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| ACTIVITY PROPOSAL | | |
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| ACTIVITY TITLE | : | CNSC 32nd Foundation Day Celebration 2024 and 1st UCaN Ball |
| THEME | : | *Harmony in Heritage: CNSC as a Global Engine of Progressive Change* |
| PROPONENT | : | Union of Supreme Student Government; |
| COLLABORATING ENTITIES | : | PICE-CNSC-SU;  COENG SG;  CBPA-SG;  CANR-SSC;  JTHMAP CNSC Chapter;  JPIA CNSC Chapter;  CNSC DOST-SEI SA;  USAD-GAD;  NOUSTRE: The CNSC Debate Society;  InteGreat Society;  CAS-SG;  CNSC-FFAI;  ICS-SG;  PASOA CNSC Chapter;  CNSC ERT;  CNSC COENG Chess Club;  Other Organizations and Entities |
| TARGET DATE/TIME | : | April 02, 2024 |
| PARTICIPANTS | : | CNSC Students;  CNSC Faculty;  CNSC Alumni;  Community; |
| VENUE | : | Main Campus |
| BUDGETARY REQUIREMENTS | : | ₱103,115.00 |
| SOURCE OF BUDGET | : | USSG Semestral Fee Fund and Ticket Sales |
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1. RATIONALE

In anticipation of the impending transition of Camarines Norte State College (CNSC) to a university, an esteemed occasion has been planned to commemorate the institution's journey and celebrate its foundational roots. With the gracious approval of Former Congressman Renato M. Unico's House Bill No. 31647 in July 1991, the groundwork for this momentous event was laid with the eventual signing of Republic Act No. 7352 by former President Corazon C. Aquino. Fast forward to the present, and CNSC stands poised on the threshold of an illustrious transformation, marked by its imminent conversion to a university.

To honor this significant milestone, a comprehensive Activity Proposal has been formulated for the CNSC Foundation Day Celebration and 1st University of Camarines Norte Ball. This meticulously planned day encapsulate the essence of CNSC's heritage, foster unity among its diverse constituents, and adhere to relevant legal frameworks and academic standards, including those outlined by the Commission on Higher Education (CHED).

The proposed activities encompass a spectrum of events designed to engage and involve the entire CNSC community. Traditional Filipino games, known as "laro ng lahi," will serve as a cultural cornerstone, inviting participation from faculty, administration, and students of all genders. Concurrently, sporting competitions will offer a platform for showcasing athleticism, teamwork, and sportsmanship, with both male and female participants vying for victory on the field.

In conclusion, the Activity Proposal for the CNSC Foundation Day Celebration and 1st University of Camarines Norte Ball represents a momentous occasion in the annals of CNSC's history. It is a testament to the institution's resilience, growth, and unwavering dedication to academic excellence. Through a harmonious blend of tradition, celebration, and adherence to legal frameworks, this event stands as a beacon of hope and anticipation for CNSC's promising future as a university.

1. OBJECTIVES

a. To commemorate CNSC's foundation and celebrate its imminent conversion to university status.

b. To foster unity, pride, and camaraderie among faculty, administration, alumni, and students.

c. To showcase and celebrate Filipino cultural heritage through traditional games and activities.

d. To promote gender inclusivity and equality by involving male and female participants in all aspects of the event.

e. To provide a platform for CNSC's diverse talents and beauty through a cultural pageant.

f. To encourage physical activity, teamwork, and sportsmanship through sporting competitions.

g. To integrate Easter-themed decorations and festivities to symbolize renewal and hope.

h. To adhere to relevant laws, CHED memorandums, and academic standards governing higher education institutions.

i. To strengthen CNSC's identity and legacy while embracing its evolution into a university.

j. To enhance the sense of community and belonging within CNSC and its extended network of stakeholders.

1. ACTIVITY WORKPLAN

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| --- | --- | --- |
| DATE/TIME | ACTIVITY | COMMITTEE/ FACILITATOR |
| February 22, 2024 – March 13, 2024 | Drafting of Proposal | DANIEL O. PARIS  Chairperson |
| March 14, 2024 | Submission of Proposal | DANIEL O. PARIS  Chairperson |
| March 25, 2024 | Posting of PubMats | DION JASON F. OBINGAYAN  Media and Publicity Officer |
| March 25, 2024 | Procurement of Materials | CARL JEFFERSON V. SAN RAMON Procurement Officer |
| March 25, 2024 | Purchase of Early Bird Packages | ROCHELLE A. ESPINAS Financial Affairs Officer |
| April 01, 2024 | Preparation of Venues | MARYGRACE C. MATREO Logistics Officer |
| April 02, 2024 | Event Proper | ALL COMMITTEES |
| April 03-05, 2024 | Evaluation Period | ALL COMMITTEES |

1. OVERALL SCHEDULE

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| *ENTRANCE PAVILLION* | | | |
| NAME OF EVENT | START | END | IN-CHARGE |
| Foundation Walk | 7:30 AM | 9:00 AM | ADONIS II L. SALEN |
| Opening Program | 9:00 AM | 12:00 PM | JOSHUA V. ENCANTO |
| 1st UCN Ball | 6:00 PM | 12:00 AM | DANIEL O. PARIS |

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| *STUDENT ACTIVITY CENTER* | | | |
| NAME OF EVENT | START | END | IN-CHARGE |
| Tagisan ng Talino | 8:00 AM | 10:00 AM | MARK DHARRYL Q. GADIL |
| Uno Tournament | 10:00 AM | 11:00 AM | CARL JEFFERSON V. SAN RAMON |
| Debate | 11:00 AM | 3:00 PM | MARK RUSSEL F. OBAL |
| Diorama | 3:00 PM | 5:00 PM | FRANCES NICOLE A. LABARRO |

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| *MOTORPOOL* | | | |
| NAME OF EVENT | START | END | IN-CHARGE |
| Limbo Rock | 8:00 AM | 5:00 PM | CBPA-SG |
| Chinese Garter | CBPA-SG |
| Kadang-kadang | ICS-SG |
| Sangkayaw | ICS-SG |
| Card Relay | JTHMAP |
| Harina Relay | JTHMAP |
| Garter Relay | JPIA |
| Balloon Caterpillar | JPIA |
| Talong at Itlog | CAS-SG |
| Musical Chairs | CAS-SG |
| Ball Toss | PASOA |
| Putukan ng Lobo | PASOA |

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| *COVERED COURT* | | | |
| NAME OF EVENT | START | END | IN-CHARGE |
| Volleyball Men | 8:00 AM | 12:00 PM | CYWAR FRANK PAUL P. BUATIS |
| Volleyball Women | 12:00 PM | 5:00 PM | CYWAR FRANK PAUL P. BUATIS |

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| *OTHER EVENTS* | | | | |
| NAME OF EVENT | DATE | TIME | VENUE | IN-CHARGE |
| Bulletin Board Video Submission | April 01, 2024 | 8:00 AM | Video Submission Only | DANIEL O. PARIS |
| Easter Egg Design Submission | April 02, 2024 | 8:00 AM | All Campuses | EARL LAURENCE A. CERENO |
| Digital Infographics | April 02, 2024 | 10:00 AM | ICS Building | DION JASON F. OBINGAYAN |
| Digital Photography Orientation | April 02, 2024 | 10:00 AM | USSG Office | MARY GRACE A. MATREO |
| Family Feud | April 02, 2024 | 8:00 AM | COENG Old Drawing Room | ALJON KYLE E. FERNANDEZ |
| Pinoy Henyo | April 02, 2024 | 12:00 PM | COENG Old Drawing Room | ESMAEL A. NAGERA |
| Team Chess | April 02, 2024 | 8:00 AM | Main Library | PRINCESS V. DUMAS |
| Team Dama | April 02, 2024 | 12:00 PM | Main Library | PRINCESS V. DUMAS |

1. GUIDELINES

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| Event | Participants per Delivery Unit | Composition |
| Film | 10-20 individuals | At least half of the cast and crew are CNSC students and must include at least 1 faculty member of their own delivery unit |
| Foundation Walk Sales | Points Based on Sales | Points Based on Sales |
| Tagisan ng Talino | 4 | 1 per year level (Students Only) |
| Uno Tournament | 3 | Students Only |
| Debate | 4 | Students Only |
| Diorama | 5-10 | Students Only |
| Limbo Rack | 1 | Students Only |
| Chinese Garter | 3 | Open to Both Students and Faculty |
| Kadang-kadang | 10 | Open to Both Students and Faculty |
| Sangkayaw | 5 | Open to Both Students and Faculty |
| Card Relay | 5 | Students Only |
| Harina Relay | 5 | Students Only |
| Garter Relay | 10 | Open to Both Students and Faculty |
| Balloon Caterpillar | 5 | Open to Both Students and Faculty |
| Talong at Itlog | 2 | Open to Both Students and Faculty |
| Musical Chairs | 2 | Open to Both Students and Faculty |
| Ball Toss | 2 | Open to Both Students and Faculty |
| Putukan ng Lobo | 5 | Students Only |
| Volleyball Men | 8 – 10 | Open to Both Students and at least two Faculty |
| Volleyball Women | 8 – 10 | Open to Both Students and at least two Faculty |
| Bulletin Board | 2 | SG Senators Only |
| Easter Egg Design | 5 | Students Only |
| Easter Egg Hunt | 3 | Students Only |
| Digital Infographics | 1 | Students Only |
| Creative Photography | 2 | Students Only |
| Family Feud | 5 | Students Only |
| Pinoy Henyo | 4 | Students Only |
| Chess Team | 3 | At least one member belongs to a different sex, students and faculty |
| Dama Team | 3 | At least one member, belongs to a different sex, students and faculty |
| Talent Showdown | 1-40 | Open to Both Students and at least two Faculty |
| Star of the Night | 1 | Students Only, Any Gender |

GENERAL GUIDELINES:

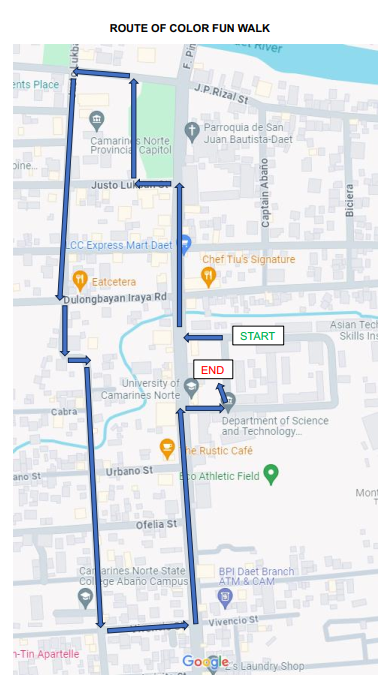
1. If any conflict occurs beyond the provisions of the guidelines, the decision will be on the committees assigned.
2. The facilitators of each event are not allowed to participate in their own event.
3. All delivery units may participate in double/multiple events but should there be a sudden change in schedule, the facilitators are not responsible for the disqualification or rushed member vacancy for some events.
4. For bracketed events, the third placer shall be awarded to the delivery unit with most wins. In the case that multiple delivery units are tied, they shall be both awarded the equivalent points.
5. For participants from satellite campuses, CMO No. 63, s. 2017 Compliance is required.
6. For participants from the main campus, only specific laro ng lahi events and volleyball participants shall be required of insurance.
7. Participants may participate in multiple events as long as it is held in the same venue.
8. Raffle Draw
   1. The entry to the raffle draw is the tickets sold and monitored by the USSG.
   2. The winners are based on tickets and not names, therefore, there is a chance that a single person can win multiple prizes.
   3. The prize can be claimed within fifteen working days from the day of the official draw (April 02, 2024).
   4. The prizes are the following:

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| --- | --- |
| Gold Prize | Php 5,000.00 |
| Silver Prize | Php 3,000.00 |
| Bronze Prize | Php 1,000.00 |
| Consolation Prize I x 5 | Php 500.00 |
| Consolation Prize II x 5 | Php 100.00 |
| TOTAL | Php 12,000.00 |

1. Color Fun Walk
   1. Student Governments shall facilitate the sales of the entry/raffle tickets.
   2. All student government officers are required to participate in the fun walk.
   3. The points shall be taken from the number of sales based on 23.5% of the student population of the delivery unit.

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| --- | --- | --- | --- |
| DELIVERY UNIT | TOTAL POPULATION | 23.5% | x Php25.00 |
| CANR | 925 | 218 | 5450 |
| CAS | 1689 | 399 | 9975 |
| CBPA | 1885 | 443 | 11075 |
| COED | 1503 | 354 | 8850 |
| COENG | 1149 | 271 | 6775 |
| COTT | 686 | 162 | 4050 |
| ENTIENZA | 270 | 64 | 1600 |
| ICS | 667 | 157 | 3925 |
| IFMS | 273 | 65 | 1625 |

* 1. Collaborating entities are also given the chance to sell tickets and shall be tasked to sell 50 tickets minimum and shall have a share on tickets exceeding the minimum.
  2. Route of the Color Fun Walk:



1. Quiz Bee

GUIDELINES OF THE QUIZ BEE

* 1. This is a group quiz contest with four members.
  2. The quiz will encompass a wide range of subjects, including general knowledge, history and current events in the Camarines Norte State College.
  3. During the contest proper, the participants can use any of the following materials: whiteboard/ blackboard, paper, chalk or marker, and eraser.
  4. The quiz master will only read the question twice.
  5. When the facilitator says "STOP," the contestants should immediately raise their answer boards.
  6. Any queries regarding the correctness of the answers must be raised before the start of the next question.
  7. The group who will get the highest points will be declared the winner.
  8. In case of a tie, a tie-breaker question will be given with a time limit of 30 seconds.

MECHANICS OF THE QUIZ BEE

EASY ROUND (10 QUESTIONS)

1. The participants will choose any of the 10 topics provided.
2. Each topic contains one question with corresponding points.
3. The points accumulated by the participants in the easy round will be added to those from the average round.

AVERAGE ROUND (10 QUESTIONS)

1. The participants will choose any of the 10 topics provided.
2. Each topic contains one question with corresponding points.
3. The points accumulated by the participants in the average round will be added to those from the difficult round.

DIFFICULT ROUND (10 QUESTIONS)

1. In this round, participants must decide whether to answer the question or not.
2. If the group chooses to answer and provides the correct answer, the corresponding points for the question will be added to their accumulated score. If the answer is incorrect, the corresponding points will be deducted from the group’s score. On the other hand, if the participants decide not to answer the question, no points will be added to their score.
3. Uno Tournament
   1. The tournament should be composed of 27 participants, 3 participants per delivery unit, each player will be marked player A, B, and C.
   2. Participants should not wear accessories and should follow proper attire.
   3. The tournament will be composed of 3 different groups, 9 participants per group.
   4. No same delivery unit should play in the same group.
   5. Each player starts the game with 7 cards from the pile that will be distributed by the facilitator and the remaining cards should be placed in a draw pile.
   6. The draw pile must be placed in the accurate geometric center of the circle formed by the group. The discard pile shall be placed one card on top of each other forming a single pile of cards. The discard pile shall always be beside the draw pile.
   7. To start the game, a facilitator flips the topmost card of the draw pile over to create a discard pile. If they turn over a wild card, put this to the back of the draw pile and flip the next card until a normal card is drawn. The first card decides the starting color/number/symbol of the game.
   8. The moment the first card is placed on the discard pile, players will race to place an applicable next card on the discard pile. The player who succeeds will be the first player.
   9. The first player is considered the start and the sequence shall be in a clockwise direction.
   10. When it’s your turn, inspect the cards on your hand and see if any of your cards are playable and you can play a card when it matches either the colour or number of the card, or if you have any wild cards.
   11. If you use all of the cards in the draw pile and no one has won yet, reshuffle the discard pile to continue playing.
   12. Stacking of normal number cards is not permitted, only one card will be played per turn.
   13. Stacking of +2 and +4 cards is allowed, players can prevent picking up cards by forcing the next player to pick up cards unless they have a +2 or +4 card to continue the play.
   14. When you have only one card remaining in your hand, you must say “UNO” aloud but only after you place your second to the last card on the discard pile.
   15. If you don’t say 'UNO' in time and another player says it before you, you must pick up 2 cards from the draw pile.
   16. However, if you say 'UNO' for no reason except for having only one card left or when you discover another player having one card left and they are yet to say “UNO”, you must pick 2 cards from the draw pile.
   17. On the other hand, if you do not get caught before the next player makes their move then you do not have to draw extra cards.
   18. Once a player has placed all their cards on the discard pile, they win.
   19. The game shall ensue until only one player is left.
   20. Points shall be given for the first to finish until the last equivalent to 10, 9, 8, 7, 6, 5, 4, and 3 points respectively and 0 for the one who didn’t get to finish.
   21. The total score of the three players shall constitute the score of the delivery unit.
   22. The delivery unit with the highest total score wins.
   23. A player must not exceed 30 seconds to pull a card from the pile or to discard one. Players who violate this rule three times will be disqualified.
4. Debate

The debate shall be in British Parliament format. British Parliamentary (BP) debate is a form of competitive debate that is widely practiced in various debating societies and competitions around the world. It is characterized by its format, structure, and rules. Here are the general guidelines for British Parliamentary debate:

1. Format:

BP debates typically involve four teams: two teams on the proposition side and two teams on the opposition side. Each team consists of two speakers, labeled as the first and second speakers. The debate is structured into several speeches, including constructive speeches and rebuttals.

2. Motions:

Motions are provided by the adjudicators (judges) before the debate begins. The motions are usually broad, allowing for various interpretations and arguments from both sides. Examples of motions could include policy proposals, value judgments, or statements of fact.

3. Speeches:

Each speaker delivers a speech with a five-minute time limit. The first proposition speaker starts the debate by presenting the opening government's case. The first opposition speaker responds by presenting the opening opposition's case. The second proposition speaker presents a constructive speech, followed by the second opposition speaker. After the constructive speeches, each team delivers rebuttals in the same order (proposition then opposition). Rebuttals are shorter speeches with a two-minute time limit aimed at refuting opponents' arguments and reinforcing one's own team's case.

4. Rules and Etiquette:

Speakers must adhere to time limits and should avoid interrupting other speakers. Points of information (POIs) may be offered by opposing teams during a speech. However, the speaker has the discretion to accept or decline these interruptions. Speakers should maintain a respectful demeanor and engage with the arguments presented rather than resorting to personal attacks. Adjudicators evaluate the debate based on criteria such as argumentation, rebuttal, style, and strategy.

5. Judging:

Adjudicators assess the debate based on various criteria, including logical coherence, persuasiveness, depth of analysis, and effective use of evidence. Judging decisions are usually made based on consensus among the adjudication panel, although some competitions may employ a ranked or points-based system.

6. Strategies:

Teams often employ strategic approaches such as framing the debate, defining key terms, and anticipating and countering opponents' arguments. Effective teamwork and collaboration between team members are crucial for success in BP debate.

7. Adaptability:

Debaters must be able to think on their feet and adapt to different topics and debating styles. Flexibility in argumentation and the ability to respond to unexpected challenges are valued skills in BP debate.

8. The bracketing system will be decided on the day of the event.

CRITERIA FOR JUDGING

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| --- | --- |
| Criteria | Percentage |
| Argumentation | 40% |
| Rebuttals | 25% |
| Depth of Analysis | 20% |
| Persuasiveness | 15% |
| TOTAL | 100% |

TOPICS:

1. Teaching vs Instructing in Tertiary Level of Education
2. Nonchalant vs OA
3. Uniform Policy
4. LGBTQ+ in the context of comfort rooms
5. Charter Change
6. Diorama

A diorama is a three-dimensional model or scene that depicts a particular moment in time, often representing a specific event, historical period, natural setting, or fictional scene. Dioramas are typically enclosed within a box-like structure or display case, allowing viewers to peer into the scene from one side.

GUIDELINES:

1. Only one entry shall be submitted by each delivery unit.
2. The size of the piece must not exceed a cube with a side of 50 cm in total rigid volume.
3. All materials are allowed to be used except for those that will purposely make a mess or those that will release toxic substances.
4. Weapons (such as firearms and knives) and all forms of nicotine-based cigarettes and e-cigarettes (e.g. vapes) are not allowed on the final piece.
5. Repairs are allowed until before the time of judging.
6. The piece shall revolve around the theme “*Harmony in Heritage: CNSC as a Global Engine of Progressive Change*”.
7. Live animals are only allowed on the final piece as long as it does not fall under abuse (e.g. use of fish but provided enough space and oxygen supply).
8. Use of recycled materials is encouraged.
9. One representative shall present the diorama to the judges with a ten-minute time limit.
10. Deductions will be made for those who will exceed the time limit and disqualification for those who will violate the rules stated above.

CRITERIA FOR JUDGING:

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| --- | --- |
| Criteria | Percentage |
| Composition and Design | 40% |
| Creativity and Originality | 30% |
| Accuracy and Detail | 20% |
| Presentation | 10% |
| TOTAL | 100% |

1. Limbo Rack

GUIDELINES:

1. Only one player per DU is allowed to participate in the Limbo Rack competition.
2. Players must report five minutes prior to the start of the event and stretch.
3. The Limbo Rack, with a minimum width of three feet, starts at five feet above the ground.
4. Players begin two feet away from the rack, bending their knees, and leaning backward with their chest facing upward.
5. Move underneath the rack without falling or touching it, using hands is not allowed.
6. Elimination occurs if a player falls, touches the rack or ground, or uses their hands.
7. Time limits per player vary with increasing levels (1 - 10), ranging from 10 to 60 seconds.

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| Level 1 | 5’ |
| Level 2 | 4’8” |
| Level 3 | 4’4” |
| Level 4 | 4’ |
| Level 5 | 3’8” |
| Level 6 | 3’4” |
| Level 7 | 3’ |
| Level 8 | 2’8” |
| Level 9 | 2’4” |
| Level 10 | 2’ |

1. Players failing to pass under the rack within the specified time are eliminated.
2. The rack lowers by four inches after each completed level.
3. The winner is determined by the player achieving the highest number of completed levels.
4. If two or more players have the same highest number of completed levels, they shall both be honored with the placing.
5. Chinese Garter

GUIDELINES:

1. The objective is to be the last team/player standing by successfully going over the garter as a team by jumping, tumbling, etc.
2. 3 players per delivery unit, open to students and faculty in any gender.
3. Players should report five minutes prior to the event and must stretch and warm-up.
4. Equipment: Long rubber band (garter) and measuring tool
5. Setup:
6. Stretch the garter horizontally between two posts at a comfortable starting height (e.g., ankle height) and the garter must not sag.
7. Mark the posts with different levels using the measuring tools (e.g., ankle, knee, waist height).

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| --- | --- |
| Level 1 | 4’4” |
| Level 2 | 4’8” |
| Level 3 | 5’ |
| Level 4 | 5’4” |
| Level 5 | 5’8” |
| Level 6 | 6’ |
| Level 7 | 6’4” |
| Level 8 | 6’8” |
| Level 9 | 7’ |
| Level 10 | 7’4” |

1. Rounds:
2. Teams will take turns attempting to jump over the garter one after another. All three players must successfully jump over the garter within two tries with or without touching the garter to proceed to the next level.
3. Elimination:
4. A team is eliminated if any of the three members fail to go over the garter.

8. Showdown:

1. If two teams reach the same highest level, have them go over progressively until one team/player fails.

9. Each player has a maximum of one minute to jump. Failing to do so will count as a failed attempt.

1. Kadang-kadang

GUIDELINES

1. One team per delivery unit and should consist of ten members is allowed to participate in this event.
2. There are no specific attire guidelines, but make sure that it is proper and comfortable for the participating players.
3. All teams should be present at the venue fifteen minutes prior to the said time and failure to show up will be disqualified automatically.
4. Players must bring their own materials.

MECHANICS

At the signal “Get Set,” the players stand at the starting line with their stilts.

1. At the signal “Go,” the first players mount their stilt and start walking.
2. Each player must walk towards a marked point, and back to the starting line, tagging the next person in the team.
3. Then, the next person in line gets into the stilt and repeats the same course.
4. When a player gets off the stilts before reaching the finish line, they should go back to the starting point and continue the game.
5. The first team to finish wins.
6. Sangkayaw

GUIDELINES:

1. One team per delivery unit and should consist of five members is allowed to participate in this event.
2. There are no specific attire guidelines, but make sure that it is proper and comfortable for the participating players.
3. All teams should be present at the venue fifteen minutes prior to the said time and failure to show up will be disqualified automatically.
4. Players must bring their own materials.

MECHANICS

At the signal “Get Set,” the players stand at the starting line with their stilts.

1. At the signal “Go,” the first players mount their stilt and start walking.
2. Each player must walk towards a marked point, and back to the starting line, tagging the next person in the team.
3. Then, the next person in line gets into the stilt and repeats the same course.
4. When a player gets off the stilts before reaching the finish line, they should go back to the starting point and continue the game.
5. The first team to finish wins.
6. Card Relay

GUIDELINES:

1. One team per delivery unit and should consist of five members and two assistants is allowed to participate in this event.
2. There are no specific attire guidelines, but make sure that it is proper and comfortable for the participating players.
3. All teams should be present at the venue fifteen minutes prior to the said time and failure to show up will be disqualified automatically.
4. The starting point shall have one assistant holding a standard deck of cards.
5. The finish line shall have the other assistant ready to receive cards from the last player in line.
6. Players line up from the start to finish and must pass the cards one by one using only their lips with the card parallel to their faces.
7. The use of any other body part of the player or another to hold or move the cards is prohibited. If a player violates this rule, that card is considered lost.
8. The first player shall have the assistant put the card on their mouth.
9. Assistants may catch cards from the last player but in no way touch the card when it is still at the mouth of the last player.
10. If the previous player has already passed the card, they may receive another card.
11. If the card falls, it shall be considered lost and must not be used again.
12. The team with the highest number of cards at the finish line when the time limit of five minutes runs out wins.
13. Harina Relay
14. One team per delivery unit consisting of five members is allowed to participate in this event.
15. Students with asthma or sensitivity to dust shall not be allowed to participate in this event.
16. There are no specific attire guidelines, but make sure that it is proper and comfortable for the participating players.
17. All teams should be present at the venue fifteen minutes prior to the said time and failure to show up will be disqualified automatically.
18. The starting point shall have a bowl full of flour where the first player may scoop the flour using a card and their hand.
19. The finish line shall have an empty bowl where the last player will pour the flour into without using any other body parts except for their mouth. Players may blow on the card using their nostrils to push out the flour.
20. Players line up from the start to finish and must pass the flour using cards they are holding using their mouth perpendicular to their face.
21. The cards must not be creased or folded in any manner. Any team discovered to be violating this rule shall be immediately disqualified.
22. The use of any other body part of the player or another to hold or move the cards or flour is prohibited. If a player violates this rule, that team will be disqualified.
23. If the previous player has already passed the flour, they may receive another scoop of flour.
24. If the card falls, players may get another card from the starting line and put it in their mouth.
25. The team with the heaviest collected flour at the end of the time limit of five minutes will be declared the winner.
26. Garter Relay

GUIDELINES:

1. One team per delivery unit and shall consist of five members and two assistants is allowed to participate in this event.
2. There are no specific attire guidelines, but make sure that it is proper and comfortable for the participating players.
3. All teams shall be present at the venue fifteen minutes prior to the said time and failure to show up will be disqualified automatically.
4. Players line up from the start to finish and must pass the garter one by one while holding hands.
5. The first player must face north and the next should face south and the rest in alternating fashion.
6. The first player shall hold the garter in their left hand before the timer starts.
7. When the announcer shouts “Get ready” the first players must raise their hands holding the garter.
8. When the announcer shouts “Go” the game begins.
9. If any two players let go, the garter must be returned to the starting player and restart the sequence.
10. The last player must raise their right hand once they finish the relay.
11. The team that has the last player holding the garter in their right hand first wins.
12. Balloon Caterpillar

GUIDELINES

1. The game shall have 5 participants per delivery unit.

2. Participants shall not wear accessories and should follow proper attire.

3. The balloons to be used must be of the same size.

4. Players must place their hands over the head.

5. The game must proceed as follows:

a. The game shall start by placing a balloon between the 1st and 2nd player, specifically on the abdomen and the back part of the players respectively.

b. The players must travel from the starting point to a marker and back to the starting point.

c. The next player shall place another balloon and repeat step b. The next players shall join one by one.

d. Step b and c shall be repeated until all the players are in the caterpillar formation. The balloon must not fall, or pop/burst, otherwise, the players must start over.

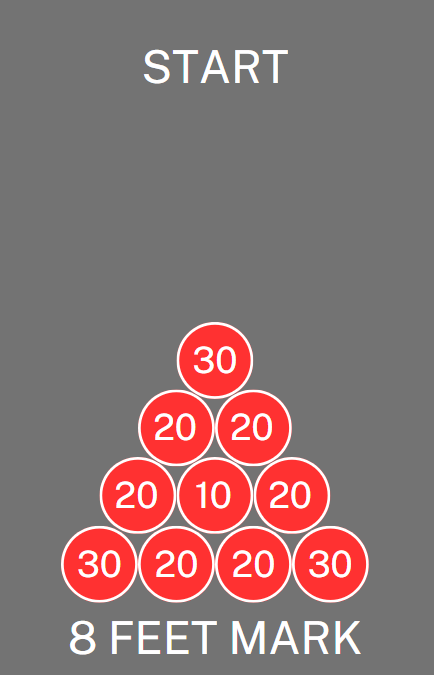
e. The winning team shall be announced when the 1st Team reaches the finish line.

6. The game shall continue until the 2nd and 3rd place is announced.

7. Touching the balloon during travel is prohibited using any body part other than the torso. Teams who violate this rule shall start over.

8. Players are not allowed to touch/hold their teammates.

1. Talong at Itlog
2. One pair per delivery unit is allowed to participate in this event.
3. There are no specific attire guidelines, but make sure that it is proper and comfortable for the participating players.
4. All pairs shall be present at the venue fifteen minutes prior to the said time and failure to show up will be disqualified automatically.
5. One player ties an eggplant at the stem and around their waist. The eggplant must be able to swing freely.
6. The other player ties a rope on a plastic containing an egg and around their waist. The egg wrap must be able to swing freely.
7. Once the two players are ready, they shall swing the egg and eggplant at each other making the two hits.
8. The pair who completely breaks the egg first wins.
9. If the egg breaks by falling to the ground or hitting a body part of the player, they shall start from the beginning.
10. If the eggplant falls or breaks first, they shall replace the eggplant and start from the beginning.
11. The egg is considered to be broken once it is majorly deformed. Cracks and deformity without leakage of liquid is not considered.
12. Musical Chairs
13. Participants should not wear accessories and should follow proper attire.
14. All participants shall be present at the venue fifteen minutes prior to the said time and failure to show up will be disqualified automatically.
15. The game should start with 18 participants and 17 chairs arranged in a circle.
16. Music will be played at the beginning of every round.
17. The participants should revolve around the chairs while dancing.
18. Once the music stops, the participants must be seated onto the empty chairs, one participant per empty chair.
19. Players shall not intentionally push or harm another participant.
20. The participant who fails to sit on an empty chair will be eliminated.
21. A seat will be removed for every eliminated player.
22. The game will be played until only 3 participants remain.
23. For the second phase of the game, the remaining 2 chairs will be lined up horizontally 5 meters away in front of the 3 remaining participants.
24. Music will be played and the participants should dance while holding their positions.
25. Once the music stops, the remaining participants must take their seats on the remaining chairs.
26. The participant who failed to take a seat which is the 2nd to the last eliminated participant will be the 3rd placer.
27. A chair will be removed and the game will be continued according to the previous rules, (refer to 12 and 13).
28. The participant who failed to take a seat which is the last eliminated participant will be the 2nd placer.
29. And the last participant who will first take a seat on the last remaining chair will be the 1st placer.
30. Ball Toss
31. One pair per delivery unit is allowed to participate in this event.
32. There are no specific attire guidelines, but make sure that it is proper and comfortable for the participating players.
33. All teams shall be present at the venue fifteen minutes prior to the said time and failure to show up will be disqualified automatically.
34. A distance of 8 feet must be marked on the floor.
35. Ten ping-pong balls must be used during the event.
36. The facilitator must place 10 cups in a pyramid formation at the end of the distance, with the base of the pyramid touching the far edge of the distance.
37. The cup shall be marked and scored as shown below:



1. If a ball that is already inside a cup is bounced out by another ball, the score it previously gave is already counted and if the ball still goes inside another cup, the corresponding points will also be added.
2. Shooting Rules:
   1. The player's upper body must be behind the edge of the distance when throwing the ball; only the arms can extend while throwing.
   2. Bouncing Shots are allowed.
   3. Underhand shots are allowed.
   4. If a player violates any rule, they shall receive a warning.
   5. Three violations shall result in disqualification.
3. Each player will be given a time of one-minute to throw balls into the cups for the first set. The other player shall wait at the other end of the distance to return the balls to the player.
4. The second player shall also play for the same amount of time and rules.
5. In a tie, both teams are given a chance to throw ten balls with a time limit of 15 seconds. The team with the highest point will be the winner.
6. When the time limit has been reached, the player must stop throwing balls. The facilitator will then count the balls that the player has made and convert it to the points in the score chart.
7. The 1st Place will be determined by the highest point and the next place will be as follows.
8. Putukan ng Lobo
9. Participants should not wear accessories and should follow proper attire.
10. All participants shall be present at the venue fifteen minutes prior to the said time and failure to show up will be disqualified automatically.
11. Four players shall be required from each delivery unit.
12. A seat shall be placed 8 feet away from the starting line with a manual balloon pump on top.
13. Oblong balloons shall be available at the starting line.
14. The game begins with two players running towards the chair with one sitting and placing the pump between their thighs.
15. The other player shall inflate only one balloon they are holding on the pump using only one hand until it pops.
16. The second player then sits and places the pump between their thighs while the next player runs and does the same as step 7.
17. The game goes on until the first player to sit on the chair pops a balloon on their turn.
18. The first team to finish wins the game.
19. Only two players shall be present in the field at a time and the next player may only run once the previous player reaches the starting point.
20. Volleyball

Volleyball is a team sport in which two teams of six players are separated by a net. Each team tries to score points by grounding a ball on the other team's court under organized rules.

Eligibility:

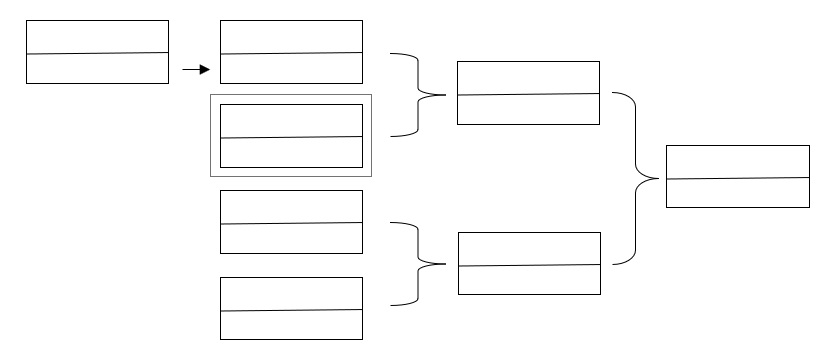
1. A team shall consist of six players composed of both students and faculty to begin a match playing on the court simultaneously.
   1. Women Category
      1. Each member is a naturally born female whatever gender preference.
   2. Men Category
      1. Each member is a naturally born male whatever gender preference.

Participants:

1. Each team shall have a minimum of 8 players and a maximum of 10 players.
2. Each team shall consist of both students and at least 2 faculty.
3. One team will represent their respective delivery unit and its members shall only consist of participants from the delivery unit they are representing.
4. Only players indicated in the entry form shall be allowed to play.
5. No replacement or alteration of player(s) will be allowed after submission of entries.
6. A team that is declared incomplete for the set of the or for the match, loses the set or the match.
7. The opponent team is given the point, or points and the set, needed to win the match. The incomplete team keeps its points and set.

Tournament Format:

1. The game will follow a single elimination bracketing system.



1. The winner for the prelim will be the players for the semi-finals, the winner for the semi-finals will automatically be the player for the finals.
2. The overall champion will be the team that plays in the championship, the loser in the championship match will be the 1st placer, the 2nd placer will be the loser with the highest points of the semi-finals.
3. The first team to score fifteen (15) points in a set win, and two (2) wins in a match wins the match. (same rules apply to championship).

Participants Conduct:

1. Both the Team Captains and the Coach (if there’s any) shall be responsible for the conduct and discipline of their team members.
2. Participants must know the “official volleyball rules” and abide by them.
3. Participants must accept the referee's decision with sportsmanlike conduct, without disputing them. In case of doubt, clarification may be requested through the game captain only.
4. Participants must behave respectfully and courteously in spirit of FAIR PLAY, not only towards the referee, but also towards other officials, opponents, teammates, spectator, and facilitator of the game.
5. A maximum of two (2) time out shall be utilized by a team per game.

Facilitator:

1. The facilitator of the given has power to disqualify participants from the competition (must have valid reason for doing so).
2. In case of a problem arising the facilitator of the game has the final say in the decision and may ask for guidance from the referee (if needed).
3. Bulletin Board

GUIDELINES:

1. The bulletin board competition shall be participated by all delivery units.
2. The organizations shall submit a three-minute video that is not edited and cut in any way (raw video) presenting the bulletin board.
3. All bulletin boards of local organizations will be judged but only the highest scoring local organization shall represent the delivery unit.
4. The three judges shall be the OSSD Director, SDU Chairperson, and the USSG Chairperson.

CRITERIA FOR JUDGING:

|  |  |
| --- | --- |
| Criteria | Percentage |
| Visual Appeal and Creativity | 40% |
| Alignment with Student Needs and Interests | 35% |
| Organization and Layout | 25% |
| TOTAL | 100% |

1. Easter Egg Design

Mechanics/Guidelines:

Eligibility:

1. Bona fide students currently enrolled at Camarines Norte State College (CNSC).
2. Teams of 5 members per delivery unit.

Submission of Entries: April 2, 2024

Theme: *Easter Eggstravaganza: Celebrating Foundation Day & Nurturing University Dreams*

Mechanics:

1. Egg Design:
2. Participants will design and decorate real chicken eggs.
3. The design should incorporate the announced theme.
4. Any art materials can be used for decoration, as long as it doesn’t cause the break of the egg.

2. Presentation:

1. The designed eggs must be placed in a basket.
2. The basket can be decorated to complement the egg design and the theme.
3. Teams are encouraged to be creative with the basket presentation but the eggs shall be in triangular pyramid formation with six at the bottom layer, three at the middle layer, and one at the top.

3. Submission:

1. Teams must register their participation before the start of the academic break. Registration details will be announced separately.
2. On the designated submission date, teams must bring their decorated eggs in a basket to the designated drop-off location.

4. Judging:

1. The judges will evaluate the entries based on the following criteria:

|  |  |
| --- | --- |
| Criteria | Percentage |
| Creativity and Originality of the Egg Design | 50% |
| Adherence to the Theme | 20% |
| Basket Presentation | 20% |
| Overall Visual Impact | 10% |
| TOTAL | 100% |

Additional Notes:

1. The organizers reserve the right to disqualify any entry deemed inappropriate or that does not adhere to the mechanics.
2. All submitted eggs become property of the CNSC Foundation Day committee.
3. Easter Egg Hunt
4. A maximum of three participants are allowed per delivery unit.
5. The participants must report 15 minutes prior to the start of the event for the orientation at the USSG Office.
6. The participants must not be the same participants of the egg design competition.
7. Each team will be given one basket.
8. The teams shall have at least one member joined in a Google Meet meeting for the duration of the collection to ensure safety.
9. As all eggs will be placed in reachable areas, no participants shall climb or endanger themselves during the hunt.
10. One egg will be given to each student government and they shall have custody of the egg and give it to the first hunter to ask for the egg. They are not allowed to give it to their own representatives.
11. Other eggs may also be in the custody of faculty, students, and staff.
12. The hunt for eggs around the Main Campus will be for two hours.
13. Eggs shall be delivered in pristine condition in the same basket provided. Any late teams are considered disqualified and any broken eggs will not be counted.
14. The team with the greatest number of eggs collected will win.
15. Digital Infographics
16. One student shall compete from each delivery unit.
17. The participant shall bring a phone, tablet, or laptop.
18. The medium of the competition shall be any non-AI generating software.
19. The participants will be given two hours to craft, export, and submit the output to the facilitator. The final output shall be in PNG format in 9:16 (1080px by 1920px) portrait size ratio and named “DI\_ContestantNumber” to ensure non-biased judging. The output shall be submitted via flash drive or Bluetooth.
20. Participants are not allowed to leave any signature, watermark, or any direct symbol of ownership on the final output.
21. The only logos participants are allowed to use are the USSG and CNSC logos.
22. Any photos or graphics used shall adhere to laws regarding intellectual property and copyright. Plagiarism shall result in disqualification.
23. Participants who will utilize software that requires internet connection shall provide their own internet connection (e.g. mobile data, pocket Wi-Fi, hotspot).
24. The theme will be announced on the day of the competition.
25. Any participant who fails to submit before the deadline or tampers the design in any way after the deadline shall be disqualified.

CRITERIA FOR JUDGING:

|  |  |
| --- | --- |
| Criteria | Percentage |
| Design Quality | 40% |
| Content Relevance and Accuracy | 30% |
| Creativity and Originality | 20% |
| Audience Impact (Facebook Reactions) | 10% |
| TOTAL | 100% |

1. Creative Photography
2. Each delivery unit should have two (2) representatives for this competition.
3. The participants are allowed to use any device (Cellphone/Digital Camera).
4. The facilitator will conduct a short orientation about the theme on the day of the event.
5. The participants will be given two hours to compete.
6. The contestants will be given 30 minutes to edit the photos.
7. Laptop or any devices that can be used to edit the entries shall be provided by the contestants. The medium of the editing shall be any non-AI generating software. Photo manipulation is prohibited.
8. Entries will be printed to the highest quality on an A4 sized glossy photo paper for judging.
9. No distinguishing mark or name shall be left in the entries.
10. The entries shall be judged by pair and must work as a dyad and relevant to the theme.
11. The judge's decision is final and irrevocable.

Criteria for Judging:

|  |  |
| --- | --- |
| Criteria | Percentage |
| Objectives, Concepts, and Knowledge of the Subject | 50% |
| Composition of Pictures and Technicality | 30% |
| Mastery of Media Skills | 20% |
| TOTAL | 100% |

1. Family Feud
2. A team of five participants shall represent each delivery unit.
3. The USSG shall facilitate the survey for 100 people.
4. The first two teams to play are determined by random draw. The other two teams will take the field for the second battle.
5. One member of each team faces the other in a face-off as the facilitator reads the question off the game board.
6. The team that buzzed in with the correct answer receives control of the board and has the option of playing or passing control to the other team.
7. The team that has the control tries to reveal all of the correct answers to the question before receiving three strikes.
8. Each participant shall be given 30 seconds to answer.
9. If the team receives three strikes without clearing the board, control is passed to the other team.
10. The team that now has the control is able to give one answer in the hopes that it is found on the board.
11. If it is, points are added to the team's score. If not, the other team gets the points.
12. Points are collected as each team finds its answers to the question on the board.
13. Continue the game for the other pairs, repeating steps three through nine following a bracket system.
14. Pinoy Henyo
15. One pair shall represent the delivery unit.
16. Each delivery unit shall submit five words related to CNSC to USSG before March 31, 2024.
17. The first two (2) teams to play will be determined by a random draw.
18. The other two (2) teams will take the field for the second battle.
19. Each team has two (2) members: one as the guesser and one who can only answer the guesser's questions with a yes/oo, no/hindi, or maybe/pwede.
20. The time limit is five (5) minutes, which begins when the word is revealed.
21. The person who responds with anything other than yes/oo, no/hindi, or maybe/pwede will be penalized by five (5) seconds.
22. The timer stops when the group correctly guesses the answer.
23. Penalties will be added to the end time. The calculated end time will be the final result.
24. The pair with the most words guessed wins.
25. In case of a tie, a two-minute tie-breaker set shall be held.
26. Continue the game for the other pairs, repeating steps three through nine following a bracket system.
27. Chess Team
28. A team shall consist of only three participants per delivery unit with at least one participant from any gender.
29. Each player will be declared as Player A, B, and C respectively. All players with the same letters shall compete with each other.
30. The rules shall be in accordance with the FIDE laws for rapid play chess.
31. Swiss game format shall be incorporated in the tournament with only three rounds in total and 30 mins time control per board.
32. The team with the most scores will win.
33. Dama Team
34. The Dama Team should be composed of 3 individuals whether student or faculty per delivery unit and at least one participant should belong to a different sex than the rest of the team.
35. The bracket will be classified by A, B, and C as well as the participants, participant A, B, and C.
36. The game shall follow the rules of checkers.
37. Each bracket will be in the form of a round robin in which each participant will be having a match with every opponent in their bracket.
38. In a match, each participant should be given 5 minutes each as the timer for their turn.
39. The participant who will be using the white pieces shall be the first to move. An app will be used to determine the color of the pieces of the participants.
40. A participant who will run out of time or dama pieces will be automatically the loser of the match, and the other participant will be the winner.
41. Wins will be recorded as one point, draws as 0.5 point, and loss as 0. The total points accumulated per team will decide the winner.
42. Talent Showdown
43. Any individual or team but not exceeding 40 members composed of students and/or faculty shall represent each delivery unit.
44. The performance shall be four minutes long including preparation and can be any type.
45. Any excess time shall equate to a deduction based on the percentage of the excess to the total time.
46. The maximum number of entries per delivery unit is three.
47. The judges shall have score cards from 1-10 and a card with the symbol “X”.
48. If all three judges raise their “X” cards, the performance must immediately stop.
49. Judges shall raise the score card equivalent to their judgement.
50. Participants should prepare at least three pieces or performances.
51. After the first round, the top ten shall perform their second piece for the next judging for the second round.
52. The “X” card ruling shall still apply until the end of the entire event.
53. The top three will be selected for the third and last round.
54. The scores of the judges shall decide the ranking for 2nd Runner Up, 1st Runner Up, and Grand Champion.
55. All equipment, instruments, and materials shall be provided by the participants.
56. No injury or life-threatening performances are allowed including those that will endanger or offend the performer, facilitator, or crowd itself.
57. Star of the Night
58. After the Talent Showdown, student governments shall submit one student representative from their delivery unit to the USSG Executive Council and shall walk the ramp and stage for judging.
59. The USSG Executive Council with a total of 15 members shall be the judges.

Criteria for Judging:

|  |  |
| --- | --- |
| Criteria | Percentage |
| Visual | 50% |
| Confidence and Delivery | 30% |
| Audience Impact | 20% |
| TOTAL | 100% |

1. MERCHANDISE AND INCOME-GENERATING PROJECTS

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name of package | Inclusion | Capital | Markup | Early Bird | Regular Price |
| EMPRESS | 1. 10 Raffle Entries 2. Fast Pass 3. Water Gun 4. Bandana 5. Shirt 6. 10 Votes (Film) 7. Hand Fan 8. Lanyard | 447 | 30% | 599 | 670 |
| QUEEN | 1. T shirt 2. 10 Raffle Entries 3. Registration 4. White Bandana | 319 | 34% | 429 | 500 |
| PRINCESS | 1. Registration 2. 6 Raffle Entries 3. Water Gun 4. White Bandana | 89 | 36% | 119 | 140 |
| DUCHESS | 1. Registration 2. 3 Raffle Entries 3. Water Gun | 57 | 40% | 79 | 90 |
| BARONESS | 1. Registration 2. 1 Raffle Entry | 7 | - | 18 | 20 |

Note: Prices and products may change depending on the final votes of the board and councils.

1. OPENING PROGRAM

|  |  |  |
| --- | --- | --- |
| TIME | ACTIVITY | IN-CHARGE |
| 9:00 AM – 9:15 AM | Inter-Faith Prayer | VARIOUS STUDENT VOLUNTEERS |
| 9:15 AM – 9:20 AM | National Anthem | CNSC CHORALE |
| 9:20 AM – 9:25 AM | CNSC Hymn | CNSC CHORALE |
| 9:25 AM – 9:30 AM | Introduction of Speaker | MASTERS OF CEREMONY |
| 9:30 AM – 9:40 AM | Message | DR. MARLO M. DE LA CRUZ, PECE President |
| 9:40 AM – 9:50 AM | Message | DR. DOLORES C. VOLANTE Vice President for Academic Affairs |
| 9:50 AM – 10:00 AM | Opening Remarks | MR. RENE N. ABRERA Faculty Trustee |
| 10:00 AM – 10:30 AM | Presentation of Delegates | STUDENT GOVERNMENT PRESIDENTS |
| 10:30 AM – 10:40 AM | Unity Dance | MX. MEL S. TORRES Director for Academic Affairs |
| 10:40 AM – 11:00 AM | Ceremonial Unrolling of Event Tarpaulins | JOSHUA V. ENCANTO Internal Affairs Officer |

1. 1st UCN BALL PROGRAM

|  |  |  |
| --- | --- | --- |
| TIME | ACTIVITY | IN-CHARGE |
| 5:30 PM – 6:00 PM | Registration | MS. AARE JABAL KATHRINAH M. GUTIERREZ Secretary - General |
| 6:00 PM – 6:15 PM | Inter-Faith Prayer | VARIOUS STUDENT VOLUNTEERS |
| 6:15 PM – 6:20 PM | National Anthem | AVP |
| 6:20 PM – 6:25 PM | CNSC Hymn | AVP |
| 6:25 PM – 6:30 PM | Introduction of Speakers | MASTERS OF CEREMONY |
| 6:30 PM – 6:40 PM | Message | DANIEL O. PARIS Chairperson / Student Trustee |
| 6:40 PM – 6:50 PM | Opening Remarks | NIKKA MARIE F. CARMONA, MLL USSG Adviser |
| 7:00 PM – 10:00 PM | Talent Showdown | MR. RENE N. ABRERA Faculty Trustee |
| 10:00 PM – 10:05 PM | Toast | ROMMEL M. DOMA Head Legislator |
| 10:05 PM – 10:30 PM | Message | BOARD OF DIRECTORS |
| 10:30 PM – 11:20 PM | Party Proper | MASTERS OF CEREMONY |
| 11:20 PM – 11:50 PM | Awarding | MASTERS OF CEREMONY |

1. BUDGETARY REQUIREMENTS

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | Quantity | Unit | Unit Cost | | Subtotal | Event/s |
| Décor and Sound System | 1 | day | ₱17,000.00 | | ₱17,000.00 | Preparation |
| LED Wall Rent | 1 | night | ₱10,000.00 | | ₱10,000.00 | Preparation |
| Two Main Vertical Tarpaulins (1.5mx9m) | 89 | sq. ft. | ₱16.00 | | ₱1,424.00 | Preparation |
| Background Tarpaulin (4ftx8ft) | 32 | sq. ft. | ₱16.00 | | ₱512.00 | Preparation |
| Gun Tacker | 1 | pcs | ₱200.00 | | ₱200.00 | Preparation |
| Glue Gun | 3 | pcs | ₱100.00 | | ₱300.00 | Preparation |
| Glue Sticks | 50 | pcs | ₱3.00 | | ₱150.00 | Preparation |
| Paper Tape | 5 | pcs | ₱30.00 | | ₱150.00 | Preparation |
| Adhesive Tape | 2 | pcs | ₱30.00 | | ₱60.00 | Preparation |
| Scotch Tape | 2 | pcs | ₱30.00 | | ₱60.00 | Preparation |
| Popsicle Sticks | 1 | pack | ₱50.00 | | ₱50.00 | Preparation |
| Manila Paper | 10 | pcs | ₱7.00 | | ₱70.00 | Preparation |
| Judge Honoraria | 27 | pax | ₱500.00 | | ₱13,500.00 | Judging |
| Wi-fi Connection | 1 | month | ₱4,000.00 | | ₱4,000.00 | Live/Posting |
| Layout Artist's Fee | 4 | pax | ₱500.00 | | ₱2,000.00 | Tarpaulins/ Inclusions |
| Lei |  | pcs | ₱150.00 | | ₱1,500.00 | Judging |
| Lanyard for Facilitator | 20 | pcs | ₱50.00 | | ₱1,000.00 | Facilitating |
| Referee Honoraria | 1 | pax | ₱1,000.00 | | ₱1,000.00 | Volleyball |
| Vellum Board | 2 | reams | ₱300.00 | | ₱600.00 | General/ Invitations |
| Water Gun Normal | 400 | pcs | ₱10.00 | | ₱4,000.00 | Inclusions |
| Water Gun High Quality | 25 | pcs | ₱70.00 | | ₱1,750.00 | Facilitating |
| Dye | 10 | packs | ₱150.00 | | ₱1,500.00 | Foundation Walk |
| Confetti | 10 | packs | ₱50.00 | | ₱500.00 | Foundation Walk |
| Host's Fee | 1 | fee | ₱5,000.00 | | ₱5,000.00 | Hosting |
| Non-Alcoholic Wine | 15 | bottles | ₱200.00 | | ₱3,000.00 | Toast |
| Wrist Band | 12 | packs | ₱100.00 | | ₱1,200.00 | Entry |
| Ucan Ball Carpet Tarpaulin (7ftx10ft) | 70 | sq. ft. | ₱16.00 | | ₱1,120.00 | Red Carpet |
| Star of the Night | 1 | pcs | ₱200.00 | | ₱200.00 | Token |
| Photo Paper Glossy | 3 | reams | ₱600.00 | | ₱1,800.00 | Tickets |
| Garter | 1 | roll | | ₱200.00 | ₱200.00 | Limbo Rack/Chinese Garter/Garter Relay |
| Red Cups | 2 | packs | | ₱100.00 | ₱200.00 | Ball Toss |
| Eggplant | 2 | kg | | ₱100.00 | ₱200.00 | Talong at Itlog |
|  |  |  | |  |  |  |
| Flour | 2 | kg | | ₱75.00 | ₱150.00 | Harina Relay |
| Balloons (Round) | 1 | packs | | ₱150.00 | ₱150.00 | Putukan ng Lobo |
| Balloons (Oblong) | 1 | packs | | ₱150.00 | ₱150.00 | Putukan ng Lobo |
| Pingpong Balls | 30 | pcs | | ₱5.00 | ₱150.00 | Ball Toss |
| Uno Cards | 2 | packs | ₱50.00 | | ₱100.00 | Uno Tournament |
| Playing Cards | 9 | packs | ₱35.00 | | ₱315.00 | Pusoy Dos/Tong-its/Card Relay/Harina Relay |
| Bingo Cards | 3 | packs | ₱50.00 | | ₱150.00 | Bingo Tournament |
| Eggs | 108 | pcs | ₱8.00 | | ₱864.00 | Easter Egg Design/ Easter Egg Hunt |
| Champion Trophy | 1 | pcs | ₱3,000.00 | | ₱3,000.00 | Awarding |
| 1st Runner Up Trophy | 1 | pcs | ₱2,300.00 | | ₱2,300.00 | Awarding |
| 2nd Runner Up Trophy | 1 | pcs | ₱1,500.00 | | ₱1,500.00 | Awarding |
| A4 Bondpaper | 1 | box | ₱1,100.00 | | ₱1,100.00 | Tally/Scoring |
| Metallic Pen | 6 | pcs | ₱50.00 | | ₱300.00 | Tally/Scoring |
| Permanent Marker | 6 | pcs | ₱15.00 | | ₱90.00 | Tally/Scoring |
| Whiteboard Marker | 3 | pcs | ₱50.00 | | ₱150.00 | Tally/Scoring |
| Lunch | 50 | pax | ₱70.00 | | ₱3,500.00 | Meals |
| Dinner | 50 | pax | ₱70.00 | | ₱3,500.00 | Meals |
| Snack | 50 | pax | ₱50.00 | | ₱2,500.00 | Snacks |
| Lunch VIP | 10 | pax | ₱150.00 | | ₱1,500.00 | Meals |
| Dinner VIP | 10 | pax | ₱150.00 | | ₱1,500.00 | Meals |
| Snack VIP | 10 | pax | ₱50.00 | | ₱500.00 | Snacks |
| Paper Cups | 10 | packs | ₱40.00 | | ₱400.00 | Drinks |
| Contingency Fund | 1 | cash | ₱5,000 | | ₱5,000.00 | Fund |
|  |  |  | TOTAL | | ₱103,115.00 |  |

Note: The above fees will be charged to the USSG General Fund and Ticket Sales.

1. EXCUSE FROM CLASSES

As part of the preparation for the event, we hereby request that the following officers be excused on April 01, 2024 from their classes to prepare for the event.

|  |  |  |  |
| --- | --- | --- | --- |
| NO | NAME | COUNCIL | POSITION |
| 1 | Paris, Daniel O. | Executive | Chairperson |
| 2 | Fernandez, Aljon Kyle E. | Board | Executive Director |
| 3 | Villaluz, Gabriela R. | Board | Director for Administrative Affairs |
| 4 | Torres, Mel S. | Board | Director for Academic Affairs |
| 5 | Asiao, Mariano Laurence R. | Board | Director for Extensions |
| 6 | Salen, Lerwen H. | Board | Member |
| 7 | Encanto, Joshua V | Executive | Internal Affairs Officer |
| 8 | Ramorez, Manuel V. | Executive | External Affairs Officer |
| 9 | Espinas, Rochelle A. | Executive | Financial Affairs Officer |
| 10 | Buatis, Cywar Frank Paul P. | Executive | Auditing Officer |
| 11 | Cereno, Earl Laurence A. | Executive | Budget Officer |
| 12 | Laviña, Mykel H. | Executive | Planning Officer |
| 13 | San Ramon, Carl Jefferson V. | Executive | Procurement Officer |
| 14 | Matreo, Mary Grace A. | Executive | Logistics Officer |
| 15 | Obingayan, Dion Jason F. | Executive | Media and Publicity Officer |
| 16 | Espenida, Roy | Executive | Technical Officer |
| 17 | Gutierrez, Aare Jabal Kathrinah M. | Executive | Secretary-General |
| 18 | Doma, Rommel M. | Legislative | Head Legislator |
| 19 | Vela, Alex | Legislative | Deputy Speaker 1 |
| 20 | Balmes, Erica Joy | Legislative | Deputy Speaker 2 |
| 21 | Cabrejas, John Mark B. | Legislative | Deputy Speaker 3 |
| 22 | Sac, Aloha Jane F. | Legislative | Member |
| 23 | Malacat, Michelle | Legislative | Member |
| 24 | Magalona, Monching R. | Legislative | Member |
| 25 | Seludo, Alessandra F. | Legislative | Member |
| 26 | Varin, Daniela Ann | Legislative | Member |
| 27 | Subia, Jethro Andre | Legislative | Member |
| 28 | Jallorina, Hannaly | Legislative | Member |
| 29 | Sabanal, Christian Lloyd | Legislative | Member |
| 30 | Clacio, Edison B. | Legislative | Member |
| 31 | Desacula, Martin Jr. | Legislative | Member |
| 32 | Gallego, Mary Jane | Legislative | Member |
| 33 | Golez, Iza Rhaquel | Legislative | Member |
| 34 | Macapia, Nicka | Legislative | Member |
| 35 | Portugal, John Michael | Legislative | Member |
| 36 | Magno, Dhween J. | Legislative | Member |
| 37 | Tagala, Erica Mikaela | Legislative | Member |
| 38 | Requejo, Danz Andrey | Legislative | Member |
| 39 | Fernandez, Jyka Grace B. | Legislative | Member |
| 40 | Balce, Mark Angelo P. | Legislative | Secretary |
| 41 | Gadil, Mark Dharryl | Committee | Scholarships |
| 42 | Jaranilla, Heart | Committee | Culture and Arts |
| 43 | Loremia, Rainier Joshua | Committee | Cyber Relations |
| 44 | Salen, Adonis II L. | Committee | Gender and Development |
| 45 | Riondanga, Ariane | Committee | Emergency Response |

Prepared by:

**DANIEL O. PARIS**

Chairperson  
Union of Supreme Student Government

Certified as Approved by the Board:

**ALJON KYLE E. FERNANDEZ**  
Executive Director  
Union of Supreme Student Government - Board of Directors

Noted by:

**NIKKA MARIE F. CARMONA, MLL**

Adviser  
Union of Supreme Student Government

Recommending Approval:

**DOLORES C. VOLANTE, EdD**

Vice President for Academic Affairs

Approved by:

**DR. MARLO M. DE LA CRUZ, PECE**  
SUC President III