awarded with a quarter of the point value. To obtain the full point value, all of the team members may work together to answer the question correctly in 10 seconds.
- 6) If a team answers the question incorrectly or runs out of time, the other team has one chance to answer the question correctly for only half of the point value. If the other team doesn't answer correctly, there is no penalty and it is their turn to shoot. *Keep in mind that answering a question correctly is worth more than making a cup.*
- 7) Questions will be based upon topics such as chemistry, physics, math, engineering, and ASCE facts. Questions may be taken from practice FE/EIT exams and/or PE exams.
- 8) If an answer is said aloud from the audience, a new question will be asked. If the team that was not asked the question says an answer, the question is still valid and the team that was asked the question is still allowed to answer.
- 9) In the event that both teams go through all of their members twice and no one has made a cup, each team may choose their two best players to shoot.
- 10) The maximum length of each "quiz pong" game is 30 minutes. Once the time is over or once all the cups are made, the team with the higher score will move on to the next round.
- 11) In the event of a tie either after the time limit is reached or once all of the cups are made, there will be a tiebreaker. One cup will be placed at the end of the table and each team will choose one member to successfully make the final cup. The single member from each team will have one opportunity to throw each turn until one member makes the cup and the opposing team member does not. The team will have to answer the question correctly to win. If they answer the question incorrectly, the opposing team will not be able to answer the question and the single member from each team must try to successfully make the final cup again until a team makes the cup and answers the question correctly.

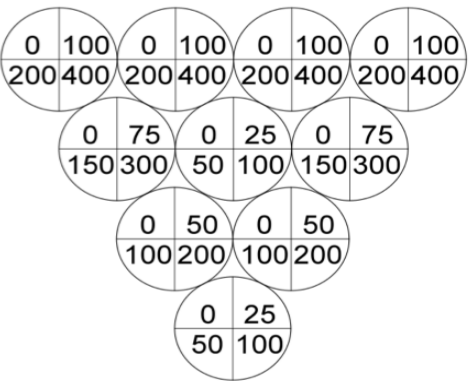
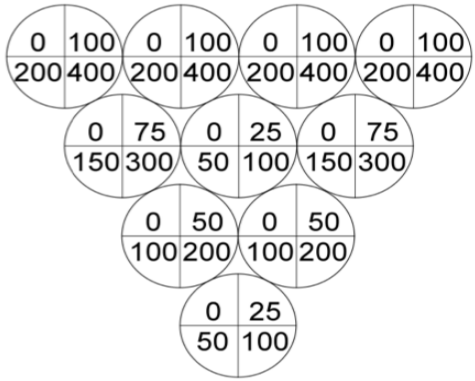
THROWING RULES:

- 1) When throwing the ping-pong ball, the member's hand may not go past the end of the table at which they are throwing from. If it does, the member must throw again.
- 2) There will be no bouncing of the balls on the table to make a cup. However, if the ping-pong ball bounces off another cup and goes into a cup, the cup will be counted.
- 3) You may do "trick shots" (i.e. throwing behind your back) if you would like, but they do not increase the point value of any cup and you will not be awarded more points.
- 4) If you make three cups in three turns in a row, you will not be rewarded a "fire" shot.

PENALTIES:

- 1) Any outside interference with the ping-pong when and after the ping-pong ball is thrown will incur in a 50-point penalty such as blowing at the ball or trying to hit the ball.
- 2) There will be no penalty or points rewarded if a cup is knocked over. The cup will be refilled and the member will have to shoot again.

SCORING SHEET:

<p>ASCE Chapter: _____</p>  <p style="text-align: right;">Sub-Total: _____ # of Penalties: ___ X 50 = Penalties: _____ Total: _____</p>	<p>ASCE Chapter: _____</p>  <p style="text-align: right;">Sub-Total: _____ # of Penalties: ___ X 50 = Penalties: _____ Total: _____</p>
<p>Winner: _____</p>	

BRACKET:

