

**PLEASE ALSO CHECK EVENTS PACKET IN CASE OF CHANGES!!**

# **ALL WEEK PART 1**

## **PHOTO SCAVENGER HUNT**

**DESCRIPTION:** COMPLETE AS MANY DIFFERENT PHOTO TASKS AS YOU CAN! YOU CAN UPLOAD UP TO 5 PHOTOS BY MIDNIGHT EACH DAY TO GOOGLE DRIVE IN A SHARED FOLDER ORGANIZED BY DAY WITH JUAN PEDROZA AND SIMON HU ON GROUPME OR AT [SOCIETYCOMPETITION@GMAIL.COM](mailto:SOCIETYCOMPETITION@GMAIL.COM). ONE PICTURE CAN INCLUDE MULTIPLE TASKS LISTED IN THE LINK BELOW, SO PLAN EACH PHOTO WISELY! THERE WILL BE POINTS FOR 1ST, 2ND, AND 3RD.

**DEADLINE:** EVERY NIGHT OF SUN FEB 18TH - FRI FEB 23RD @ MIDNIGHT

**POINT INFORMATION:** TIER 1

**LOCATION:** UPLOAD DAILY TO GOOGLE DRIVE FOLDER IN THE FOLDER WITH YOUR TEAM NAME

## **VIDEO COMPETITION**

**DESCRIPTION:** YOUR TEAM NEEDS TO MAKE THE BEST SPY THEMED VIDEO FOR E-WEEK 2024. YOUR VIDEO SHOULD BE LESS THAN 3 MINUTES. UPLOAD YOUR VIDEO TO YOUTUBE, THEN EMAIL A LINK TO YOUR VIDEO TO [SOCIETYCOMPETITION@GMAIL.COM](mailto:SOCIETYCOMPETITION@GMAIL.COM). YOUR VIDEO WILL BE ADDED TO THE E-WEEK WEBSITE. VOTING WILL START MONDAY AND END FRIDAY! THERE WILL BE POINTS FOR 1ST, 2ND, AND 3RD.

**DEADLINE:** UPLOAD BY WEDNESDAY FEB 21ST @ 5PM, VOTE BY THURS FEB 22ND @ MIDNIGHT

**POINT INFORMATION:** TIER 1

## **TEAM NAME COMPETITION**

**DESCRIPTION:** VOTE FOR THE FUNNIEST AND MOST CREATIVE TEAM NAME! TEAM NAME MUST BE SPY THEMED! E-WEEK COUNCIL WILL VOTE ON THE TOP 3. THERE WILL BE POINTS FOR 1ST, 2ND, AND 3RD.

**DEADLINE:** OPENS SUN FEB 18TH, VOTE BY THURS FEB 22ND @ MIDNIGHT

**POINT INFORMATION:** TIER 3

## **MIDNIGHT SNACK**

**DESCRIPTION:** TRIVIA QUESTIONS WILL BE RELEASED NIGHTLY IN THE SPY'S GROUPME SUNDAY – FRIDAY. BE THE FIRST TEAM TO RESPOND IN THE GROUPME FOR 10 POINTS.

**DEADLINE:** HINTS RELEASED SUN FEB 18TH - THURS FEB 22ND @ MIDNIGHT

**POINT INFORMATION:** 10 PTS EACH DAY

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# **ALL WEEK PART 2**

## **DAILY CLUE**

**DESCRIPTION:** WE WILL SEND A DAILY PHOTO OF A RANDOM LOCATION ON CAMPUS SUNDAY-THURSDAY. PHOTOS WILL BE SENT IN THE LEADER'S GROUPME STARTING AT 8AM. TEAM MUST FIND THE LOCATION AND TAKE A PICTURE OF THEMSELVES AT THE LOCATION. THE SUBMITTED PHOTO SHOULD BE SENT IN THE GROUPME AND IT MUST INCLUDE AT LEAST ONE TEAMMATE FOR POINTS TO BE GIVEN. TAKING THE DAILY PHOTO WILL LEAD TO THE GROUP BEING GIVEN A CLUE, WHICH TIES INTO A WEEK-LONG OVERARCHING RIDDLE. THE TEAM WILL HAVE ONE ATTEMPT TO SOLVE THE WEEK-LONG RIDDLE PER DAY.

**DEADLINE:** HINTS RELEASED MON FEB 19TH - FRIDAY FEB 23TH STARTING @ 8AM

**POINT INFORMATION:** 30 POINTS EACH DAY FOR PHOTO AND TIER 1 FOR WEEK-LONG RIDDLE

## **SPY HUNT**

**DESCRIPTION:** SEARCH FOR OPPOSING TEAM MEMBERS OUTSIDE EVENT HOURS (AT LEAST 1 HOUR BEFORE OR AFTER AN EVENT). AFTER FINDING A MEMBER, SUBMIT A SELFIE IN THE LEADER'S GROUPME WITH THAT MEMBER FOR PROOF. THE TARGET MUST BE AWARE THEY WERE FOUND.

**DEADLINE:** HINTS RELEASED MON FEB 18TH - FRIDAY FEB 22TH STARTING @ 8AM

**POINT INFORMATION:** UP TO 30 POINTS PER MEMBER FOUND

## **COIN WARS**

**DESCRIPTION:** CHARITY! TEAMS WILL EARN POINTS BASED ON HOW MANY PENNIES THEY PUT IN THEIR TEAM BUCKET, LOCATED IN THE EC OFFICE. PENNIES COUNT FOR POSITIVE POINTS WHILE ALL OTHER FORMS OF VALID CURRENCY COUNT AS NEGATIVE POINTS ACCORDING TO THEIR MONETARY VALUE. FOR EXAMPLE 3 DOLLARS (300) OF PENNIES AND 2 QUARTERS WOULD BE A NET OF \$2.50 FOR THAT TEAM. SO IT IS IN YOUR BEST INTEREST TO SABOTAGE OTHER TEAMS WITH SILVER COINS WHILE STOCKING UP YOURS WITH PENNIES! ALL PROCEEDS WILL BE DONATED TO CHARITY!

**DEADLINE:** FRIDAY FEB 23 @ 5PM

**POINT INFORMATION:** TIER 1 POINTS

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# SUNDAY 2/18

## E-WEEK MILE

**OBJECTIVE:** RUN A MILE AS FAST AS YOU CAN.

**LOCATION:** STARTS AT ENGINEERING HALL. THE ROUTE WILL BE AROUND THE BARDEEN QUAD.

**TIME:** 10-10:30 AM

**POINTS:** TIER 2

## STEAL THE DIAMOND

**OBJECTIVE:** COMPLETE AN OBSTACLE COURSE QUICKLY WHILE CARRYING A PARTNER OR BEING CARRIED.

**LOCATION:** ENGINEERING HALLWAY

**TIME:** 10:30-11:30AM

**POINTS:** TIER 2

## TUG OF WAR

**DESCRIPTION:** A TEST OF TEAMWORK AND DETERMINATION. ONLY THE TEAM WITH THE MOST METTLE WILL WIN!

**POINT INFORMATION:** TIER 2

**TIME:** 12-1PM

**LOCATION:** ENGINEERING HALL HALLWAY

## BOOMCUP

**OBJECTIVE:** WIN A BRACKET STYLE TOURNAMENT WITH COLLEGE'S FAVORITE CUP SPORT.

**TIME:** 1-2PM

**POINT INFORMATION:** TIER 2

**LOCATION:** ENGINEERING COUNCIL OFFICE [IN ENGINEERING HALL, ROOM 103]

## DEAN'S BRUNCH

**DESCRIPTION:** COME AND REPLENISH YOUR ENERGY WITH SOME BAGELS AND CREAM CHEESE WHILE CHATTING WITH THE DEANS! YOU WILL NEED TO TAKE A PICTURE OF YOUR TEAM PRESENT WITH YOUR BAGEL AND CREAM CHEESE IN ORDER TO GAIN POINTS AND SEND THE PICTURE TO JUAN IN THE SPY'S GROUPME AT THE END OF THE EVENT.

**POINT INFORMATION:** 15 POINTS IF ALL MEMBERS OF YOUR TEAM ARE PRESENT

**TIME:** 2-4 PM

**LOCATION:** ENGINEERING COUNCIL OFFICE [IN ENGINEERING HALL, ROOM 103]

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# MONDAY 2/19

## POOP THE POTATO

**DESCRIPTION:** IT'S A RELAY, BUT INSTEAD OF PASSING BATONS, YOUR TEAMMATES WILL BE POOPING POTATOES. BE SURE TO GET YOUR POTATO IN THE BUCKET FOR A SUCCESSFUL HANDOFF.

**POINT INFORMATION:** TIER 2

**TIME:** 5 – 6PM

**LOCATION:** BARDEEN QUAD

## EATING CONTEST

**DESCRIPTION:** A SPY MUST BE QUICK. TEAMS MUST CONSUME DIFFERENT FOOD ITEMS AS FAST AS THEY CAN.

**POINT INFORMATION:** TIER 2

**TIME:** 6 – 7 PM

**LOCATION:** EVERITT LABORATORY ROOM 1302

## AMAZING RACE

**DESCRIPTION:** IT'S A RACE ACROSS CAMPUS! SOLVE RIDDLES AND COMPLETE CHALLENGES TO PROVE YOURSELVES AS THE SMARTEST SPIES..

**POINT INFORMATION:** TIER 1, PARTICIPATION POINTS ARE DOUBLED

**TIME:** START @ 8PM

**LOCATION:** BEGINS AT 106B8 IN EHALL

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# TUESDAY 2/20

## WATER PONG

**DESCRIPTION:** A NEW TWIST ON THE CLASSIC PARTY GAME! SPIES COME GET HYDRATED AND PLAY SOME WATER PONG!

**POINT INFORMATION:** TIER 2

**TIME:** 4 – 5 PM

**LOCATION:** EVERITT LABORATORY ROOM 1302

## BAGS

**DESCRIPTION:** MARKSMANSHIP IS THE TRUE MARK OF A SNIPER. COME SEE HOW ACCURATELY YOU CAN AIM. ALSO KNOWN AS: CORNHOLE.

**POINT INFORMATION:** TIER 2

**TIME:** 5 – 6 PM

**LOCATION:** ENGINEERING HALL HALLWAY

## KARAOKE

**DESCRIPTION:** SING AND DANCE YOUR HEARTS OUT TO A SONG OF YOUR TEAM'S CHOICE. WINNERS WILL BE DETERMINED BY A PANEL OF JUDGES FROM THE E-WEEK COMMITTEE. WE STRONGLY ENCOURAGE YOUR TEAM TO COORDINATE A WHOLE DANCE ROUTINE AND SING A SPY THEMED SONG.

**POINT INFORMATION:** TIER 3

**TIME:** 6 – 7 PM

**LOCATION:** EVERITT LABORATORY ROOM 130

## “BROOMBALL”

**DESCRIPTION:** FLOOR HOCKEY WITH BROOMS AND WITHOUT THE SKATES, PADS, OR ATHLETICISM. 5 V 5 TEAMS, DOUBLE ELIMINATION STYLE.

**POINT INFORMATION:** TIER 1

**TIME:** 9-11

**LOCATION:** CRCE

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# **WEDNESDAY 2/21**

## **WALK THE PLANK**

**DESCRIPTION:** TEAMS WILL HAVE TO GUIDE A BLINDFOLDED TEAM MEMBER AS THEY “WALK THE PLANK”.

**POINT INFORMATION:** TIER 3

**TIME:** 4-5 PM

**LOCATION:** EVERITT LABORATORY ROOM 1302

## **ENGINEERING RELAY**

**DESCRIPTION:** YET ANOTHER RELAY! ONLY FOR THIS RELAY, YOU’LL NEED TO USE YOUR TEAMWORK AND BRAIN POWER TO WIN. ENGINEERING IS ALL ABOUT TEAMWORK, SO SHOW EVERYONE WHY YOUR TEAM BELONGS IN THE GRAINGER COLLEGE OF ENGINEERING!

**POINT INFORMATION:** TIER 2

**TIME:** 5 – 6 PM

**LOCATION:** OUTSIDE OF ENGINEERING HALL

## **PAPER PLANE CONTEST**

**DESCRIPTION:** ARE YOU AN AVIATION EXPERT? DESIGN PAPER PLANES AND DESTROY YOUR COMPETITIONN.

**POINT INFORMATION:** TIER 2

**TIME:** 6:30 – 8 PM

**LOCATION:** TBD

## **CAPTURE THE FLAG**

**DESCRIPTION:** ALL PARTICIPANTS WILL BE DIVIDED INTO TWO MASSIVE TEAMS WHO WILL ALL WORK TOGETHER TO CAPTURE THE OTHER TEAM’S FLAG AND RETURN IT TO THEIR BASE. NOT TO BE CONFUSED WITH THE INTRAMURAL VERSION OF FLAG FOOTBALL/CAPTURE THE FLAG.

**POINT INFORMATION:** ALL TEAMS ON WINNING SIDE GETS 150 POINTS

**TIME:** 9PM-11PM (MAY TAKE LONGER)

**LOCATION:** SOUTH+MAIN QUAD

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# **THURSDAY 2/22**

## **RED LIGHT, GREEN LIGHT**

**DESCRIPTION:** AVOID THE GUARD'S PIERCING EYES. MOVE FORWARD WHEN SAFE, AND STAY STILL TO AVOID BEING CAUGHT.

**TIME:** 3-4PM

**POINT INFORMATION:** TIER 3

**LOCATION:** BARDEEN QUAD

## **ORDER OF THE ENGINEER**

**DESCRIPTION:** EVENT FOR GRADUATING SENIORS INTERESTED IN BEING INDUCTED TO THE ORDER OF THE ENGINEER (ENGINEERING MAJORS) OR INTERESTED IN MAKING THE PLEDGE OF THE COMPUTER PROFESSIONAL (CS MAJORS). COME FOSTER A SPIRIT OF PRIDE AND RESPONSIBILITY IN THE ENGINEERING AND COMPUTING PROFESSIONS.

**POINT INFORMATION:** NON-POINT EVENT.

**TIME:** 5-7PM

**LOCATION:** 1122 NCSA

## **TOUR OF GREEN ST. ESTABLISHMENTS**

**DESCRIPTION:** AN ORGANIZED TOUR OF GREEN STREET'S FINEST ESTABLISHMENTS. YOU KNOW, YOUR FAVORITES. COMPLETE A LIST OF TASKS AT EACH STOP THE FASTEST TO WIN.

**POINT INFORMATION:** TIER 2

**TIME:** CHECK-IN AT EHALL BETWEEN 8:45 PM AND 9 PM!

**LOCATION:** GREEN STREET ESTABLISHMENTS

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# **FRIDAY 2/23**

## **3 LEG RACE**

**DESCRIPTION:** TEAMS WILL FACE OFF IN A 3 LEGGED RACE! TWO MEMBERS WILL HAVE ONE LEG TIED TOGETHER AND THEY SHOULD REACH THE FINISH LINE BEFORE OTHER TEAMS!

**POINT INFORMATION:** TIER 3

**TIME:** 4-5PM

**LOCATION:** BARDEEN QUAD

## **MUSICAL CHAIRS**

**DESCRIPTION:** PLAY THE CLASSIC GAME OF MUSICAL CHAIRS! THE LAST ONES STANDING WILL SUCCEED IN THIS MISSION.

**POINT INFORMATION:** TIER 2

**TIME:** 5-6PM

**LOCATION:** EVERITT LABORATORY 1302

## **MURDER MYSTERY**

**DESCRIPTION:** PUT YOUR SLEUTHY MIND TO THE TEST. SOLVE A MURDER MYSTERY AND TELL US WHO DID IT AND WHY AND HOW IT HAPPENED.

**TIME:** 6-8PM

**POINT INFORMATION:** TIER 1

**LOCATION:** E-HALL

# **SATURDAY 2/24**

## **SEMI-FORMAL**

**DESCRIPTION:** CELEBRATE THE END OF E-WEEK AT SEMI-FORMAL! WINNERS OF THE 5-MAN AND 10-MAN COMPETITION WILL BE ANNOUNCED ALONG WITH VIDEO AND TEAM NAME WINNERS. COOL SHOT GLASSES ARE PROVIDED AND DRINKS ARE AVAILABLE! BUY YOUR TICKET AT ANY TIME DURING THE WEEK.

**TIME:** 6-10 PM

**LOCATION:** THE CANOPY CLUB