



AMERICAN SOCIETY OF CIVIL ENGINEERS

Timber Tower

Sponsored by:



April 6-8, 2017

hosted at University of California Irvine

Event Description

Teams will build a tower with pieces of wood with the goal of constructing a tall wooden structure without compromising its structural stability.

Objective

To allow collaboration among conference participants in achieving a common goal, while at the same time, allowing them to compete in a friendly environment.

Participant Rules

- Each School may only enter one team into the competition
- Each team must consist of at least two members (1 auxiliary member is allowed per team)
 - Each member should be a registered national ASCE student member
 - Each member should be a registered attendant of PSWC 2017
 - Each team must have at least one underclassmen
 - Each team must have a designated captain

General Rules

- Teams will participate at the time specified on the brackets released during conference.
- A coin toss will take place prior to each match to decide which team begins.
- During a team's turn, they must remove one wood block from any level. (except for the one below an incomplete top level)
- The removed piece shall be placed on the topmost level in order to complete it.
- Players must only use one hand at a time, either hand may be used, but only one hand may be touching the tower at any time.
- Players may tap a piece to see if it is loose. Any pieces moved but not played should be straightened unless doing so will compromise the tower's structural stability.
- The game ends when the tower fails and the blocks fall from the tower. If the game exceeds 15 minutes, the winner will be determined by a coin toss.
- The losing team will be responsible for re-erecting the tower.
- The winning team will move on to compete against the next competing team until there are no competitors remaining. The last winning team will be designated the winner of the competition.