Engineering Knowledge Bowl

Overview
Teams will compete with one another in an engineering knowledge competition. Topics covered will pertain to general undergraduate engineering concepts, as well as a breadth of civil engineering categories. Also, a “floater” category will be available relating to topics such as sports, politics, pop culture, etc.

The competition objective is to accrue the highest amount of points during each round. Winning teams will have demonstrated a superior breadth and depth of knowledge across multiple civil engineering topics.

Rules
Teams shall consist of no more than six individuals from their school. Teams will each have a buzzer in front of them. It is the responsibility of each team to situate themselves so that all members may reach the buzzer. The competition will be a basic single elimination. The final two teams will play for double points. Each round will be 20 minutes.

The competition will follow the Jeopardy format. Teams submitting an incorrect answer will be penalized the full value of that question; teams submitting correct answers will be awarded the value associated with that question as well as the selection of the next question.

Upon completion of the final round, the school with the highest score in the final round will be announced as the winner of the Engineering Knowledge Competition.