2013 ASCE PACIFIC SOUTH WEST CONFERENCE
Mystery Event

EVENT DESCRIPTION
The purpose of this event is to encourage all-class participation, build teamwork between schools and have fun! The specific rules and tasks for this competition will be a mystery until the time of the event.
The competition will be completely unrelated to engineering or other technical fields in order to encourage freshman participation. The competition will be as entertaining for its spectators as it will be fun for the competing team members, so bring supporters to cheer you on!

PARTICIPANTS
• Each school may enter only one team.
• Each team must consist of 4 members.
• Each team member must be a registered participant of PSWC 2013.
• Each team must have at least one male and one female.
• Each team must have at least one underclassman.

RULES
• Specific rules and tasks will be provided to teams at the time of competition.
• All teams are required to be present at the start of the competition. At that time:
  ○ straws will be drawn by a member of each team to determine the round their team will compete in.
    ▪ Straws will be drawn in the order each school registered.
    ▪ Teams will be presented with a list of tasks/challenges that must be completed in the shortest time possible.
• Closed toed shoes must be worn by all members. Comfortable, athletic clothing is also recommended.
• All electronic devices are prohibited from the start of the competition up until your team has completed the assigned tasks. If any team member is found using an electronic device, the entire team will be disqualified from the Mystery Event.