

Mystery Design

The complete rules will be provided immediately before the competition begins.

Section 1: Objective

- 1.1 The competition challenges participants to creatively solve a surprise civil engineering problem. Rapid ideation and practical application of engineering principles are crucial. Effective teamwork and communication are essential for developing a high-performing, efficient, and compliant solution within set constraints.

Section 2: Team Size

- 2.1 A team must consist of between two (2) and four (4) students from a university in good standing with their respective ASCE Section and ASCE Global. All team members must be registered attendees of the symposium for all days on which the Mystery Design will take place.
- 2.2 Each team must have one (1) Team Captain.

Section 3: Team Limits

- 3.1 Each university may have one (1) team.

Section 4: Behavior

- 4.1 Ethics, professionalism, civility, and respect are the cornerstone of every successful competition, and ASCE expects professional conduct from all participants. ASCE enforces high standards to preserve the quality of this competition and improve the quality of future competitions.
- 4.2 The judges may take disciplinary action, including warnings, point deductions, or disqualification of a team or entry for inappropriate use of materials, language, alcohol, uncooperativeness, general unprofessional or unethical behavior, dangerous or reckless behavior, threatening and/or abusive behavior toward an event official or other participant, of team members or persons associated with a team.
- 4.3 Team Captains will be responsible for policing the behavior of their team members.
- 4.4 Cheating will not be tolerated. Any team caught cheating will be disqualified from the competition.

Section 5: Equipment

- 5.1 All equipment and materials will be provided.