

Physics Competition Rules

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Competition Description

The Physics competition is a design challenge in which teams are given a set of materials and tasked with building the best contraption to solve the year's challenge. This competition just requires a basic understanding of mechanics, experimental design, and creativity. All materials will be provided and participants will not be allowed to use any supplies not provided. A detailed rule sheet will become available the day of the competition.

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1. Eligibility

1.1 IEEE Membership

All competitors must be an IEEE student member with the University they are representing.

1.2 Team Size

Each team shall consist of 1-4 students.

1.3 Graduate Students

Each team can have at most 1 graduate student on their team.

2. Procedure

2.1 Rules

Rules for the specific design challenge will be provided at the beginning of the competition. The competition chair will explain the rules for the specific challenge and accept questions.

2.2 Scoring Criteria

A list of clear scoring criteria will be included with the provided rules.

2.3 Building

After the rules are explained and all questions have been answered, teams will be allowed to access their materials and tools and begin working. Teams will then have the majority of the three hour period to work on their projects, with the remaining time dedicated to implementing and recording scores for the completed projects.

2.4 Scoring

After time is up, teams will not be allowed to alter or touch their projects. Projects will then be scored one at a time by the chair and volunteers.

3. Materials

3.1 Materials

All materials and tools required for the competition will be provided. No materials beyond what are given to the teams are to be used in the competition.