

# 2020 ASCE Ohio Valley Student Conference

## Environmental Competition Rules

April 2-3, 2020



### Background:

You and your team suspect that Strumpet International is poisoning the population of a small town with one of their plants. You have forced them to give you a plant tour to see if safety equipment is up to standards. The plant manager opens a door to the plant control room and steps aside to allow you to enter. As the last of your team enters, he slams the door shut behind you. As you rush to the door you realize it is locked. Outside you hear a maniacal laugh. A voice comes over the loudspeaker and says you have 1 hour to live unless you can demonstrate your ability as an environmental engineer. Your team must solve a series of environmental engineering problems to open the door and escape. These problems are taken from [Environmental Engineering FE/EIT Preparation Sample Questions and Solutions, 1<sup>st</sup> Edition](#) by Anthem Books or from the Environmental section from the Fundamentals of Engineering Exam. In the event that a team(s) should get stuck, each team is allowed 1 hint given by the proctor.

### Requirements:

Each team consists of up to 5 members. Each school can field 1 team only. Each member of the team is allowed pencils and one FE approved calculator. Teams may print off and bring the Environmental section of the NCEES FE Reference Handbook to use as a formula packet. Each team will be given scrap paper. All other electronic devices will be collected. This includes cell phones, computers, watches, and any communication devices. Any team member caught with one of these devices during the quest will cause their team to be immediately disqualified.

### Scoring:

The goal of the exercise is to escape as quickly as possible. The time of escape from the room will be recorded. The team with the fastest escape wins, the 2<sup>nd</sup> fastest places 2<sup>nd</sup>, and so on. In the event no team escapes, 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place will be determined based on the number of problems solved correctly.