



NEW BRIGHTON SCHOOL OF THE PHILIPPINES, INC
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INTRAMURALS 2023

I. Title

Pasiklaban: Unleashing the Brightonian Spirit through Flames of Sportsmanship and Empowerment

II. Description

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.

III. Rationale and Objective

A. Rationale

Extracurricular activities are essential to a student's learning. It creates a space where they can develop their socialization skills. It also encourages students to excel in areas they are most interested in.

"Pasiklaban: Unleashing the Brightonian Spirit through Flames of Sportsmanship and Empowerment", is set for students to have fun and enjoy through various activities. The said activity will bring the students closer, capacitate, and maximize their full potential through engaging.

A diverse yet harmonious community is possible. Through activities like intramurals, people can share the same vision and interests. As an institution, the organization looks forward to creating a sound and prosperous society.

B. Theme:

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

C. Objectives

By the end of this activity, the students of New Brighton School of the Philippines will be able to:

- build new friendships and connections with other students;
- engage in activities they are most interested in;
- practice the essence of sportsmanship.

IV. Participants

The intramurals will be open to all bonafide students of NBSPI enrolled in the A.Y. (Academic Year) 2023 - 2024.

V. Target Date and Venue

- Date:** October 21 and 23 - 26, 2023
- Venues:** New Brighton School of the Philippines, Inc. Campus and Veranza

VI. The Time Frame and Venues of Activities

NBSPI PASIKLABAN 2023			
DAY	OPENING <i>Saturday</i> (21)	DAY 1 <i>Monday</i> (23)	DAY 2 <i>Tuesday</i> (24)
<i>Morning Events</i>	Club Exhibit (Covered Court)	7:00 - 7:30 AM (Designated Attendance Areas) <ul style="list-style-type: none">Attendance IN	7:00 - 7:30 AM (Designated Attendance Areas) <ul style="list-style-type: none">Attendance IN

Afternoon Events	<p>NOTE: Softcopy of the parent's consent will be distributed for this day.</p> <p>2:00 - 3:00 PM (Designated Attendance Areas)</p> <ul style="list-style-type: none"> Attendance IN <p>3:00 - 3:50 PM (Route, check mechanics)</p> <ul style="list-style-type: none"> Parade Competition <p>*** Performance by WuDao - during the entrance, back to NBSP ***</p> <p>3:50 - 4:00 PM</p> <ul style="list-style-type: none"> Preliminaries: Prayer and National Anthem <p>4:00 - 4:05 PM</p> <ul style="list-style-type: none"> Opening Remarks by Mr. Erwil Agbon, SSC Adviser <p>4:05 - 4:10 PM (Open Court)</p> <ul style="list-style-type: none"> Oath of Sportsmanship <p>4:10 - 4:20 PM (Open Court)</p> <ul style="list-style-type: none"> Torch Lighting and Bonfire Ceremony <p>*** Performance by WuDao - during the ceremony ***</p> <p>4:20 - 5:00 PM (Open Court)</p> <ul style="list-style-type: none"> Division Shirt Presentation <p>5:00 - 5:20 PM (Open Court)</p> <ul style="list-style-type: none"> Yell <p>*** Performance by Celestials - after Yell ***</p> <p>5:20 - 6:50 PM (Open Court)</p> <ul style="list-style-type: none"> Mass Dance <p>6:50 - 7:00 PM</p> <ul style="list-style-type: none"> Closing Remarks by Mr. Nelben Acebo, SSC Vice President <p>7:00 - 7:30 PM (Designated Attendance Areas)</p> <ul style="list-style-type: none"> Attendance OUT 	<p>11:30 AM - 12:00 PM (Designated Attendance Areas)</p> <ul style="list-style-type: none"> Attendance OUT <p>7 AM - 5 PM (check last page for more detailed schedule)</p> <ul style="list-style-type: none"> Basketball (biologically male) Volleyball (men and women) Badminton (mixed doubles) Sepak Takraw (men) Table Tennis (men and women) <p>1:00 - 1:30 PM (Designated Attendance Areas)</p> <ul style="list-style-type: none"> Attendance IN <p>5:00 - 5:30 PM (Designated Attendance Areas)</p> <ul style="list-style-type: none"> Attendance OUT 	<p>11:30 AM - 12:00 PM (Designated Attendance Areas)</p> <ul style="list-style-type: none"> Attendance OUT <p>7 AM - 5 PM</p> <ul style="list-style-type: none"> Basketball (biologically male) Volleyball (men and women) Badminton (mixed doubles) Sepak Takraw (men) Table Tennis (men and women) <p>1:00 - 1:30 PM (Designated Attendance Areas)</p> <ul style="list-style-type: none"> Attendance IN <p>5:00 - 5:30 PM (Designated Attendance Areas)</p> <ul style="list-style-type: none"> Attendance OUT
DAY	DAY 3 Wednesday (25)	AWARDING Thursday (26)	

Morning Events	<p>7:00 - 7:30 AM (Designated Attendance Areas)</p> <ul style="list-style-type: none"> Attendance IN <p>7:30 AM - 12 PM (Auditorium for Screening of Games; B201, B202, C1, and C2 for players)</p> <ul style="list-style-type: none"> MLBB Tournament <p>7:30 AM - 12 PM (B105)</p> <ul style="list-style-type: none"> Chess <p>11:30 AM - 12 PM (Designated Attendance Areas)</p> <ul style="list-style-type: none"> Attendance OUT 	Preparation
Afternoon Events	<p>1:00 - 1:30 PM (Designated Attendance Areas)</p> <ul style="list-style-type: none"> Attendance IN <p>1:30 - 2:30 PM (Covered Court)</p> <ul style="list-style-type: none"> Rubik's Cube <p>2:30 PM - 3:30 PM (Auditorium)</p> <ul style="list-style-type: none"> Brighton Henyo <p>*** Performance by <i>Celestials</i> - after Brighton Henyo ***</p> <p>3:30 - 5:00 PM (Covered Court)</p> <ul style="list-style-type: none"> Division Feud <p>5:00 - 5:30 PM (Designated Attendance Areas)</p> <ul style="list-style-type: none"> Attendance OUT 	<p>12:00 - 1:00 PM (Designated Attendance Areas, area/s will be announced on Oct. 25, 2023)</p> <ul style="list-style-type: none"> Attendance IN <p>1:00 - 1:10 PM (Veranza)</p> <ul style="list-style-type: none"> Preliminaries: Prayer and National Anthem <p>1:00 - 1:10 PM (Veranza)</p> <ul style="list-style-type: none"> Opening Remarks by Ms. Romelyn Bitayo, OSA Head <p>1:10 - 2:10 PM (Veranza)</p> <ul style="list-style-type: none"> Comical Skit <p>*** Performance by <i>WuDao</i> - after Comical Skit ***</p> <p>2:10 - 5:30 PM (Veranza)</p> <ul style="list-style-type: none"> Mx. Q and A (Introduction and Beklaban) K-Pop Dance Cover Competition - 2 performers Mx. Q and A (DeBattle: De Ba Teh?) K-Pop Dance Cover Competition - 2 performers Mx. Q and A (Beklamation) Awarding for Mx. Q and A Awarding for: <ul style="list-style-type: none"> Winners for the Opening Activities Winners of the Esports Activity Winners of Sports Activities Winners for Academic Activities Winners for Socio Activities Community Dance <p>5:30 - 6:00 PM (Designated Attendance Areas, area/s will be announced on Oct. 25, 2023)</p> <ul style="list-style-type: none"> Attendance OUT

VII. Designated Room per Division

- Division 1 - C104
- Division 2 - C103
- Division 3 - C101
- Division 4 - C102

GENERAL RULES AND REGULATIONS

Eligibility

1. Participants for each activity must be a bonafide student of NBSPI 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 on/or before **October 05, 2023**. Violation of the said rule will result in disqualification.
3. Registration for all the events will start on **October 06, 2023**, until **October 07, 2023**.
4. Supreme Student Council (SSC) Members are not allowed to join any of the activities.
5. Only registered players are allowed to participate in activities. Violation of the said rule will result in disqualification.

Facebook (FB) Frame

1. The Official Pasiklaban 2023 FB Frame must be used by all bonafide students of NBSPI enrolled in 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**.

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.
5. There will be permanent designated areas for each grade and year. The 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.
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.

Room Assignments

1. All divisions have assigned rooms 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.

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 division's overall points.
5. Inability to keep the assigned room clean will lead to deductions. **300 points** will be deducted from the division's overall points.
6. Checking of rooms will be done every after ATTENDANCE OUT.

During the Activities

1. 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.
2. 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 ones playing on the covered court.
3. In any sports event, during the game, only **60%** of the players may consist of Sports Club members. The rest of the **40%** should not be affiliated with the said club. Violation of the said rule will result in a deduction of **200 points** from the division's overall points for each exceeding member affiliated with the said club.
4. In any socio event, 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 a deduction of **200 points** from the division's overall points for each exceeding member affiliated with the said club.
5. Divisions who leave their place untidy and dirty will receive point deductions. **300 points** will be deducted from the division's overall points.
6. 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.
7. If an SSC Member or a facilitator sees and observes irrelevant behavior during an event, they will receive a warning. If they have already received three (3) warnings, it will lead to a deduction. **500 points** will be deducted from the division's overall points.
8. There will be a 5-minute waiting time before the activity starts. If a participant or team is still not in the area, ten (10) minutes after the event starts, they will be disqualified.
9. Respect the referee and judges' decisions at all times.
10. Outsiders are not allowed to enter the school premises during the event.

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.

Match up

1. Division match and performance flow per event will be determined by draw lots.
2. The results of the draw lots will be followed strictly for the rest of the events.
3. Draw lots will happen on **October 13, 2023**.

NOTE: Any opposition to the said rules and regulations is strictly not allowed.

MECHANICS FOR EACH ACTIVITY

PRELIMINARIES

I. PARADE COMPETITION

Venue: Route and Open Court

Eligibility:

1. All bonafide students of NBSPI enrolled in the A.Y. 2023 - 2024.

Mechanics:

1. Route: School → Quezon Avenue → Pres. Ramon Magsaysay → Plaza → Fitmart → Auguis Hospital → School
2. Division Shirt is required for each member of the division, it will affect their score for the parade competition. However, mass dancers could wear their costumes during the parade, they will not be included in the computation - see the third criterion below.
3. Each division can use any type of props (e.g. headdresses and hand-held props that represent their icon) during the parade as long as it is safe and environmentally friendly. Moreover, props made with any **plastic material** are **strictly prohibited** (e.g. plastic bottles, cellophane, plastic foil, etc.). Violation of the said rule will result in a deduction of **300 points** from the division's overall points.
4. If movements or choreography are being applied, they should be wholesome.
5. Use of any instrument is allowed.
6. Any foul words or hate speech in the yell during the parade is prohibited. Violation of the said rule will result in a deduction of **300 points** from the division's overall points.
7. Littering during the parade is discouraged. Violation of the said rule will result in a deduction of **300 points** from the division's overall points.
8. There will be SSC officers assigned to each division as parade facilitators to check if guidelines are being followed.

Criteria:

Thematic interpretation	30%
Creativity	30%
Number of Students Wearing their Division Shirt <ul style="list-style-type: none">• Computation: Total Number of Students wearing their Division Shirt / Total Number of Students in the Division x 20)	20%
Energy	10%
Coordination	10%
TOTAL	100%

II. OATH OF SPORTSMANSHIP

Venue: Open Court

Mechanics:

1. 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.
2. Everyone will follow after the Sports Club President, Kristine Salvado, as they recite the Oath of Sportsmanship.

III. TORCH LIGHTING AND BONFIRE CEREMONY

Venue: Open Court

Mechanics:

1. Each division will have a torchlight. It will be given to each president before the opening program starts.
2. The Division Presidents are the sole persons who are intended to hold the torch.
3. Each Division has its designated area where they will position themselves during the ceremony. The Division Presidents will stand in front of their division, facing the stage.
4. The SSC President, Rey De Guzman, 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.
5. Once all the torches are lit, they will slowly proceed to the center of the open court where the unlit bonfire is waiting.
9. The Division Presidents and SSC President must light the bonfire together.
10. After the bonfire is lit, each Division President will face the crowd while holding the torch up high and head back to their places.
11. When they reach their designated places, they must put off the fire of the torch and surrender it to the Supreme Student Council Member assigned to retrieve the torches.

IV. DIVISION SHIRT PRESENTATION

Venue: Open Court

Mechanics:

1. The Division Shirt must have the logo and the official color of the division.
2. 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.
3. The layout of the Division Shirt must have elements and designs that show the significant meaning of the Division.
4. During the Opening Day of the Pasiklaban 2023, the Division Presidents or any of their division members must be able to explain the layout and designs of their Division Shirt.
5. They should also have models, one male and one female, to showcase their Division Shirts.
6. With the help of the narrator, the presentation must be at least a maximum of three (3) and a maximum of five (5) minutes. Designs for Division Shirts should be submitted on **October 06, 2023** through Google form.

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%

V. YELL

Venue: Open Court

Mechanics:

1. Each division's students must participate in the Yell Competition.
2. The performance must be at least three (3) minutes and shall not exceed five (5) minutes.
3. Loudness and clearness of the words are encouraged.
4. Profanity and other inappropriate language will be subjected to deduction. **100 points** will be deducted from the division's overall points for each word.
5. The use of whistles and props is allowed except for things that can leave a mess on the ground.

Criteria:

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

VI. MASS DANCE (under socio events)

Venue: Open Court

Eligibility:

1. Must be bonafide students of NBSPI enrolled in the A.Y. 2023 - 2024.

Mechanics:

1. Each division must have a group with a minimum of 20 but not exceeding 40 members (including propsmen). It may be an all-male/female group or a combination of both.
2. Attendance will be counted before the show and in accordance with the submitted and registered list of members.
3. The Division Presidents should submit their music on the official Gmail account of OSA on/before **October 15, 2023**.
4. 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 included.
5. 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
6. Only performers and propsmen are allowed in the performance area during the actual performance.
7. Props made with any plastic and styrofoam materials (e.g. plastic bottle, cellophane, plastic foil, etc.) are not allowed. Violation of the said rule will result in a deduction of **300 points** from the division's overall score.
8. Use of pyrotechnics is strictly not allowed like fire, hazardous materials, and others that could harm the performers and the audience and that can disrupt the performance.

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%

SPORTS

I. BASKETBALL

Eligibility:

1. Biologically male students of NBSPI enrolled in the A.Y. 2023 - 2024.
2. 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:

1. Players must wear the same color of shirt for identification.
2. Teams Line up should have a minimum of five (5) and a maximum of fifteen (15) players.
3. Unregistered players are strictly not allowed to play.
4. Players should be in the playing venue at least 30 minutes to 1 hour before the game.
5. Ten (10) minutes will be given to each team for warm-up activities.
6. If a team fails to come five (5) minutes prior to the given schedule, the game will be automatically considered as default.
7. Wear appropriate and comfortable Basketball attire.
8. Follow IATF safety protocols:
 - Bring your own water and towel
 - No changing of sides
9. Observe FIBA rules except for school considerations and their modifications.
10. Respect the referee's decision at all times.

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:

- Four (4) Quarters only for the Elimination Round and for the Battle for Bronze.
- Five (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 four (4) quarters and 8-minute playing time only for each quarter.

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

II. VOLLEYBALL

Eligibility:

1. Biologically male and female students of NBSPI enrolled in the A.Y. 2023 - 2024.
2. 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).
3. Teams Line up a minimum of six (6) and a maximum of fifteen (15) players for each category (male and female).

Mechanics:

1. Unregistered players are not allowed to play.
2. Players should be in the playing venue at least 30 minutes to 1 hour before the game.
3. Ten (10) minutes will be given to each team for warm-up activities.
4. If a team fails to come five (5) minutes prior to the given schedule, the game will be automatically considered as default.
5. Players must wear appropriate and comfortable Volleyball attire.
6. Respect the referee's decision at all times.

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 three (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).

III. BADMINTON

Eligibility:

1. Biologically male and female students of NBSPI.
2. Must be bonafide students of NBSPI enrolled in the A.Y. 2023 - 2024.

3. 50:50 (Sports Club Member: Not a member of Sports Club) rule during the game.

Mechanics:

1. Mixed doubles.
2. Each division must have three (3) participants (2 females and 1 male), one (1) male and one (1) female as main players, and one (1) female for substitution.
3. Unregistered players are not allowed to play.
4. Players should be in the playing venue at least 30 minutes or 1 hour before the game.
5. If a team fails to come five (5) minutes prior to the given schedule, the game will be automatically considered as default.
6. Ten (10) minutes is given to each team for warm-up activities.
7. Wear appropriate and comfortable Badminton attire.
8. Bring your own equipment (racket). The school will only provide the shuttlecock.

Game System and Scoring System:

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:

- 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 subjected to default or disqualification.

IV. SEPAK TAKRAW (Men)

Eligibility:

1. Biologically male students of NBSPI.
2. Must be bonafide students of NBSPI enrolled in the A.Y. 2023 - 2024.
3. Every division should only have three (3) to five (5) players..
4. During the game, three (3) players in every division will be as follows: striker, server, and feeder.

Mechanics:

1. Each regu should consist of two teams per set.
2. Players should be in the playing venue at least 1 hour or 30 min before the game.
3. If a team fails to come five (5) minutes prior to the given schedule, the game will be automatically considered as default.
4. Ten (10) minutes are given to each team for warm-up activities.
5. Wear appropriate and comfortable Takraw attire.
6. The game consists of two (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.
7. 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.
8. The players are allowed a maximum of three (3) contacts with the ball to get it over the net.

9. Either side of every division can score a point on any serve, however, the division that wins a point will get the next serve.
10. The division can get a point once they hit the ball inbound and the opponent cannot return it within three (3) touches.
11. If the division fails to return the ball over the net before it hits the ground, the opposition will get the point.
12. The division that wins the two (2) sets of the game is declared the winner.
13. If each division wins one (1) 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 (2) points, up to a ceiling of 17 points.
14. Those divisions who violate the rule/s and use any offensive language against any of the opponent players will automatically be disqualified.
15. Service will change over after three (3) consecutive points scored by the serving regu.
16. The first serve will be determined by a toss coin.

Game System and Scoring System:

Elimination:

- 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 Championship

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 subjected to default or disqualification.

V. TABLE TENNIS

Eligibility:

1. Must be bonafide students of NBSPI enrolled in the A.Y. 2023 - 2024.
2. Biologically male and female students of NBSPI.
3. Each division must have one (1) participant for each category (male and female).

Mechanics:

1. Players must bring their own paddles.
2. Wear appropriate sports attire.
3. The ball must be held flat in the open palm of the server's hand.
4. The server must toss the ball at least six (6) inches into the air before striking it.
5. The ball must be served diagonally across the table.
6. The server serves twice in a row, then the receiver serves twice, and so on.
7. Here are some common violations students should be aware of:
 - a. Illegal serve: Failure to toss the ball at least six (6) inches or serving diagonally.
 - b. Touching the net: Players should not touch the net with their body or paddle during a point.
 - c. Double hit: Hitting the ball twice in a row is not allowed.
 - d. Obstruction: Players should not obstruct their opponent's view or movement.
 - e. Failure to make a good return: If the ball doesn't bounce on your opponent's side of the table, you lose the point.

8. Shake hands with your opponent before and after the match.
9. Be respectful and gracious in victory or defeat.

Criteria/Point System:

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:

1. A point is awarded to the player or team that wins a rally.
2. Games are typically played to 11 points, and you must win by two (2) points.

ESPORTS

I. MLBB TOURNAMENT

Venues:

- Auditorium for Screening of Elimination and Championship Rounds
- C1 - Division 3
- C2 - Division 2
- B201 - Division 1
- B202 - Division 4

Eligibility:

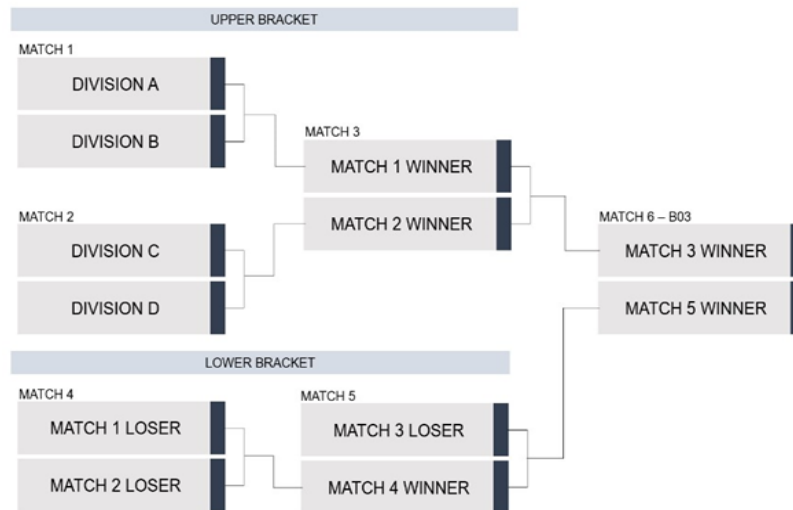
1. There is only one (1) team allowed per division and the team must consist of only five (5) to six (6) players (with the 6th player as a backup or coach).
2. Only the registered players are allowed to play.
3. Before the game starts, there will be a 5-minute waiting time for the teams to prepare.
4. A team will automatically lose the game if a participant or team is still not in the venue ten (10) minutes after the event starts.

Mechanics:

1. Each team must provide their own internet service and devices.
2. 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.
3. The elimination round will be projected on-screen at the auditorium.
4. The choice for the first pick in the drafting will be decided by the winning team in a toss coin.
5. 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 three (3) pauses of two (2) minutes and must notify the SSC officer in charge of their team before pausing the game.
6. Strictly no trash-talking and communication between the opponents through game chat.
7. The use of any kind of cheating device and/or cheat program, or any similar cheating method is strictly prohibited.
8. The championship game will be broadcast on SSC's FB page.
9. Whoever violates the stated rules will be automatically disqualified.

Point System:

1. 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.
2. The game will follow this bracket system:



ACADEMICS

I. CHESS

Participant: One (1) participant per division

Venue: Room B105

Mechanics:

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

II. RUBIK'S CUBE

Venue: Covered Court

Eligibility of Participants:

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

1ST Category: Individual

Participant/s: 1 participant per division

Venue: Covered court

Mechanics:

1. The clustering in the first round determines the brackets for winners and losers. To compete for the title, each division will be paired with 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.
2. 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.

3. Before solving, the players will be given another 1 minute to check the cube (no twisting)
4. Each player will start their own timer after receiving the signal to begin.
5. Players will have time to scramble the cubes in each bracketing match. The signal for switching positions will come after they have scrambled. Each player will be given time to check the cube without twisting.
6. 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.

Rules:

1. For scrambling, if the committee will signal it's over, put the cube down and hands up.
2. 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.
3. Stop the timer if and only if the cube is already solved.
4. Avoid any noises or actions that might distract the co-players. When done, stay quiet.

Point system:

1. The standing of players will be based on their recorded time. In the 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 the lowest recorded time will get the 2nd place, while the other will be the 3rd placer.

2nd Category: By Partner 3x3 Rubik's Cube

Participant/s: 2 participants per division

Venue: Covered court

Mechanics:

2. 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.
3. For scrambling, every division will have one representative to scramble a cube. They will be given time to scramble.
4. The committee will prepare a paper with numbers 1-4 and place it in a bowl where players will pick a number and what cube they will solve.
5. Each pair will be given time to check the cube before blindfolding. (No twisting)
6. The committee will signal to start the game. Only the player who commands will start and stop their own timer.
7. The first pair to solve the cube will be hailed as the champion, the second pair will be the 1st placer, and so on.

Rules:

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

Point system:

1. 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.

III. BRIGHTON HENYO

Participants: Three (3) participants per division

Venue: Auditorium

Roles:

1. Guesser
2. Responder
3. Holder

Mechanics:

1. There will be 2 players that will guess the word and will respond, after 5 minutes they will exchange roles. The guesser in the first 5 mins will be the responder in the next 5 mins.
2. 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.
3. If they guess the word, another word will be placed behind them, and do it again and again until they (finish or not) at the given time.
4. If the players decide to pass from the guess word, it cannot be guessed back.

Rules:

1. The guide (player) must only reply with "Oo" (Yes), "Hindi" (No), and "Pwede" (Maybe).
2. The guide (player) cannot perform any sign language. Violation of this rule will result in a **5-point** deduction.
3. Once they pass the word, it cannot be guessed again by the players.

Point System:

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

IV. DIVISION FEUD

Participants: Four (4) participants per division

Venue: Covered Court

Mechanics:

1. The game has 10 rounds. Every round there are hidden words presented on the board that the participants should guess.
2. Every round, the gamemaster will state the question and will give a signal for them to press the buzzer.
3. The first team to raise their flag 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.
4. The 3 remaining teams will then compete to raise their flag again. The next team who raises their flag first will answer the same question and automatically the number corresponding 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.

5. After all teams answer, 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 been revealed yet.
6. Every member of the team that ranks first in the first round will have the chance to guess the hidden words.
7. 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 the last team if there is still unanswered word.
8. Same processes are made in the next rounds and so on, until 10 rounds are done.
9. The team who got the highest combined score will be hailed as the champion.

Rules:

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

Process:

1. The committee will create a Google form to conduct the survey for the questions formulated to gather answers from the respondents.
2. There will be 50 respondents in the said survey (Only SSC officers, committees and if necessary, also the faculty to avoid info leakage)
3. 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.
4. After conducting the survey, the committee will now gather the responses of the respondents. For example, the first question. (Example, Name of Philippine Presidents: Marcos (25 responses), Duterte (15 responses), Aquino (5 responses), Aguinaldo (10 response), Arroyo (5 responses)
5. 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.

Point system:

1. Points will be based on the number of respondents that will show on the screen.
2. 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.
3. If the team in the stealing round did not guess any word and received an X mark on the screen, they will not get any points.
4. 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.

V. COMICAL SKIT

Venue: Veranza

Mechanics:

1. 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, effects operators, etc.
2. Another one (1) representative from the team will serve as the team's official timer and seat beside the SSC official timer.
3. Use of foul words, adopting a slapstick style of comedy, inclusion of offensive acts are strictly and highly prohibited.
4. 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.

5. Usage of political names and tags are also prohibited.
6. The participants could use any language or dialect. (e.g. English, Filipino, vernacular, gay speak, slang language, and mixed).
7. All routines must be suitable for viewing by audiences of all ages. Vulgar or suggestive music or material is restricted.
8. 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.
9. The SSC official timer will raise a red flag when 10 minutes have already passed and the bell will be rung once. When the time reaches 11 minutes, the red flag will be raised again and the bell will ring twice.
10. If the presentation includes music, the songs should be passed on **October 15, 2023** to the OSA's Gmail account.
11. Each team must send an official timer who will sit with the official timer of the SSC.
12. 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.

Violations:

1. The division who violates the prohibition of slapstick, offensive acts, would be subjected to immediate disqualification and would not be allowed to perform.
2. If the team had exhibited offensive acts, they would be liable and be subjected to the following disciplinary actions:
 - a. 1st warning is equivalent to 5 point deduction to the total score.
 - b. 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.

3. 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.

4. If the audio-visual presentation exceeds the time limit, a deduction of 5 points from the total score will be imposed.
5. In case the delivery of the presentation exceeds 1 second 30 seconds, a deduction of 5 points 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.

Criteria:

Comical Value	25%
Mastery/ Delivery of Punchlines	25%

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

SOCIO

I. MX. Q AND A 'DISNEY THEMED'

Venue: Veranza

Eligibility:

1. Must be bonafide students of NBSPI enrolled in the A.Y. 2023 - 2024.
2. Open for gays and men only.
3. The SSC will be posting a link for registration. A non-registered participant is not allowed to participate.
4. 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.

Mechanics:

1. Each division should choose one (1) representative.
2. Each team should provide a wardrobe for their participant.
3. Each participant could only have at least two assistants backstage.
4. Participants should wear a costume based on the theme "Disney" or can cosplay any characters related.
5. Strictly no too revealing outfits.
6. Participants should create their own witty introduction. Strictly no vulgar language.
7. Failure to follow the said mechanics will result in disqualification.

Criteria for Costume:

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

1st Round: Beklaban Mechanics:

1. 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.
- 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.

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

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.

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.

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

II. K-POP DANCE COVER COMPETITION

Venue: Veranza

Mechanics:

1. The Division Presidents must submit their chosen K-Pop groups with at least 2-3 groups only as soon as possible to avoid repetition.
2. The music they will be using must be produced by a K-Pop group they choose. ff
3. The minimum time of the performance must be 2 minutes and must be a maximum of 4 minutes.
4. Each division must have a minimum of 4 participants and a maximum of 15 participants. It can be all male, female, or mixed.
5. 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 a deduction of **200 points** from the division's overall points for each exceeding member affiliated with the said club.

Criteria:

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

POINT SYSTEM

ACTIVITIES	PLACES	POINTS
All Activities	<ul style="list-style-type: none"> – Champion – First Place – Second Place – Third Place 	2,000 points 1,500 points 1,000 points 500 points

POINT DEDUCTIONS (from Division's Overall Points)

VIOLATION	PARTICULARS	POINTS DEDUCTED
GENERAL MECHANICS		
1. Students with more than three (3) activities	<ul style="list-style-type: none"> • WITHOUT the approval of OSA 	Disqualification
2. Unregistered Participant		Disqualification
3. Students found hiding in the assigned room during an event	<ul style="list-style-type: none"> • After three (3) warnings 	200 points
4. Inability to keep the assigned room clean		300 points
5. During the activities: Divisions who leave their place untidy and dirty		300 points
6. Students who disrupt the game	<ul style="list-style-type: none"> • After three (3) warnings 	500 points
7. Irrelevant behavior during an event	<ul style="list-style-type: none"> • After three (3) warnings 	500 points
8. Violation of the 60:40 Rule DURING games in any sports event		200 points each exceeding member
9. Violation of the 60:40 Rule in any socio event		200 points each exceeding member

ACTIVITIES	PARTICULARS	POINTS DEDUCTED
OPENING		
Parade Competition	Usage of props made with any plastic material	300 points

	Foul words or hate speech in the yell during the parade	300 points
	Littering during the parade	300 points
Yell	Profanity and other inappropriate language	100 points each word
Mass Dance	Use of props made with any plastic material	300 points

**Ball Games Schedule
(DAY 1: ELIMINATION)**

Morning Event:

BADMINTON GAME (MIXED DOUBLES)

VENUE: COVERED COURT	
TIME	MATCH UP
7:00 - 7:15 AM	GAME 1 A vs B
7:15 - 7:30 AM	GAME 2 C vs D

VOLLEYBALL GAMES (MEN'S)

VENUE: COVERED COURT	
TIME	MATCH UP
7:30 - 8:00 AM	GAME 1 C vs D
8:10 - 8:40 AM	GAME 2 A vs B

BASKETBALL GAMES (MEN'S)

VENUE: OPEN COURT	
TIME	MATCH UP
8:00 - 9:00 AM	GAME 1 A vs B
9:10 - 10:10 AM	GAME 2 C vs D

VOLLEYBALL GAMES (WOMEN'S)

VENUE: COVERED COURT	
TIME	MATCH UP
8:50 - 9:20 AM	GAME 1 A vs B
9:30 - 10:00 AM	GAME 2 C vs D

AFTERNOON Event:

SEPAK TAKRAW GAME (MEN'S)

VENUE: COVERED COURT	
TIME	MATCH UP
1:30 - 2:30 PM	GAME 1 A vs B
2:40 - 3:40 PM	GAME 2 C vs D

TABLE TENNIS GAME (WOMEN'S)

VENUE: AUDITORIUM	
TIME	MATCH UP
1:30 - 2:30 PM	GAME 1 C vs D
2:40 - 3:10 PM	GAME 2 A vs B

TABLE TENNIS GAME (MEN'S)

VENUE: AUDITORIUM	
TIME	MATCH UP
3:20 - 3:50 PM	GAME 1 A vs B
4:00 - 4:30 PM	GAME 2 C vs D

**Ball Games Schedule
(DAY 2: CHAMPIONSHIP)**

Morning Event:

BADMINTON GAME (MIXED DOUBLES)

VENUE: COVERED COURT	
TIME	MATCH UP
7:00 - 7:15 AM	GAME 1 L vs L
7:15 - 7:30 AM	GAME 2 W vs W

VOLLEYBALL GAMES (MEN'S)

VENUE: COVERED COURT	
TIME	MATCH UP
7:30 - 8:00 AM	GAME 1 C vs D
8:10 - 8:40 AM	GAME 2 A vs B

BASKETBALL GAMES (MEN'S)

VENUE: OPEN COURT	
TIME	MATCH UP
8:00 - 9:00 AM	GAME 1 L vs L
9:10 - 10:10 AM	GAME 2 W vs W

VOLLEYBALL GAMES (WOMEN'S)

VENUE: COVERED COURT	
TIME	MATCH UP
8:50 - 9:20 AM	GAME 1 L vs L
9:30 - 10:00 AM	GAME 2 W vs W

AFTERNOON Event:

SEPAK TAKRAW GAME (MEN'S)

VENUE: COVERED COURT	
TIME	MATCH UP
1:30 - 2:30 PM	GAME 1 L vs L
2:40 - 3:40 PM	GAME 2 W vs W

TABLE TENNIS GAME (WOMEN'S)

VENUE: AUDITORIUM	
TIME	MATCH UP
1:30 - 2:30 PM	GAME 1 L vs L
2:40 - 3:10 PM	GAME 2 W vs W

TABLE TENNIS GAME (MEN'S)

VENUE: AUDITORIUM	
TIME	MATCH UP
3:20 - 3:50 PM	GAME 1 L vs L
4:00 - 4:30 PM	GAME 2 W vs W