



ENGG 2018 WEEK



H A N D B O O K

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ORGANIZATION	EVENT NAME
ESC	Miss Engineering
	Smoker Night
	Tanghalan
	Engineering Week Afterparty
49ERS	EnggBetween
	Focus on MMMe
	Hayok Sa EWOC
ACES	Indakan (Group)
	Indakan (Pair)
	Jammeng'g
AGGREGATES	Crammeng'g
	Enggterpretations Film Festival (Category A and B)
ALCHEMES	Rolleng'g Deeper
	Blind Jeng'gga
BETA EPSILON	MSK 2018 (Pair)
	MSK 2018 (Group)
CIEM	Manufactureng'g
	Matcheng'g
CIRCUIT	For Your Eng'gertainment
	Pakapaleng'g
	Wer na View? Eng'g na Me.
CREST	Casteng'g Call
	Crazy Badminton
CURSOR	Darteng'g
	Cosplayeng'g
	Finger Olympics (Finger-O)
EMC <sup>2</sup>	Kanalan 2018
	Pautakan 2018
ENG'G SOC	Curtain Callengg
	Likha
	Peng'gpong
EPSILON CHI	Blind Volleyball
	Iron Woman
ERG	Guess That Theng'g
	MMS: Multi-Media Sprinteng'g
	Priceng'g
GEC	Volleybagan (Men's)
	Volleybagan (Mixed)

	Volleybagan (Women's)
GEOP	Amazeng'g Race
	Dodgeng'g
GPs	Basaeng'g
	Kabayeng'g
	Videokeng'g
	Triathlokan Xtreme
IE CLUB	Sales Pitcheng'g
	Touch Rugby
	TravelEng'g Salesman
IECEP	Ang Huleng'g Dampot
KEM	Awitan
	Pa-Sense-Syahan
	Dice Gameng'g
MINERS	Juice(KO) Pong
MSS	Food Beng'go
	Mind BlowEng'g
PRIME	Dulaang Engineering
PSME-UPSU	Build Sometheng'g
	Cartoonlitan
	Songwritengg
SME-UPD	Minority Gameng'g
	Point N Shooteng'g
TA	Tau Alpha Basketball League (TABL)
	Tau Alpha Diliman Marathon (TADM)
TLA	The Beauty And The Greek

## APPENDIX

- A. Engineering Week 2018 Steering Committee
- B. Summary of Deductions
- C. Official List of Event-Sponsoring and Participating Organizations
- D. List of Events and Event Categories
- E. List of Engineering Week 2018 Official Forms

The following format, rules and guidelines are hereby adopted to govern the Engineering Week 2018. The Engineering Week 2018 Rules will be followed over event rules in case of conflicts.

1	DEFINITION OF TERMS
College	University of the Philippines, Diliman – College of Engineering. Other colleges besides the College of Engineering will be referred to as other UP Diliman Colleges.
Engineering Week	The terms <b>Engineering Week</b> , <b>Eng'g Week</b> and <b>EW</b> will be used interchangeably throughout the rules
EW drive	The official drive of Engineering Week 2018 is found online at: <a href="http://tiny.cc/EW2018GDrive">tiny.cc/EW2018GDrive</a>
EW e-mail	The official e-mail of Engineering Week 2018 is <a href="mailto:enggweek2018@gmail.com">enggweek2018@gmail.com</a> . All online submissions must be coursed through this e-mail address. Queries, addenda, complaints and other forms submitted to other e-mails will not be acknowledged.
Engineering organizations	These are the organizations recognized by the Engineering Student Council (ESC); those that are included in the official list of event-sponsoring organizations & participating organizations. The terms <b>organization</b> and <b>Engineering organization</b> will be used interchangeably throughout the rules.
Aff Eng'g Student	A student <b>enrolled in the college</b> for the second semester A.Y. 2017-2018 who is part of any Engineering organization (i.e., included in that organization's roster of players). Shifting out and Non-Major students are considered AffEng'g Students.
Aff Once Eng'g Student	A student <b>once enrolled in the college</b> , who is currently enrolled in other UP Diliman Colleges for the second semester A.Y. 2017-2018, and is included in the organization's roster of players.
Aff Never-Eng'g Student	A student never enrolled in the college, but enrolled in other UP Diliman Colleges for the second semester A.Y. 2017-2018, who is part of any Engineering organization. Aff Never-Eng'g will not be allowed to participate in any Eng'g Week events in representation of their organization.
Unaff Eng'g Student	A student enrolled in the college for the second semester A.Y. 2017-2018 and is not part of any Engineering organization's roster
Unaff Non-Eng'g Student	A student not enrolled in the college for the second semester A.Y. 2017-2018 and is not part of any Engineering organization's roster
Engineering Week Overall Champion (EWOC)	An Engineering organization who garners the most number of EWOC points earned by winning or participating in events during the Engineering Week
EWOC Points	The point system used to determine rankings of organizations during Engineering Week. This includes participation points, sponsorship points, and points given in events.
Participant	UnaffEngg, AffEngg, Aff Once Engg participating in sponsoring organization's events
Participation points	Engineering Week points awarded to a non-winning participant in the EW events
Sponsoring organization	An Engineering organization sponsoring an event
Sponsorship points	Engineering Week points awarded to the sponsoring organization in their sponsored events
Plaintiff	At least one disrupted party that brings legal action by filing a formal complaint
Defendant	The party required to make an answer in a legal action. Only sponsoring organizations may be defendants <i>A complaint made by the plaintiff may not be against a competitor in an event</i>
Pending event	One of the following: (1) event that has not been concluded; (2) event with unresolved complaints, or (3) event with scoresheet not yet submitted to the ESC

Roster of players	This is the official list of members of any Engineering organization
Winning player/s	Participating organizations declared in any of the top three positions
Default Time	This is the <b>15-minute grace period</b> (after the scheduled time) given to organizations for them to be able to participate in an event.
Eng'g Week Official Clock	ESC clock, found in Melchor Hall Room 123, will be the basis of the official time for the whole duration of EW. Official time will be synchronized with the time indicated at <a href="http://time.upd.edu.ph">http://time.upd.edu.ph</a> . All organizations are required to synchronize their time with the EW official clock.
Civility	This pertains to the right attitude of people towards each other. Sponsoring organizations shall conduct their event in such a way that they will not demoralize the participants and audience. The participants or players shall also not cause any misbehavior towards co-participants and event organizers. All participating organizations shall adhere to the EW Code of Conduct (Refer to section 13).
Faculty	Any member of the UP Engineering faculty, administration and staff who may or may not be listed under an organization roster
Walk-in	A participation scheme in which participants who have not been previously registered in an event may still be allowed to participate. The sponsoring organization has the discretion to allow walk-in organizations.
Alternate player	Any person who is part of the participating organization's roster is allowed to replace another pre-registered player due to conflicts with the event schedule.
Pre-registration	The submission of intent to participate in an event; with the essential requirements and information of their prospective players
Number of players	Number of participants needed for the event proper

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## TEAM CATEGORIES

1. Student may be classified into 5 categories as shown in Table 1:

**Table 1. Categories of Students and their EW points eligibility**

Category	Eligible to earn EWOC points?	May join Engineering Week events?
Aff Eng'g Student	YES	YES
Aff Once Eng'g Student	YES	YES
Unaff Eng'g Student	NO	YES
Aff Never Engg Student	NO	NO
Unaff Never Engg Student	NO	NO

2. A team may be composed of any combination of students classified above. Teams may be classified into categories as shown in Table 2:

**Table 2. Categories of Teams**

Category	AffEngg Students	Aff Once Engg Students	Unaff Eng'g Student	Aff Never Engg Student	Unaff Never Engg Student

Aff Eng'g Team	YES	NO	NO	NO	NO
Aff Once Eng'g Team	YES	YES	NO	NO	NO
Unaff Eng'g Team	YES	YES	YES	NO	NO

3. Students are **not allowed** to participate in **events sponsored by organizations from which they are members of**. A student is officially considered a member of the organization if he/she is listed under the Roster of Players of that particular organization. Violation of this rule will result to **zero (0) sponsorship points** for the event of the concerned organization.
4. An **ESC officer** may **not organize, join, or participate** in any Engineering Week events. ESC officers are also not allowed to head an org event or be an org coordinator in the events. Violation of this rule will result to **zero (0) EWOC points** for the concerned organization for that event, whether sponsorship or participation points. It should be well noted that in meetings called by the ESC, ESC officers are not allowed to act as representatives of the participating organizations from which they are members of. Only engineering week coordinators/event heads or organization officers should represent their respective organizations to the ESC. Likewise, violation of this rule would automatically result to zero (0) EW points for the concerned organization.

3	<b>EW POINTING SYSTEM</b>
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1. All Engineering Organizations who want to be contenders for the Engineering Week Over-all Champion must submit a Letter of Intent (Form 7) upon submission of roster of players of the organization. Failure to submit the Letter of Intent means that the organization is not eligible to incur any EWOC Points, whether sponsorship or participation points.
2. The point system for day events will fall under one of the categories in Table 3.1. The parameters for point allocation in Table 3.2 and the decision for the range of point allocation are in Table 3.3.
3. Each day and night event will be assessed and scored by the Engineering Week steering committee. The sum of the scores received per parameter as seen in Table 3.2/Table 3.5 would be used to determine the proper EWOC Point Allocation per day event in Table 3.3/Table 3.6. The organization's submission of Form 1 would be used as the basis of assessment of the Engineering Week steering committee.

**Table 3.1 Day Events EWOC points Distribution**

Rank	EWOC Point Category		
Sponsor	100.00	150.00	200.00
1 <sup>st</sup> Place	100.00	150.00	200.00
2 <sup>nd</sup> Place	83.33	125.00	166.67
3 <sup>rd</sup> Place	66.67	100.00	133.33
Participant	33.33	50	66.67

**Table 3.2 EWOC Point Parameter**

Parameters	Units		
	1	2	3
Event cost	P10,000 and above	P1,000 – P9,999	P0 – P999
No. of Participating Individuals per Team	5 and above	3 – 4	1 – 2
Skill Level	High	Medium	Low

Venue of Event Proper	Wide-scope	Large-capacity	Others
Registration Cost	P500 and above	P100 – P499	P0 – 99
Duration of Game	> 3 hours	1.5 hours < x ≤ 3 hours	< 1.5 hours

**Table 3.3 EWOC Point Allocation**

EWOC Point Allocation	Range of Total Score
100	15 – 18
150	10 – 14
200	6 - 9

4. The point system for night events will fall under one of the categories in Table 3.4. The Parameters for point allocation in Table 3.5 and the decision for the range of point allocation are in Table 3.6.

**Table 3.4 Night Events EWOC points Distribution**

Rank	EWOC Point Category		
Sponsor	150.00	200.00	250.00
1 <sup>st</sup> Place	150.00	200.00	250.00
2 <sup>nd</sup> Place	125.00	166.67	208.33
3 <sup>rd</sup> Place	100.00	133.33	166.67
Participant	50	66.67	83.33

**Table 3.5 EWOC Point Parameter**

Parameters	Units		
	1	2	3
Event cost	P250,000 and above	P100,000 – P249,999	P0 – P99,999
No. of Participating Individuals per Team	7 and above	3 – 6	1 – 2
Venue of Event Proper	Within 5 km radius from Melchor Hall	Within 10 km radius from Melchor Hall	More than 10 km radius from Melchor Hall
Registration Cost	P1000 and above	P500 – P999	P1 – P499
Preparation of Participants	More than 6 weeks	4 – 6 weeks	1 – 3 weeks

**Table 3.6 EWOC Point Allocation**

EWOC Point Allocation	Range of Total Score
150	11 – 15
200	9 - 10

5. For the sponsorship points, each engineering organization will only be allowed to sponsor events **maximum of 500 EW points**.
6. For events having only one final winner, the participation points given to the organizations will be the average of the 2nd and 3rd placer points and the participation points of all participating organizations.

*Example:*

Number of Participants: 5 (Winner: A, Other Participants: B, C, D, and E)

1st placer points: 100

Participation points: 33.33

Result: Org A = 100 points

Org B, C, D, E =  $(83.33+66.67+33.33+33.33)/4 = 54.17$  pts each

7. For events having unbreakable tie in the top 3 positions, the points given to the organizations will be the average of the two positions. All other positions will not be affected.

*Example*

For a 150-point event:

**Case 1: Two-Way Tie for 3rd Place**

			Revised Points
Org A	1st	150.00	150.00
Org B	2nd	125.00	125.00
Org C	3rd	100.00	<b>75.00</b>
Org D	3rd	50.00	<b>75.00</b>

**Case 2: Two-Way Tie for 2nd Place**

			Revised Points
Org A	1st	150.00	150.00
Org B	2nd	125.00	<b>112.50</b>
Org C	2nd	100.00	<b>112.50</b>
Org D	4th	50.00	50.00

**Case 3: Two-Way Tie for 1st Place**

			Revised Points
Org A	1st	150.00	<b>137.50</b>
Org B	1st	125.00	<b>137.50</b>
Org C	3rd	100.00	100.00
Org D	4th	50.00	50.00

In summary,

$$\theta = \frac{\sum_{i=1}^n \beta}{n}$$

Where,

$\theta$  = Revised Points

$\beta$  = Points corresponding with ties

$n$  = Number of ties

8. Special breakdown of EW points may be awarded to participating organizations only upon the approval of the EW Overall Heads
9. In cases when the winners are unaffiliated teams, the EWOC points will not be transferred to organizations

*Example*

Org A	1st	150.00
Unaff Team	2nd	---
Org C	3rd	100.00
Org D	4th	50.00

10. Payment of registration fee without the actual appearance and participation of the players in an event will not be considered as an official participant and they will not be awarded any participation points. The registration fees, if any, will not be refunded once the participating organization has been considered default.

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## RECORDS

1. All participating organization must submit their roster of players and should comply with the specified format found at [tiny.cc/EW2018GDrive](http://tiny.cc/EW2018GDrive) under the Organization Roster Folder.
2. A deduction of **3 EWOC points** will correspond to each incomplete entry. Entries should include a photocopy of Form5 with ID. Form5+ID photocopies and the list of names must be arranged alphabetically.

*Example*

Surname	First Name	MI	Student No.	Course	Classification	Reason
Dela Cruz	Juan Pedro	T	201612345	BSIE	Aff Eng'g	(as seen in Form 5)
	Juan Pedro	T	201612345	BSIE	Aff Eng'g	No surname
Dlea Cruz	Juan Pedro	T	201612345	BSIE	Aff Eng'g	Misspelled surname
Dela Cruz	Juan	T	201612345	BSIE	Aff Eng'g	Incomplete first name
Dela Cruz	Jan Pedro	T	201612345	BSIE	Aff Eng'g	Misspelled first name
Dela Cruz		T	201612345	BSIE	Aff Eng'g	No first name
Dela Cruz	Juan Pedro	R	201612345	BSIE	Aff Eng'g	Wrong middle initial
Dela Cruz	Juan Pedro		201612345	BSIE	Aff Eng'g	No middle initial
Dela Cruz	Juan Pedro	T	201612346	BSIE	Aff Eng'g	Wrong student number
Dela Cruz	Juan Pedro	T		BSIE	Aff Eng'g	No student number
Dela Cruz	Juan Pedro	T	201612345	BSCE	Aff Eng'g	Wrong degree program
Dela Cruz	Juan Pedro	T	201612345		Aff Eng'g	No degree program
Dela Cruz	Juan Pedro	T	201612345	BSIE	Aff Once Eng'g	Wrong classification
Dela Cruz	Juan Pedro	T	201612345	BSIE		No classification

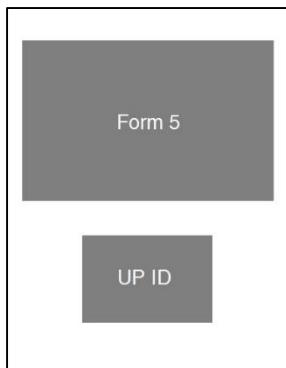
3. Players with no Form 5 upon the deadline of submission of roster may use any other valid proof of registration for the 2<sup>nd</sup> semester AY 2017 – 2018 e.g. Form 5A.
4. The deadline of submission is on **January 26, 2018, 6:00PM**. Form5+ID photocopies and the list of names must be submitted at the ESC Office. However, soft copies of the list of names (in .xlsx format) must also be submitted to [enggweek2018@gmail.com](mailto:enggweek2018@gmail.com) by **January 26, 2018, 11:59PM**. Corresponding deductions also apply for late submissions.
5. Summary of scores for the category champions and the Engineering Week Overall Champions will be updated every 9:00 PM.

6. Scores which are pending may have the following statuses: (1) Game is done and scoresheet is already submitted (2) Game already done but no scoresheet submitted (3) Under hearing or complaint (4) Hearing done, decision already been made

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## ROSTER OF PLAYERS

1. The number of Aff Never-Eng'g students to be registered by the organization must not exceed 2% of the total number of players in the roster. They will be included for the verification of their classification and eligibility to participate in the events. Again, their participation is limited to acting as coordinators and not as players or contestants in the events.
2. All players included in the Roster of Players of every organization may qualify as an alternate player before the start of an event.
3. Members of the Engineering Student Council are not allowed to be included in the roster of players.
4. Submit the following requirements on or before **January 26, 2018, 6:00 PM** at the ESC office.
  - Photocopies of members' ID and Form 5 or any proof of registration for 2nd Semester AY 1718 (1 copy per member); Arranged alphabetically by surname; Letter-size; Portrait; Layout is as follows:



- \* Student need not be paid.
- \* UP ID/Valid ID need not be countersigned.
- \* Place all documents in long brown envelope labelled with org's name.

5. Excel file of the org roster in compliance with formatting stated in Section 4.2 File must be sent to enggweek2018@gmail.com on or before **January 26, 2018, 11:59PM**. Early submission is highly encouraged to avoid time lapses that may occur in the web. E-mail subject and file name for the Excel file: Roster\_OrgName.xlsx, Ex. Roster\_ESC.xlsx; kindly include hardcopy of the org roster (same as the Excel file) in the organization's envelope submission (letter-size, portrait).

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## SUBMISSIONS

1. The Submissions Heads will award EWOC point deduction for any organization who fails to submit any form of file as required by the Engineering Week 2018 steering committee on a deadline except for the score sheet submission. Deduction for score sheets will follow the score sheet guidelines (Refer to Section 7: Scoresheets).
2. The following scheme is used to determine the deductions. Deductions will apply at the start of second semester of AY. 2017-2018.

**Table 4. Summary of deductions for submissions**

NO. OF MINUTES LATE	DEDUCTION
0.01 – 10	10
10.01 – 30	20
30.01– 60	30
More than 60	50

*\*The time shall be based on the ESC Official Eng'g Week Clock.*

3. Organizations are not allowed to submit event addenda, complaints or any such messages to the EW group. Questions, addenda, complaints and other concerns should be e-mailed to [enggweek2018@gmail.com](mailto:enggweek2018@gmail.com). Acknowledgement receipts will be sent once the Engineering Week 2018 steering committee receive the email. Any Eng'g Week coordinator should not expect to receive any email announcement from personal accounts of ESC.

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## SCORESHEETS

1. Sponsoring organizations must submit two copies of the score sheets of their events – one for the ESC (original) and one for the organization's records (photocopy), which they must keep until the end of Eng'g Week. These may be submitted on the time slots given on the table 5. All events (except night events) should finish by 5:00 pm, unless special arrangements have been made. Points for the night events will go to the next day's tally.
2. Score sheet submission for night events shall be 4:00 - 6:00 pm within the day after the event's scheduled starting time, excluding Sundays.
3. In order to give leeway for pending complaints, the scoresheet submission of the last night event before Miss Engineering shall strictly be done on a special timeslot, 7:00 am-8:30 am of the day after the scheduled start time. Any complaints must also be filed during this special timeslot.

**Table 5. Summary of schedule of scoresheet submission**

END TIME OF EVENT	SCHEDULE OF SCORESHEET SUBMISSION
Feb/Mar X, DAY EVENT	Feb/Mar X, 4 PM – 6 PM
Feb/Mar X, NIGHT EVENT	Feb/Mar X + 1, 4 PM – 6 PM

where X = {28, 1, 2, 3, 5, 6, 7, 8, 9, 10}

4. Score sheets must only be submitted to the Submissions Head of the ESC or any member designated by the Submissions Head. Submissions should only be done at the ESC office.
5. Organizations that do not submit their completed scoresheet form on time (as seen on table 4) will automatically merit zero sponsorship points for that event. Such an event will be considered pending. The points of the participating organizations will not be affected. Aside from the zero (0) sponsorship points, twenty (10) EW points will be deducted per time slot late to the sponsoring organization
6. Failure to submit the score sheet on the last day and time of submission would incur the organization a penalty of 500 EW points (besides the zero sponsorship points; the 20-point deduction per day will not accumulate if this is the case). NO SCORESHEETS, NO POINTS FOR PARTICIPATING ORGANIZATIONS.
7. In cases when an event finishes beyond allowed scheduled time (5:00 pm) and the sponsoring organization will not be able to submit the score sheet by 6:00 pm of the same day, the sponsoring organization must inform the ESC Submissions Head beforehand by going to the ESC office before 6:00 pm or by contacting the Submissions Head (0917 750 1304). This is done to give the sponsoring organization a venue to justify the delay. The Submissions Heads has the final decision whether the reason is justifiable. Failure to do so will result in zero sponsorship points for that event.
8. Moreover, the players must sign the scoresheet form provided by the sponsoring organization before they leave the game proper to avoid delay in the submission of scoresheet caused by waiting for a specific point person assigned by an organization. Refer to Section 7.10 for signing of scoresheet with complaints.
9. Score sheets with incomplete entries will merit zero sponsorship points. All participating organizations must sign in the score sheet (this holds true even if an organization will be filing a complaint regarding the event). All entries must sign in the score sheet. An organization field with no signature will invalidate an individual or a team's participation; thereby, zero EWOC points will be given to the sponsoring organization.
10. Should there be a complaint regarding the event, the sponsoring organization should be responsible of indicating that the scoresheet is under protest. The complainant shall write under protest after their signature. Such scenario will be considered a pending event until complaint is resolved. If concerned organization/s fail to submit complain form on or before the deadline (refer to complaints rules), the score results submitted will be recorded as it is.

1. Official announcements will only be sent by the **Overall Heads** or by the **Communications Heads**; unless event specific, wherein the ESC event heads/organization coordinators indicated in Form 2 may give official announcements regarding their event. It is the organizations' responsibility to contact only the persons stated above for official queries. (Please refer to Appendix A for the contact details)
2. Announcements from the ESC via text will only be sent to the point persons for each organization from the Engineering Week Organization Coordinator's Database found at [tiny.cc/EnggWeek2018Coordinators](http://tiny.cc/EnggWeek2018Coordinators)
3. In the event that the point persons for each organization change their contact details, they must immediately inform the Overall Heads and Communications Heads. ESC will not be held responsible for any complications that may occur due to miscommunication
4. It is the **responsibility** of the two point persons to always have their phones at hand and reply as soon as possible. ("No batteries" and "No prepaid credit" excuses will not be tolerated. In cases of lost phones or new contact numbers, please inform us immediately.)

1. In cases when registration fees, rules, mechanics, or other details of an event need to be changed prior to the event proper, the sponsoring organization must accomplish Form 3 (Addendum).
2. Addenda must be submitted as soft copies to the official Engineering Week e-mail address ([enggweek2018@gmail.com](mailto:enggweek2018@gmail.com)). Date and time of submission will be determined by the e-mail server. Any online submission will receive a confirmatory message indicating receipt details of submission.
3. Sponsoring organizations who submits an addendum (Form 3) through the official Engineering Week e-mail address **must notify** the Overall Heads or the Submission Heads upon submission of form.
4. Make sure to justify all the proposed revisions.
5. Addenda (Form 3) containing revisions for **pre-event activities** (e.g. submissions, pre-registration, briefing) must be filed at least 3 days before effectivity.
6. Submission of addendum forms of day events will be accepted only until at least 8 days (excluding Sundays) before the event proper, while addendum forms of night events will be accepted only until at least 15 days (excluding Sundays) before the organization's events.
7. In the case where an addendum must be made beyond the timeline given for day and night events, the Overall Heads will assess and decide whether or not to accept or reject the addendum.
8. All addenda must be submitted in .docx format and email subject and file name should be: Addendum\_OrgName\_EventName. Revised form 2 must be submitted once the addendum is approved with an email subject Form2\_<Org Name> and file name Form2\_<Org Name>\_<Event Name>\_<DateApproved>.
9. The Engineering Week Overall Heads then deliberate over the proposed revisions. Approved addenda will be immediately uploaded in the EW 2018 – Organizations Google Drive folder ([tiny.cc/EW2018GDrive](http://tiny.cc/EW2018GDrive)) after the deliberation
10. If not approved, the file will be sent back on the next time slot; addendum forms will be uploaded only after the ESC has approved the revisions. Likewise, the organization may only make an official announcement of the addendum once it has been approved.
11. In the event that the ESC does not receive a copy of the addendum, it will be considered void.
12. An addendum is considered approved once it is uploaded in the Approved Addenda folder. The Communications Head will also inform the EW coordinators of the approved addenda through text.
13. It shall be the organizations' responsibility to constantly check the EW 2018 – Organizations Google Drive folder ([tiny.cc/EW2018GDrive](http://tiny.cc/EW2018GDrive)).

- It is the organization's responsibility to ensure that all reservations of venues are final a week before their event. Moreover, all organizations must come up with an alternate venue (especially outdoor events) to minimize rescheduling and delay of their events.
- Events cannot be rescheduled to later than 12 nn of the last day of Engineering Week.
- If the event exceeds the scheduled event proper time (the event ends when the winners have been proclaimed) as indicated in the Engineering Week 2018 Handbook, a default penalty of 20 EWOC points will be deducted from the organization.
- If an organization fails to finish the event, then zero (0) sponsorship points will be awarded to that organization. For a one-level event, all participants will acquire participation points. For a multi-level event (those with eliminations, semi-finals, finals, etc.), all participants able to get to a certain level will have equal points.

Example:

Type of Event: 100 Point 3-Level Event (Event stopped during Final Round)

Participating Orgs: A, B, C, D, E, F, and G

Semi-Final Round: A, C, D, F and G

Final Round: A, C, F

Points given:

*B and E: 33.33 points, for participating*

*D and G: 33.33 points, even if they reached the semi-final round*

*A, C and F:  $(100 + 83.33 + 66.67)/3 = 83.33$  points, as the average of the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> placer points since no winner may be declared*

- Cancellation of event without valid reason. If an organization cancelled an event prior to schedule, without any valid reason, the following measures will be implemented:

<b>ORGANIZER</b>	The organizer will get negative sponsorship points (negative of EWOC points for the event). The organizer must also return the registration fees paid by the participants prior to the event.
<b>PRE-REGISTERED ORGANIZATIONS</b>	All pre-registered organizations for that event will get the participation points
<b>WALK-IN ORGANIZATIONS</b>	Walk-in participating organizations will get zero participation points.

- Cancellation of event with a valid reason. In the case that an event was postponed due to unavoidable causes, such as natural calamities and college administration concerns, the organizers should reschedule this event and immediately inform the Communications Head. However, if there is no way of rescheduling it before the end of Eng'g Week, then the organization would have to cancel it. If such occurs:

<b>ORGANIZER</b>	The organizer will get participation points. The organizer must also return the registration fees paid by the participants prior to the event.
<b>PRE-REGISTERED ORGANIZATIONS</b>	All pre-registered organizations for that event will get the participation points
<b>WALK-IN ORGANIZATIONS</b>	Walk-in participating organizations will get zero participation points.

- If for any reason, an event fails to obtain any participants (either no interested organizations or everyone has been defaulted and no consensus was reached), the event will be considered cancelled with a valid reason. Zero sponsorship points will be awarded to the organization regardless of its logistic capability to push through with the event. Registration fees of defaulted organizations will **must** be returned.
- Cancellation or failure to finish the event within the Engineering Week 2018 timeline due to unexcused reasons upon deliberation of the Engineering Week 2018 Steering Committee may cause the event to be placed under probationary status for approval on the next Engineering Week.

1. In cases when rules and mechanics of an event need to be changed during the event proper (or prior to the event in the case of submissions or deadlines), the sponsoring organization must accomplish a consensus form (Form 4). Be sure to justify all the proposed revisions.
2. An organization that does not follow the specific details in the event proposal submitted to the ESC without accomplishing a consensus form would be penalized depending upon the extent of the offense. This will be deliberated upon by the ESC Complaints Committee.
3. All participating organizations must sign the consensus form to validate the change in rules/mechanics. If at least one participating organization does not sign the form, the form will not be honored and the revisions will not be applied.
4. Defaulted organizations are not considered to be participating in an event. Therefore, they are not to be involved in a consensus, unless the consensus involves allowing the organization to participate.
5. The sponsoring organization can initiate or propose a revision. Consensus forms without the signature of the sponsoring organization will also be considered invalid.
6. However, if the consensus is to be filed by a participating organization, that organization must be the one to initiate the consensus. This form must still be approved first by the sponsoring organization.
7. **Verbal consensus will not be honored.** It is the duty of the sponsoring and participating organizations to have Consensus Forms available during an event.
8. Consensus form must be submitted together with the score sheet of an event. Same rules as score sheet guidelines apply with consensus forms (Refer to section 7: scoresheet).
9. Consensus forms must be filled out **COMPLETELY** as indicated in the form. Failure to do so will void the consensus and may incur sanctions to be deliberated by the Overall Co-Heads.

1. In case of a disrupting behavior during the proceedings of an event, the affected organization/s may file complaints (then referred to as the plaintiff) to the sponsoring organization. The sponsoring organization has the responsibility to settle the issue between the concerned parties. For unresolved complaints, the plaintiff may file a formal complaint to the ESC.
2. Complaint forms should be accomplished and submitted at the ESC office according to their schedules. Guidelines are found in Table 6 below.

**Table 6. Schedule of Complaint Submission**

END TIME OF EVENT	SCHEDULE OF COMPLAINT SUBMISSION*
Feb/Mar X, 8 AM – 11:59 AM	Feb/Mar X, 11:30 AM – 1 PM
Feb/Mar X, 12 NN – 5 PM	Feb/Mar X, 4 PM – 6 PM
Feb/Mar X, NIGHT EVENT	Feb/Mar X + 1, 11:30 AM – 1 PM

\*certain considerations may be made depending on the availability of the concerned parties

$$X = \{28, 1, 2, 3, 5, 6, 7, 8, 9, 10\}$$

Pre-events which are to be held as part of a night event (as previously approved by the Overall Heads) shall also follow the schedule of submission for the respective night event.

Complaint forms are included in the Engineering Week Handbook. Submissions outside and beyond the said schedule will not be entertained.

3. A Hearing Session at the ESC Office (MH 123) will be scheduled (given that the complaints committee has ample time to proceed in the Hearing Session) which should be attended by the following:
  - a. At least 1 Complaints Co-head to serve as the moderator. The moderator will be forced to inhibit from his position if his organization is involved in the complaints. If the organizations of both complaints committee co-heads are involved in the case, EW Over-all Heads may serve as moderators.
  - b. At least 2 members of the Engineering Student Council to serve as the inquisitors. Members of the Engineering Student Council, who are also affiliated with any of the concerned organizations, will not be allowed to join as an inquisitor. He/she may be present during the proceedings as a silent audience.
  - c. Only one to two representatives from every organization involved should be the only people engaged in the hearing.

- d. If the 2 Complaints Co-heads are present in the hearing, the other one could serve as an inquisitor.

All parties involved will be informed by the ESC of the schedule of the 30-minute hearing at least an hour before the hearing. The Hearing will not wait for late parties as soon as a moderator is already present. The Hearing will proceed as stated in Table 7.

**Table 7. Proceedings of a hearing**

TIME ALLOTMENT	DESCRIPTION
5 minutes	Explanation from the plaintiff/s
5 minutes	Rebuttal from the defendant/s
20 minutes	Question and answer

4. A Deliberation Session will follow right after the Hearing Session which will be attended by the inquisitors and the moderator/s from the hearing. Members of the Engineering Student Council affiliated to any of the involved organizations will be forced to inhibit in the deliberations.
5. The Decision Form will be released on or before but not later than the schedules shown in Table 8. The organization is held responsible in obtaining a copy of the decision for their organization.

**Table 8. Schedule of Releasing of Decisions**

SCHEDULE OF COMPLAINT SUBMISSION	SCHEDULE OF DECISION RELEASE
Feb/Mar X, 11:30 AM – 1 PM	Feb/Mar X, 4 PM – 6 PM
Feb/Mar X, 4 PM – 6 PM	Feb/Mar X + 1*, 11:30 AM – 1 PM

$$X = \{28, 1, 2, 3, 5, 6, 7, 8, 9, 10\}$$

6. Any of the concerned organization may submit accomplished Appeal Form available at the EW Organizations dropbox folder if they deem that the decision of the complaints committee is disagreeable. The deliberation will be scheduled and the procedure will follow Rule 4.

**Table 9. Schedule of Appeals Submission**

RELEASE OF DECISION	SCHEDULE OF APPEAL SUBMISSION
Feb/Mar X, 11:30 AM – 1 PM	Feb/Mar X, 4 PM – 6 PM
Feb/Mar X, 4 PM – 6 PM	Feb/Mar X + 1*, 11:30 AM – 1 PM
Mar 4, 4 PM – 6 PM	Mar 4, 6 PM – 8 PM

$$X = \{28, 1, 2, 3, 5, 6, 7, 8, 9, 10\}$$

Only one appeal will be allowed per filed complaint. New arguments should be given in the Appeal Form, which were not mentioned during the Hearing Session. There will be no Hearing Session for appeals. The Deliberation will be scheduled and the procedure will follow Rule 4.

7. The Decision Form for the appeals will be released on or before but not later than the schedules shown in Table 10. The organization is held responsible in obtaining a copy of the decision for their organization.

**Table 10. Schedule of Releasing of Decisions for Appeals**

SCHEDULE OF APPEAL SUBMISSION	SCHEDULE OF DECISION RELEASE
Feb/Mar X, 11:30 AM – 1 PM	Feb/Mar X, 4 PM – 6 PM
Feb/Mar X, 4 PM – 6 PM	Feb/Mar X + 1*, 11:30 AM – 1 PM
Mar 3, 6 PM – 8 PM	Mar 4, 8 AM – 10 AM

$$\text{where } X = \{28, 1, 2, 3, 5, 6, 7, 8, 9, 10\}$$

8. The identity of the inquisitors will only be revealed during the hearing proper. Approaching an inquisitor after a hearing regarding the decision of the trial is STRICTLY PROHIBITED. The Complaints Co-Heads reserve the right to determine the appropriate nature of punishment to organizations that will violate this rule.

9. If an organization is proven to have committed perjury (lying under the Eng'g Week oath) through evidences during the hearing or in the appeal, the Complaints Co-Heads reserve the right to determine the appropriate nature of punishment to that organization.
10. The EW Steering Committee reserves the right to merge identical complaints.
11. The EW Steering Committee reserves the right to approve or disapprove complaints before proceeding with a hearing.
12. The Complaints Heads reserve the right to give warnings for what they deem as disrespectful actions during the hearing. If a party exceeds three warnings, the trial will be stopped and claim of the organization whose representative earned three warnings will be forfeited.
13. The ESC will not entertain complaints regarding prizes other than EW points.
14. The EW Steering Committee will only take action for formally filed complaints.
15. If the event falls on either a Saturday or a Sunday, the submission of complaints will be on the Monday after the said event.
16. The Engineering Week 2018 Overall Heads reserve the right to deliberate and decide on matters beyond the scope of this handbook.

13

**ENGINEERING WEEK 2018 OPENING PROGRAM**

All Engineering organizations are required to send at least 3 representatives to the opening program and exhibit launch for Engineering Week 2018 on February 28, 2018, 12 NN at the Engineering Second Floor Lobby. One representative shall deliver his/her organization's Pledge of Sportsmanship lasting for a maximum of 30 seconds

14

**CODE OF CONDUCT****PRINCIPLES**

The Engineering Week is annually organized by the Engineering Student Council and the student organizations of the College of Engineering to celebrate the pride and prestige of being part of the largest and best college in the campus. The Engineering Week aims to ignite the passions of every member of the Engineering community in the spirit of unity and joy. The Engineering Week will showcase the diverse talents and skills of the Engineering community through fun-filled events and games. The Engineering Week is a chance for org-mates, peers and friends to grow with teamwork, camaraderie and a healthy sense of competition.

**OATH**

I, (Name of Representative), a proud and responsible member of (Organization/s), hereby declare my relentless support to uplift the Engineering Week in all aspects. I will uphold the goals of the Engineering Week so that all students, faculty and staff may experience an exhilarating and fruitful Engineering Week. I pledge to practice fairness and equality, integrity, and proper civility at all times. I swear to keep in mind the very essence of Engineering Week, and to have fun while promoting unity in the college. No matter if I win or lose, what counts most is how I conduct myself and play my game in the spirit of unity, peace and enjoyment with my team mates and competitors. I now therefore declare to preserve the precepts of a true engineering student in thought, in word and in deed. So help me God.

**PLEDGE OF CONDUCT**

As the event organizer, I shall:

- Consider it an honor and a privilege to hold an event for the Engineering Week
- Make the experience enjoyable for the participants, and foster in them a true sense of enjoyment of the games and events in which they are engaged.
- Treat players with respect and dignity, and be a role model for my co-organizers.
- Treat all players with respect and dignity and encourage my co-organizers to do the same.
- Model grace, dignity and composure regardless of the outcome of the game.
- Follow and implement all rules and strive to resolve animosities impartially for the good of all.
- Teach and practice the principles of fair play and sportsmanship to my co-organizers.
- Encourage safety and protect the welfare of all participants.

- Refrain from any manner of personal abuse and harassment of others, whether verbal, physical, or emotional.

As the head of my organization, I shall:

- Consider it an honor and a privilege to head my organization during the engineering week.
- Keep in mind at all times that I, as a representation of my organization, shall promote the good of all.
- Strive to make the experience enjoyable for my members, increase their self-esteem and foster in them a true sense of enjoyment of the events that they are engaged in.
- Treat my fellow students with respect and dignity, and instruct my members to do the same.
- Model grace, dignity and composure regardless of the outcome of the game.
- Observe all player participation rules and strive to resolve animosities with integrity and humility.
- Teach the principles of fair play and sportsmanship to my members and be a role model for them.
- Learn and understand the rules of the games and events to my best comprehension.
- Encourage safety and protect the welfare of all my constituents.
- Refrain from all manner of personal abuse and harassment of others, whether verbal, physical, or emotional.

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## APPENDIX

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APPENDIX A	ENGINEERING WEEK 2018 STEERING COMMITTEE	
Over-all Heads <sup>1</sup> :	Jerome Christian M. Phi (Jerome)	0917 620 1577
	Alyssa Nicole G. Cruz (Alyssa)	0908 865 4298
Communications Head <sup>2</sup> :	Jason Joseph B. Fernandez (Jason)	0917 507 6367
Submissions Co-Heads <sup>3</sup> :	Ma. Nicole Ann P. Marcelino (Nikki)	0917 750 1304
	Jhoanna Ruth G. Tabilisma (Jho)	0915 539 7575
Records Head <sup>4</sup> :	Abigail Laureen C. Sy (Abi)	0917 818 8858
Complaints Co-Heads:	Emmanuel M. Rodriguez (Emman)	0906 323 0745
	Frances Gillian D. Leyson (Gill)	0915 128 0910
Logistics Co-Heads:	Renz Marife L. Malaluan (Renz)	0977 449 5811
	Nathaniel Renzo A. Dancel (Renzo)	0995 042 5825
Marketing Head:	Hannah J. Castillano (Hans)	0916 531 0933
Finance Head:	Jenina Margareth A. Castro (Jenina)	0916 266 2803
Publicity Co-Heads:	Jared S. Martinez (Jared)	0936 987 3575
	Layne Joselle D. Bañez (Layne)	0917 876 6949
Technicals Head:	Ivan Carlo M. Balingit (Ivan)	0939 166 0874
Afterparty Head:	Mary Joy B. Ballesteros (Majoy)	0916 344 9654
Tanghalan Co-Heads:	Angelica S. Hunwick (Anne)	0995 311 2558
	Cherie Lynne C. Gomintong (Cherie)	0998 585 6674
Smoker Night Co-Heads:	Reilly Ignatius S. Banzon (Reilly)	0932 719 0184
	Paul Gabriel E. Lerona (Gab)	0906 279 7113
Miss Engineering Co-Heads:	Jonathan S. Serrano (Jonats)	0916 482 5331
	Hannah Celine M. Cenera (Hannah)	0995 435 4527

<sup>1</sup> If you have any questions, forward it directly to the Over-all Heads. If event specific, you may have to contact directly the event coordinator indicated in Form 2.

<sup>2</sup> Communications Heads are responsible for disseminating important announcements.

<sup>3</sup> Submissions Heads are responsible only for collecting all submissions of forms and requirements.

<sup>4</sup> Records Heads are responsible for keeping all records (score sheets, EW standing etc.).

The official Eng'g Week e-mail is [enggweek2018@gmail.com](mailto:enggweek2018@gmail.com). Moreover, only text messages from the over-all heads and the communications head will be recognized as official (except for event-specific announcements).

#### APPENDIX B

#### SUMMARY OF DEDUCTIONS

Below is the summary of the possible deductions that may be incurred in the entirety of EW.

**Table 11. Summary of Deductions**

ACT	PENALTY
Late submission of scoresheet	Zero (0) sponsorship points; 10 EWOC points deduction per time slot late
Non-submittal of scoresheet	Zero (0) sponsorship points 500 EWOC points deduction
Late submission of requirements for roster check	
<i>0.01 – 10 minutes late</i>	10 EWOC points deduction
<i>10.01 – 30 minutes late</i>	20 EWOC points deduction
<i>30.01 – 60 minutes late</i>	30 EWOC points deduction
<i>More than 60 minutes late</i>	50 EWOC points deduction
Passing of an incomplete entry for roster check	3 EWOC points deduction per incomplete entry

APPENDIX C	OFFICIAL LIST OF EVENT-SPONSORING AND PARTICIPATING ORGANIZATIONS		
	<ol style="list-style-type: none"> <li>1. UP 49ERS (UP Mining, Metallurgical and Materials Engineering Association)</li> <li>2. UP ACES (UP Association of Civil Engineering Students)</li> <li>3. UP ACM (Association for Computing Machinery – UP Diliman Student Chapter Inc.)</li> <li>4. UP AGGREGATES (UP Aggregates Incorporated)</li> <li>5. UP ALCHEMES (UP Academic League of Chemical Engineering Students)</li> <li>6. UP BETA EPSILON (UP Beta Epsilon Fraternity)</li> <li>7. UP CIEM (UP Circle of Industrial Engineering Majors)</li> <li>8. UP CIRCUIT (UP Circuit)</li> <li>9. UP CREST (UP Circle of Engineering Students)</li> <li>10. UP CURSOR (UP Association of Computer Science Majors)</li> <li>11. UP EMC<sup>2</sup> (UP Engineers and Men for Country and College Fraternity)</li> <li>12. UP ENG'G SOC (UP Engineering Society)</li> <li>13. UP EPSILON CHI (UP Epsilon Chi Fraternity)</li> <li>14. UP ERG (UP Engineering Radio Guild)</li> <li>15. UP GE CLUB (UP Geodetic Engineering Club)</li> <li>16. UP GEOP (UP Society of Geodetic Engineering Majors)</li> <li>17. UP GPs (UP Gears and Pinions)</li> <li>18. UP IE CLUB (UP Industrial Engineering Club)</li> <li>19. UP IECEP (Institute of Electronics Engineers of the Philippines UP Student Chapter)</li> <li>20. UP KEM (UP Chemical Engineering Society, Inc.)</li> <li>21. UP MINERS (UP Mining Engineering Society)</li> <li>22. UP MSS (UP Materials Science Society)</li> <li>23. UP PRIME (UP Progressive Responsive Innovative Movement in Engineering)</li> <li>24. PSME-UPSU (Philippine Society of Mechanical Engineers – University of the Philippines Student Unit)</li> <li>25. SME-UPD (Society of Manufacturing Engineers – University of the Philippines Diliman)</li> <li>26. TAU ALPHA (Tau Alpha Fraternity)</li> <li>27. TAU LAMBA ALPHA (Tau Lambda Alpha Sorority)</li> </ol>		
APPENDIX D	LIST OF EVENTS AND EVENT CATEGORIES		
	<table border="0" style="width: 100%;"> <tr> <td style="vertical-align: top; width: 50%;"> <p><b>1. ARTS/TALENT</b></p> <ul style="list-style-type: none"> <li>• Engtterpretations Film Festival (Category A and B)</li> <li>• Casteng'g Call</li> <li>• Cosplayeng'g 2018</li> <li>• Likha</li> <li>• VideokENGG</li> <li>• Sales Pitcheng'g</li> <li>• The Beauty and the Greek</li> </ul> <p><b>2. NIGHT</b></p> <ul style="list-style-type: none"> <li>• Awitan</li> <li>• Dulaang Engineering</li> <li>• Engineering Week Afterparty</li> <li>• Indakan (Group)</li> <li>• Indakan (Pair)</li> <li>• Jammeng'g</li> <li>• Miss Engineering</li> <li>• MSK 2018 (Group)</li> <li>• MSK 2018 (Pair)</li> <li>• Smoker Night</li> </ul> <p><b>3. PARLOR/RELAY/CHANCE</b></p> <ul style="list-style-type: none"> <li>• Rolleng'g Deeper</li> <li>• Finger-O</li> <li>• Cutain Calleng'g</li> <li>• Triathlokohan Xtreme</li> <li>• Dice Gameng'g</li> <li>• Food Beng'go</li> <li>• Minority Gameng'g</li> </ul> <p><b>4. ENGINEERING DISCIPLINE</b></p> <ul style="list-style-type: none"> <li>• Eng'gBetween</li> <li>• Hayok sa EWOC</li> <li>• Manufactureng'g</li> <li>• Wer na View? Eng'g na Me.</li> </ul> </td><td style="vertical-align: top; width: 50%;"> <ul style="list-style-type: none"> <li>• <b>QUIZ SHOW</b></li> <li>• Focus on MMMe</li> <li>• Crammeng'g</li> <li>• For Your Eng'gertainment</li> <li>• Pautakan 2018</li> <li>• Guess That Theng'g</li> <li>• Pa-Sense-Syahan</li> <li>• Mind BlowEng'g</li> <li>• Cartoonlitan</li> </ul> <p><b>SPORTS</b></p> <ul style="list-style-type: none"> <li>• Crazy Badminton</li> <li>• Darteng'g</li> <li>• DodgEng'g</li> <li>• Kanalan 2018</li> <li>• Peng'gpong</li> <li>• Blind Volleyball</li> <li>• Volleybagan 2018 (Men's, Women's, and Mixed)</li> <li>• KabayENGG</li> <li>• Touch Rugby</li> <li>• Swimmeng'g</li> <li>• Tau Alpha Basketball League (TABL 2k18)</li> <li>• Tau Alpha Diliman Marathon (TADM)</li> </ul> <p><b>STRATEGY</b></p> <ul style="list-style-type: none"> <li>• Blind Jeng'gga</li> <li>• Matcheng'g</li> <li>• Pakapaleng'g</li> <li>• Iron Woman</li> <li>• MMS: Multi-Media Sprinteng'g</li> <li>• BasaENGG</li> <li>• Ang Huleng'g Dampot</li> <li>• Juice(KO) Pong</li> </ul> </td></tr> </table>	<p><b>1. ARTS/TALENT</b></p> <ul style="list-style-type: none"> <li>• Engtterpretations Film Festival (Category A and B)</li> <li>• Casteng'g Call</li> <li>• Cosplayeng'g 2018</li> <li>• Likha</li> <li>• VideokENGG</li> <li>• Sales Pitcheng'g</li> <li>• The Beauty and the Greek</li> </ul> <p><b>2. NIGHT</b></p> <ul style="list-style-type: none"> <li>• Awitan</li> <li>• Dulaang Engineering</li> <li>• Engineering Week Afterparty</li> <li>• Indakan (Group)</li> <li>• Indakan (Pair)</li> <li>• Jammeng'g</li> <li>• Miss Engineering</li> <li>• MSK 2018 (Group)</li> <li>• MSK 2018 (Pair)</li> <li>• Smoker Night</li> </ul> <p><b>3. PARLOR/RELAY/CHANCE</b></p> <ul style="list-style-type: none"> <li>• Rolleng'g Deeper</li> <li>• Finger-O</li> <li>• Cutain Calleng'g</li> <li>• Triathlokohan Xtreme</li> <li>• Dice Gameng'g</li> <li>• Food Beng'go</li> <li>• Minority Gameng'g</li> </ul> <p><b>4. ENGINEERING DISCIPLINE</b></p> <ul style="list-style-type: none"> <li>• Eng'gBetween</li> <li>• Hayok sa EWOC</li> <li>• Manufactureng'g</li> <li>• Wer na View? Eng'g na Me.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>QUIZ SHOW</b></li> <li>• Focus on MMMe</li> <li>• Crammeng'g</li> <li>• For Your Eng'gertainment</li> <li>• Pautakan 2018</li> <li>• Guess That Theng'g</li> <li>• Pa-Sense-Syahan</li> <li>• Mind BlowEng'g</li> <li>• Cartoonlitan</li> </ul> <p><b>SPORTS</b></p> <ul style="list-style-type: none"> <li>• Crazy Badminton</li> <li>• Darteng'g</li> <li>• DodgEng'g</li> <li>• Kanalan 2018</li> <li>• Peng'gpong</li> <li>• Blind Volleyball</li> <li>• Volleybagan 2018 (Men's, Women's, and Mixed)</li> <li>• KabayENGG</li> <li>• Touch Rugby</li> <li>• Swimmeng'g</li> <li>• Tau Alpha Basketball League (TABL 2k18)</li> <li>• Tau Alpha Diliman Marathon (TADM)</li> </ul> <p><b>STRATEGY</b></p> <ul style="list-style-type: none"> <li>• Blind Jeng'gga</li> <li>• Matcheng'g</li> <li>• Pakapaleng'g</li> <li>• Iron Woman</li> <li>• MMS: Multi-Media Sprinteng'g</li> <li>• BasaENGG</li> <li>• Ang Huleng'g Dampot</li> <li>• Juice(KO) Pong</li> </ul>
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- Priceng'g
- AmazEngg Race
- TravelEng'g Salesman
- Build Sometheng'g
- Point & Shooteng'g

## APPENDIX E

## LIST OF ENGINEERING WEEK 2018 OFFICIAL FORMS

Below is the summary of forms needed for Engineering Week.

FORM	DESCRIPTION
1A	Night Event LOI
1B	Event Proposal
2	Event Rules & Guidelines
3	Addendum
4	Consensus
5A	Complaint
5B	Decision
5C	Appeal
6	Scoresheet
7	Letter of Intent
8	Feedback

*Copies of the forms above are found in the Engineering Week 2018 Google Drive folder ([tiny.cc/EW2018GDrive](http://tiny.cc/EW2018GDrive)).*

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
<b>EVENT NAME</b>		OMORFIA: Miss Engineering 2018							
<b>EVENT DESCRIPTION</b>		Miss Engineering is an annual pageant showcasing male students from the College of Engineering, each representing their organizations. The competition is composed of photo- and video-shoots, charity event, seminars, workshops, rehearsals and the pageant night itself. Each candidate will also personify a specific marine animal / sea creature while upholding this year's advocacy: "Gender Sensitivity and Awareness".							
<b>SPONSORING ORGANIZATION</b>		University of the Philippines – Engineering Student Council (UP ESC)							
<b>E-MAIL ADDRESS</b>		msengineering2018@gmail.com							
<b>EVENT COORDINATOR</b>		Jonathan Serrano Hannah Cenera			<b>CONTACT NUMBER</b>		09164825331 (Jonats) 09954354527 (Hannah)		
<b>MUST PRE-REGISTER?</b>		<input checked="" type="checkbox"/>	YES		NO	<b>WALK-INS ALLOWED?</b>		YES <input type="checkbox"/> X <input type="checkbox"/> NO	
<b>EW POINTS</b>		1	300	2	250	3	200	<b>REGISTRATION FEE</b>	-
<b>MAXIMUM NUMBER OF ENTRIES</b>		One (1)			<b>NUMBER OF PLAYERS</b>		One (1)		
<b>ALLOWED PLAYERS</b> <i>Shade all that apply.</i>						<b>MINI-EW CATEGORY</b> <i>Shade one box only.</i>			
<input checked="" type="checkbox"/>	AFF ENG'G STUDENT					ARTS/TALENT		SPORTS	
	AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE		STRATEGY	
	UNAFF ENG'G STUDENT					QUIZ SHOW		X NIGHT EVENT	
	ENG'G FACULTY					WORKSHOP			
SCHEDULE OF ACTIVITIES									
<b>ACTIVITY</b>		<b>DATE</b>		<b>TIME</b>		<b>VENUE</b>			
Submission of Form A		Jan. 13 (Sat)		11:59PM		Online			
Character Bidding		Jan. 16 – 18 (Tue-Thu)		9PM		Online			
Meet and Greet (GA 01)		Jan. 16 (Tues)		6PM - 9PM		P&G Room			
Submission of Form 5 & ID		Jan. 16 (Tues)		9PM		P&G Room			
Character Attire (Sketch) Checking		Jan. 27 (Sat)		9PM		Online			
SOGIE		Jan. 27 (Sat)		9AM - 12NN		MH 306 – 308			
Boot Camp (Beauty Pageant 101)		Jan. 27 (Sat)		1PM - 5PM		MH 306 – 308			
Final Submission of Sketches (Deadline)		Feb. 3 (Sat)		9PM		Online			
Pictorial/Video shoot Session		Feb. 3 (Sat)		TBA		TBA			
Advocacy Seminar		Feb. 10 (Sat)		9AM - 12NN		MH 306 – 308			
Boot Camp (Modeling, Q&A)		Feb. 10 (Sat)		1PM - 5PM		MH 306 – 308			
Ticket Down payment and Seats Reservation		Feb 2, 2018 (Fri)		4-6PM		ESC Office			
Rehearsals		Selected days from Feb. 14 (Wed) to Mar. 6 (Tue)		TBA (Most likely 6PM - 8PM weeknights)		TBA			
Educational Discussion		Feb. 22 (Thu)		6PM - 8PM		TBA			
Submission of Digital Materials for Talent Portion		Feb. 27 (Tue)		6PM		ESC Office			
Full Payment of Ticket (Deadline)		Feb. 15 (Thu)		5-7PM		ESC Office			
Posting of Character Profile		Feb. 26 (Mon)		9PM		on respective org page			
Talent Materials Deadline		Feb. 27 (Tue)		8PM		ESC Office			
Charitable Activity		Feb. 25 (Sun)		TBA		TBA			
Smokers Night Guesting		Feb. 28 (Wed)		TBA		UP Film Institute			
Dry Run		Mar. 7 (Wed)		TBA		University Theatre			
Mock Pageant		Mar. 9 (Fri)		TBA		University Theatre			

Pageant Night	Mar. 9 (Fri)	TBA	University Theatre
<b>EVENT RULES</b>			
<b>I. GENERAL GUIDELINES</b>			
<b>A. REGISTRATION &amp; SUBMISSION</b>			
<p>1. Each Miss Engineering 2018 candidate must be:</p> <ul style="list-style-type: none"> <li>a. Male</li> <li>b. Undergraduate Engineering student</li> <li>c. Part of the roster submitted by the organization</li> </ul> <p>2. For the particular deadlines of submissions, please refer to the schedule of activities above. All requirements must NOT be submitted later than the specified date and time. Failure to do so will incur deduction of points (see Section II.A. Table of Deductions)</p> <p>3. All online submissions must be sent to <a href="mailto:msengineering2018@gmail.com">msengineering2018@gmail.com</a>, unless stated otherwise. Upon receipt, a message of confirmation will be received by the sender. The official date and time of email submissions will be the date and time provided by the email server.</p> <p>4. For non-online submissions, a logbook will be provided by the Miss Engineering 2018 Team to record the date and time of submission. The default venue for non-online submissions will be at the ESC Office, unless stated otherwise.</p> <p>5. The forms needed for registration are Letter of Intent, Form A and Form 5. The Form A can be downloaded at <a href="http://tinyurl.com/ME2018FormA">tinyurl.com/ME2018FormA</a>. Subject and file name of the submission must follow this format, Form A: MissEngg2018_ORGNAME_FormA</p> <p>6. Changing of a candidate is allowed only once by means of consensus given a valid reason. Acceptability of reasons shall be decided by the event overall heads</p>			
<b>B. PRE-EVENTS</b>			
<p>1. MEET &amp; GREET</p> <p>An introduction of the whole event, rules, guidelines, and schedule of activities will be presented. Thus, the candidate and at least one personal assistant (PA) from the organization is required to attend. Guidelines regarding personal assistants are listed below in Section I – C.1.</p> <p>2. CHARACTER SELECTION</p> <p>Each Miss Engineering 2018 candidate shall artistically portray a sea creature determined by his organization's chosen character. This creature must be a non-extinct marine animal. The character selection can be answered through the form found in this link: <a href="http://tinyurl.com/EW2018OrgCharacters">tinyurl.com/EW2018OrgCharacters</a>. Deadlines and other instructions can be seen in the link.</p> <p>3. EDUCATIONAL DISCUSSION</p> <p>This half day affair intends to help the contestants internalize and be familiar with the personality that they should portray until the Pageant Night itself. In the morning, an Educational Discussion will be held to increase awareness on issues concerning water bodies and to educate not only to the contestants but to the rest of the College of Engineering as well about sea creatures. A +1% to the pre-pageant grade will be given to the orgs who will be able to send at least 5 additional org members (aside from the candidate and mommies/daddies) within the allotted time.</p> <p>4. BEAUTY PAGEANT 101</p> <p>This is a half day workshop and boot camp where candidates will be taught the basics of pageantry such as proper walk, poise and projection and techniques in Q and A.</p> <p>5. REHEARSALS</p> <p>These are held to prepare the candidates for their production number and individual performances at the pageant night, specifically during swimwear and evening gown portions. At least one PA is encouraged to come with the candidate during rehearsals to help them practice on their own at times other than rehearsal schedules.</p> <p>6. PICTORIAL AND VIDEO SHOOT</p> <p>One whole day will be spent for the shooting of the event teasers, and the individual shots of the candidates in their evening gown, swimwear, formal wear and character attire. The clothes and accessories to be used are to be provided by the candidates themselves. Personal Assistants and additional make-up artist may attend in accordance to the discretion of the candidate. Additional Guidelines for the Photoshoot/Video session:</p> <ul style="list-style-type: none"> <li>a. Formal Wear</li> <li>The outfit must consist of at least the following: a long sleeved-polo, a pair of formal pants, and a pair of closed shoes. Other items, such as necktie and coat, are not required but are encouraged.</li> <li>b. Evening Gown</li> <li>Wearing of ball gowns and cocktail dresses are highly discouraged. The gown length must be at least floor length. Moreover, visible undergarments must be avoided but not restricted.</li> <li>c. Swimwear</li> <li>The contestant may choose to sport a maillot (one-piece) or a two-piece bikini. Avoid wearing shorts. Appropriate use of a shawl, hat, and other basic accessories are allowed and encouraged. The Miss Engineering 2018 Heads reserve the right to identify if there are too much unnecessary props and if so, which props are considered as such.</li> <li>d. Character Attire</li> <li>(1) The use of props is encouraged in order to help the candidate bring the character to life. Heavy and bulky props may be used during the Photo shoot, however, props during Pageant Night must not hinder the candidate from performing well during the Character Attire</li> </ul>			

performance number. (2) Organizations must inform the Miss Engineering Heads if ever they intend to use big and heavy props during the photo shoot, for such are subject to the approval of the Photo Studio. (3) No specific length of costume will be imposed. However total nudity is not allowed. Total nudity is defined as showing the genitals and nipples. Animals (dead or alive), flammable materials, sharp, stinky and wet objects are not allowed to be used as props for the character attire.

#### **7. MISS ENG'G FOR CHARITY**

This is an outreach activity by the Miss Engineering candidates to the chosen beneficiary of the Miss Engineering 2018 Team. A +1% incentive to the pre-pageant grade will be given to the candidates who will be able to attend the outreach program.

#### **8. GUESTING ON SMOKER NIGHT**

The candidates are to be shortly introduced to the public. Only One PA is allowed to accompany each candidate backstage.

#### **9. DRY RUN**

This is carried out for the candidates to familiarize themselves with the flow of the program on the Pageant Night. All candidates are required to attend the dry run, for this will also serve as the technical rehearsal – talent digital materials will be tested. Time will be allotted for each candidate to inspect the stage where they will be performing on the Pageant Night. They may or may not perform the talent routine but must consume the time allotted to play the music and/or video to be used for their performance.

#### **10. MOCK PAGEANT**

This is held on the day of the Pageant Night at the University Theatre to prepare the candidates for the event. The PAs are highly encouraged to accompany the candidates.

### **C. REQUIREMENTS**

#### **1. PERSONAL ASSISTANTS**

- Each candidate must have two (2) personal assistants, both being bona fide engineering students (affiliated or unaffiliated). At least one should be affiliated with the organization. Both personal assistants must be the official Miss Engineering 2018 coordinators from the organization.
- Each candidate has the option to have one additional make-up artist, who may or may not be affiliated with the organization or the university. However, he/she must only appear in activities which require a make-up artist, as decided by the event organizer. For every activity, the make-up artist will be asked to present a valid ID in exchange for an event pass. This event pass should be worn at all times inside the vicinity of the event.
- During the Pageant Night, each candidate must be accompanied only by the two PAs and one makeup artist. The three of them will be given individual backstage passes that should be worn at all times. Failure to do so may forfeit access to the backstage.
- The names of the two personal assistants are to be included in the Form A. Changing of personal assistants is strictly not allowed.

#### **2. CHARACTER ATTIRE**

- Each candidate must portray his specified sea creature. A list will be released by the UP ESC and the characters will be chosen during the Character Bidding. (See Schedule of Activities)
- The candidate must come up with a sketch of the character attire and have it checked by the Miss Engineering 2018 Team on the specified date above. Approval of sketches will be announced two (2) days after the specified date.
- Actual costumes should not be bought and be submitted as is.
- The Miss Engineering 2018 heads reserve the right to identify major deviations in the final character attire from the character attire sketches submitted. The Engineering Week 2018 Steering Committee will vote (majority vote) on whether the organization which did not follow their submitted sketches should be deducted 25% from their Character Attire grade.
- Final sketches must be submitted to the Miss Engineering 2018 Team on the specified deadline. Once the design has been finally approved, strictly no changes must be applied to it. For the actual costume, only repairs are allowed to retain the originally checked design.
- Photos for the Character Attire will be judged based on how the candidates will personify and capture the essence of the character to be portrayed.
- The Miss Engineering Team, together with the Engineering Week 2018 Steering Committee, reserves the right to exclude a photo from judging if it is considered malicious or detrimental to character portrayed. The photo will also be excluded from public viewing through social media and other media portals of Miss Engineering Team 2018.

#### **3. CHARACTER PROFILE**

- Each candidate is required to have an educational publicity material in .gif format featuring the characters they portray. The feature must include the origin, location, powers and if possible a background story. This will be posted online.
- A picture of the candidate wearing their character attires is required to appear in the publicity material. It is also required to make the Character Profile a promotional material for Miss Engg 2018. Hence, the Miss Engg 2018 logo, together with the date and venue of the event, must appear at the end of the GIF.
- The purpose of this requirement is to spread awareness about these sea creatures, their actual state and issues concerning them and those around them, hence it is necessary that the contents are accurate. Sources must be cited in the caption of the publicity material as well.
- The Best Character Profile will be awarded to the pageant night and will be chosen using the following criteria
  - Content – 30%
  - Creativity – 40%
  - Reach – 30%

- e. To get a perfect score for the content, the Character Profile must at least have the name of the sea creature and an advocacy to help promote responsibility towards these creatures.
- f. To get a perfect score for the reach, the likes and shares of Character Profile must have to be least 50% of the org roster size.

#### 4. TALENT PORTION

- a. Each candidate shall be given a maximum of three (3) minutes for their talent portion — one (1) minute for preparation, and two (2) minutes for the performance. Going beyond the allowable performance duration will be subject to deductions.
- b. Order of performance will be decided through randomization. This will be the final arrangement adopted for the whole event.
- c. A maximum of ten (10) back-up dancers will be allowed for the talent portion of the Pageant Night. All of which should be engineering students, half of which are affiliated with the organization. Each back up dancer will be given a backstage pass which should be worn at all times. Failure to do so may forfeit access to the backstage.
- d. All back-up dancers who wish to be part of the audience for the rest of the show must avail tickets. Back-up dancers will only be allowed to enter backstage once signaled by the stage manager.
- e. Use of props that could possibly damage or wet the stage is strictly not allowed (i.e. liquids, gels or other similar fluids, combustible materials, injurious/detrimental objects, guns, knives, and the like, harmful chemicals, animals). Likewise, any living animal is also not allowed as props for the talent portion.
- f. Candidates may opt to use the video equipment (i.e. use of projector for background presentations) of the venue as long as they submit the necessary materials on or before the specified deadline.
- g. Each candidate must submit the following in one folder with filename MissEngg2018\_ORGNAME (with the use of a flash drive) on the deadline of Submission of Talent Digital Materials:
- Audio (in MP3 format) and video (in MP4/AVI format) files with file name ORGNAME\_Talent
  - A three-sentence introduction to be said by the host before the participant's talent portion — in ".txt" format with file name ORGNAME\_Intro
  - Form D (Talent Overview Form; Form is available at [tiny.cc/ME2018FormD](http://tiny.cc/ME2018FormD))
  - Form E (Talent Waiver Form; Form is available at [tiny.cc/ME2018FormE](http://tiny.cc/ME2018FormE))
  - List of names of back-up dancers — in ".txt" format with file name ORGNAME\_BackUpDancers
- h. No revisions are allowed after the deadline of submission. Resubmissions are allowed, as long as it is done before the final submission deadline. Note that the last submitted file will be the one considered as final and official.

## II. **TECHNICALITIES**

### A. TABLE OF DEDUCTIONS AND INCENTIVES

Deduction	Reason
0.1% per hour late and a fraction thereof on the total pre-pageant grade	REGISTRATION AND SUBMISSION OF ALL REQUIREMENTS <ul style="list-style-type: none"> <li>a. Failure to submit requirements on time</li> <li>b. Applies to every late submission</li> <li>c. Also applicable to every item/object missing when needed</li> </ul>
Equivalent to the percentage of total time missed / total duration of the event on the total pre-pageant grade	UNEXCUSED LATE Arriving late (but earlier than the first third of the total duration of the event) without validated excuse form
Full deduction, 0 points for the specific event grade	UNEXCUSED ABSENCE No show or arriving beyond the first third of the total duration of the event without validated excuse form
No deduction	EXCUSED LATE/EARLY LEAVE Arriving late or leaving earlier than the scheduled end time due to valid reason, with validated excuse form (failure to submit the excuse form will render the absence of the candidate unexcused)
No deduction	EXCUSED ABSENCE No show, with validated excuse form (failure to submit the excuse form will render the absence of the candidate unexcused)

10% per extra person on the total pre-event grade	PERSONAL ASSISTANTS Exceeding the allowed number of assistants in any activity where Personal Assistants are needed
0.1% deduction per 15 minutes and a fraction thereof not ready on the total pageant night grade	CHARACTER ATTIRE Failure to present costume when needed.
Full deduction, 0 points for the talent portion or photoshoot	TALENT PORTION OR PHOTOSHOOT a. Using prohibited props during talent portion or photoshoot b. More than 10 back-up dancers, or with outsider back-up dancers
3% deduction per minute and a fraction thereof on the talent portion grade	TALENT PORTION Talent presentation exceeding 3 minutes
1% deduction on the total pageant night grade per third offense during the pageant night proper	PAGEANT NIGHT DECORUM Audience from organizations showing any form of misconduct (at third offense/warning)
60% of the original candidate's score will be carried out to the substitute's grade	SUBSTITUTE CANDIDATE a. Upon approval of Miss Engineering 2018 Team b. In case a candidate may no longer participate in Miss Engineering 2018 due to serious illness or similar predicaments
0.5% on the total pre-Q&A grade for each day and fraction thereof beyond the deadline of payment	TICKET DOWNPAYMENT/FULL PAYMENT Unpaid ticket down payment/full payment

## B. ATTENDANCE REQUIREMENTS

### 1. ABSENCE

- a. A candidate must inform the Miss Engineering Team through the submission of fully accomplished Excuse Form at least 48 hours before a scheduled exam or any valid academic activity.
- b. An academic activity is defined as an activity arising from a class in which the participant is enrolled in. It is considered valid only when the schedule of this activity cannot be cancelled (i.e. exams, make-up class).
- c. In case any Miss Eng'g activity is in conflict with a candidate's class (based on his Form 5), he is automatically excused from attending the activity and needs not to submit an excuse form.
- d. Other valid excuses such as health concerns will be deemed valid only if supporting documents such as Medical Certificates will be presented.

### 2. TARDINESS AND FAILURE TO FINISH AN ACTIVITY

- a. The Miss Engineering candidate must arrive at the specified time of the event.
- b. Participants must be ready (dressed-up and made-up if necessary) for the activity at the said call time. Late is defined as:
  - I. arriving at the venue after the call time
  - II. arriving at the venue on time but still not properly dressed and ready for the activity by the scheduled start of the event
  - III. arriving at the venue on time but still lacks necessary materials/requirements (e.g. props) to push through with the scheduled activity
- c. A candidate who arrives after the first third of the specified time/duration of the activity will merit the corresponding deduction for an unexcused absence.
- d. A candidate who fails to finish an activity without a validated excuse form will merit the corresponding deduction for unexcused late.

e. A candidate who fails to finish an activity with a validated excuse form will merit the corresponding deduction for unexcused late.

### 3. EXCUSE FORM

a. For absences and tardiness to be considered excused, the candidate must submit the Miss Engineering Excuse Form at least 48 hours before the scheduled date of the event (Form is available at [tinyurl.com/ME2018ExcuseForm](http://tinyurl.com/ME2018ExcuseForm))

I. For absence, the form must be submitted along with the necessary evidence to [msengineering2018@gmail.com](mailto:msengineering2018@gmail.com).

II. The Miss Engineering Team is given two days to validate such claims and officially declares a candidate excused or unexcused in a given activity.

III. For tardiness, the candidate must immediately inform the event heads (with mobile numbers given above) should he be late for an activity. He must provide a valid reason for such tardiness, for this is to be verified by the Miss Engineering Team. The candidate is required to accomplish an Excuse Form with evidences within 24 hours from the scheduled end of the event.

IV. The Miss Engineering Team is given one day to determine if the candidate's tardiness is excused.

b. When a contestant's absence or tardiness is declared excused, he will not incur any deduction.

### 4. PERSONAL ASSISTANTS

a. For the events where a number of personal assistants (mommies/daddies) required to attend is set (Photoshoot, Pageant Night, Smoker Night Guesting, Charity), the set number of mommies must be strictly followed. Deductions will be given to those who do not comply, as per deductions table.

b. In the case that all mommies cannot make it to an event due to valid reasons/other commitments, the org may send one (1) replacement who is part of the org roster. Inform the heads at least a day before the event if all the mommies cannot make it to the event. For cases like this, there is no need to submit an Excuse Form.

### C. PAGEANT NIGHT DECORUM

1. Organizations may cheer at any part of the performance as long as it does not disrupt the show.

2. Any form of misconduct (i.e. booing, foul language, loud chit-chats) that interferes with the host/performer's ability to execute and the audience's ability to enjoy the show will be strictly penalized.

3. The ESC marshals will be designated in various areas of the venue of the Pageant Night. They have their own discretion on the degree of misdemeanor:

- a. First Offense – First Warning
- b. Second Offense – Second Warning
- c. Third Offense – Corresponding sanction (please refer to the table above)

### D. SCORING SYSTEM

Miss Engineering 2018 Score System Summary							
Pre-Q&A          	70%	Pre-Pageant	40%	Pictorial	45%	Formal Wear	10%
						Swimwear	25%
						Evening Gown	15%
						Character Attire	30%
						Teaser Video	20%
				Character Profile	15%	Content	30%
						Creativity	40%
						Reach	30%
						Outreach Activity	10%

				ED & Talks	10%		
				Boot Camp	10%		
				Character Attire	10%		
	Pageant Night	60%		Character Attire	20%		
				Talent Portion	25%		
				Swimwear	20%		
				Evening Gown	20%		
				Poise and Projection	15%		
Q&A	30%			Only the top 5 finalists with the highest Pre-Q&A scores will proceed to this portion. There will be 2 rounds of Q&A with equal weights (15%-15% to the 30% of the Q&A), one round where the candidates will be asked different questions while in the other round, the candidates will be asked the same question.			

1. The winner of Miss Engineering 2018 will be the finalist who has the highest total Pre-Q&A and Q&A (final) score using the formula final score = .7\*(Pre-Q&A score) + .15\*(Q&A1 score) + .15\*(Q&A2 score). The first, second, third and fourth runners-up of Miss Engineering 2018 will be the finalist who has the 2nd, 3rd, 4th and 5th highest final score, respectively.
2. In case of a tie for first place of Miss Engineering 2018, those finalists will undergo another round of Q&A where the candidates will be asked the same question. Scores will be reset to zero. The finalist that scores the highest in this additional Q&A round will be declared the winner of Miss Engineering 2018, while the next in rank will be awarded accordingly.
3. In case of a tie for any place other than first place, there will be no need to have another round of Q&A. The finalists in a tie will be declared joint placers in that rank (for example, Finalist 1 & 2 both have the 3rd highest score among the 5 finalists, they will both be declared 3rd place/2nd runners-up. The EW pointing system will be followed for these cases, specifically Case 1 and Case 2 found in Section 3.7 of this handbook)

### III. OTHER REMINDERS

- A. All e-mail submissions will be considered accepted only when the participating organization received a reply from msengineering2018@gmail.com within 24 hours after the time of submission. It is advised that the orgs keep a copy of all submissions and email replies to avoid conflicts.
- B. The Miss Engineering Co-heads shall inform the Miss Engineering Coordinators of the organizations if ever there will be changes in this handbook.
- C. Pre-pageant grades (attendance) will be posted online. It will be open for public viewing and will be updated constantly. The link will be posted as soon as the activities for Miss Engineering 2018 have begun.
- D. Any accidental or deliberate damage to the venue or setup for Miss Engineering 2018 will be charged to the organization concerned.
- E. In case of situations not mentioned in the rules/guidelines stated above, the co-heads have the final decision over all proceedings. The decision of the steering committee regarding complaints about the event is final and irrevocable.
- F. Guidelines regarding ticket reservation will be announced as soon as the organization's rosters are complete.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	VERUM: Smoker Night 2018									
EVENT DESCRIPTION	Continuing its tradition of promoting creativity and critical thinking, BALANGAY: Smoker Night 2018 aims to attack, tackle, and criticize relevant social issues through a comedic play. This night event features Engineering-based organizations as they exhibit unique interpretations of their stands on the issues. This event also aims to showcase the holistic upbringing of UP Engineering students that are not only excellent in their fields but are also proactive members of the society. As the first student-participated night event of the Engineering Week, Smoker Night propels the fighting spirit of each engineering student.									
SPONSORING ORGANIZATION	UP Engineering Student Council (UP ESC)									
E-MAIL ADDRESS	enggweek2018@gmail.com									
EVENT COORDINATOR	Banzon, Reilly Ignatius S. (Reilly) Lerona, Paul Gabriel E. (Gab)					CONTACT NUMBER	09327190184 (Reilly) 09062797113 (Gab)			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO		WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	300	2	250	3	208.33	REGISTRATION FEE	N/A		
MAXIMUM NUMBER OF ENTRIES	15					NUMBER OF PLAYERS	15-30			
ALLOWED PLAYERS <i>Shade all that apply.</i>							MINI-EW CATEGORY <i>Shade one box only.</i>			
AFF ENG'G STUDENT							ARTS/TALENT	SPORTS		
AFF ONCE ENG'G STUDENT							PARLOR/RELAY/CHANCE	STRATEGY		
UNAFF ENG'G STUDENT							QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT		
ENG'G FACULTY							ENGG DISCIPLINE			
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME			VENUE			
Submission of SN Form 1 (Intent to Join)	January 15 – 16 (Mon-Tues)			9AM – 5PM			ESC Office			
Meeting with SN Coordinators	January 18 or 19 (Wed or Thursday)			5:30PM			Engineering Thinking Space			
Educational Discussion	Jan 22-23 (Mon-Tue)			5:30 PM			USC Office			
ED slot reservation	Jan 20 (Sat)			9 PM			Online			
Submission of Topics and SN Form 2 [Draft of Performance Overview]	Jan 24 – Jan 31 (Wed – Wed)			9PM - 9PM			Online			
Return of Draft of Performance Overview	Feb 5 (Mon)			9PM			Online			
Ticket Sales And Seat Reservation	Feb 9 (Fri)			9AM			ESC Office			
Submission of SN Form 3 [Final Performance Overview]	Feb 21 (Wednesday)			Until 9PM			Online			
Submission of Org AVP, Music and Digital Backdrop	Feb 24 (Saturday)			Until 12nn			ESC Office			
Individual Dry Run of Presentation and Drawing of Lots for Order of Presentation	Feb 24 (Sat)			4-8PM			Vinzon's Hall Rooftop			
Final revisions of Org AVP, Music and Digital Backdrop	Feb 26 (Mon)			Until 3PM			ESC Office			
Submission of SN Form 4	Feb 26 (Mon)			Until 9PM			Online			

[List of Participants], Final revisions of SN Form 3& Deadline of swapping of performance orders			
Night Event	Feb 28 (Wed)	7PM	UP Cine Adarna

**Deadline for late submission of SN Form 2, SN Form 3, and SN Form 4 is one day after the original deadline. Failure to pass the said requirements on or before the deadline for the late submission will forfeit their slot in the event**

## EVENT RULES

- **COMPOSITION OF PARTICIPATING TEAM (REQUIRED)**

- Actors/Performers (speaking and non-speaking characters)
- Backstage crew and propsmen
- Director and Scriptwriter
- Voice-overs (Max. 4)
- Production coordinators/ Tech coordinators (Stage managers, lights, sounds, and AVP/Digital backdrop) (Max. 4)

Reminders:

- Although the teams have the freedom on how they allocate their members into specific roles in the production, the team should still reach the min-max number of participants.
- **Voice-overs-** maximum of 4 members can serve as voice-overs. They are not allowed to read their own script from any printed or portable documents during the event proper. The ESC will provide a copy of their respective FINAL PERFORMANCE OVERVIEW during the event. A 5-point deduction will be incurred by the organizations who will violate this.
- **Production Coordinators-** only a maximum of 4 members can be prod coordinators. They must be **rostered members** of the organization, and should coordinate with the EW2018 Tech Team during dry run and event proper for the following tasks:
  - Stage/Backstage Manager (facilitates the stage traffic, heads the propsmen and backstage crew)
  - Light controls (if the performance requires turning the stage and/or spot lights on or off)
  - Playing of Sounds (if the organization wishes to play music pieces)
  - Playing of AVP/DB (if the org has an AVP before and/or Digital Background during the performance)
- **Directors and Scriptwriters** - Directors and Scriptwriters should be rostered members of the organization. Each team should have at least 1 Director, and 1 scriptwriter, or 1 director-scriptwriter (if they are the same person). They are not allowed to have any role in the performance. Conductors are not allowed to coach or signal cues for actors during the performance.
- **Backstage crew and propsmen-** SHOULD wear black top and pants for the duration of their organization's performance. They cannot have roles in the performance.

- **PRE-EVENT REQUIREMENTS**

- **Intent to Join**
  - The participating organizations must submit the Smoker Night Form SN1 on the specified deadline January 16, 2018 (Tuesday) at the ESC office. Do not forget to sign in the attendance sheet provided by the Smoker Night Head for proper documentation before handing the documents over at the ESC Office.
  - There will only be **15** slots allotted for participating organizations. Reservation of slots will be on a first-come first served basis. In the case of an organization backing out, the 16th organization to submit the Form SN1 will replace the former, and so on and so forth.
  - Only organizations that submitted their Form 1s before the deadline will be included. Should there be remaining slots after January 16, it will not be filled.
- **Educational Discussion**
  - Participating groups shall attend the educational discussion about the central theme on January 22, 2018. Anyone from the ensemble can participate in the ED, however, the group's director and scriptwriter are highly encouraged to attend. Each group shall send at least 2 representatives for the ED. Failure to send representatives will incur a deduction of 2 points in the final score during their live performance on the day of the event.
  - Only 8 slots will be accommodated in the first day (Jan 22, 2018) and 7 slots for the second day (Jan 23, 2018). This will be in a first-come-first-served basis. The link for the reservation sheet will be given after submitting the Form SN1 at the ESC Office. The deadline for the ED reservation will be on January 20, 2018, 9PM. The organizations can already start reserving the slots by the time the link has been given. Failure to reserve before the deadline will incur a deduction of 1 point in the organization's final score.
- **Performance Overview**

The Performance Overview will be the official basis and the scope of the performance. The central theme of this year's Smoker Night will be the **NATIONAL INDUSTRIALIZATION**. The plot of the performances must be able to critique important issues and problems on **national industrialization under the current administration**. Aside from the overall theme, the organization must think of and submit a specific issue which will be the focus of their performance.

  - Note: Specific issues that will be submitted can be subjected to approval by the Smoker Night Heads, if it seems to be digressing much from the main topic.
  - The organization must submit a specific problem or issue stated in a concise **concept paper** through email engweek2018@gmail.com with the subject: **SN2018\_TOPIC\_<ORGNAME>**, which contains the reason for choosing such

topic in the email body. Submission begins on **Jan 24, 2018 9PM** and ends on **Jan 31, 2018 9PM**. Organizations who will submit topics before and after the set time will not be credited.

- The Smoker Night heads will inform the participating organization if the suggested topic is accepted through email, at most, one day after submission. No topics will be allowed to repeat twice; the submission and assignment of topics will be on a first-come-first serve basis (timestamps of the e-mail). Should the submitted topic already be taken, the Smoker Night Heads will inform the organizations, at most a day after submission. Organizations are free to think or change their topics (with the approval of the SN Heads) before the deadline of the draft of performance overview.
- The performance overview shall follow SN Form 2 and SN Form 3 format.
- The draft of the overview must be sent to enggweek2018@gmail.com on or before the specified deadline (**Jan 31, 2018 9PM**) only with the following details:

e-mail subject: *SN2018\_FORM2\_<ORGNAME>*  
filename of attachment: *SN2\_<ORGNAME>.docx (e.g. SN2\_ESC.docx)*

- Reviewed performance overview will be sent back on or before the specified deadline (**Feb 5, 2018 9PM**) to the email used in sending SN Form 2. Reviewed performance overview will contain comments and necessary changes as deemed necessary by the Smoker Night 2018 team.
- Organizations should edit or remove parts from the performance deemed inappropriate or offensive based on the Technicalities (see below).
- Final Performance Overview must be sent to **enggweek2018@gmail.com** on or before the specified deadline (**Feb 21, 2018, 9PM**) with the following details:

e-mail subject: *SN2018\_FORM3\_<ORGNAME>*  
filename of attachment: *SN3\_<ORGNAME>.docx (e.g. SN3\_ESC.docx)*

- Please take note that the Final Performance Overview sent will be the one used by the voice-overs.
- Participants will be notified with a red flag should their performance deviate from the performance overview.
- Organization's Audio-Visual Presentation and Music Pieces
  - Submission of an Audio-Visual Presentation, music pieces, and/or a digital backdrop is optional.
  - Org AVP, Music, Digital Backdrop format:

Org AVP:

File Size: Maximum of 100MB

Duration: 30-60 seconds

File format: *AVP\_<ORGNAME>.mp4*(e.g. AVP\_ESC.mp4)

Music Piece:

File format: *<Filename>.mp3* (e.g. Lupang Hinirang.mp3)

Should be in a folder labeled "*MUSIC\_<ORGNAME>*" (e.g. MUSIC\_ESC)

Digital Backdrop:

File format: *[Filename] file type* (e.g. Station ID.pptx)

Should be in a folder labeled "*DB\_<ORGNAME>*" (e.g. DB\_ESC)

- The Org AVP, Music Piece, and Digital Backdrop should be contained in one CD only. The CD must be labelled digitally labelled following this format:

*SN2018\_<ORGNAME>* (e.g. SN2018\_ESC)  
and physically labelled following this format:

*SN 2018  
<ORGNAME>*

- Should the participating organization fail to submit an AVP, a default 30-sec org AVP template containing org name and org logo will be played during the performance night to start the org's performance. These 30 seconds will be included in the performance time of the organization.
- Failure to submit a music piece or a digital backdrop will imply that the organization will not use any in the performance.

- Submission of the CD will be done at the ESC Office on the specified deadline (**Feb 21, 2018**).
  - Resubmission of the final revisions of organization AVP, music, and digital backdrop will be on **Feb 26, 2018**. This must be submitted in a new CD following the file formats and labeling formats indicated above.
- **Ticket Sales / Seat Reservation**
  - Tickets will be sold for viewers in this year's Smoker Night, priced at **Php 30.00** per person. Since the venue, UP Cine Adarna, has limited seats (around 700-800 seats), each organization can reserve up to 45 seats. The placement of the seats will be up to their choice.
  - Reservation of seats and down payment for the reserved seats will be on February 9, 2018, 9AM in the ESC Office (MH 123). Half of the reserved seats must be paid to secure the reservation. The order of choosing the seats will be first come-first serve. After all organizations have reserved their seats, the remaining free seats will be sold during the Event Proper outside of the venue.
  - The remaining balance of the organizations must be paid during their Performance Dry Run on **February 24, 2018**. Unpaid balances must be settled at the end of this day or else, a 1-point deduction to the final score will be incurred.
- **Performance Dry-run**
  - All participants are required to participate in a dry run. This will be held on Feb 24, 2018 from 4PM-8PM, Saturday at the P&G Room.
  - Dry-run performances will strictly be 15 mins long. Performances will be cut short once the said time is reached.
  - The participants are required to perform according to Form 3. This will strictly include all queues, dialogue, and the like.
  - The Smoker Night Team will have a copy of the participants' Form 3 and will comment on their performances to let them know of the possible deductions if ever certain violations are made.
  - Dry Run must be delivered as close as possible to the actual performance during Smoker Night. Characters must be in costume and props to be used must be present. (Although, props or that are too big or props and costumes that are not yet finished/prepared may be omitted during the dry run)
  - AVP's, Digital Backgrounds and Music Pieces should also be included in the dry run. Smoker Night SC will be providing a laptop containing all submitted AVP's, DB's and Music Pieces.
- **Drawing of lots**
  - Drawing of lots for the order of on the event proper will be done during the dry-run proper; all participating orgs shall send one representative. The result of the drawing of lots will be confidential. It will be the organizations' discretion to disclose the said information.
  - Swapping of performance order with other participants is allowed given that all parties involved sign a letter of advisory addressed to the Smoker Night heads. The deadline of swapping of performance orders will be on Feb 26, 2018.
  - The order of performance will be posted at the registration area on the day of the event
- **List of Participants**
  - List of participants of the organization shall follow the format of SN Form 4.
  - Submission of SN Form 4 is on or before the specified deadline (Feb 26, 2018) via email to enggweek2018@gmail.com with the following format:

Subject: SN2018\_FORM4\_<ORGNAME>

File Format: SN4\_<ORGNAME>.docx(e.g. SN4\_ESC.docx)
- **Reminders:**
  - Late submission and/or failure to comply with the required format of the deliverables (i.e. draft and final script, AVP, music) will incur deductions. See Table A.
  - Resubmissions are allowed, as long as the final submission is done within the deadline.
  - Organizations are not allowed to use additional technical equipment (e.g. extra LCD projectors, microphones, laptops, sound systems)
  - Rules regarding event restrictions (Nudity, namedropping, direct cursing, etc.) are also applicable with the org AVPs, music and digital backdrop.
- **PROCEDURE DURING THE EVENT NIGHT**
  - The event proper starts at exactly 7:00 P.M.
  - **Registration of Participants**
    - Student IDs/Form 5s with valid IDs of each participant (performers, voice overs, tech coordinators, and backstage crews) must be presented at the performers' registration area. Performers will be stamped for identification. After registration, the performers must go directly to the holding area.
    - Copies of the script of the participant will be lent to them after registration. Five (5) minutes will be given to the participant to make necessary markings (ie. cue marks, rest marks, etc.) on their script that may aid them during their performance. After the time given, the copies of the script must be returned to the registration booth. Failure to do so will incur corresponding deductions See Table A.

- Every participant must present his/her stamp before going to the holding area. Any unauthorized personnel will not be allowed at the queuing rooms.
- The first two performing orgs must be at the registration area by strictly 5:30 PM. The third performing org must be at the registration area at least before the start of the performance of the first performing org. The succeeding performing orgs must strictly be at the registration area at least before the start of performance of the second performing org preceding them (at least 2 performances before theirs).
- Participating orgs who have not met the required minimum number of participants (15) by the time that they should be at the registration area will not be allowed to perform and will not receive any participation points.
- Participants who will not be able to make it on time can still join in the performance of their organization given that they will be able to register at the booth at least one performance before theirs.
- **Holding Area**
  - An area outside the venue will be assigned to each participating organization.
  - The first 2 performing organizations are the only ones allowed on the backstage of the venue. Once the first performing organization has set foot on stage, the 3rd participant will then be allowed to enter the backstage. This will go on until the last participant can enter.
  - The backstage person/props handler is required to stay on the area assigned to his/her organization. The Engineering Student Council will not be responsible for any lost items, props, or valuables.
  - Participants will be given a time allowance of 5 minutes to clear their space in the backstage area after their performance. A 5-point deduction will be incurred should they linger for more than 5 minutes.
  - Materials, props, personal belongings, or any valuables are NOT allowed to be left in the queuing rooms. A 5-point deduction will be given to orgs who will leave any of the said materials.
  - The props handler of each performing org will be responsible to look after the belongings of the performers anywhere they may leave them except for the holding area.
  - Performers waiting outside are prohibited from staying in the grass and stepping on the grass. A 2-point deduction will be given to the organizations who violate this.
- **PERFORMANCE REQUIREMENTS**
  - **Time Constraints**
    - All participating organizations will be given a maximum of 7 minutes to perform. This will include the 30-60 seconds allotted time for their AVP at the start of their performance and stage preparations and set-up. The organizations may do the stage preparations and set-up while their AVP is being played. Extending after 7minutes will merit the following deductions: 5 points for the 1st 15 seconds, 1 point for each succeeding 3-second interval or a fraction thereof
    - The time starts promptly when the participating organization's AVP starts. The actual performance may immediately start right after the AVP.
    - The elapsed time will be projected for both the performers' and audience's reference.
    - The end of the performance should be accompanied by a signal from the voice-overs (e.g. "That's the end of our performance", "The End", "Wakas"). This will signal the timekeeper to stop the time being recorded for the performance. The time will continue to run until the signal has been uttered. Once the performance has stopped, the performers will be given an extra minute (not included in the 7 minutes) to vacate the stage and remove their props.
    - A 3-point deduction to their final score will be given should the organization exceed the 1 – minute pack-up time. Any material left on the stage after pack-up will demerit 5 points to the final score of the organization. Pack-up will be considered officially over when all the performers have left the stage.
  - **Event Restrictions**
    - During performance, performers are only allowed to use the left door from the performer's area as entrance to the stage. The door to the right of the stage inside the theatre will be used for exiting. It is strictly required that the performance will follow this one entrance-one exit policy to avoid any inconveniences with other performers.
    - Performers under the influence of drugs and alcohol are strictly prohibited. Participating organizations with any number of performers caught under the influence of these substances will not be allowed to perform and will be awarded negative participation points + disqualification if persistent.
    - Automatic disqualification will be given to the organizations whose members are caught throwing any kind of material to the performers. This will be considered as Physical Violence.
    - Executing acts that may prove physically injurious to organizers, participants, spectators and judges are also strictly prohibited. Participating organizations found guilty of grave misdemeanor will be automatically disqualified, awarded with negative participation points and will be subject to disciplinary action by the Student Disciplinary Council.
    - If an organization commits at least 3 major violations as agreed upon by the Board of Censors and Smoker Night Head, they will be automatically disqualified from performing/winning in the event and be awarded negative participation points. They would also pay for damage fees if ever they destroy any property or equipment in the event.
    - The Engineering Week Smoker Night Steering Committee reserves the right to penalize and investigate organizations that are found guilty of attempting and executing acts that may prove injurious to organizers, participants, spectators and judges. Full discretion is reserved to the Engineering Week Smoker Night Steering Committee and ESC Executive Committee in deciding cases of misdemeanor or other issues that may arise during the event. Other possible violations for specific cases will also be handled by the Smoker Night Steering Committee.

- Performers are only allowed to join the audience (after performance of said performers) if they have designated seats. A 2-point deduction will be given to the performers who violate this.

- **Program Personnel**

- **Board of Censors**

- The Board of Censors will be composed of the Engineering Week Overall Co-heads and Complaint Co-Heads.
- Every censor will be given a checklist of possible violations that can be committed during performance. It will be on their discretion whatever violation they will merit an organization based on their judgment. Their decision will be final and irrevocable.
- A violation will be credited if all members of the Board of Censors were able to observe the violation.
- After all the performances, they will compute for the appropriate deductions due to violations. They will forward the amount of deductions to the Board of Judges.

- **Board of Judges**

- The Board of Judges shall be headed by the Smoker Night Head. They will be stationed at the server computer where the weighted average will be calculated. They will deduct the appropriate deductions from the final scores.

- **Criteria for Judging**

Social Relevance

Content and substance of ideas	20
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Inclusion of socially relevant issues and current events	10
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Depth of criticism	20
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Call to action	10
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Creativity and Originality

Spectacle (Costume and Props, use of Lights and Sounds, etc.)	10
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Theatrics and Artistry (e.g., comedic effect, plot, mockery, uniqueness, etc.)	15
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Delivery

Level of Performance	5
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Stage presence	5
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Appeal and reception of audience	5
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Total	<b>100</b>
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- **TECHNICALITIES**

**Table A. List of Deductions for Deliverables**

Deliverable	Deduction to Final Score	
	Late Submission	Improper Format
SN Form 2	2 points	1 point
SN Form 3	2 points	1 point
SN Form 4	2 points	1 point

**Table B. List of Prohibited Acts during Performance Day and Corresponding Violations**

Type	Violation	Sanction
Minor	Script Marking Overtime (>5 mins)	3 points
	Performance Overtime (>7 mins)	5 points for the 1st 15 seconds, 1 point for each succeeding 3-second interval and a fraction thereof.
	Pack-up Overtime (>1 min)	3 points
	Props Left on Stage after Overtime	5 points
	Nudity	5 points per person per appearance
	Direct Cursing	5 points per utterance
	Major Deviations from the Performance Overview	Red Flag raised for: 30 secs - 10 points 60 secs - 20 points 90 secs - Negative participation points + Disqualification + Stage Blackout
Major	Destruction of Property or Equipment	Negative participation points + Payment of damage fees
	Use of Prohibited Materials, Props, or Backdrop	Negative participation points

	Name Dropping	Negative participation points
	Causing Disturbance to Other Performances	Negative participation points
<b>Grave</b>	Physical Violence (Physical and Sexual Harassment)	Immediate cessation of the performance+ Sanctioned by the Student Disciplinary Tribunal + Negative participation points +Disqualification from performing/winning
<ul style="list-style-type: none"> <li>○ These violations (except overtimes) are applicable to performers and audience of the organization.</li> </ul>		
<ul style="list-style-type: none"> <li>○ <b>Prohibited Acts During Performance</b> <ul style="list-style-type: none"> <li>• <b>Nudity</b> - It will be defined as the exposure of the performer's genitalia (including women's breasts). If the performer did not give consent for such exposure after thorough investigation, this will automatically be considered as a grave act. On the other note, this category does not include wardrobe malfunctions.</li> <li>• <b>Direct cursing</b> – Verbal and non-verbal cursing shall only be used as an expression (e.g. Putangina, Fuck). Cursing being directed at someone or an organization is prohibited. (e.g. Putangina mo/Fuck you/ Gago ka Juan).</li> <li>• <b>Name dropping</b> - Revealing the identity of the concerned individual or organization during performance is strictly prohibited. Any explicit material (i.e. materials that can be worn as nametags, or can be seen in the backdrop) that is purely accusatory and malignant, that refers to a certain individual, organization or name of event of an organization in the University of the Philippines-Diliman are also considered name dropping and is also prohibited. However, the Engineering Student Council and the College of Engineering administration may be mentioned explicitly but singling-out or mentioning specific individuals from these institutions is strictly prohibited.</li> <li>• <b>Disturbance to Other Performances</b> – Booring. Swearing. Flame Wars between audiences. Obstruction of Props. Anything that disrupts the performance or the program. Anyone caught in the act by marshals shall have their organization subjected to the corresponding sanction.</li> <li>• <b>Harassment</b>- this will be defined as the malicious display or act of harassment that employs sexual gratification, rape, objectification, and abuse of performers, and to certain individuals, that is deemed to have no theatrical relevance and factual basis. The whole performance will be under the scrutiny of UPD University Student Council's Committees on Legal Issues and Concerns, and Students' Rights and Welfare.</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li>○ <b>Prohibited Materials and Props</b> <ul style="list-style-type: none"> <li>○ Objects that might cause slippage or accidents</li> <li>○ Combustible and/or flammable materials</li> <li>○ Injurious/detrimental objects (includes, but are not limited to, guns, knives, bow and arrow, and the like)</li> <li>○ Harmful chemicals</li> <li>○ Animals</li> <li>○ Any other objects prohibited inside the venue</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li>○ <b>Prohibited Displays in Backdrop</b> <ul style="list-style-type: none"> <li>○ Nudity</li> <li>○ Faces of Real People</li> <li>○ Direct Cursing</li> <li>○ Name Dropping</li> <li>○ Gore</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li>○ <b>Accidental or deliberate damage to or loss of equipment during presentation.</b> <ul style="list-style-type: none"> <li>○ All damages incurred will be charged to the erring organization. Equipment includes lights, microphones, speakers, stage wiring, etc.</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li>● <b>IMPORTANT NOTES</b> <ul style="list-style-type: none"> <li>○ The Engineering Week clock as stated in the official Engineering Week 2018 Rules will be used for time reference.</li> <li>○ All e-mail submissions will be considered accepted only when the participant received a reply from enggweek2018@gmail.com. It is advised that the orgs keep a copy of all the submissions and e-mail replies to avoid conflicts.</li> <li>○ The Smoker Night Co-Heads shall inform the Smoker Night Coordinator of the organizations if ever there will be changes in this form.</li> </ul> </li> </ul>		

# EVENT RULES AND GUIDELINES

EVENT INFORMATION							
EVENT NAME	<b>LUMINE: Tanghalan 2018</b>						
EVENT DESCRIPTION	<p>Now on its third year, the Engineering Student Council along with the Engineering Initiative brings LUMINE: TANGHALAN 2018, an event where the College of Engineering faculty, administration, and staff can showcase their talents to the Engineering community and where we, the students, can show our utmost appreciation outside of the classroom setup and have an avenue to celebrate them. With the beautiful ocean phenomenon, <i>bioluminescence</i>, as a theme, we shall watch our dear performers as they are the ones who make our lives glitter inside the college. This year, we aim to continue to be even more inclusive by welcoming unaffiliated engineering students to perform as well.</p>						
SPONSORING ORGANIZATION	UP Engineering Student Council (UP ESC)						
E-MAIL ADDRESS	enggweek2018@gmail.com						
EVENT COORDINATOR	Gomintong, Cherie Lynne C. (Cherie) Hunwic, Angelica S. (Anne)		CONTACT NUMBER	09985856674 (Cherie) 09953112558 (Anne)			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/> YES	<input type="checkbox"/>	<input type="checkbox"/> NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/> YES	<input type="checkbox"/>	<input type="checkbox"/> NO
EW POINTS	150 points for organizations <b>with at least 10% of their members in their respective org rosters</b> present in the event.  Note: The equivalent of the 10% in the org roster is rounded down to the nearest whole number.		REGISTRATION FEE	None			
MAXIMUM NUMBER OF ENTRIES	For student performers: Maximum of three entries		NUMBER OF PLAYERS	Maximum of 10 members per group			
<b>ALLOWED PLAYERS</b> <i>Shade all that apply.</i>			<b>MINI-EW CATEGORY</b> <i>Shade one box only.</i>				
<input checked="" type="checkbox"/> AFF ENG'G STUDENT			<input type="checkbox"/> ARTS/TALENT	<input type="checkbox"/> SPORTS			
<input type="checkbox"/> AFF ONCE ENG'G STUDENT			<input type="checkbox"/> PARLOR/RELAY/CHANCE	<input type="checkbox"/> STRATEGY			
<input type="checkbox"/> UNAFF ENG'G STUDENT			<input type="checkbox"/> QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT			
<input type="checkbox"/> ENG'G FACULTY			<input type="checkbox"/> WORKSHOP	<input type="checkbox"/>			
SCHEDULE OF ACTIVITIES							
ACTIVITY	DATE	TIME	VENUE				
Deadline of Registration for Student Performers	January 22 to February 2	8:00 AM – 6:00 PM	ESC Office (MH 123)				
Announcement of Final Performers	February 4	6:00 PM – 9:00 PM	ONLINE				
Event Proper	March 2	5:30 PM – 8:30 PM	Engineering Theater				
EVENT RULES							
<b>I. GENERAL GUIDELINES</b> <ul style="list-style-type: none"> <li>A. REGISTRATION &amp; SUBMISSION           <ol style="list-style-type: none"> <li>1. The theme of Tanghalan 2018 is appreciation of the Philippine marine biodiversity and awareness on environmental issues concerning our bodies of water and aquatic friends. This may range from thought-provoking songs to water-themed dance numbers.</li> <li>2. Performers may be solo, by pair, or by group (max 10 persons per group).</li> <li>3. A solo/pair/group performer may be composed of               <ol style="list-style-type: none"> <li>a. Unaffiliated students only,</li> <li>b. Affiliated students only, or</li> <li>c. Mixed</li> </ol> </li> <li>4. Performances will be subject for approval by the Tanghalan 2018 heads and the registering group shall be notified through text regarding the approval of their registration. The groups who were not approved will be notified through text as well.</li> <li>5. Approval of performances will be based on groups' time and logistical needs.</li> </ol> </li> </ul>							

6. Each student performer/group must submit the following in order to register:
  - a. Tanghalan 2018 Registration Form
  - b. Attached photocopies of all participants' Form 5 and ID
7. All students must submit the requirements (from #6) at the ESC Office (MH 123) until February 2, 2018 (Friday), 6:00pm only.
8. Late submissions will not be accepted, thus, the group will not be considered as one of the performers during Tanghalan 2018 anymore. Performers will be chosen by the Tanghalan team and will be informed through text before February 4, 2018 (Sunday).

#### B. PRE-EVENT

1. All groups must submit any audio/video to be used in the event proper to avoid technical difficulties. These should be submitted through email (enggweek2018@gmail.com) on or before February 17, 2018 (Saturday).
2. Any changes in the songs to be performed (for song performances) or audio/video to be used (for other performances) should be relayed through
  - a. email, together with the attached replacements or
  - b. at the ESC office by appointment (Contact Cherie Gomintong - 09985856674). Changes will be entertained until February 24, 2018, 11:59 PM ONLY.
3. For changes to be relayed through email, please follow the ff. format:
  - a. Group name
  - b. Changes (Ex: Original song: Artist → New Song: Artist)
  - c. Final set list

### **II. TECHNICALITIES**

#### A. PERFORMANCES

1. Each student performer/group is given a maximum of 8 minutes to perform.
2. Each group will be given 2 minutes to set up on stage. These 2 minutes are separate from the 8 minutes performance time. Therefore, each group has 2 minutes for set-up + 8 minutes for performance = 10 minutes on stage.
3. All groups must stay in the waiting room (Maynilad Room) while waiting for their turn to perform in the Engineering Theater. Unaffiliated groups may opt to wait inside the Engineering Theater as long as there is still enough space.
4. For song performances: All performers should bring their own instruments. No instruments will be provided by the event organizers.

### **III. GENERAL PROGRAM FLOW**

- 5:30 – 6:00 Registration
- 6:00 – 7:30 Performances Part 1
- 7:30 – 7:45 Intermission Game
- 7:45 – 8:45 Performances Part 2
- 8:45 – 9:00 Closing Number

### **IV. EWOC POINTS**

150 EWOC points will be given to organizations that will provide attendance of at least 10% of their organization roster. Attendance will be checked until 6:00pm only. The attendees must stay at least until 8:30 PM to be eligible of the points. UP ID must be presented upon registration.

## REGISTRATION FORM

## EVENT

EVENT NAME	LUMINE: Tanghalan 2018		
SPONSORING ORGANIZATION	UP Engineering Student Council (UP ESC)		

## PARTICIPATING GROUP

CATEGORY	Solo	Pair	Group (3 or more persons)
CONTACT PERSON/S			
CONTACT NUMBER/S - ex. 09XXXXXX (Juan)			
EMAIL ADDRESS			
MEMBERS	Please follow this format: 1. Last Name, First Name    Student No. 2. Last Name, First Name    Student No. 3. and so on...		
TYPE OF PERFORMANCE	Song	Dance	Others
DESCRIPTION	<small>*For Song performances, please indicate what instruments you will be using if there will be any.</small> <small>*For other performances, please describe what you will be performing</small>		

## LIST OF SONGS - ORIGINAL ARTIST


LIST OF SONGS TO BE USED (if there are any)		ORIGINAL ARTIST
1	<i>For dance/other performances that need background music</i>	
2		
3		
4		
5		

## LOGISTIC NEEDS

## QUANTITY

1	Wireless mics, mics with stand, amplifier, spotlight, extension cords, etc.	
2		
3		
4		
5		

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	ASTEIO								
EVENT DESCRIPTION	This will serve as the awards night for the whole of Engineering Week 2018, as well as the after-party of the week-long event. Everyone from the Engineering community is invited to attend a night full of enjoyment and celebration for everything that encompasses Engineering Week 2018. A short program will signify the start of the event, to be followed by the awarding of the Top 10 and special awards, and capped off with a party.								
SPONSORING ORGANIZATION	UP Engineering Student Council '17-'18 (UP ESC)								
E-MAIL ADDRESS	enggweekafterparty@gmail.com								
EVENT COORDINATOR	Mary Joy B. Ballesteros (Maj)			CONTACT NUMBER	0916 344 9654				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	2	3		REGISTRATION FEE	150			
MAXIMUM NUMBER OF ENTRIES	Not applicable				NUMBER OF PLAYERS	At least 10% of organization's total registered roster			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS			
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY			
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT			
ENG'G FACULTY					WORKSHOP				
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE		TIME		VENUE				
Remittance Deadline	March 5		8:00pm		ESC Office				
Preparations	March 10		4:00pm - 6:00pm		La Piazza, Capitol Hills Drive				
Registration	March 10		6:00pm - 7:00pm		La Piazza, Capitol Hills Drive				
Programs	March 10		7pm – 9pm		La Piazza, Capitol Hills Drive				
Party Proper	March 10		9pm onwards		La Piazza, Capitol Hills Drive				
EVENT RULES									
<p>I. <b><u>GENERAL GUIDELINES</u></b></p> <p>A. REGISTRATION &amp; SUBMISSION</p> <ol style="list-style-type: none"> <li>Upon arrival at the venue, all organizations and individuals must proceed to the registration booth and fill-up all the necessary information before proceeding inside the venue.</li> <li>Organizations must bring their UP IDs or Form 5 with valid IDs</li> <li>After registration, a stamp will be placed on the wrists of previously stated individuals and organizations for proper recognition.</li> <li>A minimum of 10% of the total registered organization roster must be present per organization for the awarding of the Engineering Week Overall Champion and must register before the end of the registration time.</li> <li>Ticket prices for (non-walk-ins) engineering students, once engineering students, engineering faculty and staff will be priced <b>at Php 150 before the March 5 deadline</b>. For engineering students, once engineering students, and engineering faculty and staff, never engineering students, non-engineering faculty and staff, and outsiders, that buy tickets <b>after March 5</b>, ticket prices will be at <b>Php 180</b>.</li> </ol> <p>B. PRE-EVENT</p> <ol style="list-style-type: none"> <li>All organizations and individuals planning to attend the event must not bring any dangerous objects that could cause physical harm to any other individual attending the event.</li> <li>All organizations and individuals are not allowed to bring outside food and drinks, or any other objects consumable by other individuals that are not provided by the organizing party.</li> </ol>									

3. Champions of previous night events who will voluntarily choose to be performing their anchor performance are required to be at the venue at least 1 hour before their scheduled performance.
4. **Ticket remittance will be on March 5 (Monday).** Organizations aiming for the 10% attendance requirement for the 150 EWOC points will need to remit the FULL PAYMENT of AT LEAST the 10% population that will be attending on **March 5** to be considered for the 150 EWOC points. Otherwise, their tickets will be priced at Php 180. Walk-ins will still be considered in the 10% count, but their ticket prices will also be priced at Php 180.
5. **During remittance (March 5), organizations must submit a list of the students from the organization that have purchased the tickets.** The 150 EWOC points will only be awarded if the respective organization members on the list have signed the attendance sheet during registration in the event on March 10, AND/OR the number of walk-ins during the event from the organizations reaches the 10% minimum attendance requirement.

## II. TECHNICALITIES

- A. **TABLE OF DEDUCTIONS:** Deductions will only be given to organizations or individuals who break the rules stated above, or break any other rules as stated by the University of the Philippines Diliman under the 2012 Code of Student Conduct and current Philippine Laws. **The organizing committee will have the final say on whether or not deductions will be given to said organizations,** depending on the gravity of the situation. The organizing committee will also decide whether the offense is considered to be a minor offense, a major offense, or an illegal act in accordance with the Philippine Laws.

Reason	Corresponding Deduction in EWOC Points
Minor Offense (which may include but are not limited to: Intellectual dishonesty/fabrication of identifying facts,	50
Major Offense (which may include but are not limited to: violent acts, inappropriate behavior, engaging in dangerous activities, etc.)	100
Illegal Acts (which may include but are not limited to: damage to property, bringing of illegal devices/substances,	250

For more information on rules and regulations, please read the 2012 Code of Student Conduct, as well as illegal activities as stated by current Philippine law. If in case the individual is not part or affiliated with any of the registered engineering organizations, or has declared that the act committed was of personal and individual choice, then sanctions will be given in accordance with University Rules or with Philippine Laws towards the individual concerned, whichever is applicable. Final say goes to the organizing committee on all instances and under any circumstances. The ESC reserves the right to provide sanctions for any other circumstances not listed above.

- B. **ATTENDANCE REQUIREMENTS:** All organizations must have at least 10% of the total registered organization roster present in case the organization wins an award from Engineering Week 2018. An organization that receives an award but does not have any representative to claim it must claim the said award from the organizing party not more than one week after the event. All attending participants should have fun, and enjoin in the celebration of being part of the College of Engineering.
- C. **SCORING SYSTEM:** An automatic 150 points will be given to organizations that reach at least 10% of organization roster in total attendance during the event after having gone through proper registration and attendance checking procedures.

## III. EVENT MECHANICS

- A. All champions from previous night events will be given the chance to perform voluntarily during the said event. They must notify the organizing party at most 1 day after the event that they had won as champions to give ample time for adjustments in the program: **The list of the specifics**(Details, materials, and equipment) the night event winners will need for their performance during the Afterparty should be sent to [enggweekafterparty@gmail.com](mailto:enggweekafterparty@gmail.com) with the subject and filename: **ASTEIO\_PERFORMERS\_(Organization Name)\_ (Night Event that organization championed in)** at [enggweekafterparty@gmail.com](mailto:enggweekafterparty@gmail.com). Performers will only be allotted a maximum of **10 minutes** for the whole performance, **excluding** set-up and exit time if applicable.
- B. The champion organizations per night event have the freedom to choose what they will perform from their winning piece, but must make sure that the total performance time does not exceed 10 minutes.

- C. For organizations who win awards during the awarding part of the program, a 1-minute grace period will be given for picture-taking of the organization's members and affiliated individuals. The organization has the freedom to choose who will receive the award from their respective organizations.
- D. Unruly behavior during awarding like, but not limited to, making offensive remarks or making "boo" sounds once an organization is awarded will not be tolerated. The organizing committee will have the final say on whether or not a certain act is considered to be unruly or untowards UP students, and corresponding deductions will be made if deemed necessary by the organizing committee.

## REGISTRATION FORM

EVENT	
EVENT NAME	Follow this format: Arial, 9, Black.
SPONSORING ORGANIZATION	Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)

PARTICIPANT	
ORGANIZATION NAME	
MAIN CONTACT PERSON/S	
CONTACT NUMBER/S	
ATTENDEE 1	In alphabetical order
ATTENDEE 2	In alphabetical order

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	Asteio: Engineering Week 2018 Afterparty AVP Making								
EVENT DESCRIPTION	<p>This sub event of the Afterparty promotes solidarity and peace despite the competitive nature of Enggweek. This healthy competition serves as an outlet for organizations to work with one another, while still having to compete with other organizations as well. Organizations will be grouped together to make an AVP that focuses on their respective departments. The Afterparty: AVP Making is ESC's way of thanking the organizations' intense participation for Enggweek by recognizing the efforts, hardships, and sacrifices made by every organization.</p>								
SPONSORING ORGANIZATION	UP Engineering Student Council '17-'18 (UP ESC)								
E-MAIL ADDRESS	enggweekafterparty@gmail.com								
EVENT COORDINATOR	Ballesteros, Mary Joy (Majoy)					CONTACT NUMBER	0916 344 9654		
MUST PRE-REGISTER?	YES			NO		WALK-INS ALLOWED?	<input checked="" type="checkbox"/> YES	<input type="checkbox"/>	NO
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	N/A	
MAXIMUM NUMBER OF ENTRIES	N/A						NUMBER OF PLAYERS	2	
<b>ALLOWED PLAYERS</b> <i>Shade all that apply.</i>							<b>MINI-EW CATEGORY</b> <i>Shade one box only.</i>		
AFF ENG'G STUDENT							ARTS/TALENT	SPORTS	
AFF ONCE ENG'G STUDENT							PARLOR/RELAY/CHANCE	STRATEGY	
UNAFF ENG'G STUDENT							QUIZ SHOW	NIGHT EVENT	
ENG'G FACULTY							ENGG DISCIPLINE		
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME			VENUE		
Pre-registration Deadline	March 1			6 AM			Online		
Start of Registration	March 2			6:00-8:00 PM			MH 306		
Briefing	March 1			6:00-8:00 PM			MH 306		
End of Registration	March 2			7:00 PM			MH 306		
Deadline for Uploads	March 6			6:00-8:00PM			Online		
Judging Period	March 6-7, 2018			9:00PM to 11:59PM					
EVENT RULES									
<b>I. GENERAL GUIDELINES</b> <ul style="list-style-type: none"> <li><b>A. REGISTRATION &amp; SUBMISSION</b> <ol style="list-style-type: none"> <li>1. Participating organizations must submit the Afterparty AVP Form (follows the same format as the Registration Form below) to enggweekafterparty@gmail.com with the subject title "AfterpartyAVPForm1_OrganizationName" on or before the specified deadline to confirm intent in participating to the AVP Making. Any member of the organization may accomplish and submit the form online. Submission of the form online entails automatic participation for the organization.</li> <li>2. The signed names on the submitted Afterparty AVP Form are considered as the pre-registered participants.</li> </ol> </li> <li><b>B. PRE-EVENT</b> <ol style="list-style-type: none"> <li>1. Organizations will be grouped based on their home departments. There will also be one group for Engineering-wide organizations and one group allotted for fraternities and sororities combined.</li> </ol> </li> </ul>									

2. Registration will be done during the briefing on March 2, 2018. The pre-registered participants are required to attend the briefing and should be present by 6:30pm. Organizations that fail to send at least one representative for registration during the briefing will automatically be disqualified.
3. In case the pre-registered members are not available during the briefing, walk-ins are allowed to replace the slots for the pre-registered participants.
4. Maximum of two members per organization are allowed to register. In the case when there is only one participating organization in a group, maximum of three members are allowed to register. However, if there are four or more participating organizations per group, only one member is allowed to register per organization.
5. The finalized list of participants per group will be announced at the end of the briefing. The briefing is also to set a common meeting place for the groups to conceptualize their respective AVPs.

## II. **TECHNICALITIES**

### **SCORING SYSTEM**

1. **Criteria and descriptions**
  - Engineering discipline/culture - 50%
  - Creativity - 25%
  - Cinematography - 25%
2. ESC will invite judges with film expertise from different parties and organizations to judge and grade the submitted AVP's based on the criteria above.
3. All the corresponding organizations belonging to a certain group will receive the respective scores obtained by the group.

#### **REMINDER:**

The AVP's will be used as teasers for the Afterparty. They will also be played during the party proper. Objections from using the AVP by ESC should be declared during the briefing.

## III. **EVENT MECHANICS**

1. Participating groups are required to conceptualize a 3- to 5-minute AVP that revolves around the culture in their respective departments and the whole essence of being a part of the Engineering community. The AVP may also feature how Engineering Week affects and influences the departments. The concept and flow of the AVP depend on the registered participants. To serve as a guide, the AVP's can cover and answer some of these questions:
  - What do the people from your department like/dislike about Engineering Week?
  - How does Engg Week affect students from your department with respect to their academics, social life, etc.?
  - How do org members/students cope with Engg Week?
  - What is their favorite Eng'g Week day/night event and why?
  - How do they show that they are proud of being a part of the Engineering community outside the college/UP?
2. For groups with Eng'g-wide organizations and Fraternities and sororities, the subject of the AVP should be the whole College of Engineering instead of a single department.
3. The duration of AVP conceptualization starts after the briefing.
4. Only the registered members are allowed to film the AVP using their own equipment. Also, video editing will be done by the group members only.
5. Participants must submit their AVP's during the given time period for submissions at the ESC Office using a flash drive.

## REGISTRATION FORM

EVENT	
EVENT NAME	Follow this format: Arial, 9, Black.
SPONSORING ORGANIZATION	Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)

PARTICIPANT	
ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION											
EVENT NAME		Eng'g Between									
EVENT DESCRIPTION		Eng'g Between is adapted from the common card game In-Between. The objective is to be one of the three players with the most chips at the end of the game. While chips represent real money at casinos, the twist in Eng'g Between is that these chips represents EWOC points.									
SPONSORING ORGANIZATION		UP Mining. Metallurgical and Materials Engineering Association, Inc. ( UP 49ers )									
E-MAIL ADDRESS		up49ers.enggweek2018@gmail.com									
EVENT COORDINATOR		Taguinod, Juicel Marie (Juicel) Marterior, Ayrah (Ayrah)				CONTACT NUMBER		09158133242 09568079042			
MUST PRE-REGISTER?		YES				NO		WALK-INS ALLOWED?			
EW POINTS		1	200	2	166.67	3	133.33	REGISTRATION FEE		100 Php	
MAXIMUM NUMBER OF ENTRIES		10						NUMBER OF PLAYERS		2	
<b>ALLOWED PLAYERS</b> <i>Shade all that apply.</i>								<b>MINI-EW CATEGORY</b> <i>Shade one box only.</i>			
AFF ENG'G STUDENT								ARTS/TALENT		SPORTS	
AFF ONCE ENG'G STUDENT								PARLOR/RELAY/CHANCE		STRATEGY	
UNAFF ENG'G STUDENT								QUIZ SHOW		NIGHT EVENT	
ENG'G FACULTY								ENGINEERING DISCIPLINE			
SCHEDULE OF ACTIVITIES											
ACTIVITY		DATE			TIME			VENUE			
Pre-registration		February 12, 2018			7:00AM - onwards			Online Registration			
Registration Fee Payment		February 15, 2018			9:00AM – 5PM			UP 49ers Tambayan			
Game Proper		March 3, 2018			11:00AM – 2PM			DMMME Classroom			
EVENT RULES											
<p>I. <b><u>GENERAL GUIDELINES</u></b></p> <p>A. REGISTRATION AND SUBMISSION</p> <ol style="list-style-type: none"> <li>1. Only the first 10 organizations who will register will be part of the game.</li> <li>2. Registration will be done at the UP 49ers tambayan.</li> <li>3. Participating organizations should submit hard copy of the registration form.</li> <li>4. Present representative's UP ID upon payment of the registration fee.</li> </ol>											
<p>II. <b><u>TECHNICALITIES</u></b></p> <p>A. ATTENDANCE REQUIREMENTS: Participants must be at the venue not later than the official default time of the Engineering Week (15 minutes after the official start). No more participants will be entertained when the default time has elapsed.</p>											

- B. SCORING SYSTEM. The top three players with the most number of chips at the end of the game will be declared winners.

III. **EVENT MECHANICS**

1. The rank of cards is the same as follows: A (highest), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.
2. THE ANTE - Cards are distributed to the players, and each player puts one chip in the center of the table to form a pool or pot.
3. THE DRAW - Any player deals one card face up, to each player in turn, and the player with the highest card deals first
4. THE SHUFFLE, CUT, AND DEAL - Any player may shuffle, and the dealer shuffles last. The player to the dealer's right cuts the cards. The dealer turns up two cards and places them in the middle of the table, positioning them so that there is ample room for a third card to fit in between.
5. THE BETTING - The player on the dealer's left may bet up to the entire pot or any portion of the number of chips in the pot, but he must always bet a minimum of three chips. When the player has placed a bet, the dealer turns up the top card from the deck and places it between the two cards already face up. If the card ranks between the two cards already face up, the player wins and takes back the amount of his bet plus an equivalent amount from the pot. If the third card is not between the face-up cards, or is of the same rank as either of them, the player loses his bet, and it is added to the pot. If the third card is the same as one of the two face-up cards, the player loses twice of his bet. If the two face-up cards up are consecutive, the player automatically loses, and a third card need not be turned up. If the two face-up cards are the same, the player wins two chips and, again, no third card is turned up. (In some games, the player is paid three chips when this occurs.)

ACE, 2 is the best combination, and a player tends to bet the whole pot, if he can. This is because the only way an ace-deuce combination can lose is if the third card turned up is also an ace or a deuce.

After the first player has finished, the dealer clears away the cards and places them face down in a pile. The next player then places a bet, and the dealer repeats the same procedure until all the players, including the dealer, have had a turn.

If at any time, the pot has no more chips in it (because a player has "bet the pot" and won), each player again puts in three chips to restore the pot.

When every player has had a turn to bet, the deal passes to the player on the dealer's left, and the game continues.

**REGISTRATION FORM****EVENT**

<b>EVENT NAME</b>	Follow this format: Arial, 9, Black.
<b>SPONSORING ORGANIZATION</b>	Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)

**PARTICIPANT**

<b>ORGANIZATION NAME</b>	
<b>CONTACT PERSON/S</b>	
<b>CONTACT NUMBER</b>	
<b>PLAYER 1</b>	
<b>PLAYER 2</b>	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	Focus on MMMe									
EVENT DESCRIPTION	Focus on MMMe is a game which involves completing different challenges while answering questions simultaneously. The objective of the game is to score as many points as possible while doing different tasks at the same time. This would test the ability of Engineering Students to focus on their exams while at the same time doing different things at the same time.									
SPONSORING ORGANIZATION	UP Mining, Metallurgical, Materials Engineering Association, Inc. (UP 49ers)									
E-MAIL ADDRESS	up49ers.enggweek2018@gmail.com									
EVENT COORDINATOR	Leon, Ivan Lance M. (Leon) Samonte, Samantha Yvette (Say)				CONTACT NUMBER	09171440295				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	P100		
MAXIMUM NUMBER OF ENTRIES	15				NUMBER OF PLAYERS	3				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
<input checked="" type="checkbox"/> AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS				
<input checked="" type="checkbox"/> AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/> STRATEGY				
<input checked="" type="checkbox"/> UNAFF ENG'G STUDENT					QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT				
<input checked="" type="checkbox"/> ENG'G FACULTY					ENGINEERING DISCIPLINE					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME		VENUE				
Pre-registration	February 12, 2018			7:00AM - onwards		Online Registration				
Registration Fee Payment	February 15, 2018			9:00AM – 5PM		UP 49ers Tambayan				
Event Proper	March 4, 2018			10AM – 3PM		GE Lawn				
EVENT RULES										
I.	<b><u>GENERAL GUIDELINES</u></b>									
A.	REGISTRATION AND SUBMISSIONS									
<ol style="list-style-type: none"> <li>The registration form must be accomplished starting February 11, 2018 from 7:00 AM onwards with the subject: [Focus on MMMe] (Org Acronym) Registration Form. Send it to 49ers.upd@gmail.com</li> <li>Ex. [HAYOK sa EWOC] UP 49ers Registration Form. Only the first 15 entries will be entertained.</li> <li>All payments must be made on February 16, 2018 at the UP 49ers Tambayan from 9:00 AM to 5:00 PM. Failure to do so will forfeit the entry's slot; vacant slots at the end of the day will be filled in by waitlist entries (i.e. pre-registered but not able to make through the 15-cut) which shall then confirm their registration by paying the fee the next day, February 18, 2018, from 9:00 AM to 5:00 PM.</li> </ol>										
II.	<b><u>EVENT MECHANICS</u></b>									
<ol style="list-style-type: none"> <li>Each organization/group is only allowed to register one team of three (3) players and one (1) alternate. The group should have at least one female participant for the team to be allowed to play.</li> <li>Switching of players and alternates beyond the default time is prohibited.</li> </ol>										

3. The organizations will be given challenges per question for them to accomplish. The objective of the organizations is to accomplish each challenge given, at the same time answer the questions correctly within the given time constraint.
4. Groups must accomplish the given challenge first before being eligible to read and answer the question.
5. Questions would encompass Mathematics, Science, and Engineering disciplines.
6. All challenges will be tested by the committee-in-charge and approved by the President of the sponsoring organization (UP 49ers). There will be no challenges that will jeopardize the health and safety of the participants. Participants however should not have any respiratory or heart disease in order to ensure their safety.

Example challenge:

EASY Round: For every question, each player must float a paper clip first in a glass of water, w/o the paper clip having contact with the circumference of the glass. Completing the challenge and answering the questions are worth 2 minutes combined.

7. There would be 3 rounds – Easy, Average, Difficult with 10, 8, and 5 questions respectively.
8. The following points will be awarded per question:
  - a. Easy Round: 1 point
  - b. Average Round: 3 points
  - c. Difficult Round: 5 points
9. At the start of the game, the organizations will be clustered into 3 groups of 5 organizations. The top 2 performing organizations per cluster based on the number of points will advance to the finals round.
10. The teams with the highest number of points for the finals round will be declared the winners of the game
11. In case of a tie after the difficult questions in either the preliminary or the final round, a sudden death question will be given to break the tie.
12. UP 49ers reserves the right to deliberate special circumstances regarding issues that may arise from this event e.g. complaints on technicalities of rules, etc.

## REGISTRATION FORM

EVENT	
EVENT NAME	<i>Follow this format: Arial, 9, Black.</i>
SPONSORING ORGANIZATION	<i>Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)</i>

PARTICIPANT	
ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
ALTERNATE 1	

*You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.*

*No organization logo.*

*No additional images.*

*Headers (Arial, 10), Other entries (Arial, 9)*

*No large fonts/headers.*

*Text color & table shadings must only be white/black/gray.*

*Remove all help texts upon accomplishment of form.*

# EVENT RULES AND GUIDELINES

EVENT INFORMATION								
EVENT NAME	Hayok sa EWOC							
EVENT DESCRIPTION	Hayok sa EWOC is a game made especially for the Organizations' Presidents. This will challenge each player by going through different challenges that will measure their capabilities. Challenges that await them are divided into categories such as agility, strength, endurance, courage and intellect.							
SPONSORING ORGANIZATION	UP Mining, Metallurgical and Materials Engineering Association, Inc. ( UP 49ers )							
E-MAIL ADDRESS	up49ers.enggweek2018@gmail.com							
EVENT COORDINATOR	Leon, Ivan Lance M. (Leon)				CONTACT NUMBER	0928 411 5510		
MUST PRE-REGISTER?	YES			NO	WALK-INS ALLOWED?	YES	NO	
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	P50
MAXIMUM NUMBER OF ENTRIES	20				NUMBER OF PLAYERS	1		
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>			
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS		
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY		
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT		
ENG'G FACULTY					ENGINEERING DISCIPLINE			
SCHEDULE OF ACTIVITIES								
ACTIVITY	DATE		TIME		VENUE			
Pre-registration	February 12, 2018		7:00AM - onwards		Online Registration			
Registration Fee Payment	February 15, 2018		9:00AM – 5PM		UP 49ers Tambayan			
Event Proper	March 4, 2018		2:00PM – 5PM		Engineering Lawn			
EVENT RULES								
<b>I. GENERAL GUIDELINES</b>								
A. REGISTRATION & SUBMISSION								
1. Participating organizations should submit a duly accomplished registration form online.								
2. Use the subject: [HAYOK sa EWOC] (Org Acronym) Registration Form. Send it to 49ers.upd@gmail.com								
Ex. [HAYOK sa EWOC] UP 49ers Registration Form								
3. Present representative's UP ID upon payment of registration fee.								
B. PRE-EVENT								
1. REQUIREMENTS: online registration form, registration fee, and any valid ID of players.								
<b>II. TECHNICALITIES</b>								
A. ATTENDANCE REQUIREMENTS: The participants must be at the venue not later than the official default time of the Engineering Week (15 minutes after the official start). No more participants will be entertained when the default time has elapsed.								

B. SCORING SYSTEM: Only a specified number of participants can move on every after round. The participants with the fastest times will participate on the next round and the top 3 participants on the final round will be declared the winners.

III. **EVENT MECHANICS**

1. Only the President of the participating organization is allowed to join the event. In case the president is unavailable due to academic reason (has class or an exam), the second highest officer will be allowed to join but he/she must show proof of the conflict of the president (i.e. form 5 with class of president on the day of event or official announcement of exam).
2. All continuing participants before the game proper shall sign a waiver form.
3. All challenges will be tested by the committee-in-charge and approved by the President of the sponsoring organization (UP 49ers). The organization will not prepare challenges that cannot be performed or fulfilled by the organizers themselves.
4. There will be no challenges that will jeopardize the health and safety of the participants.
5. In the event that the participant cannot fulfill the challenge, he/she will be eliminated from the contest.

6. After every challenge, each participant will be ranked. Only a specific number of contestants will proceed to the next round, depending on how fast they can complete their most recent task. The breakdown is as follows:

Round 1 – all participants

Round 2 – Top 10 participants

Round 3 – Top 8 participants

Round 4 – Top 5 participants

7. The sponsoring organization may adjust the number of participants to be eliminated after each challenge depending on the number of participating organizations. This will be determined after the deadline of registration and all participants will be notified through an addendum.

8. Participants will perform the challenge at the same time. The top 3 participants to complete the last challenge with the fastest times win.

9. The winners of the contest will be based only on the final challenge.

10. In the event that no participant gets to fulfill a challenge, the organizers will set another challenge until someone fulfills it, and he/she will be declared the winner.

## REGISTRATION FORM

### EVENT

EVENT NAME	<i>Follow this format: Arial, 9, Black.</i>
SPONSORING ORGANIZATION	<i>Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)</i>

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

*You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.*

*No organization logo.*

*No additional images.*

*Headers (Arial, 10), Other entries (Arial, 9)*

*No large fonts/headers.*

*Text color & table shadings must only be white/black/gray.*

*Remove all help texts upon accomplishment of form.*

## 2

# EVENT RULES AND GUIDELINES

EVENT INFORMATION															
EVENT NAME	Indakan 2018 (Group Category)														
EVENT DESCRIPTION	Indakan is a themed dance competition which aims to showcase the talents and creativity of amateur groups from various engineering organizations. Performances shall highlight the given theme through their dance choreography and music. This year, Indakan takes us into the world of fantasy and literature. Participants from the group category will showcase their take and interpretation on various Tim Burton films through their dance performances.														
SPONSORING ORGANIZATION	UP Association of Civil Engineering Students (UP ACES)														
E-MAIL ADDRESS	upaces.indakan2018@gmail.com														
EVENT COORDINATOR	Concepcion, Renzovielle (Renzo) Rulloda, Arvin (Arvin)				CONTACT NUMBER	0905 263 2644 (Renzo) 0916 656 1009 (Arvin)									
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO						
EW POINTS	1	200	2	166.67	3	133.33	REGISTRATION FEE	Php 4100.00 (inclusive of 20 tickets)							
MAXIMUM NUMBER OF ENTRIES	15 (Up to 1 team per organization only)				NUMBER OF PLAYERS	6-25									
ALLOWED PLAYERS					MINI-EW CATEGORY										
AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS									
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/> STRATEGY									
UNAFF ENG'G STUDENT					QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT									
ENG'G FACULTY					WORKSHOP	<input checked="" type="checkbox"/>									
SCHEDULE OF ACTIVITIES															
ACTIVITY	DATE			TIME		VENUE									
Sending of Invites	Dec 13-15 (Wed-Fri)			8:00 AM-5:00 PM		UP College of Engineering									
Orientation (1-2 representatives per team)	Dec 18 (Mon)			1:00 PM-3:00 PM		UP ACES Tambayan									
Reservation of Themes	Jan 8 (Mon)			9:00 AM-4:00 PM		UP ACES Tambayan									
Registration	Jan 16-26 (Tues-Fri)			1:00 PM-5:00 PM		UP ACES Tambayan									
Deadline for 50% Ticket Payment	Jan 26 (Fri)			1:00 PM-5:00 PM		UP ACES Tambayan									
Indakan All-Stars Rehearsals	Feb 3 (Sat), Feb 10 (Sat), Feb 17 (Sat), Feb 24 (Sat)			1:00 PM-5:00 PM		CHK Dance Area									
Release of Tickets	Feb 19 (Mon)			8:00 AM-5:00 PM		UP ACES Tambayan									
Submission of Org Write-up, AVP, Mixes	Jan 30- Feb 17 (Tues-Sat)			8:00 AM-5:30 PM		UP ACES Tambayan									
Release of Comments on Mixes(Song Track)	Feb 18-Feb 22 (Sun-Thurs)			8:00 AM-5:00 PM		Online									
Deadline for Changes	Feb 23 (Fri)			5:30 PM		UP ACES Tambayan									
Deadline for Submission of Excuse Letters	Feb 23 (Fri)			5:30 PM		UP ACES Tambayan									
Deadline for Full Ticket Payment	March 1 (Thurs)			5:30 PM		UP ACES Tambayan									
Blocking	March 2 (Fri)			8:00 AM-3:00 PM		Film Center, UPFI, UP Diliman									
All-Stars Final Rehearsals and Blocking	March 2 (Fri)			1:30 PM-3:00 PM		Film Center, UPFI, UP Diliman									

Event Proper	March 6 (Tues)	7:00 PM-1:00 AM	Film Center, UPFI, UP Diliman
<b>EVENT RULES</b>			
<b>I. GENERAL GUIDELINES</b>			
<b>A. REGISTRATION &amp; SUBMISSION</b>			
<p>a. The contest is open to:</p> <ul style="list-style-type: none"> <li>i. all members of duly recognized organizations who are officially enrolled at the College of Engineering, UP Diliman</li> <li>ii. all members of duly recognized organizations at the College of Engineering, UP Diliman, who were once enrolled in the college and are enrolled in other colleges within the university.</li> <li>iii. unaffiliated students who are officially enrolled at the College of Engineering, UP Diliman.</li> </ul> <p>b. Only 12% of the total number of performers, who are a professional dancer s or members of a dance group/organization duly recognized by the University (<b>UP Dance Company, UP Dancesport Society, UP Filipiniana Dance Group, UPeepz, UP Pep Squad, and UP Streetdance Club</b>) will be allowed to compete. Official list of members of these groups/organizations will be acquired by the Research Committee. The computed number will be rounded down to the nearest whole number. Ex. 1.) For a group with 21 members, <math>(21) \times (0.12) = 2.52</math>, only 2 professional dancers or members of a UP dance group (as listed above) are allowed to compete.</p> <p>c. For participating affiliated engineering teams, the group should be members of the organization they are representing. In any case that an unaffiliated engineering student becomes part of the team, the team will automatically be considered as an unaffiliated engineering team and will therefore be ineligible of earning EWOC points. <b>All participating groups should also be in the roster of the organization they are representing, which is submitted prior to the Engineering Week.</b></p> <p>d. Only a maximum of 3 groups will be allowed for unaffiliated engineering students.</p> <p>e. Participating organizations can only have <b>one entry</b>. They must provide their own costumes, make-up, music and special effects.</p> <p>f. Each group should have at least 1 representative during the orientation. On this day, a list of Tim Burton films with their corresponding featured characters will be presented to all teams.</p> <p>g. On reservation day on <b>January 8, 2018 (Monday)</b>, teams should submit their reservation form which includes their chosen Tim Burton film. The order of reservation will follow a first come, first serve basis. Teams who are not able to attend the orientation are still eligible to join and can submit their reservation forms on this day.</p> <p>h. During the registration period from <b>January 16, 2018 (Tuesday) to January 26, 2018 (Friday)</b>, each participating group shall submit their registration form, and pay the registration fee of <b>Php 1,500.00</b>. Once the registration period is over, <b>registration fees are nonrefundable</b>. <b>The tickets that each participating team is required to avail will be sold at Php 130.00 each, but regular tickets will be sold at Php 150.00 each</b>. 20 tickets are reserved for each registered team. <b>50% of the ticket payment or Php 1300.00 must be paid on or before January 26, 2018 (Friday)</b>, while the remaining <b>50% or Php 1300.00 must be paid on or before March 01, 2018 (Thursday)</b>.</p> <p>i. Each participating team is required to submit the following on or before <b>February 17, 2018 (Saturday) 5:30 PM</b> all in a CD with the name of the organization on the cover:</p> <ul style="list-style-type: none"> <li>i. <b>spiels</b> (write-up) about the organization they are representing (for affiliated engineering team) / the group (unaffiliated engineering team);</li> <li>ii. <b>written description</b> of the Tim Burton film assigned (at most 5 sentences);</li> <li>iii. <b>assigned character/s</b> from their respective Tim Burton film.</li> <li>iv. <b>audiovisual presentation</b> (at most 2 minutes);</li> <li>v. <b>final mixes</b> (song track) to be played on the performance</li> </ul> <p>j. Any changes in the line-up of dancers, songs, spiels, and flash presentations may be made on or before <b>February 23, 2018 (Friday)</b>. After the said date, all things submitted to UP ACES are considered complete and final.</p> <p>k. All requirements must be submitted in order for each participating group to block (rehearse on stage). Permit to block will be issued to each participating team once all requirements are accomplished. The teams who accomplished their <b>FINAL</b> submissions first will have the privilege to choose the time to rehearse following the</p>			

list of schedules that will be provided by UP ACES. Teams who will not come on their scheduled blocking will forfeit their chance to rehearse. **NO PERMIT, NO BLOCKING.**

- I. The order of performance shall be determined randomly through drawing of lots a day before the designated date of the event.
- m. **Seating arrangement inside the event venue will be provided by the UP ACES Registrations Committee and should be followed by all the audiences.** Details regarding this will be posted on the Facebook group created with the org representatives.

## II. TECHNICALITIES

### A. DEDUCTIONS

1. **Submission of requirements.** Failure to submit all the correct requirements (no submissions, late submissions and not following instructions) stated under I-A-i and I-A-j on the said deadlines would mean an automatic deduction - 3% of the average score of judges' ratings.  
Ex: 90 as the average score from judges → 2.7 for deduction → 87.3 as the total score
2. **Focus on certain dancers.** Attention should not be focused on one or two dancers only for more than 30% of the group's performance. Each instance that one or two dancers are focused on will be timed by the Programs Committee. Failure to observe this rule would mean an automatic deduction – 3% of the average score of judges' ratings.  
Ex: In a 7-minute performance, it should not focus on one or two dancers for more than 2 minutes and 6 seconds. 90 as the average score from judges → 2.7 for deduction → 87.3 as the total score
3. **Length of Performance.** For every full minute exceeding the allotted time of performance, 3 points will be deducted from the team's average score of judges' ratings. For every fraction of a minute exceeding the allotted time of performance, the same fraction of 3 points will be deducted from the team's average score of judges' ratings  
Ex: Team performance exceeds 1 minute and 20 seconds,  $3 + (20/60)*3 =$  points will be deducted from the team's average score of judges' ratings. 90 as the average score from judges → 4 for deduction → 86 as the total score
4. **Clearing the Stage.** Failure to clear the stage, including the dancers and props, would lead to an automatic deduction - 2% of the average score of judges' ratings.  
Ex: 90 as the average score from judges → 1.8 for deduction → 88.2 as the total score
5. **Late Arrival of Performers.** The competition will be on March 6, 2018, 7 PM – 1 AM, at the specified venue. The group must arrive 30 minutes before the program starts. Groups that will arrive late will incur a deduction- 3% of their respective average score from the judges, for every 30 minutes they are late. Half of the performers and assistants can be excused with valid reasons. Excuse letters must be submitted by **February 23, 2018 (Friday)**.  
Ex: Group comes 50 minutes after the call time, 3% of the average score of judges' ratings will be deducted as penalty. If group comes 20 minutes late, no deduction will be given. 90 as the average score from judges → 2.7 for deduction → 87.3 as the total score
6. **Damages on Properties.** Performers will be held liable for any damages on the properties of the organizer and/or on the venue incurred during the performers' set-up (right before the performance), actual dance performance, and stage clearing (right after the performance). The party involved shall pay the monetary equivalent of the damage and shall incur a deduction - 5% of the average score of judges' ratings.  
Ex: 90 as the average score from judges → 4.5 for deduction → 85.5 as the total score
7. **Following Theme Rule.** Failure to follow the theme rule stated in the Event Mechanics will lead to a 5-point deduction.  
Ex: 90 as the average score from judges → 5 for deduction → 85 as the total score

CAUSES	DEDUCTIONS
Failure to submit all requirements	(Ave. Score from judges)*(0.03)

Focus on one dancer only	(Ave. Score from judges)*(0.03)
Exceeds allotted time of performance	(No. of exceeding full minutes)*(3 points)+(No. of exceeding partial minutes in seconds/60)*(3 points)
Clearing the Stage	(Ave. Score from Judges)*(0.02)
Late arrival of performers	(No. of half-hour late)*(Ave. Score from Judges)*(0.03)
Damages on properties	(Ave. Score from Judges)*(0.05)
Failure to follow theme rule	5 points

8. **Disqualification.** Failure to go on stage **TWO MINUTES** after the group is called by the hosts would mean an automatic disqualification.

#### B. ATTENDANCE REQUIREMENTS

One representative per group may be sent to perform as part of the Indakan All-Stars. This representative is exclusive for the group he or she is representing. Hence, if an organization chooses to join both categories of Indakan, this representative **cannot** also be representing for the pair category of their organization. Teams participating in the All-Stars will get additional **3 points** to their score after subtracting all incurred deductions. Teams must ensure that their representatives are available during scheduled practices listed below:

REHEARSAL	DATE	TIME	VENUE
Rehearsal 1	Feb 3 (Sat)	1:00 PM-5:00 PM	UP CHK Dance Area
Rehearsal 2	Feb 10 (Sat)	1:00 PM-5:00 PM	UP CHK Dance Area
Rehearsal 3	Feb 17 (Sat)	1:00 PM-5:00 PM	UP CHK Dance Area
Rehearsal 4	Feb 24 (Sat)	1:00 PM-5:00 PM	UP CHK Dance Area
Final Rehearsal	March 2 (Fri)	1:30 PM- 3:00 PM	Film Center, UPFI, Diliman

Attendance will be checked on the scheduled practices. Only **2 excused absences are allowed**. Thirty minutes late shall be considered tardy. Two counts of tardiness in the practices will be considered one absence. Failure to comply with the attendance requirements will void the additional point incentive. Nonetheless, the representative may still perform as part of Indakan All-Stars.

#### C. SCORING SYSTEM

1. The following are the criteria for judging:

CRITERIA	EQUIVALENT POINTS
<b>Choreography</b>  (includes originality, variety, and difficulty of steps, formations, and transitions; includes musicality – movement interpretation to the music)	30 points
<b>Creativity</b>  (includes interpretation and clarity of the theme, use of appropriate props, and the adherence of the overall production to the theme)	25 points
<b>Technicity</b>  (includes execution of styles, timing and coordination in the choreography, as well as the overall cleanliness – synchronization of dancers)	20 points
<b>Performance</b>  (includes stage presence, confidence, poise, and appropriateness of face projections)	15 points
<b>Costume</b>	10 points
<b>TOTAL</b>	100 points

2. There will be five judges for the competition. Scores of judges will be averaged.
3. The **final score** that will be considered for each team would be the average score of judges, with the incurred deductions, and added Indakan All-Stars incentive, if any. The top 3 groups based on this final score would be declared winners.
4. Ties will be broken with judges' discretion.
5. The judges' decision is final. Non-conformance to any of the contest rules would mean automatic disqualification from the contest.

### **III. EVENT MECHANICS**

- A. The presentation should be interpretative and entertaining in nature and may be in **any form of dance**. The presentation should follow this year's theme.
- B. Each team should be composed of a **minimum of 6 and a maximum of 25 dancers**.
- C. Theme Rule: Each group must be able to interpret Tim Burton films through their dance. With this, performers **should be able to showcase their chosen Tim Burton film through their performance. The respective character in their chosen Tim Burton film must be featured**. Failure to do so will lead to a 5-point deduction. The group's film will be selected on **January 8, 2018 (Monday) 9AM – 4PM and should only come from the provided list of Tim Burton films and corresponding characters by UP ACES**. List will be uploaded as a pdf file in the Facebook group that will be created for org coordinators.
- D. There would be **no song lockdown**. All groups are free to choose and use whatever song they want in their performance. UP ACES won't require any songs that should be played during the performance. All songs to be used in the presentation will still be verified by the organizers. Each mix (sound track) will be reviewed by the organizers and comments will be forwarded to the organization representatives from **February 18 , 2018 (Sunday) to February 22, 2018 (Thursday)** through online. These comments may include the ff: a.) music levels, b.) cleanliness of mix (explicit content).
- E. Each group is allowed a minimum of 1 minute and a maximum of 7 minutes in their performance, including clearing of the stage, and a maximum of 2 minutes for audio visual presentation. Music starts right after the performer's submitted audio visual presentation ends. Time starts when the music begins. A line will be placed at the stage's exit points. Time ends at the time the last dancer crosses this line. Failure to clear the stage once the time ends would lead to an automatic deduction as stated under II-A-4. Setup time, before the group's performance, is allotted during the organization's audiovisual presentation only.
- F. A maximum of 2 assistants inclusive of technical crew member(s) and/or make-up artist(s) per entry will be allowed. Passes will be provided for the crew and a NO PASS / NO ENTRY policy will be strictly implemented. For the safety of all the belongings of the participants, teams are highly recommended to have someone look after their things during their performances. Lost valuables are not the responsibility of the organizers.
- G. **Event heads shall have the right to give their full interpretation** on any unclear statements or clauses on the rules and guidelines of the event.
- H. Any actions or behaviors deemed unruly and inappropriate by the event heads that may lead to commotions, distractions or disruptions during the duration of the event are hereby prohibited. **UP ACES shall have the right to escort out individuals/parties involved in the said actions**. Furthermore, the participating groups (for unaffiliated teams)/organizations (for affiliated teams) whose involved individuals/parties are part of their official roster will be **automatically disqualified** from the competition. In addition, individuals/parties **shall pay for the monetary equivalent of any damages on the properties** on the venue and/or of the event organizer caused by the said actions or behaviors.
- I. The following prizes shall be awarded to the winners:
  1. **First Prize:** 200 EWOC pts + Trophy + Php 15,000.00
  2. **Second Prize:** 166.67 EWOC pts + Trophy + Php 7,000.00
  3. **Third Prize:** 133.33 EWOC pts + Trophy + Php 4,000.00
- J. Special awards will be given (will depend on the judges' decision):
  1. Best Overall Production Trophy

## REGISTRATION FORM

### EVENT

EVENT NAME	Indakan 2018 (Group Category)
SPONSORING ORGANIZATION	UP Association of Civil Engineering Students (UP ACES)

### PARTICIPATING TEAM

TEAM NAME	
ORGANIZATION (if applicable)	
CONTACT PERSON/S	
CONTACT NUMBER	

### INDAKAN THEME

TIM BURTON THEME	
CHARACTER	

Participating Team Representative:

UP ACES Representative:

Signature over printed name

Signature over printed name

Date: \_\_\_\_\_

Date: \_\_\_\_\_

Remarks:

## REGISTRATION FORM

### EVENT

EVENT NAME	Indakan 2018 (Group Category)
SPONSORING ORGANIZATION	UP Association of Civil Engineering Students (UP ACES)

### PARTICIPATING TEAM

TEAM NAME	
ORGANIZATION (if applicable)	
CONTACT PERSON/S	
CONTACT NUMBER	

### INDAKAN THEME

TIM BURTON THEME	
CHARACTER/S	

### PARTICIPANTS (FULL NAME)

1		AFF	UNAFF
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			
23			
24			
25			

### CREW MEMBERS (FULL NAME)

1			
2			

\*please note if the participant is a professional dancer or a member of any UP dance crews/organizations.

DO NOT WRITE ANYTHING BEYOND THIS POINT

ATTACHMENTS:

- Registration Fee (Php 1500.00)
- Others:
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_

Submitted by: \_\_\_\_\_

Received by (UP ACES Representative): \_\_\_\_\_

Date and Time: \_\_\_\_\_

**UP ACES COPY**

INDAKAN 2018 (GROUP CATEGORY)

PARTICIPATING TEAM	
TEAM NAME	
ORGANIZATION (if applicable)	
AFFILIATED	
UNAFFILIATED	

DO NOT WRITE ANYTHING BEYOND THIS POINT

ATTACHMENTS:

- Registration Fee (Php 1500.00)
- Others:
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_

Received by: \_\_\_\_\_

Issued by (UP ACES Representative): \_\_\_\_\_

Date and Time: \_\_\_\_\_

**PARTICIPATING GROUP'S COPY**

# EVENT RULES AND GUIDELINES

EVENT INFORMATION											
EVENT NAME	Indakan 2018 (Pair Category)										
EVENT DESCRIPTION	Indakan is a themed dance competition which aims to showcase the talents and creativity of amateur groups from various engineering organizations. Performances shall highlight the given theme through their dance choreography and music. This year, Indakan takes us into the world of fantasy and literature. For the pair category, participants will relive the stories of classic literature duos.										
SPONSORING ORGANIZATION	UP Association of Civil Engineering Students (UP ACES)										
E-MAIL ADDRESS	upaces.indakan2018@gmail.com										
EVENT COORDINATOR	Concepcion, Renzovielle (Renzo) Rulloda, Arvin (Arvin)				CONTACT NUMBER	0905 263 2644 (Renzo) 0916 656 1009 (Arvin)					
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO		
EW POINTS	1	100	2	83.33	3	66.67	REGISTRATION FEE	Php 1,540.00 (inclusive of 8 tickets)			
MAXIMUM NUMBER OF ENTRIES	15 (Up to 1 pair per organization only)				NUMBER OF PLAYERS	2					
ALLOWED PLAYERS					MINI-EW CATEGORY						
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS					
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY					
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT					
ENG'G FACULTY					WORKSHOP						
SCHEDULE OF ACTIVITIES											
ACTIVITY	DATE			TIME	VENUE						
Sending of Invites	Dec 13-15 (Wed-Fri)			Sending of Invites	Dec 13-15 (Wed-Fri)						
Orientation (1-2 representatives per team)	Dec 18 (Mon)			Orientation (1-2 representatives per team)	Dec 18 (Mon)						
Reservation of Themes	Jan 8 (Mon)			Reservation of Themes	Jan 8 (Mon)						
Registration	Jan 16-26 (Tues-Fri)			Registration	Jan 16-26 (Tues-Fri)						
Deadline for 50% Ticket Payment	Jan 26 (Fri)			Deadline for 50% Ticket Payment	Jan 26 (Fri)						
Indakan All-Stars Rehearsals	Feb 3 (Sat), Feb 10 (Sat), Feb 17 (Sat), Feb 24 (Sat)			Indakan All-Stars Rehearsals	Feb 3 (Sat), Feb 10 (Sat), Feb 17 (Sat), Feb 24 (Sat)						
Release of Tickets	Feb 19 (Mon)			Release of Tickets	Feb 19 (Mon)						
Submission of Org Write-up, AVP, Mixes	Jan 30-Feb 17 (Tues-Sat)			Submission of Org Write-up, AVP, Mixes	Jan 30-Feb 17 (Tues-Sat)						
Release of Comments on Mixes(Song Track)	Feb 18-Feb 22 (Sun-Thurs)			Release of Comments on Mixes(Song Track)	Feb 18-Feb 22 (Sun-Thurs)						
Deadline for Changes	Feb 23 (Fri)			Deadline for Changes	Feb 23 (Fri)						
Deadline for Submission of Excuse Letters	Feb 23 (Fri)			Deadline for Submission of Excuse Letters	Feb 23 (Fri)						
Deadline for Full Ticket Payment	March 1 (Thurs)			Deadline for Full Ticket Payment	March 1 (Thurs)						
Blocking	March 2 (Fri)			Blocking	March 2 (Fri)						
All-Stars Final Rehearsals and Blocking	March 2 (Fri)			All-Stars Final Rehearsals and Blocking	March 2 (Fri)						
Event Proper	March 6 (Tues)			Event Proper	March 6 (Tues)						

## EVENT RULES

### I. GENERAL GUIDELINES

#### A. REGISTRATION & SUBMISSION

- a. The contest is open to:
  - i. all members of duly recognized organizations who are officially enrolled at the College of Engineering, UP Diliman
  - ii. all members of duly recognized organizations at the College of Engineering, UP Diliman, who were once enrolled in the college and are enrolled in other colleges within the university.
  - iii. unaffiliated students who are officially enrolled at the College of Engineering, UP Diliman.
- b. No participant should be a professional dancer nor a member of a dance group/organization duly recognized by the University (**UP Dance Company, UP Dancesport Society, UP Filipiniana Dance Group, UPeepz, UP Pep Squad, and UP Streetdance Club**) by January 2018. Official list of members of this group/organization will be acquired by the Research Committee.
- c. For participating affiliated engineering teams, the pair should be members of the organization they are representing. In any case that an unaffiliated engineering student becomes part of the team, the team will automatically be considered as an unaffiliated engineering team and will therefore be ineligible of earning EWOC points. **All participating pairs should also be in the roster of the organization they are representing, which is submitted prior to the Engineering Week.**
- d. Only a maximum of 3 pairs will be allowed for unaffiliated engineering students.
- e. Participating organizations can only have **one entry**. They must provide their own costumes, make-up, music and special effects.
- f. Each pair should have at least 1 representative during the orientation. On this day, classic literature pairs will be presented to all teams.
- g. On reservation day on **January 8, 2018 (Monday)**, teams should submit their reservation form which includes their chosen classic literature pair. The order of reservation will follow a first come, first serve basis. Teams who are not able to attend the orientation are still eligible to join and can submit their reservation forms on this day.
- h. During the registration period from **January 16, 2018 (Tuesday) to January 26, 2018 (Friday)**, each participating pair shall submit their registration form, and pay the registration fee of **Php 500.00**. Once the registration period is over, **registration fees are nonrefundable**. **The tickets that each participating team is required to avail will be sold at Php 130.00 each, but regular tickets will be sold at Php 150.00 each**. 8 tickets are reserved for each registered team. **50% of the ticket payment or Php 520.00 must be paid on or before January 26, 2018 (Friday), while the remaining 50% or Php 520.00 must be paid on or before March 01, 2018 (Thursday)**.
- i. Each participating team is required to submit the following on or before **February 16, 2018 (Friday) 5:30 PM** all in a CD with the name of the organization on the cover:
  - i. **spiels** (write-up) about the organization they are representing (for affiliated engineering team) / the pair (unaffiliated engineering team);
  - ii. **written description** of the classic literature pair assigned (at most 5 sentences);
  - iii. **audiovisual presentation** (at most 2 minutes);
  - iv. **final mixes** (song track) to be played on the performance;
- j. Any changes in the line-up of dancers, songs, spiels, and flash presentations may be made on or before **February 23, 2018 (Friday)**. After the said date, all things submitted to UP ACES are considered complete and final.
- k. All requirements must be submitted in order for each participating pair to block (rehearse on stage). Permit to block will be issued to each participating team once all requirements are accomplished. The teams who accomplished their **FINAL** submissions first will have the privilege to choose the time to rehearse following the list of schedules that will be provided by UP ACES. Teams who will not come on their scheduled blocking will forfeit their chance to rehearse. **NO PERMIT, NO BLOCKING.**

- I. The order of performance shall be determined randomly through drawing of lots a day before the designated date of the event.
- m. **Seating arrangement inside the event venue will be provided by the UP ACES Registrations Committee and should be followed by all the audiences.** Details regarding this will be posted on the Facebook group created with the org representatives.

## **II. TECHNICALITIES**

### A. DEDUCTIONS

1. **Submission of requirements.** Failure to submit all the correct requirements (no submissions, late submissions and not following instructions) stated under I-A-i and I-A-j on the said deadlines would mean an automatic deduction - 3% of the average score of judges' ratings.  
Ex: 90 as the average score from judges → 2.7 for deduction → 87.3 as the total score
2. **Focus on certain dancers.** Attention should not be focused on one dancer only for more than 30% of the pair's performance. Each instance that one dancer is focused on will be timed by the Programs Committee. Failure to observe this rule would mean an automatic deduction – 3% of the average score of judges' ratings.  
Ex: In a 7-minute performance, it should not focus on one dancer for more than 2 minutes and 6 seconds.  
90 as the average score from judges → 2.7 for deduction → 87.3 as the total score
3. **Length of Performance.** For every full minute exceeding the allotted time of performance, 3 points will be deducted from the team's average score of judges' ratings. For every fraction of a minute exceeding the allotted time of performance, the same fraction of 3 points will be deducted from the team's average score of judges' ratings.  
Ex: Team performance exceeds 1 minute and 20 seconds,  $3 + (20/60)*3 =$  points will be deducted from the team's average score of judges' ratings. 90 as the average score from judges → 4 for deduction → 86 as the total score
4. **Clearing the Stage.** Failure to clear the stage, including the dancers and props, would lead to an automatic deduction - 2% of the average score of judges' ratings.  
Ex: 90 as the average score from judges → 1.8 for deduction → 88.2 as the total score
5. **Late Arrival of Performers.** The competition will be on March 6, 2018, 7 PM – 1 AM, at the specified venue. The pair must arrive 30 minutes before the program starts. Pairs that will arrive late will incur a deduction- 3% of their respective average score from the judges, for every 30 minutes they are late. Half of the performers and assistants can be excused with valid reasons. Excuse letters must be submitted by **February 23, 2018 (Friday)**.  
Ex: Pair comes 50 minutes after the call time, 3% of the average score of judges' ratings will be deducted as penalty. If the pair comes 20 minutes late, no deduction will be given. 90 as the average score from judges → 2.7 for deduction → 87.3 as the total score
6. **Damages on Properties.** Performers will be held liable for any damages on the properties of the organizer and/or on the venue incurred during the performers' set-up (right before the performance), actual dance performance, and stage clearing (right after the performance). The party involved shall pay the monetary equivalent of the damage and shall incur a deduction - 5% of the average score of judges' ratings.  
Ex: 90 as the average score from judges → 4.5 for deduction → 85.5 as the total score
7. **Following Theme Rule.** Failure to follow the theme rule stated in the Event Mechanics will lead to a 5-point deduction.  
Ex: 90 as the average score from judges → 5 for deduction → 85 as the total score

CAUSES	DEDUCTIONS
Failure to submit all requirements	(Ave. Score from judges)*(0.03)
Focus on one dancer only	(Ave. Score from judges)*(0.03)

Exceeds allotted time of performance	(No. of exceeding full minutes)*(3 points)+(No. of exceeding partial minutes in seconds/60)*(3 points)
Clearing the Stage	(Ave. Score from Judges)*(0.02)
Late arrival of performers	(No. of half-hour late)*(Ave. Score from Judges)*(0.03)
Damages on properties	(Ave. Score from Judges)*(0.05)
Failure to follow theme rule	5 points

8. **Disqualification.** Failure to go on stage **TWO MINUTES** after the pair is called by the hosts would mean an automatic disqualification.

#### B. ATTENDANCE REQUIREMENTS

One representative per pair may be sent to perform as part of the Indakan All-Stars. This representative is exclusive for the pair he or she is representing. Hence, if an organization chooses to join both categories of Indakan, this representative **cannot** also be representing for the group category of their organization. Teams participating in the All-Stars will get additional **3 points** to their score after subtracting all incurred deductions. Teams must ensure that their representatives are available during scheduled practices listed below:

REHEARSAL	DATE	TIME	VENUE
Rehearsal 1	Feb 3 (Sat)	1:00 PM-5:00 PM	UP CHK Dance Area
Rehearsal 2	Feb 10 (Sat)	1:00 PM-5:00 PM	UP CHK Dance Area
Rehearsal 3	Feb 17 (Sat)	1:00 PM-5:00 PM	UP CHK Dance Area
Rehearsal 4	Feb 24 (Sat)	1:00 PM-5:00 PM	UP CHK Dance Area
Final Rehearsal	March 2 (Fri)	1:30 PM- 3:00 PM	Film Center, UPFI, Diliman

Attendance will be checked on the scheduled practices. Only **2 excused absences are allowed**. Thirty minutes late shall be considered tardy. Two counts of tardiness in the practices will be considered one absence. Failure to comply with the attendance requirements will void the additional point incentive. Nonetheless, the representative may still perform as part of Indakan All-Stars.

#### C. SCORING SYSTEM

1. The following are the criteria for judging:

CRITERIA	EQUIVALENT POINTS
<b>Choreography</b>  (includes originality, variety, and difficulty of steps and transitions; includes musicality – movement interpretation to the music)	30 points
<b>Creativity</b>  (includes interpretation and clarity of the theme, use of appropriate props, and the adherence of the overall production to the theme)	25 points
<b>Technicality</b>  (includes execution of styles, timing and coordination in the choreography)	20 points
<b>Performance</b>  (includes stage presence, confidence, poise, and appropriateness of face projections, coordination of the pair with one another)	15 points
<b>Costume</b>	10 points
<b>TOTAL</b>	100 points

2. There will be five judges for the competition. Scores of judges will be averaged.

3. The **final score** that will be considered for each team would be the average score of judges, with the incurred deductions, and added Indakan All-Stars incentive, if any. The top 3 pairs based on this final score would be declared winners.
4. Ties will be broken with judges' discretion.
5. The judges' decision is final. Non-conformance to any of the contest rules would mean automatic disqualification from the contest.

### **III. EVENT MECHANICS**

- A. The presentation should be interpretative and entertaining in nature and may be in **any form of dance**. The presentation should follow this year's theme.
- B. Each team should be composed of 2 dancers.
- C. Theme Rule: Each pair must be able to interpret **classic literatures** through their dance. With this, performers should be able to **showcase their chosen classic literature pair through their performance**. Failure to do so will lead to a 5-point deduction. The team's literature pair will be selected on **January 8, 2018 (Monday) 9AM – 4PM** and **should only come from the provided list of classic literature pairs by UP ACES**. List will be uploaded as a pdf file in the Facebook group that will be created for org coordinators.
- D. There would be **no song lockdown**. All pairs are free to choose and use whatever song they want in their performance. UP ACES won't require any songs that should be played during the performance. All songs to be used in the presentation will still be verified by the organizers. Each mix (sound track) will be reviewed by the organizers and comments will be forwarded to the organization representatives on **February 16, 2018 (Sunday)** through online. These comments may include the ff: a.) music levels, b.) cleanliness of mix (explicit content).
- E. Each pair is allowed a minimum of 1 minute and a maximum of 4 minutes in their performance, including clearing of the stage, and a maximum of 2 minutes for audio visual presentation. Music starts right after the performer's submitted audio visual presentation ends. Time starts when the music begins. A line will be placed at the stage's exit points. Time ends at the time the last dancer crosses this line. Failure to clear the stage once the time ends would lead to an automatic deduction as stated under II-A-4. Setup time, before the pair's performance, is allotted during the organization's audiovisual presentation only.
- F. A maximum of 2 assistants inclusive of technical crew member(s) and/or make-up artist(s) per entry will be allowed. Passes will be provided for the crew and a NO PASS / NO ENTRY policy will be strictly implemented. For the safety of all the belongings of the participants, teams are highly recommended to have someone look after their things during their performances. Lost valuables are not the responsibility of the organizers.
- G. Event heads shall have the right to give their **full interpretation** on any unclear statements or clauses on the rules and guidelines of the event.
- H. Any actions or behaviors deemed unruly and inappropriate by the event heads that may lead to commotions, distractions or disruptions during the duration of the event are hereby prohibited. **UP ACES shall have the right to escort out individuals/parties involved in the said actions**. Furthermore, the participating pairs (for unaffiliated teams)/organizations (for affiliated teams) whose involved individuals/parties are part of their official roster will be automatically disqualified from the competition. In addition, individuals/parties **shall pay for the monetary equivalent of any damages on the properties** on the venue and/or of the event organizer caused by the said actions or behaviors.
- I. The following prizes shall be awarded to the winners:
  1. **First Prize:** 100 EWOC pts + Medals + Php 6,000.00
  2. **Second Prize:** 83.33 EWOC pts + Medals + Php 4,000.00
  3. **Third Prize:** 66.67 EWOC pts + Medals + Php 2,000.00
- J. Special awards will be given (will depend on the judges' decision):
  1. Best Female Performer Trophy
  2. Best Male Performer Trophy



## REGISTRATION FORM

### EVENT

EVENT NAME	Indakan 2018 (Pair Category)
SPONSORING ORGANIZATION	UP Association of Civil Engineering Students (UP ACES)

### PARTICIPATING TEAM

TEAM NAME	
ORGANIZATION (if applicable)	
CONTACT PERSON/S	
CONTACT NUMBER	

### INDAKAN THEME

CLASSIC LITERATURE PAIR	
-------------------------	--

**Participating Team Representative:**

**UP ACES Representative:**

Signature over printed name

Signature over printed name

Date: \_\_\_\_\_

Date: \_\_\_\_\_

**Remarks:**

## REGISTRATION FORM (1 OF 2)

### EVENT

EVENT NAME	Indakan 2018 (Pair Category)
SPONSORING ORGANIZATION	UP Association of Civil Engineering Students (UP ACES)

### PARTICIPATING TEAM

TEAM NAME	
ORGANIZATION (if applicable)	
CONTACT PERSON/S	
CONTACT NUMBER	

### INDAKAN THEME

CLASSIC LITERATURE PAIR	
-------------------------	--

### PARTICIPANTS (FULL NAME)

		AFF	UNAFF
1			
2			

### CREW MEMBERS (FULL NAME)

1			
2			

DO NOT WRITE ANYTHING BEYOND THIS POINT

#### ATTACHMENTS:

- Registration Fee (Php 500.00)
- Others:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Submitted by: \_\_\_\_\_

Received by (UP ACES Representative): \_\_\_\_\_

Date and Time: \_\_\_\_\_

**UP ACES COPY**

## REGISTRATION FORM (2 OF 2)

INDAKAN 2018 (PAIR CATEGORY)

PARTICIPATING TEAM	
TEAM NAME	
ORGANIZATION (if applicable)	
	AFFILIATED
	UNAFFILIATED

*DO NOT WRITE ANYTHING BEYOND THIS POINT*

**ATTACHMENTS:**

- Registration Fee (Php 1500.00)
- Others:
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_

Received by: \_\_\_\_\_

Issued by (UP ACES Representative): \_\_\_\_\_

Date and Time: \_\_\_\_\_

**PARTICIPATING PAIR'S COPY**

# 2 EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	Jammeng'g 2018									
EVENT DESCRIPTION	Jammeng'g is a themed battle of the bands where different amateur bands hailing from various engineering organizations fight it out in a battle royale of musicality and artistic skills. Engineering students jam with them as they rock it out with all their hearts eyeing the elusive prize. Bands are given the liberty to choose their songs of preference, as long as they comply with the theme of the year. On stage, they perform back-to-back with popular musicians of the day in front of a live audience in a raging party full of music and free-flowing drinks.									
SPONSORING ORGANIZATION	UP Association of Civil Engineering Students (UP ACES)									
E-MAIL ADDRESS	<a href="mailto:upaces.jammengg@gmail.com">upaces.jammengg@gmail.com</a>									
EVENT COORDINATOR	Guanzon, Justine Mharzeline (Zei) Capuli, Ericka (Eyya)				CONTACT NUMBER	09351429384 (Zei) 09063823812 (Eyya)				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	200	2	166.67	3	133.33	REGISTRATION FEE	Php250 (Auditions)  Php800 for bands with 4 members and below + Php100 per additional member (Main Event)		
MAXIMUM NUMBER OF ENTRIES	10				NUMBER OF PLAYERS	4-6				
<b>ALLOWED PLAYERS</b> <i>Shade all that apply.</i>						<b>MINI-EW CATEGORY</b> <i>Shade one box only.</i>				
AFF ENG'G STUDENT						ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS			
AFF ONCE ENG'G STUDENT						PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/> STRATEGY			
UNAFF ENG'G STUDENT						QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT			
ENG'G FACULTY						WORKSHOP				
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME			VENUE			
BRIEFING; Determining of Audition Schedules	Jan 12 (Fri)			5:00 PM - 6:00 PM			UP ACES Tambayan			
Last Day of Registration for Auditions	Jan 26 (Fri)			7:00 PM (Deadline)			UP ACES Tambayan			
Auditions	Jan 27 (Sat)			9:00 AM – 5:00 PM			Sound Kitchen			
Announcement of Finalists	Feb 5 (Monday)			8:00 PM			Online			
Band Photoshoot	Feb 5 (Monday) – Feb 21 (Wednesday)			TBA			UP Diliman Campus			
Registration Period for Main Event	Feb 8 (Thursday) – Feb 9 (Friday); Feb 13 (Tuesday) – Feb 22 (Thursday)			11:00 AM – 1:00 PM; 5:30 PM – 7 PM			UP ACES Tambayan			
Ticket Release for Participating Orgs/Bands	Feb 14 (Wednesday)			5:30 PM			UP ACES Tambayan			
Ticket Release for Non-Participants	Feb 15 (Thursday)			12:00 NN			UP ACES Tambayan			
Preliminary Meeting Regarding Reminders and Submission of Video	Feb 23 (Friday)			6:00 PM			UP ACES Tambayan			
Final Meeting; Determining of Sequence of Performers; Deadline of Ticket Remittance	March 2 (Friday)			6:00 PM			UP ACES Tambayan			
Contest Proper	March 3 (Sat)			6:00 PM – 12:00 MN			Cities Events Place			

## EVENT RULES

### I. **GENERAL GUIDELINES**

#### A. REGISTRATION & SUBMISSION

1. The contest is open to any bands, professional or non-professional, composed of students and/or faculty who are once or currently part of the College of Engineering.
2. All bands must consist of 4-6 members.
3. For participating affiliated engineering teams, representation of a band will depend on the majority of affiliated members in each band. In the case wherein there would be an equal number of members affiliated with two different organizations, the band must decide and specify in their registration forms which organization they will represent. A band is considered as an unaffiliated band if more than half of the members are unaffiliated.
4. Each participating organization can have a maximum of 2 band entries for the auditions.
5. A participating individual is not allowed to perform with more than one band.
6. Organizations and bands who are interested to participate in the event are highly encouraged to attend the scheduled briefing. Those that fail to do so may still participate. However, all bands that will represent the org/s that failed to attend the briefing will receive a 2% deduction from their audition score. Unaffiliated bands will also receive a 2% deduction from their audition score should they fail to attend the briefing.
7. Registration forms for auditions will be given to each Engineering organization/band during the scheduled briefing. If an organization or band fails to attend the briefing but still wishes to participate in the event, they may get a copy of the registration forms at the UP ACES Tambayan on any day from Tuesday to Friday from 8:00 AM – 5:00 PM, until January 26.
8. Bands who are interested to participate in the auditions are required to submit a fully accomplished registration Form A and photocopies of each of the band member's Form 5 and ID, as well as pay an audition fee of Php250 to any Jammeng'g 2018 Registrations Committee Head at the UP ACES Tambayan on any day from Tuesday to Friday from 11:00 AM – 1:00 PM and from 5:30 PM – 7:00 PM. Bands may only submit until January 26.
9. If due to valid reasons, member/s of a band will not have their Form 5/s and/or IDs by the end of the registration period for auditions, the member/s will be allowed to perform in the auditions if the band is able to submit an excuse letter for each member during their registration for auditions. The member/s must submit the photocopy of Form 5/s and ID/s together with the registration form for the main event, if ever they make it through the auditions. The validity of the excuse letters will be decided by the organizers.
10. If, after the auditions, the organizers find that there is a falsity in any of the excuse letters, the band will be disqualified.
11. Those who will qualify for the main event are to reserve their performance songs. Reservation of songs will be on a first-come-first-served basis and subject to approval of the organizers. A band may not reserve a song if it has already been reserved by another band.
12. The theme for this year's Jammeng'g is funk. In the main event, participants are to perform their original funk rendition of hit songs of renowned musical icons. Two songs must be reserved, one of which must be an original song of a deceased/disbanded individual/group, while the other a song must be an original work by a still living and working individual/group. An artist/group is considered an icon as long as they appear at least once in the Billboard Top 100 Artists from 1958-2017. However, the bands may only choose from the refined list of icons and songs provided by the organizers. Both songs must not fall under the genre of funk, as it is up to the participants to make their own funk interpretation of the songs.
13. To reserve their chosen songs, they must submit a fully accomplished registration Form B, together with a registration fee of Php 800 for the first four members of the band plus Php100 per additional member (for additional electric and logistic needs), to any Jammeng'g 2018 Registrations Committee Head on Tuesdays/Thursdays (10:30 AM – 12:30 PM and 5:45 PM – 7:00 PM) and Wednesdays/Fridays (1:00 PM – 6:00 PM) at the scheduled registration period (see schedule of activities). Upon submission of the form, their

chosen songs will be reserved. They are not allowed to reserve one song at a time, with the exception of the case wherein one of their songs has already been reserved by another band. In this case, they may or may not reserve their other song that has not been reserved yet.

14. Bands are allowed to change at most half of the total number of their members who participated in the auditions due to valid reasons, and this must be specified in the Form B, along with an attached photocopy of the Form 5 and ID of the replacement member. The organizers will decide whether the specified reason is acceptable. The new members must not be former members of a band that played in the auditions but did not make it to the main event.
15. Bands may opt to change their chosen songs. To do so, they must retrieve the registration form (B) that they have submitted, and fill out a new one. Bands can only change their chosen songs once, and they may do so until the end of registration period. The other bands may claim the replaced songs until the end of the registration period.
16. A real-time list of reserved songs will be posted at the UP ACES' tambayan and accessible online.

## B. PRE-EVENT

### 1. AUDITIONS

a. All bands are required to audition for the Finals.

b. Bands are required to fill out the Registration Form for Auditions (Form A) and submit it together with the said requirements until the day before the auditions.

c. Criteria for judging during the auditions will be as follows:

CRITERIA	SCORE
Overall Performance Quality	40%
Technical Proficiency	30%
Stage Presence	10%
Difficulty of Chosen Piece	10%
Creativity	10%
TOTAL	100%

d. The auditions will be held on January 27 (Saturday). The venue will be announced.

e. The schedule for each band's time slot will be determined during the briefing. The order of choosing a time slot will be done by means of draw lots. Organizations and bands who wish to participate but have failed to attend the briefing may choose any of the remaining time slots during the registration period at the UP ACES tambayan upon their submission of their Form A; this will be done on a first-come-first-served basis.

f. The bands are required to be at the venue for auditions at least 20 minutes before their chosen schedule. A band will be considered present once all its registered members and their respective IDs have been checked by the Registrations Head. Failure to do so will incur a 2% deduction from their audition score.

g. Bands that will arrive after the start of their chosen schedule will not be allowed to perform on that schedule as there may be insufficient time. The bands that fail to perform on their given schedule will receive a 5% deduction from their audition score, and their performance will be rescheduled after all the other bands have performed. The 2% deduction for late arrival at the audition venue is separate from the 5% deduction for rescheduled auditions.

h. Bands are required to play ONE SONG for the auditions. This song may or may not be relevant to the theme. Mash-up of songs are not allowed.

i. Each band will be given 10 minutes to setup and perform. Exceeding this will incur a 2% deduction per minute and a fraction thereof excess from their audition score.

j. The bands that garner the highest ten scores from the auditions will be allowed to participate in the main event.

- k. Only one band per organization will be allowed to participate for the main event. (i.e. Two bands representing the same organization qualify for the main event. Only the higher scoring band will be allowed to participate in the main event. The number of qualifiers must still reach ten, and so the next highest scoring band after the top ten will qualify.)

#### C. ACTIVITIES WITH DESCRIPTIONS

- a. Briefing – A brief information about the event and pre-event announcements will be provided on the day of the briefing
- b. Auditions – An audition process will be held to select the top ten band finalists

#### D. REQUIREMENTS

1. Submit the registration form on or before the date set by the event heads.
2. Bands qualified for the main event are required to submit a 15-minute video clip to be played on the duration of their set-up, performance and exit. The video must be composed of 2 parts: (1) an introductory video (minimum of 60 seconds); and (2) a soundless video loop bearing the band's name, which will serve as a background. Video clips must be submitted in .mp4 format and burned into a CD-R. The CD-R will be provided by the event heads. The deadline for the video is on February 23, Friday, before the preliminary meeting (6PM). Bands who will pass from 6:01 PM to 6 PM on February 24 (Saturday) is accounted as Late Submission. Video clips passed after 6 PM on February 24 will be considered as No Submission. The following deductions will be incurred for failure to comply:

	DEDUCTION
Incorrect video time format	1%
Late video submission	2%
No video submission	5%

## II. TECHNICALITIES

#### A. OVERALL TABLE OF DEDUCTIONS (FOR MAIN EVENT)

	DEDUCTION
Late arrival at the venue	5% in the total score
Exceeding time allotted to perform	2% per minute and fraction thereof
Late ticket remittance	3%
Late video submission	2%
Incorrect video time format	1%
No video submission	5%

#### B. OVERALL TABLE OF DEDUCTIONS (FOR AUDITIONS)

	DEDUCTION
Failure to attend briefing	2%
Late registration	2%
Failure to perform on given schedule	5%
Exceeding time allotted to perform	2% per minute and fraction thereof

#### C. ATTENDANCE REQUIREMENTS

1. At least one (1) org representative (or band member for unaffiliated bands) shall be present in the briefing (2% deduction from the audition score/s of all bands representing the org for failure to comply; deduction shall also apply to unaffiliated bands).

#### D. SCORING SYSTEM

1. Judging during the main event contest proper will be based on the following criteria:

CRITERIA	SCORE
Creativity	30%
Overall Performance Quality	20%
Technical Proficiency	20%
Adherence to the Theme	10%
Stage Presence	10%

Difficulty of the Chosen Piece	5%
Audience Impact	5%
<b>TOTAL</b>	<b>100%</b>

### III. EVENT MECHANICS

- A. There will be a meeting the day before main event at the UP ACES Tambayan for some final reminders regarding the main event. The sequence of performance will also be determined at this time by means of draw lots.
- B. The schedule for each band's time slot for sound check will be determined during the preliminary meeting on February 23 (Friday). The order will be determined by means of draw lots. Bands that will arrive after the start of their chosen schedule will not be allowed to have their sound check.
- C. Attendance can be checked as early as 4:30 pm as the contestants are required to be present at the venue at 6:00 PM. Those who will fail to do so will get a deduction of 5% from their final score. Participants who will arrive after the start of the contest proper (judges are complete at the table and the hosts have started the program) will automatically be disqualified with a forfeiture of the registration fee. A band is considered present once all its registered members and their respective IDs have been checked by the organizers. Participants may inform the organizers and submit their valid excuse letters at the tambayan if some of their members will not be able to arrive on time due to valid academic conflicts until the final meeting (March 2, Friday, 6PM) with the participants. No deductions/disqualifications will occur at such case.
- D. Participants will be timed from the moment they are called by the emcees to go onstage; their video will also start at the same moment. They may only start performing their songs after the end of the introductory part of the video. Failure to finish their set within 15 minutes will earn them a penalty of 2% per minute and a fraction thereof of overtime from their final score.
- E. Each band that will participate in the main event is required to sell tickets that accounts for 25% of the total organization roster that the band represents. Unaffiliated bands are required to sell a fixed amount of ten (10) tickets. Ticket prices will be announced.
- F. Ticket release to organizations and bands will be on the date set by the event heads. Participating organizations and bands are required to pay a 50% down-payment upon their release of their tickets.
- G. Deadline for ticket remittance for participating organizations and bands will be on March 2 (Friday) at 6:00 PM. Failure to remit on time will incur a deduction of 3% in the final score of the band.
- H. If the venue calls for it, the usual dress code in bars will be followed. (i.e. No shorts for boys. No slippers. No sleeveless attire for boys.)
- I. In case of a tie, the band that gets the majority of the judges' votes will be declared as winner.
- J. All inquiries and clarifications regarding this contest mechanics should be addressed to the event heads. Complaints and contentions regarding the performances (i.e. technical difficulties, video problems, timer problems etc.) should be raised within thirty minutes right after their performance. However, if the contentions will be result-related, it will be entertained within one hour after the announcement of winners.
- K. At least one (1) member from the organization's roster, or one (1) member from the participating band, must stay until the end of the program for post-event discussions.
- L. Three winners will be awarded. The prizes will be as follows:
  - Champion – 8000 PHP + 200.00 EWOC Points
  - 1st Runner-up – 5000 PHP + 166.67 EWOC Points
  - 2nd Runner-up – 3000 PHP + 133.33 EWOC Points
- M. 66.67 EWOC Points will also be awarded for the non-winning participants.
- N. The decision of the judges will be irrevocable, and the event heads will have the final say over all aspects of the event.

## REGISTRATION FORM FOR AUDITIONS (FORM A)

<b>EVENT</b>	
EVENT NAME	Jammeng'g 2018
SPONSORING ORGANIZATION	UP Association of Civil Engineering Students (UP ACES)

<b>PARTICIPANT</b>		
ORGANIZATION NAME		
CONTACT PERSON/S		
CONTACT NUMBER/S		
BAND MEMBERS / INSTRUMENTS	1. 2. 3. 4. 5. 6.	CONTACT NUMBERS

<b>REGISTRATION FEE</b>		
PAID BY		
AMOUNT		
RECEIVED BY		

***UP ACES Copy***

## REGISTRATION FORM FOR AUDITIONS (FORM A)

### EVENT

EVENT NAME	Jammeng'g 2018
SPONSORING ORGANIZATION	UP Association of Civil Engineering Students (UP ACES)

### PARTICIPANT

ORGANIZATION NAME			
CONTACT PERSON/S			
CONTACT NUMBER/S			
BAND MEMBERS / INSTRUMENTS	1. 2. 3. 4. 5. 6.	CONTACT NUMBERS	

### REGISTRATION FEE

PAID BY	
AMOUNT	
RECEIVED BY	

*Participant's Copy*

## REGISTRATION FORM FOR MAIN EVENT (FORM B)

EVENT	
EVENT NAME	Jammeng'g 2018
SPONSORING ORGANIZATION	UP Association of Civil Engineering Students (UP ACES)

PARTICIPANT		
ORGANIZATION NAME		
CONTACT PERSON/S		
CONTACT NUMBER/S		
BAND MEMBERS / INSTRUMENTS	1. 2. 3. 4. 5. 6.	CONTACT NUMBERS
REASON FOR SWITCH (if made) OF MEMBER		
SONG 1		SONG 2

REGISTRATION FEE		
PAID BY		
AMOUNT		
RECEIVED BY		

***UP ACES Copy***

## REGISTRATION FORM FOR MAIN EVENT (FORM B)

EVENT	
EVENT NAME	Jammeng'g 2018
SPONSORING ORGANIZATION	UP Association of Civil Engineering Students (UP ACES)

PARTICIPANT		
ORGANIZATION NAME		
CONTACT PERSON/S		
CONTACT NUMBER/S		
BAND MEMBERS / INSTRUMENTS	1. 2. 3. 4. 5. 6.	CONTACT NUMBERS
REASON FOR SWITCH (if made) OF MEMBER		
SONG 1		SONG 2

REGISTRATION FEE		
PAID BY		
AMOUNT		
RECEIVED BY		

***Participant's Copy***

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	CRAMMENG'G									
EVENT DESCRIPTION	<p>You fell asleep last night and were not able to study for your exams ☹ Luckily, your friend made a reviewer but you only have a few minutes to study for each test. This game will test your cramming skills through a series of tests. The goal is to survive this wild day and pass the exams despite your lack of preparation and while trying to avoid all the distractions.</p>									
SPONSORING ORGANIZATION	UP AGGREGATES, INCORPORATED (Aggre)									
E-MAIL ADDRESS	aggre.crammeng@gmail.com									
EVENT COORDINATOR	Helli-mar Trilles (Helli)				CONTACT NUMBER	09058962652				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	150	2	100	3	50	REGISTRATION FEE	160 pesos		
MAXIMUM NUMBER OF ENTRIES	15 teams (1 team per org)				NUMBER OF PLAYERS	2 players, 1 alternate (per team)				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS				
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY				
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT				
ENG'G FACULTY					WORKSHOP					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME			VENUE			
Submission of registration forms	Feb 22 (Thursday)			Until 11:59 pm			Online			
Deadline of payment	Feb 23 (Friday)			8 am – 7 pm			Aggre Tambayan			
Event proper	Mar 7 (Wednesday)			2 pm – 5 pm			MH 501			
EVENT RULES										
<p>I. <b>GENERAL GUIDELINES</b></p> <p>A. REGISTRATION &amp; SUBMISSION</p> <ol style="list-style-type: none"> <li>Each team must register within the allotted time period. Walk-ins/Late registration will not be accepted.</li> <li>Send your accomplished registration forms to aggre.crammeng@gmail.com with subject <b>CRAMMENG'G</b> and file name <b>&lt;OrgName&gt;_RegForm</b>.</li> <li>Payments should be given personally at the UP Aggregates, Inc.Tambayan on or before the given deadline stated above. <b>An official receipt should be issued</b>. Only the <b>FIRST 15 TEAMS</b> to pay the registration fee will be allowed to participate in the event.</li> <li>The official receipt will serve as the confirmation of the organization's intent to join.</li> </ol> <p>B. PRE-EVENT</p> <p>1. ACTIVITIES WITH DESCRIPTIONS</p> <ol style="list-style-type: none"> <li>Briefing: The mechanics of the event will be discussed further before the event proper. Participating teams will be given time to ask or clarify about the event mechanics.</li> </ol>										

## **II. TECHNICALITIES**

### **A. ATTENDANCE REQUIREMENTS**

1. The official receipt and a printed copy of the registration form must be presented to confirm participation. IDs of participants must also be presented.

### **B. SCORING SYSTEM**

- A. Pre-Final Grade = 40% Quiz + 60% Long Exam
- B. Final Grade = 70% Pre-Final + 30% Final Exam

## **III. EVENT MECHANICS**

1. There will be two (2) representatives from each participating organization. One (1) alternate is allowed in case one of the two pre-registered participants of a team becomes unavailable. The two representatives will form a single pair. A maximum of 15 pairs (30 participants) will be accepted.
2. A series of multiple choice/enumeration/true or false/identification exams will be given. Other forms of tests were not included to make checking faster, and to avoid subjective type of checking.
3. During the review period, participants may discuss among themselves (group study) or may opt to review on their own (respective team).
4. The Quiz/Exam is a General Knowledge test, some answers may be unrealistic. Participants must only **refer to the REVIEWERS** given for the **specific exam/quiz**, nothing else.
5. There will be three (3) rounds with a different set of reviewer for each round:
  - a. **Quiz (easy) – 5 minutes to study, 10 minute quiz (20 items)**
  - b. **Long Exam (average) – 8 minutes to study, 15 minute exam (40 items)**
  - c. **Final Exam (difficult) – 10 minutes to study, 20 minute exam (50 items)**
6. Once the exam starts, participants will not be allowed to go to the comfort room.
7. During exams, if a cell phone rings, 2% will be deducted from the score of the team of the participant whose phone rang. If a phone rings and the owner does not identify himself, 2% will be deducted to all participants.
8. Once an exam start, reviewers will be confiscated. If a participant is caught cheating, his test paper will be confiscated and his organization will not receive any participation points.
9. After a quiz/exam answer sheets will be passed to the designated checker of the team. Answers are then flashed on the screen after all papers are checked, all of the teams' paper and reviewer will be given back to them for corrections. The teams will only have **3 mins** to recheck their answers. Afterwards, any other questions will not be entertained.
10. The scores (in percentage, up to the 2nd decimal place) will be updated every round (Ex: 95.50%).
11. After the long exam round, a pre-final grade will be released. The top 5 pairs **may opt** not to take the final exam. Their Final Grade will be equal to their pre-final grade.
12. The pair with the highest final grade wins!
13. In case of a draw, a sudden-death test (5 items) will be given. Participants will not be given any more time to review. The question/s will come from any of the reviewers from the previous tests. The participants have 10 seconds to write their answers for each question on the white board. And the team with the most number of correct answer will be the winner of the sudden-death test.
14. During the duration of the event, there will be distractions (i.e. video playing, music, random sounds, etc.) playing inside the classroom. **These distractions may or may not be related to the exam.**

\* The participants must bring their own pen. There is no need to bring any scratch paper and calculator.

\* A short orientation will be held before the start of the event.

\* There will be no deductions for late participants. However, they will not be given extra time to review or to answer the exams. If a pair misses a test, they will automatically get a score of zero for the missed test.

## REGISTRATION FORM

### EVENT

EVENT NAME	Crammeng'g
SPONSORING ORGANIZATION	UP Aggregates, Incorporated (Aggre)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	Enggterpretations Film Festival Category A									
EVENT DESCRIPTION	<p>Based on YOMYOMF and American director Justin Lin's Interpretations Film Festival, the EFF brings engineering student filmmakers to a realm of inhibiting social norms and cultural mores. With the interpretation as an added challenge to go beyond the establishment of the idea, the filmmakers are offered to produce the most original and creative formation of the human condition, bringing them to life in film.</p> <p>The Enggterpretations Film Festival is a short film-making competition open to all participating organizations of the Engineering Week, and serves as a venue for engineering students to showcase their skills and talents in the art of filmmaking.</p> <p>Category A is a 15-minute short film in relevance to the competition's theme.</p> <p>There are two categories in this competition: a 15-minute short film in relevance to the competition's theme (Category A), and a 5-minute short film which creatively and uniquely interprets a given script (Category B).</p>									
SPONSORING ORGANIZATION	<b>UP AGGREGATES, INCORPORATED (Aggre)</b>									
E-MAIL ADDRESS	aggre.enggfilmfest@gmail.com									
EVENT COORDINATOR	Jhon Bryant R. Lalata (Bry)				CONTACT NUMBER	09955297385 09087091640				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	200	2	150	3	100	REGISTRATION FEE	350 pesos		
MAXIMUM NUMBER OF ENTRIES	12				NUMBER OF PLAYERS	15 (max.)				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS				
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY				
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT				
ENG'G FACULTY					WORKSHOP					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME			VENUE			
Release of Online Invitation / Mechanics	Dec 29 (F) – Jan 5 (F)			7:00 PM – 10:00 PM			Respective Org E-mail Addresses / EFF 2016 Facebook Page			
Release of Physical Invitations	Jan 15 (M) - Jan 16 (Tu)			7:00 AM – 6:00 PM			Respective Org Tambayan			
Org Orientation	Jan 17 (W)			6:00 PM – 7:00 PM			Aggregates Tambayan			
Registration	Jan 17 (W) – Jan 26 (F)			7:00 AM – 6:00 PM			ONLINE			
Teaser and Poster Screening	Feb 19 (M) – Feb 21 (W)			8:00 AM – 6:00 PM			EFF Facebook Page			
Exhibit	Feb 26 (M) – Feb 28 (W)			8:00 AM – 6:00 PM			Melchor Hall 2 <sup>nd</sup> Floor Lobby			
Film Screening and Awarding Ceremony	Feb 28 (W)			8:00 AM – 4:00 PM			Engineering Theater			
Submission of Entries										
Publicity Materials (Posters, Teasers, and Tarpaulin Soft Copies)	Feb 15 (Th)			7:00 AM – 6:00 PM			ONLINE / Aggregates Tambayan			
(Film Entries) No Deductions	Feb 22 (Th)			8:00 AM – 6:00 PM			Aggregates Tambayan			
With 3% Deduction	Feb 23 (F)			8:00 AM – 1:00 PM			Aggregates Tambayan			

With 5% Deduction	Feb 23 (F)	1:00 PM – 6:00 PM	Aggregates Tambayan										
<b>EVENT RULES</b>													
<b>I. GENERAL GUIDELINES</b>													
<p>A. REGISTRATION &amp; SUBMISSION</p> <p>All soft copies for submission will be transferred from the participant's laptop / HDD to the laptop / HDD provided by UP Aggregates, Inc. upon submission, or will be submitted through a compact disc with proper labels. All documents must be in A4 page size, Calibri font, 12 font size, 1.5 line spacing, and must have a 1-inch margin on all sides. Such documents should be sent through e-mail at <a href="mailto:aggre.enggfilmfest@gmail.com">aggre.enggfilmfest@gmail.com</a> with subject <b>EFF 2018</b> and file name <b>&lt;OrgName&gt;_&lt;Document Type&gt;</b>. A checklist sent via e-mail will be provided to ensure that all requirements will be passed, and are in correct format and file name.</p>													
<p>The soft copies of the teaser, and publicity paraphernalia shall be submitted on the indicated deadline—one week before the deadline of the film entries. Late submission of publicity materials will not guarantee the participating organization publicity for their film entry.</p>													
<p>B. PRE-EVENT</p> <ol style="list-style-type: none"> <li>Participating organizations must submit a <b>10- to 15-minute short</b> (excluding 5-minute (max.) credits and bloopers) in relevance to the competition's theme.</li> </ol> <p>If the organization is participating in both categories, it would be best for the participants not to relate them with each other. The 2 categories—Category A and Category B—will be judged by 2 different sets of judges, who will not be able to view the participating organization's entry in the other category.</p> <ol style="list-style-type: none"> <li>REQUIREMENTS <ol style="list-style-type: none"> <li><b>Film entries</b> must be in digital format (AVI / MP4 / MOV) with a minimum of 1280 × 720 pixel video size (16:9 aspect ratio), and in stereo audio (or better) with minimum video bitrate of 800 kbps and a maximum of 1 mbps. Bloopers may be included.</li> <li><b>Credits</b> must contain all names and positions of cast and crew—overlapping of roles is allowed, that is, the director may also be an actor, etc.—and nominees for respective awards. Most importantly, these should also include the music, scores, sound effects, and songs used in the film.</li> <li><b>Teaser</b> shall be 15 seconds (max.) and in the same format as the film.</li> <li><b>Poster</b> (soft copy) shall be in .jpeg format, 11 × 17 in, 150 dpi, and portrait orientation.</li> <li><b>Tarpaulin</b> (soft copy) shall be in .jpeg format, 6 × 2 ft, 72 dpi, and portrait orientation.</li> <li><b>Script</b> (soft copy) shall be in .doc or .docx, and .pdf.</li> <li><b>One- (1) page Film Description</b> (soft copy) in .doc or .docx, and .pdf may include but not be limited to the following: synopsis, teaser précis, and any other written promotional material for the film. Limited to 1 page only.</li> <li><b>Director's and Writer's / Creative Director's Essay</b> (soft copy): in .doc or .docx, and .pdf, this is a one- (1) page essay each explaining or expounding on the artistry—the recurring theme and thematic strands, nuances, and motifs—behind their respective works. This will be the basis for the awarding of the BEST SCREENPLAY and BEST DIRECTOR categories.</li> </ol> </li> </ol>													
<b>II. TECHNICALITIES</b>													
<p>A. TABLE OF DEDUCTIONS</p> <p>Failure to submit any of the above requirements prior to the listed deadline will result to corresponding deductions in the computation of the participant's final score. <b>Incorrect format and incomplete submission of the said requirements will not be accepted and must be corrected before the deadline or else the entry will be considered late.</b></p>													
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center;">Violations</th> <th style="text-align: center;">Deductions</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">Submission beyond the default time—15 minutes after deadline (Feb. 22, 6:15 PM)</td> <td style="text-align: center;">3% from TOTAL PERCENTAGE SCORE</td> </tr> <tr> <td style="text-align: center;">Submission between Feb. 23, 8:00 AM – 1:00 PM</td> <td style="text-align: center;">3% from TOTAL PERCENTAGE SCORE</td> </tr> <tr> <td style="text-align: center;">Submission between Feb. 23, 1:00 PM – 6:00 PM</td> <td style="text-align: center;">5% from TOTAL PERCENTAGE SCORE</td> </tr> <tr> <td style="text-align: center;">Shorter than 10 minutes / longer than 15 minutes</td> <td style="text-align: center;">5% from TOTAL PERCENTAGE SCORE</td> </tr> </tbody> </table>				Violations	Deductions	Submission beyond the default time—15 minutes after deadline (Feb. 22, 6:15 PM)	3% from TOTAL PERCENTAGE SCORE	Submission between Feb. 23, 8:00 AM – 1:00 PM	3% from TOTAL PERCENTAGE SCORE	Submission between Feb. 23, 1:00 PM – 6:00 PM	5% from TOTAL PERCENTAGE SCORE	Shorter than 10 minutes / longer than 15 minutes	5% from TOTAL PERCENTAGE SCORE
Violations	Deductions												
Submission beyond the default time—15 minutes after deadline (Feb. 22, 6:15 PM)	3% from TOTAL PERCENTAGE SCORE												
Submission between Feb. 23, 8:00 AM – 1:00 PM	3% from TOTAL PERCENTAGE SCORE												
Submission between Feb. 23, 1:00 PM – 6:00 PM	5% from TOTAL PERCENTAGE SCORE												
Shorter than 10 minutes / longer than 15 minutes	5% from TOTAL PERCENTAGE SCORE												
<p>Failure to submit <b>ANY OF THE ABOVE REQUIREMENTS</b> until <b>February 24, 6:00 PM</b> will mean <b>DISQUALIFICATION</b>. The event organizers will honor the time of completion of the requirements as their submission time, e.g., the participating organization was not able to pass a teaser before Feb. 24 at 6:00 PM, even though the participant has submitted the required film entries, script, and poster; therefore, they were not able to comply with the requirements to be qualified.</p>													

**B. ATTENDANCE REQUIREMENTS**

All cast and crew of each participating organization are required to attend the scheduled screening of their respective short films as well as the awarding ceremony towards the end of the screening day.

The **Category A film entries** will have a specific time schedule for each participating organization.

A minimum number of tickets sold by each participating organization will be required.

**C. SCORING SYSTEM**

- a. Computations will be carried out through **Weighted Averaging**. Each criterion (except for the Poster and Teaser criteria) will be graded from a scale of **0-100** which will then be multiplied to their corresponding percentages. For example, calculating cinematography rating:

$$\begin{aligned}\text{Cinematography Rating} &= \text{Given Grade} \times \text{Percentage} \\ &= 87 \times 25\%\end{aligned}$$

$$\text{Cinematography Rating} = 21.75\%$$

- b. The rating for **Poster and Teaser** criteria will be based on solely on the mean of the judges' ratings. The **Weighted Averaging** scheme will be carried out so a grading scale of 0-100 will be imposed. For Example, Organization X's poster has a mean rating of 90:

$$\begin{aligned}\text{Total Poster Rating} &= \text{Mean of Judges' Scores} \times \text{Percentage} \\ &= 90 \times 0.05\end{aligned}$$

$$\text{Total Poster Rating} = 4.5\%$$

- c. The **highest three (3) of the cumulative scores** will receive 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Place EW points (200, 150, and 100, respectively).

Criteria for Category A	Percentage (%)
Cinematography	25
Screenplay	25
Originality and Relevance to the Theme	20
Musical Score and Editing	20
Poster	5
Teaser	5
Total	100

**D. Others**

- a. Among those people who are going to be visible in the whole film, the term "**extra**" is defined as someone who is insignificant to the story (such that, when he/she is removed in the film, the story would not be changed) **and** he/she must only appear for a percentage of **1% of the time allotted** for the **whole film** (bloopers and credits are not included in the time frame).
- b. After the registration period, if a participating organization still wishes to change/add a player and is not agreed upon by the consensus, the team will automatically receive a **10%** deduction if they continued to include this player.

### **III. EVENT MECHANICS**

1. Only **12 entries (max.) will be accepted** in this year's Enggterpretations Film Festival Category A: <insert the theme> so securing of slots will be on a **first-come, first-served basis**. However, participating organizations can only ensure their slots if they have submitted all the necessary requirements.
2. An official film cast and crew should be comprised of but not be limited to the following: actor/s, actress/es, director/s, creative director/s, writer/s, and editor/s—should be bona fide members of the participating organization, and overlapping of roles is allowed.
3. To qualify for the **BEST PICTURE**, the participating organization should comply with the following aside from the necessary requirements:
  - Attendance to the screening and awarding ceremony (cast and crew, including the org representative/s)**. If a cast or crew cannot attend, there must be a substitute and an excuse letter stating a valid reason.
  - Delivery of a DIRECTOR'S ADDRESS**, which will tackle any or all of the following, but is not limited to: the inspiration of the film, the vision of the director for the film, and dedication of the film. The speech can be similar to the **Director's and Writer's / Creative Director's Essay** submitted beforehand. The director will be given a maximum of 5 minutes before the screening of the organization's entry. If the director is not available, the screenwriter or any substitute from the participating organization may deliver the speech in behalf of the director, and an excuse letter stating the reason of absence should be provided.
4. **Rear and Frontal Nudity, and Pornographic Depictions are STRICTLY PROHIBITED**. Frontal nudity for actor/s is defined as direct visibility of the male genitalia, and frontal nudity of actress/es includes upper frontal nudity and direct visibility of the female genitalia. Rear nudity is defined as direct visibility of male and female buttocks. Furthermore, it is in the discretion of the cast and crew to include suggestive sexual and mature themes, and to use intense languages and profanities if they are deemed necessary in the depiction of the script, or of the narrative; although, depictions in

- the film entries should not endanger the crew's and cast's morale and mores, and should be consensual between the crew and the cast. UP Aggregates, Inc. shall exercise its full right to review, screen, and censor all film entries as they deem fit.
5. Winners for the BEST ACTOR, BEST ACTRESS, BEST SCREENPLAY, BEST SHORT FILM, BEST POSTER and BEST DIRECTOR as well as the allotment of points on musical score, screenplay, relevance to the theme, creativity, and originality will all be determined by the judges. There will be a minimum of three (3) judges for EFF Category A, and can be composed of but not limited to the following: professor/s from UP College of Mass Communication, a senior student of Film and Audio-Visual Communication, and other personalities deemed rightful for the position.
  6. Nominees for individual acting awards will be on a self-nomination basis. Each participating organization is to nominate who among their film crew / actors will be competing for BEST ACTOR and BEST ACTRESS. **Failure to do so would mean an incomplete submission.** The participating organizations **must include** clips containing winning scenes of their actor / actress in the official entry upon submission.
  7. All teasers and posters shall be collated and uploaded online by the event organizers a week before the screening and awarding, but the **participants** are the ones responsible for the **promotion** of their entries. To aid the participants in this endeavor, a separate exhibit showcasing their respective publicity paraphernalia, such as posters and / or film promotional tarpaulins, will be displayed on **Melchor Hall 2<sup>nd</sup> Floor Lobby** from February 27 to March 2.
  8. **Participation points** will only be given to the organization that has complete attendance during the **Awarding Ceremony** (film crew and organization representatives). In case a crew member or an organization representative is absent due to an excusable reason, a member from the same organization must attend in his / her place provided the event organizers are notified **at least one day prior to the Awarding Ceremony**.
  9. Tickets will be issued to those interested to watch the screenings (including non-engineering students, and other interested parties), and will be sold at Php 30.00 per ticket. Each participating organization will be required to sell a **minimum of 15 tickets** for the category. If the participating organization wishes to buy more tickets, they may do so from UP Aggregates, Inc.
  10. Failure to remit ticket sales at or before 12:00 noon on the date of the event will mean **DISQUALIFICATION** from the competition. Participation points shall not also be rewarded. However, the entries shall still be allowed to be screened in their designated schedules.
  11. The UP Aggregates, Inc. has the right to alter minor regulations (e.g., submission guidelines, schedule of activities, etc.) of the event, but participants will be informed ahead of time regarding these changes / revisions.
  12. All entries submitted will be considered as property of UP Aggregates, Incorporated.

## REGISTRATION FORM

### EVENT

EVENT NAME	Enggterpretations Film Festival Category A
SPONSORING ORGANIZATION	UP Aggregates, Incorporated (Aggre)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION								
EVENT NAME	Enggterpretations Film Festival Category B							
EVENT DESCRIPTION	<p>Based on YOMYOMF and American director Justin Lin's Interpretations Film Festival, the EFF brings engineering student filmmakers to a realm of inhibiting social norms and cultural mores. With the interpretation as an added challenge to go beyond the establishment of the idea, the filmmakers are offered to produce the most original and creative formation of the human condition, bringing them to life in film.</p> <p>The Enggterpretations Film Festival is a short film-making competition open to all participating organizations of the Engineering Week, and serves as a venue for engineering students to showcase their skills and talents in the art of filmmaking.</p> <p>Category B is a 5-minute short film which creatively and uniquely interprets a given script.</p> <p>There are two categories in this competition: a 15-minute short film in relevance to the competition's theme (Category A), and a 5-minute short film which creatively and uniquely interprets a given script (Category B).</p>							
	<b>SPONSORING ORGANIZATION</b> <b>UP AGGREGATES, INCORPORATED (Aggre)</b>							
	<b>E-MAIL ADDRESS</b> aggre.enggfilmfest@gmail.com							
EVENT COORDINATOR	Jhon Bryant R. Lalata (Bry)			CONTACT NUMBER	09955297385 09087091640			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	<input type="checkbox"/> YES	<input type="checkbox"/>	<input type="checkbox"/> NO	WALK-INS ALLOWED?	<input type="checkbox"/> YES	<input checked="" type="checkbox"/> NO	
EW POINTS	<input type="checkbox"/> 1	<input type="checkbox"/> 150	<input type="checkbox"/> 2	<input type="checkbox"/> 100	<input type="checkbox"/> 3	<input type="checkbox"/> 50	REGISTRATION FEE	300 pesos
MAXIMUM NUMBER OF ENTRIES	12					NUMBER OF PLAYERS	15 (max.)	
<b>ALLOWED PLAYERS</b> <i>Shade all that apply.</i>					<b>MINI-EW CATEGORY</b> <i>Shade one box only.</i>			
<input type="checkbox"/> AFF ENG'G STUDENT <input type="checkbox"/> AFF ONCE ENG'G STUDENT <input type="checkbox"/> UNAFF ENG'G STUDENT <input type="checkbox"/> ENG'G FACULTY					<input type="checkbox"/> ARTS/TALENT <input type="checkbox"/> PARLOR/RELAY/CHANCE <input type="checkbox"/> QUIZ SHOW <input type="checkbox"/> WORKSHOP	<input type="checkbox"/> SPORTS <input type="checkbox"/> STRATEGY <input type="checkbox"/> NIGHT EVENT		
<b>SCHEDULE OF ACTIVITIES</b>								
ACTIVITY	DATE			TIME		VENUE		
Release of Online Invitation / Mechanics	Dec 29 (F) – Jan 5 (F)			7:00 PM – 10:00 PM		Respective Org E-mail Addresses / EFF 2018 Facebook Page		
Release of Physical Invitations	Jan 15 (M) - Jan 16 (Tu)			7:00 AM – 6:00 PM		Respective Org Tambayan		
Org Orientation	Jan 17 (W)			6:00 PM – 7:00 PM		Aggregates Tambayan		
Registration	Jan 17 (W) – Jan 26 (F)			7:00 AM – 6:00 PM		ONLINE		
Film Screening and Awarding Ceremony	Feb 28 (W)			8:00 AM – 4:00 PM		Engineering Theater		
Submission of Entries								
(Film Entries) No Deductions	Feb 22 (Th)			8:00 AM – 6:00 PM		Aggregates Tambayan		
With 3% Deduction	Feb 23 (F)			8:00 AM – 1:00 PM		Aggregates Tambayan		
With 5% Deduction	Feb 23 (F)			1:00 PM – 6:00 PM		Aggregates Tambayan		
<b>EVENT RULES</b>								
<b>I. GENERAL GUIDELINES</b> A. REGISTRATION & SUBMISSION								

All soft copies for submission will be transferred from the participant's laptop / HDD to the laptop / HDD provided by UP Aggregates, Inc. upon submission, or will be submitted through a compact disc with proper labels. All documents must be in A4 page size, Calibri font, 12 font size, 1.5 line spacing, and must have a 1-inch margin on all sides. Such documents should be sent through e-mail at [aggre.enggfilmfest@gmail.com](mailto:aggre.enggfilmfest@gmail.com) with subject **EFF 2018** and file name **<OrgName>\_<Document Type>**. A checklist sent via e-mail will be provided to ensure that all requirements will be passed, and are in correct format and file name.

The soft copies of the teaser, and publicity paraphernalia shall be submitted on the indicated deadline—one week before the deadline of the film entries. Late submission of publicity materials will not guarantee the participating organization publicity for their film entry.

#### B. PRE-EVENT

1. Participating organizations must submit a **3- to 5-minute short** interpreting a given script from the event organizers. With one script, participants have the freedom to create any film of any genre and theme. No separate credits included. Names must be overlaid into the short film if you wish to give credit where credit is due.

If the organization is participating in both categories, it would be best for the participants not to relate them with each other. The 2 categories—Category A and Category B—will be judged by 2 different sets of judges, who will not be able to view the participating organization's entry in the other category.

#### 2. REQUIREMENTS

- a. **Film entries** must be in digital format (AVI / MP4 / MOV) with a minimum of 1280 × 720 pixel video size (16:9 aspect ratio), and in stereo audio (or better) with minimum video bitrate of 800 kbps and a maximum of 1 mbps. Bloopers for Category A films may be included, while bloopers for Category B films shall not.
- b. **Credits** must contain all names and positions of cast and crew—overlapping of roles is allowed, that is, the director may also be an actor, etc.—and nominees for respective awards. Most importantly, these should also include the music, scores, sound effects, and songs used in the film.
- c. **One- (1) page Film Description** (soft copy) in .doc or .docx, and .pdf may include but not be limited to the following: synopsis, teaser précis, and any other written promotional material for the film. Limited to 1 page only.
- d. **Director's and Writer's / Creative Director's Essay** (soft copy): in .doc or .docx, and .pdf, this is a one- (1) page essay each explaining or expounding on the artistry—the recurring theme and thematic strands, nuances, and motifs—behind their respective works. This will be the basis for the awarding of the **BEST INTERPRETATION** and **BEST DIRECTOR** categories.

## II.

### **TECHNICALITIES**

#### A. TABLE OF DEDUCTIONS

Failure to submit any of the above requirements prior to the listed deadline will result to corresponding deductions in the computation of the participant's final score. **Incorrect format and incomplete submission of the said requirements will not be accepted and must be corrected before the deadline or else the entry will be considered late.**

<b>Violations</b>	<b>Deductions</b>
Submission beyond the default time—15 minutes after deadline (Feb. 22, 6:15 PM)	3% from TOTAL PERCENTAGE SCORE
Submission between Feb. 23, 8:00 AM – 1:00 PM	3% from TOTAL PERCENTAGE SCORE
Submission between Feb. 23, 1:00 PM – 6:00 PM	5% from TOTAL PERCENTAGE SCORE
Category B: shorter than 3 minutes / longer than 5 minutes	5% from TOTAL PERCENTAGE SCORE

Failure to submit **ANY OF THE ABOVE REQUIREMENTS** until **February 24, 6:00 PM** will mean **DISQUALIFICATION**. The event organizers will honor the time of completion of the requirements as their submission time, e.g., the participating organization was not able to pass a teaser before Feb. 24 at 6:00 PM, even though the participant has submitted the required film entries, script, and poster; therefore, they were not able to comply with the requirements to be qualified.

#### B. ATTENDANCE REQUIREMENTS

All cast and crew of each participating organization are required to attend the scheduled screening of their respective short films as well as the awarding ceremony towards the end of the screening day.

The **Category B** film entries will be shown continuously prior to the awarding ceremony towards the end of the day.

A minimum number of tickets sold by each participating organization will be required.

#### C. SCORING SYSTEM

- d. Computations will be carried out through **Weighted Averaging**. Each will be graded from a scale of **0-100** which will then be multiplied to their corresponding percentages. For example, calculating cinematography rating:

$$\begin{aligned}\text{Cinematography Rating} &= \text{Given Grade} \times \text{Percentage} \\ &= 87 \times 25\%\end{aligned}$$

$$\text{Cinematography Rating} = 21.75\%$$

- e. The **highest three (3) of the cumulative scores** will receive 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Place EW points (150, 100, and 50 respectively).

Criterion for Category B	Percentage (%)
Cinematography	30
Originality	20
Creativity	20
Viewer Impact and Entertainment Value	20
Musical Score and Editing	10
Total	100

#### D. Others

- f. Among those people who are going to be visible in the whole film, the term “**extra**” is defined as someone who is insignificant to the story (such that, when he/she is removed in the film, the story would not be changed) **and** he/she must only appear for a percentage of **1% of the time allotted** for the **whole film** (bloopers and credits are not included in the time frame).
- g. After the registration period, if a participating organization still wishes to change/add a player and is not agreed upon by the consensus, the team will automatically receive a **10% deduction** if they continued to include this player.

### III. EVENT MECHANICS

1. Only **12 entries (max.)** will be accepted in this year’s Enggterpretations Film Festival Category B, so securing of slots will be on a **first-come, first-served basis**. However, participating organizations can only ensure their slots if they have submitted all the necessary requirements.
2. An official film cast and crew should be comprised of but not be limited to the following: actor/s, actress/es, director/s, creative director/s, writer/s, and editor/s—should be bona fide members of the participating organization, and overlapping of roles is allowed.
3. To qualify for the **BEST PICTURE**, the participating organization should comply with the following aside from the necessary requirements:
  - c. **Attendance to the screening and awarding ceremony (cast and crew, including the org representative/s)**. If a cast or crew cannot attend, there must be a substitute and an excuse letter stating a valid reason.
4. **Rear and Frontal Nudity, and Pornographic Depictions are STRICTLY PROHIBITED**. Frontal nudity for actor/s is defined as direct visibility of the male genitalia, and frontal nudity of actress/es includes upper frontal nudity and direct visibility of the female genitalia. Rear nudity is defined as direct visibility of male and female buttocks. Furthermore, it is in the discretion of the cast and crew to include suggestive sexual and mature themes, and to use intense languages and profanities if they are deemed necessary in the depiction of the script, or of the narrative; although, depictions in the film entries should not endanger the crew’s and cast’s morale and mores, and should be consensual between the crew and the cast. UP Aggregates, Inc. shall exercise its full right to review, screen, and censor all film entries as they deem fit.
5. Winners for the **BEST CREATIVE SHORT**, **BEST INTERPRETATION**, and **BEST DIRECTOR**, as well as the allotment of points on musical score, interpretation, creativity, and originality will all be determined by the judges. There will be a minimum of three (3) judges for EFF Category B, and can be composed of but not limited to the following: professor/s from UP College of Mass Communication, a senior student of Film and Audio-Visual Communication, and other personalities deemed rightful for the position.
6. **Participation points** will only be given to the organization that has complete attendance during the **Awarding Ceremony** (film crew and organization representatives). In case a crew member or an organization representative is absent due to an excusable reason, a member from the same organization must attend in his / her place provided the event organizers are notified **at least one day prior to the Awarding Ceremony**.
7. Tickets will be issued to those interested to watch the screenings (including non-engineering students, and other interested parties), and will be sold at Php 30.00 per ticket. Each participating organization will be required to sell a **minimum of 15 tickets** for the category. If the participating organization wishes to buy more tickets, they may do so from UP Aggregates, Inc.

8. Failure to remit ticket sales at or before 12:00 noon on the date of the event will mean **DISQUALIFICATION** from the competition. Participation points shall not also be rewarded. However, the entries shall still be allowed to be screened in their designated schedules.
9. The UP Aggregates, Inc. has the right to alter minor regulations (e.g., submission guidelines, schedule of activities, etc.) of the event, but participants will be informed ahead of time regarding these changes / revisions.
10. All entries submitted will be considered as property of UP Aggregates, Incorporated.

**REGISTRATION FORM**

UP Aggregates, Inc. Copy

**EVENT**

EVENT NAME	Enggterpretations Film Festival Category B
SPONSORING ORGANIZATION	UP Aggregates, Incorporated (Aggre)

**PARTICIPANT**

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

**REGISTRATION FORM**

Organization's Copy

**EVENT**

EVENT NAME	Enggterpretations Film Festival Category B
SPONSORING ORGANIZATION	UP Aggregates, Incorporated

**PARTICIPANT**

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER/S	
TIME AND DATE OF REG.	
REGISTERED BY:	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION											
EVENT NAME	Rolleng'g Deeper										
EVENT DESCRIPTION	With this event, players will find themselves in a novel race where they have to win by rolling with their team.										
SPONSORING ORGANIZATION	University of the Philippines Academic League of Chemical Engineering Students (UP ALCHEMES)										
E-MAIL ADDRESS	upalchemesew2018@gmail.com										
EVENT COORDINATOR	Ocon, Romeo III (Romeo) Veran, Marvin (Marvin)				CONTACT NUMBER	0995 277 1926 (Romeo) 0925 303 1198 (Marvin)					
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO		
EW POINTS	1	100	2	83. <u>333</u>	3	66. <u>666</u>	REGISTRATION FEE	None			
MAXIMUM NUMBER OF ENTRIES	20				NUMBER OF PLAYERS	11					
<b>ALLOWED PLAYERS</b> <i>Shade all that apply.</i>					<b>MINI-EW CATEGORY</b> <i>Shade one box only.</i>						
AFF ENG'G STUDENT					<input checked="" type="checkbox"/>	ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS				
AFF ONCE ENG'G STUDENT					<input checked="" type="checkbox"/>	PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/> STRATEGY				
UNAFF ENG'G STUDENT					<input checked="" type="checkbox"/>	QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT				
ENG'G FACULTY					<input checked="" type="checkbox"/>	ENGG DISCIPLINE	<input checked="" type="checkbox"/>				
SCHEDULE OF ACTIVITIES											
ACTIVITY	DATE		TIME		VENUE						
Submission of registration	Feb 26 (Mon)		On or before 11:59pm		Online						
Event Proper	Mar 5 (Mon)		1-4 PM		Sunken Garden						
EVENT RULES											
<b>I. GENERAL GUIDELINES</b> <ul style="list-style-type: none"> <li>A. REGISTRATION &amp; SUBMISSION           <ul style="list-style-type: none"> <li>a. All participating organizations are required to fill up the necessary information in the Registration Form attached.</li> <li>b. Save the file (the Registration Form page only) in .PDF file type.</li> <li>c. Sends forms on the specified registration date and time to the email address indicated above with the following format: Subject: Organization Name [example: UP ALCHEMES] Filename: (Event Name)_Registration [example: ROLLENG'GDEEPER_Registration]</li> <li>d. In the case that the participating organization is planning to join in multiple day events sponsored by UP ALCHEMES, we suggest that all files be save in a .ZIP file type with the filename: (OrganizationName)_Registration_Forms [example: UPALCHEMES_Registration_Forms]</li> <li>e. Late submissions will not be accepted.</li> </ul> </li> </ul>											
<b>II. TECHNICALITIES</b> <ul style="list-style-type: none"> <li>A. TABLE OF DEDUCTIONS           <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center;">Violations</th> <th style="text-align: center;">Deductions / Sanctions</th> </tr> </thead> <tbody> <tr> <td>Rolls before the organizers give the go</td> <td>1st offense – warning</td> </tr> </tbody> </table> </li> </ul>								Violations	Deductions / Sanctions	Rolls before the organizers give the go	1st offense – warning
Violations	Deductions / Sanctions										
Rolls before the organizers give the go	1st offense – warning										

signal	2nd and succeeding instances - additional 20 seconds to the team's run time	
Gaps between players in the line	1st offense – warning 2nd offense – warning 3rd and succeeding instances – additional 10 seconds to the team's run time	
Rolls with arms not in front of the chest	1st offense – warning 2nd offense – additional 5 seconds to the team's run time 3rd and succeeding instances– additional 7 seconds to the team's run time	
The chosen one touches the ground	Additional 5 seconds for every instance	
The chosen one stands before given the go signal to stand	1st offense - disqualification	
Signaling player assists physically in the rolling of the players and/or the player on top	1st offense - warning 2nd offense - additional 5 seconds to the team's run time 3rd offense and succeeding instances - additional 7 seconds to the team's run time	

#### B. ATTENDANCE REQUIREMENTS

- a. The complete required number of players must be at the designated venue at the specified time of the event proper.
- b. A 15-minute default time will be implemented which will be based on ESC Time.
- c. Failure to come after the default time has elapsed means disqualification from the game.
- d. Disqualification from the game means no participation points for the organization.
- e. Substitute players shall only be allowed as long as the participating organization has pre-registered to the game and that the substitute players are part of the organization's roster of players.

#### III. EVENT MECHANICS

- A team shall be composed of **ten (10)** players.
- **Nine (9)** players from the team shall lie on the ground, side by side, on the designated starting point to form a line.
- The remaining player, the **chosen one**, shall lie perpendicularly on top of the other players, with his/her ankle positioned directly above the designated starting line. His/her arms must be kept in front of his/her chest at all times. His/her body must also remain straight in the whole duration of the game.
- The goal of the game is for the team to transport the chosen one across the playing field by means of rolling, and for the chosen one to run back to the starting line to stop the timer. The team can start rolling after the game coordinators say the word "Go."
- All players in the line should be in direct contact with the other players, i.e. there should be no gaps within the line. All players must have their arms in front of their chest, i.e. elbows folded and tucked, while rolling, for safety and uniformity.
- **One (1)** extra player, the signaling player, can be used to signal the team to roll or for a player to move to the front. This player may do so by calling the name of the person. S/he may not touch/move/drag any player but the chosen one.
- The chosen one must never touch the ground. Shall the team find the chosen one misaligned/on the verge of falling and decide to fix it, the team must stop rolling and only the extra player may fix the position of the chosen one.
- Once the chosen one has reached the endpoint, meaning his or her ankle has gone past the end line, s/he must run towards the timer located near the starting point.

## REGISTRATION FORM

### EVENT

EVENT NAME	Rolleng'g In The Deep
SPONSORING ORGANIZATION	University of the Philippines Academic League of Chemical Engineering Students (UP ALCHEMES)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
PLAYER 4	
PLAYER 5	
PLAYER 6	
PLAYER 7	
PLAYER 8	
PLAYER 9	
PLAYER 10	
PLAYER 11	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION													
EVENT NAME	Blind Jeng'gga												
EVENT DESCRIPTION	With this event, players will find themselves in a game of jenga but with an unseen twist.												
SPONSORING ORGANIZATION	University of the Philippines Academic League of Chemical Engineering Students (UP ALCHEMES)												
E-MAIL ADDRESS	upalchemesew2018@gmail.com												
EVENT COORDINATOR	Ocon, Romeo III (Romeo) Veran, Marvin (Marvin)				CONTACT NUMBER	0995 277 1926 (Romeo) 0925 303 1198 (Marvin)							
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO				
EW POINTS	1	100	2	83. <u>333</u>	3	66. <u>666</u>	REGISTRATION FEE	None					
MAXIMUM NUMBER OF ENTRIES	16				NUMBER OF PLAYERS	2							
<b>ALLOWED PLAYERS</b> <i>Shade all that apply.</i>					<b>MINI-EW CATEGORY</b> <i>Shade one box only.</i>								
AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS							
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/>	STRATEGY						
UNAFF ENG'G STUDENT					QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT							
ENG'G FACULTY					ENGG DISCIPLINE	<input checked="" type="checkbox"/>							
SCHEDULE OF ACTIVITIES													
ACTIVITY	DATE			TIME			VENUE						
Submission of registration	Feb 23 (Fri)			On or before 11:59 PM			Online						
Event Proper	March 2 (Fri)			3-5:30 PM			MH 309-311						
EVENT RULES													
<b>I. GENERAL GUIDELINES</b> <ul style="list-style-type: none"> <li>A. REGISTRATION &amp; SUBMISSION           <ul style="list-style-type: none"> <li>a. All participating organizations are required to fill up the necessary information in the Registration Form attached.</li> <li>b. Save the file (the Registration Form page only) in .PDF file type.</li> <li>c. Sends forms on the specified registration date and time to the email address indicated above with the following format: Subject: Organization Name [example: UP ALCHEMES] Filename: (Event Name)_Registration Form [example: BLINDJENGGGA_Registration Form]</li> <li>d. In the case that the participating organization is planning to join in multiple day events sponsored by UP ALCHEMES, we suggest that all files be save in a .ZIP file type with the filename: (OrganizationName)_Registration_Forms [example: UPALCHEMES_Registration_Forms]</li> <li>e. Late submissions will not be accepted.</li> </ul> </li> </ul>													
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Violations	Deductions / Sanctions												
Not making a move after the given amount	1st offense – Three (3) point deduction												

of time (30 seconds)	Succeeding fifteen (15) second intervals - One (1) point deduction
Toppling the tower by any means (except for external factors, i.e. not induced by any of the players)	Automatic defeat
Too much noise	1st offense - Warning Succeeding offenses - Five (5) point deduction per instance

B. ATTENDANCE REQUIREMENTS

- a. The complete required number of players must be at the designated venue at the specified time of the event proper.
- b. A 15-minute default time will be implemented which will be based on ESC Time.
- c. Failure to come after the default time has elapsed means disqualification from the game.
- d. Disqualification from the game means no participation points for the organization.
- e. Substitute players shall only be allowed as long as the participating organization has pre-registered to the game and that the substitute players are part of the organization's roster of players.

III. **EVENT MECHANICS**

- Each organization must send **one (1)** team. A team shall be composed of **two (2)** players.
- **One (1)** player shall be blindfolded. The said player will be the one to handle the blocks.
- The other player will act as the “eyes” of the other, directing the other player what to do.
- The goal of the game is for the team to get the most points by the end of the allotted time or to last the longest without knocking the tower over.
- Both players can communicate with each other, however only the blindfolded player may move the blocks. Both hands can be used to move the blocks. The other player may not touch the blindfolded player.
- Each turn, the team has **thirty (30) seconds** to remove a block from the tower, except the ones from the very top and the very bottom of the tower, and must place it on the top layer. The outer blocks give **two (2) points** while the inner blocks give **five (5) points**. The team may or may not use the whole thirty seconds.
- The team which knocks a tower down will lose regardless of the number of points. After **five (5) minutes** of total playtime and the tower is still intact, points will be counted and the team with the most points wins.

## REGISTRATION FORM

EVENT	
EVENT NAME	Blind Jeng'gga
SPONSORING ORGANIZATION	University of the Philippines Academic League of Chemical Engineering Students (UP ALCHEMES)

PARTICIPANT	
ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
PLAYER 4	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	MSK 2018 (Pair)									
EVENT DESCRIPTION	MSK 2018 is a performance arts competition among different Engineering organizations that addresses and tackles sociocultural issues through art and fashion. The event will be composed of two categories, the pair category and group category. Each category will discuss two different ideas in line with the general theme.									
SPONSORING ORGANIZATION	UP Beta Epsilon (UP $\beta\epsilon$ )									
E-MAIL ADDRESS	<a href="mailto:betaep.enggweek@gmail.com">betaep.enggweek@gmail.com</a>									
EVENT COORDINATOR	Bernardo, Juan Carlos (Carlos) Regalado, Vhon Jhon Oliver (Vhon)				CONTACT NUMBER	09772603180 (Carlos) 09951447382 (Vhon)				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	250	2	208. 33	3	166.67	REGISTRATION FEE	₱500.00		
MAXIMUM NUMBER OF ENTRIES	20				NUMBER OF PLAYERS	3				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
<input checked="" type="checkbox"/> AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS				
<input type="checkbox"/> AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input type="checkbox"/> STRATEGY				
<input type="checkbox"/> UNAFF ENG'G STUDENT					QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT				
<input type="checkbox"/> ENG'G FACULTY					WORKSHOP					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME			VENUE			
Org Briefing	Jan 23 (Tue)			6:00PM – 8:00PM			Beta Epsilon Multimedia Hall			
Registration Period	Jan 31 (Wed) – Feb 1 (Thu)			8:00AM – 6:00PM			Beta Epsilon Tambayan			
Photo shoot Schedule Reservation	Feb 2 (Fri)			8:00AM – 6:00PM			Beta Epsilon Tambayan			
Photo shoot	Feb 10 (Sat) and Feb 12 (Mon)			8:00AM – 6:00PM			Beta Epsilon Multimedia Hall			
AVP and Audio Tracks Deadline	Feb 16 (Fri)			8:00AM – 6:00PM			Beta Epsilon Tambayan			
Event Proper	Mar 8 (Thu)			6:00PM – 12:00AM			Engineering Steps			
EVENT RULES										
<p>IV. <b>GENERAL GUIDELINES</b></p> <p>C. REGISTRATION &amp; SUBMISSION</p> <ol style="list-style-type: none"> <li>MSK 2018 is open to all bona fide students of the College of Engineering who are affiliated with any recognized engineering organization. A student who is an affiliate of more than one organization can represent only one organization.</li> <li>The pair category should only be composed of two (2) participants of the opposite sex.</li> <li>A registration fee of P500 should be paid upon the submission of the registration form on the specified registration period.</li> <li>All media submissions should be compiled in a CD or DVD placed in any kind of CD or DVD case, with the name of the organization written on it. <ul style="list-style-type: none"> <li>AVP name format: ORGNAME_AVP</li> </ul> </li> </ol>										

- The AVP should be in .mp4 format (MPEG-4).
  - Audio tracks: ORGNAME\_TRK
  - The audio tracks should be in .mp3 format.
5. The organization should submit the CD or DVD on the specified date. Late submission will result to a score penalty. The functionality of the AVP and audio tracks is subject to evaluation upon submission.
  6. Late registration is not allowed.

#### D. PRE-EVENT

##### a. ACTIVITIES WITH DESCRIPTIONS

###### i. PHOTOSHOOT

1. All participating organizations should reserve a timeslot for the photo shoot on the specified date.
2. In case of failure to reserve a timeslot, the UP Beta Epsilon Fraternity will choose an available slot from the remaining schedules left for the organization.
3. A maximum of five (5) assistants per organization may be at the photo shoot.
4. The models and their assistants must arrive at least 15 minutes before their assigned schedule. Failure to do so will result in a score penalty.
5. Exactly 30 minutes are allotted for each timeslot. Exceeding the limit during the photo shoot will result in a score penalty.
6. The models are required to attend the photo shoot. Should a model be unable to attend the photo shoot, a score penalty will be incurred. The participating organization must present valid documents to support the excuse for absence to the MSK 2018 heads a day after their schedule. Should the absence be deemed valid, the organization must reschedule the photo shoot any time within the week of the photo shoot period. Otherwise, the organization will incur no points for the online photo exhibit criteria.
7. After the photo shoot, the models must choose the photos that will be posted for the online exhibit at the event's Facebook page.

##### b. REQUIREMENTS

###### i. AVP

- a. Maximum of 60 seconds.
- b. At least 720p resolution
- c. Can be played using VLC media player
- d. The presence of other people aside from the models in the AVP is not allowed.
- e. AVP must not contain material that may disrespect or offend any group or sector in our society.

###### ii. AUDIO TRACK

- a. Maximum of two (3) minutes
- b. Audio track must not contain material that may disrespect or offend any group or sector in our society.

#### V. TECHNICALITIES

##### B. TABLE OF DEDUCTIONS

VIOLATION		DEDUCTION (Overall Score)	NOTES
Photo Shoot	Late arrival of model(s)	0.2%	See general guidelines
	Exceeding time limit	0.2%	See general guidelines
AVP and Audio Tracks	Incorrect format	1%	See general guidelines
	Presence of other people aside from models	1%	See general guidelines
	Late submission	2%	A minute after the specified end time will be considered late (Ex. 6:01pm is considered late for a 6pm end time) Time will be based on time.upd.edu.ph

Event Proper	Excess of performance time	1% multiplied by every excess or a fraction of a minute	See general guidelines
	Excess of the 30 seconds allotted to pull out props	0.5%	Flat deduction
	Props of significant size left at stage after performance	20 seconds added to performance time	Will affect excess of performance time deduction

### C. ATTENDANCE REQUIREMENTS

1. Only members of the organization that are in the roster may:
  - a. attend the org briefing
  - b. reserve the schedule for the photo shoot
  - c. assist models at the photo shoot venue
2. The participating organizations may change their models at any time before their photo shoot schedule. After the photo shoot has concluded, the models that were present at the photo shoot will represent their organization in the event proper.

### D. SCORING SYSTEM

<b>Adherence to the Theme</b>	Concept	25%
	Costume	15%
<b>Creativity</b>	Performance	15%
	Costume	10%
<b>Online Photo Exhibit</b>	Relevance to the Theme	4%
	Creativity	4%
	Overall Impact	2%
<b>AVP</b>	Relevance to the Theme	4%
	Creativity	4%
	Overall Impact	2%
<b>Stage Presence</b>		15%
<b>Total</b>		100%

## VI.

### EVENT MECHANICS

1. The order of performance is the same as that of the photo shoot without the reschedules if there will be any.
2. A maximum of five (5) assistants and/or make-up artists per organization may enter the dressing room at the event proper. They may or may not be roster org members.
3. Performance Time Constraints
  - The duration of the AVP will be the setup time for the models and props.
  - Time starts promptly when the organization's audio track starts.
  - The performance time will be stopped when the audio track ends.
  - Organizations will be given 30 seconds for pulling-out props or other performance-related materials, after which a 0.50% deduction to the overall score will be imposed.
  - A penalty of 20 seconds to the performance time will be imposed when any props of significant amount or size are left on the stage.
  -
4. Event Restrictions
  - The usage of the following items is prohibited during the performance. These include, but are not limited to:
    - Liquids
    - Objects which may cause serious injury (e.g. sharp objects, firearms)
    - Flame and any highly flammable or explosive chemicals
    - Toxic and carcinogenic chemicals
    - Additional person/s aside from the models
  - Models under the influence of alcohol and/or drugs will automatically be disqualified.
  - A penalty of negative participation points and charges will be imposed to the organization of the model/s that may intentionally or accidentally cause harm to anybody and/or damage any equipment including lights, speakers, instruments, and stage.

UP Beta Epsilon reserves the right to impose penalties when deemed necessary.

## REGISTRATION FORM

### EVENT

EVENT NAME	MSK 2018 (Pair)
SPONSORING ORGANIZATION	UP Beta Epsilon (UP $\beta\epsilon$ )

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

## 1

**EVENT RULES AND GUIDELINES**

EVENT INFORMATION										
EVENT NAME	MSK 2018 (Group)									
EVENT DESCRIPTION	MSK 2018 is a performance arts competition among different Engineering organizations that addresses and tackles sociocultural issues through art and fashion. The event will be composed of two categories, the pair category and group category. Each category will discuss two different ideas in line with the general theme.									
SPONSORING ORGANIZATION	UP Beta Epsilon (UP $\beta\epsilon$ )									
E-MAIL ADDRESS	<a href="mailto:betaep.enggweek@gmail.com">betaep.enggweek@gmail.com</a>									
EVENT COORDINATOR	Bernardo, Juan Carlos (Carlos) Regalado, Vhon Jhon Oliver (Vhon)				CONTACT NUMBER	09772603180 (Carlos) 09951447382 (Vhon)				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	250	2	208. 33	3	166.67	REGISTRATION FEE	₱500.00		
MAXIMUM NUMBER OF ENTRIES	20				NUMBER OF PLAYERS	3				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
<input checked="" type="checkbox"/> AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS				
<input type="checkbox"/> AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input type="checkbox"/> STRATEGY				
<input type="checkbox"/> UNAFF ENG'G STUDENT					QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT				
<input type="checkbox"/> ENG'G FACULTY					WORKSHOP	<input type="checkbox"/>				
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME			VENUE			
Org Briefing	Jan 23 (Tue)			6:00PM – 8:00PM			Beta Epsilon Multimedia Hall			
Registration Period	Jan 31 (Wed) – Feb 1 (Thu)			8:00AM – 6:00PM			Beta Epsilon Tambayan			
Photo shoot Schedule Reservation	Feb 2 (Fri)			8:00AM – 6:00PM			Beta Epsilon Tambayan			
Photo shoot	Feb 10 (Sat) and Feb 12 (Mon)			8:00AM – 6:00PM			Beta Epsilon Multimedia Hall			
AVP and Audio Tracks Deadline	Feb 16 (Fri)			8:00AM – 6:00PM			Beta Epsilon Tambayan			
Event Proper	Mar 8 (Thu)			6:00PM – 12:00AM			Engineering Steps			
EVENT RULES										
VII. <b>GENERAL GUIDELINES</b>										
A. REGISTRATION & SUBMISSION										
7. MSK 2018 is open to all bona fide students of the College of Engineering who are affiliated with any recognized engineering organization. A student who is an affiliate of more than one organization can represent only one organization.										
8. The pair category should only be composed of three (3) participants of the opposite sex.										
9. A registration fee of P500 should be paid upon the submission of the registration form on the specified registration period.										
10. All media submissions should be compiled in a CD or DVD placed in any kind of CD or DVD case, with the name of the organization written on it.										
• AVP name format: ORGNAME_AVP										

- The AVP should be in .mp4 format (MPEG-4).
  - Audio tracks: ORGNAME\_TRK
  - The audio tracks should be in .mp3 format.
11. The organization should submit the CD or DVD on the specified date. Late submission will result to a score penalty. The functionality of the AVP and audio tracks is subject to evaluation upon submission.
12. Late registration is not allowed.

## B. PRE-EVENT

### a. ACTIVITIES WITH DESCRIPTIONS

#### i. PHOTOSHOOT

1. All participating organizations should reserve a timeslot for the photo shoot on the specified date.
2. In case of failure to reserve a timeslot, the UP Beta Epsilon Fraternity will choose an available slot from the remaining schedules left for the organization.
3. A maximum of five (5) assistants per organization may be at the photo shoot.
4. The models and their assistants must arrive at least 15 minutes before their assigned schedule. Failure to do so will result in a score penalty.
5. Exactly 30 minutes are allotted for each timeslot. Exceeding the limit during the photo shoot will result in a score penalty.
6. The models are required to attend the photo shoot. Should a model be unable to attend the photo shoot, a score penalty will be incurred. The participating organization must present valid documents to support the excuse for absence to the MSK 2018 heads a day after their schedule. Should the absence be deemed valid, the organization must reschedule the photo shoot any time within the week of the photo shoot period. Otherwise, the organization will incur no points for the online photo exhibit criteria.
7. After the photo shoot, the models must choose the photos that will be posted for the online exhibit at the event's Facebook page.

### b. REQUIREMENTS

#### iii. AVP

- f. Maximum of 60 seconds.
- g. At least 720p resolution
- h. Can be played using VLC media player
- i. The presence of other people aside from the models in the AVP is not allowed.
- j. AVP must not contain material that may disrespect or offend any group or sector in our society.

#### iv. AUDIO TRACK

- c. Maximum of two (3) minutes
- d. Audio track must not contain material that may disrespect or offend any group or sector in our society.

## VIII. TECHNICALITIES

### A. TABLE OF DEDUCTIONS

VIOLATION		DEDUCTION (Overall Score)	NOTES
Photo Shoot	Late arrival of model(s)	0.2%	See general guidelines
	Exceeding time limit	0.2%	See general guidelines
AVP and Audio Tracks	Incorrect format	1%	See general guidelines
	Presence of other people aside from models	1%	See general guidelines
	Late submission	2%	A minute after the specified end time will be considered late (Ex. 6:01pm is considered late for a 6pm end time) Time will be based on time.upd.edu.ph

Event Proper	Excess of performance time	1% multiplied by every excess or a fraction of a minute	See general guidelines
	Excess of the 30 seconds allotted to pull out props	0.5%	Flat deduction
	Props of significant size left at stage after performance	20 seconds added to performance time	Will affect excess of performance time deduction

## B. ATTENDANCE REQUIREMENTS

3. Only members of the organization that are in the roster may:
  - a. attend the org briefing
  - b. reserve the schedule for the photo shoot
  - c. assist models at the photo shoot venue
4. The participating organizations may change their models at any time before their photo shoot schedule. After the photo shoot has concluded, the models that were present at the photo shoot will represent their organization in the event proper.

## C. SCORING SYSTEM

<b>Adherence to the Theme</b>	Concept	25%
	Costume	15%
<b>Creativity</b>	Performance	15%
	Costume	10%
<b>Online Photo Exhibit</b>	Relevance to the Theme	4%
	Creativity	4%
	Overall Impact	2%
<b>AVP</b>	Relevance to the Theme	4%
	Creativity	4%
	Overall Impact	2%
<b>Stage Presence</b>		15%
<b>Total</b>		100%

## IX.

### EVENT MECHANICS

5. The order of performance is the same as that of the photo shoot without the reschedules if there will be any.
6. A maximum of five (5) assistants and/or make-up artists per organization may enter the dressing room at the event proper. They may or may not be roster org members.
7. Performance Time Constraints
  - The duration of the AVP will be the setup time for the models and props.
  - Time starts promptly when the organization's audio track starts.
  - The performance time will be stopped when the audio track ends.
  - Organizations will be given 30 seconds for pulling-out props or other performance-related materials, after which a 0.50% deduction to the overall score will be imposed.
  - A penalty of 20 seconds to the performance time will be imposed when any props of significant amount or size are left on the stage.
  -
8. Event Restrictions
  - The usage of the following items is prohibited during the performance. These include, but are not limited to:
    - Liquids
    - Objects which may cause serious injury (e.g. sharp objects, firearms)
    - Flame and any highly flammable or explosive chemicals
    - Toxic and carcinogenic chemicals
    - Additional person/s aside from the models
  - Models under the influence of alcohol and/or drugs will automatically be disqualified.
  - A penalty of negative participation points and charges will be imposed to the organization of the model/s that may intentionally or accidentally cause harm to anybody and/or damage any equipment including lights, speakers, instruments, and stage.

UP Beta Epsilon reserves the right to impose penalties when deemed necessary.

## REGISTRATION FORM

### EVENT

EVENT NAME	MSK 2018 (Group)
SPONSORING ORGANIZATION	UP Beta Epsilon (UP βε)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION								
EVENT NAME	Manufactureng'g							
EVENT DESCRIPTION	Each team will be given a box with lego pieces. The goal is to create a certain number of copies of a given model/shape with the Lego pieces. The team with the fastest completion time wins.							
SPONSORING ORGANIZATION	UP Circle of Industrial Engineering Majors (UP CIEM)							
E-MAIL ADDRESS	upciem.engineeringweek@gmail.com							
EVENT COORDINATOR	Chinte, Erick Joshua (Erick)				CONTACT NUMBER	0947 722 3668		
MUST PRE-REGISTER?	YES			NO	WALK-INS ALLOWED?	YES	NO	
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	Php 50.00
MAXIMUM NUMBER OF ENTRIES	16				NUMBER OF PLAYERS	5		
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>			
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS		
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY		
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT		
ENG'G FACULTY					ENGINEERING DISCIPLINE			
SCHEDULE OF ACTIVITIES								
ACTIVITY	DATE		TIME		VENUE			
Pre-Registration Start	Feb 28 (Wed)		12:01 AM		Online			
Pre-Registration Deadline	Mar 2 (Fri)		11:59 PM		Online			
Registration Fee Payment	Mar 5 (Mon)		9:00 AM – 5:00 PM		UP CIEM Tambayan			
Briefing	Mar 7 (Wed)		15 mins; 10:10-15AM		MH Room 301-303			
Elimination Round	Mar 7 (Wed)		2 hours 45 mins; 10:15 AM – 1:00 PM		MH Room 301-303			
EVENT RULES								
I. <b><u>GENERAL GUIDELINES</u></b>								
A. <b>REGISTRATION &amp; SUBMISSION</b>								
1.	A maximum of one entry per organization shall be allowed in this event. This is to give chance to more teams to join.							
2.	Registration will be done online. The attached registration form should be filled up and sent to upciem.engineeringweek@gmail.com on or before Mar 2 (Fri), 11:59PM with subject and file name as follows: Manufacturengg_OrgName (for unaffiliated participants, use: Manufacturengg_TeamName).							
3.	Registration fees should be paid at the UP CIEM tambayan at the scheduled date specified above. A receipt will be issued for the record of the participating and sponsoring organization; and this will serve as confirmation of the organization's intent to join. Failure to pay within the given interval for payment will forfeit accomplished registration form. Late payments will not be accepted.							
B. <b>PRE-EVENT</b>								
3. <b>ACTIVITIES WITH DESCRIPTIONS</b>								
<ul style="list-style-type: none"> <li>To determine the order of teams to play, they will be randomized via Excel. The results along with the corresponding schedule would be announced the day before.</li> </ul>								
4. <b>REQUIREMENTS</b>								

- Upon registration before the event proper, the participants must present valid ID to verify the identity of the registered players.

## II. **TECHNICALITIES**

### A. ATTENDANCE REQUIREMENTS

- Teams should have already let the organizers verify their registration by the default time.
- Explaining of mechanics will only be done after the default time.
- Substitutions will only be made fifteen (15) minutes before the default time and provided that the reason for substitution is valid. The organizers shall be informed about the substitution and supporting documents must be presented. The organizers will only consider the following as valid reasons for substitution: conflict with classes and/or exams, death of immediate relative and severe sickness and communicable diseases.

### B. SCORING SYSTEM

All organizations who participated receive participation points. The teams with the best, second best, and third best times would be declared first, second and third place respectively.

March 7	10:20-10:30 AM	Team A
	10:30-10:40 AM	Team B
	10:40-10:50 AM	Team C
	10:50-11:00 AM	Team D
	11:00-11:10 AM	Team E
	11:10-11:20 AM	Team F
	11:20-11:30 AM	Team G
	11:30-11:40 AM	Team H
	11:40-11:50 PM	Team I
	11:50-12:00 PM	Team J
	12:00-12:10 PM	Team K
	12:10-12:20 PM	Team L
	12:20-12:30 PM	Team M
	12:30-12:40 PM	Team N
	12:40-12:50 PM	Team O
	12:50-1:00 PM	Team P

## III. **EVENT MECHANICS**

### A. PRE-GAME

- At the start, the players will be given a set of Lego blocks and a model which will be used as a guide to form a product.
- Teams are then given 2 minutes to strategize on how they will complete the task.

### B. GENERAL MECHANICS

- Only 4 players can play each round. The player left will not be allowed to coach or speak to the other players.
- Each team will be given 3 chances (rounds) to record the fastest time.
- Teams should ensure conformity (exactly the same shape) for each final product before they turn it in. Each non-conforming product would incur an additional 20 seconds to the team's total time to make sure that the teams meet the requirement which is to create the specified number of conforming products.
- The fastest time out of the 3 rounds will be the team's final record time.
- Before each round, the teams can change strategies or substitute players.
- The timer will stop when all players of the team would raise both of their hands.

## REGISTRATION FORM

### EVENT

EVENT NAME	Manufactureng'g
SPONSORING ORGANIZATION	UP Circle of Industrial Engineering Majors (UP CIEM)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	Matcheng'g								
EVENT DESCRIPTION	Each player will be given a box with four (4) items in it. The goal is to look for the matching items which are distributed in the boxes of other players. The team with the most matching items wins.								
SPONSORING ORGANIZATION	UP Circle of Industrial Engineering Majors (UP CIEM)								
E-MAIL ADDRESS	upciem.engineeringweek@gmail.com								
EVENT COORDINATOR	Chinte, Erick Joshua S. (Erick)				CONTACT NUMBER	0947 722 3668			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	Php 50.00	
MAXIMUM NUMBER OF ENTRIES	16				NUMBER OF PLAYERS	5			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS			
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/> STRATEGY			
UNAFF ENG'G STUDENT					QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT			
ENG'G FACULTY					ENGINEERING DISCIPLINE				
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME		VENUE			
Pre-registration	Feb 28 (Wed)			12:01 AM – 11:59 PM		Online			
Registration Fee Payment	Mar 2 (Fri)			9:00 AM – 5:00 PM		UP CIEM Tambayan			
Briefing	Mar 6 (Tues)			15 minutes; 10-10:15 AM		Engineering Lawn			
Elimination Round	Mar 6 (Tues)			1 hour; 10:15AM – 11:15AM		Engineering Lawn			
Semi-Final Round	Mar 6 (Tues)			30 minutes; 11:15AM – 11:45AM		Engineering Lawn			
Final Round	Mar 6 (Tues)			30 minutes; 11:45AM – 12:15PM		Engineering Lawn			
Battle for Third Place	Mar 6 (Tues)			15 minutes; 12:15PM – 12:30PM		Engineering Lawn			
EVENT RULES									
I.	<b><u>GENERAL GUIDELINES</u></b>								
A.	REGISTRATION & SUBMISSION								
<ol style="list-style-type: none"> <li>1. A maximum of one entry per organization shall be allowed in this event. This is to give chance to more teams to join.</li> <li>2. Registration will be done online. The attached registration form should be filled up and sent to upciem.engineeringweek@gmail.com or before Feb 28 (Wed), 11:59PM with subject and file name as follows: Matchengg_OrgName (for unaffiliated participants, use: Matchengg_TeamName).</li> </ol>									
<ol style="list-style-type: none"> <li>3. Registration fees should be paid at the UP CIEM tambayan at the scheduled date specified above. A receipt will be issued for the record of the participating and sponsoring organization; and this will serve as</li> </ol>									

confirmation of the organization's intent to join. Failure to pay within the given interval for payment will forfeit accomplished registration form. Late payments will not be accepted.

**B. PRE-EVENT**

**5. ACTIVITIES WITH DESCRIPTIONS**

- In order to determine the teams that will be competing for each round, they will be randomized via Excel. The results along with the corresponding schedule would be announced the day before.

**6. REQUIREMENTS**

- Copies of Form 5's and ID's of the players are required to be submitted during the pre-event.

**II. TECHNICALITIES**

**A. ATTENDANCE REQUIREMENTS**

1. Participants must be present fifteen (15) minutes before the event starts. The event starts when the organizers read the event rules and guidelines.
2. Substitutions are allowed only one day before the event. No substitutions are allowed after.

**B. SCORING SYSTEM**

The winners of the game will be decided based on the bracketing system on the table below. All organizations who participated in the elimination round and fail to proceed to semi-finals will still receive participation points. The winner in the battle for third place will be declared third place. Participant who loses the championship battle will be declared second place, and the winner declared as first place.

Elimination Round (Mar 6)	10:15 AM - 11:15 AM	Game 1 (A vs B) Game 2 (C vs D) Game 3 (E vs F) Game 4 (G vs H) Game 5 (I vs J) Game 6 (K vs L) Game 7 (M vs N) Game 8 (O vs P)
Semi-Final Round (Mar 6)	11:15 AM – 11:45 AM	Game 9 (W1 vs W2) Game 10 (W3 vs W4) Game 11 (W5 vs W6) Game 12 (W7 vs W8)
Final Round (Mar 6)	11:45 AM – 12:15 PM	Game 13 (W9 vs W10) Game 14 (W11 vs W12)
Battle for Third Place	12:15 PM – 12:30 PM	Game 15 (L13 vs L14)
Championship Round	12:30 PM – 12:45 PM	Game 16 (W13 vs W14)

1. Every matching pair inside a box corresponds to one point.
2. The team with the most number of matched items inside their boxes after the round will be declared the winner.

**III. EVENT MECHANICS**

**A. PRE-GAME**

1. At the start of every round, each player will randomly draw a number from a lot. This number will correspond to his/her box assignment.
2. The first team to ask for items will be determined by coin toss.

**B. GENERAL MECHANICS**

1. The players will be arranged in one line per team. The opposing teams will face each other.
2. Each round will be 5 minutes long. If ever 5 minutes expired before the match ends, the game will be stopped and the group with the higher score advances to the next round. In case of a tie, the game will continue until one player matches an item, in which his/her group advances.
3. A player may only ask for items inside his/her box. The penalty for asking items not included in the box the one who asked, is losing the turn. It means that his/her question will be void. The person asked will not be obliged to answer if he/she has the said item.
4. A player can ask any other player in the game, whether he/she is his/her teammate or opponent, if they have the item or not. It is possible that the item the player is searching for is inside his/her teammate's box. However, communication among players, whether between teammates or opponents, aside from the matching, is prohibited.

5. Each team takes turns in matching items, such that after player 1 from team A takes his/her turn, the first player from team B follows. A player is given a 20-second time limit to ask for an item in another player's box. Failure to do so means forfeiture of the turn.
6. No one is allowed to coach the player. Each player is encouraged to report to the organizers if someone is trying to coach them. Three violations of this kind shall result to the disqualification of the organization who coached. However, if the player is caught asking for assistance thrice, this would also result to disqualification.
7. Any form of writing to take track of the guessed items is not allowed. Three violations of this kind shall result to the disqualification of the team from the game.
8. Players will "match" their items by any player from the opposing team if he/she has one of his/her items (ie. "*Name of Player* do you have a/an *item*?"  
e.g. Scenario: Org A Player 1 has a Bluebook.  
*Org A Player 1 (to Org B Player 3): "Org B Player 3, do you have a Bluebook?"*
9. If the opponent has the item the player is searching for, he/she then gives it to the one asking.  
e.g Scenario: Org B Player 3 also has a Bluebook. He/she gives it to Org A Player 1
10. If there are no more items in a player's box, he/she sits out of the game.

## REGISTRATION FORM

### EVENT

EVENT NAME	Matcheng'g
SPONSORING ORGANIZATION	UP Circle of Industrial Engineering Major (UP CIEM)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION											
EVENT NAME	For Your Eng'gertainment										
EVENT DESCRIPTION	A quiz bee type event about famous personalities, both local and foreign. The quiz will feature not only famous celebrities from TV and Film but also personalities from the fields of Music, Sports, Politics, Business, etc. that have graced the television and/or movie screens.										
SPONSORING ORGANIZATION	UP Circuit										
E-MAIL ADDRESS	upckt.enggweek@gmail.com										
EVENT COORDINATOR	Destura, Stephen				CONTACT NUMBER	09085340579					
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO		
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	100			
MAXIMUM NUMBER OF ENTRIES	15				NUMBER OF PLAYERS	2					
<b>ALLOWED PLAYERS</b> <i>Shade all that apply.</i>					<b>MINI-EW CATEGORY</b> <i>Shade one box only.</i>						
AFF ENG'G STUDENT					<input checked="" type="checkbox"/> ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS					
AFF ONCE ENG'G STUDENT					<input checked="" type="checkbox"/> PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/> STRATEGY					
UNAFF ENG'G STUDENT					<input checked="" type="checkbox"/> QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT					
ENG'G FACULTY					<input checked="" type="checkbox"/> WORKSHOP						
SCHEDULE OF ACTIVITIES											
ACTIVITY	DATE		TIME		VENUE						
Pre-registration	February 12, 2018		6:00 AM – 11:59 PM		Online						
Registration fee Payment	February 16- February 19, 2018		8:30 PM – 11:30 PM		UP Circuit Tambayan, EEEI						
Assembly	March 9, 2018		8:45 AM – 9:00 AM		EEEI						
Event Proper	March 9, 2018		10:00 AM – 12:00 NN		EEEI						
EVENT RULES											
<p>I. <b><u>GENERAL GUIDELINES</u></b></p> <p>A. <b>REGISTRATION &amp; SUBMISSION</b></p> <ol style="list-style-type: none"> <li>1. The registration form below must be filled out and submitted online to <a href="mailto:upckt.enggweek@gmail.com">upckt.enggweek@gmail.com</a> on the date and time specified above.</li> <li>2. All registration forms must be in .pdf file format.           <ol style="list-style-type: none"> <li>a. Subject: OrganizationName_FYE or if UNAFF ENG'G STUDENTS, LastName_FYE</li> <li>b. File Name: OrganizationName_FYE or if UNAFF ENG'G STUDENTS, LastName_FYE</li> </ol> </li> </ol> <p>B. <b>PRE-EVENT</b></p> <ol style="list-style-type: none"> <li>7. Online Pre-registration and Payment In order to secure an entry in the event, teams who want to join the event must register online and pay the 100. This will be a first come first reserved basis. Failure to comply in this rule will mean cancellation of the registration entry sent online. The first 15 participants to submit their registration form online and pay the registration fee will be allowed to join the event.</li> </ol>											
<p>II. <b><u>TECHNICALITIES</u></b></p> <p>C. <b>TABLE OF DEDUCTIONS</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: black; color: white;">VIOLATION</th> <th style="background-color: black; color: white;">SANCTION</th> </tr> </thead> <tbody> <tr> <td> </td> <td> </td> </tr> </tbody> </table>								VIOLATION	SANCTION		
VIOLATION	SANCTION										

Wrong spelling	No point will be given for the particular question
Not following instructions (Incomplete answer, )	

D. ATTENDANCE REQUIREMENTS

All teams must be complete and present in the venue before the default time. Substitutions are allowed only before the default time set. No substitutions are allowed within the event proper.

E. SCORING SYSTEM

ROUND	REGULAR QUESTION	THEME-RELATED QUESTION
Easy	2 pts.	4 pts.
Average	3 pts.	6 pts.
Difficult	5 pts.	10 pts.

**III. EVENT MECHANICS**

A. GENERAL GUIDELINES

1. A team must consist of two players.
2. The quiz bee is composed of two parts: Eliminations and Finals.

B. ELIMINATIONS

1. Each team will undergo a written-type exam. They will have to identify as many personalities as they can out of 30 given questions.
2. Questions are divided into three categories: Easy, Average and Difficult. Each category will have 10 questions each.
3. Every tenth question will be related to the theme of Engineering Week 2018.
4. The 8 teams who will accumulate the highest scores in the written exam will move on to the final round. In case of more than eight teams accumulating the top 8 scores (two or more teams have the same score), the tie will be broken through these measures(arranged according to importance):
  - a. Most number of correct answers in the 'theme-related' questions.
  - b. Most number of correct "difficult" answers
  - c. Most number of correct "average" answers
  - d. Most number of correct "easy" answers

C. FINAL ROUND

1. This will be a show board type of quiz.
2. All scores will be reset to zero for the final round.
3. The final round is composed of 3 rounds: Easy, Average and Difficult Rounds.
4. Ten questions will be given each round.
5. The last question per round will be a theme-related question, same as the elimination round.
6. The three teams who will garner the highest number of points after all three rounds will be declared the top 3 placers.
7. In case of a tie, a tie breaker round shall be held. The teams will be given 5 questions to answer. The team who gets the highest points throughout the round shall be declared the winner. If the tie is not yet broken, the teams would be given another set of five questions until a winner is declared.

## REGISTRATION FORM

EVENT	
EVENT NAME	<i>Follow this format: Arial, 9, Black.</i>
SPONSORING ORGANIZATION	<i>Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)</i>

PARTICIPANT	
ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

*You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.*

*No organization logo.*

*No additional images.*

*Headers (Arial, 10), Other entries (Arial, 9)*

*No large fonts/headers.*

*Text color & table shadings must only be white/black/gray.*

*Remove all help texts upon accomplishment of form.*

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	Pakapaleng'g								
EVENT DESCRIPTION	This event is an amazing race/scavenger hunt type of event which aims to test the innate people skills of the participants by subjecting these skills to different tasks that would involve talking and interacting with strangers. The tasks would include asking help from strangers, showcasing their talents and many more. In line with the theme of this year's Engineering Week, some of these tasks will be done with a time travel theme.								
SPONSORING ORGANIZATION	UP Circuit								
E-MAIL ADDRESS	upckt.enggweek@gmail.com								
EVENT COORDINATOR	Cabalse, Sean (Sean)				CONTACT NUMBER	09062165026 (Sean)			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	10	
MAXIMUM NUMBER OF ENTRIES	10				NUMBER OF PLAYERS	5			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
<input type="checkbox"/> AFF ENG'G STUDENT					ARTS/TALENT	<input type="checkbox"/>	SPORTS		
<input type="checkbox"/> AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/>	STRATEGY		
<input type="checkbox"/> UNAFF ENG'G STUDENT					QUIZ SHOW	<input type="checkbox"/>	NIGHT EVENT		
<input type="checkbox"/> ENG'G FACULTY					WORKSHOP	<input type="checkbox"/>			
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME		VENUE			
Pre-registration	February 9, 2018			6:00 AM – 11:59 PM		Online			
Registration fee payment	February 13, 2018			2:30 PM – 4:00 PM		UP Circuit Tambayan, EEEI			
Assembly	March 3, 2018			7:45 AM – 8:00 AM		Thinking Space, Melchor Hall			
Event Proper	March 3, 2018			8:00 AM – 12:00 NN		Thinking Space, Melchor Hall			
EVENT RULES									
IV.	<b>GENERAL GUIDELINES</b>								
C. REGISTRATION & SUBMISSION									
<ol style="list-style-type: none"> <li>3. The registration form below must be filled out and submitted online to upckt.enggweek@gmail.com on the date and time specified above.</li> <li>4. All registration forms must be in .pdf file format.           <ol style="list-style-type: none"> <li>c. Subject: OrganizationName_Pakapalengg</li> <li>d. File Name: OrganizationName_Pakapalengg</li> </ol> </li> </ol>									
D. PRE-EVENT									
<ol style="list-style-type: none"> <li>8. ONLINE PRE-REGISTRATION AND PAYMENT           <p>In order to secure an entry in the event, teams who want to join the event must register online on Pre-registration (TBA) and pay the registration fee on Reg Fee Payment (TBA). This will be on a first come first served basis. Failure to comply with this rule will mean cancellation of the registration entry sent online. In such case that one of the teams fail to be present to pay the registration fee, an org present and ready to pay may take their slot.</p> </li> </ol>									
9. ACTIVITIES WITH DESCRIPTIONS									
<p>During the assembly, IDs of each team's registered players will be checked if they match and all cellular phones and other means of communication would be confiscated and be returned once the team returns back to the finish line. The organizers of the event will make sure that their personal belongings will be properly kept.</p>									

## 10. REQUIREMENTS

- a. One member from UP Circuit will accompany each of the teams participating. This is done to certify that all people that the team interacted with are COMPLETE strangers (based on the judgment of the UP Circuit member that accompanies the team) and any rules of this game would not be violated by the team participating. The teams should accommodate the official that would join them. The official should be with them at ALL times. Any violation of this rule would mean disqualification for their team. The teams cannot use the official for their advantage. The official is only there to guide and oversee them, not to help them.
- b. Each team should provide a digital or video camera to be used throughout the event. Only one (1) SD card and two (2) cameras are allowed per team.
- c. There will be a scheduled (optional) checking of SD cards three (3) days before the event proper. This is to aid the participating teams to ensure that the files that will be submitted is readable and will not be corrupted. Scheduling of checking will be done during the registration payment (TBA). There will be no rescheduling and swapping of timeslots for checking. Participants who will not arrive on their scheduled time will not be accommodated. SD cards checked on the scheduled day need not necessarily be used during the event proper. During the checking, participating organization will be asked to record a video(s) and take a picture(s) from their cameras (preferably cameras that they will use on the actual event) and save it in the SD card. If there are issues, participating organizations may still test other SD cards given that it is still within their scheduled timeslot. UP Circuit does not hold any responsibility if files are not checked due to corruption of data and incompatibility of files of SD cards with the laptops to be used for checking.

V.

## TECHNICALITIES

### F. TABLE OF DEDUCTIONS

ACT	SANCTION
If a team checks in late, but less than an hour after 11am	1 point deduction from the final score for every minute late
If a team checks in late, more than an hour after 11am	Disqualification

### G. ATTENDANCE REQUIREMENTS

Each organization should have 5 players in their team. No substitutions are allowed within the time frame of the event. Also, no help would be allowed from any other organization members outside of the 5 members registered.

### H. SCORING SYSTEM

Category	Score
Easy	5 pts
Average	10 pts
Difficult	15 pts
Impossible	25 pts

VI.

## EVENT MECHANICS

1. Teams would be given a list divided into four categories: Easy, Average, Difficult and Impossible. There would be 15 tasks for the first three categories and 5 tasks for the fourth category.
2. Each team will be given 3 hours to finish as much tasks as they can.
3. Teams need to document, with a digital camera or a video camera they provided, every task that they would be doing. The means of documentation, if it's either picture or video, would be indicated in the task list given. This would be the basis if they have done a task or not.
4. There would be two tasks per category that would be specifically related to the Engineering Week 2018 theme.
5. Any questions about the tasks at hand should be directly asked to the official accommodating each team.
6. The team with the most number of points would be declared the winner.
7. In case of a tie, the team who will first arrive at the finish line would be declared the winner.
8. All means of transportation (any PUVs) are allowed. If the team is using their own car, the driver must be part of the five members registered.
9. Any forms of misconduct against other teams or against the event handlers would not be tolerated and would directly incur disqualification for the team involved, thus will be awarded 0 EW points.
10. Any violation of these rules would incur disqualification for the team involved and thus would have 0 EW points.
11. The decision of the event handlers is final and irrevocable.

## REGISTRATION FORM

### EVENT

EVENT NAME	<i>Follow this format: Arial, 9, Black.</i>
SPONSORING ORGANIZATION	<i>Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)</i>

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYERS	
ALTERNATE 1	

*You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.*

*No organization logo.*

*No additional images.*

*Headers (Arial, 10), Other entries (Arial, 9)*

*No large fonts/headers.*

*Text color & table shadings must only be white/black/gray.*

*Remove all help texts upon accomplishment of form.*

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	Wer na View? Eng'g na Me.								
EVENT DESCRIPTION	Are you confident with your ES1 skills? "Wer na View? Eng'g na me." Is a race aimed to see who can correctly solve and collect views given only an isometric view.								
SPONSORING ORGANIZATION	UP Circuit								
E-MAIL ADDRESS	upckt.enggweek@gmail.com								
EVENT COORDINATOR	Perez, Benoni (Ben)				CONTACT NUMBER	09153729177			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	200	2	166. 67	3	133.33	REGISTRATION FEE	100	
MAXIMUM NUMBER OF ENTRIES	10				NUMBER OF PLAYERS	3			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
<input checked="" type="checkbox"/> AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/>	SPORTS		
<input checked="" type="checkbox"/> AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/>	STRATEGY		
<input checked="" type="checkbox"/> UNAFF ENG'G STUDENT					QUIZ SHOW	<input checked="" type="checkbox"/>	NIGHT EVENT		
<input checked="" type="checkbox"/> ENG'G FACULTY					WORKSHOP	<input checked="" type="checkbox"/>	ENGG DISCIPLINE		
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME		VENUE			
Pre-registration	February 15, 2018			6:00 AM – 11:59 PM		Online			
Registration Fee Payment	February 16 – February 21, 2018			8:30 PM – 9:00 AM		UP Circuit Tambayan, EEEI			
Assembly	March 2, 2018			8:30 AM – 9:00 AM		UP Circuit Tambayan, EEEI			
Event Proper	March 2, 2018			9:00 AM – 12:00 NN		Within UP Diliman			
EVENT RULES									
<p>I. <b><u>GENERAL GUIDELINES</u></b></p> <p>A. REGISTRATION &amp; SUBMISSION</p> <ul style="list-style-type: none"> <li>a. The registration form below must be duly filled out and submitted online to upckt.enggweek@gmail.com on or before Pre-registration date stated above.</li> </ul> <p>B. PRE-EVENT</p> <ol style="list-style-type: none"> <li>1. Online Pre-registration and Payment           <p>In order to secure a slot as one of the participants in the event, teams who want to join the event must first pre-register online and then pay the registration fee on Registration Fee Payment 100 within the allotted time period. The pre-registration will be done on a first come first served basis and only the first 10 organizations or teams of Unaff Eng'g students to both submit their online registration form and pay the registration fee will be allowed to join the event. Failure to comply with any of these means withdrawal of the registration entry sent online.</p> </li> <li>2. Assembly           <ul style="list-style-type: none"> <li>a. Right before the start of the event, all cellular phones and gadgets must be surrendered to the event organizers (The gadgets will be returned once the team submits the correct answer or concedes, meaning their latest submission is final regardless if it is correct or not). Rest assured that the organizers of the event will take good care of the personal belongings.</li> <li>b. One member from UP Circuit will accompany each of the participating teams. This is done to ensure that there will be no outside interference. The teams should accommodate the official who will join them. The assigned officials should be with the whole team at ALL times. The team is not allowed to split into smaller groups.</li> </ul> </li> </ol>									

## **II. TECHNICALITIES**

### **I. ATTENDANCE REQUIREMENTS**

Each organization should have 3 players in their team. No substitutions are allowed during the event. No help would also be allowed from any other organization member not included in the 3 members registered. Assembly time (checking of form 5 and ID's) will start at 8:30am on the day of the game. The briefing will start at 8:45. All members of the team should be present by the start of briefing (8:45) or the team will be disqualified.

## **III. EVENT MECHANICS**

- a.** Each team will be given an isometric drawing of a 3D figure. The figures will be different for all the 10 teams. The method of picking the figure for each team would be "blind picking". The order of picking a figure would be based from the order of payment during the registration.
- b.** The teams will have to figure out the top, right side, and front views (including hidden lines) of the 3D figure. They need not draw it on the paper given to them.
- c.** There will be 3 stations placed around UP. Each station corresponds to a different view. Clues about the location of the stations will be given to the team.
- d.** At each station, there will be a wall where different projections of a certain view will be posted. The team must look for the projection that corresponds to the projection of their 3D figure for that view.
- e.** Each station will have Circuit members manning the wall. Each projection on the wall will have an assigned number. Only the Circuit members stationed at the location can take a projection from the wall.
- f.** The team must tell the stationed Circuit member the number of the projection that they wish to take. They can only take 1 projection per station. The Circuit member will give a copy of the chosen projection and must log the org name and the corresponding projection number that they took from that station.
- g.** The teams are not allowed to manipulate or draw over the projections in any way. Doing so will lead to that team being disqualified and getting 0 EW points.
- h.** Teams can return a projection they took from a station if they realize that they took the wrong projection. Teams have to return the projection they took if they wish to replace it.
- i.** Once the team finishes collecting all 3 projection views, they must tape it with proper orientation on the given paper with the isometric drawing.
- j.** Once done, they have to submit their completed Multiview projection in the designated finish line.
- k.** The first team to submit the correct completed Multiview projection will be declared the winner and get 150 EW points. The second team to submit the correct completed Multiview projection will get 125 EW points. The third team to submit the correct completed Multiview projection will get 100 EW points. All other teams will get 75 EW points unless disqualified.
- l.** Any forms of misconduct against other teams or against the event handlers would not be tolerated and would directly incur disqualification for the team involved, thus will be awarded 0 EW points.
- m.** Any violation of these rules would incur disqualification for the team involved and thus would have 0 EW points.
- n.** The decision of the event handlers is final and irrevocable.
- o.** UP Circuit reserves the right to amend the rules from the time the final handbook is released, to the time before the final rankings are announced if the organizers deem it fit to be. Any objection against the newly amended rules will subject the involved party to disqualification, being awarded only with participation points.

## REGISTRATION FORM

### EVENT

EVENT NAME	Follow this format: Arial, 9, Black.
SPONSORING ORGANIZATION	Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	Casteng'g Call								
EVENT DESCRIPTION	Casteng'g Call is a modified version of a casting call where participants are asked to endorse a certain product or portray a certain scene in front of the camera. Teams will be challenged to work under time pressure to produce a creative "audition" video, to be judged as to determine the best team.								
SPONSORING ORGANIZATION	UP Circle of Engineering Students (UP CREST)								
E-MAIL ADDRESS	<a href="mailto:up.crest@gmail.com">up.crest@gmail.com</a>								
EVENT COORDINATOR	Gian Carlo Castro (Gian)				CONTACT NUMBER	09158819870			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	200	2	166. 67	3	150	REGISTRATION FEE	PHP 300	
MAXIMUM NUMBER OF ENTRIES	10				NUMBER OF PLAYERS	5 (minimum) up to 10 (maximum)			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS			
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY			
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT			
ENG'G FACULTY					WORKSHOP				
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME		VENUE			
Pre-registration	Feb 20 (Tue)			5:00 PM Onwards		Online			
Org Briefing, Time Scheduling, Deadline of Payment	Feb 23 (Fri)			5:00 PM to 5:30 PM		UP CREST Tambayan			
Event Proper	Mar 3 (Sat)			420 Minutes, Morning-Afternoon		MH 314-316			
Release of Winners	Mar 5 (Mon)			Afternoon		Online			
EVENT RULES									
I. <u>GENERAL GUIDELINES</u>									
A. REGISTRATION & SUBMISSION									
5. Registration for interested organizations and teams will be on Feb 20 (Tue), from 5:00 PM onwards via online.									
6. Requirements for registration are UP ID and the PHP 300 registration fee.									
B. PRE-EVENT									
1. There will be a short briefing for participating organizations and teams on Feb 23 (Fri) from 5:00 PM – 5:30 PM at the UP CREST Tambayan. Details, reminders, and clarifications will be discussed there. The schedule for each team during the event will also be determined during the briefing through draw lots.									
II. <u>TECHNICALITIES</u>									
D. TABLE OF DEDUCTIONS									
	CASE				DEDUCTION				

Any of the camera properties (angle, orientation, zoom, etc.) are adjusted	Deduction of 1% from the category's average score for each violation
A team exceed the 10 minutes allotted in front of the camera	1% deduction from the total score for every minute or fraction thereof in excess of the time allotted
A team misses a category	Default (no participation points)
A team misses more than one category	Default (no participation points)

**E. ATTENDANCE REQUIREMENTS**

1. The team must have at least 5 members before the start of the event, otherwise the team will be defaulted from the game.
2. A maximum of 10 members will be allowed to participate.

**F. SCORING SYSTEM**

1. The final scores of each entry will be the average of the individual judges' scores in all categories.
2. The following criteria will be presented to the judges. It is completely up to the judge as to how to interpret the criteria and quantify scores.
  - Tamang itsura (40%)
  - Tamang pagdadala (25%)
  - Tamang dating (20%)
  - Tamang porma (15%)
3. In case of a tie, the highest and lowest individual judges' scores in each category will be disregarded, and the remaining scores will be the basis for breaking the tie. An example is given below.

	CATEGORY 1			CATEGORY 2			Average	New Average	RANK
	JUDGE1	JUDGE2	JUDGE3	JUDGE1	JUDGE2	JUDGE3			
Team A	91	80	84	85	81	89	85	84.5	2
Team B	85	82	88	90	85	85	85	85	1
Team C	93	80	82	82	83	90	85	82.5	3

4. If there is/are a tie/s after the tie-breaker, EW points will be distributed among the team/s involved. If the tie is in between a 3rd place team and a lower-ranked team, the average of the points allotted for the 3rd place and participation will be averaged.

**III. EVENT MECHANICS**

1. There are two categories. Category 1 is for movie or teleserye scenes, while Category 2 is for TV commercials.
2. Category 1 will proceed by morning, while Category 2 will proceed by afternoon.
3. TV commercials, movie scenes, play scenes will be performed by each team.
4. Participants are expected to be present at the waiting area (MH 314-316) minutes before their schedule.
5. Participants will be provided with the script of the current category, and given 10 minutes to prepare.
6. After the 10-minute preparation period, the team will be asked to proceed to the "set" (MH 312). Another 10 minutes will be allotted for the team on-cam.
7. At the start of the video recording, representatives will be asked to introduce themselves in front of the camera same as in the VTR (name, age & height) before performing.
8. "Take 2"s are not allowed.
9. At least 5 members should participate and be seen on camera.
10. After all the teams have performed, the next category will start, and so on.
11. The videos will be judged by a modelling agency, or professors from the UP College of Mass Communication or UP College of Fine Arts.
12. Announcements of winners will be done online via the UP CREST Facebook page (<http://facebook.com/up.crest>)

## REGISTRATION FORM

### EVENT

EVENT NAME	Casteng'g Call
SPONSORING ORGANIZATION	UP Circle of Engineering Students (UP CREST)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	Crazy Badminton								
EVENT DESCRIPTION	This is the same as an ordinary doubles badminton game except that there will be two shuttlecocks in play, 4 playing members per team and table tennis paddles to be used.								
SPONSORING ORGANIZATION	UP Circle of Engineering Students (UP CREST)								
E-MAIL ADDRESS	up.crest@gmail.com								
EVENT COORDINATOR	Gian Carlo Castro (Gian)				CONTACT NUMBER	09158819870			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	PHP 50	
MAXIMUM NUMBER OF ENTRIES	16				NUMBER OF PLAYERS	4			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
<input checked="" type="checkbox"/> AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS			
<input checked="" type="checkbox"/> AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/> STRATEGY			
<input checked="" type="checkbox"/> UNAFF ENG'G STUDENT					QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT			
<input checked="" type="checkbox"/> ENG'G FACULTY					WORKSHOP				
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME	VENUE				
Pre-Registration	Feb 20 (Tue)			5:00 PM Onwards	Online				
Deadline of Payment	Feb 23 (Fri)			1:00 to 5:00 PM	CREST Tambayan				
Event Proper	Mar 5 (Mon)			8:00 AM to 5:00 PM	GE LAWN				
EVENT RULES									
IV.	<b><u>GENERAL GUIDELINES</u></b>								
C.	REGISTRATION & SUBMISSION								
7.	Registration for interested organizations will be on Feb 20 (Tue), from 5:00 PM onwards via online.								
8.	Requirements for registration are the accomplished registration form (attached herewith) and the Php50 registration fee.								
9.	The tournament can only accommodate 16 teams. Teams shall be registered on a first come first served basis.								
D.	PRE-EVENT								
2.	The team numbers and the first match schedules of participating teams shall be given by drawing of lots upon registration.								
V.	<b><u>TECHNICALITIES</u></b>								
G.	TABLE OF DEDUCTIONS								
None.									
H.	ATTENDANCE REQUIREMENTS								
3.	The team must consist of the complete 4 members before the end of the 10-minute grace period after the time allotted for them, otherwise the team will be defaulted from the game.								

4. The players must present their UP ID before the game starts.
- I. SCORING SYSTEM
- A team scores when: 1) a shuttle falls inside the opponent's side of the court, 2) a shuttle falls outside the court after the opponent's hit, 3) the opponent hit the shuttle to pass under the net.
  - Since the game uses two shuttles, a team can score 0, 1, or 2 points in a single play.
  - The first team who reaches 25 points will win the particular set and will win the game if the team wins 2 out of 3 sets.

VI. **EVENT MECHANICS**

- The game is played like badminton, however, it has 2 shuttlecocks in play and 4 playing members for each team.
- The game shall be played on a court similar to a badminton court, only with a larger width and a smaller length. The length of the sideline shall be 10m and the back boundary line shall be 8m. The net shall be 1.52m in height.
- There shall be 1 referee, 2 linesmen and 1 scorer, all representatives of the handling organization. The referee shall be responsible for enforcing the rules of the game, making unbiased in-game calls, and disqualifying when he deems it necessary to do so (i.e., no shows). The decision of the referee is final.
- An alternate player can only substitute if a regular player is injured or is absent. He/she cannot substitute a healthy player during the game. The alternate player must be registered.
- The game shall consist a maximum of 3 sets. The two teams will change court after the every set.
- Starting and restarting the game shall be done with both teams serving the shuttlecock simultaneously into the opposing team's side of the court. Each team is given only one chance of service.
- To play the game, the 2 shuttles are volleyed back and forth over the net without any team allowing either shuttle to hit the ground, NO two members of the same team may hit the shuttle consecutively. After a team player hits a shuttle, no other team member may hit it again.
- In the event that a shuttle hits the ground and the other is still in play, then the game continues until both shuttles hit the ground. A restart of play will then be made.

TOURNAMENT: The tournament shall be composed of a maximum of 16 teams. In the case when the total number of participating teams does not reach 16, there will be byes. A bye is a special privilege given to a team in the initial round. If a team gets a bye, they will be exempted from playing in the first round and will directly enter the second round. The number of byes will depend on the number of slots not filled in the first round. When the total number of participating teams is equal or less than eight, the first round is disregarded and all will advance to the second round, still following the rule for byes. Drawing of lots will be done during the registration to assign each team a team number.

Phase								
Finals (D)	D1 W-C1 v W-C2				D2 L-C1 v L-C2			
Third Round (C)	C1 W-B1 v W-B2				C2 W-B3 v W-B4			
Second Round (B)	B1 W-A1 v W-A2		B2 W-A3 v W-A4		B3 W-A5 v W-A6		B4 W-A7 v W-A8	
First Round (A)	A1 T1 v T2	A2 T3 v T4	A3 T5 v T6	A4 T7 v T8	A5 T9 v T10	A6 T11 v T12	A7 T13 v T14	A8 T15 v T16

\*W – Winner, L – Loser

**WINNERS:**

- Champion – Winner in Match D1
- Second Placer – Loser in Match D1
- Third Placer – Winner in Match D2

SCHEDULE: Shown below is the scheduling of matches for a 16-team tournament. Timeslots are subject to adjustments when the 16 teams limit is not reached.

Time	Match
8:00 AM to 8:30 AM	A1
8:30 AM to 9:00 AM	A2
9:00 AM to 9:30 AM	A3
9:30 AM to 10:00 AM	A4
10:00 AM to 10:30 AM	A5
10:30 AM to 11:00 AM	A6
11:00 AM to 11:30 AM	A7

11:30 AM to 12:00 PM	A8
1:00 PM to 1:30 PM	B1
1:30 PM to 2:00 PM	B2
2:00 PM to 2:30 PM	B3
2:30 PM to 3:00 PM	B4
3:00 PM to 3:30 PM	C1
3:30 PM to 4:00 PM	C2
4:00 PM to 4:30 PM	D2
4:30 PM to 5:00 PM	D1

## REGISTRATION FORM

### EVENT

EVENT NAME	Crazy Badminton
SPONSORING ORGANIZATION	UP Circle of Engineering Students (UP CREST)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
PLAYER 4	
ALTERNATE PLAYER	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	DARTENG'G									
EVENT DESCRIPTION	Darts Tournament									
SPONSORING ORGANIZATION	UP Association of Computer Science Majors (UP CURSOR)									
E-MAIL ADDRESS	<a href="mailto:enggweek.upcursor@gmail.com">enggweek.upcursor@gmail.com</a>									
EVENT COORDINATOR	Margaret Columna				CONTACT NUMBER	09258998212				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	250		
MAXIMUM NUMBER OF ENTRIES	16					NUMBER OF PLAYERS	1			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS				
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY				
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT				
ENG'G FACULTY					WORKSHOP					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME			VENUE			
Online Registration	January 22 - 26, 2018			12:01am - 11:59pm			ONLINE (Registration)			
Payment	January 31, 2018			5:30pm			UP CURSOR TAMBAYAN			
Orientation	January 31, 2018			5:30pm			UP CURSOR TAMBAYAN			
Elimination	March 3, 2018			8am-3pm			ASCAL KIOSK			
Semi-Finals	March 3, 2018			3pm-4pm			ASCAL KIOSK			
Finals	March 3, 2018			4pm-5pm			ASCAL KIOSK			
EVENT RULES										
<p>I. <b><u>GENERAL GUIDELINES</u></b></p> <p>A. REGISTRATION &amp; SUBMISSION</p> <ol style="list-style-type: none"> <li>1. Registration shall be sent in the indicated e-mail address above within the specified date stated above. It will be on a first come, first served basis.</li> <li>2. An e-mail notification will be sent as soon as the registration is seen.</li> <li>3. Payment should be handed during the Orientation. Teams will be disqualified if they are unable to pay within the specified time.</li> <li>4. Only one entry per organization will be accepted.</li> </ol> <p>B. PRE-EVENT</p> <ol style="list-style-type: none"> <li>1. An orientation will be scheduled through an addendum. During the orientation, bracketing will be done. Should ten (10) or less teams be registered, the competition will follow a double bracketing scheme. Should eleven (11) to sixteen (16) teams be registered, the competition will follow a single bracketing scheme. This bracketing scheme will be generated by an online bracketing site creator, "printyourbrackets.com". Elimination round sessions will be assigned by drawing of slots. The schedule of games will be through an addendum after the orientation and the drawing of slots.</li> <li>2. Should there be an odd number of participating organizations, draw lots will be done during the orientation to determine which team will be given a default win in their first match.</li> <li>3. The team must have been able to pre register and there must be at least one representative per team present during the orientation. If no team members are present during the orientation, the team will be disqualified.</li> </ol>										

## **II. TECHNICALITIES**

### **A. TABLE OF DEDUCTIONS**

Profanities are not allowed. This merits a deduction of 5% to the garnered points an organization has obtained from participating in the event. The games will be recorded for proper documentation which will serve as an evidence should an organization file a complaint against another organization.

### **B. ATTENDANCE REQUIREMENTS**

The game will proceed if the player from both side are present. In the event that the opponent is not present by the end of the default time, the opposing player wins the match by default.

### **C. SCORING SYSTEM**

1. For elimination and semi-final rounds, the team who reached first zero or after ten turns the team with the lowest score wins.
2. For Placing Matches, the team who reached first zero or after fifteen turns the team with lowest score wins.

## **III. EVENT MECHANICS**

1. Darteng'g is divided into three (3) rounds: eliminations, semi-finals, and Placing Matches.
2. For the eliminations and semi-finals matches starts with 301 points while the Placing matches starts with 501 points. The number of points collected while hitting a board with a dart is subtracted from the given player's points. The winner is the player who scores exactly 0 points that way.
3. It is a double out game, which means that players must hit a double that makes their score exactly zero to win the game.
4. In case of a **bust** the player's score from the previous turn is restored. There is bust if one of the following events arise:
  - A. The player scores more points in the active turn, than his current score (subtracting would result in a negative score)
  - B. The player has 1 point after subtracting (you cannot score 1 with double out)
  - C. The player has 0 point after subtracting but violates the double-out rule
5. Players continue playing until one of them scores 0 points in total. The player who does so, wins the game. If none of the players reached zero(0) after ten(10) turns for the eliminations and semi-finals matches and fifteen(15) for the placing matches, the player with the lower point wins.
6. In the case that after ten turns for the elimination and semi-finals matches and fifteen turns for the placing matches the score are tied, each team will be given another turn and the one with the highest total for that turn wins the match.
7. The elimination and semi-final round will consist of sessions. Each session is allotted 30 minutes and this is for matches with 301 starting points. The Placing matches is allotted 45 minutes and this for matches with 501 starting points.
8. Each player's turn will be allotted 1 minute. Any throw after the allotted time for the turn will be invalid and considered as zero(0).
9. In a turn, where a player misses the board, the player ends his/her turn immediately.
10. There will be a designated throwing area. Only the active player will stand there and throw or make his/her turn. No props and other equipments.
11. The darts will be provided by UP CURSOR, players are prohibited to bring their own darts.
12. Any changes to the darts given to the players is prohibited. If proven guilty, automatic disqualification for the player.
13. If ever there are protests to be aired by the participating teams, a UP CURSOR representative will be assigned to deal with such matters. UP CURSOR's decision in any matter regarding the Dartengg is final.
14. Late registrations will not be accepted.
15. Teams are not allowed to substitute players during a match. Doing so would result in the disqualification of the team.
16. In an event where an unaff participant/s or team finished a spot in the top three(3). The standing remains and also the distribution of EWOC points. The player or team who placed will receive a token or a prize.

## REGISTRATION FORM

### EVENT

EVENT NAME	DARTENG'G
SPONSORING ORGANIZATION	UP Association of Computer Science Majors (UP CURSOR)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	COSTUME DISPLAY (Cosplayeng'g) 2018									
EVENT DESCRIPTION	Costume Play (Cosplay) Contest									
SPONSORING ORGANIZATION	UP Association of Computer Science Majors (UP CURSOR)									
E-MAIL ADDRESS	enggweek.upcursor@gmail.com									
EVENT COORDINATOR	Audriene Agustin				CONTACT NUMBER	09478924155				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES		NO	WALK-INS ALLOWED?	<input type="checkbox"/>	YES	<input checked="" type="checkbox"/>	NO	
EW POINTS	1	200	2	166. 7	3	133.33	REGISTRATION FEE	Php 250.00		
MAXIMUM NUMBER OF ENTRIES	20				NUMBER OF PLAYERS	5 and above				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
<input checked="" type="checkbox"/>	AFF ENG'G STUDENT				<input checked="" type="checkbox"/>	ARTS/TALENT	SPORTS			
<input checked="" type="checkbox"/>	AFF ONCE ENG'G STUDENT				<input checked="" type="checkbox"/>	PARLOR/RELAY/CHANCE	STRATEGY			
<input checked="" type="checkbox"/>	UNAFF ENG'G STUDENT				<input checked="" type="checkbox"/>	QUIZ SHOW	NIGHT EVENT			
<input checked="" type="checkbox"/>	ENG'G FACULTY				<input checked="" type="checkbox"/>	WORKSHOP				
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME			VENUE			
Online Registration	January 15 - 22, 2018			12:01am - 11:59pm			Online (Registration)			
Payment	January 23, 2018			5:30pm			UP CURSOR TAMBAYAN			
Orientation	January 23, 2018			5:30pm			UP CURSOR TAMBAYAN			
Event Proper	March 7, 2018			1pm-5pm			ENGG THEATER			
EVENT RULES										
<b>I. GENERAL GUIDELINES</b>										
<b>I. REGISTRATION &amp; SUBMISSION</b>										
<ol style="list-style-type: none"> <li>1. Registration shall be sent to the indicated e-mail address above within the specified date stated above.</li> <li>2. An e-mail notification will be sent as soon as the registration is seen.</li> <li>3. Forms with insufficient information will be considered void.</li> <li>4. Only the first 20 entries accepted are chosen to participate; registration is on a first-come, first-served basis.</li> <li>5. Only one entry per organization will be accepted.</li> <li>6. The number of players per group should be at least 5 members or cosplayers and must not be subject to change upon registration. The same rule applies to their chosen characters. Change of players, however, will be accepted until five (5) days before the event proper</li> <li>7. Payment should be handed during the Orientation. Teams will be disqualified if they are unable to pay within the specified time.</li> </ol>										
<b>II. ONLINE PRE-EVENT</b>										
<b>1. ACTIVITIES WITH DESCRIPTIONS</b>										
<p>The participating organization will like and share the facebook page "UP CURSOR Cosplayeng'g".</p>										
<b>2. REQUIREMENTS</b>										
<p>A. A digital or soft copy of a snippet of the anime/series/show with a short description of the teams will be sent to us thru mail. UP CURSOR will post these picture as a teaser for the participating organizations cosplay or performance. The size of the digital snippet of the anime/series/show will be 1200 x 1200 px.</p>										

DEADLINE WILL BE ON FEBRUARY 16, 2018 (FRIDAY) 11:59 pm. Late submission will have deductions.

B. A digital or soft copy of a full body shot of every character and a group shot with a short description for each of the teams will be sent to us thru mail. The size of the softcopy of the full body shot of every character will be 1356 x 2048 px. For the group photo, the size will be 2048 x 1356 px.

UP CURSOR will post these as pubmats for the participating organizations' cosplay performance.

DEADLINE WILL BE ON MARCH 2, 2018 (FRIDAY) 11:59 pm. Late submission will have deductions.

### III. PRE-EVENT

#### 1. ACTIVITIES WITH DESCRIPTIONS

There will be two rounds; the elimination round and the final round, which will be held on the same day. A total of 5 minutes will be given to the participating organization to finish their performance. One minute is allotted for the team's preparation of the stage, three minutes are allotted for the skit, and another one minute is allotted to clear the stage of their props and materials. The group will be asked to perform the skit in front of the judges and the judges will determine their score based on the criteria below. The top 5 groups advance to the final round. A 2-3 minute sequel to the previous skit must be presented in the final round.

#### 2. REQUIREMENTS

Each group is required to submit three (3) copies of full color full body pictures (Size 4R) of each of the characters they will be cosplaying. All individual pictures of the characters of the group must have labels and must be compiled in one page per copy. These pictures will be attached to the judging forms and will be permanently kept as part of UP CURSOR's archives. These should be submitted one (1) hour before the event proper.

## II. TECHNICALITIES

#### A. TABLE OF DEDUCTIONS

- Groups that arrive late to the competition will incur a 2% deduction from their total score in the elimination round for every 5 minutes they are late. If a group has already been late for more than 10 minutes, each succeeding minute will incur a 2% deduction from their total elimination round score. But once a group has already been late for exactly 15 minutes or more, the group will already be disqualified. 10% deduction would incur per missing group member from their total score in the elimination round.
- Groups are allowed a maximum of 10 second-overtime for their skit(s); groups that go beyond that will be signalled to stop their performance, and will incur a 2% deduction from their total elimination round score or total final score.
- Groups that are not able to pass the requirement before the specified time will incur a 10% deduction from their total score in the elimination round.
- If there are any materials left on the stage from the performing team after the allotted time to clear the stage, the performing team will receive 2% deduction for every succeeding 10 seconds after the signal, from their total elimination round score or total final score.

#### B. ATTENDANCE REQUIREMENTS

- At least one (1) member of the team must attend the event briefing.
- A default time of fifteen (15) minutes will be given before the contest proper. Should a team not be at the venue and in costume by the end of the default time, the team will be disqualified.

#### C. SCORING SYSTEM

The criteria for judging will be as follows:

Costume Similarity 40%

Creativity 25%

Characterization 30%

Overall impact 5%

Total 100%

#### D. INCENTIVES

The team whose group photo will garner the most likes on facebook will receive an additional 5% to their final score in the eliminations round only. Only the number of likes before March 7, 2018 (Wednesday), 12:00am will be counted.

## III. EVENT MECHANICS

- The theme for this year's COSPLAYENG'G will be related to Engg Week's theme which is "Under the Sea." The characters to be cosplayed must be able to yield the power of water or ice, OR be based from animes, series, shows with a

setting of water or ice. UP CURSOR reserves sole discretion in determining if your cosplay character does or does not follow this rule. Upon registration, a UP CURSOR representative will confirm if the characters chosen by the participating group are valid by checking the official list. In case that one (or some) of the group's chosen character(s) is/are invalid, the group can change the invalid character(s) until the given deadline.

2. Anime and character choices are to be approved by the event coordinators after registration. Should they be deemed invalid, the team will be allowed to resubmit its choices before the given deadline. Failure to do so will render the registration of the organization void.
3. Any revisions regarding anime and character choices are to be sent via email to the official email address ([enggweek.upcursor@gmail.com](mailto:enggweek.upcursor@gmail.com)) on or before February 2, 2018(Friday). Registrants shall receive messages regarding the validity of their chosen anime and characters within the aforementioned timeframe, strictly within a daily checking period of 7pm to 10pm.
4. UP CURSOR reserves the right to choose three (3) members of the board of judges.
5. A character may be cosplayed by more than 1 participant from different groups. However, participants from the same organization must not cosplay the same character.
6. Each group may only cosplay characters from their chosen series. Crossovers are not allowed unless it is the nature of the series.
7. Absolutely no real and/or dangerous weapons for props. Fire props and messy props (i.e. fake blood) are also not allowed. UP CURSOR reserves the right to decide whether a prop belongs to the categories just mentioned.
8. Each participating team is allowed to use a maximum of two (2) human props for their skit(s) in order to assist for animation/effects purposes or to be used as a minor character. Minor characters are defined as either human (i.e. minor characters of the series or bystanders crucial to the skit) or non-human (i.e. creatures) restricted to actions only; talking is not allowed. Human props for effects must be distinguished by an all-black outfit. Each human prop must take only one role.
9. A maximum of two narrators or dubbers, should there be a need for any, are allowed to participate per team. To accommodate this, the event coordinators will be accepting submissions of the narrators' and/or dubbers' names to the official email address ([enggweek.upcursor@gmail.com](mailto:enggweek.upcursor@gmail.com)) up to five (5) days before the event proper. These additions will not affect the number of players given upon registration.
10. Skimpy outfits are allowed, but not recommended. Any participant who plan to portray any character may do so as long as they wear clothes that still cover their sensitive body parts.
11. All participants are responsible for their own safety. UP CURSOR will not be responsible for any injuries and/or inconveniences resulting from participating in this competition.
12. In case of a tie in the final round, the respective teams will be given five(5) minutes to prepare a 1-minute impromptu skit. The same criteria will be used to determine the scores of the team. The winner of the tie breaker will receive full points of the place the teams fought for, while the loser will receive full points of the proceeding position.
13. UP CURSOR's decision in any matter regarding the Cosplay Competition is final.
14. In an event where an unaff participant/s or team finished a spot in the top three(3). The standing remains and also the distribution of ewoc points. The player or team who placed will receive a token or a prize.

## REGISTRATION FORM

### EVENT

EVENT NAME	COSTUME DISPLAY (Cosplayeng'g) 2018
SPONSORING ORGANIZATION	UP Association of Computer Science Majors (UP CURSOR)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	FINGER OLYMPICS (FINGER - O) 2018									
EVENT DESCRIPTION	Video Game Tournament									
SPONSORING ORGANIZATION	UP Association of Computer Science Majors (UP CURSOR)									
E-MAIL ADDRESS	<a href="mailto:enggweek.upcursor@gmail.com">enggweek.upcursor@gmail.com</a>									
EVENT COORDINATOR	Dan Lemuel Salado				CONTACT NUMBER	09330424919				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	150		
MAXIMUM NUMBER OF ENTRIES	15					NUMBER OF PLAYERS	3			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS				
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY				
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT				
ENG'G FACULTY					WORKSHOP					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME		VENUE				
Online Registration	January 29 - February 2, 2018			12:01am - 11:59pm		ONLINE (Registration)				
Payment	February 7, 2018			5:30pm		TBA				
Orientation	February 7, 2018			5:30pm		TBA				
Elimination	March 2, 2018			8am-5pm		UP CURSOR TAMBAYAN				
Semi-Finals	March 3, 2018			8am-12nn		UP CURSOR TAMBAYAN				
Finals	March 3, 2018			1pm-5pm		UP CURSOR TAMBAYAN				
EVENT RULES										
<p>I. <b><u>GENERAL GUIDELINES</u></b></p> <p>A. REGISTRATION &amp; SUBMISSION</p> <ol style="list-style-type: none"> <li>1. Registration shall be sent in the indicated e-mail address above within the specified date stated above. It will be on a first come, first served basis.</li> <li>2. An e-mail notification will be sent as soon as the registration is seen.</li> <li>3. Payment should be handed during the Orientation. Teams will be disqualified if they are unable to pay within the specified time.</li> <li>4. Only one entry per organization will be accepted.</li> </ol> <p>B. PRE-EVENT</p> <ol style="list-style-type: none"> <li>1. An orientation will be scheduled through an addendum. During the orientation, bracketing will be done. Should ten (10) or less teams be registered, the competition will follow a double bracketing scheme. Should eleven (11) to fifteen (15) teams be registered, the competition will follow a single bracketing scheme. This bracketing scheme will be generated by an online bracketing site creator, "printyourbrackets.com". Elimination round sessions will be assigned by drawing of lots. Afterwards, the teams' representatives will be briefed about what games will be played.</li> <li>2. Should there be an odd number of participating organizations, draw lots will be done during the orientation to determine which team will be given a default win in their first match.</li> <li>3. The team must have been able to pre-register and there must be at least one representative per team present during the orientation. If no team members are present during the orientation, the team will be disqualified.</li> </ol>										

## II. **TECHNICALITIES**

### A. TABLE OF DEDUCTIONS

Profanities are not allowed. This merits a deduction of 5% to the garnered points an organization has obtained from participating in the event. The games will be recorded for proper documentation which will serve as an evidence should an organization file a complaint against another organization.

### B. ATTENDANCE REQUIREMENTS

A team shall be considered viable to play once all members have arrived within the default time given. In the event that not all members of a team are present by the end of the default time, the opposing team wins the session by default.

### C. SCORING SYSTEM

1. For elimination and semi-final rounds, the team who wins two (2) out of three (3) matches in a session will be considered as the winner of the session.
2. For Placing Matches, the team who wins three (3) out of five (5) matches in a session will be considered as the winner of the session.

## III. **EVENT MECHANIC**

1. Finger-O is divided into three (3) rounds: eliminations, semi-finals, and Placing Matches.

2. The elimination **and semi-final rounds** will consist of sessions. Each session is composed of three matches. The game will be of three different genres. They will be played in the order of **Fighting, Racing, and Sports** respectively. For the two placing matches which consist of five rounds each, each round will also be of a different genre, played in the order of **Fighting, Racing, Sports, and First Person Shooting**, and a random genre among the four aforementioned genres to be chosen through draw lots, which will be played **on PlayStation 4**. UP CURSOR reserves the right to change the game indicated to other similar games as long as it is of the same category.

3. Each session in the elimination round is allotted 45 minutes (15 minutes default time, 30 minutes playing time). A team without complete number of players (three [3] players) after the default time is considered default. A team wins if their players win two (2) out of three (3) matches per session.

4. The semi-final round follows after the eliminations. Again, each session is allotted 45 minutes (15 minutes default time, 30 minutes playing time). A team wins if their players win two (2) out of three (3) matches per session. The top two teams will advance to the battle session for First place, while the remaining two teams will advance to the battle session for Third place.

5. The Placing Matches (battle session for Third place and battle session for First place) follow after the semi-final round. Each session is allotted 75 minutes (15 minutes default time, 60 minutes playing time). A team wins if their players win three (3) out of five (5) matches in the session.

6. The players from the participating organizations are not allowed to bring their own controllers. UP CURSOR will provide the controllers that will be used for the event. The controllers will be tested prior to the event to assure that they are in good working condition.

7. If ever there are protests to be aired by the participating teams, a UP CURSOR representative will be assigned to deal with such matters. UP CURSOR's decision in any matter regarding the Finger Olympics (Finger-O) 2018 is final.

8. UP CURSOR has the right to disqualify any participating team that displays unsportsman-like behavior such as severe trash talking, displaying violence on another participating organization, etc.

9. Late registrations will not be accepted.

10. Teams are not allowed to substitute players during a match. Doing so would result in the disqualification of the team.

11. In an event where an unaff participant/s or team finished a spot in the top three(3). The standing remains and also the distribution of EWOC points. The player or team who placed will receive a token or a prize.

12. For the placing matches, each team is required to submit a line-up of the players on which player will play on a specific genre for the first three(3) games. After the third game, they will choose two of their players to play again for the fourth and fifth game.

## REGISTRATION FORM

EVENT	
EVENT NAME	FINGER OLYMPICS (FINGER - O) 2018
SPONSORING ORGANIZATION	UP Association of Computer Science Majors (UP CURSOR)

## PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
ALTERNATE 1	
ALTERNATE 2	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	KANALAN 2018								
EVENT DESCRIPTION	KANALAN is a one-day bowling tournament that aims to promote physical fitness and sportsmanship among engineering organizations.								
SPONSORING ORGANIZATION	EMC <sup>2</sup> Fraternity								
E-MAIL ADDRESS	<a href="mailto:upemc2@gmail.com">upemc2@gmail.com</a>								
EVENT COORDINATOR	Borlongan, Romar Dominic M.			CONTACT NUMBER	09053485338				
MUST PRE-REGISTER?	YES		NO	WALK-INS ALLOWED?	YES	NO			
EW POINTS	1	125	2	75	3	50	REGISTRATION FEE	500	
MAXIMUM NUMBER OF ENTRIES	18				NUMBER OF PLAYERS	4 (2 reg, 2 alt)			
ALLOWED PLAYERS <i>Shade all that apply.</i>				MINI-EW CATEGORY <i>Shade one box only.</i>					
AFF ENG'G STUDENT				ARTS/TALENT	SPORTS				
AFF ONCE ENG'G STUDENT				PARLOR/RELAY/CHANCE	STRATEGY				
UNAFF ENG'G STUDENT				QUIZ SHOW	NIGHT EVENT				
ENG'G FACULTY				WORKSHOP					
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE		TIME	VENUE					
Registration	Feb 12 (Mon) – Feb 23 (Fri)		1 pm – 5 pm	EMC2 Tambayan					
Elimination Round	March 1 (Thu)		10 am – 11 am	Ever Gotesco					
Semis	March 1 (Thu)		11 am - 11:30 am	Ever Gotesco					
Finals	March 1 (Thu)		11:30 am - 12:00 nn	Ever Gotesco					
EVENT RULES									
I.	<b><u>GENERAL GUIDELINES</u></b>								
•	<b>QUALIFICATIONS</b>								
○	Any affiliated Eng'g student, unaffiliated Eng'g student, or affiliated once Eng'g student is allowed to join the event. He/She must be enrolled in any of the undergraduate or graduate courses.								
○	To facilitate identification, photocopy of the student ID and Form 5 must be presented to the organizers upon registration which starts on February 12, 2018. The participants must also bring their student ID during the event proper.								
•	<b>TEAM COMPETITION</b>								
○	A team shall be composed of 4 players – 2 regulars and 2 alternates (could be all male, all female or combination). An organization can only send 1 team.								
○	All players listed in the registration form shall be declared official.								
○	Registrations shall be accepted upon payment of registration fee on a first come first served basis.								
•	<b>LANE ASSIGNMENTS</b>								
○	Lane assignments shall be drawn by lots at least fifteen minutes before the start of the tournament.								
○	A maximum of 10 lanes will be used per batch.								
○	Lane pairings shall be 1 & 2, 3 & 4, 5&6, 7&8, 9&10.								
II.	<b><u>TECHNICALITIES</u></b>								
•	<b>DEFAULTING</b>								

- Defaulting time shall be fifteen (15) minutes after the tournament has officially been declared open which will start at exactly 10 am. The official UP time ([time.upd.edu.ph](http://time.upd.edu.ph)) shall be used as basis for time uniformity.
- A participating team that does not satisfy the 2-person team shall not be allowed to play after the defaulting time has elapsed.
- **VIOLATIONS**
  - All players must strictly observe foul lines. Lofting of bowling balls is not allowed.
  - A player is allowed up to a maximum of two violations each (lofting and crossing foul line). A penalty of one ball per violation shall be imposed in the frame where it was incurred.
- **PROTESTS**
  - Only team captains are entitled to air protests regarding tournament procedure, anomalies and the like.
  - All protests should be brought to the attention of the Chairman of the Organizing Committee before the event ends.

III.

**EVENT MECHANICS**

- **Elimination Rounds**
  - All two players of a team shall play one game each. Only those listed as regulars or alternates shall be allowed to play.
  - All competing teams shall play simultaneously (per batch). • Changing of players within a game is strictly not allowed.
  - The total score of the team shall be the sum of the scores of the 2 games (1 game from each member).
  - The TOP 4 teams with the highest total scores shall advance to the SEMIFINAL ROUND.
- **SEMIFINAL ROUND**
  - The 1st placer will play with the 4th placer and the 2nd placer will play with the 3rd placer in this round.
  - The winners from each game will advance to the FINAL ROUND.
  - The losers from each game will play a game for the 3rd place.
- **FINAL ROUND**
  - The team with the higher score in this round will emerge as the KANALAN 2018 Champion team. The losing team will get the second place.

## REGISTRATION FORM

EVENT	
EVENT NAME	KANALAN 2018
SPONSORING ORGANIZATION	EMC <sup>2</sup> FRATERNITY

PARTICIPANT	
ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYERS	1. 2.
ALTERNATES	1. 2.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	Pautakan 2018								
EVENT DESCRIPTION	PAUTAKAN is based on a popular TV game show "BLOCKBUSTER". The quizmaster will ask questions and the first team to buzz-in will have the privilege to answer. The PAUTAKAN's theme ranges from issues in the university, in the community and up to anything under the sun. Some questions will require the participants to use their acting skills.								
SPONSORING ORGANIZATION	EMC <sup>2</sup> Fraternity								
E-MAIL ADDRESS	<a href="mailto:rossolalia@gmail.com">rossolalia@gmail.com</a>								
EVENT COORDINATOR	Ross Alexis Olalia				CONTACT NUMBER	09168627021			
MUST PRE-REGISTER?	YES			NO	WALK-INS ALLOWED?	YES	NO		
EW POINTS	1	125	2	75	3	50	REGISTRATION FEE	P200	
MAXIMUM NUMBER OF ENTRIES	18				NUMBER OF PLAYERS	5			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS			
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY			
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT			
ENG'G FACULTY					WORKSHOP				
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE		TIME	VENUE					
Registration	Feb. 26 – Mar. 1, 2018		1-5 pm	EMC <sup>2</sup> Tambayan					
Elimination Round	Mar. 2, 2018		10 am – 1 pm	EMC <sup>2</sup> Tambayan					
Semis	Mar. 2, 2018		2 pm – 3 pm	EMC <sup>2</sup> Tambayan					
Finals	Mar. 2, 2018		3 pm- 3:30 pm	EMC <sup>2</sup> Tambayan					
EVENT RULES									
<p>I. <b><u>GENERAL GUIDELINES</u></b></p> <p>A. RULES AND REGULATIONS</p> <ol style="list-style-type: none"> <li>1. This contest is exclusive to enrolled (graduate/undergraduate) Engineering students only.</li> <li>2. Each Team must be composed of 5 members (3 regulars and 2 alternates).</li> <li>3. Each participating organization may send only 1 team.</li> <li>4. Eighteen (18) shall be the maximum number of teams that will be allowed to play. Registrations shall be accepted upon payment of registration fee on a first-come, first –serve basis. Registration will start on February 26, 2018.</li> <li>5. All of the teams will be viewing from and a large screen will be placed in front for the viewers to keep track of the game.</li> <li>6. The questions to be asked may belong to any subject or category (this year's questions are related to Engineering subjects, College and Country's history, General knowledge and the theme).</li> <li>7. After each game, the teams will be rewarded with points corresponding to their ranks. The 1<sup>st</sup> place team will be given 10 points, 2<sup>nd</sup> place with 8 points, and 3<sup>rd</sup> place with 6 points.</li> <li>8. The contest is divided into three rounds: elimination, semifinals and finals.</li> <li>9. In the Elimination round, each team will play two games. The accumulated points of each team in the elimination round will determine if the team will advance to the next round. The top 9 teams will advance to the semi-finals.</li> </ol>									

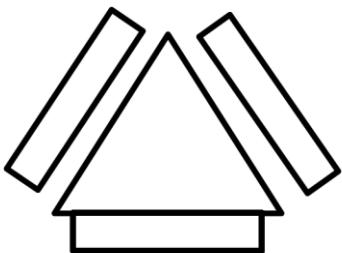
10. The top 9 teams will be divided into three groups. Each team in the same group will play a match. The 1<sup>st</sup> placers in each group will proceed to the final round.

11. The final round will determine the 1<sup>st</sup> placer, 2<sup>nd</sup> placer and 3<sup>rd</sup> placer of the PAUTAKAN 2018.

II. **TECHNICALITIES**

III. **EVENT MECHANICS**

1. For the duration of the game, randomly chosen three teams will play against each other using the official and standard PAUTAKAN game board. The board is composed of a triangle with five (5) blocks on each side. These 5 blocks correspond to the questions answered by the team.



2. Each game will only have one round with twenty (20) minutes of playing time. The team with the most number of answered questions will be declared 1<sup>st</sup> placer. The two remaining teams will still compete to determine the 2<sup>nd</sup> and 3<sup>rd</sup> placer.

3. The game will start with a letter or category chosen by the quizmaster. The answer to the questions asked starts with the chosen letter. The questions shall be read twice and any member of the team may answer by pressing the buzzer regardless of whether the quizmaster has finished reading the question or not.

4. If the given answer is correct, a block of the team that got it right shall be lighted. If the answer is incorrect, the question shall be read again and the other teams will be given ten (10) seconds to buzz in and give their answers. If all teams fail to answer the question, a new question shall be asked.

5. A team wins if it has completed five (5) blocks on their side of the triangle.

6. Each team is given two (2) "atras powers" in a game. A team who answers a question correctly may use the "atras power" to deduct a point from another team.

7. All protests and clarification regarding the answers must be done BEFORE the next question is asked. It shall then be discussed and decided by upon by the Research Committee.

8. Any team may replace one or two members BEFORE the start of the match. Only the listed alternates may be substituted into the game.

9. Defaulting time shall be fifteen (15) minutes after the designated starting time. The Engineering 2<sup>nd</sup> floor lobby clock shall be used as basis for time uniformity.

## REGISTRATION FORM

EVENT	
EVENT NAME	Pautakan 2018
SPONSORING ORGANIZATION	EMC <sup>2</sup> Fraternity

PARTICIPANT	
ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
ALTERNATE 1	
ALLTERNATE 2	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	Curtain Calleng'g									
EVENT DESCRIPTION	Competitive blanket name-game that will test your memorization and familiarization skills.									
SPONSORING ORGANIZATION	UP Engineering Society (UP Eng'g Soc)									
E-MAIL ADDRESS	upenggsoc.sparcomm@gmail.com									
EVENT COORDINATOR	Batac, Jun Kristoffer (Jun) Dizon, Isiah Joel (Joel)				CONTACT NUMBER	09156989201 (Jun) 09275999381 (Joel)				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	P100.00		
MAXIMUM NUMBER OF ENTRIES	16				NUMBER OF PLAYERS	8				
ALLOWED PLAYERS					MINI-EW CATEGORY					
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS				
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY				
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT				
ENG'G FACULTY					WORKSHOP					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE		TIME		VENUE					
Online Registration	February 13 (Tues) – February 16 (Fri)		7: 00 pm		Online					
Payment	February 20 (Tues)		8:30 – 5:30 pm		UP EnggSoc Tambayan					
Orientation	February 21 (Wed)		5:30-7:00 pm		UP EnggSoc Tambayan					
Event Proper	March 7		8:00 am – 12:00 nn		MH 301-303					
EVENT RULES										
I.	<b><u>GENERAL GUIDELINES</u></b>									
A. REGISTRATION & SUBMISSION										
<p>Registration will start on February 13, 7 pm onwards and will end on February 16, 7 pm. Each team may only field 1 entry. Registration forms (both Eng'g Soc's and organization's copy) should be submitted to upenggsoc.sparcomm@gmail.com in pdf format.</p>										
<p>Subject: EVENTNAME_TEAMNAME (e.g. CURTAINCALLENGG_UP ENG'GSOC)</p>										
<p>Only the first sixteen (16) teams to register will be accepted. Contact person must be provided per team. A participating organization will be considered registered after they have submitted their registration forms and have paid the registration fee on time. The event head/s will contact the other teams for confirmation.</p>										
B. PRE-EVENT										
1. ACTIVITIES WITH DESCRIPTIONS										
<p>Orientation will be on February 21, 5:30 PM to 7:00 PM. Guidelines and concerns from the teams will be discussed. Failure to attend the briefing will result to disqualification.</p>										
II.	<b><u>TECHNICALITIES</u></b>									
A. TABLE OF DEDUCTIONS										

Disqualification (for a certain round)	Player from the team is noisy during the curtain drop
Disqualification (for a certain round)	A player that peeks through the curtain
Disqualification (for a certain round)	Non-participating members of the organization are coaching the players.
Disqualification	If the team failed to arrive during the grace period time

Disqualification per round will incur a 1 point addition to the opposing team.

#### B. ATTENDANCE REQUIREMENTS

A team representative must be present during orientation. A proxy is allowed if the team representative won't be available during the said date.

All team members of the teams must be in the venue of the game after 15 minute of the scheduled UP time will be the basis for the time. Failure to comply with this after the grace period will mean disqualification for the team.

The 8 registered players at the start of the event proper shall be the final team composition that will play throughout the event.

#### C. SCORING SYSTEM

Each correctly identified name after the curtain drop gets one (1) point. First to reach 4 points win.

### III. EVENT MECHANICS

This will be a single eliminations game

1. Each player will get different names with equal difficulty written on a name tag attached to their chest area.
2. One (1) minute will be allotted for players to familiarize the names of the other team. After the time elapsed, the players will proceed behind the curtain, their backs facing the curtain.
3. Each representative per round will be randomly selected through raffle. The representative per team will be the only one to step forward and face the curtain during each round.
4. The curtain will be dropped by the moderators after the "1, 2, 3" count. Only the name mentioned after the count will be accepted.
5. The players will be given a time limit until their answers will be valid. Eliminations – 5s; Quarter-finals – 10s; Semis – 15s; Finals – 20s.
6. The first player to finish saying the opponent's name will win the round. Change of answers will not be permitted. Each player only has one chance to answer.
7. Only the chosen participant will be allowed to guess/ talk. The teams can't make loud noises on an on-going round.
8. This first one to identify the other wins the round.
9. If the first player's answer is wrong, the opposing player may still answer given that it is still within the time limit.
10. If both the players are wrong or the time limit expired without either being correct, no team gets a point.
11. The first team to reach 4 points wins.
12. If the game reached 7 rounds without any team obtaining the 4 point mark, the team with the highest score automatically wins.
13. In case of a tie after 7 rounds, the teams will continue to play for do-or-die until one team wins.

## REGISTRATION FORM

### EVENT

EVENT NAME	Curtain Calleng'g
SPONSORING ORGANIZATION	UP Engineering Society (UP Eng'gSoc)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

# EVENT RULES AND GUIDELINES

## EVENT INFORMATION

EVENT NAME	LIKHA 2018: Kaibuturan ng Aking Ligaw na Diwa							
EVENT DESCRIPTION	A prestige event that will showcase the talent of the engineering community in word play and interpretation of spoken words.							
SPONSORING ORGANIZATION	UP Engineering Society (UP Eng'gSoc)							
E-MAIL ADDRESS	likha.upenggsoc@gmail.com <a href="mailto:upenggsoc.sparcomm@gmail.com">mailto:upenggsoc.sparcomm@gmail.com</a>							
EVENT COORDINATOR	Collado, Jamil Jamal (JJ) Mejilla, LizeL (Lizel)				CONTACT NUMBER	09455182149 (JJ) 09054029983 (Lizel)		
MUST PRE-REGISTER?	<input checked="" type="checkbox"/> YES			<input type="checkbox"/> NO		WALK-INS ALLOWED?	<input checked="" type="checkbox"/> YES	<input type="checkbox"/> NO
EW POINTS	1	200	2	166.67	3	133.33	REGISTRATION FEE	Php 600.00
MAXIMUM NUMBER OF ENTRIES	16				NUMBER OF PLAYERS	1		
ALLOWED PLAYERS <i>Shade all that apply.</i>				MINI-EW CATEGORY <i>Shade one box only.</i>				
<input checked="" type="checkbox"/> AFF ENG'G STUDENT				<input checked="" type="checkbox"/> ARTS/TALENT		<input checked="" type="checkbox"/> SPORTS		
<input checked="" type="checkbox"/> AFF ONCE ENG'G STUDENT				<input checked="" type="checkbox"/> PARLOR/RELAY/CHANCE		<input checked="" type="checkbox"/> STRATEGY		
<input checked="" type="checkbox"/> UNAFF ENG'G STUDENT				<input checked="" type="checkbox"/> QUIZ SHOW		<input checked="" type="checkbox"/> NIGHT EVENT		
<input checked="" type="checkbox"/> ENG'G FACULTY				<input checked="" type="checkbox"/> ENGG DISCIPLINE				

## SCHEDULE OF ACTIVITIES

ACTIVITY	DATE	TIME	VENUE
Online Registration	February 13 (Tue)	7:00 PM	Online
	February 15 (Thurs)	5:30 PM	
Registration Fee Payment	February 15 (Fri)	5:30 AM - 7:00 PM	UP Eng'gSoc Tambayan
Orientation/Org Briefing	February 15 (Thurs)	5:30 PM - 7:00 PM	UP Eng'gSoc Tambayan
50% payment of tickets	February 23 (Fri)	8:30 AM - 5:30 PM	UP Eng'gSoc Tambayan
Submission of Soft Copy of Piece (Without deductions)	February 23 (Fri)	7:00 PM	Online
	February 28 (Wed)	8:00 PM	Online
Write up and poster submission	March 1 (Thurs)	Until 11:59PM	Online
Completion of ticket payment	March 2 (Fri)	8:30 AM	UP Eng'gSoc Tambayan
	March 6 (Tues)	12:00 PM	
Late Submission of Soft Copy (With deductions)	February 28 (Wed)	8:00 PM	Online
	March 9 (Fri)	12:00 NN	Online
Event Proper	March 9 (Tues)	1:00 PM – 5:00 PM	Engineering Theater

## EVENT RULES

### I. GENERAL GUIDELINES

#### A. REGISTRATION AND SUBMISSION.

Submission of soft copies should be labelled properly. All documents must be in A4 page size, Times New Roman font, 12 font size, 1.5 line spacing and normal margins (Top: 2.54 cm; Left: 2.54 cm; Bottom: 2.54 cm; Right: 2.54 cm). These documents should be sent through email at [likha.upenggsoc@gmail.com](mailto:likha.upenggsoc@gmail.com) with subject **LIKHA\_<TeamName>** (e.g., LIKHA\_UPEnggSoc) and file name **LIKHA\_<TeamName>\_<FileType>** (e.g., LIKHA\_UPEnggSoc\_WriteUp or LIKHA\_UPEnggSoc\_Poster)

1. This competition is open to all officially enrolled engineering students and recognized faculty members for second semester. Engineering students should be taking any undergraduate courses in the College of Engineering.

2. For participating unaffiliated teams, maximum of three (3) entries will be allowed to join the competition.
3. For participating faculty members, maximum of three (3) entries will be allowed to join the competition.
4. For participating affiliated teams, students should be in the roster of the organization they are representing and only 1 entry is allowed to join per organization.
5. Registration will start on February 13 (Tuesday) at 7 PM and will end on February 15 (Thursday) at 5:30PM. Two (2) registration forms (Eng'gSoc's and participating team's copies) should be filled in with appropriate details and sent to the organizing team in pdf format.
6. Only first sixteen (16) teams to register online will be accepted. One (1) contact person must be indicated in the registration forms.
7. Each participating team shall pay Php 600.00 as registration fee and this should be settled on February 15 (Thursday) from 5:30 AM to 7:00 PM at UP Eng'gSoc tambayan. Once payment period is over, registration fees are non-refundable.
8. Each participating team should have one (1) representative during the org briefing on February 20 (Tuesday) from 5:30 PM to 7:00 PM. Guidelines and issues will be discussed within the gathering.
9. The order of performance will be finalized through drawing of lots during the org briefing.
10. Each participating team is required to submit the following on or before March 1 (Wednesday) at 11:59 PM.
  - a. Write up about the team they are representing and poetry topic (in pdf format and it should be in Filipino language or "Taglish")
  - b. Poster about the poetry topic of the team (in png image format and it should be in square shape)

## **II. TECHNICALITIES**

### **A. DEDUCTIONS AND PENALTIES**

1. **Registration Fee.** Failure to settle complete payment within the allotted time period will incur 0.2% deduction per day after the deadline on the average score. E.g., raw average score of 90% will be subtracted with 0.4% when the participant paid 2 days after the deadline. Final score will be 89.6%.
2. **Submission of Requirements.** Failure to submit the requirements listed on I.A.10. will incur 2% deduction on the average score. E.g., raw average score of 90% will be subtracted with 2%. Final score will be 88%.
3. **Org Briefing.** Failure to send one (1) representative during the org briefing will incur disqualification to the competition.
4. **Payment of tickets.** Failure to settle payments within the allotted time period on the dates specified on the calendar of activities will incur 0.2% deduction per day after the deadline for the first payment and another 0.2% deduction per day after the deadline for the second payment. Failure to settle the payment of tickets a day before the event will incur disqualification to the competition. E.g., raw average score of 90% will be subtracted with 0.6% when the participant paid 3 days after the deadline. Final score will be 89.4%.
5. **Tardiness of Performers.** Participants should arrive in the event venue at least 15 minutes before the start of the event. They are to present UP ID and Form 5 for registration and validation. Participants who are not registered 15 minutes after the scheduled start of the program will incur 2% deduction on the average score. E.g., raw average score of 90% will be subtracted with 2%. Final score will be 88%.
6. **Deviation from Submitted Piece.** Major deviation from the script will incur additional 30 seconds to performer's actual time. E.g., actual time of 7 minutes will be added with 30 seconds. Final time will be 7 minutes and 30 seconds.
7. **Length of Performance.** Failure to comply with the allotted time period of performance, may it be under time or overtime, will incur 1% deduction per minute and/or a fraction of a minute. E.g., Performer exceeds 2 minutes and 15 seconds, 3% will be deducted from the average score. Raw average score of 90% will be subtracted with 3%. Final score will be 87%.
8. **Audience Coaching and Noise.** Any form of coaching and noise from the participating team's audience during a performance is strictly prohibited. Failure to comply with this rule will incur additional 30 seconds on to performer's actual time. E.g., actual time of 7 minutes will be added with 30 seconds. Final time will be 7 minutes and 30 seconds.
9. **Submission of Piece.** Failure to send soft copy of poetry piece on the scheduled date will be given a chance to do late submission. Late submission will incur 2% deduction on the average score. E.g., raw

average score of 90% will be subtracted with 2%. Final score will be 88%. For late submission, failure to send soft copy of the piece an hour before the start of the event will incur disqualification to the competition.

#### B. SCORING SYSTEM

1. There will be at least three (3) judges. Their names, qualifications and respective field of expertise will be announced weekend before the event proper. (March 3-4).
2. Performance will be judged in accordance to the following criteria:

Content	35%
Adherence to the Theme	10%
Delivery (Interpretation, Diction, Audibility, Intonation, Pauses)	30%
Stage presence (Costume, Use of Stage, Non-verbal)	20%
Audience Impact	5%
<b>TOTAL SCORE</b>	<b>100%</b>

3. Scores from judges are considered final and these will be verified and calculated by the Programs Committee.

#### C. CONFLICTS

1. Performer who has conflict (e.g., exam) must present a valid excuse letter signed by the faculty-in-charge. This letter must be presented at least one (1) day before the event.

#### D. TICKET SYSTEM

1. Participating teams are required to sell tickets for the event. Ticket count will be based on the count of players in their roster which will just be 20% of the organization's roster. However, maximum count of 50 tickets will just be limited for each participating team and all ticket count results will be rounded up to the nearest tens place. E.g., teams of 91, 130 and 267 players are required to sell 20, 30 and 50 tickets, respectively. If in case that maximum capacity is not reached, remaining tickets will be sold in a first come, first serve basis and it will be announced to all team representative.
2. Seats will be on a first come first serve basis.
3. Tickets will be sold at a price of Php 40.00 each.

- E. For issues and complaints, the event heads' decision regarding the matter will be final and irrevocable.

### III. EVENT MECHANICS

- A. Each poetry must be of participating team's own creation.
- B. Participating team's piece should comply with this year's theme focusing on "Mental Health". Specifications on the theme will be discussed in the org briefing. Failure to comply with the theme rule will reflect on Adherence to Theme criterion.
- C. Performer will be given 5 - 7 minutes to perform. Time will be projected for the entire duration of the performance. Once the performer leaves the stage, it only means that he/she is finished with his/her performance.
- D. Performance that involves obscene and vulgar words and actions is not allowed. Deadline of submission of performance piece is on March 4 at 8:00 PM for checking.

- E. Performer must memorize the poetry piece and no printed copies are allowed during the entire performance.
- F. Use of props and musical instruments will not be allowed. In addition, audience participation during the performance is also not allowed such as shouting and delivery of some lines.
- G. Costumes are allowed. Anything worn or attached to the body will be considered a costume but anything held or carried by hand will not be considered.
- H. Prizes will be as follows:
  - 1. First place – Php 3,000.00 and 200 EWOC points
  - 2. Second place – Php 1,500.00 and 166.67 EWOC points
  - 3. Third place – Php 1,000.00 and 133.33 EWOC points

## REGISTRATION FORM

### EVENT

EVENT NAME	LIKHA 2018: Kaibuturan ng Aking Ligaw na Diwa
SPONSORING ORGANIZATION	UP Engineering Society (UP Eng'gsoc)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	Peng'pong								
EVENT DESCRIPTION	Doubles Table Tennis Tournament.								
SPONSORING ORGANIZATION	UP Engineering Society (UP Eng'gSoc)								
E-MAIL ADDRESS	upenggsoc.sparcomm@gmail.com								
EVENT COORDINATOR	Carillo, Ron Marc (Ron) Ninobla, Mark Uriel (Uriel)					CONTACT NUMBER	09561565635 (Ron) 09958746370 (Uriel)		
MUST PRE-REGISTER?	YES			NO		WALK-INS ALLOWED?	YES	NO	
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE		P100.00
MAXIMUM NUMBER OF ENTRIES	16					NUMBER OF PLAYERS	2 Players (1 Female and 1 Male). 2 Alternates (1 Female and 1 Male)		
ALLOWED PLAYERS						MINI-EW CATEGORY			
AFF ENG'G STUDENT						ARTS/TALENT	SPORTS		
AFF ONCE ENG'G STUDENT						PARLOR/RELAY/CHANCE	STRATEGY		
UNAFF ENG'G STUDENT						QUIZ SHOW	NIGHT EVENT		
ENG'G FACULTY						WORKSHOP			
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME			VENUE		
Online Registration	February 13(Tues) – February 16 (Fri)			7 pm					
Payment	February 20 (Tues)			8:30-5:30 pm			UP Enggsoc Tambayan		
Briefing and Bracketing	February 22 (Thurs)			5:30-7:00 pm			UP Enggsoc Tambayan		
Event Proper	March 8 (Fri)			12:00-4:00 pm			UP CHK Table Tennis Area		
EVENT RULES									
<p><b>I. GENERAL GUIDELINES</b></p> <p>A. REGISTRATION &amp; SUBMISSION</p> <p>Registration will start on February 13, 7 pm onwards and will end on February 16, 7 pm. Each team may only field 1 entry. Registration forms (both Eng'gSoc's and organization's copy) should be submitted to upenggsoc.sparcomm@gmail.com in pdf format.</p> <p>Subject: EVENTNAME_TEAMNAME (e.g. CURTAINCALLENGG_UP ENG'GSOC)</p> <p>Only the first sixteen (16) teams to register will be accepted. Contact person must be provided per team. A participating organization will be considered registered after they have submitted their registration forms and have paid the registration fee. The event head/s will contact the other teams for confirmation.</p> <p>B. PRE-EVENT</p> <ol style="list-style-type: none"> <li>ACTIVITIES WITH DESCRIPTIONS Orientation will be on February 22, 5:30 PM to 7:00 PM. Bracketing system, guidelines, and concerns from the teams will be discussed. Failure to attend the briefing will result to disqualification.</li> <li>REQUIREMENTS Table tennis paddle. Borrowing of paddles from other teams is not allowed</li> </ol>									

## **II. TECHNICALITIES**

### **A. ATTENDANCE REQUIREMENTS**

- a. A team representative must be present during orientation.
- b. After the registration in the event proper, teams currently having no scheduled match during the event proper duration may leave the venue for the mean time. However, they should be back on or before their next scheduled match. Default time would be 5 minutes after the start of their scheduled game.

### **B. SCORING SYSTEM**

Scoring System will be based on the universal rule.

1. Each player must provide their own paddles for the event. Failure to do so will lead to the disqualification of the team.
2. When one player or pair has chosen to serve or to receive first or to start at a particular end, the other player or pair shall have the other choice.
3. After each 2 points have been scored the receiving player or pair shall become the serving player or pair and so on until the end of the game, unless both pairs score 10 points.
4. In each game of a doubles match, the pair having the right to serve first shall choose which of them will do so and in the first game of a match, the receiving pair shall decide which of them will receive first.
5. At each change of service, the previous receiver shall become the partner and the partner of the previous server shall become the receiver.
6. The player or pair serving first in a game shall receive first in the next game of the match then serve again in the next game and so on.
7. The game will be played for 3 sets. 11 points for a set win.

## **III. EVENT MECHANICS**

- a. Before any match, players must first register. Only registered players may play. All players must bring their UP ID or any valid ID for verification purposes.
- b. Only two (1 male and 1 female) players are required to register and play the match. No player substitution is allowed once the game has started.
- c. Each team will have at least one contact person. We will be in charge of notifying him/her of the upcoming matches of the team and the designated time that the team should arrive in the playing area. She/he will then be in charge of disseminating the information to the other team members. Players who fail to show on the designated time will be disqualified.
4. The game will not be postponed unless the organizers decide to postpone the event.

## REGISTRATION FORM

### EVENT

EVENT NAME	Peng'gpong
SPONSORING ORGANIZATION	UP Engineering Society (UP Eng'gSoc)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
ALTERNATE 1	
ALTERNATE 2	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	BLIND VOLLEYBALL									
EVENT DESCRIPTION	<p>A mixed volleyball game.</p> <p>Three (3) male players and three (3) female players must be on a team's side at any given moment.</p> <p>The standard volleyball net is replaced by an opaque material (e.g., tarpaulin, black cloth) that completely covers a player's view of the opposite side of the court.</p>									
SPONSORING ORGANIZATION	UP EPSILON CHI FRATERNITY (EC)									
E-MAIL ADDRESS	up.epsilonchi@gmail.com									
EVENT COORDINATOR	Linsag, Jason				CONTACT NUMBER	09173879008				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES		NO	WALK-INS ALLOWED?	<input type="checkbox"/>	YES	<input checked="" type="checkbox"/>	NO	
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	P200		
MAXIMUM NUMBER OF ENTRIES	16				NUMBER OF PLAYERS	6				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
X	AFF ENG'G STUDENT				ARTS/TALENT	<input checked="" type="checkbox"/>	SPORTS			
X	AFF ONCE ENG'G STUDENT				PARLOR/RELAY/CHANCE	<input type="checkbox"/>	STRATEGY			
X	UNAFF ENG'G STUDENT				QUIZ SHOW	<input type="checkbox"/>	NIGHT EVENT			
X	ENG'G FACULTY				WORKSHOP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME		VENUE				
Registration	19 February (Mon) – 23 February (Fri)			ANYTIME		ONLINE				
Payment Collection	27 February (Tues) – 01 March (Thur)			12:00NN – 05:30PM		UP Epsilon Chi Tambayan				
Draw Lots of Matchups	01 March (Thurs)			12:00 – 05:30		UP Epsilon Chi Tambayan				
Announcement of Scheduled Matches	03 March (Sat)			07:30PM		Online Facebook Announcement				
Event Proper	05 March (Mon)			09:00AM – 04:00PM		Amorsolo Basketball Court				
EVENT RULES										
IV.	<b><u>GENERAL GUIDELINES</u></b>									
C. REGISTRATION & SUBMISSION										
<ol style="list-style-type: none"> <li>All teams must submit a soft copy of their registration form to up.epsilonchi@gmail.com in PDF format. The file name of the registration must be EW2018-BV-<i>TeamName</i>. For affiliated students, the organization's name shall be used for <i>TeamName</i>. For unaffiliated students, you may form a team of your own and choose a team name that <b>must not be similar to the name of any recognized engineering organization</b>. Subject of the email follows the same format. Maximum of 16 teams may register and maximum of 1 team per organization may register with maximum of 15 players per team. A player cannot play for two teams. A team must consist of at least 6 players, 3 male and 3 female.</li> <li>A fee of PHP200.00 per team should be paid immediately or the team will not be registered until payment has been done.</li> </ol>										
D. PRE-EVENT										
3. ACTIVITIES WITH DESCRIPTIONS										

- Match-ups – Participating teams will be select their number at random (draw-lots) to determine the brackets.
4. REQUIREMENTS
- Accomplished registration form must be sent to the given email address and the registration fee must be submitted to the event coordinator prior to the event. Lack of the aforementioned will render teams ineligible to participate.

## V. TECHNICALITIES

### C. TABLE OF DEDUCTIONS

Action	Sanction
No personally degrading/offensive trash-talk	Disqualification for the offender after second warning
Men are not allowed to spike in front of the attacking line	Score for the opposing team.
Coaching during the game	During the game, a member from our organization will observe both teams' members and spectators. You may opt to assign and inform us of one (1) non-playing team member or spectator to observe the opposing team as well. This assigned person must report any type of coaching to the official only up to the next service after the point is awarded. Assuming that the official does not see this incident himself, he shall only entertain reports of coaching from the two assigned members from our organization, and from your assigned person. Upon his decision, sanction for coaching shall be disqualification for the offender after second warning.

### D. ATTENDANCE REQUIREMENTS

#### i. FIRST MATCH

Teams should register at least 3 male and 3 female players 15 minutes **BEFORE THEIR FIRST SCHEDULED MATCH**. Otherwise, the team loses by default.

#### ii. SUCCEEDING MATCHES

Players in addition to already registered players must register before the match's toss coin or 5 minutes before the scheduled match, whichever comes last. Otherwise, they will not be allowed to play for that match.

### E. SCORING SYSTEM

Standard volleyball scoring applies. The ball landing on the ground at the other side of the court equals one point.

## VI. EVENT MECHANICS

1. This will be a mixed volleyball game. 3 male players and 3 female players must be on the playing court at any given moment. The catch in this game is that you cannot see your opposing team. An opaque material will cover the entire net from top to ground.
2. Standard volleyball rules will apply. Male players cannot spike in front of the attacking line.
3. Three sets are allotted for each game. To win a set, a team must earn 15 points. In case of a deuce, a team must lead 2 points to win the set.
4. Spectators are not allowed to coach.
5. Schedule of the matches will be announced on 03 March through Facebook and email.
6. A single elimination format will be followed.

## REGISTRATION FORM

### EVENT

EVENT NAME	BLIND VOLLEYBALL
SPONSORING ORGANIZATION	UP EPSILON CHI FRATERNITY (EC)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1 (M)	
PLAYER 2 (M)	
PLAYER 3 (M)	
PLAYER 4 (F)	
PLAYER 5 (F)	
PLAYER 6 (F)	
PLAYER 7	
PLAYER 8	
PLAYER 9	
PLAYER 10	
PLAYER 11	
PLAYER 12	
PLAYER 13	
PLAYER 14	
PLAYER 15	
ALTERNATE 1	
ALTERNATE 2	
ALTERNATE 3	
ALTERNATE 4	
ALTERNATE 5	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	IRON WOMAN									
EVENT DESCRIPTION	A vehicle in neutral state is pushed by five women to the finish line and back to the starting line. The team with the fastest recorded time wins.									
SPONSORING ORGANIZATION	UP EPSILON CHI FRATERNITY									
E-MAIL ADDRESS	up.epsilonchi@gmail.com									
EVENT COORDINATOR	Linsag, Jason				CONTACT NUMBER	09173879008				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES		NO	WALK-INS ALLOWED?	<input type="checkbox"/>	YES	<input checked="" type="checkbox"/>	NO	
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	PHP 80.00		
MAXIMUM NUMBER OF ENTRIES	16				NUMBER OF PLAYERS	5				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
X	AFF ENG'G STUDENT				ARTS/TALENT	SPORTS				
X	AFF ONCE ENG'G STUDENT				PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/>	STRATEGY			
X	UNAFF ENG'G STUDENT				QUIZ SHOW	NIGHT EVENT				
X	ENG'G FACULTY				WORKSHOP					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME			VENUE			
Registration	19 February (Mon) – 23 February (Fri)			8:30 onwards			ONLINE			
Payment Collection	27 February (Tues) – 01 March (Thur)			12:00NN – 05:00PM			UP Epsilon Chi Tambayan			
Game Proper	02 March (Fri)			09:00AM – 11:30AM			Jogging Area in front of Melchor Hall or Apacible St. (TBD)			
EVENT RULES										
<p>I. <b><u>GENERAL GUIDELINES</u></b></p> <p>A. <b>REGISTRATION &amp; SUBMISSION</b></p> <ol style="list-style-type: none"> <li>All teams must submit a soft copy of their registration form to up.epsilonchi@gmail.com in PDF format. The file name of the registration must be EW2018-IW-<i>TeamName</i>. For affiliated students, the organization's name shall be used for <i>TeamName</i>. For unaffiliated students, you may form a team of your own and choose a team name that <b>must not be similar to the name of any recognized engineering organization</b>. Subject of the email follows the same format. Maximum of 16 teams may register and a maximum of 1 team per organization may register. A player cannot play for two teams. A team must consist of at least 5 all-female players. 2 alternates may be designated.</li> <li>A fee of P80 per team should be paid immediately or the team will not be registered until payment has been done.</li> </ol> <p>B. <b>PRE-EVENT</b></p> <ol style="list-style-type: none"> <li><b>ACTIVITIES WITH DESCRIPTIONS</b> <ul style="list-style-type: none"> <li>Briefing – Prior to the event, teams will be properly briefed on the mechanics of the event. Teams will also be allowed to quickly discuss a strategy.</li> </ul> </li> <li><b>REQUIREMENTS</b> <ul style="list-style-type: none"> <li>Registration form below must be accomplished and sent to the given email address. The registration fee must be submitted to the event coordinator during . Lack of the aforementioned will render teams ineligible to participate.</li> </ul> </li> </ol>										

## II. **TECHNICALITIES**

### A. TABLE OF DEDUCTIONS

Action	Sanction
The participation of anyone not on the pre-determined team (No subs)	Disqualification for the team
The interference of competing teams while a team is conducting a trial	Disqualification for the team after second warning

### B. ATTENDANCE REQUIREMENTS

- Registration starts at 8:45AM. Teams must have at least 5 all-female players by 8:45 (15 minutes after start of registration), any less will render the team ineligible to participate.

### C. SCORING SYSTEM

- The team with the fastest time wins. Teams that are within 0.1 seconds of each other with respect to the fastest time (in case of incredibly close times.) shall be considered tied.

## III. **EVENT MECHANICS**

1. The teams will push the vehicle back and forth over the designated length. The car will be in its neutral state. The organizer will provide the driver of the car whose function is to steer the wheel.
2. There is no restriction as to what strategy will the team implement as long as they don't defeat the purpose of enjoying the game without breaking any rules.
3. The team will push the car forward starting at line A after the organizer says the word "GO!" Once the rear wheels of the car meet line B, they will have to switch position in order to push the car back towards line A. The timer will stop once the rear wheels of the car meet line A.
4. All teams will have 2 trials. The second trial will be given after all the teams are done with their first trials. The team with the fastest average time wins.
5. Time scores will be disclosed to other teams at the end of the event.

## REGISTRATION FORM

### EVENT

EVENT NAME	IRON WOMAN
SPONSORING ORGANIZATION	UP EPSILON CHI FRATERNITY (EC)

### PARTICIPANT

TEAM NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
PLAYER 4	
PLAYER 5	
ALTERNATE 1	
ALTERNATE 2	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	Guess That Theng'g								
EVENT DESCRIPTION	Think you have what it takes to Guess That Theng'g? Listen to some iconic dialogs and scenes, and start guessing from which movie they came from.								
SPONSORING ORGANIZATION	UP Engineering Radio Guild (UP ERG)								
E-MAIL ADDRESS	snl@up-erg.org								
EVENT COORDINATOR	Adducul, Christian Jay C. Valerio, Charles Phillip R.				CONTACT NUMBER	09205948511			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES		NO	WALK-INS ALLOWED?	<input type="checkbox"/>	YES	<input checked="" type="checkbox"/>	NO
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	70	
MAXIMUM NUMBER OF ENTRIES	15				NUMBER OF PLAYERS	5			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS			
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY			
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT			
ENG'G FACULTY					WORKSHOP				
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME		VENUE			
Pre-Registration	February 6 (Tue) – February 7 (Wed)			Feb 6, 7:00 AM – Feb 7, 11:00 PM		ONLINE			
Registration Fee Payment	February 14 (Wed)			Feb 14, 8:00 AM – 5:00 PM		UP ERG Tambayan			
Registration	March 7 (Wed)			1:00 PM – 1:15 PM		TBA			
Event Proper	March 7 (Wed)			1:15 PM – 3:45 PM		TBA			
EVENT RULES									
I.	<u>GENERAL GUIDELINES</u>								
<ol style="list-style-type: none"> <li>Each organization (organizations who will be participating for EWOC points) may register only one (1) entry composed of five (5) players.</li> <li>All participating organizations are required to fill out the attached Registration Form (page subsequent to the Guess That Theng'g Event Rules). If the team is not part of any organization that is (officially) recognized by the UP College of Engineering, they can choose to either not write any in the "ORGANIZATION NAME" field or write down a team name.</li> <li>Send the filled out PDF copy of the Registration Form to snl@up-erg.org within the allotted Pre-Registration period with the following format:             <ol style="list-style-type: none"> <li>Subject: Guess That Theng'g – ORG NAME (or TEAM NAME or N/A for unaffiliated teams) Example: Guess That Theng'g – UP ERG</li> <li>Filename: GuessThatThengg_Registration_ORGNAME.pdf Example: GuessThatThengg_Registration_UPERG.pdf</li> </ol> </li> <li>The first fifteen (15) teams to pass the registration form during the pre-registration period will be considered pre-registered for the event.</li> <li>Submissions will not be accepted if they have been passed late (e.g. 11:01 PM) or if they do not follow the abovementioned format.</li> <li>A team is considered to be registered for the event if they have paid the set registration fee. Failure to pay will forfeit the registration of the team. Late payments will not be accepted.</li> </ol>									

7. All event-related queries or complaints should be forwarded to the event coordinator.
8. Teams will be asked to show their UP ID during the registration at the event proper.

## II. TECHNICALITIES

### A. ATTENDANCE REQUIREMENTS

1. Teams can only have their attendance checked if all five (5) participants or team members are present. If the players are not complete at any time later than the set default time, they will not be registered and will not be allowed to play the game.
2. Event proper registration or attendance checking will be within the first fifteen (15) minutes after the scheduled time of registration. Teams that will register beyond the allotted period will not be accommodated.
3. Switching of players once the event has started (immediately after the default time) will not be allowed.

### B. SCORING SYSTEM

1. Incorrectly spelled answers will not be accepted.
2. There will be no elimination round. Points garnered from rounds will be tallied. Teams with the first, second, and third highest points will be awarded with their respective EWOC points.
3. Refer to the table below for the points and number of questions per round.

Round	Points	Number of Questions
Easy	1	15
Average	3	7
Difficult	5	5

## III. EVENT MECHANICS

1. The use of cellular phones, laptops, tablets, and other gadgets that may be used to search references or guess the answer will not be allowed during the event proper. Teams that will be seen violating this will be disqualified and ineligible to earn participation points, i.e., will get zero (0) EW points.
2. Coaching of any sort from the audience will not be allowed during the event proper. Teams that are caught being coached will be disqualified and ineligible to earn participation points, i.e., will get zero (0) EW points.
3. All registered teams will compete at the same time.
4. Teams will be given materials to write their answers.
5. The following will be the categories per round:
  - i. Easy: Oscar Nominated Films for Best Picture (2010-2017)
  - ii. Average: Disney Movies
  - iii. Difficult: Top 100 Horror Movies via Rotten Tomatoes
6. The audio of a dialogue or scene from a film will be played. This dialogue or scene will be repeated twice.
7. After the second run of the dialogue or scene, teams will be given a certain time to guess the correct movie. The following are the guessing times given per round.
  - i. Easy: 30 seconds
  - ii. Average: 1 minute
  - iii. Difficult: 2 minutes
8. After the guessing time expires, teams will show their answers. Teams that do not show their answer after

the guessing time will receive no points for that match/movie.

9. The organizers will check which teams have gotten the correct movie.
10. If a team writes more than one answer on the white board, any of their answers will not be considered and they will receive no points for that match/movie.
11. At the end of the game, scores will be tallied. Teams with the first, second, and third highest number of points will be awarded first, second, and third place.
12. In case of a tie for first, second, or third place, teams will be given one more movie to listen to. The first team to guess the movie correctly will win the tie-breaker. In the case of more than two teams being tied for any of the places, the previously mentioned action (one more movie to listen to and the winner being the team to guess the movie correctly first) will be repeated until all ties have been resolved.
13. In the case of team/s unaffiliated with any officially recognized organization of the UP College of Engineering placing, rule 3.9 of the EW Pointing System Section will be followed.
14. The organizers' decision is final and irrevocable.

## REGISTRATION FORM

### EVENT

EVENT NAME	Guess That Theng'g
SPONSORING ORGANIZATION	UP Engineering Radio Guild (UP ERG)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
PLAYER 4	
PLAYER 5	
ALTERNATE 1	
ALTERNATE 2	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION								
EVENT NAME	MMS: Multi-Media Sprinteng'g							
EVENT DESCRIPTION	MMS is a more versatile version of Photosprinteng'gr where teams are asked to capture moments using a myriad of media (i.e. video, photo). It is similar to the Amazing Race where teams are given a list of tasks to complete given a certain time span. MMS challenges the team's creativity, resourcefulness, and time management as the event involves a variety of activities in various locations.							
SPONSORING ORGANIZATION	UP Engineering Radio Guild (UP ERG)							
E-MAIL ADDRESS	snl@up-erg.org							
EVENT COORDINATOR	Paola Ellaine Luzon (Pao) Charles Phillip Valerio (Charles)				CONTACT NUMBER	09173101994 (Pao) 09214172535 (Charles)		
MUST PRE-REGISTER?	YES			NO	WALK-INS ALLOWED?	YES	NO	
EW POINTS	1	200	2	166.67	3	133.33	REGISTRATION FEE	PHP 0.00
MAXIMUM NUMBER OF ENTRIES	12				NUMBER OF PLAYERS	10		
ALLOWED PLAYERS					MINI-EW CATEGORY			
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS		
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY		
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT		
ENG'G FACULTY					WORKSHOP			
SCHEDULE OF ACTIVITIES								
ACTIVITY	DATE		TIME		VENUE			
Pre-registration	Feb 3 – Feb 5		Feb 3 (12AM) – Feb 5 (11:59PM)		ONLINE			
Registration	March 6, 2018		9:00 AM-9:15 AM		UP ERG Tambayan			
Orientation	March 6, 2018		9:15 AM-10:00 AM		UP ERG Tambayan			
Event Proper	March 6, 2018		10:00 AM-5:00 PM		UP Diliman			
Announcement of Winners	March 7, 2018		5:00PM-6:00PM		UP ERG Tambayan			
EVENT RULES								
<p>I. <b><u>GENERAL GUIDELINES</u></b></p> <p><i>Registration:</i> Pre-registration will be done online. Only the first 12 teams to submit (email to snl@up-erg.org) the properly filled up registration form together with the soft copy of Form 5 plus IDs of all 10 players will be able to proceed to registration and participate to the event. Pre-registration is from February 3, 2018 at 12:00AM to February 5, 2018 at 11:59PM. Registration period is strictly from 9:00 AM to 9:15 AM only. Orientation is from 9:15 AM to 10:00 AM. Teams who fail to register during the allotted registration time are automatically disqualified and are not eligible for participation points. Each team is required to show valid IDs of all 10 players upon registration.</p> <p><i>Submission:</i> Deliverables for validation containing the pictures and videos of accomplished tasks MUST be burned on a DVD.</p>								
<p>II. <b><u>TECHNICALITIES</u></b></p> <p>Teams must have at least 50% of the required list to be eligible for participation points. Also, only teams who completed all tasks are qualified for the top 3.</p>								

A team must be ready for submission by 5:00 PM, otherwise the panel will take this as non-participation, incurring them 0 EW points.

### **III. EVENT MECHANICS**

All team members will be photographed before being given a list of things/places/challenges/tasks wherein at least 7 out of 10 registered players must be videotaped/photographed with the item/on the location/doing the challenge.

If the race involves moving to different locations, all means of transportation are allowed.

UP Official time (taken from <http://time.upd.edu.ph/>) must be clearly shown in all photos and videos.

*A photo/video is considered invalid if:*

- Less than 7 registered players are in the photo/video.
- The photo/video was not taken inside UP Diliman.
- Photo/video is edited.
- Photo/video was not taken on the same day.
- The task is not accomplished.
- UP Official time is not shown in the photo.
- UP Official time is not displayed in the whole duration of the video

*Submissions must follow the following format:*

- Photos must be in .jpg file format only.
- Videos must be in .mov/.mp4 file format only.
- File names must follow this filename format: task\_xx.yyy. (ex. task\_01.jpg / task\_01.mov / task\_01.mp4) Photos/videos not following the above mentioned format will be considered void.

Submission venue is at the UP ERG Tambayan. If a team's submission is ineligible for validation (i.e. does not contain enough pictures and videos), the team will be advised to continue with the race given that there is still enough time, unless the team decides to quit and thus forfeits participation.

The results will be announced at 5:00 P.M. of the following day. The team with the most number of valid pictures and videos will be declared as the winner. In the case wherein multiple teams have the same number of valid submissions, concerned teams will be ranked according to the time of submission of their respective entries.

The decision of the panel is final.

## REGISTRATION FORM

### EVENT

EVENT NAME	MMS: Multi-Media Sprinteng'g
SPONSORING ORGANIZATION	UP Engineering Radio Guild (UP ERG)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
PLAYER 4	
PLAYER 5	
PLAYER 6	
PLAYER 7	
PLAYER 8	
PLAYER 9	
PLAYER 10	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION								
EVENT NAME	Priceng'g							
EVENT DESCRIPTION	Priceng'g is a test of our knowledge in the world of engineering. Throughout our engineering lives, we will encounter the need for the use of various tools, equipment, and other specialized products. In a similar manner as the popular game show, 'The Price is Right', players must successfully guess the (initially unknown) retail prices of different equipment and tools in the different fields of engineering. The said products may range from general engineering purposes to specific applications.							
SPONSORING ORGANIZATION	UP Engineering Radio Guild (UP ERG)							
E-MAIL ADDRESS	snl@up-erg.org							
EVENT COORDINATOR	Jonathan Mendaros (Jon) Charles Phillip Valerio (Charles)				CONTACT NUMBER	09954335372 (Jon) 09214172535 (Charles)		
MUST PRE-REGISTER?	X	YES		NO	WALK-INS ALLOWED?	YES	X	NO
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	100
MAXIMUM NUMBER OF ENTRIES	12				NUMBER OF PLAYERS	2		
ALLOWED PLAYERS <i>Shade all that apply.</i>				MINI-EW CATEGORY <i>Shade one box only.</i>				
X	AFF ENG'G STUDENT			ARTS/TALENT	SPORTS			
X	AFF ONCE ENG'G STUDENT			PARLOR/RELAY/CHANCE	STRATEGY			
X	UNAFF ENG'G STUDENT			QUIZ SHOW	NIGHT EVENT			
	ENG'G FACULTY			X	ENGG DISCIPLINE			
SCHEDULE OF ACTIVITIES								
ACTIVITY	DATE		TIME		VENUE			
Pre-Registration	Feb 6-7 (Tue-Wed)		Feb 6 (12:00AM) – Feb 7 (11:59PM)		ONLINE			
Registration Fee Payment	Feb 15 (Thurs)		9:00AM-5:30PM		UP ERG Tambayan			
Registration	March 1 (Thurs)		9:15AM - 9:30AM		TBA			
Orientation	March 1 (Thurs)		9:30AM - 10:00AM		TBA			
Event Proper	March 1 (Thurs)		10:00AM - 12:00PM		PH 400			
EVENT RULES								
I.	<u>GENERAL GUIDELINES</u>							
A.	REGISTRATION AND SUBMISSION							
1.	Registration is from 9:15AM to 9:30AM only. Default time for the event is 9:30AM. Orientation is from 9:30AM to 10:00AM. Teams who fail to register during the allotted time are automatically considered disqualified and are not eligible for participation points.							
2.	The required number of players to be registered during the day of event is two (2).							
3.	Organizations may pre-register 2 players and 1 alternate. Only 2 of these players may be registered during registration and will serve as the pool of players. The two players playing at any point during the match must only come from the pool of players.							
4.	Only those who will arrive on or before 9:15 AM, will be considered in the pool of players. If a team failed to have at least two players by the default time, then the team is considered to be disqualified and ineligible for participation points.							
B.	PRE-REGISTRATION							
1.	Each organization (organizations who will be participating for EWOC points) may register only one (1) entry composed of two (2) players.							
2.	All participating organizations are required to fill out the attached Registration Form (page subsequent to the Priceng'g Event Rules). If the team is not part of any organization that is (officially) recognized by the UP College of Engineering, they can choose to either not write any in the "ORGANIZATION NAME" field or write down a team name.							
3.	Send the filled out PDF copy of the Registration Form to snl@up-erg.org within the allotted Pre-Registration period with the following format:							
a.	Subject: Priceng'g – ORG NAME (or TEAM NAME or N/A for unaffiliated teams) Example: Priceng'g – UP ERG							
b.	Filename: Priceng'g _Registration_ORGNAME.pdf Example: Priceng'g _Registration_UPERG.pdf							

4. The first twelve (12) teams to pass the registration form during the pre-registration period will be considered pre-registered for the event.
5. Submissions will not be accepted if they have been passed late (e.g. 12:00 AM) or if they do not follow the abovementioned format.
6. A team is considered to be registered for the event if they have paid the set registration fee. Failure to pay will forfeit the registration of the team. Late payments will not be accepted.
7. All event-related queries or complaints should be forwarded to the event coordinator.

## II. TECHNICALITIES

### A. TABLE OF DEDUCTIONS

Action	Sanction
The participation of anyone not on the pre-determined team	Disqualification
The use of any mobile devices or computers during the competition	Disqualification

### B. ATTENDANCE REQUIREMENTS

- Registration starts at 9:15AM. Teams must have 2 registered players by 9:30AM (15 minutes after start of registration), any less will render the team ineligible to participate.
- UP IDs or any valid ID must be presented for registration.

### C. SCORING SYSTEM

- The team/s that successfully guess/es the exact price of an object will gain two (2) points. If no team successfully guesses the exact price, the team that has the closest guess without surpassing the actual answer will gain one (1) point.
- In the event of a tie between teams at the end of a round, a final sudden-death item will be given. The team to either successfully guess the price or have the closest guess without surpassing the actual will move on to the next round. This will repeat until one winner is determined for the tiebreaker.
- In the event that multiple teams have the same correct answers to an item, all correct teams will gain the same point/s.

## III. EVENT MECHANICS

- A. The event will have three (3) rounds: elimination, semi-final, and final.
- B. There will be three (3) brackets only for the elimination round. Bracketing will be done during registration period and via draw lots. Teams who draw numbers 1-4 will be seeded to bracket A; numbers 5-8 will be seeded to bracket B; numbers 9-12 will be seeded to bracket C.
- C. The source of the price of the objects will be revealed during the orientation.
- D. The top two teams per bracket at the end of the initial round will proceed to the semi-final round.
- E. The top three teams at the end of the semi-final round will proceed to the final round.
- F. The scores at the final round will be tallied to determine the first, second and third place.
- G. Teams will be given materials wherein they will write their guesses.
- H. A brief description of the equipment will be read before the time limit starts.
- I. Correct answers for all items will be in Philippine Peso (Php).
- J. There will be ten (10) items for the elimination round and five (5) items each for the semi-final and final rounds. Teams will be ranked according to their point totals.
- K. Teams will be given a time limit of 30 seconds per item. Teams may answer any time prior to the time limit expiring. Teams may only answer once per item.

## REGISTRATION FORM

### EVENT

EVENT NAME	Priceng'g
SPONSORING ORGANIZATION	UP Engineering Radio Guild (UP ERG)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
ALTERNATE 1	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	<b>Volleybagan 2018 (Men's Division)</b>								
EVENT DESCRIPTION	A neck-to-neck competition on who's the best in volleyball among different Engineering organizations. The competition is divided into 3 divisions (Men's, Women's, and Mixed). For this year's set, who will become the Volleybagan Champion?								
SPONSORING ORGANIZATION	UP Geodetic Engineering Club (UP GE Club)								
E-MAIL ADDRESS	upgeclub.ec@gmail.com								
EVENT COORDINATOR	John Emmanuel D. Escoto (Jim)				CONTACT NUMBER	09777672730			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	800	
MAXIMUM NUMBER OF ENTRIES	12				NUMBER OF PLAYERS	25			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/>	SPORTS		
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input type="checkbox"/>	STRATEGY		
UNAFF ENG'G STUDENT					QUIZ SHOW	<input type="checkbox"/>	NIGHT EVENT		
ENG'G FACULTY					WORKSHOP	<input type="checkbox"/>	<input type="checkbox"/>		
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME	VENUE				
REGISTRATION	January 22-25			8:00 AM – 6:00 PM	MH428				
ORG BRIEFING	January 26			6:00 – 7:00 PM	MH428				
ELIMINATION ROUND	February 5-20			8:00 AM – 5:00 PM	CHAC BLISS LAMBAK DAGOHOY Village B				
SEMI-FINAL ROUND	February 21-22			8:00 AM – 5:00 PM	CHAC BLISS LAMBAK DAGOHOY Village B				
BATTLE FOR THIRD	February 23			8:00 AM – 5:00 PM	CHAC BLISS LAMBAK DAGOHOY Village B				
FINAL ROUND	February 23 & 26			8:00 AM – 5:00 PM	CHAC BLISS LAMBAK DAGOHOY Village B				
EVENT RULES									
I.	<b>GENERAL GUIDELINES</b>								
A.	REGISTRATION & SUBMISSION								
1.	Completely fill out registration forms.								

2. An organization is considered registered after they have submitted the registration form, paid the registration fee, and submitted a photocopy of form 5 with ID of each player in the roster during the allotted time.
  3. Registration will be in FIRST-COME-FIRST-SERVED basis.
  4. Maximum of TWELVE (12) organizations with a limit of only ONE (1) entry per organization.
  5. Time basis and order of submissions will be based on ESC Official Eng'g Week Clock.
  6. Organizations are allowed to change their jersey numbers until February 2, 2018, 11:59pm.
- B. PRE-EVENT
1. ACTIVITIES WITH DESCRIPTIONS
    - a. Organization Briefing – Registered organizations must send at most TWO (2) representatives to attend the briefing.
    - b. If in case that there will be no representative present in the briefing, the organizers have the authority to assign the registered organization to its bracket.
  2. REQUIREMENTS
    - a. Must be a bonafide member of the participating organization and part of the Eng'g Week 2015 Roster and the Roster of Players submitted by the organization during the registration.
    - b. Only one (1) UP VOLLEYBALL VARSITY PLAYER per division is allowed to play for an organization provided he/she is a bonafide member of that organization and is an eligible player based on the organizations basis (Either Aff/Unaff Engg, or Aff. Once Engg). The list of UP VARSITY PLAYERS will be verified from an official list form the College of Human Kinetics.
    - c. A player can play in one division per organization only. (Example: Given that X is included in the roster of multiple organizations; X can play in the men's division of ORG A and in the mixed division of ORG B. But X cannot play in the mixed division of ORG A, men's division of org B and both divisions of his other orgs)

## II.

### **TECHNICALITIES**

#### A. TABLE OF DEDUCTIONS

1. Misconducts:
  - a) Initiation of a direct physical assault to opposing team member(s) and/or game official(s).
  - b) Use of foul words (i.e. "putang ina", etc) directed to an opposing team member(s) or game official(s) to provoke a physical brawl resulting to injuries. The official coach will decide whether the word is considered foul or not.
  - c) Intentional mishandling (i.e. throwing of ball to the opponent, etc) of game equipments during and after the game proper.
2. Penalties:
  - o In case of (a) and (b):
    - o First warning = Player(s) involved will be suspended for one (1) game prior to the event. This means he/she cannot play for the next game.
    - o Second Warning = Player(s) involved will be suspended for three (3) games prior to the event. This means he/she cannot play for the next three games.
    - o Third Warning = Player(s) involved will be disqualified to play for the whole duration of the tournament.
  - o In case of (c):
    - o Damage of equipments such as the ball and net shall be charged to the player(s)/team. They are required to replace the said equipment within 24hrs of the said incident. In case the team disregards the notice of replacement, they will be disqualified for the rest of the tournament.
    - o Team(s) having more than one (1) varsity players in their rosters is disqualified to join the tournament.
    - o Team(s) caught having unregistered players playing during the game proper are automatically disqualified.

#### B. ATTENDANCE REQUIREMENTS

1. Maximum of TWENTY-FIVE (25) registered players.
2. Each player must present their UP ID or FORM5 WITH ANY VALID ID w/ PICTURE to check if they are part of the official Eng'g Week Roster. Players who fail to do so will not be allowed to play on that certain game.
3. Must be in appropriate sports attire (Jersey shirt/Tshirt with number, Jersey shorts/Jogging Pants and rubber shoes).
4. Players are considered present if they are in the playing court with their ID and proper attire.
5. In case that a player does not wear the appropriate attire, he/she will not be allowed to play.
6. At least 6 players from the organization must be at the venue at most FIFTEEN (15) MINUTES from their respective game schedule.

#### C. SCORING SYSTEM

1. The games will be officiated using Philippine Volleyball League (PVL) rules.

### III. EVENT MECHANICS

1. The games will be officiated using PVL rules. Teams in each division will be grouped into two (2) brackets (please refer to next page for the bracketing) and will play in single round robin elimination. In cases in which the number of teams cannot allow division into two (2) brackets, there shall only be one (1) bracket and will also play in single round robin elimination.
2. The top two teams in each bracket will then qualify to play in a cross over semi-finals. The rank 1 team in each bracket will have a twice to beat advantage provided that the team did not incur a loss game in the elimination round. In case of a tie during the elimination round, a win over the other rule will be followed. In cases in which there is only one (1) bracket in a certain division, the semi-finals would be participated by the top four (4) teams and the games would be: rank no. 1 vs. rank no. 4 and rank no. 2 vs. rank no. 3; however, if there are only 5 participating teams in that certain division, **NO SEMI-FINALS will be held, instead the TOP 2 teams will automatically proceed to FINALS.** The 3<sup>rd</sup> ranking team in the round robin elimination will then automatically be awarded as the 3<sup>rd</sup> placer.
3. For divisions with two brackets, the two (2) winners in the semi-finals will then play for the championship round. Losing teams in the semi-finals will then compete to determine who will be the third placer.
4. For the mixed division, a minimum of two (2) and a maximum of three (3) male players are allowed to play at the same time.
5. Default time is 15 minutes, ESC Official Eng'g Week Clock (+/-) 1 min. There should be at least six (6) players of the team at the court with proper attire and ID presented at the end of the default time. For mixed division, at least two male players (provided that they have satisfied the condition indicated in II.B.6) should be present during the default time.
6. Deadline of registration will be on January 25. Schedule of games will be available on January 29.
7. The game schedules will be chosen at random to avoid bias. The organizers will provide a game schedule template, and the participating teams will draw lots to fill the respective game schedules. The output will then be considered as the pre-scheduled games.
8. **There will be no rescheduling of the pre-scheduled games.** In case any pre-scheduled game is rescheduled due to unavoidable circumstances, the Volleybagan Committee reserves the right to give the final reschedule of the game. As such, all rescheduled games will be held on the Saturday immediately following the postponed game.
9. Postponement of games due to unavoidable circumstances (i.e. rain, suspension of classes) will be announced by the Volleybagan Committee at least 15 minutes before the scheduled game.
10. The Volleybagan Committee reserves the right to change the rules of the event to ensure the success of the event.
11. Breaking the tie will be determined by “win over the other” rule. In case of a triple or more ties, averaging the total game scores over their respective matches will apply.
12. Referee's decision is final and corresponding penalties (II.A.2) shall be implemented upon player/s or team's misconduct (II.A.1).
13. No participation points will be granted to an organization who incurs more than 50% default games during the elimination round.

### SCHEDULE OF GAMES

From	To	5-Feb	6-Feb	7-Feb	8-Feb	9-Feb
8	9	1A vs 2A (W)	1B vs 2B (W)	5A vs 6A (M)	5B vs 6B (M)	4A vs 5A (X)
9	10	1A vs 2A (X)	1B vs 2B (X)	2A vs 3A (W)	2B vs 3B (W)	4A vs 5A (M)
10	11	1A vs 2A (M)	1B vs 2B (M)	2A vs 3A (X)	2B vs 3B (X)	4A vs 5A (W)
11	12	3A vs 4A (W)	3B vs 4B (W)	2A vs 3A (M)	2B vs 3B (M)	3A vs 6A (X)
12	1					
1	2	3A vs 4A (X)	3B vs 4B (X)	1A vs 4A (W)	1B vs 4B (W)	3A vs 6A (M)
2	3	3A vs 4A (M)	3B vs 4B (M)	1A vs 4A (X)	1B vs 4B (X)	3A vs 6A (W)
3	4	5A vs 6A (W)	5B vs 6B (W)	1A vs 4A (M)	1B vs 4B (M)	2B vs 4B (M)
4	5	5A vs 6A (X)	5B vs 6B (X)	2B vs 4B (W)	2A vs 4A (W)	2B vs 4B (X)

From	To	12-Feb	13-Feb	14-Feb	15-Feb	16-Feb
8	9	4B vs 5B (X)	2A vs 5A (M)	2B vs 5B (M)	3A vs 5A (W)	

<b>9</b>	<b>10</b>	4B vs 5B (M)	2A vs 5A (W)	2B vs 5B (W)	3A vs 5A (X)	3B vs 5B (W)	
<b>10</b>	<b>11</b>	4B vs 5B (W)	2A vs 5A (X)	2B vs 5B (X)	3A vs 5A (M)	3B vs 5B (X)	
<b>11</b>	<b>12</b>	3B vs 6B (X)	1A vs 3A (M)	1B vs 3B (M)	2A vs 6A (X)	3B vs 5B (M)	
<b>12</b>	<b>1</b>						
<b>1</b>	<b>2</b>	3B vs 6B (M)	1A vs 3A (W)	1B vs 3B (W)	2A vs 6A (W)	1A vs 5A (W)	
<b>2</b>	<b>3</b>	3B vs 6B (W)	1A vs 3A (X)	1B vs 3B (X)	2A vs 6A (M)	1A vs 5A (M)	
<b>3</b>	<b>4</b>	2A vs 4A (M)	4A vs 6A (M)	4A vs 6A (X)	4B vs 6B (M)	1A vs 5A (X)	
<b>4</b>	<b>5</b>	2A vs 4A (X)	4A vs 6A (W)	4B vs 6B (X)	4B vs 6B (W)		

From	To	19-Feb	20-Feb
<b>8</b>	<b>9</b>	1B vs 5B (X)	
<b>9</b>	<b>10</b>	1A vs 6A (X)	
<b>10</b>	<b>11</b>	1A vs 6A (W)	1B vs 6B (M)
<b>11</b>	<b>12</b>	2B vs 6B (X)	1B vs 6B (X)
<b>12</b>	<b>1</b>		
<b>1</b>	<b>2</b>	2B vs 6B (W)	1B vs 6B (W)
<b>2</b>	<b>3</b>	2B vs 6B (M)	1A vs 6A (M)
<b>3</b>	<b>4</b>	1B vs 5B (W)	
<b>4</b>	<b>5</b>	1B vs 5B (M)	

From	To	21-Feb	22-Feb	23-Feb	26-Feb
<b>8</b>	<b>9</b>				
<b>9</b>	<b>10</b>	Semis (X1)	Semis (M2)	3rd (W)	
<b>10</b>	<b>11</b>	Semis (W1)	Semis (W2)	3rd (X)	Finals (W)
<b>11</b>	<b>12</b>	Semis (M1)	Semis (X2)	3rd (M)	
<b>12</b>	<b>1</b>				
<b>1</b>	<b>2</b>	Semis (X2)	Semis (M1)	Finals (X)	Finals (M)
<b>2</b>	<b>3</b>	Semis (W2)	Semis (W1)		
<b>3</b>	<b>4</b>	Semis (M2)	Semis (X1)		
<b>4</b>	<b>5</b>				

# REGISTRATION FORM

EVENT	
EVENT NAME	Volleybagan 2018 (Men's Division)
SPONSORING ORGANIZATION	UP Geodetic Engineering Club (UP GE Club)

PARTICIPANT				
ORGANIZATION NAME				
CONTACT PERSON/S (at most 2 representatives)				
CONTACT NUMBER/S - ex. 09XXXXXXX (Juan)				
DIVISION	Men's		Women's	Mixed

**Received by:**

**UP Geodetic Engineering Club Representative**  
(Signature above printed name)

**Date of Submission:**

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	<b>Volleybagan 2018 (Mixed Division)</b>									
EVENT DESCRIPTION	A neck-to-neck competition on who's the best in volleyball among different Engineering organizations. The competition is divided into 3 divisions (Men's, Women's, and Mixed). For this year's set, who will become the Volleybagan Champion?									
SPONSORING ORGANIZATION	UP Geodetic Engineering Club (UP GE Club)									
E-MAIL ADDRESS	upgeclub.ec@gmail.com									
EVENT COORDINATOR	John Emmanuel D. Escoto (Jim)					CONTACT NUMBER	09777672730			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	200	2	166.67	3	133.33	REGISTRATION FEE	1500		
MAXIMUM NUMBER OF ENTRIES	12					NUMBER OF PLAYERS	25			
<b>ALLOWED PLAYERS</b> <i>Shade all that apply.</i>						<b>MINI-EW CATEGORY</b> <i>Shade one box only.</i>				
<input checked="" type="checkbox"/> AFF ENG'G STUDENT						<input checked="" type="checkbox"/> ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS			
<input checked="" type="checkbox"/> AFF ONCE ENG'G STUDENT						<input checked="" type="checkbox"/> PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/> STRATEGY			
<input checked="" type="checkbox"/> UNAFF ENG'G STUDENT						<input checked="" type="checkbox"/> QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT			
<input checked="" type="checkbox"/> ENG'G FACULTY						<input checked="" type="checkbox"/> WORKSHOP				
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE				TIME	VENUE				
REGISTRATION	January 22-25				8:00 AM – 6:00 PM	MH428				
ORG BRIEFING	January 26				6:00 – 7:00 PM	MH428				
ELIMINATION ROUND	February 5-20				8:00 AM – 5:00 PM	CHAC BLISS LAMBAK DAGOHOY Village B				
SEMI-FINAL ROUND	February 21-22				8:00 AM – 5:00 PM	CHAC BLISS LAMBAK DAGOHOY Village B				
BATTLE FOR THIRD	February 23				8:00 AM – 5:00 PM	CHAC BLISS LAMBAK DAGOHOY Village B				
FINAL ROUND	February 23 & 26				8:00 AM – 5:00 PM	CHAC BLISS LAMBAK DAGOHOY Village B				
EVENT RULES										
I.	<b><u>GENERAL GUIDELINES</u></b>									
A.	REGISTRATION & SUBMISSION									
	1. Completely fill out registration forms.									

2. An organization is considered registered after they have submitted the registration form, paid the registration fee, and submitted a photocopy of form 5 with ID of each player in the roster during the allotted time.
  3. Registration will be in FIRST-COME-FIRST-SERVED basis.
  4. Maximum of TWELVE (12) organizations with a limit of only ONE (1) entry per organization.
  5. Time basis and order of submissions will be based on ESC Official Eng'g Week Clock.
  6. Organizations are allowed to change their jersey numbers until February 2, 2018, 11:59pm.
- B. PRE-EVENT
1. ACTIVITIES WITH DESCRIPTIONS
    - a. Organization Briefing – Registered organizations must send at most TWO (2) representatives to attend the briefing.
    - b. If in case that there will be no representative present in the briefing, the organizers have the authority to assign the registered organization to its bracket.
  2. REQUIREMENTS
    - a. Must be a bonafide member of the participating organization and part of the Eng'g Week 2015 Roster and the Roster of Players submitted by the organization during the registration.
    - b. Only one (1) UP VOLLEYBALL VARSITY PLAYER per division is allowed to play for an organization provided he/she is a bonafide member of that organization and is an eligible player based on the organizations basis (Either Aff/Unaff Engg, or Aff. Once Engg). The list of UP VARSITY PLAYERS will be verified from an official list form the College of Human Kinetics.
    - c. A player can play in one division per organization only. (Example: Given that X is included in the roster of multiple organizations; X can play in the men's division of ORG A and in the mixed division of ORG B. But X cannot play in the mixed division of ORG A, men's division of org B and both divisions of his other orgs)

## II.

### **TECHNICALITIES**

#### A. TABLE OF DEDUCTIONS

1. Misconducts:
  - a) Initiation of a direct physical assault to opposing team member(s) and/or game official(s).
  - b) Use of foul words (i.e. "putang ina", etc) directed to an opposing team member(s) or game official(s) to provoke a physical brawl resulting to injuries. The official coach will decide whether the word is considered foul or not.
  - c) Intentional mishandling (i.e. throwing of ball to the opponent, etc) of game equipments during and after the game proper.
2. Penalties:
  - o In case of (a) and (b):
    - o First warning = Player(s) involved will be suspended for one (1) game prior to the event. This means he/she cannot play for the next game.
    - o Second Warning = Player(s) involved will be suspended for three (3) games prior to the event. This means he/she cannot play for the next three games.
    - o Third Warning = Player(s) involved will be disqualified to play for the whole duration of the tournament.
  - o In case of (c):
    - o Damage of equipments such as the ball and net shall be charged to the player(s)/team. They are required to replace the said equipment within 24hrs of the said incident. In case the team disregards the notice of replacement, they will be disqualified for the rest of the tournament.
    - o Team(s) having more than one (1) varsity players in their rosters is disqualified to join the tournament.
    - o Team(s) caught having unregistered players playing during the game proper are automatically disqualified.

#### B. ATTENDANCE REQUIREMENTS

1. Maximum of TWENTY-FIVE (25) registered players.
2. Each player must present their UP ID or FORM5 WITH ANY VALID ID w/ PICTURE to check if they are part of the official Eng'g Week Roster. Players who fail to do so will not be allowed to play on that certain game.
3. Must be in appropriate sports attire (Jersey shirt/Tshirt with number, Jersey shorts/Jogging Pants and rubber shoes).
4. Players are considered present if they are in the playing court with their ID and proper attire.
5. In case that a player does not wear the appropriate attire, he/she will not be allowed to play.
6. At least 6 players from the organization must be at the venue at most FIFTEEN (15) MINUTES from their respective game schedule.

#### C. SCORING SYSTEM

1. The games will be officiated using Philippine Volleyball League (PVL) rules.

### III. EVENT MECHANICS

1. The games will be officiated using PVL rules. Teams in each division will be grouped into two (2) brackets (please refer to next page for the bracketing) and will play in single round robin elimination. In cases in which the number of teams cannot allow division into two (2) brackets, there shall only be one (1) bracket and will also play in single round robin elimination.
2. The top two teams in each bracket will then qualify to play in a cross over semi-finals. The rank 1 team in each bracket will have a twice to beat advantage provided that the team did not incur a loss game in the elimination round. In case of a tie during the elimination round, a win over the other rule will be followed. In cases in which there is only one (1) bracket in a certain division, the semi-finals would be participated by the top four (4) teams and the games would be: rank no. 1 vs. rank no. 4 and rank no. 2 vs. rank no. 3; however, if there are only 5 participating teams in that certain division, **NO SEMI-FINALS will be held, instead the TOP 2 teams will automatically proceed to FINALS.** The 3<sup>rd</sup> ranking team in the round robin elimination will then automatically be awarded as the 3<sup>rd</sup> placer.
3. For divisions with two brackets, the two (2) winners in the semi-finals will then play for the championship round. Losing teams in the semi-finals will then compete to determine who will be the third placer.
4. For the mixed division, a minimum of two (2) and a maximum of three (3) male players are allowed to play at the same time.
5. Default time is 15 minutes, ESC Official Eng'g Week Clock (+/-) 1 min. There should be at least six (6) players of the team at the court with proper attire and ID presented at the end of the default time. For mixed division, at least two male players (provided that they have satisfied the condition indicated in II.B.6) should be present during the default time.
6. Deadline of registration will be on January 25. Schedule of games will be available on January 29.
7. The game schedules will be chosen at random to avoid bias. The organizers will provide a game schedule template, and the participating teams will draw lots to fill the respective game schedules. The output will then be considered as the pre-scheduled games.
8. **There will be no rescheduling of the pre-scheduled games.** In case any pre-scheduled game is rescheduled due to unavoidable circumstances, the Volleybagan Committee reserves the right to give the final reschedule of the game. As such, all rescheduled games will be held on the Saturday immediately following the postponed game.
9. Postponement of games due to unavoidable circumstances (ie. rain, suspension of classes) will be announced by the Volleybagan Committee at least 15 minutes before the scheduled game.
10. The Volleybagan Committee reserves the right to change the rules of the event to ensure the success of the event.
11. Breaking the tie will be determined by “win over the other” rule. In case of a triple or more ties, averaging the total game scores over their respective matches will apply.
12. Referee's decision is final and corresponding penalties (II.A.2) shall be implemented upon player/s or team's misconduct (II.A.1).
13. No participation points will be granted to an organization who incurs more than 50% default games during the elimination round.

### SCHEDULE OF GAMES

From	To	5-Feb	6-Feb	7-Feb	8-Feb	9-Feb
8	9	1A vs 2A (W)	1B vs 2B (W)	5A vs 6A (M)	5B vs 6B (M)	4A vs 5A (X)
9	10	1A vs 2A (X)	1B vs 2B (X)	2A vs 3A (W)	2B vs 3B (W)	4A vs 5A (M)
10	11	1A vs 2A (M)	1B vs 2B (M)	2A vs 3A (X)	2B vs 3B (X)	4A vs 5A (W)
11	12	3A vs 4A (W)	3B vs 4B (W)	2A vs 3A (M)	2B vs 3B (M)	3A vs 6A (X)
12	1					
1	2	3A vs 4A (X)	3B vs 4B (X)	1A vs 4A (W)	1B vs 4B (W)	3A vs 6A (M)
2	3	3A vs 4A (M)	3B vs 4B (M)	1A vs 4A (X)	1B vs 4B (X)	3A vs 6A (W)
3	4	5A vs 6A (W)	5B vs 6B (W)	1A vs 4A (M)	1B vs 4B (M)	2B vs 4B (M)
4	5	5A vs 6A (X)	5B vs 6B (X)	2B vs 4B (W)	2A vs 4A (W)	2B vs 4B (X)

From	To	12-Feb	13-Feb	14-Feb	15-Feb	16-Feb
8	9	4B vs 5B (X)	2A vs 5A (M)	2B vs 5B (M)	3A vs 5A (W)	

<b>9</b>	<b>10</b>	4B vs 5B (M)	2A vs 5A (W)	2B vs 5B (W)	3A vs 5A (X)	3B vs 5B (W)	
<b>10</b>	<b>11</b>	4B vs 5B (W)	2A vs 5A (X)	2B vs 5B (X)	3A vs 5A (M)	3B vs 5B (X)	
<b>11</b>	<b>12</b>	3B vs 6B (X)	1A vs 3A (M)	1B vs 3B (M)	2A vs 6A (X)	3B vs 5B (M)	
<b>12</b>	<b>1</b>						
<b>1</b>	<b>2</b>	3B vs 6B (M)	1A vs 3A (W)	1B vs 3B (W)	2A vs 6A (W)	1A vs 5A (W)	
<b>2</b>	<b>3</b>	3B vs 6B (W)	1A vs 3A (X)	1B vs 3B (X)	2A vs 6A (M)	1A vs 5A (M)	
<b>3</b>	<b>4</b>	2A vs 4A (M)	4A vs 6A (M)	4A vs 6A (X)	4B vs 6B (M)	1A vs 5A (X)	
<b>4</b>	<b>5</b>	2A vs 4A (X)	4A vs 6A (W)	4B vs 6B (X)	4B vs 6B (W)		

From	To	19-Feb	20-Feb
<b>8</b>	<b>9</b>	1B vs 5B (X)	
<b>9</b>	<b>10</b>	1A vs 6A (X)	
<b>10</b>	<b>11</b>	1A vs 6A (W)	1B vs 6B (M)
<b>11</b>	<b>12</b>	2B vs 6B (X)	1B vs 6B (X)
<b>12</b>	<b>1</b>		
<b>1</b>	<b>2</b>	2B vs 6B (W)	1B vs 6B (W)
<b>2</b>	<b>3</b>	2B vs 6B (M)	1A vs 6A (M)
<b>3</b>	<b>4</b>	1B vs 5B (W)	
<b>4</b>	<b>5</b>	1B vs 5B (M)	

From	To	21-Feb	22-Feb	23-Feb	26-Feb
<b>8</b>	<b>9</b>				
<b>9</b>	<b>10</b>	Semis (X1)	Semis (M2)	3rd (W)	
<b>10</b>	<b>11</b>	Semis (W1)	Semis (W2)	3rd (X)	Finals (W)
<b>11</b>	<b>12</b>	Semis (M1)	Semis (X2)	3rd (M)	
<b>12</b>	<b>1</b>				
<b>1</b>	<b>2</b>	Semis (X2)	Semis (M1)	Finals (X)	Finals (M)
<b>2</b>	<b>3</b>	Semis (W2)	Semis (W1)		
<b>3</b>	<b>4</b>	Semis (M2)	Semis (X1)		
<b>4</b>	<b>5</b>				

## **REGISTRATION FORM**

EVENT	
EVENT NAME	Volleybagan 2018 (Mixed Division)
SPONSORING ORGANIZATION	UP Geodetic Engineering Club (UP GE Club)

PARTICIPANT				
ORGANIZATION NAME				
CONTACT PERSON/S (at most 2 representatives)				
CONTACT NUMBER/S - ex. 09XXXXXXX (Juan)				
DIVISION	Men's		Women's	Mixed

**Received by:**

**UP Geodetic Engineering Club Representative**  
(Signature above printed name)

**Date of Submission:**

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	Volleybagan 2018 (Women's Division)								
EVENT DESCRIPTION	A neck-to-neck competition on who's the best in volleyball among different Engineering organizations. The competition is divided into 3 divisions (Men's, Women's, and Mixed). For this year's set, who will become the Volleybagan Champion?								
SPONSORING ORGANIZATION	UP Geodetic Engineering Club (UP GE Club)								
E-MAIL ADDRESS	upgeclub.ec@gmail.com								
EVENT COORDINATOR	John Emmanuel D. Escoto (Jim)				CONTACT NUMBER	09777672730			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	800	
MAXIMUM NUMBER OF ENTRIES	12				NUMBER OF PLAYERS		25		
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/>	SPORTS		
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input type="checkbox"/>	STRATEGY		
UNAFF ENG'G STUDENT					QUIZ SHOW	<input type="checkbox"/>	NIGHT EVENT		
ENG'G FACULTY					WORKSHOP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME		VENUE			
REGISTRATION	January 22-25			8:00 AM – 6:00 PM		MH428			
ORG BRIEFING	January 26			6:00 – 7:00 PM		MH428			
ELIMINATION ROUND	February 5-20			8:00 AM – 5:00 PM		CHAC BLISS LAMBAK DAGOHOY			
SEMI-FINAL ROUND	February 21-22			8:00 AM – 5:00 PM		CHAC BLISS LAMBAK DAGOHOY			
BATTLE FOR THIRD	February 23			8:00 AM – 5:00 PM		CHAC BLISS LAMBAK DAGOHOY			
FINAL ROUND	February 23 & 26			8:00 AM – 5:00 PM		CHAC BLISS LAMBAK DAGOHOY			
EVENT RULES									
I.	<b><u>GENERAL GUIDELINES</u></b>								
A.	<b>REGISTRATION &amp; SUBMISSION</b>								
<ol style="list-style-type: none"> <li>1. Completely fill out registration forms.</li> <li>2. An organization is considered registered after they have submitted the registration form, paid the registration fee, and submitted a photocopy of form 5 with ID of each player in the roster during the allotted time.</li> <li>3. Registration will be in FIRST-COME-FIRST-SERVED basis.</li> <li>4. Maximum of TWELVE (12) organizations with a limit of only ONE (1) entry per organization.</li> </ol>									

5. Time basis and order of submissions will be based on ESC Official Eng'g Week Clock.  
 6. Organizations are allowed to change their jersey numbers until February 2, 2018, 11:59pm.
- B. PRE-EVENT**
3. ACTIVITIES WITH DESCRIPTIONS
    - a. Organization Briefing – Registered organizations must send at most TWO (2) representatives to attend the briefing.
    - b. If in case that there will be no representative present in the briefing, the organizers have the authority to assign the registered organization to its bracket.
  4. REQUIREMENTS
    - a. Must be a bonafide member of the participating organization and part of the Eng'g Week 2015 Roster and the Roster of Players submitted by the organization during the registration.
    - b. Only one (1) UP VOLLEYBALL VARSITY PLAYER per division is allowed to play for an organization provided he/she is a bonafide member of that organization and is an eligible player based on the organizations basis (Either Aff/Unaff Engg, or Aff. Once Engg). The list of UP VARSITY PLAYERS will be verified from an official list form the College of Human Kinetics.
    - c. A player can play in one division per organization only. (Example: Given that X is included in the roster of multiple organizations; X can play in the men's division of ORG A and in the mixed division of ORG B. But X cannot play in the mixed division of ORG A, men's division of org B and both divisions of his other orgs)

## **II. TECHNICALITIES**

### **A. TABLE OF DEDUCTIONS**

1. Misconducts:
  - a) Initiation of a direct physical assault to opposing team member(s) and/or game official(s).
  - b) Use of foul words (i.e. "putang ina", etc) directed to an opposing team member(s) or game official(s) to provoke a physical brawl resulting to injuries. The official coach will decide whether the word is considered foul or not.
  - c) Intentional mishandling (i.e. throwing of ball to the opponent, etc) of game equipments during and after the game proper.
2. Penalties:
  - o In case of (a) and (b):
    - o First warning = Player(s) involved will be suspended for one (1) game prior to the event. This means he/she cannot play for the next game.
    - o Second Warning = Player(s) involved will be suspended for three (3) games prior to the event. This means he/she cannot play for the next three games.
    - o Third Warning = Player(s) involved will be disqualified to play for the whole duration of the tournament.
  - o In case of (c):
    - o Damage of equipments such as the ball and net shall be charged to the player(s)/team. They are required to replace the said equipment within 24hrs of the said incident. In case the team disregards the notice of replacement, they will be disqualified for the rest of the tournament.
    - o Team(s) having more than one (1) varsity players in their rosters is disqualified to join the tournament.
    - o Team(s) caught having unregistered players playing during the game proper are automatically disqualified.

### **B. ATTENDANCE REQUIREMENTS**

1. Maximum of TWENTY-FIVE (25) registered players.
2. Each player must present their UP ID or FORM5 WITH ANY VALID ID w/ PICTURE to check if they are part of the official Eng'g Week Roster. Players who fail to do so will not be allowed to play on that certain game.
3. Must be in appropriate sports attire (Jersey shirt/Tshirt with number, Jersey shorts/Jogging Pants and rubber shoes).
4. Players are considered present if they are in the playing court with their ID and proper attire.
5. In case that a player does not wear the appropriate attire, he/she will not be allowed to play.
6. At least 6 players from the organization must be at the venue at most FIFTEEN (15) MINUTES from their respective game schedule.

### **C. SCORING SYSTEM**

1. The games will be officiated using Philippine Volleyball League (PVL) rules.

## **III.**

### **EVENT MECHANICS**

1. The games will be officiated using PVL rules. Teams in each division will be grouped into two (2) brackets (please refer to next page for the bracketing) and will play in single round robin elimination. In cases in which the number of teams cannot allow division into two (2) brackets, there shall only be one (1) bracket and will also play in single round robin elimination.

2. The top two teams in each bracket will then qualify to play in a cross over semi-finals. The rank 1 team in each bracket will have a twice to beat advantage provided that the team did not incur a loss game in the elimination round. In case of a tie during the elimination round, a win over the other rule will be followed. In cases in which there is only one (1) bracket in a certain division, the semi-finals would be participated by the top four (4) teams and the games would be: rank no. 1 vs. rank no. 4 and rank no. 2 vs. rank no. 3; however, if there are only 5 participating teams in that certain division, **NO SEMI-FINALS will be held, instead the TOP 2 teams will automatically proceed to FINALS**. The 3<sup>rd</sup> ranking team in the round robin elimination will then automatically be awarded as the 3<sup>rd</sup> placer.
3. For divisions with two brackets, the two (2) winners in the semi-finals will then play for the championship round. Losing teams in the semi-finals will then compete to determine who will be the third placer.
4. For the mixed division, a minimum of two (2) and a maximum of three (3) male players are allowed to play at the same time.
5. Default time is 15 minutes, ESC Official Eng'g Week Clock (+/-) 1 min. There should be at least six (6) players of the team at the court with proper attire and ID presented at the end of the default time. For mixed division, at least two male players (provided that they have satisfied the condition indicated in II.B.6) should be present during the default time.
6. Deadline of registration will be on January 25. Schedule of games will be available on January 29.
7. The game schedules will be chosen at random to avoid bias. The organizers will provide a game schedule template, and the participating teams will draw lots to fill the respective game schedules. The output will then be considered as the pre-scheduled games.
8. **There will be no rescheduling of the pre-scheduled games.** In case any pre-scheduled game is rescheduled due to unavoidable circumstances, the Volleybagan Committee reserves the right to give the final reschedule of the game. As such, all rescheduled games will be held on the Saturday immediately following the postponed game.
9. Postponement of games due to unavoidable circumstances (i.e. rain, suspension of classes) will be announced by the Volleybagan Committee at least 15 minutes before the scheduled game.
10. The Volleybagan Committee reserves the right to change the rules of the event to ensure the success of the event.
11. Breaking the tie will be determined by “win over the other” rule. In case of a triple or more ties, averaging the total game scores over their respective matches will apply.
12. Referee’s decision is final and corresponding penalties (II.A.2) shall be implemented upon player/s or team’s misconduct (II.A.1).
13. No participation points will be granted to an organization who incurs more than 50% default games during the elimination round.

#### SCHEDULE OF GAMES

From	To	5-Feb	6-Feb	7-Feb	8-Feb	9-Feb
8	9	1A vs 2A (W)	1B vs 2B (W)	5A vs 6A (M)	5B vs 6B (M)	4A vs 5A (X)
9	10	1A vs 2A (X)	1B vs 2B (X)	2A vs 3A (W)	2B vs 3B (W)	4A vs 5A (M)
10	11	1A vs 2A (M)	1B vs 2B (M)	2A vs 3A (X)	2B vs 3B (X)	4A vs 5A (W)
11	12	3A vs 4A (W)	3B vs 4B (W)	2A vs 3A (M)	2B vs 3B (M)	3A vs 6A (X)
12	1					
1	2	3A vs 4A (X)	3B vs 4B (X)	1A vs 4A (W)	1B vs 4B (W)	3A vs 6A (M)
2	3	3A vs 4A (M)	3B vs 4B (M)	1A vs 4A (X)	1B vs 4B (X)	3A vs 6A (W)
3	4	5A vs 6A (W)	5B vs 6B (W)	1A vs 4A (M)	1B vs 4B (M)	2B vs 4B (M)
4	5	5A vs 6A (X)	5B vs 6B (X)	2B vs 4B (W)	2A vs 4A (W)	2B vs 4B (X)

From	To	12-Feb	13-Feb	14-Feb	15-Feb	16-Feb
8	9	4B vs 5B (X)	2A vs 5A (M)	2B vs 5B (M)	3A vs 5A (W)	
9	10	4B vs 5B (M)	2A vs 5A (W)	2B vs 5B (W)	3A vs 5A (X)	3B vs 5B (W)
10	11	4B vs 5B (W)	2A vs 5A (X)	2B vs 5B (X)	3A vs 5A (M)	3B vs 5B (X)
11	12	3B vs 6B (X)	1A vs 3A (M)	1B vs 3B (M)	2A vs 6A (X)	3B vs 5B (M)

<b>12</b>	<b>1</b>					
<b>1</b>	<b>2</b>	3B vs 6B (M)	1A vs 3A (W)	1B vs 3B (W)	2A vs 6A (W)	1A vs 5A (W)
<b>2</b>	<b>3</b>	3B vs 6B (W)	1A vs 3A (X)	1B vs 3B (X)	2A vs 6A (M)	1A vs 5A (M)
<b>3</b>	<b>4</b>	2A vs 4A (M)	4A vs 6A (M)	4A vs 6A (X)	4B vs 6B (M)	1A vs 5A (X)
<b>4</b>	<b>5</b>	2A vs 4A (X)	4A vs 6A (W)	4B vs 6B (X)	4B vs 6B (W)	

<b>From</b>	<b>To</b>	<b>19-Feb</b>	<b>20-Feb</b>
<b>8</b>	<b>9</b>	1B vs 5B (X)	
<b>9</b>	<b>10</b>	1A vs 6A (X)	
<b>10</b>	<b>11</b>	1A vs 6A (W)	1B vs 6B (M)
<b>11</b>	<b>12</b>	2B vs 6B (X)	1B vs 6B (X)
<b>12</b>	<b>1</b>		
<b>1</b>	<b>2</b>	2B vs 6B (W)	1B vs 6B (W)
<b>2</b>	<b>3</b>	2B vs 6B (M)	1A vs 6A (M)
<b>3</b>	<b>4</b>	1B vs 5B (W)	
<b>4</b>	<b>5</b>	1B vs 5B (M)	

<b>From</b>	<b>To</b>	<b>21-Feb</b>	<b>22-Feb</b>	<b>23-Feb</b>	<b>26-Feb</b>
<b>8</b>	<b>9</b>				
<b>9</b>	<b>10</b>	Semis (X1)	Semis (M2)	3rd (W)	
<b>10</b>	<b>11</b>	Semis (W1)	Semis (W2)	3rd (X)	Finals (W)
<b>11</b>	<b>12</b>	Semis (M1)	Semis (X2)	3rd (M)	
<b>12</b>	<b>1</b>				
<b>1</b>	<b>2</b>	Semis (X2)	Semis (M1)	Finals (X)	Finals (M)
<b>2</b>	<b>3</b>	Semis (W2)	Semis (W1)		
<b>3</b>	<b>4</b>	Semis (M2)	Semis (X1)		
<b>4</b>	<b>5</b>				

## **REGISTRATION FORM**

EVENT	
EVENT NAME	Volleybagan 2018 (Women's Division)
SPONSORING ORGANIZATION	UP Geodetic Engineering Club (UP GE Club)

PARTICIPANT					
ORGANIZATION NAME					
CONTACT PERSON/S (at most 2 representatives)					
CONTACT NUMBER/S - ex. 09XXXXXXX (Juan)					
DIVISION		Men's		Women's	Mixed

**Received by:**

**UP Geodetic Engineering Club Representative**  
(Signature above printed name)

**Date of Submission:**

# EVENT RULES AND GUIDELINES

EVENT INFORMATION								
EVENT NAME	AmazEngg Race							
EVENT DESCRIPTION	AmazEngg Race is an event that takes the teams through a racecourse of five (5) different stations. In each station, various situations await the players to evaluate their skills as future engineers. Race around Melchor Hall and try to beat other teams to achieve the best time.							
SPONSORING ORGANIZATION	UP Society of Geodetic Engineering Majors (UP GEOP)							
E-MAIL ADDRESS	<a href="mailto:up.geop@yahoo.com">up.geop@yahoo.com</a>							
EVENT COORDINATOR	Canon, Jiedy-Ann (Jac) Padilla, Luigi (Luigi)				CONTACT NUMBER	09175452367 (Jac) 09279548696 (Luigi)		
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/> YES <input type="checkbox"/> NO		
EW POINTS	1	100	2	83.3	3	66.67	REGISTRATION FEE	₱150.00
MAXIMUM NUMBER OF ENTRIES	16				NUMBER OF PLAYERS	3 players, 2 alternate		
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>			
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS		
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY		
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT		
ENG'G FACULTY					WORKSHOP	ENGG DISCIPLINE		
SCHEDULE OF ACTIVITIES								
ACTIVITY	DATE			TIME	VENUE			
Registration	Feb 19 (Mon) – Feb 24(Sat)			Feb 19, 12:00 AM – Feb 24, 11:59 PM	ONLINE			
Registration Fee Payment	Feb 26 (Mon)			8:00 AM – 5:30 PM	UP GEOP Tambayan (across MH 122)			
Event Proper	Mar 1 (Thu)			2:30 PM – 4:00 PM	Engg foyer, Engg steps, Engg lawn, Parking			
EVENT RULES								
<p>IV. <b><u>GENERAL GUIDELINES</u></b></p> <p>A. <b>REGISTRATION &amp; SUBMISSION</b></p> <ol style="list-style-type: none"> <li>The contest is open to affiliated engineering students of the University of the Philippines, Diliman. Qualified and interested individuals may form groups and register.</li> <li>Only a maximum of 16 teams, one (1) team per organization, are allowed to compete.</li> <li>Each player in the group must be part of the roster submitted by the participating organization. Alumni are allowed to join the contest as long as they are enrolled in a graduate course and are also part of the roster of the organization</li> <li>A person belonging to more than one organization may play for only one organization/group.</li> </ol> <p>B. <b>PRE-EVENT</b></p> <p>1. <b>ACTIVITIES WITH DESCRIPTIONS</b></p> <ol style="list-style-type: none"> <li>Registration: All teams must submit a duly accomplished registration form to <a href="mailto:up.geop@yahoo.com">up.geop@yahoo.com</a> on or before February 24, 11:59 PM. The email should be submitted with the subject: "AmazEngg Race 2018_&lt;ORG NAME&gt;"</li> <li>Confirmation of team's participation will be sent within 24 hours after submission.</li> <li>Bracketing: The list will be released via email on the day after registration (February 25)</li> </ol>								

**2. REQUIREMENTS**

- a) Completely filled out registration form
- b) Registration fee of ₱150.00 to be paid at the UP GEOP tambayan (across MH 122) on February 26 between 8:00 AM and 5:30PM.
- c) There will be no refunds of the registration fee if the team decides to back out of the event when the payment period is over. However, when the cancellation is done before 5:30 PM of February 26 (Monday), a full refund will be given. Teams who fail to pay the registration fee after February 26 shall be removed from the official list of registered teams.

V.

**TECHNICALITIES**

**A. TABLE OF DEDUCTIONS**

1. A warning will be given to the team each time a violation is committed. The referees from the host organization shall call the attention of the players, and stop the play when there is a violation. Refer to the table below for the list of violations

<b>VIOLATIONS</b>
Contacting a non-player
Going to the wrong station
Hindering opposing team/s

2. Unless stated in the challenge, teams are prohibited from contacting friends and acquaintances outside the team during the challenges per station. However, they are allowed to speak to others or take a bathroom break in between stations. This will be based from the group's own decision, bearing in mind that this is a race and that time is an important factor in this game.
3. Players must be mindful of the designated numbers. Going to the wrong station will lead to violations.
4. Committing any form of violation, except not having all player at the start of the game, after two (2) warnings will lead to disqualification.

**B. ATTENDANCE REQUIREMENTS**

1. Valid UP ID of the participants
2. Pen and paper

**C. SCORING SYSTEM**

- 1<sup>st</sup> place – 100 EW points  
2<sup>nd</sup> place – 83.33 EW points  
3<sup>rd</sup> place – 66.67 EW points

VI.

**EVENT MECHANICS**

- A. Tables will be set up to indicate the five (5) stations for this race scattered among the floors of Melchor Hall:

1. 1<sup>st</sup> floor lobby (in front of the old Civil Engineering faculty)
2. 2<sup>nd</sup> floor lobby (in front of the Engineering Library 1)
3. 3<sup>rd</sup> floor lobby (in front of the Engineering Theater)
4. Engineering Foyer
5. Engineering Steps

- B. Participants are advised to wear clothes they are comfortable with. In addition, they will be required to wear a tag (to be provided by the organization) to be used as their group name tag.

- C. The game shall be played by 16 teams composed of three (3) players each.

- D. All teams shall gather at the starting point (Engineering Steps). After all the teams are gathered, each bracket will pick a number indicating their first station. Each station can hold at least two (2) teams and at most four (4) teams.

- E. At the sound of the whistle, each bracket would go to their assigned stations. The stations involve engineering-related challenges ranging from mathematics/physics-related question to tricky brain teasers.

- F. In each station, the team will be asked to solve for a number corresponding to their next station. Each team must finish the task given to them in order to proceed to the next station.

- G. The team that got the least accumulated time per station shall be declared the winner. Should two teams have the same accumulated time, a Clincher Round will be done. The team who answers correctly will be declared the winner.

- H. The overall winner will get the maximum EW points (100) for this event.

## REGISTRATION FORM

### EVENT

EVENT NAME	AmazEngg Race
SPONSORING ORGANIZATION	Society of Geodetic Engineering Majors (UP GEOP)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
ALTERNATE 1	
ALTERNATE 2	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	DodgEng'g								
EVENT DESCRIPTION	Dodge, Dip, Duck, Dive, and Dodge! Watch different organizations battle it out to see who will be the last man standing in DodgEng'g!								
SPONSORING ORGANIZATION	UP Society of Geodetic Engineering Majors (UP GEOP)								
E-MAIL ADDRESS	<a href="mailto:up.geop@yahoo.com">up.geop@yahoo.com</a>								
EVENT COORDINATOR	Canon, Jiedy-Ann (Jac) Padilla, Luigi (Luigi)				CONTACT NUMBER	09175452367 (Jac) 09279548696 (Luigi)			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	₱50.00	
MAXIMUM NUMBER OF ENTRIES	16				NUMBER OF PLAYERS	8 players			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
<input checked="" type="checkbox"/> AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS			
<input checked="" type="checkbox"/> AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/> STRATEGY			
<input checked="" type="checkbox"/> UNAFF ENG'G STUDENT					QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT			
<input checked="" type="checkbox"/> ENG'G FACULTY					WORKSHOP	<input checked="" type="checkbox"/> SPORTS			
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME			VENUE		
Registration	Feb 19 (Mon) – Feb 24(Sat)			Feb 19, 12:00 AM – Feb 24, 11:59 PM			ONLINE		
Registration Fee Payment	Feb 26 (Mon)			8:00 AM – 5:30 PM			UP GEOP Tambayan (across MH 122)		
Event Proper	Mar 1 (Thu)			8:30 AM – 11:30 AM			Beta Way Area		
EVENT RULES									
VII.	<b><u>GENERAL GUIDELINES</u></b>								
<p>1. The contest is open to affiliated engineering students of the University of the Philippines Diliman. Qualified/Interested individuals may form groups and register.</p> <p>2. Only a maximum of 16 teams, 1 team per organization, are allowed to compete.</p> <p>3. Each player in the group must be a bona fide member of the participating organization. Alumni of the organization are allowed to join the contest as long as they are enrolled in a graduate course and reaffirmed/renewed their membership in the organization.</p> <p>4. A person belonging to more than one organization may play for only one organization/group.</p> <p>5. The participating organization/group is solely responsible for all the fees and expenses, as well as the redemption of prizes, associated with this competition.</p>									
<p>B. PRE-EVENT i. ACTIVITIES WITH DESCRIPTIONS</p> <p>a. Registration: All teams must submit a completely accomplished registration form to <a href="mailto:up.geop@yahoo.com">up.geop@yahoo.com</a> from Feb 19 to Feb 24, 11:59 PM. The email should be submitted with the subject: "DODGENG'G 2018_ORG NAME"</p> <p>b. Confirmation of team's participation will be sent within 48 hours after submission. Engineering Week 2016 c. Bracketing: List will be released via email on Feb 29.</p> <p>ii. REQUIREMENTS</p> <p>a. Completely filled out registration form. b. P 35.00 registration fee to be paid at the tambayan on or before Feb 28, 5:30pm.</p>									

c. There will be no refund of the registration fee if the team decides to back out of the game when the registration period is over. However, when the cancellation is done before Feb 28, a full refund will be given. Those who fail to pay the registration fee after Feb 29 shall be removed from the official list of registered teams the cancellation is done before 5:30 PM of February 26 (Monday), a full refund will be given. Teams who fail to pay the registration fee after February 26 shall be removed from the official list of registered teams.

## VIII. **TECHNICALITIES**

### A. Rules

ACTION	PENALTY
A player hits an opponent with a thrown ball below the shoulders. (Note: If a player ducks and this is clearly the cause for the player being hit above the shoulders, the player is out and the throw is legal.)	The player hit will be declared out.
A player catches a ball thrown by the opponent before it touches the ground.	The player who threw the ball will be declared out.
A player drops a ball as a result of contact by another thrown ball (usually occurs when a ball is being used to block a thrown ball).	The player who dropped the ball will be declared out.
A player steps out of bounds.	The player who stepped out of bounds will be declared out.
A player makes contact with the sideline (with any part of his/her body).	The player will be declared out.
A player enters or re-enters the field from the sidelines.	The player will be declared out.
A player leaves the playing field to avoid being hit or by attempting to catch a ball.	The player will be declared out.
A player crosses the centerline (with any part of his/her body) and makes contact with the ground on the opponents' side of the court.	The player will be declared out.

### B. ATTENDANCE REQUIREMENTS

#### 1. UP ID of the participants

### C. SCORING SYSTEM

1<sup>st</sup> place – 150 EW points

2<sup>nd</sup> place – 125 EW points

3<sup>rd</sup> place – 100 EW points

## IX. **EVENT MECHANICS**

A. The game will be played outdoors (Beta Way area). The playing field shall be a rectangle at least 25 ft long and at least 15 ft wide, divided into two (2) equal sections. If in case it rains, the participants shall wait for further announcements from the sponsoring organization.

B. The official ball to be used in the tournament and play will be 3 piece 3"-6" radius soft balls played simultaneously.

C. Participants must wear shoes, shirts and pants/shorts.

D. The game shall be played between two teams of 8 players. 5 players will compete on a side; others will be available as substitutes as well as those in charge of getting the ball from outside the playing area. Substitutes may enter the game only during timeouts or in case of injury.

E. Each team will be allowed one (1) 60-second timeout per game. At this time, a team may substitute players into the game. For sudden death rounds, one (1) 60-second timeout will be again granted for each team.

F. The game begins by placing the dodge balls along the center line. Players then take a position behind their end line. Following a signal by the officials, teams may approach the center line to retrieve the balls. This signal officially starts the contest.

G. The object of the game is to eliminate all opposing players by getting them "OUT".

H. Rush Rule: Each and every ball retrieved at the opening rush must first be taken beyond the attack line and into the team's backcourt before it may be legally thrown at an opponent. (The attack line is service line on the tennis courts.) Engineering Week 2016

I. The first team to legally eliminate all opposing players will be declared the winner. A 10-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 10 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 3-minute sudden-death overtime period will be played.

J. Rules will be enforced primarily by the "honor system". Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a field monitor\*. The field monitor's responsibility will be to rule on any situation in which teams cannot agree. The field monitor's decision is final – no exceptions.

K. Exception: During tournament play, all semi-final and final round matches will be officiated by no less than three (3) officials. These officials will rule on all legal hits, out-of-bounds and 5-second violations.

L. Boundaries: During play, all players must remain within the boundary lines. A player may be handed a ball, provided the player receiving the ball remains completely within their team's field boundaries. M. Match Play: Matches will be decided using a "best-of-three" format in which the first team to win two (2) games will be declared the winner. N. Protests: Protests will only be accepted in cases involving the use of an ineligible player. Protests of judgement calls will not be accepted.

O. N.A.D.A. Code of Conduct

- a. Understand, appreciate and abide by the rules of the game.
- b. Respect the integrity and judgement of game officials.
- c. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
- d. Be responsible for your actions and maintain self-control.
- e. Do not taunt or bait opponents and refrain from using foul or abusive language.

P. The winning team will get the maximum EW points (150).

## REGISTRATION FORM

EVENT	
EVENT NAME	DodgEng'g
SPONSORING ORGANIZATION	Society of Geodetic Engineering Majors (UP GEOP)

PARTICIPANT	
ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
PLAYER 4	
PLAYER 5	
PLAYER 6	
PLAYER 7	
PLAYER 8	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	BasaENGG								
EVENT DESCRIPTION	Basaengg is a team-game that requires the players to fill up a 1.5-liter bottle, which is a certain distance away from a starting point. The only way to do so is through transportation of cups (which will be filled by a team member) balanced on the heads of the players. This game requires the participants to have a strategic approach that would give efficiency to both the collection and transferring of the limited water. What makes this event quite popular is the rule that only females will have the cups on their heads.								
SPONSORING ORGANIZATION	UP Gears and Pinions (UP GPs)								
E-MAIL ADDRESS	upgpssnr@gmail.com								
EVENT COORDINATOR	Fritz Jerald M. Torres (Fritz) Cornelius Liamzon Velazquez (Corn)				CONTACT NUMBER	09153280902 (Fritz) 09276725072 (Corn)			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES		NO	WALK-INS ALLOWED?	<input type="checkbox"/>	YES	<input checked="" type="checkbox"/>	NO
EW POINTS	1	150	2	120	3	100	REGISTRATION FEE	10	
MAXIMUM NUMBER OF ENTRIES	20				NUMBER OF PLAYERS	6			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
X	AFF ENG'G STUDENT				ARTS/TALENT	SPORTS			
	AFF ONCE ENG'G STUDENT				PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/>	STRATEGY		
	UNAFF ENG'G STUDENT				QUIZ SHOW	NIGHT EVENT			
	ENG'G FACULTY				WORKSHOP				
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME	VENUE				
Pre-registration	Feb 20 – Feb 27, 2018			8AM-6PM	UP GPs Tambayan				
Orientation	March 2			4-5:30PM	UP GPs Tambayan				
Event Proper	March 7, 2018			2:30-5:30PM	Beta Epsilon Lawn				
Payment	Feb 22 – Feb 27, 2018			12nn – 6PM	UP GPs Tambayan				
EVENT RULES									
X.	<u>GENERAL GUIDELINES</u>								
C.	REGISTRATION & SUBMISSION								
1.	Registration forms shall be submitted online to upgpssnr@gmail.com								
2.	The payment of the registration fee can be received by any UP GPs member.								
3.	Payments will be accepted from Feb 22, 2018, 12nn until Feb 27, 2018, 6PM at the UP GPs Tambayan.								
D.	PRE-EVENT								
3.	ACTIVITIES WITH DESCRIPTIONS								
a.	Briefing – participants are required to attend the briefing on TBA at UP GP's tambayan, if by any chance a participant can't go, at least one of his/her teammates should be present.								
4.	REQUIREMENTS								
XI.	<u>TECHNICALITIES</u>								
D.	TABLE OF DEDUCTIONS								

- E. ATTENDANCE REQUIREMENTS  
Participants are required to wear one white shirt.  
Each team is given five minutes.  
Late teams during the event proper will automatically be disqualified.
- F. SCORING SYSTEM  
The team that has the highest level of water in the container after five minutes wins.

XII.

#### **EVENT MECHANICS**

- 1. A team is composed of 5 female students and 1 male student.
- 2. The female participants must wear a hairband, where the cup is glued to, provided by the organizers.
- 3. They will remain inside a perimeter 3 meters away from the male participant. (3 x 3 meters)
- 4. The male participant will be given a dipper and a limited water supply of one pail.
- 5. A water container (1.5 Liter bottle) will be situated 5 meters from the female participants' perimeter area.
- 6. The male participant will toss the water using the dipper to the female participants.
- 7. The female participants must catch the water into the cup (on their heads).
- 8. At any time, the female participants may transport the water from the cup to the water container.
- 9. In putting the water into the container, the participants are not allowed to remove the cups on their head.
- 10. A participant may help her teammate in putting the water into the container.
- 11. ONLY the water inside the cup is allowed to be placed inside the water container.
- 12. Participants are prohibited from extracting water from their clothes or any medium (body, hair, etc.).
- 13. During the game, intentional removal of the cup from the head of the participant is not allowed. The participant is also not allowed to touch their own headband. The player who is given two (2) warnings is removed from the team and the remaining participants will pursue the game.
- 14. The participants are also not allowed to touch the rope bounding the perimeter.
- 15. FEMALE participants that will touch the rope once will suffer the same consequence as cited in NUMBER 13.
- 16. The MALE participant is allowed to have 3 warnings (in touching the rope) before the disqualification of the team. The 4th warning will result to disqualification of the team.
- 17. The facilitators will measure the height of the water inside the container to determine the top 3 finishers.
- 18. The decision of the event heads is final.

## REGISTRATION FORM

EVENT	
EVENT NAME	<i>Follow this format: Arial, 9, Black.</i>
SPONSORING ORGANIZATION	<i>Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)</i>

PARTICIPANT	
ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

*You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.*

*No organization logo.*

*No additional images.*

*Headers (Arial, 10), Other entries (Arial, 9)*

*No large fonts/headers.*

*Text color & table shadings must only be white/black/gray.*

*Remove all help texts upon accomplishment of form.*

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	KabayENG'G									
EVENT DESCRIPTION	KabayENG'G is simply just an adaptation of the popular offshoot of basketball, called Horse. The rules and point system for Horse are followed. To avoid losing, a player must successfully be able to imitate the shot and/or dunk performed by the preceding player. The game gives players the opportunity to show-off their talents by performing trick-shots and artistic moves.									
SPONSORING ORGANIZATION	UP Gears and Pinions (UP GPs)									
E-MAIL ADDRESS	upgpssnr@gmail.com									
EVENT COORDINATOR	Fritz Jerald M. Torres (Fritz) Cornelius Liamzon Velazquez (Corn)				CONTACT NUMBER	09153280902 (Fritz) 09276725072 (Corn)				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES		NO	WALK-INS ALLOWED?	<input type="checkbox"/>	YES	<input checked="" type="checkbox"/>	NO	
EW POINTS	1	100	2	83.3 3	3	66.67	REGISTRATION FEE	20		
MAXIMUM NUMBER OF ENTRIES	20				NUMBER OF PLAYERS	1				
<b>ALLOWED PLAYERS</b> <i>Shade all that apply.</i>					<b>MINI-EW CATEGORY</b> <i>Shade one box only.</i>					
<input checked="" type="checkbox"/> AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/>	SPORTS			
<input type="checkbox"/> AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input type="checkbox"/>	STRATEGY			
<input type="checkbox"/> UNAFF ENG'G STUDENT					QUIZ SHOW	<input type="checkbox"/>	NIGHT EVENT			
<input type="checkbox"/> ENG'G FACULTY					WORKSHOP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME		VENUE				
Start of pre-registration	Feb 22, 2018			12noon		Online				
Deadline of Pre-registration	February 27, 2018			11:59 PM		UP GPs Tambayan				
Orientation	February 28, 2018			4:00 PM		UP GPs Tambayan				
Event Proper	March 2, 2018			9 – 12:00 noon		ME/IE Building Garage				
Payment	Feb 22 – Feb 27, 2018			12nn – 6PM		UP GPs Tambayan				
EVENT RULES										
<p>I. <b><u>GENERAL GUIDELINES</u></b></p> <p>A. REGISTRATION &amp; SUBMISSION</p> <ol style="list-style-type: none"> <li>1. Online pre-registration only. Forms to be sent at : upgpssnr@gmail.com</li> <li>2. The payment of the registration fee can be received by any UP GPs member.</li> <li>3. Payments will be accepted from Feb 22, 2018, 12 nn until Feb 27, 2018, 6PM at the UP GPs Tambayan</li> </ol> <p>B. PRE-EVENT</p> <ol style="list-style-type: none"> <li>1. ACTIVITIES WITH DESCRIPTIONS <ul style="list-style-type: none"> <li>a. Briefing – participants are required to attend the briefing on February 25 at UP GP's tambayan, if by any chance a participant can't go, at least one of his/her teammates should be present.</li> <li>b. KabayENG'G will be played on a mini-court (diameter of 45 cm) with a mini-ball (diameter of 21 cm) at the ME PARKING LOT/SMOKING AREA.</li> </ul> </li> <li>2. REQUIREMENTS <ul style="list-style-type: none"> <li>All players must be on their basketball attires (shorts, rubber shoes, etc).</li> </ul> </li> </ol> <p>II. <b><u>TECHNICALITIES</u></b></p>										

**A. TABLE OF DEDUCTIONS**

1. Players are given 60 seconds to attempt a shot. Shots made after 60 seconds will be considered a missed shot.
2. Players are given 2 attempts to imitate a shot.
3. Only true basketball shots (jump shot, layup, dunk, etc.) will be considered as a shot.
4. The use of props, stunts, removal of garments, dribble moves and the like will not be considered in the imitating of the shot.

**B. ATTENDANCE REQUIREMENTS**

1. Players are requested to attend the event briefing scheduled Feb 25.
2. Players should be at the venue with their basketball attires during the event proper. Late players will be automatically disqualified.

**C. SCORING SYSTEM**

1. A penalty letter will be given to the players who fail to imitate a shot.
2. Once a player receives the letters H,O,R,S and E, they are eliminated from the game.
3. The last player who completes the word HORSE shall be the winner.

**III. EVENT MECHANICS**

1. Participants will be asked to line-up randomly. This will be the order by which the participants will play.
2. The first player attempts to make a basket however or wherever he/she likes.
3. If the shot is made, the proceeding players must imitate the exact same shot the first player made. Failure to make the shot will reward the player one of the five penalty letters. The five letters are H, O, R, S, and E, in that order; the player receives the first letter that he has not already received from a previous round.
4. If the second player makes the exact same shot, it is next player's turn to imitate the shot and so on until the first player is up to shoot again.
5. If a person shooting first misses, they do not receive a letter, instead, they proceed to the back and the player next in line becomes the leader and gets to decide on the shot taken. If that person misses, then control proceeds down the line until it returns back to the original shooter.
6. When a player manages to get the five letters, HORSE, then he/she will be eliminated from the game.
7. The last player who completes the word HORSE will be the winner.

## REGISTRATION FORM

### EVENT

EVENT NAME	Follow this format: Arial, 9, Black.
SPONSORING ORGANIZATION	Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	Videokengg								
EVENT DESCRIPTION	Karaoke is one of the Filipino's favorite past time. It is a platform for commonfolk to showcase their talents in singing. In this event, the teams will sing their hearts out until one comes out on top. This is a must watch for people who wants to relax and music lovers alike.								
SPONSORING ORGANIZATION	UP Gears and Pinions (UP GPs)								
E-MAIL ADDRESS	upgpssnr@gmail.com								
EVENT COORDINATOR	Fritz Jerald M. Torres (Fritz) Cornelius Liamzon Velazquez (Corn)				CONTACT NUMBER	09153280902 (Fritz) 09276725072 (Corn)			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES		NO	WALK-INS ALLOWED?	<input type="checkbox"/>	YES	<input checked="" type="checkbox"/>	NO
EW POINTS	1	100	2	83.3 3	3	66.67	REGISTRATION FEE	150	
MAXIMUM NUMBER OF ENTRIES	12				NUMBER OF PLAYERS	2			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
X	AFF ENG'G STUDENT				X	ARTS/TALENT	SPORTS		
	AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY		
	UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT		
	ENG'G FACULTY					WORKSHOP			
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME		VENUE			
Start of Pre-registration	February 22, 2018			12:00 nn		Online			
Deadline of Pre-registration	March 1, 2018			5:30 PM		Online			
Orientation	March 1, 2018			6:00 PM		UP GPs Tambayan			
Song Submission	March 2, 2018			4:00 PM		UP GPs Tambayan/Online			
Song List Release	March 4, 2018			12:00 PM		Online			
Event Proper	March 5, 2018			1:00 PM		Engg Theater			
Payment	Feb 22 – Feb 27, 2018			12nn – 6PM		UP GPs Tambayan			
EVENT RULES									
<p>I. <b><u>GENERAL GUIDELINES</u></b></p> <p>A. REGISTRATION &amp; SUBMISSION</p> <ol style="list-style-type: none"> <li>1. Registration forms shall be submitted online to upgpssnr@gmail.com</li> <li>2. The payment of the registration fee can be received by any UP GPs member.</li> <li>3. Payments will be accepted from Feb 22, 2018, 12 nn until Feb 27, 2018, 6PM at the UP GPs Tambayan.</li> </ol> <p>B. PRE-EVENT</p> <p>1. ACTIVITIES WITH DESCRIPTIONS</p> <ol style="list-style-type: none"> <li>a. Briefing – participants are required to attend the briefing on TBA at UP GP's tambayan, if by any chance a participant can't go, at least a representative from the organization should be present.</li> <li>b. Song Submission/Song List Presentation – a representative of each organization is required to attend this activity to pick their chosen songs from the songbook. The song list will be posted online in the UP Gears and Pinions facebook page on 12:00PM 4 March 2018. Any organization that does not show up 30 minutes after the meeting time will nullify their privilege to add a song to the official song list.</li> </ol>									

## **II. TECHNICALITIES**

### **A. ATTENDANCE REQUIREMENTS**

Late teams during the event proper will automatically be disqualified.

### **B. SCORING SYSTEM**

The team that has the highest total score in the karaoke machine is the winner.

## **III. EVENT MECHANICS**

0. 5 hours before the event proper, each organization will send a representative to pick two songs from the song book. These songs will be added to the official song list. The official song list will be composed of songs picked by the participating organizations and songs picked by UP GPs. There will be a total of  $4x$  songs, where  $x$  is the number of participating organizations. In the event that the organization forfeits their privilege to pick a song, UP GPs will fill all remaining slots to the official song list to meet the total of  $4x$  songs.

1. One team is only allowed to represent an organization. Each team is composed of two members.
2. After all the teams have arrived, the website: <https://www.random.org/lists> will determine who will go first.
3. The song each player will sing will be randomly picked from the official song list. The official song list will be released 23 hours before the start of the event so the teams will have ample time to familiarize all the song.
4. One member of the team will sing into the Videoke machine. He/She needs to finish the whole song for their scores to be considered.
5. After singing the whole song, their score will be projected on the television.
6. This will be done per team member. After all the teams have performed, the order of teams will be reversed for the second team member to perform. Each member can only perform once. (e.g. Team A Member 1 will perform first and Team J Member 1 will perform last for the first round. Team J Member 2 will start the second round and Team A Member 2 will perform last.)
7. The scores will be recorded and each team member's score will be added to get the team score. The top three team scores will be awarded the EWOC points listed.
8. In case of ties between teams, the players will be given a new random song from the official songlist for the aforementioned teams to sing. Whoever scores the highest will win the tie breaker. The team will pick their singer for the round of tiebreaker. No member shall perform consecutively if there is a need for more than one round of tie breakers. This will be done until there is only one team left. This tie-breaker only applies to teams that have scores which are eligible to finish from 1<sup>st</sup> to 3<sup>rd</sup> place. Ties after the 3<sup>rd</sup> place will not sing again and are already considered out of the competition.
9. During tie-breakers, the team will not be able go up the rankings even if they have a greater score than the other placers. They are only fighting for their current spot. For example, there is already a clear winner for the 1<sup>st</sup> and 2<sup>nd</sup> place having the scores of 94 and 92, respectively and the 3<sup>rd</sup> spot is held by 2 different teams. After they engage in the tie-breaker and one of them scores a 95, they will not be able to become the 1<sup>st</sup> place. They are still the 3<sup>rd</sup> place. They are always fighting for their own spot. This is done until there is a clear winner for all the 3 places.
10. The decision of the event heads is final.

## REGISTRATION FORM

EVENT	
EVENT NAME	<i>Follow this format: Arial, 9, Black.</i>
SPONSORING ORGANIZATION	<i>Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)</i>

PARTICIPANTS	
ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
ALTERNATE 1	
ALTERNATE 2	

*You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.*

*No organization logo.*

*No additional images.*

*Headers (Arial, 10), Other entries (Arial, 9)*

*No large fonts/headers.*

*Text color & table shadings must only be white/black/gray.*

*Remove all help texts upon accomplishment of form.*

# EVENT RULES AND GUIDELINES

EVENT INFORMATION								
EVENT NAME	Triathlokohan Xtreme							
EVENT DESCRIPTION	Triathlokohan is a parody of a triathlon; it is a relay-type event with three parts, played by a team consisting of 3 males and 3 females. Like any relay event, the players must pass along an object, and then complete the succeeding tasks to finish the game. Staying true to its parodying nature, Triathlokohan is full of not-so-hidden innuendos and interesting uses for long food, such as the banana and the eggplant.							
SPONSORING ORGANIZATION	UP Gears and Pinions (UP GPs)							
E-MAIL ADDRESS	upgpssnr@gmail.com							
EVENT COORDINATOR	Fritz Jerald M. Torres (Fritz) Cornelius Liamzon Velazquez (Corn)				CONTACT NUMBER	09153280902 (Fritz) 09276725072 (Corn)		
MUST PRE-REGISTER?	X	YES		NO	WALK-INS ALLOWED?	YES	X	NO
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	100
MAXIMUM NUMBER OF ENTRIES	20				NUMBER OF PLAYERS	6		
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>			
X	AFF ENG'G STUDENT				ARTS/TALENT	SPORTS		
	AFF ONCE ENG'G STUDENT				PARLOR/RELAY/CHANCE	STRATEGY		
	UNAFF ENG'G STUDENT				QUIZ SHOW	NIGHT EVENT		
	ENG'G FACULTY				WORKSHOP			
SCHEDULE OF ACTIVITIES								
ACTIVITY	DATE			TIME	VENUE			
Start of pre-registration	February 22, 2018			12noon	Online			
Deadline of Pre-registration	February 26, 2018			6 PM	UP GPs Tambayan			
Orientation	February 27, 2018			4 – 5:30PM	UP GPs Tambayan			
Event Proper	March 1, 2018			1 - 4PM	Beta Epsilon Lawn			
Payment	Feb 22 – Feb 27, 2018			12nn – 6PM	UP GPs Tambayan			
EVENT RULES								
I.	<b><u>GENERAL GUIDELINES</u></b>							
A.	REGISTRATION & SUBMISSION							
1.	Registration forms shall be submitted online to upgpssnr@gmail.com							
2.	The payment of the registration fee can be received by any UP GPs member.							
3.	Payments will be accepted from Feb 22, 2018, 12 nn until Feb 27, 2018, 6PM at the UP GPs Tambayan							
B.	PRE-EVENT							
1.	ACTIVITIES WITH DESCRIPTIONS							
a.	Briefing – participants are required to attend the briefing on TBA at UP GP's tambayan, if by any chance a participant can't go, at least one of his/her teammates should be present.							
2.	REQUIREMENTS							
II.	<b><u>TECHNICALITIES</u></b>							
A.	TABLE OF DEDUCTIONS							
Invalid motion					+3.0 seconds on final time			
Holding banana					+3.0 seconds on final time			

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px;">Not following mechanics</td><td style="padding: 5px; text-align: right;">+3.0 seconds on final time</td></tr> </table> <p>B. ATTENDANCE REQUIREMENTS Participants are recommended to wear sports attire.</p> <p>C. SCORING SYSTEM The team with the fastest over all time will win the 1<sup>st</sup> place, the team with the second fastest over all time will win the 2<sup>nd</sup> place, and the team with the third fastest over all time will win the 3<sup>rd</sup> place.</p> <p><b>III. EVENT MECHANICS</b></p> <ul style="list-style-type: none"> <li>A. There will be 6 contestants per team, 3 females and 3 males. (No proxy allowed)</li> <li>B. Each team will be divided into 3 pairs, 1 female and 1 male per pair.</li> <li>C. Each of the male participants will have an eggplant hanging from his waist. (The eggplant is tied to a straw which is to be tied around the waist.)</li> <li>D. Using the given eggplant, the male player shall roll the calamansi along the designated path, around the chair which serves as a marker (2.5 meters from the starting point), and back to the starting point. The calamansi shall roll only through contact with the eggplant.</li> <li>E. Once the male player gets to the starting point, the calamansi will be surrendered in exchange for a sack. The male player will be blindfolded as he waits for his partner.</li> <li>F. The female player will place both of her legs in the sack and jump her way through the designated path, around the chair which serves as a marker(2.5 meters from the starting point), and back to the starting point.</li> <li>G. Once the female player is back to the starting point, the pair will simultaneously be spun 3 times.</li> <li>H. The female player will then be seated on a chair while the male player will be given a banana coated with condensed milk.</li> <li>I. The female player shall be fixed on the chair. No movement, even of the head, will be allowed. However, she may give directions to the male player.</li> <li>J. The male player, while holding the banana at his groin area with both hands, shall thrust the banana aiming to insert it into the female player's mouth without the female touching or holding the banana. The thrusting will be repeated until he succeeds. Once thrust forward, the banana may only be moved forward and backward, otherwise any other motion may be done.</li> <li>K. Once the male player has succeeded in thrusting the banana in, the female player shall bite it.</li> <li>L. The thrust-bite sequence shall then be repeated until the banana is completely consumed.</li> <li>M. The next pairs shall perform mechanics Letters D -L only after the female player of the preceding pair has completely consumed the banana.</li> </ul> <p>Time stops once the female player of the last pair has completely consumed the banana. The fastest team to finish wins. Deductions (i.e. additional time) will be given for violating any of the instructions (i.e. movement etc.)</p>	Not following mechanics	+3.0 seconds on final time	
Not following mechanics	+3.0 seconds on final time		

## REGISTRATION FORM

### EVENT

EVENT NAME	Follow this format: Arial, 9, Black.
SPONSORING ORGANIZATION	Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME		Sales Pitcheng'g							
EVENT DESCRIPTION		While designing and manufacturing products is an important part of being an engineer, the ability to successfully pitch these products to potential investors is an essential skill for any budding entrepreneur (or any engineer looking for funding). This event gives a chance for students to practice effective communication skills and unleash their creativity by simulating an environment for them to pitch products and ideas in an inventive and fun manner.							
SPONSORING ORGANIZATION		UP Industrial Engineering Club (UP IE Club)							
E-MAIL ADDRESS		iecenggweek@gmail.com							
EVENT COORDINATOR		Juinio, Joshua C. (Josh)				CONTACT NUMBER		09176810899 (Josh)	
MUST PRE-REGISTER?		<input checked="" type="checkbox"/>	YES			NO		WALK-INS ALLOWED?	<input type="checkbox"/> YES <input checked="" type="checkbox"/> X <input type="checkbox"/> NO
EW POINTS		1	150	2	125	3	100	REGISTRATION FEE	Php 0
MAXIMUM NUMBER OF ENTRIES		15				NUMBER OF PLAYERS		3-4	
ALLOWED PLAYERS <i>Shade all that apply.</i>						MINI-EW CATEGORY <i>Shade one box only.</i>			
<input checked="" type="checkbox"/> AFF ENG'G STUDENT						<input type="checkbox"/>	ARTS/TALENT	SPORTS	
<input checked="" type="checkbox"/> AFF ONCE ENG'G STUDENT						<input type="checkbox"/>	PARLOR/RELAY/CHANCE	STRATEGY	
<input checked="" type="checkbox"/> UNAFF ENG'G STUDENT						<input type="checkbox"/>	QUIZ SHOW	NIGHT EVENT	
<input checked="" type="checkbox"/> ENG'G FACULTY						<input type="checkbox"/>	WORKSHOP		
SCHEDULE OF ACTIVITIES									
ACTIVITY		DATE			TIME		VENUE		
Pre-Registration		Feb 12 (Mon) – Feb 14 2018 (Wed)			11:59 PM		Online		
Org Briefing		February 23, 2018 (Fri)			5:15-6PM		Engineering Thinking Space		
Event Proper		March 9, 2018 (Fri)			9AM-12NN		MH 305-307		
Payment		Feb 22 – Feb 27, 2018			12nn – 6PM		UP GPs Tambayan		
EVENT RULES									
<p>I. <b><u>GENERAL GUIDELINES</u></b></p> <p><b>PRE-REGISTRATION</b></p> <p>Registration period begins by <b>February 12, 2018 at 12:00mn</b>. The accomplished registration forms must be submitted to <b>iecenggweek@gmail.com</b> on or before <b>February 14, 2018 11:59pm</b>. Gmail timestamps will be used as a basis of submission time with the email heading and file name <b>ORGNAME_PITCHENGG</b> (e.g. IECLUB_PITCHENGG).</p> <p>Open to all undergraduate engineering students and members/applicants of duly recognized engineering organizations of UP Diliman, unaffiliated engineering students, and engineering faculty.</p> <p>Players must present IDs upon registration and attendance check.</p> <p>Only the first fifteen (15) teams to register can join the event. Each organization can only field one (1) team. Each team is composed of three to four people only.</p>									
EVENT PROPER									

There will be a registration outside the venue before the event starts. Fifteen (15) minutes into event proper, there will be an attendance check. All times will be based on the official Engineering Week clock.

## II. TECHNICALITIES

### **DEDUCTIONS**

- Team incomplete by attendance check – 5% to overall average score
- Team sales pitch is overtime according to game assistant timer – 1% per 30 seconds (e.g. 1% if sales pitch is 3:30 minutes overall, 2% if 4:00 minutes overall, etc.)

*Note: Deductions are additive (e.g if team incomplete (5%) and sales pitch overtime by 30 seconds (1%), total deduction from overall average score is added (6%).)*

### **ATTENDANCE REQUIREMENTS**

Each team must be complete and at the venue by the start of the event proper. A fifteen (15) minute grace period will be allowed for teams to be at the venue after the start of the event proper to be complete, after which there will be an attendance check. If a team is still incomplete once called in attendance, they will receive a 5% deduction to their overall score.

### **SCORING SYSTEM**

Each judge will be given a scoresheet for each team based on the criteria below. The overall score from each judge will be averaged (overall average score). Deductions (if any) will be applied to the overall average score. The overall average score will be the basis of team rankings.

- Communication (40%) – how well the team is able to effectively communicate their product with confidence and clarity
- Creativity (20%) – how well the team is able to pitch their product in a creative and exciting manner
- Audience Rapport (20%) – how well the team is able to maintain the judges' and audience's attention during the sales pitch
- Overall Impact (20%) – how well the team is able to promote their product (i.e. would I buy it?)

OVERALL AVERAGE SCORE = TOTAL - %Deductions

## III. EVENT MECHANICS

### **OBJECT**

The objective of the game is for each team to successfully pitch randomly-generated products to a panel of judges in an effectively-communicated, exciting, and inventive manner, which will then be rated by the judges according to a scoresheet.

### **MODE OF PLAY**

Each team will draw one lot from the ADJECTIVE container and one lot from the NOUN container which will be used as their randomly-generated product. Both words must be used when pitching the product. It is not required for all team members to take part in the sales pitch (although highly encouraged!).

### **DURATION**

Before their turn to pitch, each team has five (5) minutes to prepare their sales pitch outside the venue upon receiving their randomly generated products, after which they will be ushered in the venue to present. Each pitch should last for at most three (3) minutes. Time will be started as soon as the judges give the go-signal. At the one-minute mark, a game assistant will clap once loudly as a signal for the team pitching, and two loud claps at the two-minute mark, and three loud claps at the three-minute mark.

### **THE WINNER**

At the end of all sales pitches, the team with the highest score among the judges' scoresheets will be declared the winner. The team with the second-highest score will be the first runner-up, and the team with the third-highest score will be declared the second runner-up. In the event of a tie between any of the top three teams, the tied teams will go through another sales pitch round with a new randomly-generated product, and the team with the higher score will be declared the winner of the tie.

## REGISTRATION FORM

### EVENT

EVENT NAME	Sales Pitcheng'g
SPONSORING ORGANIZATION	UP Industrial Engineering Club (UP IE Club)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
PLAYER 4 (Alternate)	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION											
EVENT NAME	Touch Rugby										
EVENT DESCRIPTION	Touch Rugby is a limited-contact version of rugby in which players seek to evade being touched (rather than tackled) while in possession of the ball. This event will be a chance for engineering students to engage and try out the famous sport. At the same time, touch rugby is one of the few sports that can be played by both girls and boys together. This event will surely be something that all organizations can join easily and enjoy at the same time!										
SPONSORING ORGANIZATION	UP Industrial Engineering Club (UP IE Club)										
E-MAIL ADDRESS	iecenggweek@gmail.com										
EVENT COORDINATOR	Juinio, Joshua C. (Josh)					CONTACT NUMBER	09176810899 (Josh)				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES		<input type="checkbox"/>	NO		WALK-INS ALLOWED?	<input type="checkbox"/>	YES	<input checked="" type="checkbox"/>	NO
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	₱ 0			
MAXIMUM NUMBER OF ENTRIES	16					NUMBER OF PLAYERS	14				
ALLOWED PLAYERS <i>Shade all that apply.</i>						MINI-EW CATEGORY <i>Shade one box only.</i>					
X	AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/>	SPORTS			
	AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input type="checkbox"/>	STRATEGY			
X	UNAFF ENG'G STUDENT					QUIZ SHOW	<input type="checkbox"/>	NIGHT EVENT			
X	ENG'G FACULTY					ENGG DISCIPLINE	<input type="checkbox"/>				
SCHEDULE OF ACTIVITIES											
ACTIVITY	DATE			TIME			VENUE				
Pre-Registration	Feb 12 (Mon) - Feb 22, 2018 (Wed)			11:59 PM			Online				
Org Briefing	Feb 23, 2018 (Fri)			TBA			TBA				
Event Proper	March 9, 2018 (Fri)			9:00 AM - 1 PM			Sunken Garden				
Payment	Feb 22 – Feb 27, 2018			12nn – 6PM			UP GPs Tambayan				
EVENT RULES											
<p>A. REGISTRATION &amp; SUBMISSION</p> <ol style="list-style-type: none"> <li>1. Registration period begins by <b>February 12, 2018 at 12:00mn</b>. The accomplished registration forms must be submitted to <b>iecenggweek@gmail.com</b> on or before <b>February 22, 2018 11:59pm</b>. Gmail timestamps will be used as a basis of submission time with the subject heading and file name: <b>OrgName_TouchRugby</b> (ex.IEClub_TouchRugby)</li> <li>2. Open to all currently enrolled engineering students and members/applicants of duly recognized engineering organizations of UP Diliman, unaffiliated engineering students, and engineering faculty.</li> <li>3. Players must present IDs upon registration.</li> <li>4. Only the first sixteen (16) teams to register can join the event.</li> <li>5. A team is composed of fourteen (14) players. Each organization can field only one (1) team.</li> </ol>											
<p>B. PRE-EVENT</p> <ol style="list-style-type: none"> <li>1. ACTIVITIES WITH DESCRIPTIONS</li> </ol> <p>Registration</p> <ol style="list-style-type: none"> <li>2. REQUIREMENTS</li> </ol>											

I. **TECHNICALITIES**

- A. TABLE OF DEDUCTIONS
- B. ATTENDANCE REQUIREMENTS

A grace period of fifteen (15) minutes from scheduled game time will be given to a team arriving late, after which a default may be declared. The time will be based on the official Eng'g Week clock.

- C. SCORING SYSTEM

**GAME SCORING**

A touchdown is awarded when a player (without being touched and other than the dummy half) is in possession of the ball and places the ball with pressure applied to the ball on or over the opposition try line. A touchdown is worth one (1) point.

**Explanatory Notes**

- If in attempting to score a touchdown a player either makes contact with the corner marker or crosses the extended sideline, no touchdown is awarded and the match is recommended by the opposition with a roll ball five (5) meters from the sideline and five (5) meters in from the sideline.

**ENGINEERING WEEK POINTS SCORING**

In the event of a tie in the Final round, Eng'g Week rules for ties will apply.

II. **EVENT MECHANICS**

**OBJECT**

The object of the game of touch is for each team to score touchdowns and to prevent the opposition from scoring by fair play.

**MODE OF PLAY**

The ball may be passed, knocked or handed between onside players of the attacking team who may in turn run or otherwise move with the ball in an attempt to gain territorial advantage and score. Defending players prevent the attacking team from gaining a territorial advantage by touching the ball carrier. Either defending players or attacking players may initiate touches upon which play stops and is restarted with a roll ball unless other rules apply.

**DURATION**

A game lasts for ten (10) minutes. No half time break. (teams swap ends when half time mark is reached)

**END OF PLAY**

When time expires play is to continue until the ball next becomes dead. Should a penalty be awarded during this period, the penalty is to be taken.

NOTE: In the event of a tie after time expires,

- **ELIMINATIONS & SEMI-FINALS:** a *SUDDEN DEATH*\*\*\*\* occurs.
- **FINALS:** a *DROP OFF WITH TIME CAP*\* is done.

**THE WINNER**

At the end of play the team that has scored the most touchdowns is declared the winner. In the event of neither team scoring, or in the event of both teams scoring the same number of touchdowns, a draw is declared.

**QUICK RULES** (as based on Touch Football Pilipinas (TFP), and modified similar to rules used in UP PE classes) :

- A maximum of 14 players will be allowed in the line-up of each team.
- There are 6 players on field and 8 substitutes.
- The attacking team must start with a tap from the middle of the field.
- The defending team must be back 10m for the start of play, and after each touchdown.
- After a team scores the play begins again with a tap in the middle.
- The person who takes the role of *dummy half*\*\* can cross the try-line but not score.
- If the dummy half is touched while possessing the ball it is a turnover. **ROLL BALL**.
- After being touched, the player touched must roll the ball between their legs.
- The attacking team continues play until they have had 6 touches.
- After being touched 6 times the ball is handed over to the other side. **ROLL BALL**.
- After touching the attacking player with the ball, all defending team members must retreat 5m.
- **Ball to Ground:** When the ball is dropped on the ground it is a turnover.
- **Turnover:** When the attacking side loses the ball to the opposition.
- **No control:** When the ball is thrown, dropped, knocked on, in a touch. **ROLL BALL**.
- Players may substitute at any time. There is no limit to the number of times a player may interchange.

- When someone is penalized their team must then retreat 10m.
- Offside: If the defending players do not retreat they are offside\*\*\*. **PENALTY**.
- Strong Touch: If a touch is considered to be too strong by referee. **PENALTY**.
- Forward Pass: When the ball is passed in front of the player who possessed the ball. **PENALTY**.
- Touch and Pass: When the person who is touched then passes the ball. **PENALTY**.
- Voluntary Rolled Ball or No Touch: When the player is not touched and rolls the ball between their legs.
- .
- Shepherd or Obstruction: Obstructing a touch from the defending side. **PENALTY**.
- Minor offenses: Bickering with refs, shouldering, leg trips etc... The referee will initiate an automatic substitute between the offending player and another team player in the sub box.
- Repeated offenses: For repeated offences the referee will yellow card the player and have that player move to the sin bin for a period of five minutes without replacement (sin bin - opposition's dead ball line).
- Foul play of any nature: (the referee being the sole judge) will result in the offending player being sent from the field without replacement.

NOTE – Instead of an actual PENALTY sequence, a ROLL BALL is also done for penalties.

**\*Drop Off with Time Cap**

*In the event of a tie after the time expires, there'll be a two (2) minute extension and one (1) player is dropped off from each team, leaving only five (5) players on field. The first team to score wins the match. In case of another tie, there'll be another two (2) minute extension and another player is dropped off from each team leaving only four (4) players on field. A maximum of three (3) players can be dropped off (i.e. leaving three (3) players on field). If it is still a tie after three drop offs, time is extended until a team scores a touchdown. A maximum cumulative time of thirty (30) minutes – from the starting time of the first drop off play onwards – will be allocated to settle the tie. The thirty (30) minutes will be running time. If no team is able to score within the thirty (30) minutes allocated, the game will be terminated and Eng' Week rules for ties (based on the Engineering Week 2018 Handbook, not Part III stated below) will apply.*

**\*\*Dummy half**

*The player who picks up the ball from the ground after the roll ball. It can be any of the players on the team in possession. The team without the ball cannot advance until the dummy half has touched the ball. The dummy half is not allowed to be caught whilst in possession of the ball. If the dummy half is caught with the ball, possession is handed over to the opposition who will recommence play with a roll-ball. Should the dummy half be in possession in the touchdown zone, they are not allowed to score and would need to pass to a team mate to score a touchdown.*

**\*\*\*Offside**

*An attacking player is offside when that player is forward of another attacking player who either has possession or who last had possession of the ball. A defending player is offside when that player has not retreated 5 meters for a roll ball or 10 meters for a penalty or restart of play.*

**\*\*\*\*Sudden Death**

*The attacking team will field their players five (5) meters away from the defender's goal line against the defenders. The attackers must score a goal within one minute. The attacking team has only one available touch this round. All other rules apply. If time expires, a foul is committed by the attackers, or attackers exceed their one touch, a turnover happens. Teams switch for this round. Teams take turns until a goal is scored by the attackers. Teams switch again and if the new attackers can score a goal that round, otherwise the scoring team wins the tie.*

#### MODE OF ELIMINATIONS

- Single elimination (2 brackets)
- NOTE: Bracket positions for the first round will be assigned by draw lots. In case the number of participants is odd, one team will automatically be advanced to the next round – this team will also be determined through draw lots.
- Top two per bracket will advance in the semi-finals (cross-over)
  - Winners of semi-finals game will go to finals to battle for first and second place
  - Losers of semi-finals will battle for third place

#### PLAYING CONDITIONS

All games will push through less the organizing committee of the event deems otherwise.

## REGISTRATION FORM

### EVENT

EVENT	
EVENT NAME	Touch Rugby
SPONSORING ORGANIZATION	UP Industrial Engineering Club (UP IEC)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	TravelEng'g Salesman									
EVENT DESCRIPTION	<p>The Travelling Salesman Problem, Game Theory, and Assignment Problems are famous Industrial Engineering concepts wherein given a list of locations and their pairwise distances, the task is to find the shortest possible route that visits each location exactly once and returns to the original location while considering possible strategies of opponents and efficient assignment of work force. This event seeks to promote awareness of the IE profession and at the same time provide an enjoyable and challenging experience for the organizations. Players will be given a map of UP Diliman with the required locations and its corresponding capacity, and they must race to have themselves stamped in those locations around UP Diliman. Only the most efficient organization participants will win first, second and third place!</p>									
SPONSORING ORGANIZATION	UP Industrial Engineering Club (UP IE Club)									
E-MAIL ADDRESS	<a href="mailto:iecenggweek@gmail.com">iecenggweek@gmail.com</a>									
EVENT COORDINATOR	Juinio, Joshua C. (Josh)					CONTACT NUMBER	09176810899 (Josh)			
MUST PRE-REGISTER?	YES			NO		WALK-INS ALLOWED?	YES	NO		
EW POINTS	1	200	2	166. 67	3	133.33	REGISTRATION FEE	N/A		
MAXIMUM NUMBER OF ENTRIES	16					NUMBER OF PLAYERS	6			
<b>ALLOWED PLAYERS</b> <i>Shade all that apply.</i>							<b>MINI-EW CATEGORY</b> <i>Shade one box only.</i>			
<input checked="" type="checkbox"/> AFF ENG'G STUDENT						ARTS/TALENT	SPORTS			
<input type="checkbox"/> AFF ONCE ENG'G STUDENT						PARLOR/RELAY/CHANCE	STRATEGY			
<input type="checkbox"/> UNAFF ENG'G STUDENT						QUIZ SHOW	NIGHT EVENT			
<input type="checkbox"/> ENG'G FACULTY						ENGG DISCIPLINE				
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE				TIME			VENUE		
Pre-Registration	Feb 12 (Mon) – Feb 14, 2018 (Wed)				12:00 MN - 11:59PM			Online		
Event Orientation	March 2, 2018 (Fri)				1:00 – 1:30			Sunken Garden Grandstand		
Event Proper	March 9, 2018 (Fri)				1:30 – 4:30			Inside UP Diliman		
EVENT RULES										
<p>I. <b><u>GENERAL GUIDELINES</u></b></p> <p>A. REGISTRATION &amp; SUBMISSION</p> <p>a. Registration</p> <ul style="list-style-type: none"> <li>i. Registration period begins on <b>February 12, 2018 at 12:00mn</b>. The accomplished registration forms must be submitted to <a href="mailto:iecenggweek@gmail.com">iecenggweek@gmail.com</a> <b>on or before February 14, 2018 11:59pm</b>. Gmail timestamps will be used as a basis of submission time.</li> <li>ii. Only the first sixteen (16) teams to email the registration form may participate in the event.</li> <li>iii. Each organization may field only one team at maximum.</li> <li>iv. Players must present ID upon the event</li> </ul> <p>B. PRE-EVENT</p> <p>a. ACTIVITIES WITH DESCRIPTIONS</p> <p>i. Pre-Registration</p>										

- b. REQUIREMENTS
  - i. Accomplished Registration Form

## II. **TECHNICALITIES**

- A. TABLE OF DEDUCTIONS
- B. ATTENDANCE REQUIREMENTS
  - a. A grace period of fifteen (15) minutes from scheduled event start will be given to orgs arriving late. Otherwise, all present orgs will begin the event. The time will be based on the official Eng'g Week clock.
- C. SCORING SYSTEM
  - a. The first, second and third team who returns to the starting point with complete and correctly marked player cards will win first, second and third place respectively. Participation points will be awarded to teams who present marked player cards before the event proper ends. (as defined in the schedule of activities)
  - b. For ties, Eng'g Week rules for ties will apply.

## III. **EVENT MECHANICS**

- A. An orientation for the event will be held before the event proper. All questions will be entertained during that time period.
- B. Teams must divide themselves into 3 pairs. (2 players per pair)
- C. At the start of the event proper, each team will be given
  - a. An Assignment Form
  - b. A list of notable locations in UP Diliman
  - c. A map of UP Diliman with said locations
- D. Teams must assign locations to each pair. Each location must only be assigned to only one pair. The assignment must be written in the given assignment form. This assignment form will determine which locations a pair can visit.
- E. Once the Assignment Form is accomplished, it must be given to IE Club marshal at the starting location. Once the assignment form has been turned over, its contents may no longer be changed.
- F. The team will be given three (3) player cards, one for each pair, once the assignment form has been submitted. The teams may now travel to the locations to have their player cards marked. Teams may break-up into smaller groups as the need arises. Any mode of transportation is allowed.
- G. Each pair may only have their player cards marked at the locations which are assigned to them. If a location which is not assigned to the pair is marked in the pair's player card, then automatically the team gets participation points.
- H. Once all the pairs have visited the locations assigned to them, the team must collect the three (3) player cards and return them to the marshal at the starting location.
- I. Ensure that all the locations assigned to the pairs have been visited before submitting the player cards. If the locations visited are incomplete, the team's submission will be forfeited and the team will only be awarded participation points. Once the player cards have been submitted, it may no longer be reclaimed.
- J. Each location is given a maximum capacity. This capacity will tell the amount of pairs which can be accommodated per location. When a pair arrives at a location, they must submit the player card to the IE Club marshal and they will be told a specific duration they have to wait before the player card is returned to them.
- K. Pairs who arrive while capacity is full, will either have to wait for the capacity to be less than the maximum before checking in with the marshal or may opt to transfer to a different location.
- L. There should be no repeating of locations in one team to give chance to other players. If a pair repeats a location assigned to them, or if a pair visits a location not assigned to them, the team will automatically get participation points
- M. All queues will follow a First Come First Served queuing policy. Participants in the station will only be considered in queue if both members of the pair are present 100% of the time. Personal concerns (i.e. bathroom breaks, other emergencies) must be attended to before the event proper. Once any member of the pair leaves the queue, both members of the pair will be moved to the end of the queue.
- N. The challenge of this game is to determine the most efficient way to go to all locations. The shortest route and best assignment can be solved using basic Operations Research or appropriate programs.

## REGISTRATION FORM

### EVENT

EVENT NAME	TravelEng'g Salesman
SPONSORING ORGANIZATION	UP Industrial Engineering Club (UP IE Club)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
PLAYER 4	
PLAYER 5	
PLAYER 6	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	Ang Huleng'g Dampot								
EVENT DESCRIPTION	Whoever said the last piece is the best? They are wrong. In this game, eating the last piece will get you eliminated. Work with your team and outwit your opponents to become the champion.								
SPONSORING ORGANIZATION	Institute of Electronics Engineers of the Philippines University of the Philippines Student Chapter (UP IECEP)								
E-MAIL ADDRESS	upiecepexternals@gmail.com								
EVENT COORDINATOR	Cristal, Pauline Patricia (Tricia) Leyba, Lionel Jed (Jed)				CONTACT NUMBER	09274175399 (Tricia) 09086080242 (Jed)			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	Php 200	
MAXIMUM NUMBER OF ENTRIES	12					NUMBER OF PLAYERS	3		
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS			
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY			
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT			
ENG'G FACULTY					WORKSHOP				
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE			TIME	VENUE				
Registration	February 28 (Wednesday)			12:00 AM-11:59 PM	Online				
Payment	March 2 (Friday)			8:00 AM-5:00 PM	4 <sup>th</sup> Floor Quiet Zone, EEEI Building				
Orientation and Draw lots	March 5 (Monday)			1:15 PM-1:30 PM	UP Sunken Garden Grandstand				
Event Proper (Elimination)	March 5 (Monday)			1:30 PM-2:30 PM	UP Sunken Garden Grandstand				
Event Proper (Finals)	March 5 (Monday)			2:30 PM- 3:30 PM	UP Sunken Garden Grandstand				
EVENT RULES									
I.	<u>GENERAL GUIDELINES</u>								
A.	REGISTRATION & SUBMISSION								
<ol style="list-style-type: none"> <li>Accomplished registration form (in .doc or .docx) must be submitted online to <a href="mailto:upiecepexternals@gmail.com">upiecepexternals@gmail.com</a> with the subject heading and file name: EventName_OrgName (ex. <b>AngHulEng'gDampot_UPIECEP</b>).</li> <li>Only the first twelve (12) registrations will be accepted. Three players from each organization should participate as a team. Maximum of one (1) entry per organization. Each organization is allowed to register a team of three players and two alternates.</li> <li>All payments must be made on March 2 (Friday) at the 4th floor Quiet Zone, EEEI Building.</li> </ol>									
II.	<u>TECHNICALITIES</u>								
A.	ATTENDANCE REQUIREMENTS								
<ol style="list-style-type: none"> <li>Players must present their IDs to the event handlers.</li> <li>All participants for each organization must arrive within 15 minutes of the scheduled game time (i.e. if the event is scheduled at 1:00PM the default time is 1:15PM) or the team will be disqualified.</li> <li>The event coordinators must be notified in case of players being replaced by alternates.</li> </ol>									
B.	SCORING SYSTEM								
<ol style="list-style-type: none"> <li>The team of the last standing player wins the game.</li> </ol>									

- 
2. For the finals, the ranking of the second and third place will be determined by the elimination place of the last player of each team such that the first team to have all players eliminated will be ranked third.

III. **EVENT MECHANICS**

- a. The event will have an elimination round and a final round.
- b. Same game mechanics will apply for the eliminations and the finals.
- c. The teams will be divided into three (3) groups for the elimination round using draw lots, with each group consisting of four (4) teams.
- d. The elimination rounds for the three groups will be done simultaneously.

Game Mechanics

1. The players will be placed in a long table with numbers assigned to each seat. Players are not allowed to communicate with each other.
2. A raffle will be done to determine the seats of the players individually. For the eliminations, four (4) teams will battle in one game wherein the winning team of each group will proceed to the finals.
3. Twenty-three (23) pieces of food chosen by the event handler will be served to the players. Each player can only eat 1-3 pieces of the food per turn. The rotation of the food would go counter-clockwise.
4. Each player will be given a maximum of thirty (30) seconds to eat the food. After the time limit, the next player will have his/her turn.
5. The person who gets the last piece will be eliminated from the game. Next round will start immediately
6. The team in which the last standing player belongs wins the game.

## REGISTRATION FORM

### EVENT

EVENT NAME	Ang Huleng'g Dampot
SPONSORING ORGANIZATION	Institute of Electronics Engineers of the Philippines UP Student Chapter (UP IECEP)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
ALTERNATE 1	
ALTERNATE 2	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION								
EVENT NAME	Awitan 2018							
EVENT DESCRIPTION	Awitan is a prestigious university-wide choral competition open to all amateur choral groups of the different student organizations in UP Diliman. With more than fifty years of showcasing talent, Awitan has covered such musical fields as Disney, Broadway, OPM, and ABBA. Participating groups would have the opportunity to hear the comments and suggestions of the judges after their prejudging performance. A choral workshop is also conducted for the organizations who qualified in the pre-judging round to enhance the contestant group's expertise in choral singing.							
SPONSORING ORGANIZATION	UP Chemical Engineering Society, Inc. (UP KEM)							
E-MAIL ADDRESS	awitan@upkem.org							
EVENT COORDINATOR	Delfin, Mary Anne Janette (Maj)				CONTACT NUMBER	0906 419 9267		
MUST PRE-REGISTER?	YES			NO	WALK-INS ALLOWED?	YES	NO	
EW POINTS	1	250	2	208. 33	3	166.67	REGISTRATION FEE	PHP 1500.00
MAXIMUM NUMBER OF ENTRIES	Event Proper – 12 Pre-judging – No limit				NUMBER OF PLAYERS	8 – 24		
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>			
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS		
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY		
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT		
ENG'G FACULTY					WORKSHOP			
SCHEDULE OF ACTIVITIES								
ACTIVITY	DATE		TIME		VENUE			
Organization Briefing	November 23, 2017 (Thursday)		6:00 PM – 8:00 PM		DChE A401			
Early Song Reservation	December 4-8, 2017		Scheduled with the Technicals Committee		UP KEM Tambayan			
Registration	January 15-26, 2018		Scheduled with the Technicals Committee		UP KEM Tambayan			
Pre-judging	February 3 or 5, 2018 (Saturday or Monday)		TBA		Mini Hall, UP College of Music			
Workshop	February 19, 2018 (Monday)		9 AM – 5 PM		DChE, A101-A102			
Event Proper	March 5, 2018 (Monday)		6:00 PM – 12:00 MN		UP Cine Adarna			
EVENT RULES								
I. <b><u>GENERAL GUIDELINES</u></b>								
A. PARTICIPANTS								
<ol style="list-style-type: none"> <li>1. The contest is open to all bona fide students, undergraduate and graduate, and engineering faculty of the University of the Philippines Diliman. Interested individuals must form groups then register. Duly recognized organizations of the university (engineering and non-engineering) may field only one (1) participating group.</li> <li>2. A maximum of 12 organizations may compete in the event proper.</li> <li>3. Each singer in the group must be an affiliate (part of the roster of an engineering organization) of the participating organization presently and duly recognized by the university. Alumni of the organizations are allowed to join provided</li> </ol>								

they are currently enrolled in a graduate course and have reaffirmed/renewed their membership in the participating organization.

As per ESC rule (number 1 under the TEAM CATEGORIES section, page 5 in the Engineering Week Handbook), AFF NEVER ENGG students are not allowed to join Engineering Week events and are not eligible to earn EWOC points for their organization. Only the conductors of the choirs are exempted from this rule.

Engineering organizations that will include AFF NEVER ENGG students in their Awitan registration forms will automatically be disqualified.

For engineering organizations, fraternities, and sororities, at least 80% of the participating members must be currently enrolled in the College of Engineering. Failure to comply may result in disqualification.

4. Established choral organizations in UP Diliman (groups whose main function is choral related e.g. UP Engineering Choir, UP Pintinig, etc) and groups from the UP College of Music are not allowed to participate in the competition.
5. Engineering faculty members who would like to be part of an engineering organization's chorale must be part of the organization's roster. However, all faculty members must be currently teaching at the college and need not be from the same department. Also, the conductor need not be a student/faculty of the university.
6. A person belonging to multiple organizations/groups may only sing for one (1) organization/group.
7. Professional singers, music majors, and current applicants/trainees/members of professional singing groups and official UP Diliman chorale organizations (specifically UP Concert Chorus, UP Singing Ambassadors, UP Madrigal Singers, UP Dawani Women's Choir, UP Staff Chorale, and UP Voice and Music Theatre Guild) will be allowed to participate in the competition, provided that they are part of the organization's roster. A maximum of two (2) such individuals, excluding the conductor, for each participating group will be allowed to participate.
8. Each group must be composed of at least eight (8) to twenty-four (24) members and each group has the option of having a conductor and a maximum of 2 alternates. Only the alternates submitted in the registration form are allowed to replace the members of the chorale. The group may be all-male, all-female or mixed.
9. Each group is allowed only one (1) technical personnel (lighting crew, etc.) and two (2) backstage assistants also belonging from the organization's roster. They are not part of the maximum 24 participating members but they must also be included in the registration form.
10. Each group has the sole responsibility for all fees/expenses, submission of requirements and redemption of prizes associated with this contest.
11. The participating groups and their associates/organizations are strictly prohibited from contacting judges before and during the competition. If proven guilty, the group is then immediately disqualified from the competition.

## B. REGISTRATION

1. The theme for Awitan 2018 will be Billboard's Top 10 Year-End Singles as given by billboardtop100of.com.

Groups/organizations must select ONE THEMED SONG FROM THE 1980s and ONE THEMED SONG FROM THE 2000s. There will be no standardized contest piece for Awitan 2018.

2. A group/organization is considered registered once the following requirements are completed, submitted and approved by the Awitan Technicals Committee:
  - a completely accomplished registration form\*
  - a softcopy\*\* of the group/organization logo (if any, .png) and of a group picture (.jpg)
  - a softcopy\*\* of a 150-200 word group description or write-up (.doc or .docx)
  - a 20-30 second audio-visual presentation (AVP)\*\* of the group (.mp4)
  - six (6) clear, hardcopies\* of the complete arrangement of the chosen 1980s song (short bond)
  - six (6) clear, hardcopies\* of the complete arrangement of the chosen 2000s song (short bond)
  - P1,500 registration fee

\*All printed files should be compiled in a short brown envelope with the group's name written at the front.

\*\*AVP and softcopies should be submitted in a CD.

All specifications stated above will be strictly implemented. There is no need to submit a photocopy of the Form 5 and/or ID during registration since the Awitan Technicals Committee will be using the official Organization Roster that will be provided by the ESC for verification purposes.

An organization will only be considered “**officially registered**” once the Awitan Technicals Committee have verified all of their participants. Until such time, their registration will remain in “probationary status”.

3. Song reservation may only be done during the early reservation period (December 4 - 8, 2017) and the set registration period (January 15 - 26, 2018). Reservation and/or changing of songs will not be honored outside this duration.
4. Registration and song reservation will be done via scheduled appointments on weekdays set by the groups/organizations on a first-come, first-serve basis. The contact person of each group must inform the organizers/technical staff at least 24 hours before the desired appointment time. Groups/organizations who failed to schedule an appointment 24 hours before the desired appointment time will not be entertained.

Overlapping requested times may be accommodated, but a first-come, first-serve basis system applies. The contact person assigned shall receive announcements and updates (regarding briefing, registration, etc.) and is responsible for informing his/her group/organization. Only one (1) official contact person per organization is allowed. He/she will be the only one who will be added to the official Facebook group and will receive Awitan-related updates. Should the contact person be changed, the Awitan Technicals team should be informed immediately.

5. The groups are allowed to add as many members and/or remove as many members as they want from the list of registered members after the set registration period. However, a deduction of 1% per member change (addition and/or removal of members) from the overall score in the event proper will be implemented.
6. An approved list of songs shall be released on the first briefing session. The groups are required to pay a down payment of P700 before reserving their chosen songs.

The groups are allowed a maximum of 2 changes PER CHOSEN PIECE during the reservation period. By the end of the reservation period, all groups must have selected pieces and no further changes are allowed.

7. The groups should also look for a choral piece of the chosen songs. At the end of the registration period, no alterations can be made to their submitted choral piece. The song must be sung in acapella.
8. No refund of registration fees will be honored in case the withdrawal of registration is done after the set registration period. However, if the group decides to cancel their registration within the properly set registration period, a full refund will be granted.
9. There will be drawing of lots on January 26, 2018, 12:15 PM at the UP KEM Tambayan to determine the order of performances during the pre-judging. Another round of drawing of lots will be held after the prejudging for those groups who advanced to the event proper to determine the order of performances during the event proper. The order of performances in the event proper will be the same as that in the workshop. Order of performance during the pre-judging and event proper can be changed due to conflict with a scheduled academic requirement and if the involved organizations agreed with the schedule swap.

In case of an organization wanting to change their order of performance due to academic conflict (less than 2/3 of the group will be present during the said event, rounded up to the nearest whole number) and no organization would want to swap with them, then they will be forced to move to the last slot of the pre-judging, workshop, or event proper.

10. Registration is set on the week of January 15 - 26, 2018. If changed, the contact person of the participating organizations will be notified immediately. During this week, the remaining balance of P800 must be paid and the requirements stated above can only be submitted during this week.
11. There will be no late registration for the event. Groups who failed to submit all of the requirements for registration will be disqualified. Registration fees may not be refunded for this case.

## C. PRE-EVENT

### 1. PRE-JUDGING

1. A pre-judging event will be held on February 3, 2018. The participating groups will perform their chosen themed 1980's song in front of a panel of judges that is different from the panel that will judge at the Awitan proper. Costumes and choreography will not be graded.
2. If there are more than 12 organizations that want to join the competition, the pre-judging will serve as elimination round. Any organization who does not participate in the pre-judging will be automatically eliminated. If an Engineering organization gets eliminated, no participation points for Engineering Week will be given to that organization. The registration fees of the eliminated organizations cannot be refunded. The pre-judging will have no bearing on the overall Awitan score.
3. If there are 12 or less organizations that will register, the pre-judging score will comprise 10% of the overall Awitan score for that song.

4. In case of an absence of a member from a participating group, a valid excuse letter signed by the instructor/person-in-charge must be presented at least 2 days before the pre-judging event. Submissions will be entertained strictly within 12nn – 5pm. Only excuses for academic purposes (exam, report, presentation) will be accepted, otherwise, a grade of 0 for the pre-judging event will be given if 2/3 (rounded up to the nearest whole number) of the performers will not be able to arrive during the checking of the attendance of participants per organization.

\*\*\*When applying the 2/3 rule in the checking of attendance during the prejudging and workshop, the following formula will be used:

$(\text{Total number of registered members in the chorale} - \text{total number of excused performers}) * 2/3 = \text{total number of performers required to attend}$

5. The order of performance will be decided by drawing lots after the registration period. (Please refer to #9 of Section B.)
6. The performers must arrive at the venue 15 minutes before their scheduled time. Attendance will be checked by the Awitan Technicals Committee during this period. Each participant must present his/her countersigned UP ID OR Photocopy of Form 5 together with a valid ID. Any participant who fails to present his/her proof of identification will not be allowed to perform. In the event that an excused\* participant will be able to leave his/her classes earlier but will not make it during the checking of attendance of their group, he/she will still be allowed to perform provided that their group still hasn't started performing and his/her identity will be verified by the Awitan Technicals Committee.

\*Participants will officially be considered excused once they've submitted a valid excuse letter signed by their instructor at least two days before the prejudging.

7. The contestants will be given 8 minutes stage time, from the first member entering the stage/room until the last note of their song. Judges will be facing the contestants during the pre-judging.
8. After the performance, the contestants will be asked to stay in front of the judges to listen to their comments (Judges will be given around 1-3 minutes to give comments).

The pre-judging score will be computed using the following criteria:

- a. Musicianship (Interpretation, Dynamics) – 40%
- b. Technique (Mastery of Piece, Projection, Diction, Tonal Quality, Pitch Balance) – 60%

9. The scores given by the judges, once tabulated and verified by the Awitan Technicals Committee, are final. Results from the pre-judging event will be released after the event.
10. Complaints regarding violation of rules will be entertained up to 24 hours after the announcement of results. The Awitan Technicals Committee reserves the right to fairly deliberate regarding such matters.

In case of a change in the results, everyone shall be informed of any changes made. Other concerns will be dealt with by respective committees/bodies. After the pre-judging, decisions regarding all complaints, etc. will be done by the Awitan committee and will be binding.

## 2. WORKSHOP

1. A workshop will be held after pre-judging for those competing in the contest proper. This will be done whole day on February 19, 2018.
2. Each choir is given 30 minutes for consultation with the workshop facilitator.
3. The order of performance will be decided by drawing lots after the prejudging. (Please refer to #9 of Section B.)
4. In case of an absence of a member from a participating group, a valid excuse letter signed by the instructor/person-in-charge must be presented at least 2 days before the scheduled workshop. Submissions will be entertained strictly within 12nn – 5pm. Only excuses for academic purposes (exam, report, presentation) will be accepted.
5. This is a required sub-event for those competing in the contest proper. Checking of attendance will be of the same format as in the pre-judging. (Please refer to #4 of Section C.) There will be a 2% deduction on the overall score on the event proper if less than 2/3 (rounded up to the nearest whole number) of the performers are present during the checking of attendance.
6. For groups having less than 2/3 (rounded up to the nearest whole number) of the performers present during the workshop, they may opt to pass a late excuse letter for those unexcused performers who failed to participate in the sub-event. The deadline for these excuse letters will be two days after the workshop. The number of late

excuse letters that should be passed should be equal to the number of participants that would make the group's attendance 2/3 (rounded up to the nearest whole number) of their performers. There will be no 2% deduction for this case. Only excuses due to sickness and unforeseen circumstances (death of an immediate family member, accident, among others) would be accepted. The Awitan Technicals Committee reserves the right to decide if the excuse is valid or not.

## II. TECHNICALITIES

- Participating organizations are required to sell tickets for the event proper. Organizations who qualified to the event proper will have to sell tickets equal to the 25% of the number of members in the organization's roster excluding the participants from the said organization.

Formula:  $0.25 * [\text{total number of members in the org roster} - \text{number of org members participating in Awitan}]$ .

i.e. Organization roster = 120 members; Participants = 20 members

Required number of tickets =  $0.25 * (120 - 20) = 25$

(but if the 20 participants also choose to buy tickets, the organization can have a maximum of 45 tickets reserved for them to buy)

The fifty percent (50%) of the maximum total tickets must be paid on or before February 9, 2018 (Friday). Failure to comply will merit disqualification. Meanwhile, the remaining 50% must be paid on or before February 26, 2018 (Monday). Failure to comply will receive 25% EWOC points deduction.

- Groups not representing an engineering organization/fraternity/sorority - 30 tickets
- The reservation for the participating organizations' seating order/arrangement in the event proper will be held on February 20, 2018 (Tuesday) starting at 11 AM at the UP KEM Tambayan. A first-come, first-served basis will be observed.

The maximum seats that an organization can reserve will be based on the total tickets that they will be buying from the Awitan team.

- Participating groups/organizations must comply with the provided rules, schedules and deadlines. Failure to comply and violation of the rules may result to the automatic disqualification of the group/organization.
- In case of copyrighted compositions/arrangements, it is the responsibility of the participating group to ask permission from the composer/arranger. Copyright issues brought up before, during and after the competition must be resolved by the parties involved. The event organizers will not be held responsible if a composition has been performed without permission.
- The University of the Philippines Chemical Engineering Society, Inc. reserves the right to document the event and make use of the recordings for commercial and promotional purposes in all forms of media without compensation to the contestants.
- In case of situations not mentioned in the rules/guidelines stated above, the Awitan committee has the sole and final decision over all proceedings.

\*For inquiries, contact any member of the Awitan 2018 committee or proceed to the UP KEM tambayan located at the 3rd floor lobby of Melchor Hall.

- Table of Deductions:

DEDUCTION (Description)	REMARKS
1% per member change (Registration)	Deduction from overall score on the event proper (refer to #5, Section I-B)
2% (Workshop)	Deduction from overall score on the event proper (refer to #5, Section I-C, subsection 2)
0.1% per second overtime (Event Proper)	Deduction from overall score (refer to #7, Section III-A)
5% (Event Proper)	Deduction from overall score on second offense (refer to #9, Section III-A)
25% (Event Proper)	Deduction from EWOC points (refer to #14, Section III-A)

25% (Ticket Sales)	Deduction from EWOC points (refer to #1, Section II)																					
<b>III. <u>EVENT MECHANICS</u></b>																						
A. CONTEST PROPER																						
<p>1. All members and assigned personnel of the participating groups/organizations must already be validated at least 20 minutes before the start of the program. Each member is required to present his/her countersigned UP ID OR Photocopy of Form 5 together with valid ID to the assigned checkers. If in case an alternate will perform, he/she must also present his/her countersigned UP ID OR Photocopy of Form 5 together with valid ID. The conductor must also present a valid ID with picture. Only members and the conductor validated and checked by the staff will be allowed to perform on stage.</p> <p>In the event that a member will not be able to arrive during the set validation time due to valid reasons (i.e. conflict in exam), a valid excuse letter signed by the instructor/person-in-charge must be presented at least two days before the date of the event. Excuse letters will be accepted from 12nn-5pm only. Any participant who fails to do so will not be allowed to perform. Likewise, all registered, unexcused participants who fail to arrive before the validation will not be allowed to perform.</p> <p>2. The performance of each group consists of two (2) themed songs – one 1980s song and one 2000s song. Alteration (of lyrics, arrangement, flow direction, time signature, key and rhythm) of the songs based on the final submitted arrangement is strictly prohibited. (Please refer to #6, Section B).</p> <p>3. Each group will be given only 7 minutes for their technical rehearsal. The technical rehearsal will be held on March 5, 2018, 3:30 PM. Final time assignments will be disseminated by the Awitan Technicals Committee. The sequence of groups for the technical rehearsals will be the same as the order of performances on the Event Proper. Attendance in the technical rehearsal is not required. Groups who failed to attend their respective technical rehearsal schedule will receive no penalties but will not be given another schedule for technical rehearsal.</p> <p>4. Each group is given ten (10) minutes of stage time which starts with the AVP and ends when the last member leaves the stage and the stage has been cleared of the group's props. Moving of microphones from their respective original position is strictly prohibited. Microphones will not be allowed to be removed from its position so that everyone will perform with the same microphone positions. There will be a 1% deduction on the overall Awitan score per microphone removed from the original position.</p> <p>5. Contestants are not allowed to leave the stage area in any way during the performance. Should any performer leave the stage, then the group is considered to have finished their performance. Entrance will be done only from the backstage and exit at the opposite side of the stage.</p> <p>6. The score for the Awitan proper is composed of 50% for the 1980s piece and 50% for the 2000s piece. The two songs will be judged using the following criteria:</p>																						
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center; padding: 5px;">CRITERIA</th> <th style="text-align: center; padding: 5px;">1980s PIECE</th> <th style="text-align: center; padding: 5px;">2000s PIECE</th> </tr> </thead> <tbody> <tr> <td style="text-align: center; padding: 5px;">Musicianship (Interpretation, Dynamics)</td> <td style="text-align: center; padding: 5px;">35 (40)%</td> <td style="text-align: center; padding: 5px;">35%</td> </tr> <tr> <td style="text-align: center; padding: 5px;">Technique (mastery of Piece, Projection, Diction, Tonal Quality, Pitch Balance)</td> <td style="text-align: center; padding: 5px;">30 (35)%</td> <td style="text-align: center; padding: 5px;">30%</td> </tr> <tr> <td style="text-align: center; padding: 5px;">Chosen Piece (Quality, Level of Difficulty)</td> <td style="text-align: center; padding: 5px;">10%</td> <td style="text-align: center; padding: 5px;">15%</td> </tr> <tr> <td style="text-align: center; padding: 5px;">Stage Presence (Performance, Choreography, Costume/Grooming, Creativity)</td> <td style="text-align: center; padding: 5px;">15%</td> <td style="text-align: center; padding: 5px;">20%</td> </tr> <tr> <td style="text-align: center; padding: 5px;">Pre-judging</td> <td style="text-align: center; padding: 5px;">10 (0)%</td> <td style="text-align: center; padding: 5px;">---</td> </tr> <tr> <td style="text-align: center; padding: 5px;"><b>Total</b></td> <td style="text-align: center; padding: 5px;"><b>100%</b></td> <td style="text-align: center; padding: 5px;"><b>100%</b></td> </tr> </tbody> </table>		CRITERIA	1980s PIECE	2000s PIECE	Musicianship (Interpretation, Dynamics)	35 (40)%	35%	Technique (mastery of Piece, Projection, Diction, Tonal Quality, Pitch Balance)	30 (35)%	30%	Chosen Piece (Quality, Level of Difficulty)	10%	15%	Stage Presence (Performance, Choreography, Costume/Grooming, Creativity)	15%	20%	Pre-judging	10 (0)%	---	<b>Total</b>	<b>100%</b>	<b>100%</b>
CRITERIA	1980s PIECE	2000s PIECE																				
Musicianship (Interpretation, Dynamics)	35 (40)%	35%																				
Technique (mastery of Piece, Projection, Diction, Tonal Quality, Pitch Balance)	30 (35)%	30%																				
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Stage Presence (Performance, Choreography, Costume/Grooming, Creativity)	15%	20%																				
Pre-judging	10 (0)%	---																				
<b>Total</b>	<b>100%</b>	<b>100%</b>																				
<p>Numbers in parentheses represent the percentage that will be given for that criterion if the pre-judging served as an elimination round and has no bearing on the overall Awitan score.</p> <p>7. Exceeding the allotted time limit will merit a deduction of 0.1% from the total average score per second overtime.</p>																						

8. Use of musical instruments and audience participation (i.e. singing and clapping along) are not allowed. Performances containing profanities and obscene, vulgar and sexually explicit lyrics and/or gestures are also prohibited, and shall be dealt with accordingly.

Use of instruments during the performance shall lead to disqualification. The Awitan Technicals Committee will decide whether the act/lyrics are considered obscene/explicit/profane/vulgar.

9. Practicing inside the venue and holding area before (except during the rehearsal timeslot given by the Awitan Team) and during the event is strictly not allowed. A deduction of 5% will be given on the second offense.

Performers may practice outside of the venue after the event has started. However, they should be back in the holding area 30 minutes before their scheduled performance set.

10. Contestants and their associates/organizations (including audience members) that exhibit foul behavior (i.e. making unnecessary noise during performances, nudity) during any part of the performances or contest will cause their group to be disqualified. The Awitan Technicals Committee will decide whether an act is considered foul.

11. In the event of a tie in score, the judges will break the tie at their sole discretion.

12. Scores given by the judges during the competition, once tabulated and verified by the Awitan Technicals Committee, are final.

13. Engineering Week Overall Champion (EWOC) points will be given to the top 3 engineering organizations, excluding non-engineering organizations. This means if a non-engineering organization placed 1<sup>st</sup>, EWOC points will be given to the three succeeding engineering organizations.

14. At least one representative from each participating organization should be present after the event proper to sign the official Engineering Week scoresheet. Groups who failed to do so will receive 25% EWOC points deduction.

15. Complaints regarding violation of rules will be entertained up to 24 hours after the announcement of winners. The Awitan Technicals Committee reserves the right to change the winners when the matter has sufficiently and fairly been deliberated upon.

In case of a change in the winners, awards will be given to respective groups/organizations. Other concerns will be dealt with by respective committees/bodies. After the event proper, decisions regarding all complaints, etc. will be done by the Awitan committee and will be binding.

#### B. PRIZES

1. The prizes, in the form of cash or both in cash and in kind will be:

- 1<sup>st</sup> place – P12,000
- 2<sup>nd</sup> place – P8,000
- 3<sup>rd</sup> place – P5,000

#### C. PEOPLE'S CHOICE

1. The winning group of the People's Choice Award will receive a cash prize of P2000.00. For Engineering organizations, no EWOC points will be given to the winner. Criteria for judging will be announced during the organization briefing and will be disseminated accordingly.

## REGISTRATION FORM

### EVENT

EVENT NAME	Awitan
SPONSORING ORGANIZATION	UP Chemical Engineering Society Inc. (UP KEM)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	

### CHOIR INFORMATION

CHOIR NAME	
CONDUCTOR	
<b>MEMBERS</b>	
<b>ALTERNATES</b>	
<b>TECHNICAL PERSONNEL</b>	
<b>BACKSTAGE ASSISTANTS</b>	

### ENTRY REQUIREMENTS (Do not write inside this box. For AWITAN Committee only.)

1980's PIECE	2000's PIECE	
REQUIREMENTS	STATUS	RECEIVED BY
WRITE-UP		
LOGO		
GROUP PICTURE		
GROUP AVP		
HARDCOPIES OF 1980's PIECE		
HARDCOPIES OF 2000's PIECE		
FEES AND TICKETS	AMOUNT	RECEIVED BY
REGISTRATION FEE (2 <sup>nd</sup> payment)		
TICKET REQUIREMENTS		

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	Pa-sense-syahan									
EVENT DESCRIPTION	Pa-sense-syahan is a game where the players need to estimate the magnitude of certain physical properties (price, mass, amount, etc.). The goal of the game is to have the least difference between the team's answer and the exact value. Points are determined by the nearness of the answer to the actual value. The team with the highest number of points will be declared as the winner.									
SPONSORING ORGANIZATION	UP Chemical Engineering Society, Inc. (UP KEM)									
E-MAIL ADDRESS	enggweek@upkem.org									
EVENT COORDINATOR	James Maranan				CONTACT NUMBER	09335261365				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	PHP 150.00		
MAXIMUM NUMBER OF ENTRIES	15				NUMBER OF PLAYERS	2				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
<input checked="" type="checkbox"/> AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS				
<input type="checkbox"/> AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input type="checkbox"/> STRATEGY				
<input type="checkbox"/> UNAFF ENG'G STUDENT					QUIZ SHOW	<input type="checkbox"/> NIGHT EVENT				
<input type="checkbox"/> ENG'G FACULTY					WORKSHOP					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE		TIME		VENUE					
Pre-registration	February 12, 2018		7:00 AM – 11:59 PM		ONLINE					
Registration Fee Payment	February 15 2018		9:00 AM – 5:00 PM		UP KEM Tambayan					
Game Proper	March 8, 2018		8:00 AM – 11:30 AM		MH 313-315					
EVENT RULES										
IV.	<b><u>GENERAL GUIDELINES</u></b>									
I. REGISTRATION & SUBMISSION										
<ol style="list-style-type: none"> <li>The online registration form (<a href="http://upkem.org/s/Pasensesyahan2018">http://upkem.org/s/Pasensesyahan2018</a>) must be accomplished on February 12, 2018 from 8:00 AM to 11:59 PM. Only the first 15 entries will be entertained.</li> <li>Upon pre-registration, change of players and alternates will not be entertained.</li> <li>All payments must be made on February 15, 2018 at the UP KEM Tambayan from 9:00 AM to 5:00 PM. Failure to do so will forfeit the entry's slot; vacant slots at the end of the day will be filled in by waitlist entries (i.e. pre-registered but not able to make through the 15-cut) which shall then confirm their registration by paying the fee the next day, February 16, 2018, from 9:00 AM to 12:00 NN.</li> <li>Players are required to bring their UP ID (or any valid ID + Form 5) on the event proper. Once the grace period has passed, the organizers will no longer accept registered players to play.</li> </ol>										
V.	<b><u>EVENT MECHANICS</u></b>									
<ol style="list-style-type: none"> <li>Each organization/group is only allowed to register one team of two (2) players and one (1) alternate.</li> <li>Switching of players and alternates beyond the default time is prohibited.</li> <li>The teams will be given different objects wherein they will be asked to estimate the magnitude of certain physical properties (price, mass, count, etc.). For example:mass of a given ballpen, number of stick-o in a given can, etc.</li> </ol>										

4. With the aid of an event facilitator, each team shall be given a maximum of 10 seconds to examine the item. After 10 seconds, the facilitator will proceed to the next team for them to examine the item.
5. The team's answer shall be written in the provided answer board.
6. The game will consist of three rounds: easy, average, and difficult. Each round will make use of 3 sets of objects.
7. Points will be determined by the nearness of a team's answer to the actual value.
  - a. For the easy round, the team whose estimate is nearest to the actual value shall be awarded with N points(N being the number of registered teams), N-1 for the second nearest, N-2 for the third nearest, and so on.
  - b. For the average round, the highest will be  $2N$  points,  $2N-2$  for the second nearest,  $2N-4$  for the third nearest, etc.
  - c. For the difficult round, the highest will be  $3N$  points,  $3N-3$  for the second nearest,  $3N-6$  for the third nearest, etc.
  - d. In the case that multiple teams have answers of the same deviations from the actual value, both teams will get the same corresponding points.
    - i. Example 1:  
If in an easy round two teams answered 150, which happens to be the closest answer to the actual value, both teams will get N points. N-1 points will still be awarded to the second nearest, N-2 points to the third nearest, and so on.
    - ii. Example 2:  
The actual value is 20. Team A gave a guess of 19 while Team B gave a guess of 21; these values happen to be the closest to the actual value. If in an easy round, both teams will get N points because the absolute difference between the teams' guesses and the actual value is equal ( $|20-22| = |20-18|$ ). N-1 points will still be awarded to the second nearest, N-2 points to the third nearest, and so on.
8. The team with the highest number of points after all 3 rounds wins the game.
9. In case of a tie after the difficult round, a sudden death question will be given to break the tie.
10. UP KEM reserves the right to deliberate special circumstances regarding issues that may arise from this event e.g. complaints on technicalities of rules, etc.
11. The decision of UP KEM is final and irrevocable.

## REGISTRATION FORM

### EVENT

EVENT NAME	Pa-sense-syahan
SPONSORING ORGANIZATION	UP Chemical Engineering Society, Inc. (UP KEM)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	Dice Gameng'g									
EVENT DESCRIPTION	Dice Gameng'g is a game of chance similar to the Color Game played during funfairs. Players would bet points on a color corresponding to one side of a die. After rolling the dice, the teams who bet on the colors found on the top of the dice would earn points for that round, while teams who did not bet on the those colors would lose points for the round. The team with the highest number of points after all the rounds wins.									
SPONSORING ORGANIZATION	UP Chemical Engineering Society, Inc. (UP KEM)									
E-MAIL ADDRESS	enggweek@upkem.org									
EVENT COORDINATOR	James Maranan				CONTACT NUMBER	09335261365				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	100	2	83.33	3	66.67	REGISTRATION FEE	PHP 50.00		
MAXIMUM NUMBER OF ENTRIES	10				NUMBER OF PLAYERS	2				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
<input checked="" type="checkbox"/> AFF ENG'G STUDENT					ARTS/TALENT	<input type="checkbox"/> SPORTS				
<input type="checkbox"/> AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input type="checkbox"/> STRATEGY				
<input type="checkbox"/> UNAFF ENG'G STUDENT					QUIZ SHOW	<input type="checkbox"/> NIGHT EVENT				
<input type="checkbox"/> ENG'G FACULTY					WORKSHOP	<input type="checkbox"/>				
SCHEDEULE OF ACTIVITIES										
ACTIVITY	DATE			TIME		VENUE				
Pre-registration	February 12, 2018			7:00 AM – 11:59 PM		ONLINE				
Registration Fee Payment	February 15 2018			9:00 AM – 5:00 PM		UP KEM Tambayan				
Game Proper	March 8, 2018			11:30 AM – 2:00 PM		MH 313-315				
EVENT RULES										
VI.	<b><u>GENERAL GUIDELINES</u></b>									
I. REGISTRATION & SUBMISSION										
<ol style="list-style-type: none"> <li>The online registration form (<a href="http://upkem.org/s/DiceGamengg2018">http://upkem.org/s/DiceGamengg2018</a>) must be accomplished on February 12, 2018 from 7:00 AM to 11:59 PM. Only the first 10 entries will be entertained.</li> <li>Upon pre-registration, change of players and alternates will not be entertained.</li> <li>All payments must be made on February 15, 2018 at the UP KEM Tambayan from 9:00 AM to 5:00 PM. Failure to do so will forfeit the entry's slot; vacant slots at the end of the day will be filled in by waitlist entries (i.e. pre-registered but not able to make through the 10-cut) which shall then confirm their registration by paying the fee the next day, February 16, 2018, from 9:00 AM to 12:00 NN.</li> <li>Players are required to bring their UP ID (or any valid ID + Form 5) on the event proper. Once the grace period has passed, the organizers will no longer accept registered players to play.</li> </ol>										
VII.	<b><u>EVENT MECHANICS</u></b>									
<ol style="list-style-type: none"> <li>The goal of the game is to have the most number of points at the end of 10 rounds through betting.</li> <li>Each team will have to draw lots first to determine their team number. The team number indicates their order in rolling in the dice.</li> </ol>										

14. Each team is given 100 points initially.
15. For each round, 3 color dice will be thrown. Also, a different team will roll the dice, team 1 on the 1st round, team 2 on the 2nd round and so on.
16. Teams are required to put their bets on any of the given 6 colors: blue, yellow, red, purple, orange and green.
17. Teams can place bets on a minimum of 1 color and a maximum of 2 colors. Bets should be a multiple of 10. For every color, a maximum of 5 teams can place their bets.
18. The order of betting will start from the team who will roll the dice and to the next (for example, round 1: team 1 bets 1st, then team 2 until team 10. Round 2: team 2 bets 1st then team 3 until team 1).
19. After every throw, the colors appearing on top of each die will be declared as the winning colors.
20. If at least one of a team's chosen colors did not land on top of any of the three die, that team will lose points corresponding to their bet on that color.
21. In case a certain color wins on more than one die, points will be multiplied for every die that bears the winning color.

Example of Pointing System:

Round 1					
Player A Bets			Winning colors		Total points
1 <sup>st</sup>	2 <sup>nd</sup>	Dice 1	Dice 2	Dice 3	Player A
10 pts, yellow	30 pts, blue	Blue	Blue	Yellow	30 pts on blue X 2 = 60 pts earned + 10 pts on yellow X 1 = 10 pts earned
					Total Gained 70 pts

Round 1					
Player B Bets			Winning colors		Total points
1 <sup>st</sup>	2 <sup>nd</sup>	Dice 1	Dice 2	Dice 3	Player A
10 pts, red	10 pts, orange	Blue	Blue	Yellow	0 pts earned - 20 pts from losing bet
					Total Gained -20 pts

Round 1					
Player C Bets			Winning colors		Total points
1 <sup>st</sup>	2 <sup>nd</sup>	Dice 1	Dice 2	Dice 3	Player A
40 pts, blue	30 pts, purple	Blue	Blue	Yellow	40 pts on blue X 2 = 80 pts earned - 30 pts from losing bet
					Total Gained 50 pts

22. A team can no longer play if it has no more points before the end of the 10th round.
23. The top 3 teams with the most number of points at the end of ten rounds will be declared as the 1st, 2nd and 3<sup>rd</sup> placers.
24. In case of a tie, the teams will have to bet for a color combination, using up all the points they have at the end of the 10th round and the dice will be rolled by the organizer. The team with the highest (or higher total points) will get the place in contest. This will be repeated until the tie is broken.
25. UP KEM reserves the right to deliberate issues that may arise in the event (i.e. complaints on technicalities, implementation of rules, etc)
26. The decision of UP KEM is final and irrevocable.

## REGISTRATION FORM

### EVENT

EVENT NAME	Dice Gameng'g
SPONSORING ORGANIZATION	UP Chemical Engineering Society, Inc. (UP KEM)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION											
EVENT NAME	JUICE(KO) PONG										
EVENT DESCRIPTION	It's like beer pong, without the beer										
SPONSORING ORGANIZATION	UP Mining Engineering Society (UP MINERS)										
E-MAIL ADDRESS	up.miners@gmail.com										
EVENT COORDINATOR	Madriaga, Jan Eric					CONTACT NUMBER	09129448019				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES		<input type="checkbox"/>	NO		WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	100	2	3	83.3	3	66.67	REGISTRATION FEE	140		
MAXIMUM NUMBER OF ENTRIES	12					NUMBER OF PLAYERS	2				
ALLOWED PLAYERS <i>Shade all that apply.</i>						MINI-EW CATEGORY <i>Shade one box only.</i>					
<input checked="" type="checkbox"/> AFF ENG'G STUDENT						ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS				
<input checked="" type="checkbox"/> AFF ONCE ENG'G STUDENT						PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/> STRATEGY				
<input checked="" type="checkbox"/> UNAFF ENG'G STUDENT						QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT				
<input checked="" type="checkbox"/> ENG'G FACULTY						WORKSHOP					
SCHEDULE OF ACTIVITIES											
ACTIVITY	DATE			TIME			VENUE				
Deadline of Online Registration	February 23			12:00 AM-11:59 PM			ONLINE				
Confirmation of Registration (Payment)	February 27			1-3 PM			MINERS TAMBAYAN				
Event Proper	March 3			12-4 PM			MW 1, DMMME				
EVENT RULES											
I.	<u>GENERAL GUIDELINES</u>										
A. REGISTRATION & SUBMISSION											
1. Registration form online submission via <a href="mailto:up.miners@gmail.com">up.miners@gmail.com</a> on TBA, 12:00AM until 11:59PM. The 12 slots will be reserved for the first 12 organizations to send registration form via email. Subject: <Org Name>_Juice(ko)Pong (ex: UP MINERS_ Juice(ko)Pong)											
2. On TBA, 1:00PM until 3:00 PM at DMMME Lobby, organizations must settle the registration fee to confirm intent to join. Otherwise, the slot will be opened to other organizations.											
3. The first 12 teams to register will be accepted.											
4. Each team must be composed of two players (aff eng'g or unaff eng'g students only).											
5. Bring payment and present players' photocopy of Form 5 and ID upon registration.											
6. In case the registered players of registered organizations will have schedule conflict, they can send their alternate players (aff engg or unaff engg only). The names of the alternate players must be included in the registration form and their Form 5 must be presented before the event proper											

7. Teams that did not make it to the cut off will not be considered to participate. There will be no waiting list.

**2. REQUIREMENTS**

- a. Submit photocopy of player's Form 5 and ID upon registration.
- b. The allergies of the players must be indicated on the photocopy of their Form 5 and indicated on the email upon online registration.

**II. TECHNICALITIES**

- a. If a team knocks down their own cup by accident, there will be no penalty and the cup will be put back into play
- b. Interfering prior to the ball's contact to the cup will result to a deduction of one cup and the shooting team can choose which cup will be removed.
- c. If the ball lands in a cup after bouncing on any foreign object or another cup, the point will be void.

**III. ATTENDANCE**

- a. Failure to attend the orientation will result to inability to participate in the game.
- b. The game will start at exactly 12:30 PM.
- c. There is a 15 minute default time. A team representative must be present by 12:15 else the team will be disqualified. The team must be complete once their match is called else the opposing team will win by default.
- d. The referee will read the mechanics before the start of the game. Questions and clarifications will only be entertained right after he/she finishes reading the mechanics. No further concerns will be entertained.

**IV. SCORING SYSTEM**

- a. The game will be a round robin consisting of four (4) brackets with three competing teams.

**V. EVENT MECHANICS**

1. The game will follow a usual beer pong set-up. However, instead of beer, various non-alcoholic drinks will be served. Drinking will only occur after the end of the first round of matches.
2. Long tables with uniform length and width will be used in case the organizers will not be able to acquire beer pong tables with official dimensions 96"x24"x27".
3. Bouncing the ball on the table is allowed but it will still remove only one cup when landed successfully.
4. These cups will be filled with water instead of the usual beer but it will still follow the usual triangular formation with 10 cups
5. There will be a "re-rack" when there are only 4 cups left. In the re-rack, the 4 remaining cups will be arranged in a vertical formation facing the opposing team.
6. When the ball lands inside a cup, the cup will be removed and a 10 mL drink will be served.
7. For each turn, 2 ping pong balls will be given to each team. It will be up to them whether they will be shooting alternately for each turn or every other shot.
8. If a team makes both shots in a row, another ball will be given until they miss.
9. There will be no "rebuttals/redemption" rule.
10. Elimination will last for at most 15 minutes while Semifinals and Finals will last for at most 25 minutes. Should no team eliminate all of the cups of the opposing team, the team that made the most cups wins the match.
11. A toss coin will be made to determine who will go first.

## REGISTRATION FORM

### EVENT

EVENT	
EVENT NAME	<i>Follow this format: Arial, 9, Black.</i>
SPONSORING ORGANIZATION	<i>Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)</i>

### PARTICIPANT

PARTICIPANT	
ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	Food Beng'go								
EVENT DESCRIPTION	Bingo is a fun game of chance, but Food Beng'go is even better. Instead of the traditional 24-number cards (with 1 free slot in the middle), participants will be given 25 cups filled with 25 different food items, arranged in a 5x5 matrix. Random numbers will be called out one at a time, and instead of the usual marking of cards, players will have to eat, or drink, the food item that corresponds to that number.								
SPONSORING ORGANIZATION	University of the Philippines Materials Science Society (UP MSS)								
E-MAIL ADDRESS	michaelramos98@gmail.com								
EVENT COORDINATOR	Michael Ramos				CONTACT NUMBER	09173120383 (Mike)			
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	Php150	
MAXIMUM NUMBER OF ENTRIES	15 (1 team per org only)				NUMBER OF PLAYERS	2			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS			
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY			
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT			
ENG'G FACULTY					WORKSHOP				
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE		TIME		VENUE				
Pre-registration	February 19		11:59 pm		Online				
Registration Fee Payment	February 26		6 pm		UP MSS Tambayan				
Orientation and Drawing of Numbers	February 26		6 pm		UP MSS Tambayan				
Event Proper	March 5		1-3 pm		DMMME MW1				
EVENT RULES									
I.	<b>GENERAL GUIDELINES</b>								
A.	REGISTRATION & SUBMISSION								
<ol style="list-style-type: none"> <li>All participating organizations must send their registration form to <a href="mailto:michaelramos98@gmail.com">michaelramos98@gmail.com</a> with subject and file name: <b>OrgName_FoodBeng'go</b> (UPMSS_FoodBeng'go)</li> <li>A text message will be sent if the organization has successfully registered.</li> <li>Registered organizations must pay the registration fee on February 26 to confirm their slot.</li> </ol>									
B.	PRE-EVENT								
<ol style="list-style-type: none"> <li>Orientation             <ol style="list-style-type: none"> <li>An orientation will be held on February 26 at UP MSS Tambayan. Mechanics of the game will be explained, questions and/or clarifications will also be entertained.</li> <li>At least 1 representative must attend the orientation.</li> </ol> </li> <li>Drawing of Numbers             <ol style="list-style-type: none"> <li>25 numbers, which correspond to the food items, will be randomly drawn by the representative during the registration.</li> </ol> </li> </ol>									
II.	<b>TECHNICALITIES</b>								

**A. ATTENDANCE REQUIREMENT**

1. Failure to attend the orientation will result to automatic disqualification.
2. Players must be at the venue within the allotted grace period. Disqualification time is at <insert time>.
3. Players must bring their UP ID for registration.

III.

**EVENT MECHANICS**

1. Participating organizations will be given 25 cups each. Each cup will be filled with different pre-determined (from the number drawing during orientation) food items, arranged in a 5x5 matrix.
2. The food bank may include classic desserts like leche flan, and exotic street favorites like balut.
3. Numbers will be called out randomly, one at a time.
4. One (1) player must eat or drink the entire serving within the given time for that number to be considered "marked".
5. The team may opt to not eat or drink the food item, but the number will be considered "unmarked"
6. The first team to form the designated pattern wins. Additional numbers will be called out to determine the 2<sup>nd</sup> and 3<sup>rd</sup> placers.
7. In case of tie, a blackout round will commence for the tied teams.
8. In case of another tie, EWOC rules will be followed.
9. Organizers and marshals will have the final say.

## REGISTRATION FORM

### EVENT

EVENT NAME	Food Beng'go
SPONSORING ORGANIZATION	University of the Philippines Materials Science Society (UP MSS)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
ALTERNATE 1	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	Mind BlowEng'g									
EVENT DESCRIPTION	A quiz show that will literally blow your minds, covering any topic under the sun.									
SPONSORING ORGANIZATION	University of the Philippines Materials Science Society (UP MSS)									
E-MAIL ADDRESS	<a href="mailto:michaelramos98@gmail.com">michaelramos98@gmail.com</a>									
EVENT COORDINATOR	Michael Ramos				CONTACT NUMBER	09173120383 (Mike)				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	Php100		
MAXIMUM NUMBER OF ENTRIES	20 (1 team per organization)					NUMBER OF PLAYERS	3 players per team			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS				
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY				
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT				
ENG'G FACULTY					WORKSHOP					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME		VENUE				
Pre-registration	February 19			11:59 pm		Online				
Registration Fee Payment	March 2			6 pm		UP MSS Tambayan				
Orientation	March 2			6 pm		UP MSS Tambayan				
Event Proper	March 5			8:30 – 11:30		DMMME MW1				
EVENT RULES										
I.	<b>GENERAL GUIDELINES</b>									
a.	REGISTRATION AND SUBMISSION									
1.	All participating organizations must send their registration form to <a href="mailto:michaelramos98@gmail.com">michaelramos98@gmail.com</a> with subject and file name: <b>OrgName_MindBlowEng'g</b> (UPMSS_MindBlowEng'g)									
2.	A text message will be sent if the organization has successfully registered.									
3.	Registered organizations must pay the registration fee on <insert date> to confirm their slot.									
B.	PRE-EVENT									
1.	Orientation									
a.	An orientation will be held on <insert date> at <insert venue>. Mechanics of the game will be explained, questions and/or clarifications will also be entertained.									
b.	It is required that at least 1 representative per team must attend the orientation.									
c.	Teams that fail to attend the orientation will be granted automatic disqualification.									
II.	<b>TECHNICALITIES</b>									
A.	ATTENDANCE REQUIREMENT									
1.	Players must be at the venue within the allotted grace period. Disqualification time is at <insert time>.									
2.	Players must bring their UP ID for registration.									
III.	<b>EVENT MECHANICS</b>									

- a. General Guidelines
  - i. Use of phones, laptops, tablets, and other gadgets that may be of use as reference is strictly prohibited for the whole duration of the game.
  - ii. Coaching from the audience is strictly prohibited.
  - iii. Communication between the participating teams is strictly prohibited.
  - iv. Players caught violating the rules will have their current points reduced to  $\frac{1}{4}$  of their original score.
  - v. UP MSS reserves the right to amend the rules from the time the final handbook is released, to the time before the final rankings are announced if the organizers deem it to be fit. Any objection against the newly amended rules will subject the involved party to disqualification, being awarded only with participation points.
  - vi. Organizers and marshals will have the final say.
- b. Elimination
  - i. All teams will answer 25 multiple-choice type questions (2 points each) which will be flashed on the projector. The questions will cover any topic under the sun.
  - ii. The question will be read twice, after which, 10 seconds will be given to the players, to write their answers on the whiteboard provided by the sponsoring organization.
  - iii. The teams are allowed to write their answers even if the question is still being read.
  - iv. The participants can opt to use one clue per question (5 random clues per question), but will only be able to get 1.5 points if the question is answered correctly. If the participants got a wrong answer after they used a clue, a random consequence (see #8) will be received.
  - v. If the participants got the correct answer without using clues, they can use one of the special powers (freeze, deduct 1 point, add 1 point) that must be used on the same turn.
  - vi. If participants don't use clues in three consecutive questions, they will be given a random consequence (see #8).
  - vii. If participants use clues in three consecutive questions, they will be given a random consequence (see #8). Thus a balance between using powers is a must.
  - viii. Consequences
    - 1. A team's score can be deducted by a maximum of 3 points.
    - 2. A team may not be able to answer on the turn that the consequence is acquired.
    - 3. A team may be in a state of **vulnerability**. This means that any power casted on them by other teams will double.
  - ix. If by any chance, the one of two teams with the lowest score acquired a point without using a clue while the remaining teams didn't, they will be granted the power to use God's hand. The God's hand will allow the team to swap their score to any participating team. The God's hand is automatically used at the same turn.
  - 10) The eight (8) teams with the highest scores will advance to the next round.
  - 11) In case of a tie, there will be a clincher round. The first team to get the correct answer will be the one who will proceed to the final round.
- c. Final Round
  - i. All teams will answer 30 multiple-choice type questions (2 points each) which will be flashed on the projector. The questions will cover any topic under the sun.
  - ii. Scores are reset to zero at the start of the final round.
  - iii. The question will be read twice, after which, 10 seconds will be given to the players, to write their answers on the whiteboard provided by the sponsoring organization.
  - iv. The teams are allowed to write their answers even if the question is still being read.
  - v. There will be no clues to be used on this round. However the teams that will be getting a correct answer can choose on one of the given normal powers (see #13).
  - vi. The normal power **cannot** be used on the same turn that it is acquired, but it can be **conserved/ used once** for the next two turns.
  - vii. Every team is allowed to use each normal power **once** in the game (Ex. If a team uses Copy thy Answer, they cannot use it again for the rest of the game). However, if a team uses all of their normal powers before the game ends, they will be allowed to use each power once again.
  - viii. Under specific conditions, a team can acquire one of the special powers (see #14). These special powers can only be used ONCE in the game, and can only be used by the first team to acquire it (except for the Shield of God).
  - ix. Special Powers are instantly cast, meaning, it can only be used on the same turn that it is acquired.
  - x. The sponsoring organization will monitor the power usage and will be the ones to declare in case a team gets an access to one of the special powers.

- xi. In case of a tie, there will be a clincher round. The first team to get the correct answer will get the higher award.
- xii. The three teams with the highest scores will be the first, second, and third placers, respectively.
- xiii. **Normal Powers**
  - a) Copy thy answer – The team using this power will be allowed to copy the answer of the chosen team.
  - b) Thou shall not pass – The team using this power will be allowed to choose a target team. The target team's answer would not be considered regardless if it's correct or wrong.
  - c) Eat all you can – The team using this power is allowed to absorb a maximum of 3 points from team/s of their own choice (maximum of three target teams).
  - d) Moses – The team using this power will be allowed to choose a target team. The target team's points acquired from the last two questions will be halved.
  - e) Hijack – The team using this power will be allowed to choose a target team. The target team's answer would be controlled by the team using this power. If the target team's answer is correct, the team using this power would get the points instead.
  - f) Clairvoyance – The team using this power will be allowed to view the answers of all the teams and will be allowed to change their answer.
  - g) Encore – The team using this power will be allowed to choose a target team. The target team's answer from the previous question will be their answer in the current turn. (There is a chance that the previous question's answer is the same with current question since the questions are multiple-choice type.)
  - h) Roll or Die – The team using this power will be allowed to roll two dice, one for them and one for the target team. If the number on their die is higher than the die of the target team, the number on their die will be deducted from the target team's score. Otherwise it would be deducted from their score.
  - i) Bidabest – The answer of the team using this power will become the answer of every team. If two teams use it simultaneously, the team with the lower score will be the one that is considered.
  - j) Ban – The team using this power will be allowed to choose a target team. The target team won't be able to use **normal powers** on this turn.

xiv. **Special Powers**

1. God's hand - If by any chance, the lowest scoring team answers a question correctly and every other team didn't, they will be given access to use God's hand. The God's hand allows the team to choose a target team and swap their score to the target team. The God's hand cannot be cancelled by Ban (see #14 – j), but it can be cancelled by the Shield of God (see #15 – b).
2. Shield of God – If a team has been subjected to three different normal powers in three consecutive turns, it will be given access to use the Shield of God. The Shield of God renders every power used on the user powerless.

## REGISTRATION FORM

EVENT	
EVENT NAME	Mind BlowEng'g
SPONSORING ORGANIZATION	University of the Philippines Materials Science Society (UP MSS)

PARTICIPANT	
ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
ALTERNATE 1	

# EVENT RULES AND GUIDELINES

## EVENT INFORMATION

EVENT NAME	Dulaang Engineering 2018									
EVENT DESCRIPTION	An annual Engineering Week night event that aims to provide an avenue for students to showcase their skills in theatre production and be responsive towards current trends and social issues at the same time.									
SPONSORING ORGANIZATION	UP Progressive Responsive Innovative Movement in Engineering (UP PRIME)									
E-MAIL ADDRESS	upprime.dulaan@gmail.com									
EVENT COORDINATOR	Brizuela, Carl Jasper B. (Carl) Bonocan, Keanu Polo C. (Keanu)				CONTACT NUMBER	0936 424 0749 (Carl) 0932 604 7830 (Keanu)				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES		<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO
EW POINTS	1	250	2	208.33	3	166.67	REGISTRATION FEE	Php 1000		
MAXIMUM NUMBER OF ENTRIES	10				NUMBER OF PLAYERS	9-24				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
<input checked="" type="checkbox"/> AFF ENG'G STUDENT					ARTS/TALENT	<input type="checkbox"/> SPORTS				
<input type="checkbox"/> AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input type="checkbox"/> STRATEGY				
<input type="checkbox"/> UNAFF ENG'G STUDENT					QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT				
<input type="checkbox"/> ENG'G FACULTY					WORKSHOP					

## SCHEDULE OF ACTIVITIES

ACTIVITY	DATE	TIME	VENUE
Organization Briefing	Jan 10 (Wed)	6:00 – 8:00 PM	UP PRIME Tambayan
Registration Form Submission	Jan 17 (Wed)	8:00 AM – 12:00 PM	UP PRIME Tambayan
Initial Script Submission	Feb 2 (Fri)	DEADLINE: 8:00 PM	ONLINE
Script Reading Audition	Feb 10 (Sat)	5:00 PM – 9:00 PM	TBA
Announcement of Finalists	Feb 11 (Sun)	8:00 PM	ONLINE
Registration Payment / Release of Tickets (for Qualified Orgs)	Feb 14 (Wed)	6:00 – 7:00 PM	UP PRIME Tambayan
Submission of CD (Trailer, Synopsis, Poster)	Feb 19 (Mon)	6:00 – 7:00 PM	UP PRIME Tambayan
Downpayment of Ticket Remittance	Feb 19 (Mon)	6:00 – 7:00 PM	UP PRIME Tambayan
Submission of Final Script, Cast & Crew, Special Awards Nominees	Feb 26 (Mon)	DEADLINE: 8:00 PM	ONLINE
Submission of Music and Visuals for Perf Night	Feb 26 (Mon)	4:00 – 6:00 PM	UP PRIME Tambayan
Full Payment of Ticket Remittance / Draw Lots for Order of Performance	Feb 26 (Mon)	4:00 – 6:00 PM	UP PRIME Tambayan
End of Like & Share	Mar 6 (Tue)	DEADLINE: 8:00 PM	ONLINE
Dress and Technical Rehearsal	Mar 7 (Wed)	TBA	UP Film Institute
Event Proper	Mar 7 (Wed)	6:30 – 11:30 PM	UP Film Institute

## EVENT RULES

### I. GENERAL GUIDELINES

#### A. REGISTRATION & SUBMISSION

1. The only students allowed to participate in this event as part of an organization—as long as they are included in the roster of an Engineering organization—are:
  - a. Any bona fide student enrolled in the UP Diliman College of Engineering, and
  - b. Any bona fide student enrolled in another college of UP Diliman who was once enrolled in the College of Engineering, as long as s/he is not currently enrolled in the BA Theater Arts degree program.
2. Student organizations may register a maximum of one (1) team composed of:
  - a. One (1) director
  - b. Three (3) technical persons: in charge of coordinating lights and sounds
  - c. Minimum of five (5) and a maximum of twenty (20) cast members
3. A student included in the roster of more than one organization may only participate in one organization.
4. Current members of performing arts organizations (UP Repertory Company, UP SAMASKOM, UP SIKAT, UP Broad Ass, Dulaang UP), Dulaang Engineering 2018 Steering Committee, and UP PRIME Executive Committee are not allowed to join in the event. Disqualification will be given to the organization once the Dulaang Engineering 2018 Steering Committee has gathered supporting evidence on violation of this rule.
5. The fully accomplished registration form will be collected from January 17, from 6:00PM to 7:00PM, and a non-refundable registration fee of Php 1000 will be collected on February 14, 6:00PM to 7:00PM for the organizations who will qualify for the final performance night.
6. All electronic documents and inquiries must be submitted online through [upprime.dulaan@gmail.com](mailto:upprime.dulaan@gmail.com). Online submissions shall be based on the date and time of receipt indicated in the email, and all deadlines shall follow the official time set by the Engineering Week 2018 team.
7. Registration beyond specified date and time schedules will incur 1-point deduction per day or a fraction thereof from the elimination score, and payment beyond specified date will incur 1-point deduction per day or a fraction thereof from the final performance score. (e.g. a 1-minute late registration is considered a day late and will incur a 1-point deduction, a 24-hour and 1-minute late registration is considered 2 days late and will incur 2 points deduction).

#### B. ELIMINATION / SELECTION OF FINALIST

1. Script
  - 1.1 The script to be used for the event must be original and written by members of the organization. Violation of this rule, once the Dulaang Engineering 2018 Steering Committee has gathered supporting evidence, will result to automatic disqualification of the organization. Only the Dulaang Engineering 2018 Steering Committee and elimination judges can read the scripts.
  - 1.2 Deduction of 1-point per day or fraction thereof from the elimination score will be given for late initial script submissions.
  - 1.3 Initial scripts must be submitted via e-mail to [upprime.dulaan@gmail.com](mailto:upprime.dulaan@gmail.com) on or before February 2, 8:00PM. It must be in PDF format with filename format: Initial\_<play title> (ex. Initial\_Power) and email subject format: Initial\_<org name>\_<play title> (ex. Initial\_UP PRIME\_Power). A confirmation email will be sent upon receipt of the script. Should no confirmation e-mail be received within 24 hours, contact any one of the overall heads.
  - 1.4 The initial scripts must not contain the name of the organization or any of its members (use their screen name to identify their character) to preserve the anonymity of the entry. A warning will be given to the organization that will have any part of the script containing such identifications. Resubmission of corrected scripts will be allowed 24 hours after the warning has been given. A five-point deduction from the ELIMINATION SCORE will be given for scripts not resubmitted within the allowed time.
  - 1.5 Initial script submissions later than February 7, 8:00PM will not be allowed, meaning the organization will automatically be disqualified from joining Dulaang Engineering if they have not submitted the script on or before the said date and time.
2. Script Reading Audition
  - 2.1 The initial scripts will be pre-judged through a script reading audition on February 10. Criteria for judging is specified in Section II C-1.
  - 2.2 Rules on script reading audition
    - 2.2.1 All the characters indicated in the script must be represented by a member included in the organization's Engineering Week roster during the audition. One person per character should be present for the audition.

2.2.2 Any organization with number of members present during the audition less than the number of characters in the script will incur a deduction of 0.5 point per person from the elimination score.

2.2.3 All participating organization should be at the eliminations venue at least 15 minutes before their assigned scheduled. Organizations arriving later than 15 minutes before their scheduled audition will have a 0.5 point deduction per minute late or a fraction thereof.

2.2.4 The order of performances for the Script Reading Audition will be determined via online randomizer at <http://random.org/>.

2.3 The elimination score and all deductions incurred during the eliminations will not have any bearing on the final performance score.

### 3. Selection of Finalists

The organizations will be ranked based on the elimination score, hereby defined as the score inclusive of all four (4) eliminations criteria indicated in Section II C-1, minus incurred deductions. The top ten (10) organizations will be eligible to perform in the finals night. In the event that 10 or less organizations submitted their initial script, they will automatically be qualified for the finals night.

## C. FINAL PERFORMANCE SUBMISSIONS

### 1. Play Posters and AVP

1.1 A soft copy of the play poster must be submitted in 300 psi .PSD format and must be included in a data CD together with the trailer.

1.2 The AVP must be submitted on February 19, 4:00PM to 6:00PM. The format of the AVP should be .MP4 and must be burned in a Data CD labelled with the organization's name (ex. UP PRIME), The AVP should contain the following:

1.2.1 A recorded voiceover synopsis of the play and with a length of exactly 1 minute and 30 seconds. The voiceover should be played with a black background. No background music and no other sound effects must be included along with the voiceover. The voiceover of the synopsis may not cover the whole duration of the allotted time but only the black background should be shown in the video for the first 1 minute and 30 seconds of the AVP. This will serve as the setup time mentioned in Section III Item 3.

1.2.2 A 1-minute ( $\pm$  3 seconds) trailer. The trailer should be added exactly after the 1-minute and 30-second voice over.

Organizations with late trailer and recorded synopsis voiceover submissions will get a 1-point deduction per day late or a fraction thereof from the FINAL PERFORMANCE SCORE. Non-compliance with the specifications or file format will also incur a 1-point deduction from the FINAL PERFORMANCE SCORE.

1.3 The format for filenames of play posters and trailers should be as follows:

Poster	Poster_<org name>_<play title>	Ex. Poster_UP PRIME_Power
AVP	AVP_<org name>_<play title>	Ex. AVP_UP PRIME_Power

### 2. Synopsis

Synopsis with a maximum of 250 words must be submitted on February 19, 4:00PM to 6:00PM in the same data CD as the posters and trailer. The synopsis should be in PDF format with filename Synopsis\_<org name>\_<play title> (ex. Synopsis\_UP PRIME\_Power).

### 3. Final Script

3.1 The qualified organizations must submit the final script on or before February 26, 8:00PM via e-mail to [upprime.dulaan@gmail.com](mailto:upprime.dulaan@gmail.com). The final script must be in PDF format with filename and e-mail subject format: Final\_<org name>\_<play title> (ex. Final\_UP PRIME\_Power). Late final scripts will incur a 1-point deduction per day late or a fraction thereof from the FINAL PERFORMANCE SCORE

3.2 Deviation from the scene flow of the final script is not permitted in the actual performance. (e.g. the script may be paraphrased by the actor and/or the actor may shorten or lengthen his/her line without changing the scene flow in the final script.) Please see Section II-A for the possible deductions.

### 4. List of Final Cast and Crew with Form 5

A list of names of the final cast and crew (all participants as indicated in SECTION I-A2) should be included in the same e-mail as the final script submission. Enumerate using format: 1. <Last Name>,[space]<First Name>[space]<Middle Initial>[Enter]<Degree Program>[Enter]<Role>. For example:

1. Malolos, Jayvee Allen A.  
BS ChE

Director  
2. Sigui, Walleastein L.  
BS CE  
Cast

Attach also a scanned copy/picture of each of the participants' Form 5.

5. Best Actor and Best Actress nominees

Each organization shall nominate one (1) best actor and one (1) best actress from their cast and submit one picture per nominee in JPG format, in the same e-mail as the final script submission on February 26, 8:00PM. The file name format should be: Actor/Actress\_<org name>\_<name of actor/actress> (ex. Actor\_UP PRIME\_Jayvee Malolos).

6. Music and audio visuals

Each organization should submit all final music in .MP3 format and audio visuals in .MP4 Format that will be used on the performance night contained in a CD on February 26, 4:00 PM – 6:00 PM. All music and audio visual files to be used in the final performance must be contained in a single folder with filename AudioFiles\_<org name>. For example, AudioFiles\_UP PRIME.

**II. TECHNICALITIES**

A. Deductions

1. Ticket remittance

Failure to remit the downpayment of tickets on February 19, 4:00 PM to 6:00 PM will incur a 1-point deduction per day late or a fraction thereof from the FINAL PERFORMANCE SCORE. Failure to remit the full payment by February 26, 4:00 PM to 6:00 PM will incur another 1-point deduction per day late or a fraction thereof from the FINAL PERFORMANCE SCORE, separate from the downpayment score deduction. Failure to remit the full payment by March 7, 5:00PM will result to automatic disqualification of the participating organization.

2. Late script submission

Deductions of 1 point per day or a fraction thereof on the ELIMINATION SCORE for the initial script or FINAL PERFORMANCE SCORE for the final script will be given for late submission. Please see the "Schedule of Activities" section for the deadline details.

3. Late appearance

Participating organizations whose cast and crew are not complete at the venue by 5:00PM on the event date will get a two point deduction on the FINAL PERFORMANCE SCORE per person late unless he/she has submitted an excuse letter at least 24 hours before the event. Please see Section III for the details on excuse letter. The cast and crew must sign the registration sheet provided by UP PRIME at the venue by 5:00PM.

4. Final script

Deviation from the scene flow of the final script is not permitted in the actual performance. If deviation is seen and proven, 5 points will be deducted from the FINAL PERFORMANCE SCORE of the organization found guilty.

5. Performers

Participants who are members of organizations and/or committees as seen on Section I-A4 are not allowed to join. Upon investigation, any organization found guilty of violating this rule will be disqualified.

6. Overtime performance

Overtime performances will incur a 1-point deduction from the FINAL PERFORMANCE SCORE for every minute or any fraction of a minute beyond the 15 minutes.

7. Missed props

In case of missed props or props left at the stage after the allotted clean-up time, a two-point deduction from the FINAL PERFORMANCE SCORE will be incurred.

8. Prohibited props

Use of prohibited props indicated in Section III-3 will incur a five point deduction from the FINAL PERFORMANCE SCORE.

9. Damage on technical equipment

Any damage on the technical equipment that will affect the performance of other organizations will incur a 5 point deduction from the FINAL PERFORMANCE SCORE.

10. Music and audio visuals

Late submission of music and audio visual files will incur 1-point deduction per day or a fraction thereof from the FINAL PERFORMANCE SCORE.

**11. Play posters and AVP**

Late submission of play posters (softcopy) will incur 1-point deduction per day or a fraction thereof from the FINAL PERFORMANCE SCORE. Late submission of AVPs will incur 1-point deduction per day or a fraction thereof from the FINAL PERFORMANCE SCORE.

**B. Attendance Requirements**

1. The tickets for the event will be sold at Php 150. The required number of tickets to sell is 30% of the population of members (rounded-up) in the official roster. Refer to section II-A1. Ticket remittance shall be divided into two instalments. At least 50% of the full payment of the required number of tickets must be paid by February 19, 4:00 PM to 6:00 PM, and the remaining balance (if any) must be paid by February 26, 4:00 PM to 6:00 PM. Seat reservation of the participating organizations will also be conducted on February 26, 4:00 PM - 6:00 PM. A draw-lots system will be implemented for those arriving within the first 15 minutes from the indicated time. Order of number drawn will be the basis for the order of seat reservation. For organizations arriving beyond 15 minutes of said time, a first come first served policy will be followed.

2. Failure to remit the full payment by March 7, 5:00PM will result to automatic disqualification of the participating organization.

**C. Scoring System**

**1. Elimination Score**

1.1 Elimination score will be based solely on the Script Reading Audition as explained in Section I-B2 (choosing of top 10 organizations for final performance).

1.2 This score will not have a bearing on the Final Performance Score

**1.3 Elimination Score Criteria**

I. Storyline	30%
II. Substance and originality	30%
III. Relevance to the theme	30%
IV. Delivery	10%
<b>TOTAL</b>	<b>100%</b>

**2. Final Performance Score**

<b>I. Technique</b>	<b>30%</b>
a. Characterization and Voice Quality	20%
b. Movement and Stage Presence	10%
<b>II. Direction</b>	<b>20%</b>
a. Flow and Pacing	10%
b. Composition and Picturization	10%
<b>III. Script</b>	<b>30%</b>
a. Relevance to the Theme	15%
b. Content	15%
<b>IV. Lights and Sounds</b>	<b>10%</b>
<b>V. Organization Attendance</b>	<b>5%</b>
<b>VI. Play Poster and AVP Trailer</b>	<b>5%</b>
<b>TOTAL</b>	<b>100%</b>

**III. EVENT MECHANICS**

1. For Dulaang Engineering 2018, the participating organizations will be made to choose an occupation and a thing (should be tangible and related to the occupation) to be removed for which their performance will revolve. (Ex. Teacher and chalk, police and gun). The organization should show the life of the chosen occupation without the chosen thing. A first-come first-served system will be implemented when choosing the desired topics. This will be done during the designated schedule for registration. No organizations will be allowed to have similar occupations and chosen thing to be removed. Changes in the chosen occupation and related thing will be allowed after the registration period as long as the chosen occupation and/or thing to replace previous choice are still available. Changes should be emailed to upprime.dulaan@gmail.com. The deadline for changes in topic reservation is on February 2, 2018, 7:59 PM.

2. The order of performances will be determined by draw lots on February 26, 4:00 PM – 6:00PM. Appeals regarding the order of performances (e.g. request for changing of order of performances) must be raised only until February 27. Results regarding the appeal will be announced to all participating organizations not later than February 28. Organizations wishing to change their performance schedules must obtain the approval of the organization they wish to switch with.

3. Before each performance, a setup time of 1 minute and 30 seconds will be given to each organization corresponding to the black screen in the AVP, which will immediately be followed by the trailer presentation. The duration of the performances must NOT exceed 15 minutes including the time for the trailer presentation. The performance time will start exactly after the 1-minute and 30-second black screen in the AVP and will end after the last member of the cast leaves the stage in which stage is defined as the 59 ft x 27 ft elevated platform inside the UP Film Institute. Another 30 seconds will be given to each organization for the removal of props and/or cleaning of stage. Performers are to take all props with them upon exit. Non-performers may assist in the removal of props. In case of missed props or props left at the stage after the next performer has been called, a two-point deduction will automatically be incurred. Overtime performances will also incur a 1-point deduction from the FINAL PERFORMANCE SCORE for every minute or any fraction of a minute beyond the 15 minutes. Prohibited props which will incur a five-point deduction from the FINAL PERFORMANCE SCORE include the following:

- Objects that might cause slippage or accidents
- Liquids, gels, or other similar fluids
- Combustible materials
- Fragile objects or those that could pose dangers to stage users when broken
- Injurious/detrimental objects (includes guns, knives, bow and arrow, and the like)
- Harmful chemicals
- Animals

4. Dress & Technical Rehearsals is scheduled on March 7, 2018, time to be announced, and will be held at the actual venue of the event. Each organization will be given 15 minutes for rehearsals. Specific time schedules per organization will be based on the actual order of performance from the draw lots. If the organization missed the rehearsals or arrived later than their scheduled rehearsal time, the time allotted for them will not be rescheduled/extended.

5. The technical staff will also be given time for briefing regarding the equipment to check files that will be used and to familiarize themselves with the equipment provided.

6. All cast and crew of each participating organization must be duly registered and present at the performer's area before 5:00 P.M. Cast and crew who can't make it by 5:00 PM (e.g. due to exams) are required to submit an excuse letter to any of Dulaang Engineering 2018 Overall Heads until March 6, 7:00PM. Participating organizations whose cast and crew are not complete by 5:00PM on the event date will get a two point deduction on the FINAL PERFORMANCE SCORE per person late unless he/she has submitted an excuse letter.

7. There will be at least three judges for the event with notable backgrounds in theatre arts. Their decision will be final and irrevocable.

8. The score for attendance will be based on the percentage of the number of members in the audience present by 6:30PM with respect to the number of tickets that the participating organization is required to sell. The computation will be as follows:

$$\text{Attendance score} = (\text{no. of members present by 6:30 PM} / \text{no. of required tickets to sell}) \times 5\%$$

In the event that the number of members present exceeds the number of required tickets to sell, the organization will be given the maximum score for attendance criteria (5%).

9. Winners shall be based on the ranking of the FINAL PERFORMANCE SCORE – hereby defined as the score inclusive of all six (6) main criteria for judging including penalties/deductions incurred. The 1st place is awarded to the organization that gained the highest score; the 2nd place to the second highest score and so on.

10. In case of a tie, the team with the highest score after omitting the Play Poster & AVP Trailer criterion and incentives will be declared the highest among the tied FINAL PERFORMANCE SCORES. In case there is still a tie, the teams with the tied scores will be declared as both winners and will share the allotted Engineering Week points as set by the Engineering Student Council in cases of a tie.

11. Apart from the Champion, 1st runner-up and 2nd runner-up awards, the Best Actor, Best Actress, Best Script and People's Choice Awards will be given as well. Each organization shall nominate a best actor and actress from their cast as specified in Section I-C4. 30% of the People's Choice Award for each organization will come from all Facebook reactions on their play poster which will be posted on the official Dulaang Engineering Facebook page, which will be counted on March 6, 8:00PM. The remaining 70% of the score will come from voters' choice on the event proper. These awards shall have no effect in the selection of the Dulaang Engineering 2018 winners and best actress and best actor awards shall only be limited to judging the nominated individuals' acting. The winners will receive certificates.

12. Full discretion is reserved to the Dulaang Engineering 2018 Steering Committee in deciding cases of misdemeanor or other issues that may surface during the event. Unresolved issues or complaints will be settled by the process specified by Engineering Student Council.
13. All organizations are responsible for any damages done in the venue by any of its members/participants.
14. Any changes regarding the mechanics herein deemed necessary by the Dulaang Engineering 2018 Steering Committee will be disseminated to the participating organizations immediately through the Dulaang Engineering Facebook Page upon the approval of the Engineering Student Council.
15. All inquiries and clarifications regarding this contest mechanics should be addressed to the Dulaang Engineering 2018 Overall Heads.

## REGISTRATION FORM

### EVENT

EVENT NAME	Dulaang Engineering 2018
SPONSORING ORGANIZATION	UP Progressive Responsive Innovative Movement in Engineering (UP PRIME)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	Build Sometheng'g									
EVENT DESCRIPTION	Build Sometheng'g is a fun event where participants will be asked to build something out of the least amount of provided simple materials which corresponds to the given specifications. This event promotes creative engineering thinking.									
SPONSORING ORGANIZATION	Philippine Society of Mechanical Engineers - University of the Philippines Student Unit (PSME-UPSU)									
E-MAIL ADDRESS	psmeupsu.enggweek@gmail.com									
EVENT COORDINATOR	Ariel Breboneria Joshua Karl Rico				CONTACT NUMBER	09062529844 09451450174				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	PhP 360		
MAXIMUM NUMBER OF ENTRIES	10 (1 team/organization for affiliated.)					NUMBER OF PLAYERS	3 per team			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS				
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY				
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT				
ENG'G FACULTY					ENG'G DISCIPLINE					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME		VENUE				
Start of Registration	Feb 14(W)			8:00 AM						
End of Pre-registration	Feb 21 (W)			11:59 PM		Online				
Payment of Registration Fee	Feb 21 (W) – Mar 1 (Th)			8:30 AM – 5:59 PM		PSME-UPSU Tambayan				
Orientation	Mar 2 (F)			8:30 AM – 9:00 AM		College of Engineering				
Beam Construction	Mar 2 (F)			9:00 AM – 12:00 PM		College of Engineering				
Testing	Mar 6 (T)			10:00 AM – 11:00 AM		College of Engineering				
Awarding	Mar 6 (T)			11:00 AM – 11:15 AM		College of Engineering				
EVENT RULES										
<b>I. GENERAL GUIDELINES</b>										
a.	Each team shall be composed of 3 players.									
b.	Pre – registration of teams will be accomplished online.									
c.	Organizations' (within the Engineering Week Roster) representative team must send the registration forms through email to <a href="mailto:psmeupsu.enggweek@gmail.com">psmeupsu.enggweek@gmail.com</a> with the subject: BuildSomethengg18_<organization's shortened name>. Example: BuildSomethengg18_PSMEUPSU									
d.	Only one team per organization is allowed to join for affiliated participants.									
e.	Teams which are not representing any organization (within the Engineering Week roster) are highly encouraged to join the event. The registration forms must be submitted online to <a href="mailto:psmeupsu.enggweek@gmail.com">psmeupsu.enggweek@gmail.com</a> with the subject: BuildSomethengg16_<team name> (Example: BuildSomethengg18_Team A).									
f.	Forms submitted beyond the deadline, <b>February 21, 11:59PM</b> , will NOT be accepted. Any succeeding pleas and reconsiderations will not be entertained. Teams may still join as walk-in participants provided that the eight (8) desired teams were still not met.									
g.	A refundable registration fee of Php 360.00 per team will be collected. A team may withdraw its registration provided that the team withdraws before the end of the day the registration was made (e.g. 5:30 P.M.).									
h.	The registration forms must be passed within the specified registration period.									
i.	A team shall only be considered fully registered once they have submitted the registration forms and have already paid the registration fee.									
j.	Participants of pre-registered teams shall present their respective UP ID's for verification.									

- k. Walk-in participants who wish to join must pay Php 360.00 upon entry - the fee would already grant them with the materials they need to construct the beam. Walk-ins will only be allowed if the eight (8) desired teams were not met.
- I. Students who have taken ME 153 will not be allowed to join.

## **II. TECHNICALITIES**

### a. TABLE OF DEDUCTIONS

- i. The use of any materials that were not provided by PSME-UPSU will result to disqualification of the entry.
- ii. In any case a team's constructed beam weighs more than 5% of the load's weight, the team will automatically receive participation points and will be disqualified in the final judging of winners.

### b. ATTENDANCE REQUIREMENTS

- i. In case the participant/s of the said team were late and the event has already started, they could still join and construct a beam provided that they arrived no more than half of the time allotted for the event; otherwise, the participants should be disqualified and will not be entitled to participation points.
- ii. In case the participant/s of the said team were unable to attend the said event, their registration fee is nonrefundable and non-transferable.
- iii. In case of unavailability of an individual from the registered team on the event proper, only the two (2) registered alternate players will be allowed to replace the pre-registered players.

### c. SCORING SYSTEM

- i. The lightest beam that will be constructed which will be able to carry the specified load will be announced as the winner. Testing of the load on the beam will last for twenty (20) seconds.
- ii. In case of ties for the successful beams, a gradual addition of a greater load will be applied to determine which has a better design strength and which beam will fail first. This test will only apply should the successful beams will be of same weight (a high resolution digital weighing scale will be used for accurate measurements). In case the beams of same weight will break at the same time, teams will be declared as co-winners with the EWOC points shared for both teams.

## **III. EVENT MECHANICS**

- a. The main objective for the competition is to construct the lightest beam, on-the-spot, that weighs no more than 5% of the load's weight which will be presented on the day of the said event using only the provided set of materials. In case a team's constructed beam weighs more than 5% of the load's weight, the team will automatically receive participation points equivalent to 50 EWOC points and will be disqualified in the final judging of winners.
- b. The beam must be made-up only of the materials provided by the organizers of the event, specifically: double density Styrofoam, plywood, and construction adhesive. Additional materials other than the supplied set, should a team needs, will not be provided. Any materials that were used to construct the beam aside from those provided means disqualification.
- c. The supports, where the beam will be placed, are separated with a distance of one (1) meter.
- d. The beam construction must be finished within the given time; unable to submit a beam within the allotted time will result to a disqualification of the entry.
- e. The team will be given a limited set of materials - they should strategize and must finalize their design before the construction of the beam. The team will not be entertained to have another set of materials for the beam completion.
- f. Weighing of the beam will be allowed during the course of the construction period for the teams to monitor the weight of their beams.
- g. The finished beam shall be submitted to PSME-UPSU proctors right after the beam construction period. An official weigh-in will be done right after submission.
- h. For beams that have successfully reached the required weight, a test load (lighter than the specified load) will first be used to test the beam. This will be done in case beams constructed by the teams will fail on the specified load.
- i. For beams that are able to carry the specified load, the lightest of the beams shall be declared the winner.

## REGISTRATION FORM

### EVENT

EVENT NAME	Build Sometheng'g
SPONSORING ORGANIZATION	Philippine Society of Mechanical Engineers - University of the Philippines Student Unit (PSME-UPSU)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	Cartoonlitan									
EVENT DESCRIPTION	A quiz show on cartoons, anime, video games, comic books, and toys.									
SPONSORING ORGANIZATION	Philippine Society of Mechanical Engineers – University of the Philippines Student Unit (PSME–UPSU)									
E-MAIL ADDRESS	psmeupsu.enggweek@gmail.com									
EVENT COORDINATOR	Pauline Pangilinan				CONTACT NUMBER	09999955406				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	150	2	125	3	100	REGISTRATION FEE	PhP 125		
MAXIMUM NUMBER OF ENTRIES	25				NUMBER OF PLAYERS	3				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
<input checked="" type="checkbox"/> AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/> SPORTS				
<input checked="" type="checkbox"/> AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/> STRATEGY				
<input checked="" type="checkbox"/> UNAFF ENG'G STUDENT					QUIZ SHOW	<input checked="" type="checkbox"/> NIGHT EVENT				
<input checked="" type="checkbox"/> ENG'G FACULTY					ENG'G DISCIPLINE					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE		TIME		VENUE					
Start of Registration	Feb 14 (Wed)		8:00AM		TBA					
End of Pre-Registration	Feb 21 (Wed)		11:59PM		ONLINE					
Registration Fee Payment	Feb 22 (Thurs) – Feb 28 (Wed)		8:30AM – 5:30PM		PSME-UPSU Tambayan					
Setup	Mar 1 (Thurs)		1:00 – 1:15PM		P&G Room					
Registration			1:15 – 1:30PM							
Orientation			1:30 – 1:40PM							
Round 1			1:40 – 2:40PM							
Checking and Setup			2:40 – 2:55PM							
Round 2			2:55 – 4:25PM							
Awarding			4:25 – 4:35PM							
Cleanup			4:35 – 5:00PM							
EVENT RULES										
IV. <b><u>GENERAL GUIDELINES</u></b>										
C. REGISTRATION & SUBMISSION										
<ol style="list-style-type: none"> <li>1. Pre-registration of teams will be accomplished online.</li> <li>2. Organizations' (within the Engineering Week roster) representative teams must send the registration forms through email to <b>psmeupsu.enggweek@gmail.com</b> with the subject: <b>cartoonlitan17_&lt;organization's shortened name&gt;</b> (Example: cartoonlitan17_psmeupsu).</li> <li>3. Teams which are not representing any organization (within the Engineering Week roster) are highly encouraged to join the event. The registration forms must be submitted online to <b>psmeupsu.enggweek@gmail.com</b> with the subject: <b>cartoonlitan17_&lt;team name&gt;</b> (Example: cartoonlitan17_Team A).</li> <li>4. Organizations who have failed to submit the forms on or before <b>February 21, 11:59PM</b> will NOT be allowed to join the event. Any succeeding pleas and reconsiderations will not be entertained.</li> <li>5. Each team shall be composed of exactly three (3) players.</li> </ol>										

6. A maximum of two (2) alternate participants are permitted in each team. An alternate participant may replace any one of the two original players in case the latter is absent during the event.
7. A maximum of one (1) team per organization is allowed.
8. Teams that do not represent any organizations are not required to pay the fee.
9. A non-refundable fee of P125 per team will be collected from affiliated teams. This must be submitted at the indicated venue to the person-in-charge, who will be appointed by the event coordinator. Proof of registration will be given upon payment of registration fee.
10. You may only pay to the heads of the event.
11. Entries of teams or organizations who failed to pay the registration fees on or before **February 28, 5:30PM** will be forfeited.
12. A team's pre-registration is said to be complete if both of the following are fulfilled: (a) online submission of registration forms; (b) payment of registration fees.
13. Only the first twenty-five (25) teams who have completely pre-registered will be accepted.
14. Teams who have completely registered must bring their UP ID's (identification cards) upon registration during the event proper. In the absence of a UP ID, any valid ID plus UP Form 5 will suffice. This is to ensure that the players are indeed the ones who have pre-registered online. Failure to provide the requirements will result in the disqualification of the team.
15. In case not all twenty-five (25) slots have been occupied by the day of the event, walk-in participants will be permitted to the event. The teams must still be comprised of three (2) players and a maximum of two (2) alternates. They are not authorized to represent any organization (within the Engineering Week roster), as supported by I.A.4.

## V. TECHNICALITIES

### D. ATTENDANCE REQUIREMENTS

1. A default time of fifteen (15) minutes is allotted for the registration of all participants.
2. Registration of players and allocation of alternates are not permitted beyond the 15-minute default time, which is **March 1, 1:30 PM**. Teams that failed to register within the period are automatically disqualified.

### E. SCORING SYSTEM

The quiz show is divided into two (2) rounds. The 1<sup>st</sup> round is an individual identification examination. The 30% of the average score of the two participants will be added to their final score at the end of the 2<sup>nd</sup> round.

The 2<sup>nd</sup> round will have three (3) parts, and will have two (2) difficulties each part. The number of questions per round is based on the number of teams. The scoring system differs between rounds. The table of scores is as follows:

Part	Difficulty	Score		
		Correct Answer	No Answer	Wrong Answer
1	Easy	1	0	0
	Easy+	2	0	-1
2	Average	3	0	-0
	Average +	5	0	-3
3	Difficult	6	0	0
	Difficult+	9	0	-5

## VI. EVENT MECHANICS

1. There will be five (5) categories on which the questions are based. The enumeration and definition of these categories are as follows:
  - **Cartoon**—It is defined in Merriam-Webster as “a film or television show made by photographing a series of drawings : an animated film or television show.” Cartoons are said to originate from US. They are commonly shown on television and on the Internet. Examples include *Adventure Time*, *The Simpsons*, *South Park*, *SpongeBob SquarePants*, and *Bob’s Burgers*.
  - **Anime** – While it may bear a similarity with cartoons in that both are “animated”, a clear distinction lies in the fact that anime is depicted to be of Japanese descent. The drawing styles of both are generally distinguishable, too. Examples include *Naruto*, *One Piece*, *Bleach*, *Fairy Tail*, and *One-Punch Man*.
  - **Video Games** – Defined as “an electronic game in which players control images on a television or computer screen.” This category includes a variety of games of different genres. Examples include *Pac-Man*, *Super Mario Bros.*, *Minecraft*, *Grand Theft Auto* series, and the *World of Warcraft* games.

- **Comic Books** – A comic book is “a magazine that is made up of a series of comic strips.” The universes of various publishers are covered. Questions will include superhero, non-superhero and web comics. Examples of such are *Marvel*, *DC*, *Archie Comics*, *Snoopy*, *Pugad Baboy*, *Cyanide and Happiness* and *Sarah Scribbles*.
  - **Toys** – A toy is generally defined as “something a child plays with.” They are usually depicted as small objects meant for the entertainment of children. To remove the ambiguity, the toys considered will have little to no connection with the other four categories. We will also ask questions from tabletop games and tabletop role playing games.
2. The 1<sup>st</sup> round of the quiz show will be an individual 100 item identification exam to be answered in one (1) hour. 30% of the average score of the two participants will be added to the final score on the 2<sup>nd</sup> round. Wrong spelling will be given consideration, and might be given half a point. Only small mistakes, such as misarranged letters, wrong capitalization or missing letters, will be considered.
  3. There will be a fifteen (15) minute break after the identification exam to let the participants see the answers to the questions and to let the organizers check their papers.
  4. The 2<sup>nd</sup> round of the quiz show shall consist of three (3) parts
    - a. The **First** part consists of a pool of **thirty (30) questions**, six (6) from each category. Per category, four (4) will have an **Easy** difficulty and two (2) will have an **Easy+** difficulty. Easy+ will be harder than Easy, but easier than Average. **Easy** questions will garner **one (1) point**, while **Easy+** questions will garner **two (2) points**. A wrong answer on **Easy** will have **no deductions**, while a wrong answer on **Easy+** will have a **one (1) point deduction**. No answers will also have no deductions.
    - b. The **Second** part consists of a pool of **thirty (30) questions**, six (6) from each category. Per category, four (4) will have an **Average** difficulty and two (2) will have an **Average+** difficulty. Average+ will be harder than Average, but easier than Difficult. **Average** questions will garner **three (3) points**, while **Average+** questions will garner **five (5) points**. A wrong answer on **Average** will have **no deductions**, while a wrong answer on **Average+** will have a **three (3) point deduction**. No answers will also have no deductions.
    - c. The **Third** part consists of a pool of **thirty (30) questions**, six (6) from each category. Per category, four (4) will have a **Difficult** difficulty and two (2) will have a **Difficult+** difficulty. Difficult+ will be harder than Difficult. **Difficult** questions will garner **six (6) points**, while **Difficult+** questions will garner **nine (9) points**. A wrong answer on **Difficult** will have **no deductions**, while a wrong answer on **Difficult+** will have a **five (5) point deduction**. No answers will also have no deductions.  
Having no answer is characterized by the absence of any significant character on the writing board or space of a team, i.e., the writing board or space is left blank.
  5. The number of questions in each round is dependent to the number of teams participating. If there are twenty (20) teams playing, there will also be twenty (20) questions per round.
  6. Each team will have a chance to pick the difficulty and category of the question once per round. Team A will pick the question first, then Team B, then so on until the last team has picked a question. After that, the round will end.
  7. If a team would pick a “+” difficulty (Easy+, Average+ or Difficult+), then they are required to answer the question. A no answer from the team that picked a “+” difficulty would get the proper deductions on that difficulty.
  8. Each question will be read twice. As soon as the quiz master says “Go!” all teams are given a time limit to write their answers. The time limit will depend on the round’s difficulty.
    - For the **First** round, the time limit per question is **ten (10) seconds**.
    - For the **Second** round, the time limit per question is **twenty (20) seconds**.
    - For the **Third** round, the time limit per question is **thirty (30) seconds**.
  9. After the time limit, all teams are required to raise and show their boards, regardless of not having any answer. The teams will be scored based on the scoring system discussed in III.2.
  10. The scoring system is summarized and tabulated in II.B.
  11. The team with the highest number of points will be declared as the winner. The team with the second (2<sup>nd</sup>) and third (3<sup>rd</sup>) highest number of points will be ranked as 2<sup>nd</sup> and 3<sup>rd</sup> place, respectively.
  12. In case of a tie for 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> place, a series of Clincher questions will be asked. Clincher Questions will come from a different set of questions, and all Clincher questions are enumeration. The first team to answer correctly will

be automatically declared as the winner. Teams will still have to wait for the go-signal of the quiz master. However, if no team has gotten the correct answer within **sixty (60) seconds** after the "Go!" signal, a new question will be asked. This may continue on and on until a winner is declared.

13. Cheating or coaching in any form is absolutely prohibited during the event. The event coordinator and the sponsoring organization have the right to disqualify any team or organization caught doing so from the event.

## REGISTRATION FORM

### EVENT

EVENT NAME	Cartoonlitan
SPONSORING ORGANIZATION	Philippine Society of Mechanical Engineers – University of the Philippines Student Unit (PSME-UPSU)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1	

**EVENT INFORMATION**

EVENT NAME	Song Writeng'g							
EVENT DESCRIPTION	Song Writeng'g is a competition where participants will compose a song which they will perform live during the event proper.							
SPONSORING ORGANIZATION	Philippine Society of Mechanical Engineers-University of the Philippines Student Unit (PSME-UPSU)							
E-MAIL ADDRESS	<u><a href="mailto:songwritengg@gmail.com">songwritengg@gmail.com</a></u>							
EVENT COORDINATOR	Jerico Manalo Miguel Victor Villena				CONTACT NUMBER	09279787356 09236113801		
MUST PRE-REGISTER?	YES		NO	WALK-INS ALLOWED?	YES	NO		
EW POINTS	1	200	2	166. 67	3	133.33	REGISTRATION FEE	Php 750
MAXIMUM NUMBER OF ENTRIES	15				NUMBER OF PLAYERS	5-10		
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>			
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS		
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY		
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT		
ENG'G FACULTY					WORKSHOP			

**SCHEDULE OF ACTIVITIES**

ACTIVITY	DATE	TIME	VENUE
Start of Registration	January 28 (Sun)	12:00 PM	Online
End of Registration	February 1 (Thu)	5:30 PM	Online
Deadline of Payment of Registration Fee	February 1 (Thu)	5:30 PM	PSME-UPSU Tambayan
Draw lots of Song Theme	February 1 (Thu)	5:30 PM	PSME-UPSU Tambayan
Reservation of Recording Schedule	February 1 (Thu)	5:30 PM	PSME-UPSU Tambayan
Entry Submission Deadline	February 23 (Mon)	11:59 PM	Online
Recording of Entries	February 24-26 (Mon-Sat)	9:00 AM – 4:00 PM	Recording Studio
Drawlots for Sound check	March 1 (Thursday)	5:30 PM	PSME-UPSU Tambayan
Event Proper	March 5 (Mon)	8:00 AM – 12:00 PM	TBA

**I. GENERAL GUIDELINES****E. REGISTRATION & SUBMISSION**

1. A maximum of one (1) entry per organization is allowed.
2. A maximum of 15 teams will be allowed to register. Registration will be first come, first serve.
3. Each team shall be composed of a minimum of five (5) members and a maximum of ten (10) members. A maximum of three (3) alternates will be allowed. Composer/s and lyricist/s must be included in the registration form. The role of every member and alternate in the team must be stated in the registration form (e.g. Aaron Martinez – lead singer, Ed Manalac – composer).
4. Below are requirements to be submitted online for registration. Teams must send through email to **[songwritengg@gmail.com](mailto:songwritengg@gmail.com)**. For affiliated teams, files should have the subject: **SW18\_<organization's shortened name>** Example: (SW18\_PSMEUPSU). For unaffiliated teams the subject must be: **SW18\_<team name>** Example: (SW18\_TheBeliebers).
  - Registration Form
  - Short write-up about the team (max of 250 words)
  - Organization Logo (not required for unaffiliated teams)

- Team photo
5. Teams who have failed to submit the required registration forms on or before **Feb 1, 5:30 PM** will NOT be allowed to participate in said event.
  6. A non-refundable registration fee of **PHP 750.00** per team will be collected.
  7. The registered team must present their UP IDs upon registration during event proper.
  8. By virtue of joining the competition, the participating organization automatically agrees to allow the PSME – UPSU to keep the composition, take pictures and videos of each performance for record purposes, and promote/publish the pictures, and videos in all its campaign materials which include but are not limited to flyers, web media and sites, on-ground events and television segments.
  9. Teams will get a copy of their songs.
  10. Unaffiliated teams will only be required to pay for the recording studio fee.
  11. Teams will be allowed to change their line-up, but will forfeit their slot until they finalize their new line-up. If all the slots were taken before they finalize their line-up, then they will no longer be able to join the contest.
- B. PRE-EVENT**
5. **ENTRY SUBMISSION**
    - a. Entries must be in pdf format and should include the composition lyrics with chords, organization's name, composition title, composer/s' name/s and lyricist/s' name/s.
    - b. Files shall be submitted through email to **songwritengg@gmail.com** on or before **Feb 23, 11:59PM**. Submissions must have "LYRICS\_<organization's shortened name>" as subject. Not following the specified format shall merit a 5% deduction to the total score.
    - c. Late submissions will be accepted but will merit a 30 point deduction from the total score. Failure to pass entries before recording will lead to disqualification and no participation points will be given.
  2. **TICKET SELLING**
    - a. Each team shall be given a number of tickets equal to 10% of their organization's roster rounded up. The tickets are worth PHP 25.00 each.
    - b. Teams are required to sell the tickets given to them.
    - c. Full payment of the tickets should be remitted on or before March 5. 12PM. Failure to do so will result to a 5% deduction from the total score.
  3. **RECORDING**
    - a. Each team will be required to record their songs in a recording studio set by the organizers. The recorded song will be a part of the final scoring.
    - b. Changing of lyrics/chords from the entry submitted is not allowed.
    - c. Participating teams will be given one hour to record their song. Teams shall choose from the given timeslots for recording in the said dates above. Draw lots will determine which team will reserve their recording schedule first.
    - d. Failure to record the song will result in disqualification.
    - e. The teams are required to listen to the final recording before they leave the studio. The organizers will not be liable for any inconsistencies in the final recording.

## II.

### **TECHNICALITIES**

#### D. TABLE OF DEDUCTIONS

NOTE: PSME-UPSU reserves the right to give sanctions to any participant for any misconduct or non-compliance.

Deductions are written below and are also presented in a table that follows after.

1. Each recorded song entry should not exceed 5 minutes otherwise a deduction of 1% per second or a fraction thereof will be given to the team's final score.
2. For the song recording, pre-recorded materials are not allowed to be submitted for judging. Violation to this rule will merit a score of zero in the Song Composition criterion
3. Each entry should follow the format specified otherwise a 5% deduction will be given.
4. Entries must not contain pornographic, offensive, or sexually explicit words. Such things will not be tolerated during the performance, any violation will result to disqualification.
5. At least two bars of the melody line that is similar to any published song worldwide is prohibited. Once verified by the judges, the team shall be disqualified.
6. Eight minutes will be given per team in the event proper for their performance. Time will start as the first player enters the stage and will end as soon as their song ends. Each second beyond the allotted time will merit a 1.5% deduction from the total score.

Exceeding recorded song time of five (5) minutes.	1% deduction per second or a fraction thereof will be given to the team's final score
Use of Pre-recorded material/s during song recording	Zero in Song Composition Criterion
Entry submissions not following format specified by PSME-UPSU	5% deduction to total score
Entries containing pornographic, offensive, sexually explicit, or racist words.	Disqualification from the competition
Late submission of entry	30% deduction to total score
No submitted entry before scheduled recording	Disqualification from the competition
At least two bars of the melody line that is similar to any published song worldwide as verified by the judges	Disqualification from the competition
Exceeding performance time of eight (8) minutes.	1.5% deduction per second or a fraction thereof will be given to the team's final score
Not giving the full payment for tickets on or before the given deadline	5% deduction from the total score
Exceeding the maximum number of absences during the event proper	10% deduction from total score per excessive absence
Failure to record entry	Disqualification from the competition

#### E. ATTENDANCE REQUIREMENTS

1. Up to two members of each team is allowed to be absent from the event. A 10% deduction on the team's final score shall be given per absent member in excess of the allowed absences.
2. A member will be considered absent if the person did not sign up before the event proper, unless a valid excuse with supporting documents is presented. (Ex. Class conflict – must bring Form 5)
3. The absence of a team member will not be counted if an alternate player will take his/her place.

#### F. SCORING SYSTEM

- a. The entries will be judged according to the following criteria:

##### Overall Score

Song Composition	70
Performance	30
TOTAL	100

##### i. Song Composition

Originality/Creativity	20
Accordance to the Theme	20
Words	20
Musical Composition	20
Impact	20
TOTAL	100

##### ii. Performance

Interpretation	50
Execution	40
Audience Impact	10
TOTAL	100

Top three (3) teams will occupy the first, second, and third places

#### III. EVENT MECHANICS

1. There are two parts in this competition: Song Composition and Performance.
2. The participating organization/team shall submit only one song (maximum of 5 mins. long) composition of any genre. The song should be related to the event theme: **Eng'g is Life**
3. The song may be written in any Philippine language, including English. A Filipino translation of the lyrics is required if it is not written in the Filipino language.
4. Participating teams will draw from the list of topics that the organizers will provide. These shall be the subject of their composition.

5. A member of the participating team or a collaboration of its members shall be allowed in composing the song (lyrics and music).
6. Entry must be an original composition.
7. After recording, teams will be given a copy of the recordings of other participants. Teams will have a week to verify if the other participants have plagiarized a song. After one week, complaints about plagiarized songs will no longer be entertained.
8. Only microphones and 2 acoustic guitars will be provided during the event proper. Other instruments can be used as long as the participating organization/team can provide their own instruments.
9. Each team shall be given 3 minutes for sound check before the event proper. Attendance to this is optional, but the team will not be given another schedule for sound check.
10. Members of the participating organization who are affiliated with UP bands or singing groups are allowed to perform.
11. During performance, changing of lyrics and chords from the entry submitted is not allowed.
12. The competition will be judged according to the scoring system specified above.
13. The organizers will be the ones to judge if there are any violations of the event rules and impose the penalties accordingly.
14. During the recording of the song, the participating organizations must arrive on the designated timeslot assigned to them. Organizations that are late for the recording shall still be allowed to record their song however no time extension will be given to them.
15. All complaints/questions regarding the scoring should be directed to the organizers of the event. These complaints/questions shall then be forwarded to the judges. Upon the discretion of the judges will the participating organizations be allowed to talk to the judges regarding the complaint/question.
16. There will be another draw lots on March 01 (Thursday), 5:30 PM at the PSME-UPSU Tambayan to determine the order of performances and sound check. Swapping of timeslots on the sound check or performance will be allowed as long as the two organizations involved will agree.

## REGISTRATION FORM

### EVENT

EVENT NAME	Song Writeng'g
SPONSORING ORGANIZATION	Philippine Society of Mechanical Engineers – UP Student Unit (PSME – UPSU)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYERS	
ALTERNATE/S	

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	Minority Gameng'g									
EVENT DESCRIPTION	Questions that have no specific correct answer and are answerable by yes or no will be asked to the contestants. The contestants, in turn, will decide whether their answer is a yes or a no. Based on the answers, only the minority will advance to the next round (next question).									
SPONSORING ORGANIZATION	Society of Manufacturing Engineers University of the Philippines Diliman (SME-UPD)									
E-MAIL ADDRESS	sme.upd@gmail.com									
EVENT COORDINATOR	Doromal, Radney Stephen M (Radney) Ogalesco, Thea Viktoria M (Thea)				CONTACT NUMBER	09172520290 (Radney) 09061577431 (Thea)				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	100	2	83.33	3	66.67	REGISTRATION FEE	P 30.00		
MAXIMUM NUMBER OF ENTRIES	15					NUMBER OF PLAYERS	1			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
AFF ENG'G STUDENT					<input type="checkbox"/>	ARTS/TALENT	<input type="checkbox"/> SPORTS			
AFF ONCE ENG'G STUDENT					<input checked="" type="checkbox"/>	PARLOR/RELAY/CHANCE	<input type="checkbox"/> STRATEGY			
UNAFF ENG'G STUDENT					<input type="checkbox"/>	QUIZ SHOW	<input type="checkbox"/> NIGHT EVENT			
ENG'G FACULTY					<input type="checkbox"/>	WORKSHOP	<input type="checkbox"/>			
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME			VENUE			
Start of Registration	Feb 23 (Fri)			12:00 AM			ONLINE			
Start of Registration Fee Payment	Feb 26 (Mon)			8:00 AM			SME-UPD Tambayan			
Deadline of Registration	Mar 2 (Fri)			5:30 PM			ONLINE			
Deadline of Registration Fee Payment	Mar 2 (Fri)			6:00 PM			SME-UPD Tambayan			
Game Proper	Mar 5 (Mon)			8:30 – 10:00 AM			SME-UPD Tambayan			
EVENT RULES										
VII.	<b><u>GENERAL GUIDELINES</u></b>									
<p>A. REGISTRATION &amp; SUBMISSION</p> <ol style="list-style-type: none"> <li>1. To secure a slot for the game, online registration shall be done. The attached registration form should be filled out and sent to <a href="mailto:sme.upd@gmail.com">sme.upd@gmail.com</a> on or before March 2 (Friday), 5:30 PM, with the subject and file name as follows: MinorityGamengg_TeamName. The team name shall be the name of the organization for those playing to represent an organization.</li> <li>2. Registration fees should be paid at the SME-UPD Tambayan on or before March 2 (Friday). A receipt will be issued for the record of the team and the sponsoring organization, and this will serve as the confirmation of the team's intent to join. Failure to pay within the given interval will forfeit the registration. Late payments will not be accepted.</li> </ol>										
VIII.	<b><u>TECHNICALITIES</u></b>									
<p>A. DISQUALIFICATION</p> <p>The following are grounds for disqualification:</p> <ul style="list-style-type: none"> <li>• Casting more than one (1) vote;</li> <li>• Failure to cast a vote within the specified time;</li> <li>• Use of cards other than what was provided by the game master.</li> </ul>										

## B. ATTENDANCE REQUIREMENTS

1. The players must be at the venue of the game proper on March 5 (Monday) not later than FIFTEEN (15) MINUTES after the start of the scheduled time.
2. A roll call of the registered teams will be made fifteen (15) minutes after the start of the scheduled time.
3. If the pre-registered teams have not yet reached 15, walk-ins will be allowed, provided that the players are present, and that they pay their registration fee on the spot.

## C. SCORING SYSTEM

- 1<sup>st</sup> Place – Awarded to the first minority group to emerge which consists of only one (1) player  
2<sup>nd</sup> Place – Player eliminated before the 1<sup>st</sup> place winner  
3<sup>rd</sup> Place – Player eliminated before the 2<sup>nd</sup> place winner

IX.

## EVENT MECHANICS

1. At the start of each round, each player will be given two (2) cards – a “YES” and a “NO” card.
2. A question answerable by yes or no will be asked by the game master.
3. Ten (10) seconds will be given to the players to cast their answers. This is done by dropping the corresponding vote card into the drop box provided. Each player can only cast one vote.
4. The results will be tallied at the end of each voting period.
5. The minority group will then advance to the next round (next question). In case of a tie in the number of votes, all players who voted will advance to the next round.
6. The game ends when there is only one (1) player left in the minority group.
7. In case of a tie between two (2) remaining players, all players eliminated in the previous round will participate in additional round(s) in order to resolve the rankings of the said two (2) players.

## REGISTRATION FORM

### EVENT

EVENT NAME	Minority Gameng'g
SPONSORING ORGANIZATION	Society of Manufacturing Engineers University of the Philippines Diliman (SME-UPD)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
ALTERNATE 1 (optional)	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	Point & Shooteng'g									
EVENT DESCRIPTION	Players will exhibit their skills in projectile motion by shooting ping-pong balls in cups arranged in complex and intricate patterns as decided by the organizers. Teams will face each other in a single elimination bracket. Each team consists of two players. A point system will determine the winner of each round.									
SPONSORING ORGANIZATION	Society of Manufacturing Engineers University of the Philippines Diliman (SME-UPD)									
E-MAIL ADDRESS	sme.upd@gmail.com									
EVENT COORDINATOR	Doromal, Radney Stephen M (Radney) Ogalesco, Thea Viktoria M (Thea)			CONTACT NUMBER	09172520290 (Radney) 09061577431 (Thea)					
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/> YES <input type="checkbox"/> NO				
EW POINTS	1	100	2	83.33	3	66.67	REGISTRATION FEE	P 50.00		
MAXIMUM NUMBER OF ENTRIES	16				NUMBER OF PLAYERS	2				
<b>ALLOWED PLAYERS</b> <small>Shade all that apply.</small>					<b>MINI-EW CATEGORY</b> <small>Shade one box only.</small>					
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS				
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY				
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT				
ENG'G FACULTY					ENGG DISCIPLINE					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME		VENUE				
Start of Registration	Feb 23 (Fri)			12:00 AM		ONLINE				
Start of Registration Fee Payment	Feb 26 (Mon)			8:00 AM		SME-UPD Tambayan				
Deadline of Registration	Mar 2 (Fri)			5:30 PM		ONLINE				
Deadline of Registration Fee Payment	Mar 2 (Fri)			6:00 PM		SME-UPD Tambayan				
Game Proper	Mar 5 (Mon)			90 minutes; afternoon		SME-UPD Tambayan				
EVENT RULES										
VII.	<b><u>GENERAL GUIDELINES</u></b>									
<p>A. REGISTRATION &amp; SUBMISSION</p> <ol style="list-style-type: none"> <li>1. To secure a slot for the game, online registration shall be done. The attached registration form should be filled out and sent to sme.upd@gmail.com on or before March 2 (Friday), 5:30 PM, with the subject and file name as follows: PointNShootengg_TeamName. The team name shall be the name of the organization for those playing to represent an organization.</li> <li>2. Registration fees should be paid at the SME-UPD Tambayan on or before March 2 (Friday). A receipt will be issued for the record of the team and the sponsoring organization, and this will serve as the confirmation of the team's intent to join. Failure to pay within the given interval will forfeit the registration. Late payments will not be accepted.</li> </ol>										
VIII.	<b><u>TECHNICALITIES</u></b>									
<p>A. DISQUALIFICATION</p> <p>The following are grounds for disqualification:</p> <ul style="list-style-type: none"> <li>• Having more than two players at one time</li> <li>• Having more than one player shooting at one time</li> <li>• Contesting the decision of the referees</li> </ul>										

- Use of ping pong balls not provided by SME-UPD
- Interfering with the trajectory of the opponent's balls
- Tampering with the cups pattern once the round starts

#### B. ATTENDANCE REQUIREMENTS

1. The players must be at the venue of the game proper on March 5 (Monday) not later than FIFTEEN (15) MINUTES after the start of the scheduled time.
2. A roll call of the registered teams will be made fifteen (15) minutes after the start of the scheduled time.
3. If the pre-registered teams have not yet reached 15, walk-ins will be allowed, provided that the players are present, and that they pay their registration fee on the spot.

#### C. SCORING SYSTEM

- 1<sup>st</sup> Place – Awarded to the winner of the finals match  
 2<sup>nd</sup> Place – Awarded to the team that lost the finals match  
 3<sup>rd</sup> Place – Awarded to the team who won the match between the losers of both semifinals matches

IX.

#### EVENT MECHANICS

1. Teams will be randomly drawn into a single elimination bracket.



2. The area will be cut into two specific regions: the shooting region, and the cups region.



3. A pattern consisting of ten (10) cups will be randomly drawn before each round.
4. Each team will have three (3) minutes to garner the most points.

5. One player will be given three (3) balls and be positioned in the shooting area.
6. The player will then point to a cup that he/she will shoot the ball in for the next three balls. The team will earn two points for shooting in the right cup, -1 for shooting in the wrong cup, and 0 for missing all cups.
7. The second player can collect the ping pong balls after each shot. Each ball must have bounced at least once before being collected by the second player. He/she then proceeds to the shooting area for his/her turn.
8. Steps 6 and 7 will be repeated until the timer runs out. Balls released after the time runs out will not be counted.
9. The winning team shall be determined on which team has the most points after the time runs out.
10. In case of a tie, one of the two players from each team will be given five (5) balls. Alternately shooting the balls, these players will face head-to-head and the one who garners the most points in five (5) balls will be proclaimed the winner of the tie breaker. For subsequent ties, the same procedure shall be repeated.

## REGISTRATION FORM

### EVENT

EVENT NAME	Point & Shooteng'g
SPONSORING ORGANIZATION	Society of Manufacturing Engineers University of the Philippines Diliman (SME-UPD)

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
ALTERNATE 1	

You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.

No organization logo.

No additional images.

Headers (Arial, 10), Other entries (Arial, 9)

No large fonts/headers.

Text color & table shadings must only be white/black/gray.

Remove all help texts upon accomplishment of form.

# EVENT RULES AND GUIDELINES

EVENT INFORMATION										
EVENT NAME	TAU ALPHA Diliman Marathon									
EVENT DESCRIPTION	This yearly running event will once again pit the best runners from each engineering organization in a battle of team endurance as participants must race around the academic oval. This event will have a minimum of 10 members from each organization (minimum of 5 men and 5 women), competing in a separate men's and women's division. The top 5 racers of each organization per division will then determine the winning organizations. Up for grabs is 100 EWOC points for first place in each division!									
SPONSORING ORGANIZATION	TAU ALPHA Fraternity									
E-MAIL ADDRESS	<a href="mailto:theargonauts1932@gmail.com">theargonauts1932@gmail.com</a>									
EVENT COORDINATOR	Neil Cruda				CONTACT NUMBER	09052561700				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	100 M /100 W	2	83.3 3 M / 83.3 3 W	3	66.67 M / 66.67 W	REGISTRATION FEE	300 – Eng'g 350 – Non Eng'g		
MAXIMUM NUMBER OF ENTRIES	5 Min per Category				NUMBER OF PLAYERS	5 Min per Category				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS				
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY				
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT				
ENG'G FACULTY					ENGG DISCIPLINE					
SCHEDULE OF ACTIVITIES										
ACTIVITY	DATE			TIME		VENUE				
Singlet sizes list and 50% Registration fee down payment	February 5 (Mon) – February 13 (Tue)			Deadline: February 13 7:00 pm		TAU ALPHA Tambayan				
Pre-registration completion	February 5 (Mon) – February 23 (Fri)			Deadline: February 23 6:00 pm		TAU ALPHA Tambayan				
Registration / Singlet Claiming	February 25, 2018 (Sun)			1:00 pm – 3:00 pm		TAU ALPHA Corner				
Event Proper	February 25, 2018 (Sun)			4:00 pm – 6:00 pm		UP Diliman				
EVENT RULES										
<b>A. PRE - REGISTRATION &amp; SUBMISSION</b> <ol style="list-style-type: none"> <li>Each Organization must submit a <b>minimum of 10 Runners (5 Men and 5 Women)</b>.</li> <li>Organizations must submit the following: <ul style="list-style-type: none"> <li>Accomplished Registration Form</li> <li>FULL PAYMENT of Registration Fee (P300/Runner)</li> <li>Photocopy of Form 5 + ID's of their Runners</li> </ul> </li> </ol>										

in a **long brown envelope** to be submitted personally at the **TAU ALPHA Tambayan** on the Pre – Registration dates.

3. The participating organization must pay a 50% down payment (at least Php 1500) and provide a list of singlet sizes of players by February 13, 2018 7:00 pm. The remaining balance must be paid on or before February 23, 6:00 pm. Players who will fail to submit singlet sizes on the said date will only be allowed to select from the remaining singlets during the registration given that they already satisfied the requirements on the pre-registration dates.
4. **TAU ALPHA Fraternity will only accept the Organizations that can submit all requirements on the Pre – Registration dates.**
5. A receipt will be issued for the record of the participating and sponsoring organization; and this will serve as confirmation of the organization's intent to join.

#### **B. REQUIREMENTS**

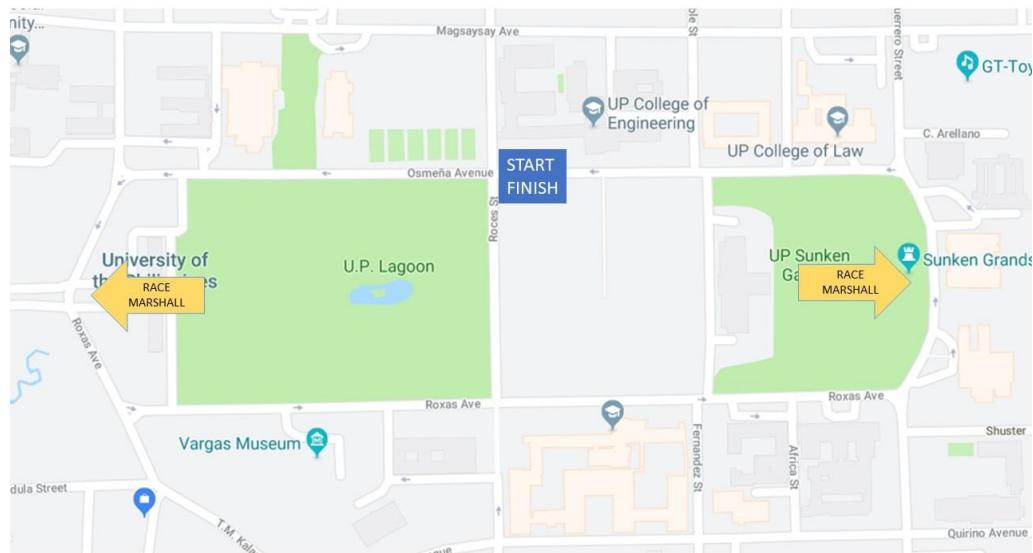
1. Accomplished Registration Form
2. FULL PAYMENT of Registration Fee (P300/Runner)
3. Photocopy of Form 5 + ID's of their Runners

#### **C. REGISTRATION**

1. Before the event proper, Organizations are required to register at the Registration Booth.
2. Organizations must present the UP ID's of each of their runners. Failure to present an ID will forfeit the slot of the particular runner.
3. Race Bibs and Singlets will be given to the Organizations after they register on the race day.
4. **If Organizations fail to pass the requirements on the Pre – Registration Dates but will be able to complete the requirements on the race day, the organization shall not be given Race Singlets.**

#### **D. RACE RULES**

1. There shall be a separate division for Men and Women
2. Runners shall run around the UP Academic Oval with a distance of 4.4 kilometers.



3. Runners shall run around the Academic Oval twice
4. Runners shall collect 4 Yarns from the Race Marshalls.
  - a. 2 from the Race Marshall stationed near Oblation
  - b. 2 from the Race Marshall stationed at the Virata School of Business

#### **E. DISQUALIFICATION**

1. A participant may be disqualified and ejected from the race if caught of the following offenses:

- a. using a shortcut route
- b. falsifying yarns

2. A participant may concede in the middle of the race and surrender his/her Bib to a Race Marshall

F. **RANKINGS**

1. Organizations will be ranked based on the accumulated ranks of their TOP 5 Runners per division.

Ex:

RANKINGS	
MEN'S DIVISION	WOMEN'S DIVISION
1. Organization A	1.Organization D
2.Organization B	2.Organization B
3.Organization C	3.Organization A
4.Organization B	4.Organization B
5.Organization D	5.Organization A
6.Organization A	6.Organization B
7.Organization D	7.Organization C
8. Organization A	8.Organization D
9.Organization C	9.Organization D
10.Organization D	10.Organization C
11.Organization B	11.Organization C
12.Organization C	12.Organization A

**Points System**

Organization A:  $1+6+8+6+8 = 29$  (1<sup>st</sup> Place)      Organization A:  $1+6+8+6+8 = 29$  (1<sup>st</sup> Place)

Organization B:  $2+4+11+8+8 = 31$  (2<sup>nd</sup> Place)      Organization B:  $2+4+11+8+8 = 31$  (2<sup>nd</sup> Place)

Organization C:  $3+9+12+12+12 = 48$       Organization C:  $3+9+12+12+12 = 48$

Organization D:  $5+7+10+10+10 = 42$  (3<sup>rd</sup> Place)      Organization D:  $5+7+10+10+10 = 42$  (3<sup>rd</sup> Place)

2. The Organization with the lowest accumulated points wins.

3. **In case of a tie, the decision will be based on the rankings of the Last runners from both of the organizations.**

Note: This event will be marketed to the whole UP Community. Non engineering students will be placed in a separate division and will not affect the outcome of the Engineering Men's and Women's divisions.

## **REGISTRATION FORM**

EVENT	
EVENT NAME	TAU ALPHA Diliman Marathon 2018
SPONSORING ORGANIZATION	TAU ALPHA Fraternity

*Text color & table shadings must only be white/black/gray.  
Remove all help texts upon accomplishment of form.*

# EVENT RULES AND GUIDELINES

## EVENT INFORMATION

EVENT NAME	TAU ALPHA BASKETBALL LEAGUE (TABL 2k18)									
EVENT DESCRIPTION	TAU ALPHA once again invites you to the much awaited sport event of the College, the <b>TAU ALPHA Basketball League (TABL 2K18)</b> , a yearly tournament aimed to promote sportsmanship and foster camaraderie among College of Engineering organizations and invited teams.									
SPONSORING ORGANIZATION	TAU ALPHA Fraternity									
E-MAIL ADDRESS	<a href="mailto:theargonauts1932@gmail.com">theargonauts1932@gmail.com</a>									
EVENT COORDINATOR	Nikko Capuno				CONTACT NUMBER	09153504334				
MUST PRE-REGISTER?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	WALK-INS ALLOWED?	<input checked="" type="checkbox"/>	YES	<input type="checkbox"/>	NO	
EW POINTS	1	200	2	167	3	133	REGISTRATION FEE	2500		
MAXIMUM NUMBER OF ENTRIES	18				NUMBER OF PLAYERS	15 per team				
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>					
AFF ENG'G STUDENT					ARTS/TALENT	<input checked="" type="checkbox"/>	SPORTS			
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	<input checked="" type="checkbox"/>	STRATEGY			
UNAFF ENG'G STUDENT					QUIZ SHOW	<input checked="" type="checkbox"/>	NIGHT EVENT			
ENG'G FACULTY					ENGG DISCIPLINE	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

## SCHEDULE OF ACTIVITIES

ACTIVITY	DATE	TIME	VENUE
Briefing	Feb 2(Fri) and Feb 13 (Tue)	6:00 PM – 7:00 PM	MH 321
Registration Period	Feb 2 (Fri) – Feb 13 (Tue)	Deadline: Feb 12, 12NN	ONLINE
Elimination	Feb 20 (Tue) – Feb 23 (Fri) Feb 27 (Tue) – March 2 (Fri)	12:00 – 5:00 PM	CHAC
Quarter Finals	March 5 (Mon)	1:00 – 5:00 PM	CHAC
Semi Finals	March 6 (Tues)	3:00 – 5:00 PM	CHAC
Finals	March 7 (Wed) – March 9 (Fri)	4:00 – 5:00 PM	CHAC

## EVENT RULES

### A. REGISTRATION & SUBMISSION

Only the FIRST 18 ORGANIZATIONS to submit the online registration form will be accepted as participating teams in this year's TAU ALPHA Basketball League.

Accomplished registration form must be submitted from Feb 2(Fri), 12:01AM up to Feb 12 (Mon), 11:59PM, to [theargonauts1932@gmail.com](mailto:theargonauts1932@gmail.com) with subject & file name as follows: TABL2k18\_<OrgName>.

The registration fee must be given personally to the Tambayan of TAU ALPHA Fraternity (1/F, West Wing, Melchor Hall). A receipt will be issued for the record of the participating and sponsoring organization; and this will serve as confirmation of the organization's intent to join. Failure to pay before the organization's first game will forfeit their accomplished registration form. Late payments will not be accepted. If in case the organization wishes to back out after the specified registration period, the organization must still pay the registration fee.

## **B. PRE-EVENT**

### **ORGANIZATION BRIEFING**

The Organization Briefing will be on February 2 and February 13, 2018 (Tuesday), Venue will be at MH 321, at 6:00pm – 7:00pm

Draw lots of the designation in the bracketing will be conducted in the organization briefing. The organization coordinator from the participating organization must attend the orientation. In any case that the coordinator will not be able to attend, the organization must send at least one (1) representative for taking note all important announcements. Minutes of the meeting may or may not be provided; thus, the sponsoring organization has no responsibility of the absentees.

## **C. REQUIREMENTS**

- a. Accomplished Registration Form submitted online to [theargonauts1932@gmail.com](mailto:theargonauts1932@gmail.com) from Feb 2, 2017 (Friday) 12:01 AM up to Feb 12, 2017 (Monday), 11:59 PM.
- b. Photocopy of Form 5and ID of each player submitted in a short folder on or before February 13, 2017, 5:00 PM at the TAU ALPHA Tambayan (1/F West Wing, Melchor Hall).
- c. Registration fee of P 2,500 to be paid on or before the Organization's first game.

## **D. TECHNICALITIES**

- a. **All freshmen**, who wish to play in TABL will be delegated to a team handled by the organizers. It is prohibited for them to play for any organization.
- b. Each TEAM should have **at most 3 U.P. College of Engineering Basketball Varsity Players**. This includes but not limited to former and current U.P College of Engineering Basketball Varsity Athletes who played or will play in the Diliman Games. (Definition: Engineering Varsity Member- refers to any player that has been added to the official Engineering Varsity roster for the 2017 and 2018 Diliman Games.)
- c. In the case that non-enggvar players have been fouled out or ejected and the organization cannot complete a team of 5 on the court, technicalities section b. (3 enggvar on the court) will still apply and they will have to play with their remaining players even if they are less than 5.
- d. Engineer Varsity members shall be required to provide and wear a white colored headband/bandana during the game
- e. In case of the absence of a Freshman Team, the frat will hold the right to sponsor an additional team of unaffiliated engineering students to fill in their slot in the TABL playoffs.
- f. Team's that violate section b. under technicalities will be penalized per offense per game:  
1<sup>st</sup> offense: Warning from referee  
2<sup>nd</sup> offense: Automatic loss for that game (default score will apply)

### **SCHEDULE OF GAMES**

- a. The Schedule of games will be posted in the TAU ALPHA Facebook Page.  
[Facebook.com/taualphafaternity](https://www.facebook.com/taualphafaternity)

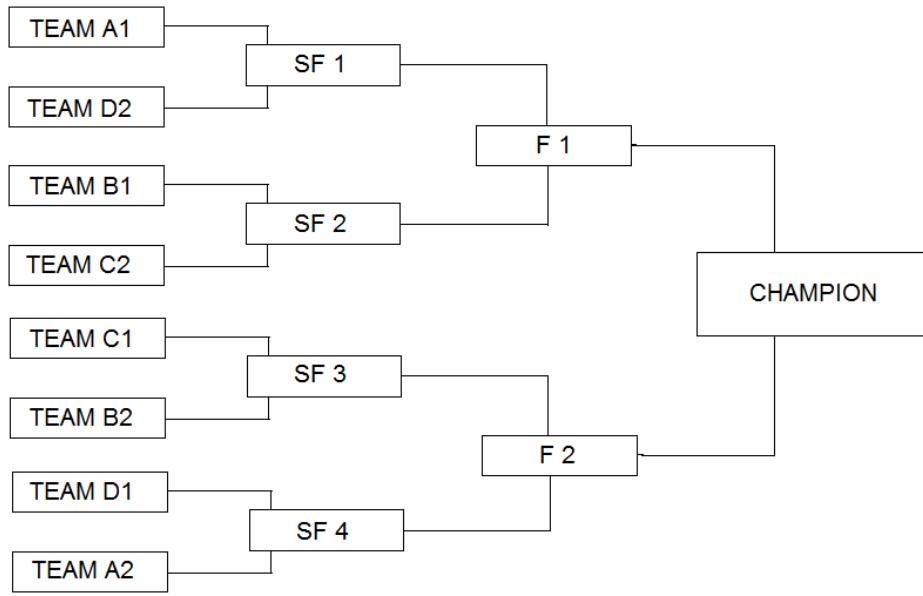
### **BRACKETING**

- a. All teams will be placed randomly into 4 brackets except for the top 4 teams on the previous TABL which will be distributed in each bracket.
- b. Teams in each bracket will play each other once.
- c. **Top 2 teams** from each bracket will advance to the Playoffs.

<b>BRACKET A</b>	<b>BRACKET B</b>	<b>BRACKET C</b>	<b>BRACKET D</b>
TEAM A1	TEAM B1	TEAM C1	TEAM D1
TEAM A2	TEAM B2	TEAM C2	TEAM D2
TEAM A3	TEAM B3	TEAM C3	TEAM D3
TEAM A4	TEAM B4	TEAM C4	TEAM D4
TEAM A5	TEAM B5	TEAM C5	TEAM D5

### **PLAYOFFS**

- a. 8 teams will be put into a single elimination tournament bracket.
- b. The top 4 teams (1<sup>st</sup> in all Brackets) will play with the other 4 Teams (2<sup>nd</sup> in all Brackets). Playoffs brackets shall be organized such that the two in the same bracket in the Elimination round will not play against each other.
- c. The top 2 Teams will play a best-of-3 finals to determine the Champion.
- d. The Battle for 3<sup>rd</sup> place will have one game.



(sample playoffs bracket only)

**E. GAME RULES**

- a. The rules will be standard **FIBA RULES**, (<http://www.fiba.basketball/OBR2017/Final.pdf>).
- b. The game will consist of four 10 minute quarters, with the last 5 minutes of the 4<sup>th</sup> Quarter being stop time.
- c. Each game will have a **10 minute default time** which starts at the designated game time. After 10 minutes, if a team has less than 5 players, they will be disqualified and given a loss, with their opponent given a win.
- d. Complaints can only be made to the TABL commissioner.
- e. The referee's decision shall be final.

## REGISTRATION FORM

### EVENT

EVENT NAME	TAU ALPHA BASKETBALL LEAGUE (TABL 2k18)
SPONSORING ORGANIZATION	TAU ALPHA Fraternity

### PARTICIPANT

ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	

	STUDENT NUMBER	NAME	COURSE
PLAYER 1			
PLAYER 2			
PLAYER 3			
PLAYER 4			
PLAYER 5			
PLAYER 6			
PLAYER 7			
PLAYER 8			
PLAYER 9			
PLAYER 10			
PLAYER 11			
PLAYER 12			
PLAYER 13			
PLAYER 14			
PLAYER 15			

# EVENT RULES AND GUIDELINES

EVENT INFORMATION									
EVENT NAME	The Beauty and the Greek								
EVENT DESCRIPTION	The Beauty and The Greek is a costume making competition where participating organizations compete to make the most creative and elegant Greek costume with the limited time and materials given. A model from each organization will then present the costumes in a runway show.								
SPONSORING ORGANIZATION	Tau Lambda Alpha Sorority (TAA)								
E-MAIL ADDRESS	taulambdaalpha@gmail.com								
EVENT COORDINATOR	Cahoy, Jessica (Jess) Tan, Noelle (Noelle)				CONTACT NUMBER	09178844614 (DA) 09065444809 (Leina)			
MUST PRE-REGISTER?	X	YES		NO	WALK-INS ALLOWED?	YES	X	NO	
EW POINTS	1	200	2	150	3	100	REGISTRATION FEE		Php400.00
MAXIMUM NUMBER OF ENTRIES	12				NUMBER OF PLAYERS	5			
ALLOWED PLAYERS <i>Shade all that apply.</i>					MINI-EW CATEGORY <i>Shade one box only.</i>				
AFF ENG'G STUDENT					ARTS/TALENT	SPORTS			
AFF ONCE ENG'G STUDENT					PARLOR/RELAY/CHANCE	STRATEGY			
UNAFF ENG'G STUDENT					QUIZ SHOW	NIGHT EVENT			
ENG'G FACULTY					ENGG DISCIPLINE				
SCHEDULE OF ACTIVITIES									
ACTIVITY	DATE		TIME		VENUE				
Pre-registration	February 23 (Fri)		1:00 PM - 5:30 PM		Tau Lambda Alpha Tambayan				
Org Briefing	February 23 (Fri)		5:30 PM - 7:00 PM		Tau Lambda Alpha Tambayan				
Costume Making	March 3 (Sat)		9:00 AM - 2:00 PM		MH 301-303, MH 305-307				
Event Proper	March 3 (Sat)		2:30 PM - 3:30 PM		Engineering Theater, Melchor Hall				
EVENT RULES									
<p><b>I. GENERAL GUIDELINES</b></p> <p>A. REGISTRATION &amp; SUBMISSION</p> <ol style="list-style-type: none"> <li>Only the first 12 teams to register and pass all the complete requirements shall be recognized as participants for the event. Registration is on a first-come, first-served basis.</li> <li>Requirements:           <ol style="list-style-type: none"> <li>Accomplished registration forms (4 costume makers + 1 model) must be sent to <a href="mailto:taulambdaalpha@gmail.com">taulambdaalpha@gmail.com</a> on or before February 22, 11:59 pm</li> <li>Registration Fee of Php 400 will be collected on February 23, 1-5:30 pm.</li> </ol> </li> </ol> <p>B. PRE-EVENT</p> <ol style="list-style-type: none"> <li>Org Briefing will be conducted on February 23, 5:30 - 7:00 pm at the Tau Lambda Alpha Tambayan for the discussion of the game mechanics.</li> </ol> <p><b>II. TECHNICALITIES</b></p> <p>A. TABLE OF DEDUCTIONS</p> <ol style="list-style-type: none"> <li>Groups that are not ready with their costume and make-up by 2:00 pm will be given a 2% deduction for every minute late. This will be checked with the model's presence in the runway area by 2:05 pm. A picture</li> </ol>									

- will be taken once the model has arrived and no more changes or alterations in the costumes will be allowed. Only make-up retouches are allowed.
2. Groups shall only use the materials provided and allowed by the organizers. The list of allowed materials will be discussed during the org briefing. Upon violation, teams will be given a warning. Proceeding in the runway show with materials other than those allowed will result in disqualification.
  3. Hair and make-up are allowed; however any accessory aside from black hair pins and black elastics, will incur 2% deduction per accessory.
  4. All working areas must be cleaned up by 2:00 pm. Groups who will leave their working area without tidying up will incur a 5% deduction.
- B. ATTENDANCE REQUIREMENTS**
1. An org representative must be present during the checking of attendance at 9 AM of March 3. UP ID must be presented during attendance checking. Teams without a representative until the default time will be disqualified.
  2. Participants may be substituted ONCE by anyone in the roster as long as the number of members inside the venue will not exceed maximum (4 costume makers, 1 model). Alternates must present copy of their IDs and Form 5s during the switch.
  3. Each team will be allowed only a single-time switch. Any number of members may be substituted by their teammates for ONE time only. The switch shall be done accordingly to avoid disorder inside the venue. The teams would be given two minutes for the old players to talk to the new players in order to brief them on what to do.
  4. All the things brought in by the participants or substitutes will be checked at the entrance. This is to ensure that they will not bring in materials not allowed. Food and drinks could be sent to the team members through any member of Tau Lambda Alpha Sorority only.
  5. Models must be ready by 2:00 pm for the runway show. This includes cleaning up respective areas and the hair and make-up.

**C. SCORING SYSTEM**

1. The panel of judges composed of 3 members will be individuals that are not affiliated with any organization participating in the pageant.
2. The criteria for judging will be as follows:

CRITERIA	PERCENTAGE
Creativity (Costume, HMU)	45%
Adherence to Theme	15%
Q&A Portion	20%
Modelling (Walk, Poses)	15%
Audience Impact	5%
<b>TOTAL</b>	<b>100%</b>

**III. EVENT MECHANICS**

1. Teams are to make the best and the most creative Greek outfit within the given span of time and with the limited materials provided. A surprise task will be revealed on the day of the event. A question and answer portion will be added after the modelling portion. Questions will be in the same format as beauty pageants'.
2. Each organization will be allowed to have a maximum of 4 representatives to make the costume at a time. The other 1 member will be the model.
3. Each team will be allowed only a single switch. Any number of members may be alternated by their teammates for ONE time only. The switch would be done at the same time to avoid disorder inside the venue. The teams would be given two minutes for the old players to talk to the new players in order to brief them on what to do.
4. Costume makers are allowed to go out and return to the venue only for the following reasons: restroom break, or switch. Costume makers who would be leaving the venue for any other reason shall not be allowed to enter the venue again.
5. Models should be female. They should not wear anything besides the costume made, a black OR white tank top and shorts, and the common undergarments. Hair and make-up can be done within the time allotted inside the costume making venue.

6. Models will not be allowed to help in the costume making. Models will only be allowed inside for costume fitting and make-up. The costume makers should be the ones to fix the hair and make-up of the model INSIDE the venue.
7. Accessories are not allowed unless the teams made it themselves DURING the costume-making proper. Beads, pearls and other decorative items will be provided by the organizers.
8. The following are the only materials participants are allowed to bring:
  - a) Needles
  - b) Threads
  - c) Pins/Pin Cushion
  - d) Thimble
  - e) Garter
  - f) Zipper
  - g) Velcro
  - h) Hooks
  - i) Wires
  - j) Pliers
  - k) Scissors
  - l) Glue (Any adhesives)
  - m) Maximum of 2 yards of other fabric, may consist of at most 2 different kinds or colors.
9. White cloth of 5 yards and gold ribbons will be provided.
10. The costume, hair and make-up of the model must be done by 2:00 pm.
11. **Tau Lambda Alpha Sorority reserves the right to choose three (3) members of the board of judges.**
12. **Tau Lambda Alpha Sorority's decision in any matter regarding this competition is final and irrevocable.**

## REGISTRATION FORM

EVENT	
EVENT NAME	<i>Follow this format: Arial, 9, Black.</i>
SPONSORING ORGANIZATION	<i>Whole name of organization (Acronym/Abbreviation) Ex: UP Engineering Student Council (UP ESC)</i>

PARTICIPANT	
ORGANIZATION NAME	
CONTACT PERSON/S	
CONTACT NUMBER	
PLAYER 1	
PLAYER 2	
PLAYER 3	
ALTERNATE 1	

*You may add your additional requirements after the above entries. Follow the same format as above. Tabular format is preferred.*

*No organization logo.*

*No additional images.*

*Headers (Arial, 10), Other entries (Arial, 9)*

*No large fonts/headers.*

*Text color & table shadings must only be white/black/gray.*

*Remove all help texts upon accomplishment of form.*