



IEEE Analog Black-Box Competition

Sponsored by the St. Louis Section of IEEE

Date: Saturday, November 3, 2018

Location: Electrical and Computer Engineering Department
Engineering Building (EB3150)
Campus of Southern Illinois University Edwardsville (SIUE)

Time: Check-In at 12:30 pm and Contest 1:00 pm - 4:00 pm.

Participants: Open to all currently-enrolled undergraduates at one of the universities in the St. Louis Section of IEEE. The competition is not open to graduate students! Up to **two** teams (maximum of 2 students on a team) from each school are allowed. (If more teams register, the local IEEE Branch Counselor will certify the official teams.)

Cost: The competition is free to everyone!

Prizes: Cash prizes for First (\$500), Second (\$300), and Third (\$200) place will be awarded.

Registration: Teams must register by emailing gengel@siue.edu (use BLACKBOX as subject heading) the names of **all** team members along with the name of the university.

Deadline: Registration must be received by **Friday October 19 (5:00 pm)**.

Food: Food throughout the competition will be provided by the IEEE!

Judges: Each participating school is invited to send one judge. The host school will provide one or two judges and the St. Louis IEEE Section will provide a judge.

Contact: Dr. George Engel, 618-650-2806 or gengel@siue.edu.

Website: www.siue.edu/~gengel/BlackBox.htm



Rules and Guidelines for the Competition

1. Students shall participate in teams (2 student maximum), where every team will be given their own laboratory station. The event duration will be three hours. If more groups register than can be accommodated by a single laboratory, the laboratory spaces will be assigned randomly. The quality of equipment may vary between laboratories, but all students will have access to the same equipment including at minimum: an oscilloscope, a function generator, a multi-meter, a power supply, a breadboard, and common circuit components.
2. Each team will be allowed the use of personal calculators and two bound books of their choice. They may not bring outside laboratory equipment, computers/laptops, unbound reference material, *etc.* Also, no internet access, computer data acquisition, or software resources will be allowed.
3. The circuit will consist of up to 6 discrete components. The circuit will contain no more than 2 non-linear devices, if any. The non-linear devices are restricted to diodes and transistors (discrete BJT's and MOSFETs are possible, but ICs will not be included). The three standard linear devices, i.e. R, L, and C, will most likely all be present. The students will have access to four terminals that will be connected to four different points in the circuit. Power connections, if required, will be in addition to the four access terminals and the power specifications will be given.
4. The contest coordinator will be last year's winner. All requests, questions, *etc.* must go through the coordinator. Help related to using the laboratory equipment will be given to the teams, but no help that directly relates to the circuit will be given. Also, hints to **all** participants may or may not be provided during the competition. This is left to the coordinator's discretion.



5. A blue essay book will be supplied to each team. The documentation and solutions will consist of only handwritten entries, figures, and data; no printout will be considered.
6. Multiple judges will examine and consider the notebooks only. The winners will be determined by a number of factors, including the correct answer (or proximity to) AND the documented steps and logical conclusions used to get that answer. Thus, a schematic, while necessary, is not sufficient alone.
7. Each judge will rank the teams and award 5 points to first, 4 points to second, 3 points to third, 2 points to fourth, and 1 point to fifth. The points awarded by the judges will be tallied and the winners determined by the scores. Ties will be resolved by a majority vote of the judges.
8. Judges decisions will be by majority vote and will be final with regard to disputes, eligibility, team certification, tie results, and other contest conduct. In particular, cheating will not be tolerated and is grounds for immediate disqualification. Cheating includes disrupting another group, copying another team's work, and collaboration with another group or outside individuals.