



COMPETITION HANDBOOK

Mission
JDG2020



Quebec Engineering Games
Mission JDG2020: Change the world
Competition Handbook
École de Technologie Supérieure

COMPETITION
HANDBOOK

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Presented by:



MISSION JDG2020

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1. A word from the BEPCOM

Dear survivors,

As you know, the harmful consequences of human activities are pushing the earth to reach its limits, meaning that it will soon be impossible to operate in a safe ecosystem. Thus, last January, scientists and climatologists from the Bureau of Engineering and Planning of Competitions Organized as Multidisciplinary, BEPCOM, ensured the imminence of a series of environmental disasters, likely to eradicate all life on Earth at an alarming rate. Not surprisingly, our predictions proved to be correct, and these unprecedented events began in September 2019. If you are reading these lines, you have survived them.

In this particular context, the BEPCOM required that each Quebec university choose the 46 most talented engineering students from among the survivors. This selection was based on your ability to solve complex problems related to the reengineering of a greener, healthier and more sustainable world. It was also about selecting the most innovative, responsible, creative and respectful people. With the selection process now officially completed, BEPCOM congratulates you on this remarkable achievement... however, the most difficult part remains to be done.

Indeed, on the 3rd of January 2020, the BEPCOM will officially launch the JDG2020 Mission, and it won't be possible to accomplish it without you. The objective of this mission is to improve the situation on Earth, preserve knowledge, responsibly use the remaining resources and relaunch activities in a sustainable way. It will be through a series of challenges, developed by BEPCOM's leading experts, that you and 409 other exceptional students will be put to the test to challenge all your skills and develop solutions to the 10 priority issues for the BEPCOM.

The BEPCOM would like to congratulate you again on having not only survived the natural disasters of recent months, but also on having been selected for this mission of vital importance, on which the future of humanity and the world we know depends. This document is therefore intended to give you all the information you need to prepare for the various tests that await you during the JDG2020 Mission. Read it carefully. We are counting on you and we believe in you. It is finally time to change the world.



BEPCOM

Bureau of Engineering and Planning of
Competitions Organized as Multidisciplinary

BIPCOM

Bureau d'Ingénierie et de Planification des
Compétitions Officielles Multidisciplinaires



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2. Academic competitions

Each academic competition includes a theoretical section and a practical section. Each delegation assigns their delegates to one of the six engineering disciplines and must all collaborate to answer simultaneously theoretical examination questions and accomplish a practical examination per discipline. Therefore, these academic competitions solicit the student's theoretical knowledge, as well as the technical expertise of a future engineer! Upon the arrival of the exams, the participants will have 20 minutes to go over the theoretical and practical sections of each examination to divide teams between practical and theoretical. Once the examinations begin, participants will not be allowed to switch from one section to another. For example, if a delegate chooses to go with the theoretical exam, they will not be allowed to switch into the practical examination after the first 20 minutes have passed, and vice-versa. There is a limit of seven participants per examination of each discipline allowed.

The academic competitions also include multidisciplinary competitions, consulting engineering which is a theoretical case study and "La Majeure" in which participants' practical abilities are put to the test.

Note that multiple activities are taking place simultaneously. Here are the basic rules regarding the distribution of delegates:

- A delegate can't participate in more than one academic competition.
- A delegate can't participate in more than one cultural competition.
- A delegate participating in "La Majeure" may not participate in any other activity during the same period,
- The distribution of delegates must be made before the start of the activity and it is impossible to change it afterward.

For any exceptions or special cases, please contact competitions@jeuxdegenie.qc.ca.



2.1 Chemical engineering presented by Rio Tinto

Schedule

Saturday January 4th from 8:30 AM to 12:00 PM.



Participation

Maximum of 7 people.

Theoretical section

The goal of this competition is to challenge and test all the theoretical knowledge that one is supposed to acquire during the 4 years of a chemical engineering degree. This exam is an open book exam, so all paper documentation is allowed.

Material to be provided by delegations:

- Draft paper and notebooks, pencils, erasers, non-programmable calculator,
- Textbooks and notes.

Material provided by the organizing committee:

- None.

Subjects to study:

- Fluid mechanics,
- Heat transfer,
- Steady state material and energy balances,
- Thermodynamic cycles,
- System dynamics,
- Two-dimensional finite difference method,
- Calculation and optimization of selectivity,
- LMTD method,
- Separation processes,
- Chemical thermodynamics,
- Process control,



- Stability calculations,
- Process design,
- Project economics.

Practical section

The goal of this competition is to challenge and test all the practical knowledge that one is supposed to acquire during the 4 years of a chemical engineering degree. Delegations will be given a clear mandate and/or a complex problem to which they will have to provide a solution to submit to a jury.

Material to be provided by delegations:

- None.

Material provided by the organizing committee:

- Computers with Microsoft Excel installed.



2.2 Civil engineering presented by Sintra

Schedule

Saturday January 4th from 8:30 AM to 12:00 PM.



Participation

Maximum of 7 people.

Theoretical section

The goal of this competition is to challenge and test all the knowledge that one is supposed to acquire during the 4 years of a civil or building engineering degree. This exam is an open book exam, so all paper documentation is allowed

Material to be provided by delegations:

- Draft paper and notebooks, pencils, erasers, non-programmable calculator,
- Textbooks and notes.

Material provided by the organizing committee:

- None.

Subjects to study :

- Civil engineering works:
 - Principles of construction site organization,
 - Construction methods and Equipment,
- Estimation of earthworks costs,
- Structural analysis,
- Hydraulics and hydrology
- Fluid mechanics,
- Thermodynamics,
- Concrete structures.



Practical section

The goal of this competition is to challenge and test all the practical knowledge that one is supposed to acquire during the 4 years of a civil or building engineering degree. Delegations will be given a specific issue, context, and mandate and will have to design and present it to a jury.

Material to be provided by the delegations:

- None

Material provided by the organizing committee:

- Computers with MS Project and Revit installed.



2.3. Consulting presented by Veolia

Schedule



Conception: Saturday January 4th from 8:30 AM to 12:00 PM.

Presentation: Saturday January 4th from 1:00 PM to 5:00 PM.

Participation

Maximum of 4 people.

Case study

Consulting engineering is an emblematic branch of engineering worldwide. This competition will test the creativity, problem-solving skills, ability to identify a client's requirements, as well as the speaking skills of future engineers. This multidisciplinary competition encourages the participation of students from several fields of engineering.

The theme of the challenge will be **contaminated water treatment** and project management knowledge will be required. Preparing literature and online references on the subject as well as a presentation template is recommended.

Consulting is an industry that relies on communication with suppliers, other consultants, and clients, meaning that a reliable network of professional connections is essential. For this reason, all modes of communication will be allowed for this competition. Participants are encouraged to develop ties with suppliers that could offer them pricing and technical information related to the theme.

Material to be provided by delegations

- Draft paper and notebooks, pencils, erasers, non-programmable calculator,
- Laptops,
- USB key with a template for an oral presentation in the delegation's colors

Material provided by the organizing committee

- None



2.4. Electrical engineering presented by Videotron

Schedule



Saturday January 4th from 7:30 AM to 11:00 AM.

Participation

Maximum of 7 people.

Theoretical section

The goal of this competition is to challenge and test all the knowledge that one is supposed to acquire during the 4 years of an electrical engineering degree. This exam is an open book exam, so all paper documentation is allowed.

Material to be provided by delegations:

- Draft paper, pencils, erasers and non-programmable calculator,
- Compass, ruler and other measuring tools,
- Textbooks and notes.

Material provided by the organizing committee:

- Programming checklist

Subjects to study:

- Electronic hardware design,
- RLC circuits,
- Linear control,
- Modeling of linear systems,
- Programming,
- Power,
- Non-linear systems,
- Transmission line,
- Passive and active electronics,
- Digital electronics,



- Digital design.

Practical section

The goal of this competition is to challenge and test all the practical knowledge that one is supposed to acquire during the 4 years of an electrical engineering degree. Delegations will be given a clear mandate and/or a complex problem to which they will have to provide a solution to submit to a jury.

Material to be provided by delegations:

- Breadboards,
- Soldering iron kit that can include the following accessories :
 - Soldering irons, stations without hot air option,
 - Magnifying glasses,
 - Tripods, Clamps with pointed ends
 - Sponges,
 - Soldering iron tips,
 - Desoldering pumps braid,
 - Flux of your choice,
 - Welding pliers,
 - Brushes,
 - Isopropyl alcohol,
 - Tin of the size of your choice,
 - Drawers,
 - Cutters,
- TrimPot screwdriver,
- Multimeter (conventional recommended).

Material provided by the organizing committee:

- All the lab equipment,
- Programming cheat sheet,
- Following items from a conventional soldering iron kit will be provided :
 - Flux,
 - Isopropyl alcohol ;
 - Tin.



2.5. Industrial engineering presented by Veolia

Schedule



Saturday January 4th from 8:30 AM to 12:00 PM.

Participation

Maximum of 7 people.

Theoretical section

The goal of this competition is to challenge and test all the knowledge that one is supposed to acquire during the 4 years of an industrial engineering degree. This exam is an open book exam, so all paper documentation is allowed.

Material to be provided by delegations:

- Draft paper and notebooks, pencils, erasers, non-programmable calculator,
- Textbooks and notes.
- Poisson table.

Material provided by the organizing committee

- None.

Subjects to study:

- Operations and stocks management,
- Linear programming problem modeling,
- Logistics and supply chains,
- Process statistics and Six Sigma,
- Industrial layout design,
- Transportation algorithms.



Practical section

The goal of this competition is to challenge and test all the practical knowledge that one is supposed to acquire during the 4 years of an industrial engineering degree. Delegations will be given a clear mandate and/or a complex problem to which they will have to provide a solution to submit to a jury.

Material to be provided by delegations:

- USB key with a template for an oral presentation in the delegation's colors.

Material to be provided by the organizing committee

- Computer with internet access,
- Flip chart paper,
- Markers.



2.6. Software engineering presented by Olympus

Schedule



Saturday January 4th from 7:30 AM to 11:00 AM.

Participation

Maximum of 7 people.

Theoretical section

The goal of this competition is to challenge and test all the knowledge that one is supposed to acquire during the 4 years of an IT or software engineering degree. No documentation whatsoever is allowed for the test.

Material to be provided by delegations:

- Draft paper and notebooks, pencils, erasers, non-programmable calculator

Material provided by the organizing committee:

- None.

Subjects to study:

- Communications and networks,
- Computer security,
- Software Engineering Practices (SWEBOK),
- Theoretical computing,
- Programming and algorithms.



Practical section

The goal of this competition is to challenge and test all the practical knowledge that one is supposed to acquire during the 4 years of an IT or software engineering degree. To do this, the delegations will have to solve various problems in a programming language specially designed for the occasion and which will be unveiled on the day of the competition.

Material to be provided by delegations:

- Draft paper and pencils.

Material provided by the organizing committee:

- Computer with internet access (Windows environment).



2.7. Mechanical engineering, presented by Bell

Schedule

Saturday January 4th from 7:30 AM to 11:00 AM.



Participation

Maximum of 7 people.

Theoretical section

The goal of this competition is to challenge and test all the knowledge that one is supposed to acquire during the 4 years of a mechanical engineering degree. This exam is an open book exam, so all paper documentation is allowed.

Material to be provided by delegations:

- Draft paper and notebooks, pencils, erasers, non-programmable calculator,
- Textbooks and notes.

Material to be provided by the organizing committee:

- None.

Subject to study

- Material resistance ;
- Mathematics ;
- Fluid mechanics ;
- Dynamics ;
- Heat transfer;
- Vibration ;
- Materials.



Practical section

The goal of this competition is to challenge and test all the practical knowledge that one is supposed to acquire during the 4 years of a mechanical engineering degree. Delegations will be given a clear mandate and/or a complex problem to which they will have to provide a solution to submit to a jury.

Material to be provided by the delegation:

- Non-programmable calculator, draft paper and pencils,
- Ruler, square and corner protractor,
- Hot glue gun and hot glue sticks,
- Scissors,
- Cutters,
- Pliers,
- Exacto,
- Small vice or clamp,
- Small hammer,
- "Dremel" or small drill,
- Safety goggles.

Material provided by the organizing committee:

- All the elements necessary for the competition.



2.8. “La Majeure” presented by Eurovia

“La Majeure” is a blitz robotics competition to test the knowledge acquired in different engineering disciplines, namely mechanics, electronics and embedded computing. During this challenge, the team's ability to optimize, demonstrate ingenuity, work together to solve complex problems and present solutions will be evaluated.

Schedule

Design and presentation: Saturday January 4th from 12:00 PM to 6:30 PM.

Participation

Maximum 5 people.

The team should, ideally, be composed of delegates with experience in the following fields:

- Electrical engineering,
- Computer and software engineering,
- Mechanical engineering.

The organizing committee recommends building the team with at least one participant of each.

Case Study

Participants will have a total of five hours to solve a multidisciplinary problem, design and calculate the solution, then manufacture the solution to present it to a jury and test it. This competition will involve theoretical and practical knowledge of the three disciplines mentioned above.

Material to be provided by delegations:

- Draft paper, pencils and erasers,
- Soldering iron with tin wire,
- Hot glue gun with glue sticks,
- Laptop with the following software: Microsoft PowerPoint, Arduino IDE,
- All the tools considered necessary for the design of an electronic and mechanical prototype (stripping pliers, screwdrivers, exacto, cutter, drill, etc.),



- Safety glasses (one pair per person),
- Notes and textbooks.

Material provided by the organizing committee:

- All the necessary elements for the competition;
- Workspace.

Arduino software

Please download the Arduino IDE available via the following web link (<https://www.arduino.cc/en/Main/Software>) and any other software deemed necessary for Arduino embedded programming to your computer. Please also download the CH340 drivers (<https://learn.sparkfun.com/tutorials/how-to-install-ch340-drivers/all>).



3. Cultural competitions

The cultural competitions allow engineering students to distinguish themselves in a complementary field of engineering, giving the chance for students to develop useful capacities in a professional field.

Each delegation will have to select their participants in advance and no changes can be made after signing up, except in exceptional circumstances.

3.1. Debates, presented by OIQ

Schedule



Trials: Saturday January 4th from 1:00 PM to 5:00 PM.

Finals: Monday January 6th from 8:00 AM to 11:00 AM.

Participation

Two people maximum.

Generalities

Debates exist in various forms. Some formats are strict and picky, others are freer and accessible and to the general public. In an engineering context, where most debates will be held informally and openly, some flexibility will be allowed to the usual structure of debate competitions. The debates here consist of the application of analysis techniques, popularization, and argumentation in a context comprehensible to all individuals from the engineering field and a very rapid reflection and criticism. Since the purpose is to evaluate the ability to reason quickly and to demonstrate a capacity for forthright repartee, the participants have only a very short time to prepare their knowledge of the subject and the debate itself.

Participants will, therefore, be assessed on the relevance of their arguments, the clarity of their ideas, their capacity for repartee, their neat and professional presentation, their ingenuity, their originality, the structure of their argumentation and their eloquence. The debate will be between two teams, the proposition, and the opposition. This document will cover the logistics of the competition, the content - such as schedule, procedural points, decorum and evaluation - and the place of the debates in the Engineering Games.



The time allowed for the preparation of the arguments has been increased to four minutes this year.

Allowed material

Supportive materials such as papers, pencils, and stopwatches are permitted at the discretion of the president and the judges. It is forbidden to use equipment that is not available to all the debaters. The use of such equipment will turn out as a penalty, which can go up to disqualification.

Language

Resolutions will be presented in both official languages of Canada: French and English. Each participant may choose to speak in the language of their choice, but they will have to stick to the same language throughout their speech. It is the responsibility of the participants to understand both languages. The organizing committee will ensure that the judges and the president understand both languages. Each team will have the right to request a translation from the president when a question is asked, but only at that time. The time needed for translation will not be taken into account by the timekeeper.

Organization

Director of the competition

The director is responsible for all the organization of the debate competition. The director is responsible to pick out the presidents, the judges, and the timekeepers. They write all the propositions of the debates and sets up the format and timetable of the tournament. All the final decisions about the competition belong to them, but they cannot under any circumstances play a decisive role in the outcome of a debate. Besides, it is primordial for the director to have credible experience in debates.

President

The president is the expert in charge of the interpretation and application of procedures and rules for debate. They must be an impartial referee and ensure that the judges have a good understanding of the debates' rules. The president is the person in charge of the respect of the decorum and the debates' rules. They grant the right to speak and ensure the respect of the time constraints. Besides, they are responsible for giving the decision concerning the procedure points requested by the debaters. It is important to note that the president never brings a



procedural point on its initiative. Therefore, the procedure points not taken up by the debaters will not be included in the evaluation of the debate by the judges. Any decision taken by the president is final and without appeal.

Judges

An odd number of judges are required to evaluate the argumentation, the communication talent and the team spirit of the competitors. Judges must possess the level of general knowledge of an average engineering student, they don't need to possess technical knowledge related to the topics of discussion. However, judges should have some prior experience in debates since it will be their responsibility to decide which team wins or loses. The credibility of the competition is therefore based on the quality of their judgment.

Timekeeper

The timekeeper is responsible for ensuring that competitors respect the time that is allowed to them. They will inform the debaters of the remaining time by means of signs and shall also notify the president of the remaining time. It is important to note that the timekeeper will not intervene in any kind of way in the debate. The president is responsible for enforcing the time indicated by the timekeeper.

Signals of the timekeeper during the debates:

- When 30 seconds have elapsed, the timekeeper will raise an open hand which means the beginning of the question period;
- When 1 minute has elapsed (and therefore only one minute remains in the speech), the timekeeper will raise their index to signify the remaining time;
- When there are only 30 seconds left in the speech, the timekeeper will raise their closed fist which means the end of the question period;
- When there are only 15 seconds left in the speech, the timekeeper will bring their arm in a 90 degrees angle and gradually lower their vertical arm in the manner of a needle of a clock. When their arm is completely down, time is up. If a debater knocked on the table during these 15 seconds, a "grace period" of 15 seconds is given to the debater. In that case, the timekeeper shall do the same procedure during the last 15 seconds of that period.



Rules and elements of the debate

Elements of the debate

- One team will represent the proposition, the other will represent the opposition. These positions are randomly attributed before revealing the motion so that the subject does not influence the position of the teams.
- An argumentation plan must be stated by the first speaker of each team in their opening speech.
- All elements in the plan must be brought up in their talking time. It is not possible to add arguments that were not presented in the initial plan.
- All the arguments of a team must be made during its first two speeches. The parties cannot bring up a new facet in their argumentation during the conclusion. To open a new argument which the opposing party will never have the opportunity to debate would seriously break the spirit of the debates. On the other hand, parties are free to add new examples and illustrations or to refute and reconstruct the arguments brought by the other party. It is possible to bring a new element if and only if it amplifies or is directly opposed to an idea previously expressed.
- Each team should ask at least one question to the opposing team during a debate. Questions cannot be asked in the first and last 30 seconds of a speech and they should not take more than 15 seconds, otherwise, the president will cut the speaker and the debate will continue without taking the question into account.

Decorum

- Debaters must speak at all times to the president.
- Participants must show courtesy and respect for judges and the president, as well as their opponents. It is not courteous for a speaker to describe the confusion, error, lack of seriousness, inadequate words or wrong judgment of the opposing team, as long as these remarks do not use rudeness, swearing, abusive or gratuitous qualifications, expressions of a discriminatory nature or attacking the person in their integrity or their appearance.
- Members of a team wishing to communicate with one another should preferably do so in writing. They may, however, occasionally exchange a few whispers if they are not intended to disturb the present speaker. However, it should be noted that brief exchanges used



sparingly are permitted; they should be aimed at giving life to the debate without disrespecting the opponent speakers.

- Participants can and should ask questions of the opposing speakers. To demonstrate their willingness to ask a question, the participant must stand up and wait for the president to give them the right to ask their question with a gesture of the hand. If the speaker who is doing their speech does not want to take the question, they have to signal it with a sign of hand or a verbal response to that effect. It should be noted that on the third attempt, the speaker is obligated to accept the question. The president will ensure compliance with this rule. The time taken for the question to be asked is not taken into account by the timekeeper. On the other hand, the time taken by the speaker to reply to the question is taken into account by the timekeeper.
- Participants cannot applaud during a debate. They may, however, show contentment, support or joy in the expression of ideas by beating their desk with one hand, which is the custom in a parliamentary chamber, or by expressing interjections. The spectators are invited to applaud silently by raising their hands and by making them tremble.
- Physical contact between debaters will be limited to handshakes or other customary support gestures before and after the debate.
- A team attempting in a clear and unequivocal way to distract the opposing speaker will be subject to severe penalties on the evaluation grid.

Points of procedure

To signify a procedural error, a member of the opposing team must stand up, say "point of procedure", wait for the president to grant them the right to speak and then clearly indicate the nature of the error to the president. The acceptance or the dismissal of the point of procedure is the sole responsibility of the president and their decision is final, without appeal. Please note that time is stopped during a procedural point and will resume when the president gives the right to speak to a debater.

The following is a list of the admissible points of procedure:

- Case of truism: This point of procedure is undoubtedly the one that can overturn a debate. A case of truism occurs when the proposal is redefined in such a way that a debate cannot take place since it lays down a fact or a tautology. To raise this point of procedure, the team that wants to bring it must wait until the end of the speaker's speech which committed the truism and then report it to the president. If accepted, the truism case will give power to the opposing team to redefine the proposal and thus give the opportunity to completely invalidate the speech already pronounced. If it is refused, the debate will continue with the redefinition that was introduced.



- Specific knowledge (in the redefinition): In order to ensure a debate of quality and to give a chance to all the debaters, the debate must be on a subject which is accessible to an average engineering student. Therefore, if an aspect of redefinition involves knowledge that an average engineering student does not have, there is a case of specific knowledge. To raise this point of procedure, the team that wants to bring it must wait until the end of the speech of the speaker who committed the specific knowledge and then report it to the President. If accepted, it will empower the opposing team to redefine the terms of the specific knowledge and thus it will provide the opportunity to invalidate this portion of the redefinition. If it is denied, the debate will continue with the redefinition that was introduced.
- Specific knowledge (in the argument): If an aspect of an argument calls for a knowledge that an average engineering student does not have, there is a case of specific knowledge. To raise this procedural point, the team must report it immediately to the president, who will stop the debate. If the point is accepted, the president will ask the speaker to withdraw or modify the relevant argument and they will ask the judges not to take it into account. If it is refused, the debate will continue, taking into account the argument made.
- Debater directly addressing an opposing debater: Like all debaters shall speak directly to the president at all time, a debater speaking directly to another debater is a breach of decorum. The debater who wants to bring this point will do so immediately and the president will correct the situation if necessary.
- Inaccurate quote: If a debater is incorrectly quoted by another speaker, they may immediately report it to the president. If the procedural point is accepted, the president shall ask the speaker to withdraw or amend the relevant citation and they will ask the judges not to take into account the initial citation. If it is refused, the debate shall be continued taking into account the initial quote.
- New argument in the conclusion: Since the spirit of the debate implies there is an exchange between the two teams, it is formally forbidden to bring a new argument in the concluding speech that was not brought up in the debate. To raise this point of procedure, the opposing team must immediately report it to the president, who will stop the debate. If the point is accepted, the president will ask the speaker to withdraw their argument and will ask the judges to ignore it. If it is refused, the debate will continue taking into account the argument.
- Introduction of parts of a plan by the second speaker: The responsibility to put out a plan of argumentation rests with the first speaker. Thus, if a second speaker approaches a subject of argumentation which was not brought up beforehand by the first speaker, there is a fault. In order to raise this procedural point, the opposing team must immediately report it to the president, who will stop the debate. If the point is accepted, the president will ask the speaker to withdraw the relevant argument and they will ask



the judges to disregard it. If it is refused, the debate will continue taking into account the argument made.

- Unprofessional or offensive behavior: If a speaker demonstrates unprofessional behavior by being vulgar, displaced or simply lacking class, there is a clear lack of decorum. In this situation, the president will ask the speaker to correct the situation. If they refuse, they may cause their team to be disqualified from the competition

Resolutions

The director of the competition will decide the nature of the resolutions. They will touch points on which a regular student in engineering should be able to defend an opinion without any preparation. The resolutions will not include truisms (truths of evidence) and will avoid the use of words of absolute nature such as "all", "everyone" and "always". (Ex: "Be it resolved that all engineers find mathematics easy" is not a good resolution as there are always exceptions.) Once the 2 teams have read the resolution, they will have 4 minutes to prepare the debate. The nature of resolutions can be very serious as very wacky. All resolutions and their translations will be validated by the director of the competition and the presidents before the competition.

Structure of the debates et roles

Structure of the debates

Preparation

Position draw: < 30 seconds

Unveiling of subject: < 30 seconds

Preparation of the argument: 4 minutes

Arguments

First speaker of the proposition: 2 minutes

First speaker of the opposition: 2 minutes

Second speaker of the proposition: 2 minutes

Second speaker of the opposition: 2 minutes



Conclusion

First speaker of the opposition: 1 minute

First speaker of the proposition: 1 minute

Judgement

Individual decision-making by each judge: 2 minutes

TOTAL : 17 minutes

Role of the proposition

The proposition must redefine the motion, that is, reduce the resolution so that the debate is concentrated on a single major topic. It is important for the proposition to avoid converting resolutions in truisms (see section on procedures). The proposal should also avoid debates on topics involving specific knowledge.

Advantages

- The proposition can redefine the resolution as it sees fit, without drastically changing the meaning of the terms (for example, a table cannot become an elephant). This redefinition prevents a good preparation of the opposition.
- The proposition opens and closes the debate, giving it the first and last words.

Disadvantages

- The proposition has the burden of proof. This means that it must demonstrate to the judges that the proposition is better than the status quo.

1st speaker: The first speaker of the proposition opens the debate. They set out the subject, redefinitions, exposes the argumentation plan and sets out the first arguments. They are also the one that closes the debate.

2nd speaker: The role of the second speaker is to refocus the debate and strengthen the position of their team. They must complete their team's argumentation plan and refute the arguments of the opposition.



Role of the opposition

The opposition must contradict the resolution by all means. They must raise a reasonable doubt from the judges that the resolution is worse than the status quo.

Advantages

- The opposition does not need to demonstrate the merit of their own position; they only need to destroy the merit of the opposing position. They must show that the motion has more disadvantages or fewer advantages than the status quo.
- The opposition has the speech time of the first speaker of the proposal to refine their arguments before entering the scene.

Disadvantages

- The redefinition made by the proposition can seriously invalidate the preparation of the opposition.

1st speaker: The first speaker of the opposition outlines the position of their team on the subject. They must present their team's argumentation plan, bring their arguments and refute the arguments already made. It must also close the opposition's vision on the debate.

2nd speaker: The role of the second speaker is to refocus the debate and strengthen the position of their team. They must complete their team's case plan and refute the arguments of proposition.

Structure of the competition

Qualifications rounds

Presentation meeting

- Presentation of the director of the competition, presidents, judges and timekeepers
- Review of the rules

Qualification rounds

A random draw will be made to choose the teams that will compete against each other. Each team will play 3 games during the qualification rounds. Following these qualifying matches, the

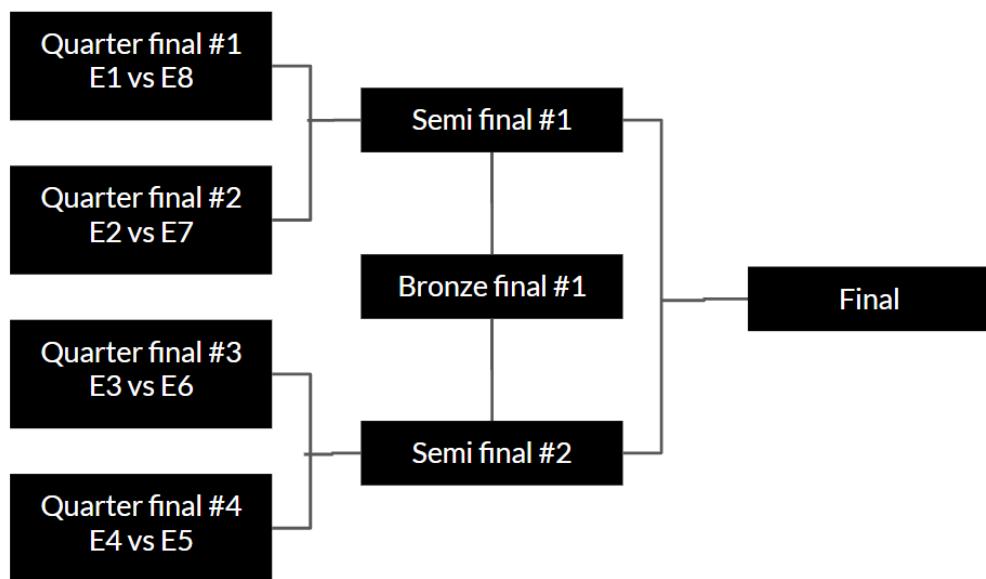


8 best teams will be selected to participate in the playoff rounds. The following criteria, presented in order of priority, will be used to determine the ranking of teams:

- The number of matches won
- The number of judges in favor of the win
- The average score
- The number of procedural points against the team

Elimination rounds

The top 8 teams will compete in the elimination rounds according to the following arrangement:



The order of the first four positions will only be known at the banquet. Any team declining their participation will offer the chance to all teams under them in the ranking to win a spot.



Evaluation and judgement

Judgement

The debate is judged on the team that best convinces the judges. Each judge will decide individually the winner of the debate and give their vote to the president. They will count the votes and announce the winner. The judge may vote either for the proposition or for the opposition and cannot vote for a tie. The verdict of the match is final. Moreover, the president and the competition director have no power over the judgment issued by the judges.

Evaluation criteria

The assessment grid used by the judges to determine the winning team is shown below. The team with the most points must be declared victorious by the judge.



Bâtième - Débats Oratoires	
Proposition :	Opposition :
Qui l'a résolu que ...	
Arguments proposition	
	→
	→
	→
	→
	→
	→
Contre-arguments opposition	
	→
	→
	→
	→
	→
	→
Évaluation proposition	
Argumentaire	0 1 2 3 4 5 6 7 8 9 10 (X 6) <input type="text"/>
Diversité et nombre des idées	
Force des arguments	
Structure de l'argumentaire	
Originalité	
Cohésion de l'équipe	0 1 2 3 4 5 6 7 8 9 10 (X 1) <input type="text"/>
Vocabulaire et élocation	0 1 2 3 4 5 6 7 8 9 10 (X 3) <input type="text"/>
Total	<input type="text"/>
Pénalités	
Points de procédure accepté contre	0 1 2 3 4 5 6 7 8 9 10 (X 5) <input type="text"/>
Note finale proposition	Évaluation = <input type="text"/>
	Pénalités = <input type="text"/>
Grand total	<input type="text"/>
Évaluation opposition	
Argumentaire	0 1 2 3 4 5 6 7 8 9 10 (X 6) <input type="text"/>
Diversité et nombre des idées	
Force des arguments	
Structure de l'argumentaire	
Originalité	
Cohésion de l'équipe	0 1 2 3 4 5 6 7 8 9 10 (X 1) <input type="text"/>
Vocabulaire et élocation	0 1 2 3 4 5 6 7 8 9 10 (X 3) <input type="text"/>
Total	<input type="text"/>
Pénalités	
Points de procédure accepté contre	0 1 2 3 4 5 6 7 8 9 10 (X 5) <input type="text"/>
Note finale opposition	Évaluation = <input type="text"/>
	Pénalités = <input type="text"/>
Grand total	<input type="text"/>



3.2. Trivia, presented by Veolia

Schedule



Saturday January 4th from 1:00 PM to 5:00 PM.

Participation

Four people maximum.

Context

The trivia competition is strongly inspired by the CBC television game show “Budding Genius” where two teams of four players try to respond as quickly as possible to various questions of general culture. Combining general knowledge, culture, and speed of the thumb, this activity continues today mainly to a school level, but also through many civil leagues. This competition will take place during half a day, where each match is of a maximum duration of 15 minutes with a break of 10 minutes allocated between each confrontation to allow travel time and team changes.

Teams

Each delegation must provide a team of four members. One of the members acts as captain of the team. They must be present at the captains' meeting before the start of the tournament and will be the only person who can challenge the validity of a response (see rules).

Structure of the competition

The competition will include a preliminary phase where the teams will be separated in two groups to establish an initial ranking. Thereafter, the two (2) best teams of each group will enter the elimination round.

Preliminary round (round robin)

A random draw will be conducted to select teams from each group. There are two (2) groups, consisting respectively of five (5) teams and six (6) teams each. Each team will play four (4) games during this round in robin round format, which means they will play once against each team of



their group. At the end of the preliminary round, the top two teams will advance to the elimination round.

Groupe A	Group B
5 teams	6 teams

Elimination round

The elimination round begins directly in the semi-finals, where the first team of each group faces the second team of the other group. The two (2) losing teams of semi-finals will compete in the bronze final and the two winning teams will compete for the grand finale.



Rules

- Number of players:** If a team has less than 3 players at the beginning of the match, they lose the match by forfeit. For teams with 3 players, the question involving the absent player is addressed only to their opponent.
- Delay:** A break of 10 minutes is allocated between each match for travel time and team changes. After this delay, the late teams lose by forfeit.
- Substitution or addition of players:** No substitution or addition of players is allowed after the beginning of the match.
- Player identification:** Each player must legibly write their first name and the first letters of their family names (e.g. Jeremie L.) on the support available to identify themselves.
- Penalty for early wrong answer (minus 10 points rule):** For all questions (unless mentioned otherwise), a player who dares to respond before the end of the statement



of the question and gives an incorrect answer will get a minus 10 points penalty for their team.

6. **Right to speak:** The smooth running of the match and the "knowing how to play" require that the players wait to be named before answering. However, a response from a player who does not expect to be named by the reader will not be denied. Conversely, a player has the right to wait to be named by the reader before answering. If the player who answers is not the same as the one having the right to speak, the reply is denied and a reply is permitted (if applicable).
7. **Right of consultation:** In questions with rights of consultation, as soon as a player presses on its button, any consultation becomes prohibited.
8. **Player response:** If a player gives more than one answer, only the first answer will be considered, even if it is incomplete. Also, if a player surrounds the correct answer of wrong elements, the answer will be rejected.
9. **Names of individuals:** When the answer is a person, the family name only is accepted as a response unless otherwise stated. If a player dares to give a first name and that it is erroneous, the answer is refused.
10. **Game language:** The questions will be asked in French and no English translation will be provided in order to assure the fluidity of the games. The answers can be given in French or English.
11. **Enumeration:** When more than one item is required in the answer, the points will be granted only if all elements have been given correctly.
12. **Authorized material:** For all questions, players are entitled to use blank paper and a pen, which will be made available to them.
13. **Coaches and public:** A coach and any member of the public may not enter in communication with players during a match. In the event that there is an answer blown by the public, the question will be canceled and replaced.
14. **Tie and prolongation:** At the end of a match, if the result is equal between the two teams, 5 "quick" questions will be asked. If the tie persists, other questions of this type will be asked until a team gets a good answer. This team will then win the game.
15. **End of game:** A match lasts a maximum of 15 minutes. The chronometer begins at the time indicated on the schedule. After 15 minutes, the match ends and the points are as they are.
16. **Appeal:** In case of an appeal over the issue of a match (missed reply, wrong player answering a question, blown answer, etc.), the judge of the game has the last word. The captain will be responsible for forwarding their appeal to the judge during the game, in a respectful manner. The verdict will be given immediately by the judge. In the event of an appeal of the validity of a reply, the captain may give their appeal to the person in charge of the competition. To do this, the captains of both teams must present in order



to confirm the facts and be informed of the result. Any appeal which does not concern the validity of the question will be rejected at this step.

Types of questions

1. **Face-off:** This type of question allows to set the atmosphere, present the players and test the buttons (triggers). The reader asks an individual question to each player, in turns. Before responding, the player must press their button. No consultation or right to reply. Five points per correct answer. The 10-point penalty does not apply here.
2. **Vis-à-vis:** These are questions of speed asked to a player in each team (player # 1 vs player # 1 and so on). The first player to get the right to answer gets twenty points if they gives the right answer. If they miss, a right to reply is given to the opponent for ten points. The 10-point penalty applies. No consultation.
3. **Collective:** Questions asked to both teams, without consultation. The first player who presses its trigger has the right to speak. If the answer is false or if the player cannot respond, a right of reply is granted to the opposing team, always without consultation. A good answer is worth ten points. The 10-point penalty applies.
4. **Identification by clues:** A series of three questions with consultation to identify a person, a thing, a place, an event, etc. Each question provides a clue, in decreasing order of difficulty. If a player gives the right answer after the first clue, they obtain forty points. The correct answer is worth twenty points after the second clue and ten points after the last clue. The right of reply is possible at each clue, but a team can give only one answer per clue. The 10-point penalty applies.
5. **Quick questions:** Short questions asked quickly. A right answer when the question is cut short is worth 20 points, if it is finished, it is worth 10 points. The 10-point penalty applies.
6. **Antidote questions:** Questions on the French and English languages. The questions are collective, without consultation, with the right to reply. A correct answer is worth 10 points. A penalty of 10 points can apply. The Antidote questions are sponsored by Druide Informatiques Inc
7. **Veolia questions:** Questions sponsored by Veolia. A correct answer is worth 10 points. A penalty of 10 points can apply.



Format of a match

The format of a match is subject to change.

Theme	Type of questions	Number of questions	Points / question	Points possible (per team)
Variety	Face-off	8 (4/team)	5	20
Mobile theme	Vis-à-vis	4	20 or 10	80
History	Collectives	4	10	40
Arts and littérature	Collectives	4	10	40
Geography and tourism	Collectives	4	10	40
Sciences et technologies	Collectives	4	10	40
Sport	Collectives	4	10	40
Veolia	Collectives	4	10	40
Variable theme	Clue	3 clues	40, 20 or 10	40
Antidote	Collectives	4	10	40
Thematic	Collectives	4	10	40
Variety	Quick	10	20 or 10	200
Variety (remplacement)	Quick (remplacement)	10	10	-
Total	-	57		660



3.3. Improvisation

Schedule

Trials: Saturday January 4th from 1:00 PM to 5:00 PM.

eFinals: Sunday January 5th from 7:00 PM to 10:00 PM.

Participation

Maximum of four people.

Summary

Improvisation matches were invented in Quebec in the late 1970s by the Robert Gravel and Yvon Leduc duo. An improvisation match brings together two teams seeking to perform an improvised performance in a concept inspired by the hockey game.

Duration

- Qualifying matches last 15 minutes and include 3 improvisations.
- The semifinals and bronze final have a duration of 30 minutes and include 5 improvisations.
- The final is 45 minutes long and includes 7 improvisations.

Composition of the team

Each team is composed of 4 players and must have a minimum of one player of each sex. A team with an incomplete alignment will automatically receive a penalty for an illegal number of players at the start of the match.

Structure of the competition

Announcement of the improvisation card

L'arbitre lit à haute voix la carte d'improvisation : la nature, le thème, le nombre de joueurs, la catégorie et la durée de l'improvisation.



Concertation

The players and the coach of each team have 30 seconds to concert and take place on the ice rink. The referee signals the start of the improvisation with a whistle.

Distribution of points

Points awarded by votes

After each improvisation, the referee asks the public and the two judges to vote for the best improvisation. Public vote counts for one vote (determined by the majority of the votes) and the vote of each judge counts also for one vote. The team who accumulated the most votes (out of 3) wins the point. If less than 10 spectators are present during a match, the public vote will be replaced by a vote from the referee. The referee has the power to request a recount of the public votes to their line judges. No recount request from a team will be permitted. If there is a tie, one point is awarded to each team.

Points obtained by penalty points

The penalized team receives one or two penalty points depending on the nature of the infraction (minor or major). The minor penalty, unlike the major penalty, does not deliberately destroy the game. The accumulation of 3 penalty points by a team automatically gives a point to the opposing team.

Explanations

After a penalty, the team captain has the right to request an explanation from the referee. If it's the captain that is receiving the penalty, they will be replaced by the assistant captain.

Decorum

Referee

The referee is the absolute master of the game. At any time, they may impose a penalty on a player or on a team for any infraction harming the quality of the game. Their decisions are final.

Captain

The captain of a team may request explanations from the referee regarding their decisions following the announcement of the penalties. They are entitled to a question and a reply. Brevity and politeness is a must. In case of any abuse, the referee may impose an additional penalty.



Coach

A team may have a coach present on the bench. They may be a member of the delegation or a *parrain* or *marraine* but may not be a player who has been expelled from a previous game.

Substitute

A substitute player may accompany the team and replace a player between two games.

Game area

The match space is delimited by the bands that make up the ice rink. To be part of the ongoing improvisation, the player must physically enter the rink. A player who has done an intervention and who wishes to withdraw from the match must remain within the bands and maintain a neutral position (the small ball). For a short off-field intervention, the player may remain on the bench.

The neutral position

After being in the neutral position, the player can return to the current improvisation with a character they have already played during this one or with a new character. They cannot in any case communicate with the players on the bench.

Communication on the bench

In mixed improvisation, the players and the coach can communicate with each other. In compared improvisation, the team that is not playing cannot communicate. An illegal procedure penalty will be given if verbal or non-verbal communication is used.

Dress code

Each player shall wear black pants, a non-attracting shirt and shoes. The shirt may represent the university or theme of the team and must be the same, or at least the same color, for the entire team. It is strongly recommended to tie long hair, to not wear any jewelry or watch and to not chew gum.

Penalties

1. Illegal accessory: a player uses an accessory other than their sports shoes, pants, shirt or hockey jersey (watch, glasses, long hair, etc.).



2. Cabotinage: a player tries to attract the favor of the public by saying jokes outside the context of the improvisation. Free references to sexual elements or inappropriate elements are also considered as cabotinage.
3. Cliché: A player plays a scene or story that has already been seen elsewhere. Abusive reuse of a character already seen during the tournament is also a cliché.
4. Confusion: a team or player loses the thread of the story. History is no longer meaningful and its development is disturbed.
5. Stalling: A player loses concentration and comes out of their character.
6. Lack of listening: a player forgets elements of the story like the names of the characters or where it is located.
7. Illegal number of players: the team sends more (or fewer) players than request.
8. Failure to respect the theme or the category: the team plays without worrying about the theme or the category given by the referee.
9. Character Refusal: A player forgets their character on the way.
10. Game delay: a team is slow to start an improvisation at the whistle signaling the end of the coccus, a player prevents the situation from advancing, the course of the game is slowed down by untimely intervention or a captain stretches their requests for explanations.
11. Roughness: A player refuses to cooperate with other players, imposes a character or ideas to another player, or physically hurts a player.
12. Illegal procedure: a caucus extends beyond the allowed time; there are communication between the bench and the players involved; there is discussion on the bench of the team that does not play.
13. Misconduct (major penalty): a player harms in a major way the performance or engages in unsportsmanlike behavior. Since this is a major penalty, the player is automatically expelled.
14. Expulsion: Any player who has collected two minor penalties or a major penalty during the same game will be expelled until their next game. Expulsion erases penalty points of the player if they have not already been counted.

Categories

1. Free: The players can draw inspiration from what they want to create their improvisation. They must remain within the physical limits of the rink.
2. In the way of: The players are inspired by the chosen subject (horror film, american soap, tale for children, etc.) to make an improvisation in their own way.
3. Accessory imposed: The players use the accessory imposed by the referee. The use of the object must be different from that of real life.
4. Sung: Players sing. The air of the song can come from an existing work.



5. Exaggeration: The improvisation takes place in three stages. First, a normal improvisation is played. A second improvisation slightly exaggerates the history of the first improvisation. Finally, a third improvisation EXAGERATES VERY MUCH the first story.
6. Shooting: A player receives the title of their improvisation just before playing it
7. US doubling: The players double the voice of other players on the rink; the players on the ice are not allowed to speak.
8. Narration: A player tells the story to the audience; the other players make the history under the orders of the narrator, but they can also speak.
9. Pursuit: A team starts the improvisation. At the whistle, the team freezes to let the story to the other team.
10. Quick change: When the referee whistles, the players must resume their last sentence and change it completely.
11. Regression: The same improvisation is played in 2 minutes, 1 minute and 30 seconds.
12. Rhymed: Players make rhymes (or make serious efforts to achieve them).
13. Video: The referee imposes a song or a musical piece on the players.
14. Videoway: Three improvisations in duo are played alternately (V1, V2 and V3). The goal is to create different sketches according to the imposed situation.
15. Zapping: When the referee whistles, the players must be inspired by their position and start again a new improvisation.
16. Category of the referee: The referee may impose on the players a category rarer than those already defined. This category will be explained to the teams.

Tournament

Qualifications

During qualification rounds, the ten delegations will be drawn by lot in two pools and each delegation will play three games (these games will also be drawn by lot). The two best teams from each pool will advance to the semifinals on the next day. Classification will be made according to the wins, the differential (number of improvisations won) and the received penalties.

- A win is worth 2 points
- An overtime loss is worth 1 point
- A defeat in regular time or by forfeit gives no points



In the event of a tie, there will be six shootout improvisations (three on each side) to decide the winner.

Finals

There will be four games during the finals: two semi-finals, one bronze final and one grand finale.

In the event of a tie, there will also be shoot-out improvisations to decide the winner.



3. Sports competitions, presented by Association étudiante de l'ÉTS (AÉETS)

The sports competitions take the form of five friendly tournaments that are played in parallel. Each delegation will distribute their delegates in the different sports proposed. The big delegations are encouraged to send their substitutes to aid smaller delegations to form complete teams. This expression of sportsmanship will be evaluated by the organizing committee, under the "Participation" category.

At the beginning of the tournaments, the rules and regulations will be explained and detailed by the main referee of every sport to the people playing them.



4.1. Dance

Schedule

Sunday January 5th from 8:00 AM to 5:00 PM.

Participation

One team of 3 to 6 people.

Description

The goal is for each team to learn a dance choreography of about 30 to 40 seconds that will be taught by a choreographer to everyone at the beginning of the competition. Teams will then split up and are will have to add their own elements to the choreography for about 20 to 30 seconds to complete the whole 1 minute dance number. All teams will then present their choreography to our panel of judges and the other teams. Points will be attributed to the quality of the performance.

Location

Gymnasium on the 3rd floor of ETS, Pavilion B.

A classroom for practicing.

Rules

- The teams cannot omit moves.
- Teams are encouraged to add their own flair and style to the movements to make it their own.
- The performances will be judged by a professional.



4.2. eSports

Schedule

Sunday January 5th from 8:00 AM to 5:00 PM.

Participation

One team of 4 people.

Description

The esports competition will match up teams against each other on Xbox One and PlayStation 4 consoles. This competition is organized by Lan ETS.

Location

Main hall of pavilion B, ETS.

Rules

- The exact game and the rules of the competition will be revealed on January 5th.



4.3. Outdoor Kickball

Schedule

Sunday January 5th from 8:00 AM to 5:00 PM.

Participation

One team of 8 to 10 people.

Description

Kickball is a sport similar to baseball in that one team will be in defensive positioning while the other team is in offensive positioning. Each half-inning teams exchange roles to allow chances to score.

Defensive positioning consists of one pitcher that will roll the ball towards home plate. The attacking player must contact the ball with their foot, trying to send the ball as far as possible. As the ball is traveling, the attacking player runs the bases. A point is scored for each attacking player who succeeds in touching each base and returning home.

The team in offensive position continues to send kickers up until three of their kickers are out.

Location

ETS residence courtyard.

Rules

- Players on the offensive have a maximum of three tries each to kick the ball into play per at-bat. After three missed attempts, the player is out. Each attempt will only be counted if the pitcher from the defensive team sends the ball within the predetermined limits, a zone of roughly 1 meter in width. Any pitches outside of this zone are considered a missed pitch.
- After 3 missed pitches on the same player, the offensive player will be able to walk to first base. Should there already be a player on first base, that player will advance to second base, etc.



- If a player in defense catches a kicked ball before it touches the ground, the kicker is out. Any other offensive player that has tried advancing a base must return to touch the base they were originally at and may not advance.
- If the defensive team can get the ball to a base before a runner touches it, the offensive player is out.
- Runners may continue to advance so long as the ball has not been thrown to a base or to the pitcher.
- Once the ball is at a base, runners may no longer leave their bases.
- Runners can be tagged out by the ball while running between bases. The ball must tag them while in the possession of a defensive player, it may not be thrown at them to tag them out.
- Runners are out if they leave their base before their teammate kicks the ball. (No leading on base)
- Only one runner may be on a base at a time. There can be empty bases between players, but in a case where two adjacent bases are occupied, both runners must advance at the same time.



4.4. Spikeball

Schedule

Sunday January 5th from 8:00 AM to 5:00 PM.

Participation

Three teams of two people per delegation.

Description

The goal is to make the ball bounce on the trampoline without the other team being able to send it back.

Players on a team must trade the ball three times per turn before sending the ball on the trampoline, without the exception of serves. Once the ball touches the trampoline, it's the other team's turn. A point is granted if the ball touches the ground or a team trades the ball more than three times before sending it.

To begin, one team sends the ball directly on the trampoline and the opposite team begins trading the ball.

The point system is similar to badminton. Each won play grants a point. The game ends at 11 points minimum for a team, with a difference of two points necessary. Once a team wins a play, the opposite player has to serve for the next play.

Location

Gymnasium on the 3rd floor of ETS Pavilion B.

Rules

- Players cannot prevent the other team from moving.
- A player cannot touch the ball twice in a row.
- A play is finished, and a point is granted when:
 - A team makes more than three trades.
 - The ball touches the frame of the trampoline.
 - The ball touches the ground.
- It is forbidden to catch the ball during play.



4.5. Surprise sport

Schedule

Sunday January 5th from 8:00 AM to 5:00 PM.

Participation

Maximum of 18 people. Minimum of 9. An even number is recommended.

Description

The description of the competition will be revealed January 5th.

Location

Gymnasium on the 3rd floor of ETS Pavilion B.

Rules

The rules of the competition will be revealed January 5th.



APPENDIX A : Organizing committee

For any questions or comments regarding the competitions, you can contact the Vice-President at the following address:

competitions@jeuxdegenie.qc.ca

For any questions or comments not related to the competitions, do not hesitate to contact the various members of the organization at the following addresses:

Anne-Sophie Lachapelle - Présidente
présidence@jeuxdegenie.qc.ca

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The organizing committee of the 2020 Engineering Games thanks you for the time and effort you will put into the weeks leading up to the event to properly prepare you for the competitions!

