2010/2011 Official Rules

Originally Prepared by
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For the 2006/2007 WEC

Updated November 18, 2007
for the 2007/2008 Competition by
William Okanik
# Table of Contents

Table of Contents ................................................................................................................ 2
General Rules....................................................................................................................... 4
   Eligibility ....................................................................................................................... 4
   Competitors .................................................................................................................. 4
Junior Team Design ............................................................................................................ 5
   Category Objective: ..................................................................................................... 5
   Procedure: .................................................................................................................... 5
Senior Team Design ........................................................................................................... 8
   Category Objective: ..................................................................................................... 8
   Timekeeping ............................................................................................................... 9
   Team Order .................................................................................................................. 9
   Response to Questions ............................................................................................... 10
   Assessment and Judges ............................................................................................... 10
Engineering Consulting Design ........................................................................................ 11
   Equipment: ................................................................................................................ 11
   Procedure ................................................................................................................... 11
   Timekeeping ............................................................................................................. 12
   Team Presentation Order ............................................................................................ 12
   Response to Questions ............................................................................................... 12
   Assessment and Judges ............................................................................................... 13
   Team Support ............................................................................................................ 13
   Evaluation Breakdown ............................................................................................... 14
Parliamentary Debate ........................................................................................................ 15
   Equipment: ................................................................................................................ 15
   Competition Personnel ............................................................................................... 15
   Procedure ................................................................................................................... 15
   Debate Rules ............................................................................................................. 16
      Officials .................................................................................................................. 16
      Rebuttals ............................................................................................................... 16
      Questions .............................................................................................................. 16
      Heckling ............................................................................................................... 17
      Points of Procedure ............................................................................................... 17
   Timekeeping ............................................................................................................. 18
   Team Presentation Order ............................................................................................ 18
   Evaluation Breakdown ............................................................................................... 19
Engineering Communications ........................................................................................... 20
   Competition Facilities ............................................................................................... 20
   Equipment: ................................................................................................................ 20
   Procedure ................................................................................................................... 20
   Timekeeping ............................................................................................................. 21
   Team Presentation Order ............................................................................................ 21
   Response to Questions ............................................................................................... 21
   Evaluation Breakdown ............................................................................................... 22
General Rules

Eligibility

The Directors of Competitions determines the eligibility of all competitors, teams, and projects according to the following guidelines.

Competitors

All persons wishing to participate in WEC and to be eligible for entry in the Ontario Engineering Competition must currently be enrolled in an accredited undergraduate engineering program at the time of the competition.
**Junior Team Design**

**Category Objective:**

Overcome a technical challenge.

**Team Size:**

Teams in the category may have up to four people per team. A team may choose to compete with less than four group members.

**Facilities:**

- 1 amphitheatre (presentation of problem and prototype testing)
- 1 workroom per team (design of the solution)

**Equipment Required:**

- All materials will be provided at the beginning of competition
- Students are allowed to bring their own laptops and will have access to a computer laboratory.
- 1 digital projector (for presentations)
- 1 USB key (to store presentations)
- Software: Any software brought by students on a laptop is acceptable

**Procedure:**

1. **Presentation of Problem**
   The problem must be presented to all competitors and judges at the beginning of the day of competition. The category official must provide detailed explanations of what is expected from the competitors, both orally and in writing. All required material, equipment and tools will be provided at this time.

2. **Question Period**
   The teams will then have a 15-minute shared period to ask the category official questions. Only the time used to ask the questions (not the answers) should be counted in the 15 minutes.

3. **Development of the Solution**
   The teams then have 4 hours to develop their solution, produce all
required deliverables, and prepare their presentation for the judges. All the deliverables must be handed in to the official or his/her designates before the end of the allotted time. Competitors may finish before the end of the allotted time.

4. **Rest Period**

   While not mandatory, it is recommended that competitors be allowed time to unwind, or change into clothes appropriate for their presentations. The presentations and trials will occur during the same day.

5. **Presentation and Trials**

   Competitors have five minutes to present their prototype, including the design rationale and a description of the design process. The teams then carry out two trials. Judges have a maximum of five minutes to ask questions.

   **Timekeeping:**

   - Time is halted when a judge asks a question during the Presentation of Problem.
   - Time is halted when a judge answers a question during the Presentation of Problem.
   - Time is started when all the teams have reached their work areas during Development of the Solution.
   - The time remaining must be announced at 1 hour, 30 minutes, and 10 minutes before the end of the allotted time.
   - The remaining time must be announced 1 minute before the end of the allotted time for the presentation to the judges.
   - A visual countdown must be given during the last 30 seconds of the presentation to the judges.
   - The question period after the presentation and the trial time are not included in the allotted time (watch is stopped).

   **Team Order:**

   - Team order shall be determined randomly.
   - If more than twelve hours have elapsed between the development of the solution and the presentation to the judges, the order in which teams will make their presentations shall be announced when the problem is presented.
   - If less than twelve hours have elapsed between the development of the solution and the presentation to the judges, the team’s order shall be announced one half-hour before the presentation to the judges.
Response to Questions

- Only the category official may answer questions.
- During the Presentation of the Problem, the official shall answer orally and write down the answers provided.
- During the solution-development phase, only questions related to deliverable content shall be answered. No answers shall be provided in response to questions about the problem that might lead to the development of a new approach or that might invalidate a solution.
- During the solution-development phase, answers to questions shall be provided in writing to all teams at the same time. A certain amount of time (e.g. 15 minutes) may be allowed to elapse or a significant number of questions accumulated before responses are provided. A copy of the responses must be provided to the judges prior to the presentations.

Assessment

- The panel must have an odd number of judges.
- The panel must have a minimum of three judges.
- The assessment shall be carried out in the audience’s presence.

Topic

The previously undisclosed, practical topic should touch on a number of areas of engineering.

Evaluation Breakdown

<table>
<thead>
<tr>
<th></th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Presentation</td>
<td>40%</td>
</tr>
<tr>
<td>• Deliverable compliant with expectations</td>
<td>5%</td>
</tr>
<tr>
<td>• Design justification</td>
<td>15%</td>
</tr>
<tr>
<td>• Design process</td>
<td>15%</td>
</tr>
<tr>
<td>• Speaker(s) quality</td>
<td>5%</td>
</tr>
<tr>
<td>Testing</td>
<td>60%</td>
</tr>
<tr>
<td>Total</td>
<td>100%</td>
</tr>
</tbody>
</table>
Senior Team Design

Category Objective:

Overcome a technical challenge.

Team Size:

Teams in the category may have up to four people per team. A team may choose to compete with less than four group members.

Facilities:

- 1 amphitheatre (presentation of problem and prototype testing)
- 1 workroom per team (design of the solution)

Equipment Required:

- All materials will be provided at the beginning of competition
- Students are allowed to bring their own laptops and will have access to a computer laboratory.
- 1 digital projector (for presentations)
- 1 USB key (to store presentations)
- Software: Any software brought by students on a laptop is acceptable

Procedure:

1. Presentation of Theme
   At least seven days (168 hours) prior to the competition, the main theme(s) dealt with during the competition will be announced to the competitors. The competitors will receive a list of all required or optional equipment, software, or tools.

2. Presentation of Problem
   The problem must be presented to all competitors and judges on Friday evening. The category official must provide detailed explanations of what is expected from the competitors, both orally and in writing.

3. Question Period
   The competitors then have 15 minutes to ask the category official any
4. **Development of the Solution**  
The teams will have 6 hours to develop their solution, produce all required deliverables, and prepare their presentation for the judges. All the deliverables must be submitted to the Official before the allotted time expires. Competitors may finish before the end of the allotted time.

5. **Rest Period**  
While not mandatory, it is recommended that competitors be allowed six hours to unwind, take a shower, and change into clothes appropriate for presentations. The presentations and trials will occur on Saturday (the second day).

6. **Presentation and Tests**  
Competitors have 15 minutes to present their designs. The original design, its rationale, a description of the design process, and a critique of the prototype must be presented. The team then carries out two trials. The judges then have a minimum of five minutes to ask presenters questions.

**Timekeeping**

- Time is halted when a judge asks a question during the Presentation of Problem.
- Time is halted when a judge answers a question during the Presentation of Problem.
- Time is started when all the teams have reached their work areas during development of the solution.
- The remaining time must be announced 5 hours, 1 hour, 30 minutes, and 10 minutes before the end of the allotted time.
- The remaining time must be announced 5 minutes and 1 minute before the end of the allotted time for the presentation to the judges.
- A visual countdown must be given during the last 30 seconds of the presentation to the judges.
- The question period after the presentation to the judges and the testing period are not included in the allotted time (watch is stopped).

**Team Order**

- Team order for presentations and trials shall be determined randomly.
- Team order shall be disclosed prior to each presentation and trial.
Response to Questions

- Only the category official may answer questions.
- During the presentation of the problem, the official shall answer orally and write down the answers provided.
- During the solution-development phase, only questions related to deliverable content shall be answered. No answers shall be provided in response to questions about the problem that might lead to the development of a new approach or that might invalidate a solution.
- During the solution-development phase, answers to questions shall be provided in writing to all teams at the same time. A certain amount of time (e.g. 15 minutes) may be allowed to elapse or a significant number of questions accumulated before responses are provided. A copy of the responses must be provided to the judges prior to the presentations.

Assessment and Judges

- The panel must have an odd number of judges.
- The panel must have minimum 3 judges.
- The assessment shall be carried out in the audience’s presence.

Evaluation Breakdown

<table>
<thead>
<tr>
<th>Evaluation Breakdown</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Presentation</td>
<td>60%</td>
</tr>
<tr>
<td>• Deliverable compliant with expectations</td>
<td>10%</td>
</tr>
<tr>
<td>• Presentation of the design</td>
<td>5%</td>
</tr>
<tr>
<td>• Design justification</td>
<td>10%</td>
</tr>
<tr>
<td>• Critique of the design</td>
<td>15%</td>
</tr>
<tr>
<td>• Design process</td>
<td>5%</td>
</tr>
<tr>
<td>• Critique of the prototype</td>
<td>10%</td>
</tr>
<tr>
<td>• Speaker(s) quality</td>
<td>5%</td>
</tr>
<tr>
<td>Testing</td>
<td>40%</td>
</tr>
<tr>
<td>Total</td>
<td>100%</td>
</tr>
</tbody>
</table>
Engineering Consulting Design

Competitors per team: 1-4
Facilities: 1 room per team + 1 presentation room

Equipment:

- Each team will be provided with one computer (competitors may bring their own laptops).
- Writing utensils and paper
- Related reference documents (if required)
- 1 digital projector
- 1 USB key (to store presentations)
- Software: Any software brought by students is legal
- Conference table

Procedure

1. **Presentation of Theme**
   At least seven days (168 hours) prior to the competition, the general topic of this category will be presented to the general public, the judges, and the competitors.

2. **Presentation of Problem**
   On the day of the competition, the Directors of Competitions will present the detailed problem to all competitors, both orally and in written form.

3. **Question Period**
   Following the presentation of the detailed problem, the competitors and judges will be allowed 30 minutes to ask questions of the directors. Questions posed by the judges will not be included in the official 30 minutes.

4. **Development of the Solution**
   Teams will be allowed up to 4 hours to prepare their solutions and presentations. All deliverables for use during the presentation to the judges/clients must be submitted to the official before the expiry of the allotted time.

5. **Presentation to the Judges/Clients**
   Competitors will be given up to 15 minutes to present their solutions to judges/clients. The judges/clients then have a minimum of five minutes to
ask presenters questions. Judges/clients may ask questions during the
team presentation for clarification or more details. The Timekeeper should
suspend the time during the presentation while the judges are asking
question.

**Timekeeping**

- Time is halted when a judge asks a question when the problem is being
  presented.
- Time is halted when an official answers a question when the problem is
  being presented.
- Time is started when all the teams have reached their work areas during
development of the solution.
- The remaining time must be announced at 1 hour, 30 minutes, and 10
  minutes before the end of the allotted time.
- Time is halted when a judge answers a question during the presentation to
  the judges/clients.
- Time is halted when a team member answers a question asked by a judge
during the presentation to the judges.
- The remaining time must be announced 10 minutes, 5 minutes, and 1
  minute before the end of the allotted time for the presentation to the
  judges/clients.
- A visual countdown must be given during the last 30 seconds of the
  presentation to the judges.
- The question period after the presentation to the judges is not included in
  the allotted time.

**Team Presentation Order**

- Team order shall be determined randomly.
- Team order shall be disclosed to the teams prior to the first presentation.

**Response to Questions**

- Only the category official may answer questions.
- During the presentation of the problem, the official shall answer orally and
  write down the answers provided.
- During the solution-development phase, only questions related to
  deliverable content shall be answered. No answers shall be provided in
  response to questions about the problem that might lead to the
  development of a new approach or that might invalidate a solution.
During the solution-development phase, answers to questions shall be provided in writing to all teams at the same time. A certain amount of time (e.g. 15 minutes) may be allowed to elapse or a significant number of questions accumulated before responses are provided. A copy of the responses must be provided to the judges prior to the presentations.

**Assessment and Judges**

- The judges must include individuals with expertise in the area as well as specialists in communications, sales and/or consulting.
- The panel must have an odd number of judges.
- The panel must have minimum three judges.
- The assessment shall be carried out in an audience’s presence.
- To simulate a real-life client meeting between the teams and judges, they will be seated around the same conference table during the presentation.

**Team Support**

Teams are authorized to bring any additional equipment or hardware, including:

- USB keys
- Diskettes
- Laptops
- CD-ROMs
- Reference books

Teams are not allowed to use any work done by persons other than their own team members. For example, outsourcing of any work will be prohibited. Use of internet is not allowed. Any team caught is subject to immediate dismissal from the competition.

**Topic**

The topic may touch on one or more areas of engineering. It should not, however, be limited to technical considerations. While Consulting Engineering assesses technical skill, it also focuses on the competitors’ capacity to optimize the team’s solution on the economic, ecological, and social levels or on other requirements specified by the client.

Topics must be fully documented. All necessary documentation must be provided to competitors and judges when the problem is presented. All desired restrictions will also be noted.

The topic should not be restrictive and will leave room for imagination. The
winning solution may not necessarily be the most technically sound solution. Consulting Engineering is a very broad field. Consulting engineers can work on company restructuring, systems implementation, production optimization, and general design. That being said, the scenario will be realistic. The winning team will be the one that gains the most client buy-in by offering novel ideas or analyzing the problem from a new standpoint.

**Evaluation Breakdown**

<table>
<thead>
<tr>
<th>Deliverables</th>
<th>25%</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Written presentation and report</td>
<td>10%</td>
</tr>
<tr>
<td>• Deliverable compliant with expectations</td>
<td>15%</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Solution</th>
<th>40%</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Technical quality of the solution</td>
<td>20%</td>
</tr>
<tr>
<td>• Environmental, social, and economic analyses</td>
<td>20%</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Presentation</th>
<th>25%</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Quality of visual aids</td>
<td>5%</td>
</tr>
<tr>
<td>• Convincing</td>
<td>5%</td>
</tr>
<tr>
<td>• Speaker quality</td>
<td>10%</td>
</tr>
<tr>
<td>• Compliance with time</td>
<td>5%</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Innovation</th>
<th>10%</th>
</tr>
</thead>
</table>

| Total                               | 100%|

**Competitors may not watch the presentation of other groups before they have presented. During other competitors question period, competitors may not pose questions.**
Parliamentary Debate

Competitors per team: 2
Facilities: 1 presentation room, 1 room per team

Equipment:
- Writing utensils and paper
- One table per team

Competition Personnel
- A Timekeeper
- A Debate Chair
- 2-3 Volunteers for support tasks

Procedure

1. Presentation of Theme
   A topic of discussion will be presented to the teams. A coin flip will then ensue to decide which teams will take either the Government or the Opposition. Teams will then be separated and given 10 minutes to organize their arguments. Teams will reconvene and the debate will begin.

2. Debate Process
   The debate will follow the format listed below:

   1) Prime Minister (5 minutes – Opening argument)
   2) Member of Opposition (5 minutes – Opening argument)
   3) Member of Government (5 minutes – Closing Argument)
   4) Leader of Opposition (5 minutes – Closing arguments + 2 minutes – Rebuttal)
   5) Prime Minister (2 minutes – Rebuttal)

   The current debater will be notified when their time is up and will be given fifteen seconds to finish their current statement. Upon exceeding the 15 seconds, a 5-point deduction will ensue and the current debater will be stopped; a loud noise such as pounding on the table or an air horn may be used to halt the current debater.
**Debate Rules**

**Officials**

There will be a Debate Chair to organize the teams and make sure that the format is upheld. The Chair will be the one who grants the right to speak, and he/she will uphold any rulings on “points of procedure”. All decisions made by the Chair are final and any offensiveness shown toward him/her can be grounds for expulsion from the competition.

The Timekeeper will be in charge of keeping time and signalling to the speaker how much time remains using hand signals described to the debaters before the competition. If a question is accepted, the Timekeeper will indicate this to the Chair and the time will be stopped while the question is being asked. Time will also be stopped whenever the chair is speaking.

**Rebuttals**

The rebuttals are primarily used to argue points made by the other team; however, during the rebuttal main points of the debate may be summarized in a concise manner. No new arguments or facts shall be presented unless used to directly refute a point that has already been raised.

**Questions**

Questions may be used to refute arguments. The opposing team may use this inquiry as a way to point out an error or deficiency in ideas or reasoning. If the opposing team wishes to raise a question, they must elect a member of their team to stand up quietly. The current speaker is the only one with the power to accept an incoming question. If the speaker does not wish to take a question, they may refuse by a wave of the hand or by a polite “No thank you.” Preceding this, the questioning party must sit down. If the question is allowed, the current debater may accept by stating “I will accept the question.” The inquiring individual then has 15 seconds to pose the question. Both team members may take part in answering the question, however, any time spent answering the question is taken out the current debater’s allotted time. If the opposing team makes a legitimate attempt to ask questions, each debater must allow at least one question. A legitimate attempt is defined as three attempts to ask a question. Questions are not allowed within the first or last minute or the speakers allotted time, or during rebuttals.
Heckling

If the current debater makes an absurd assumption, or contradicts himself/herself heckling can be allowed. Heckling should be short, to the point and witty. Heckling should be used in moderation. If excess heckling becomes disturbing, the chair may intervene. If heckling is not viable or offensive, points may be deducted by the discretion of the Chair.

Points of Procedure

If a team believes that any of the rules of debate have been broken, they may call a point of procedure. This must be done immediately after the violation has occurred. To call a point of procedure, the opposing team must stand and state loudly “point of procedure”. The chair then will respond, “State your point.” Time will temporarily be stopped while the team makes their claim. The team must explain how they believe the debate rules have been violated. The chair may then respond with “Point well taken”; “Point taken under advisement”; or “Point not well taken”. If point is well taken, the team called on the violation is given a 5-point deduction and a warning. If point taken under advisement, the chair believes the point is justified, but not warranted in removal of points, and the team called on the violation is given a warning. If point not well taken, the chair believes the point of procedure is unwarranted. If it is obvious that the chair is incorrect, the teams should not dispute the response, and should expect the judges to notice this and compensate for it in the grading. The following violations warrant a point of procedure:

- Unprofessional behaviour
- Offensive behaviour
- Use of truisms
- Presentation of a specific knowledge case*
- Misquoting
- Speaking to the opposing team rather than the audience
- Presentation of new arguments or facts during the rebuttal**

*Opposition must wait till the end of the debater’s speech to call this.
**New arguments and facts allowed if used to dispute a point made by the opposing team.
**Timekeeping**

- Time is halted when a team is asking a question.
- Time is halted when the Chair is speaking.
- Time is started when a debater begins speaking.
- The remaining time must be announced one minute before the end of the allotted time.

**Team Presentation Order**

- Team order shall be determined randomly.
- Team order shall be disclosed to the teams prior to the first presentation.

**Topic**

The topic may touch on one or more areas of engineering. It should not, however, be limited to technical considerations. Topics will start very general and will become increasingly technical as the rounds progress. Topics will be related to engineering science, engineering ethics, managerial decisions, and/or technology.
**Evaluation Breakdown**

<table>
<thead>
<tr>
<th>Category</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arguments and Evidence</td>
<td>10</td>
</tr>
<tr>
<td>Refutation</td>
<td>10</td>
</tr>
<tr>
<td>Organization and Analysis</td>
<td>10</td>
</tr>
<tr>
<td>Delivery</td>
<td>10</td>
</tr>
</tbody>
</table>

- Have the important points of the resolution been sufficiently developed?
- Have the important points of the resolution been sufficiently developed?
- Were the arguments presented in an ordered and logical manner?
- Was the speech clear and precise?
- Was the debater interesting and entertaining?
- Did the debater have a unique style?
- Did the debater make appropriate use of humour?

**Total** 50 points
Engineering Communications

Competitors per team: 1-2

Competition Facilities

- 1 Amphitheatre

Equipment:

- Projector
- Overhead Projector
- Whiteboard/Chalkboard

Procedure

1. **Set up for the Presentation**
   Teams are to create a presentation before the beginning of the competition. The team will be given 5 minutes to set up prior to their presentation starts.

2. **The Presentation**
   The team will then explain the process in a 15-minute presentation. Judges may interrupt the presentation in order to ask a question at any time.

3. **Question Period**
   After the presentation, a 10-minute question period will follow. Judges and audience members will be allowed to ask questions about the process or anything that they were unsure about during the presentation. Judges’ questions are given priority over audience members. Audience will only be given an opportunity to ask questions if the judges do not have any questions at the current moment. The presenting team should ask permission of the judges before they begin to ask questions to the audience.
**Timekeeping**

- Time is halted when a judge asks a question when the problem is being presented.
- Time is halted when an official answers a question when the problem is being presented.
- Time is started when all the teams have begun their presentation.
- Time is halted when a team member answers a question asked by a judge during the presentation to the judges.
- The remaining time must be announced at 10 minutes, 5 minute, and 1 minute before the end of the allotted time.
- A visual countdown must be given during the last 30 seconds of the presentation to the judges.
- The question period after the presentation to the judges is not included in the allotted time.

**Team Presentation Order**

- Team order shall be determined randomly.
- Team order shall be disclosed to the teams prior to the first presentation.

**Response to Questions**

- Only the category official may answer questions.
- During the presentation of the problem, the official shall answer orally and write down the answers provided.
- The judges must include individuals with expertise in the area as well as specialists in communications, sales and/or consulting.
- The panel must have an odd number of judges.
- The panel must have minimum three judges.
- The assessment shall be carried out in an audience’s presence.
- To simulate a real-life client meeting between the teams and judges, they will be seated around the same conference table during the presentation.

**Topic**

The topic should be an engineering technical process. Competitors are to submit to the WEC committee a one page general overview of their presentation ahead of time to judge the suitability of the topic and also for the judges to review during the presentation to help keep track and to help in understanding.
### Evaluation Breakdown

<table>
<thead>
<tr>
<th>Popularization</th>
<th>30%</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Topic clearly presented</td>
<td>5%</td>
</tr>
<tr>
<td>• Appropriate level of language</td>
<td>5%</td>
</tr>
<tr>
<td>• Interest elicited by the topic</td>
<td>5%</td>
</tr>
<tr>
<td>• Accuracy of the explanation</td>
<td>15%</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Critical Analysis</th>
<th>30%</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Environmental, social economic and other analysis</td>
<td>15%</td>
</tr>
<tr>
<td>• Quality of arguments</td>
<td>15%</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Solution</th>
<th>40%</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Quality of visual aids</td>
<td>15%</td>
</tr>
<tr>
<td>• Speaker quality</td>
<td>15%</td>
</tr>
<tr>
<td>• Compliance with time</td>
<td>10%</td>
</tr>
</tbody>
</table>

| Total | 100% |
Entrepreneurial Design

Competitors per team: 1-4

**Competition Facilities**

- 1 Exhibition Hall

**Equipment:**

- 1 table per team and area for display
- Electrical power for each team

**Procedure**

1. **Set-up Period**
   Any constraints for the products will be given a minimum of 14 days (336 hours) prior to the competition. These constraints may include space restrictions, maximum display dimensions, or the use of toxic or flammable substances, etc. If there are any discursions, competitors must convey their specific needs at least 7 days (168 hours) prior to the competition and accommodations will be attempted.

   Adequate preparation time will be given before the event. This will allow the opportunity to ensure that all dimension constraints are verified. During the event, the competitors must staff their display for the extent of the event, the judging period in particular. The judging period will be given before the date of the event.

4. **The Presentation**
   The team will then explain the process in a 15-20 minute presentation. Judges may interrupt the presentation in order to ask a question at any time.

5. **Question Period**
   Following the presentation, judges will be allowed 15 minutes to ask questions to the competitors.
Timekeeping

- Time will not be halted when a judge asks a question when the problem is being presented.
- Time is started when all the teams have begun their presentation.
- Time is halted when a team member answers a question asked by a judge during the presentation to the judges.
- The remaining time must be announced at 10 minutes, 5 minute, and 1 minute before the end of the allotted time.
- A visual countdown must be given during the last 30 seconds of the presentation to the judges.
- The question period after the presentation to the judges is not included in the allotted time.

Team Presentation Order

- Team order shall be determined randomly.
- Team order shall be disclosed to the teams prior to the first presentation.

Response to Questions

- Only the category official may answer questions.
- During the presentation of the problem, the official shall answer orally and write down the answers provided.
- The judges must include individuals with expertise in the area as well as specialists in communications, sales and/or consulting.
- The panel must have an odd number of judges.
- The panel must have minimum three judges.
- The assessment shall be carried out in an audience’s presence.
- To simulate a real-life client meeting between the teams and judges, they will be seated around the same conference table during the presentation.

Evaluation Breakdown
<table>
<thead>
<tr>
<th>Popularization</th>
<th>70%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Design justification</td>
<td>15%</td>
</tr>
<tr>
<td>Feasibility/Marketability</td>
<td>10%</td>
</tr>
<tr>
<td>Economic feasibility</td>
<td>10%</td>
</tr>
<tr>
<td>Technical feasibility</td>
<td>10%</td>
</tr>
<tr>
<td>Innovation</td>
<td>25%</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Critical Analysis</th>
<th>30%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quality of visual aids</td>
<td>15%</td>
</tr>
<tr>
<td>Speaker quality</td>
<td>10%</td>
</tr>
<tr>
<td>Compliance with time</td>
<td>5%</td>
</tr>
</tbody>
</table>

| Total                   | 100% |