

## Competitions Rules, Mechanics, Booths:

### COLLEGE OF BUSINESS ADMINISTRATION DEPARTMENT - COMPETITION

#### Title of Activity: **Singing Competition**

- This activity is a Singing competition for all students of Comteq College.
- The competition has two categories Solo and Duet.
- The said activity has a registration fee amounting to Php 150.00/Per students to incur the expenses for the certificate, snacks for judges, and a cash prize for the winners.
- Singing Contest: Contestant can select their own piece which must not exceed five (3) minutes.
- The song can be in English or Tagalog.
- Solo – 1 Student/Participant per team
- Duet - 1 Duos per Team

#### Title of Activity: **Group Dance Competition**

- This activity is a Group Dance Competition for all students of Comteq College.
- The group has to have a minimum of five (5) members and a maximum of eight (8) members.
- The said activity has a registration fee amounting to Php 500.00/Per team to incur the expenses for the certificate, snacks for judges, and a cash prize for the winners.
- Each group will perform to any dance music with 3 minutes minimum 5 minute's maximum time. Each group will have a minimum of five (5) and a maximum of ten (10) members. The members of the group may be composed of all males or females, (as long as the members of the group are in the same team).
- Dancing - 1 Groups per Team

#### Title of Activity: **Poster-Making Contest**

- This activity is open to all students of COMTEQ College.

- This activity is a team competition that showcases their talent through Poster- Making a Contest based on the given criteria. All teams are required to participate in showcasing both entries. All participants are required to bring their materials.
- The students will create their masterpiece. the theme will be announce at the day of the competition

Title of Activity: **Pinoy Henyo**

- This activity is open to all students of COMTEQ College. It is a word guessing game with a group of two (2) members per team: one as the guesser and the other one who is only allowed to respond to the guesser's question with a yes, no, or maybe.
- The winner will be the group with the shortest time to guess all the questions.
- The said activity has a registration fee amounting to Php 100.00 to incur the expenses for the certificate, snacks for judges, and a cash prize for the winners.
- It is a word guessing game with a group composed of two (2) members: one as the guesser and the other one who is only allowed to respond to the guesser's question with a yes, no or maybe. The winner will be the group with the shortest time to guess all the questions.

Title of Activity: **Spoken Poetry**

- The students will create their masterpiece. The theme will be announced ASAP.
- Spoken Poetry This activity is open to all students of COMTEQ College. A word-based performance art where speakers engage in powerful self-expression by sharing their views on particular topics for a live audience, focusing on sound and presentation.
- We are also here to inform everyone that we are collecting a fee of one hundred fifty (50) pesos per contestant and those collected fee mentioned is for awards, certificates, and tokens for judges.
- It is a writing that is meant to be spoken or delivered with emotion to an audience. It is an oral art that focuses on the art of word play, rhythm, improvisation, intonation and voice inflection.

## COLLEGE OF BUSINESS ADMINISTRATION DEPARTMENT – BOOTH ACTIVITY

### Title Of Booth: **Karaoke Booth**

- This activity is open to all students of COMTEQ College.
- It is a form of entertainment booth where they can relax and sing a song from their favorite song list.
- The said activity has the following fees:
  - o Entrance fee – Php 5.00
  - o Song Fee – Php 5.00

## SUPREME STUDENT COUNCIL & SUPREME SECONDARY LEARNER GOVERNMENT – COMPETITION ACTIVITY

### Title Of Activity: **Amazing Race**

- An "Amazing Race" is important that can encourage teamwork, problem-solving, staying active, and having fun while learning. By participating in challenges, students learn to collaborate effectively, think critically, and stay active, and enjoy an engaging educational adventure within the school environment. This type of game not only enhances important skills but also creates memorable experiences that can positively impact students' personal and academic development.
- **RULES AND GUIDELINES**
  - 1. Each participant must wear jogging pants, t-shirt, and make sure to bring extra clothes and above all must bring their own bottled water or any container they can carry.
  - 2. Every cellphones, money will be confiscated to prevent any fraud.
  - 3. Each team must wear their team color. If the team does not follow the color coding of their members then the whole team will not be allowed to play.
  - 4. Each team cannot pass through the national road/main road/highway to avoid accidents.
  - 5. Anyone who is late in the time given by the official officers on the day of the start of the competition may be DISQUALIFIED or "DQ". Only a 5 minutes grace period will be given.
  - 6. Each group should assign a standing leader and medical assistant to ensure everyone's safety.

- 7. The participants cannot go with their teammate or group member to watch or hold their things. This is to prevent cheating, overcrowding, or accidents.
- 8. If the challenge becomes too difficult, participants can choose to give up, but they will be given 10 minutes to stay at the station where the challenge was not completed. However, if all team members decide to give up, they will only be given 5 minutes.
- 9. The challenge cannot begin if the team is incomplete.
- 10. Each station with different challenges also has rules that must be followed. Violating these rules may result in disqualification or a 10-minute penalty.
- 11. Anyone who fails to follow the given rules and caught cheating will be disqualified

- **MECHANICS**

- 1. Amazing Race is open to all students of COMTEQ College aged 18 and over.
- 2. Each team must have 10 members only.
- 3. Submitting the following requirements and paying the registration fee is also required. Reg Fee: 500 per team/ 50 pesos each Requirements: - Photocopy of school ID - Parent Consent/Waiver
- 4. People with illnesses such as heart disease, asthma, and others are not allowed to participate.
- 5. All requirements must be submitted, and the participant's name must be registered by March 8, 2024

- **STATIONS**

- STATION 1: COMTEQ at Savers Side Challenges per Station: Mystery Box (Ipasok mo himasin mo, baby)
- STATION 2: SM Downtown sa likod Challenges per Station: Sayaw ka nga
- STATION 3: Asinan Covered Court Challenges per Station: Buoin mo(Puzzle letter)
- STATION 4: Pag-asa Covered Court Challenges per Station: Buoin mo ulit(Rubics Cube)
- STATION 5: Kalalake Elementary School sa Tabi Challenges per Station: Kainin mo, spell mo
- STATION 6: East Tapinac Barangay Hall sa Gilid Challenges per Station: Riddle
- STATION 7: Tapinac Oval Challenges per Station: Relay(Sagutin mo ko)
- STATION 8: Marikit Park(River Side) Challenges per Station: Treasure Hunting
- STATION 9: St. Jo(Canda Street) Challenges per Station: Kumain ka para masaya
- STATION 10: COMTEQ building 3 rd Floor Challenges per Station: I love COMTEQ

Title of Activity: **Scrabble**

- Scrabble helps students improve their language skills, think strategically, and interact with others. By playing Scrabble, students learn new words, practice spelling, and develop critical thinking in a fun and educational way. It also encourages teamwork and friendly competition, making it a great learning tool for schools.
- **RULES**
  - You should have a game board, 100 letter tiles, a letter bag, and four racks.
  - 2. Before the game begins, all players should agree upon the dictionary that they will use. All words labeled as a part of speech (including those listed of foreign origin, and as archaic, obsolete, colloquial, slang, etc.)
  - 3. Place all letters in the pouch, or face-down beside the board, and mix them up.
  - 4. Draw for first play. The player with the letter closest to "A" plays first. A blank tile beats any letter. Return the letters to the pool and remix. All players draw seven new letters and each places them on their racks.
  - 5. Diagonal words are not allowed. 6. No tile may be shifted or replaced after it has been played and scored.
- **MECHANICS**
  - 1. The first player combines two or more of his or her letters to form a word and places it on the board to read either across or down with one letter on the center square.
  - 2. Complete your turn by counting and announcing your score for that turn. Then draw as many new letters as you played; always keep seven letters on your rack, as long as there are enough tiles left in the bag.
  - 3. Play passes to the left. (The second player), and then each in turn, adds one or more letters to those already played to form new words. All letters played on a turn must be placed in one row across or down the board, to form at least one complete word. If, at the same time, they touch others letters in adjacent rows, those must also form complete words, crossword fashion, with all such letters. The player gets full credit for all words formed or modified on his or her turn.
  - 4. New words may be formed by:
    - · Adding one or more letters to a word or letters already on the board.
    - · Placing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it.
    - · Placing a complete word parallel to a word already played so that adjacent letters also form complete words
  - 5. Blanks: The two blank tiles may be used as any letters. When playing a blank, you must state which letter it represents. It remains that letter for the rest of the game.
  - 6. You may use a turn to exchange all, some, or none of the letters. To do this, place your discarded letter(s) face-down. Draw the same number of letters from the pool, and then mix your discarded letter(s) into the pool. This ends your turn.
  - 7. The game ends when all letters have been drawn and one player use his or her last letter; or when all possible plays have been made.

- **SCORING OF THE GAME**

- 1. Use a score pad or piece of paper to keep a tally of each player's score, entering it after each turn. The score value of each letter is indicated by a number at the bottom of the tile. The score value of a blank is zero.
- 2. The score for each turn is the sum of the letter values in each word(s) formed or modified on that turn, plus the additional points obtained from placing letters on Premium Squares.
- 3. Premium Letter Squares: A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.
- 4. Premium Word Squares: The score for an entire word is doubled when one of its letters is placed on a pink square: it is tripled when one of its letters is placed on a red square. Include premiums for double or triple letter values, if any, before doubling or tripling the word score. If a word is formed that covers two premium word squares, the score is doubled and then re-doubled (4 times the letter count), or tripled and then re-tripled (9 times the letter count). NOTE: the center square is a pink square, which doubles the score for the first word.
- 5. Letter and word premiums count only on the turn in which they are played. On later turns, letters already played on premium squares count at face value.
- 6. When a blank tile is played on a pink or red square, the value of the word is doubled or tripled, even though the blank itself has no score value.
- 7. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word.
- 8. BINGO! If you play seven tiles on a turn, it's a Bingo. You score a premium of 50 points after totaling your score for the turn.
- 9. Unused Letters: When the game ends, each player's score is reduced by the sum of his or her unused letters. In addition, if a player has used all of his or her letters, the sum of the other players' unused letters is added to that player's score.
- 10. The player with the highest final score wins the game. In case of a tie, the player with the highest score before adding or deducting unused letters wins.



## SUPREME STUDENT COUNCIL – BOOTH ACTIVITY

### BOOTH NAME: **Cinema Booth**

- The cinema booth will start on the first day of the event of COMTEQ School Fair 2024, it will be open from nine (9:00 AM) in the morning to five (5:00 PM) in the afternoon.
- The Cinema booth has no chairs, all watchers will be sitting on the floor with carpet, it looks like home vibes.
- The Cinema booth has five (5) screenings per day and it has a Php 30.00 (tentative) registration fee.
- Only 50 people will be allowed to enter and watch inside the cinema booth. The cinema booth room is room no. 314 4th floor. All films shown are Rated PG.
- Registration Fee: Php 30.00.00
- Material to be Needed:
  - o 3 Tables

### BOOTH NAME: **Jail Booth**

- Jail Booth will start on the first day of the event of COMTEQ School Fair 2024, it will be open from nine (9:00 AM) in the morning to five (5:00 PM) in the afternoon.
- Those who will be arrested will only be announced and the students can say who they want to be arrested but the student will pay 10 pesos to whom they want to be arrested. If they want to be released or get out of the jail booth they will pay their bail of five pesos (Php 5.00).
- Every 15 minutes that they are inside the jail booth, there is an additional fee of 5 pesos.
- Booth Fee: Php 10.00 for requesting someone who wants to be imprisoned and Php 5.00 for Bail.

## **SUPREME SECONDARY LEARNER GOVERNMENT (SSLG) – BOOTH ACTIVITY**

BOOTH NAME: Tambayan Booth

- Students will stay and relax inside the classroom.
- Students are required to pay an accommodation fee of Php 20.00.

BOOTH NAME: **Beads & Crafts Booth**

- Student can make their own beads.
- Students are required to pay for every bead and craft they/we made.
- They are also creating their bracelets and necklaces.

BOOTH NAME: **Chance to Love Booth**

- Students may have time to talk to the person who is special to them, friends, or loved ones.

## **COLLEGE OF BUSINESS AND ACCOUNTANCY – COMPETITION ACTIVITY**

Title Of Activity: **Quiz Bee**

- This activity is open to all students at COMTEQ College. The students will compete in a battle of intelligence using a quiz bee. It is separated into 3 different levels. (easy), (average), (hard).
- The participants need to bring their own materials.
- The said activity has a registration fee amounting to Php 50.00 per student to incur the expenses for the certificate, snacks for judges, and a cash prize for the winners.
- The students will compete in a battle of intelligence using a quiz bee. It separates in 3 different levels. (easy),(average),(hard).

Title Of Activity: **Spelling Bee**

- This activity is open to all students of COMTEQ College. Participants must correctly spell English words that the facilitator will provide.



- The said activity has a registration fee amounting to Php 50.00 per student to incur the expenses for the certificate, snacks for judges, and a cash prize for the winners.
- Participants must correctly spell English words that the facilitator will provide. The definition will also be provided. This is a "last man standing" competition.

### **COLLEGE OF COMPUTER STUDIES DEPARTMENT – ACTIVITY COMPETITION**

#### **Title of Activity: Lip Sync Battle**

- This activity is an enjoyable battle that showcases their talent through Lip Sync performance based on the chosen music.
- 1 Group per team.
- The said activity is composed of 4 to 5 members for each team participants.
- The said activity has a registration fee amounting to Php 500.00 per team to incur the expenses for the certificate, snacks for judges, and a cash prize for the winners.

#### **Title of Activity: Tetris**

- Tetris begins with an empty screen, requiring the player to fit falling blocks together like a puzzle. is a multiplayer online browser-based typing game There are seven shapes composed of four blocks each, falling into the space one at a time at a fixed speed.
- The player's goal is to rotate the shapes as they fall to complete solid rows without gaps.
- The said activity has a registration fee amounting to Php 50.00 to incur the expenses for the cash prize for the winners.

#### **Title of Activity: Type Racer**

- Type Racer is a multiplayer online browser-based typing game. In TypeRacer, players complete typing tests of various texts as fast as possible, competing against themselves or with other users online.
- The said activity has a registration fee amounting to Php 50.00 to incur the expenses for the cash prize for the winners.

Title of Activity: **Mobile Legends**

- Mobile Legends: Bang Bang is a multiplayer online battle arena (MOBA) game designed for mobile phones. The game is free-to-play and is only monetized through in-game purchases like characters and skins. Each player can control a selectable character, called a Hero, with unique abilities and traits. Categories: can be on different Teams to form a team consisting of 5 players 1 reserve to complete 16 teams in all.
- Provide Self Data.
- The said activity has a registration fee amounting to Php 300.00 per team to incur the expenses for the cash prize for the winners.

Title of Activity: **Call of Duty**

- Call of Duty Mobile is a free-to-play first and third-person shooter video game “Deathmatch” Categories: can be on different Teams to form a team consisting of 5 players to complete 16 teams in all.
- Provide Self Data
- The said activity has a registration fee amounting to Php 300.00 per team to incur the expenses for the cash prize for the winners.

**ALUMNI IT – COMPETITION ACTIVITY**

Title of Activity: **Chess Competition**

- The Chess Competition invites chess enthusiasts from all backgrounds to showcase their strategic prowess on the board. Participants will engage in intense matches following the official rules of chess. Each move is a calculated decision, as players navigate through the complexities of the game, aiming to outsmart their opponents.
- Rules:
  - Each participant will play against opponents determined by each team it should have 1 player each team Matches will be timed Participants must maintain fair play and adhere to sportsmanship throughout the competition. Players are responsible for their own time management during games. Touch-move rule applies. Electronic devices are not allowed during games. Fair Play Policy: Players are expected to conduct themselves in a respectful and sportsman like manner. Any form of cheating, including but not

limited to using external assistance or violating time control rules, will result in immediate disqualification from the tournament.

- Format: Swiss System Number of Rounds: 5 rounds
- Time Control: Each player has 30 minutes for the entire game (known as G/30, meaning each player has 30 minutes on their clock for the entire game).
- Scoring System:
  - Win: 1 point
  - Draw: 0.5 points
  - Loss: 0 points
- Tiebreakers:
  - Buchholz
  - Sonneborn-Berger
  - Performance rating
- Entrance Fee:
  - Entrance fee of 10 pesos is required
- Pairings:
  - Round 1: Random pairing
  - Subsequent rounds: Players are paired based on their current scores, avoiding repeat pairings whenever possible.

## **COLLEGE OF COMPUTER STUDIES DEPARTMENT – SKILLS AND TRADE AREA COMPETITION**

### **Title of Activity: PC Assembly/Networking Competition**

- The PC Assembly/Networking Competition is a thrilling event open to all COMTEQ College students. The competition is based on PC assembly and networking troubleshooting given the provided criteria.
- The participant will receive a Certificate of Award for the winner and a Certificate of Participation for the placer.

### **Title of Activity: IT Software Solutions for Business (IT SSB)**

- The IT Software Solutions for Business (IT SSB) is a competition that provides IT solutions to a given problem. This competition is for CCS students who compete in software programming with the given problem of creating new systems and modifying existing ones to provide software solutions to large and small businesses.

- The participant will receive a Certificate of Award for the winner and a Certificate of Participation for the placer.

Title of Activity: **Web Designing**

- The competition is for the CCS students who compete in Web design involves creating the visual elements and layout of a website, while coding involves translating these designs into a functional website using programming languages like HTML, CSS, and JavaScript using the provided criteria.
- The participant will receive a Certificate of Award for the winner and a Certificate of Participation for the placer.

Title of Activity: **Graphic Designing**

- The competition is for the CCS students who compete in graphic designing which focuses on the logic of displaying elements in interactive designs to optimize the user experience.
- The participant will receive a Certificate of Award for the winner and a Certificate of Participation for the placer.

Title of Activity: **Multimedia**

- The competition is open to all student of COMTEQ Students.
- The content of multimedia will be the activity from DAY 1 to DAY 5 (portion).
- All participants will create multimedia content such as videos, animations, audio recordings, graphics, or interactive presentations, based on a specific theme or set of guidelines.

**COLLEGE OF COMPUTER STUDIES DEPARTMENT – BOOTH ACTIVITY**

**BOOTH NAME: Escape Room**

- This booth is open to all students at COMTEQ COLLEGE. The students will enter a dark room and solve a series of puzzles to escape the room within a limited amount of time.
- The said activity has an entrance fee amounting to Php 20.00 to incur the expenses for the cash prize for the winners.

**BOOTH NAME: Arcade Room**

- This booth is open to all students at COMTEQ COLLEGE. The students will enter with a room of Gadgets like PlayStation: (PS4)
- The said activity has an entrance fee amounting to Php 45.00 per 30mins of game time  
Php 80.00 per hour.
- Material to be Needed:
  - o 1 Table

**COLLEGE OF COMPUTER STUDIES / COLLEGE OF BUSINESS ADMINISTRATION  
DEPARTMENT**

**\*\* GENERAL ACTIVITY \*\***

**Title of Activity: Mr. & Ms. Ambassador of COMTEQ**

- This activity is open to all students of COMTEQ College. Mr. & Ms. Ambassador is the main event of the Comteq Computer College School Fair.
- This activity is open to students who will be selected as representatives of each team, one male and one female. There are four (4) teams, each of which must choose their representative, resulting in a total of eight (8) contestants overall.
- The competition consists of Uniform Attire, Costume Attire, Talent, Formal Attire, and Q & A. Winners will be judged by 3-4 judges provided.

