



2ND GENERAL assembly



NBSPI SUPREME STUDENT COUNCIL

2nd General Assembly

SEPTEMBER 29, 2023

AGENDA:

1. Discuss plan for PASIKLABAN 2023:

- a. Time Frame
- b. General Rules and Regulations
- c. Mechanics for:
 - i. Preliminaries
 - ii. Sports
 - iii. Esports Activities
 - iv. Academic Activities
 - v. Socio Activities

AGENDA:

**2. Present and discuss the following information
(related to Brightest Night Gala):**

- a. Theme
- b. Outfit Restrictions
- c. Seat Plan
- d. Games and Awards
- e. Invitation Card
- f. Souvenir
- g. Food Options (Votation)

PASIKLABAN 2023:

**Unleashing the Brightonian Spirit through
Flames of Sportsmanship and Empowerment**

NBSPI this year's Intramurals will unfold the potential and well-being of every Brightonian through academic and non-academic events for them to be truly empowered as individuals.

WHEN: October 21 and 23-26, 2023

WHERE: New Brighton School of the Philippines, Inc. Campus and Veranza

WHO: All students of NBSPI for the A.Y. 2023-2024 (outsiders are not allowed to enter the school premises during the said event)

TIME FRAME

OPENING - OCTOBER 21, 2023

Morning Events

- Club Exhibit Competition

Afternoon Events

2:00 - 3:00 PM

- Attendance IN

3:10 - 4:00 PM

- Parade Competition

4:00 - 4:10 PM

- Oath of Sportsmanship

4:10 - 4:30 PM

- Torch Lighting and Bonfire Ceremony

4:30 - 5:00 PM

- Division Shirt Presentation

5:00 - 5:30 PM

- Yell

5:30 - 7:00 PM

- Mass Dance

7:00 - 7:30 PM

- Attendance OUT

TIME FRAME

DAY 1 - OCTOBER 23, 2023

Morning to Afternoon Events

7:00 - 7:30 AM

- Attendance IN

11:30 AM - 12:00 PM

- Attendance OUT

7:00 AM - 5:00 PM

- Basketball (biologically male)
- Volleyball (biologically male and female)
- Badminton (mixed doubles)
- Sepak Takraw (men)
- Table Tennis

1:00 - 1:30 PM

- Attendance IN

5:00 - 5:30 PM

- Attendance OUT

TIME FRAME

DAY 2 - OCTOBER 24, 2023

Morning to Afternoon Events

7:00 - 7:30 AM

- Attendance IN

11:30 AM - 12:00 PM

- Attendance OUT

7:00 AM - 5:00 PM

- Basketball (biologically male)
- Volleyball (biologically male and female)
- Badminton (mixed doubles)
- Sepak Takraw (biologically male and female)
- Table Tennis (biologically male and female)

1:00 - 1:30 PM

- Attendance IN

5:00 - 5:30 PM

- Attendance OUT

TIME FRAME

DAY 3 - OCTOBER 25, 2023

Morning Events

7:00 - 7:30 AM

- Attendance IN

7:30 AM - 12 PM

- MLBB Tournament
- Chess

11:30 AM - 12:00 PM

- Attendance OUT

Afternoon Events

1:00 - 1:30 PM

- Attendance IN

1:30 - 2:30 PM

- Rubik's Cube

2:30 PM - 3:30 PM

- Brighton Henyo

3:30 - 5:00 PM

- Division Feud

5:00 - 5:30 PM

- Attendance OUT

TIME FRAME

AWARDING - OCTOBER 26, 2023

Afternoon Events

12:00 - 1:00 PM

- Attendance IN

1:00 - 2:00 PM

- Comical Skit

2:00 - 5:30 PM

- Mx. Q and A
- K-Pop Dance Cover Competition
- Awarding:
 - Winners for the Opening Activities
 - Winners of the Esports Activity
 - Winners of Sports Activities
 - Winners for Academic Activities
 - Winners for Socio Activities

5:30 - 6:00 PM

- Attendance OUT

GENERAL RULES AND REGULATIONS

ELIGIBILITY

1. Participants for each activity must be a student of New Brighton School of the Philippines Inc. enrolled in the A.Y. 2023 - 2024.
2. Students are only allowed to join two (2) activities. If the student wishes to join more than 2 activities, they must send a letter to the Office of Student Affairs (OSA) with a valid and proper reason. Violation of the said rule will result in the deduction of points. **300 points** will be deducted from the division's overall points.
3. Supreme Student Council (SSC) Members are not allowed to join any of the activities.
4. Only registered players are allowed to participate in activities.
5. Points will be deducted from the division if they do not follow the general rules and regulations of the event.

GENERAL RULES AND REGULATIONS

FACEBOOK (FB) FRAME

1. The Official PASIKLABAN 2023 FB Frame must be used by all the students of NBSPI enrolled in the A.Y. 2023 - 2024.
2. The link to the frame will be posted on SSC's FB page.
3. Usage of the said FB Frame will start on October 15 and will end on October 27, 2023.
4. Students must present their profile picture with the FB Frame for ATTENDANCE IN during the OPENING program. **NO FB FRAME, NO ATTENDANCE.**

GENERAL RULES AND REGULATIONS

ATTENDANCE

1. The Intramurals will run for five (5) days. All students are required to attend.
2. The attendance stamping for each day is divided into two (2) parts with two (2) subsections: Morning (if applicable) and Afternoon; In and Out Attendance.
3. The attendance stamping will last for 30 minutes or 1 hour. The schedule will be posted on our FB page.
4. Representatives of each grade and year will be the ones in charge of the stamping of attendance cards.

GENERAL RULES AND REGULATIONS

ATTENDANCE

5. There will be permanent designated areas for each grade and year. The said areas are as follows:
 - a. Senior High School (SHS) - SHS Hallway
 - b. 1st Year College - Open Court
 - c. 2nd Year College - Open Court
 - d. 3rd Year College - Near HM Lab
 - e. 4th Year College - Near HM Lab
6. The areas for attendance for the Awarding at Veranza Mall will be announced on October 25, one day before the said event.
7. The attendance cardholder should present an Identification Card (ID) as proof that they are the owner of the attendance card they are holding.

GENERAL RULES AND REGULATIONS

ATTENDANCE

8. The last person who has lined up, based on the allotted time, will be given a red flag that will serve as a sign that they are the last person whose attendance card will be stamped.
9. "L" will be marked on the student's attendance card if they are late.
10. Sanctions will be imposed on those who are late and absent during the whole duration of the event. The sanctions will be announced on the first semester's signing of clearance.

GENERAL RULES AND REGULATIONS

ROOM ASSIGNMENTS

1. All divisions have assigned rooms as their quarters during the Intramurals.
2. The assigned rooms are not a hanging-out place for each division. It is a place for players and non-players to leave their bags and things for each event.
3. Students must not hide in their assigned rooms, especially during an event.

GENERAL RULES AND REGULATIONS

ROOM ASSIGNMENTS

4. Students found hiding in the assigned room during an event will receive a warning. Three (3) warnings = point deduction. **200 points** will be deducted from the overall points.
5. Inability to keep the assigned room clean will lead to deductions. **300 points** will be deducted from the overall points.
6. Checking of rooms will be done every after ATTENDANCE OUT.

GENERAL RULES AND REGULATIONS DURING THE ACTIVITIES

- Ball game activities shall be held alternately. For example, if there is an ongoing game in the open court for basketball, the game for the covered court shall be volleyball or other ball games.
- Matches for each court will also be done alternately. For example, if Division 1 and Division 2 are playing on the open court, Division 3 and Division 4 should be the one playing on the covered court.

GENERAL RULES AND REGULATIONS DURING THE ACTIVITIES

- In any sports or socio events, only 60% of the participants may consist of Sports Club members or Socio-Cultural club members. The rest of the 40% should not be affiliated with the said clubs. Violation of the said rule will result in deduction of 200 points from the division's overall points for each exceeding member affiliated with the said clubs.

GENERAL RULES AND REGULATIONS

DURING THE ACTIVITIES

- Divisions who leave their place untidy and dirty will receive point deductions. 300 points will be deducted from the division's overall points.
- Students who disrupt the game will receive a warning, once they receive three (3) warnings, the assigned facilitator or SSC member will deduct points from the division. 500 points will be deducted from the division's overall points.

GENERAL RULES AND REGULATIONS

DURING THE ACTIVITIES

- If an SSC Member or a facilitator sees and observes irrelevant behavior during an event, they will receive a warning. If they already received three (3) warnings, it will lead to a deduction. 500 points will be deducted from the division's overall points.
- There will be a 5-minute waiting time before the activity starts. If a participant or team is still not in the area, 10 minutes after the event starts, they will be disqualified.

GENERAL RULES AND REGULATIONS

GATE PASS

1. Two (2) gate passes will be given to each division. Division heads/members may use the gate pass for emergency settings if they wish to go outside the school premises.

SCHEDULE OF PRACTICE

2023
OCTOBER

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7
	DIVISION 1	DIVISION 2	DIVISION 3	DIVISION 4	DIVISION 3 & 1	DIVISION 2 & 4
8	9	10	11	12	13	14
			DIVISION 3 & 1	DIVISION 2 & 4		
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

LEGEND

MONDAY: DIV 1
TUESDAY: DIV 2
WEDNESDAY: DIV 3
THURSDAY: DIV 4
FRIDAY/SATURDAY: MIXED PRACTICE

NOTES

NO BOOKING OF PRACTICE.
PRACTICE IS SCHEDULED BASED.

PASIKLABAN PRACTICE SCHEDULE

Activities

OPENING SATURDAY (OCTOBER 21, 2023)

EVENTS:

- Parade Competition
- Oath of Sportsmanship
- Torch Lighting and Bonfire Ceremony
- Division Shirt Presentation
- Yell
- Mass Dance

PARADE COMPETITION

ELIGIBILITY:

1. Participants - all NBSPI students enrolled in the 1st Semester of School Year 2023 - 2024.

MECHANICS:

- Route → School → Quezon Avenue → Pres. Ramon Magsaysay → Plaza → Fitmart
- All representatives must be bona-fide students of New Brighton School of the Philippines, Inc enrolled in the second semester of S.Y. 2023-2024.
- Division shirt is required for each member of the division.
- Each division can use any type of props during the parade. As long as it is safe and environmentally friendly
- Costumes, headdresses, and hand-held props are allowed as long as they represent the division icon

PARADE COMPETITION

MECHANICS:

- The use of recyclable materials is highly advised. Any use of harmful chemicals and materials is prohibited. If so, points will be deducted.
- If movements or choreography are being applied, they should be wholesome and must be in line with the Pasiklaban 2023 theme.
- Only live music will be used during the parade.
- Any foul words or hate speech in the yell during the parade is prohibited.
- Littering during the parade is discouraged. If the performance requires confetti, participants are accountable for the litter waste.
- Any violations will lead to an appropriate and fair deduction of points from the total score. Every violation is equivalent to a **5-percent** deduction.
- There will be SSC officers assigned to each division as parade facilitators to check if guidelines are being followed.

PARADE COMPETITION

CRITERIA:

Thematic interpretation	30%
Creativity of performance	30%
Synchronicity and precision	20%
Energy	10%
Mastery and coordination	10%
TOTAL	100%

Oath of Sportsmanship

MECHANICS:

- After the Parade Competition, each Division has its designated area where they will position themselves. The Division President will stand in front of the division, facing the stage.
- Everyone will follow after the Sports Club President as they recite the Oath of Sportsmanship.

TORCH LIGHTING AND BONFIRE CEREMONY

MECHANICS:

- Each division will have a torchlight. It will be given to each president before the opening program starts.
- The Division Presidents are the sole persons who are intended to hold the torch.
- Each Division has its designated area where they will position themselves during the Torch Lighting Ceremony. The Division President will stand in front of the division, facing the unlit bonfire.
- The Sports Club Moderator will enter the open court with a lit torch and proceed to the Division 1 President. The Division 1 President will light the torch of the next division and so on.

TORCH LIGHTING AND BONFIRE CEREMONY

MECHANICS:

- Once the torch is all lit up, the Division President will stay in their place and raise their torch high.
- Once all the torch is lit, they will slowly proceed to the center of the open court where the unlit bonfire is waiting.
- The Division President and Sports Club Moderator must light the bonfire together.
- After the bonfire is lit, each Division President will face the crowd while holding the torch up high and head back to their place.
- When they reach their designated place, they must put off the fire of the torch and surrender it to the Supreme Student Council Member assigned to retrieve the torches.

DIVISION SHIRT PRESENTATION

MECHANICS:

- The Division Shirt must have the logo and the official color of the division.
- The Division Shirt may have the last name and the desired number of the students at the back portion. The last name and number must be in a visible and clear font. (optional)
- The layout of the Division Shirt must have elements and designs that show the significant meaning of the Division.
- During the Opening Day of the PASIKLABAN 2023, the Division Presidents must be able to show and explain the layout and designs of their official Division Shirt.
- The presentation must be at least a minimum of three (3) and a maximum of five (5) minutes.

DIVISION SHIRT PRESENTATION

CRITERIA:

Aesthetic	<ul style="list-style-type: none">Includes layout in general and combination of colors.	30%
Relevance	<ul style="list-style-type: none">Usage of details and elements. Must be related to the Division.	40%
Coherence	<ul style="list-style-type: none">Compliance with the aforementioned guidelines and mechanics.	15%
Impact	<ul style="list-style-type: none">Based on Judges' evaluation.	15%
TOTAL		100%

YELL

MECHANICS:

- Each division's students must participate in the Yell Competition.
- The performance must be at least three (3) minutes and shall not exceed five (5) minutes.
- Loudness and clearness of the words are encouraged.
- Profanity and other inappropriate languages will be subject to deduction.
- The use of whistles and props is allowed except for things that can leave a mess on the ground.

YELL

CRITERIA:

Mastery and Timing	35%
Costume, Props, and Creativity	20%
Loudness and Clarity of the voice	30%
Impact	15%
TOTAL	100%

MASS DANCE

ELIGIBILITY:

- Participants must be a student of New Brighton School of the Philippines Inc.

MECHANICS:

- Each division must have a group with a minimum of 20 but not exceeding 40 members (including propsmen). It may be an all-men/female group or a combination of both.
- Attendance will be counted before the show and in accordance with the submitted and registered list of members.
- The Division Presidents should submit their music on the official Gmail account of OSA on/before October 20, 2023 (Friday).

MASS DANCE

MECHANICS:

- Performance must be a minimum of three (3) minutes and a maximum of five (5) minutes. Each group will be given two (2) minutes for preparation, entrance is not included.
- Deductions on the overall percentage, based on the agreement below, will be made in excess of the time limit.
 - 10 seconds = 1 point deduction
 - 20 seconds = 2 points deduction
 - 30 seconds = 3 points deduction
 - 40 seconds = 4 points deduction
 - 50 seconds and above = 20 points deduction

MASS DANCE

MECHANICS:

- Only performers and propsmen are allowed in the performance area during the actual performance.
- Any plastic props are not allowed. The use of plastic props will result in a deduction of 300 points from the division's overall score.
- Strictly no pyro-techniques are allowed like fire, hazardous materials, and others that could harm the performers and the audience and that can disrupt the performance.

MASS DANCE

CRITERIA:

Concept <ul style="list-style-type: none">• Thematic Interpretation• Clarity of Steps/ Actions	20%
Choreography <ul style="list-style-type: none">• Creativity and artistry of movement patterns• Formation and transition• Appropriateness of movements (Flexibility of the arms, body and feet)	30%
Performance <ul style="list-style-type: none">• Execution (Emphasis of Steps)• Mastery• Synchronization and precision (Unity and Oneness)• Energy and projection (Sustainability of execution)	40%
Visual Aesthetics and Music <ul style="list-style-type: none">• Costume (Choice of Color and Fitness)• Props and uses (relevant materials)• Musicality (Harmony, audibility, and clarity)	10%
TOTAL	100%

**DAY 1 AND 2 - MONDAY AND TUESDAY (OCTOBER
23 AND 24, 2023)**

EVENTS:

- Basketball (biologically male)
- Volleyball (men's and women's)
- Badminton (mixed doubles)
- Sepak Takraw (men)
- Table Tennis (men's and women's)

BASKETBALL (BIOLOGICALLY MALE)

ELIGIBILITY:

- Biologically male students of NBSPI
- Players allowed to play on the court must consist of only 60% sports club members (cannot exceed) and at least 40% non-members (can exceed).

MECHANICS:

- Teams Line up should have a minimum of 5 and a maximum of 15 players.
- Unregistered players are strictly not allowed to play.
- Players should be in the playing venue (Covered Court) at least 30 min to 1 hour before the game.
- Ten (10) minutes will be given to each team for warm-up activities.

BASKETBALL (BIOLOGICALLY MALE)

MECHANICS:

- If a team fails to come 5 minutes prior to the given schedule, the game will be automatically considered as default.
- Wear appropriate and comfortable Basketball attire.
- Follow IATF safety protocols:
 - Bring your own water and towel
 - No Changing of sides
- Observe FIBA rules except for school considerations and their modifications.
- Respect the referee's decision at all times.
- During the game, outside comments and utterances are unnecessary.
Game facilitators are allowed to default the team with violations.

BASKETBALL (BIOLOGICALLY MALE)

GAME SYSTEM AND SCHEDULE

SINGLE ELIMINATION TYPE OF TOURNAMENT:

Game 1: A vs. B

Game 2: C vs. D

Game 3: L vs. L - Battle for Bronze

Game 4: W vs. W- Battle for Gold

BASKETBALL (BIOLOGICALLY MALE)

SCORING:

- 4 Quarters only for the Elimination Round and for the Battle for Bronze.
- 5 minutes of playing time for every quarter for the Elimination Round and for the Battle for Bronze.
- Only one (1) time out each quarter is allowed (Technical Time out is not included).
- Battle for Gold: There will be 4 quarters and 8 min playing time only for each quarter.

Note: A team that fails to follow all the said mechanics, guidelines, and set rules will be subject to default or disqualification.

VOLLEYBALL (BIOLOGICALLY MALE AND FEMALE)

ELIGIBILITY:

- Biologically men and women are allowed to join
- Players allowed to play on the court must consist of only 60% sports club members (cannot exceed) and at least 40% non-members (can exceed).

MECHANICS:

- Teams Line up a minimum of 6 and a maximum of 15 players in each men's and women's division.
- Unregistered players are not allowed to play.
- Players should be in the playing venue (Covered Court) at least 30 min to 1 hour before the game.
- Ten (10) minutes will be given to each team for warm-up activities.

VOLLEYBALL (BIOLOGICALLY MALE AND FEMALE)

MECHANICS:

- If a team fails to come 5 minutes prior to the given schedule, the game will be automatically considered as default.
- Players must wear appropriate and comfortable Volleyball attire.
- Respect the referee's decision at all times.
- During the game, outside comments and utterances are unnecessary. Game facilitators are allowed to default the team with violations.

VOLLEYBALL (BIOLOGICALLY MALE AND FEMALE)

GAME SYSTEM AND SCHEDULE: SINGLE ELIMINATION TYPE OF TOURNAMENT:

Men and Women

- Game 1: A vs. B
- Game 2: C vs. D
- Game 3: L vs. L - Battle for Bronze
- Game 4: W vs. W- Battle for Gold

SCORING:

- Best of 3 matches (First team who wins 2 sets, wins the match).
- Each set is played to 25 points and the final set is played up to 15 points, with the need of a two-point margin.
- Only one (1) time out per set is allowed (Technical Time out is not included).

BADMINTON (MIXED DOUBLES)

ELIGIBILITY:

- A bonafide student of NBSPI A.Y. 2023-2024

MECHANICS:

- Each division must have 2 participants (2 female, 1 male), 1 male and 1 female for the main players, and 1 female for substitution.
- Unregistered players are not allowed to play.
- Players should be in the playing venue (Covered Court) at least 1 hour or 30 min before the game.
- If a team fails to come 5 minutes prior to the given schedule, the game will be automatically considered as default.

BADMINTON (MIXED DOUBLES)

MECHANICS:

- Ten (10) minutes is given to each team for warm-up activities.
- Wear appropriate and comfortable Badminton attire.
- Bring your own equipment (racquet). The school will only provide the shuttle cock.
- Bring your own water and towel

BADMINTON (MIXED DOUBLES)

GAME SYSTEM AND SCHEDULE

SINGLE ELIMINATION TYPE OF TOURNAMENT:

Game 1: A vs. B

Game 2: C vs. D

Game 3: L vs. L - Battle for Bronze

Game 4: W vs. W- Battle for Gold

BADMINTON (MIXED DOUBLES)

SCORING:

- The best of two 21-point games make up a match.
- Every time someone serves, a point is scored.
- A successful side gains a point for the rally.
- When the score reaches 20, the team that takes a 2-point advantage first wins the match.

○

Note: A team that fails to follow all the said mechanics, guidelines, and set rules will be subject to default or disqualification.

SEPAK TAKRAW (BIOLOGICALLY MALE)

ELIGIBILITY:

- For male students of NBSPI.
- Every division is allowed to get only three (2) varsity and two (4) non-varsity players.
- Every division has three (3) players on the court and two (3) substitutes only.
- The three (3) players in every division will be as follows: striker, server, and feeder.
- Each regu should consist of two teams per set.

SEPAK TAKRAW (BIOLOGICALLY MALE)

MECHANICS:

- Players should be in the playing venue (Covered Court) at least 1 hour or 30 min before the game.
- If a team fails to come 5 minutes prior to the given schedule, the game will be automatically considered as default.
- Ten (10) minutes are given to each team for warm-up activities.
- Wear appropriate and comfortable takraw attire.
- The game consists of 2 sets. The winning point for a set is 21 points unless the point is tied at 20-20, the set shall be decided on a difference of two points up to a ceiling of 25 points.
- Players are allowed to use their legs, head, and torso to contact the ball. But any contact with their arms or hands is an infringement of the rules.

SEPAK TAKRAW (BIOLOGICALLY MALE)

MECHANICS:

- The players are allowed a maximum of three (3) contacts with the ball to get it over the net.
- Either side of every division can score a point on any serve, however, the division that wins a point will get the next serve.
- The division can get a point once they hit the ball inbound and the opponent cannot return it within 3 touches.
- If the division fails to return the ball over the net before it hits the ground, the opposition will get the point.
- The division that wins the two sets of the game is declared the winner.

SEPAK TAKRAW (BIOLOGICALLY MALE)

MECHANICS:

- If each division wins one set, the game shall be decided in the third set called “Tiebreak” with 15 points unless the point is tied at 14-14, then the set shall be decided on a difference of two points, up to a ceiling of 17 points.
- Those divisions who violate the rule/s and use any offensive language against any of the opponent players will automatically be disqualified.
- Service will change over after 3 consecutive points scored by the serving Regu
- The first serve will be determined by the toss coin.

SEPAK TAKRAW (BIOLOGICALLY MALE)

GAME SYSTEM AND SCHEDULE

SINGLE ELIMINATION TYPE OF TOURNAMENT:

Game 1: A vs. B

Game 2: C vs. D

Game 3: L vs. L - Battle for Bronze

Game 4: W vs. W - Battle for Gold

SEPAK TAKRAW (BIOLOGICALLY MALE)

SCORING:

- The best of two 21-point games make up a match.
- Every time someone serves, a point is scored.
- A successful side gains a point for the rally.
- When the score reaches 20, the team that takes a 2-point advantage first wins the match.

Note: A team that fails to follow all the said mechanics, guidelines, and set rules will be subject to default or disqualification.

TABLE TENNIS (BIOLOGICALLY MALE AND FEMALE)

ELIGIBILITY:

- A bonafide student of NBSPI A.Y. 2023-2024

MECHANICS:

- Each division must have 2 participants (1 female, 1 male)
- Players must bring their own paddles.
- Wear appropriate sports attire.
- The ball must be held flat in the open palm of the server's hand.
- The server must toss the ball at least 6 inches into the air before striking it.
- The ball must be served diagonally across the table.
- The server serves twice in a row, then the receiver serves twice, and so on.

TABLE TENNIS (BIOLOGICALLY MALE AND FEMALE)

MECHANICS:

- Here are some common violations students should be aware of:
 - Illegal serve: Failure to toss the ball at least 6 inches or serving diagonally.
 - Touching the net: Players should not touch the net with their body or racket during a point.
 - Double hit: Hitting the ball twice in a row is not allowed.
 - Obstruction: Players should not obstruct their opponent's view or movement.
 - Failure to make a good return: If the ball doesn't bounce on your opponent's side of the table, you lose the point.
- Shake hands with your opponent before and after the match.
- Be respectful and gracious in victory or defeat.

TABLE TENNIS (BIOLOGICALLY MALE AND FEMALE)

GAME SYSTEM AND SCHEDULE

SINGLE ELIMINATION TYPE OF TOURNAMENT:

Game 1: A vs. B

Game 2: C vs. D

Game 3: L vs. L - Battle for Bronze

Game 4: W vs. W- Battle for Gold

SCORING:

- A point is awarded to the player or team that wins a rally.
- Games are typically played to 11 points, and you must win by two points.

DAY 3 WEDNESDAY (OCTOBER 25, 2023)

EVENTS:

- MLBB Tournament
- Chess
- Brighton Henyo
- Rubik's Cube
- Division Feud

MLBB TOURNAMENT

ELIGIBILITY:

- There is only one team allowed per division and the team must consist of only 5 to 6 players (with the 6th player as a backup or coach).
- Only the registered players are allowed to play. Participant changes due to unforeseen circumstances must be notified to the SSC in-charge, 1 hour prior to the game.
- Before the game starts, there will be a 5-minute waiting time for the teams to prepare.
- A team will automatically lose the game if a participant or team is still not in the venue 10 minutes after the event starts.

MLBB TOURNAMENT

MECHANICS:

- Each team must provide their own internet service and devices.
- The team will compete inside the room and only the players can join the room. The 6th player/coach will remain outside after the draft.
- The elimination round will be broadcast on SSC's FB page.
- The choice for the first pick in the drafting will be decided by the winning team in a toss coin.
- Pauses or stoppage of the game is only valid if it is due to unforeseen events and not as a tactical pause or intentional disconnection. Each team is only allowed to have 3 pauses of 2 minutes and must notify the SSC officer in charge of their team before pausing the game.

MLBB TOURNAMENT

MECHANICS:

- Strictly no trash-talking and communication between the opponents through game chat.
- The use of any kind of cheating device and/or cheat program, or any similar cheating method is strictly prohibited.
- The championship game will be projected on-screen, at the auditorium.
- Whoever violates the stated rule/s will be automatically disqualified.

MLBB TOURNAMENT

POINT SYSTEM:

- Each match will only have one (1) game except for Match 3, 5, and the championship round which will have the best of three (BO3) games.

MLBB TOURNAMENT

POINT SYSTEM:

- The game will follow this bracket system:



CHESS

PARTICIPANT/S: 1 PARTICIPANT PER DIVISION

VENUE: ROOM

MECHANICS:

- All participants must be bona-fide students at New Brighton School of the Philippines, Inc. Enrolled in the current semester.
- Each team must have one (1) representative (male or female).
- Players must fulfill the said requirements upon joining.
- All players are required to bring their own chess board.
- All games will be played in a Best of 1 single elimination format.
- The schedule of games will be posted 1 week before the competition.

RUBIK'S CUBE

ELIGIBILITY:

- Each division must have participant/s in each category.
- Participants should be a bonafide student at New Brighton School of the Philippines, Inc.
- The division representative should register the participants online through the Google form which will be posted along with the event pub mats.

RUBIK'S CUBE

1ST CATEGORY: INDIVIDUAL

PARTICIPANT/S: 1 PARTICIPANT PER DIVISION

VENUE: COVERED COURT

MECHANICS:

- The clustering in the first round determines the brackets for winners and losers. To compete for the title, each division will be paired to another division. Those who win in the clustering will compete in the winners' bracket, while those who lose will compete in the loser's bracket.
- For scrambling, all the players will be given 1 minute to shuffle the cube. The scrambled cube of each division will be given to the other division player.

RUBIK'S CUBE

MECHANICS:

- Before solving, the players will be given another 1 minute to check the cube (no twisting)
- Each player will start their own timer after receiving the signal to begin.
- Players will have time to scramble the cubes in each bracketing match. Signal for switching positions will come after they have scrambled. Each player will be given time to check the cube without twisting.
- After checking, they will be given a signal to start. The player will start and stop the timer on their own, and once they are done, they will raise both hands as a sign of completion.

RUBIK'S CUBE

RULES:

- For scrambling, if the committee will signal it's over, put the cube down and hands up.
- For solving, the committee will signal to start. After solving, the player must stop the timer and hands up, no putting down of hands if the time has not been recorded yet by the committee.
- Stop the timer if and only if the cube is already solved.
- Avoid any noises or actions that might distract the co-players. When done, stay quiet.

RUBIK'S CUBE

POINT SYSTEM:

- The standing of players will be based on their recorded time. In Winner's Bracket, the player with the lowest recorded time will be the champion, while the other will be the 1st placer. In Loser's bracket, the player with lowest recorded time will get the 2nd place, while the other will be the 3rd placer.

RUBIK'S CUBE

2ND CATEGORY: BY PARTNER 3X3 RUBIK'S CUBE

PARTICIPANT/S: 1 PARTICIPANT PER DIVISION

VENUE: COVERED COURT

MECHANICS:

- Every division will have 2 players- one blindfolded player to twist the cube, and another player to command the blindfolded player how to solve the cube, either twist it right, left, or top, bottom.

RUBIK'S CUBE

MECHANICS:

- For scrambling, every division will have one representative to scramble a cube. They will be given time to scramble.
- The committee will prepare a paper with numbers 1-4 and place it in a bowl where players will pick a number what cube they will solve.
- Each pair will be given time to check the cube before blindfolding. (No twisting)
- The committee will signal to start the game. Only the player who commands will start and stop their own timer.
- The first pair to solve the cube will be hailed as champion, the second pair will be the 1st placer and so on.

RUBIK'S CUBE

RULES:

- For the players who will command, any language or technique of teaching is accepted but **ONLY VERBAL**, no laying of hands on the cube.
- For blindfolded players, no removing of blindfold during the game.
- After solving, hands up. No putting down of hands until the time has been recorded by the committees.

RUBIK'S CUBE

POINT SYSTEM:

- Time basis game. The standing of players will be based on their recorded time. The pair who has the shortest time recorded will be the champion, the second pair who has the next shortest time will be the 1st placer, and so on.

Note: The committee will set a timer for the maximum minute of solving the cube. If the allotted time ends and still the pairs didn't solve the cube wholly. The committee will decide who will be the winner based on what level they reached on solving.

BRIGHTON HENYO

PARTICIPANT/S: 3 PARTICIPANTS PER DIVISION

ROLES:

- GUESSER**
- RESPONDER**
- HOLDER**

BRIGHTON HENYO

MECHANICS:

- There will be 2 players that will guess the word and will respond, after 5 mins they will exchange roles. The guesser in the first 5 mins will be the responder in the next 5 mins.
- The holder will position behind the guesser and will get and raise the stick with the word attached to it that the responder will see.
- If they guess the word, another word will be placed behind them and do it again and again until they (finished or not) at the given time.
- If the players decide to pass from the guess word, it cannot be guessed back.

BRIGHTON HENYO

RULES:

- The guide (player) must only reply with "Oo" (Yes), "Hindi" (No), "Pwede" (Maybe).
- The guide (player) cannot perform any sign language.
- Once they pass the word, it cannot be guessed again by the players.

BRIGHTON HENYO

POINT SYSTEM:

- Every word is equivalent of 1 point.
- A player should guess as many words as they can in each given time.
- The players of each division who guess the most words will be the winner.

DIVISION FEUD

PARTICIPANT/S: 3 PARTICIPANTS PER DIVISION

MECHANICS:

- The game has 10 rounds. Every round there are hidden words presented on the board that the participants should guess.
- Every round, the gamemaster will state the question and will give a signal for them to press the buzzer.
- The first team to ring the bell will have the chance to answer first. If their answer is on the board, automatically the number that corresponds to their answer will be recorded as their score.

DIVISION FEUD

MECHANICS:

- The 3 remaining teams will then compete to press the buzzer again. The next team who rings the bell first will answer the same question and automatically the number corresponds to their answer will be their score, and so on until the four teams already had the chance to answer. But if their answers are not on the board, automatically they will get 0 points.
- After all teams answered, the team who got the top score in the round will have the POWER to control the board by answering the remaining hidden words on the board that haven't revealed yet.
- Every member of the team that ranks first in the first round will have the chance to guess the hidden words.

DIVISION FEUD

MECHANICS:

- Once the team reaches 3 X mark on the screen, automatically the second with the highest score in the first round will have the chance to steal but only have one chance to answer. This system will repeat until to the last team if there is still unanswered word.
- Same processes are made in the next rounds and so on, until 10 rounds are done.
- The team who got the highest combined score will be hailed as the champion.

DIVISION FEUD

RULES:

- **STRICTLY NO COACHING.** Any forms of teaching (whispering, gestures, lip syncing, etc.) caught by the officers will result in disqualification in the game.
- No cellphones or gadgets allowed during the game.

DIVISION FEUD

PROCESS:

- The committee will create a Gform to conduct the survey for the questions formulated to gather answers from the respondents.
- There will be 50 respondents in the said survey (Only SSC officers, committees and if necessary, also the faculty to avoid info leakage)
- There are 15 questions prepared for the survey. The respondent will answer the word/phrase that will pop out in their mind after reading the question.

DIVISION FEUD

PROCESS:

- After conducting the survey, the committee will now gather the responses of the respondents. Example, first question. (Example, Name of Philippine Presidents: Marcos (25 responses), Duterte (15 responses), Aquino (5 responses), Aguinaldo (10 response), Arroyo (5 responses))
- After gathering the responses, the committee will now organize the data and communicate with the technical committee for the preparation of ppt that will be presented during the game.

DIVISION FEUD

POINT SYSTEM:

- Points will be based on the number of respondents that will show on the screen.
- In the stealing round, automatically when the team guesses one word on the screen, they will receive 20 points plus the number of respondents as their score.
- If the team in stealing round did not guess any word and receive X mark on the screen, they will not get any points.
- The ranking will be based on the number of recorded scores, the team who gets the highest number of scores will be the champion and so on and so forth.

AWARDING THURSDAY (OCTOBER 26, 2023)

EVENTS:

- Comical Skit
- Mx. Q and A
- KPop Dance Cover Competition

COMICAL SKIT

MECHANICS AND GUIDELINES:

- Every team shall have a minimum of ten (10) and maximum of twenty (20) participants for the Comical Skit, including human props. A set of six (6) technical operators will be included if applicable, and they will be composed of: audio, visual, and effects operators, etc.
- Another one (1) representative from the team will serve as the team's official timer and seat beside the SSC official timer.
- Use of foul words, adopting a slapstick style of comedy, inclusion of offensive acts are strictly and highly prohibited.

COMICAL SKIT

MECHANICS AND GUIDELINES:

- The presentation must not be offensive to the actors as well as to the audience. Representation is allowed, however, characterization over mockery is of high importance. Bashing of other teams through words and using props that represent other teams are prohibited. If ever this guideline is violated, then it will be considered as an offensive act.
- Usage of political names and tags are also prohibited.
- The participants could use any language or dialect. (e.g. English, Filipino, vernacular, gay speak, slang language, mixed).

COMICAL SKIT

MECHANICS AND GUIDELINES:

- All routines must be suitable for viewing by audiences of all ages. Vulgar or suggestive music or material is restricted.
- The team shall be given a minimum time of 5 minutes and maximum time of 10 minutes to perform, and 1 minute and 30 seconds of preparation time to set up their props.
- The SSC official timer will raise a yellow flag when 10 minutes have already passed and the bell will be rung once. When the time reaches 11 minutes, a red flag will be raised and the bell rung twice.

COMICAL SKIT

MECHANICS AND GUIDELINES:

- If the presentation includes music, the songs should be passed 2 weeks before the event to the SSC Technical Team for copyright checking.
- Each team must send an official timer who will sit with the official timer of the SSC.
- Point system will be used to determine the winner. In case of tie, the winner will be determined based on the total scores given by all the judges.

COMICAL SKIT

VIOLATIONS:

- The prohibition of slapstick, offensive acts, would be subjected to immediate disqualification and would not be allowed to perform.
- If the team had exhibited offensive acts, they would be liable and be subjected to the following disciplinary actions:
 - 1st warning is equivalent to 5 point deduction per judge (A red cue card will be raised).
 - 2nd warning will lead to 3 automatic termination of their presentation and will be subjected to direct disqualification (A bell will be rung to halt the performance immediately).

A representative from the SSC will inform and specify the violations done by the team/participants.

COMICAL SKIT

VIOLATIONS:

- Penalty for vulgarity shall be determined by the SSC Officials, and may vary from a 5 POINT DEDUCTION for each incident or DISQUALIFICATION.

Note: Vulgar or suggestive material is defined as any movement or choreography implying something improper or indecent, appearing offensive or sexual in content, and/or relaying lewd or profane gestures, implications, or lyrics. Vulgarity will be determined at the discretion of the judges and/or event directors.

COMICAL SKIT

VIOLATIONS:

- If the audio-visual presentation exceeds the time limit, a deduction of 5 points from the total score will be imposed.
- In case the delivery of the presentation exceeds 1 second 30 seconds, a deduction of 5 points per judge from the total score will be imposed. In the succeeding 31 to 60 seconds, another 5-point deduction will be imposed again, and so on.

COMICAL SKIT

CRITERIA:

Comical Value	25%
Mastery/ Delivery of Punchlines • Voice Quality, Voice Projection, Conviction)	25%
Presentation/ Creativity/ Artistry	25%
Relevance/ Clarity of the Message	25%
TOTAL	100%

MX. Q AND A ‘DISNEY THEMED’

ELIGIBILITY:

- This is open to all students enrolled in New Brighton School of the Philippines, Inc. in School Year 2022-2023.
- The SSC will be posting a link for registration. A non-registered participant is not allowed to participate.
- The participants must be fully vaccinated. Unable to present the vaccination card will result in an inability to join the event.
- Participant changes due to unforeseen circumstances must be notified to the SSC for checking.
- There will be a 10-minute waiting time before the activity will start. If a participant or team is still not in the venue 10 minutes after the event started they will be disqualified.

MX. Q AND A ‘DISNEY THEMED’

MECHANICS:

- Each division should choose one (1) representative.
- Participants must be a male or gay.
- Each team should provide a wardrobe for their participant.
- Each participant could only have at least two assistants backstage.
- Participants should wear a costume based on the theme “Disney” or can cosplay any characters related.

MX. Q AND A ‘DISNEY THEMED’ MECHANICS:

- Strictly not too revealing outfits.
- Participants should create their own witty introduction. Strictly no vulgar language.
- Failure to follow the said mechanics will result in disqualification.

MX. Q AND A 'DISNEY THEMED' CRITERIA FOR COSTUME:

CRITERIA	PERCENTAGE
Creativity	40%
Poise and Bearing	30%
Relation to the Theme	20%
Audience Impact	10%
TOTAL	100%

MX. Q AND A ‘DISNEY THEMED’

1ST ROUND: BEKLABAN MECHANICS:

- The facilitator holds a bowl containing the same number that will determine which of their co-candidate will be their opponent in the fight.
- The candidate must pick a card that has a number which will determine who will be their opponent.
- When the candidate has already picked their numbers, the candidates who have the same number will face each other.
- The two candidates ought to be facing away from one another and must prepare any actions with arguments against their opponent.

MX. Q AND A ‘DISNEY THEMED’

1ST ROUND: BEKLABAN MECHANICS:

- While facing away from one another the candidates must sing the phrase “Bekla, Bekla, Aawra ka ba? Oo, Oo aawra ako!” and after singing the phrase the two candidates will face each other and act their chosen action with arguments.
- After the Beklaban, the judges will pick a candidate who will proceed to the next round of the competition.
- The candidate who fails to win the Beklaban will still have the chance to enter the next round but the candidate needs to compete again against the candidate who did not win either.
- The remaining candidates who are lucky to enter the next round will be preparing for their next battle.

MX. Q AND A 'DISNEY THEMED'

1ST ROUND: BEKLABAN MECHANICS:

CRITERIA:

CRITERIA	PERCENTAGE
Content	35%
Humor	25%
Delivery	25%
Audience Impact	15%
TOTAL	100%

MX. Q AND A ‘DISNEY THEMED’

2ND ROUND: DEBATTLE (DE BA TEH?) MECHANICS:

- The three (3) candidates will answer a play time question.
- Each candidate will be given only 45 seconds to answer the question they picked.
- The judges will choose two (2) candidates who will advance to the final round.

MX. Q AND A ‘DISNEY THEMED’

3RD ROUND: BEKLAMATION

- The two (2) candidates will answer the same question. It's a serious or formal question.
- Each candidate will only be given 30 seconds to discuss her answer.
- The judges will choose who will be the winner of this final round.

MX. Q AND A 'DISNEY THEMED'

3RD ROUND: BEKLAMATION

CRITERIA:

CRITERIA	PERCENTAGE
Content	30%
Humor	40%
Delivery	20%
Audience Impact	10%
TOTAL	100%

K-Pop DANCE COVER COMPETITION

MECHANICS:

- The Division Presidents must submit their chosen K-Pop groups with at least 2-3 groups only as soon as possible to avoid repetition.
- The music they will be using must be produced by a K-Pop group they choose.
- The minimum time of the performance must be 2 minutes and must be a maximum of 4 minutes.

K-Pop DANCE COVER COMPETITION

MECHANICS:

- Each division must have a minimum of 4 participants and maximum of 15 participants. It can be all male, female, or mixed.
- Only 60% of the participants may consist of Socio-cultural club members. The rest of the 40% should not be affiliated with the said club. Violation of the said rule will result in deduction of 200 points from the division's overall points for each exceeding member affiliated with the said club.

K-Pop DANCE COVER COMPETITION

CRITERIA:

Choreography	30%
Creativity	20%
Costume	20%
Impact and Overall Performance	30%
TOTAL	100%

BRIGHTTEST NIGHT GALA

WHEN: October 27, 2023

WHERE: Phela Grande Convention

BRIGHTTEST NIGHT GALA

THEME: HOLLYWOOD (CLASSICS)



BRIGHTTEST NIGHT GALA

THEME: HOLLYWOOD (CLASSICS)



OUTFIT RESTRICTIONS:

- Not revealing
- STRICTLY NO BALL GOWNS

SEAT PLAN:

- Round table
- 10 persons per table
- Arrangement: by year level and course/strand

GAMES:

- Games are to be revealed during the event.

AWARDS:

1. SHS (2 sashes and 2 crowns)
 - a. *Brightest Prince and Brightest Princess*
2. College (2 sashes and 2 crowns)
 - a. *Brightest Queen and Brightest King*
3. Other awards:
 - a. *Head Turners (5 winners)*
 - b. *Early Bird (1 nominee) - the first one to hand over their invitation card*

INVITATION CARD:

- Will be given with the meal stab and souvenir stub after paying eight pesos (P8.00) for drink.
- Layout:



INVITATION CARD LAYOUT:



SOUVENIR

- Will be given during the event.
- One of the school's campaign project.

FOOD OPTIONS (VOTATION)

CHOICE #1

Rice (Plain & Fried)
Torta Foo Yung (Chicken)
Beef with Fresh Asparagus
American Fried Chicken
Mixed Fruits
Juice or Iced Tea

CHOICE #2

Rice (Plain & Fried)
Shrimps Spring Rolls
Pork Sarciado
Sotanghon Guisado
Buko Pandan Delight
Juice or Iced Tea

CHOICE #3

Rice (Plain & Fried)
Pork Tonkatsu
Chopsuey Guisado
Chicken Peking Style
Panara (Sweet Mongo)
Juice or Iced Tea

CHOICE #4

Rice (Plain & Fried)
Garlic Chicken
Beef Caldereta
Bam-I
Potato Salad
Juice or Iced Tea

CHOICE #5

Rice (Plain & Fried)
Patatim
Buttered Chicken
Pancit Macao
Buko Pandan Salad
Juice or Iced Tea

NOTE:

- All **pork** na options kay maging **beef**.
- Drink changed to **Coca-Cola product**. For votation = **coke** or **sprite**.

THANK YOU!