**NEW BRIGHTON SCHOOL OF THE PHILIPPINES, INC**

Quezon Ave., Brgy. Dadiangas West, General Santos City

*Email Address:*[***newbrightonschoolphinc@gmail.com***](mailto:newbrightonschoolphinc@gmail.com)

*Contact Numbers:* ***(083) 877- 4985*** *and* ***0917- 8426097***

**IMPROMPTU SPEAKING COMPETITION**

**Venue:** Auditorium

**Eligibility of Participants:**

1. This activity is open to all students officially enrolled in New Brighton School of the Philippines, Inc.
2. Each division must have one (1) participant.
3. The division representative should register the participants online through Google forms which will be posted along with the event pub mats.

**Mechanics:**

1. There are 10 predetermined questions for the impromptu speaking round, and these will be placed in a bowl. Participants will randomly select a question from the bowl to answer.
2. Participants will be given **30 seconds** to prepare their impromptu response after selecting a question.
3. Each participant will have **3-5 minutes** to deliver their impromptu speech in response to the selected question.
4. The language medium for the impromptu speeches will be Pure Filipino (**Tagalog**), in line with the theme of the event.
5. A bell system is in place to signal the **beginning** and **end** of each participant's speaking time. The bell rings at the start to indicate that the participant can begin and at the end to signal the completion of their response.
6. Three (**3**) judges are assigned to evaluate each participant's impromptu speaking performance. Judges are instructed to consider factors such as clarity, coherence, and persuasiveness in their assessments.
7. Each judge has a scoring sheet with criteria for evaluation. Judges assign scores based on the participant's performance.
8. The total scores from all three judges are compiled for each participant. Participants are ranked based on their total scores.
9. In the case of a tie, specific tiebreaker questions or criteria may be used to determine the final rankings.

**Rules:**

1. Late violation results in a deduction of **200 points** if a participant exceeds the given time consideration by up to **5 minutes**. An automatic disqualification will occur if a participant is late beyond the specified time limit.
2. Any form of cheating/coaching:

* 1st warning: A deduction of **500** **points.**
* 2warnings: A deduction of **1000** **points**.
* 3 warnings and above: **Disqualified**

**Criteria:**

|  |  |
| --- | --- |
| **Content and Relevance** | 40% |
| **Delivery** | 30% |
| **Persuasiveness and Overall Impression** | 30% |
|  |  |
| **Total** | 100% |

**Materials/Things needed:**

Judge’s food - **₱**300.00

**DIVISION FEUD**

**Venue:** Covered Court

**Eligibility of Participants:**

1. This activity is open to all students officially enrolled in New Brighton School of the Philippines, Inc.
2. Each division must have four (4) participants.
3. The division representative should register the participants online through Google forms which will be posted along with the event pub mats.

**Mechanics:**

1. Every game has 3 round for matching plays, 3 rounds for losers bracket, and 5 rounds for winning brackets. Every round has hidden words that the participants should guess.
2. Each team should pick a person that serves as their captain.
3. Every round, the game master will state the question and will give a signal for teams to press the bell.
4. The first team to ring the bell will have the chance to answer first. The player then answer the question immediately. **(NOTE: If the player fails to answer immediately, their turn is lost;5 seconds duration)**
5. If the first player failed to provide the top answer opposing team player gets a chance. If their answer is higher, they take control.
6. The player that gives the top answer has the control and can choose to play or pass the turn to the other team.
7. If the controlling players play their turn, they will then given a chance to guess all the hidden words, and matching answers add points to the scoreboard. The team wins if they answer all the questions without getting three strikes.
8. If the controlling team gets 3 strikes before answering all questions, the opposing team gets one guess to match any remaining answer.
9. The opposing team can discuss and decide which the team captain will answers. If it matches, they win the round and get points for all revealed answers. If it doesn’t match, the controlling team wins the round and gets all the revealed points.
10. Same processes are made in the next round except that the scoring in round 2 and 3 will be doubled, and tripled for the round 4 and 5.
11. The team who got the highest combined score will hailed as the winning team.

**Rules:**

1. Late violation results in a deduction of 200 points if a participant exceeds the given time consideration by up to 5 minutes. An automatic disqualification will occur if a participant is late beyond the specified time limit.
2. **STRICTLY NO COACHING.** Any form of cheating/coaching:

* 1st warning: A deduction of 500 points.
* 2 warnings: A deduction of 1000 points.
* 3 warnings and above: Disqualified

1. 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 30 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.

**Points 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 all the added points showed on the scoreboard.
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, and the points will automatically be given to the controlling team.
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.

**Materials:**

1. 2 pcs. Call Bell = 200
2. 8 chairs for players
3. 2 additional chairs for bells

**SPELLING BEE**

**Venue**: B203

**Eligibility of Participants:**

1. This activity is open to all students officially enrolled in New Brighton School of the Philippines, Inc.
2. Each division must have one (1) participant.
3. The division representative should register the participants online through Google forms which will be posted along with the event pub mats.

**Mechanics:**

1. Three rounds: easy (10 words), average (5 words), difficult (3 words). In case of a tie, a clincher round will decide the winner.
2. Time limits: 15 seconds for easy, 30 seconds for average, 1 minute for difficult. Clincher round winner determined by spelling the word correctly.
3. Everyone qualifies for easy, average, and difficult rounds. Only tie-breakers proceed to the clincher round.
4. During the contest proper, the following shall be observed:

a.) The facilitator will read the word twice. Participants will write their answers within 15 seconds for EASY, 30 seconds for AVERAGE, and 1 minute for DIFFICULT rounds.

b.) Use clear and readable lowercase (‘small’) letters when writing answers.

c.) “TIME’S UP” or “BOARDS UP” signals when representatives can reveal their answers after the allotted time for each round.

**Rules:**

1. Late violation results in a deduction of 200 points if a participant exceeds the given time consideration by up to 5 minutes. An automatic disqualification will occur if a participant is late beyond the specified time limit.
2. Any form of cheating/coaching:

* 1st warning: A deduction of 500 points.
* 2 warnings: A deduction of 1000 points.
* 3 warnings and above: Disqualified

1. No cellphones or gadgets are allowed during the activity.

**Points System:**

1. For every correct spelling, the contestant will be given 1 point for easy round, 3 points for average round and 5 points for difficult round.
2. The contestant with the highest points after the difficult round becomes the CHAMPION.

**Materials/Things Needed:**

1. PPT (sound recording and answer)
2. Scoring sheet
3. Bell
4. Timer
5. 4 White Boards
6. 4 Markers
7. 4 Erasers

**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

**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. The players will be given 1 minute for scrambling.
3. After scrambling, the players will switch positions.
4. Another 1 minute given for checking the cube, no twisting.
5. For solving, each player will start and end their own timer. Once they're done, raise the flag and their two hands as a sign of completion.
6. The player with the lowest time recorded in every bracket will compete for championship, while those who lose will compete for bronze.

**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.

**Violation/s:**

1. Late violation results in a deduction of 200 points if a participant exceeds the given time consideration by up to 5 minutes. An automatic disqualification will occur if a participant is late beyond the specified time limit.
2. Any form of cheating/coaching:
   * 1st warning: A deduction of 500 points.
   * 2 warnings: A deduction of 1000 points.
   * 3 warnings and above: Disqualified

**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: Single-hand Individual**

**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. The players will be given 1 minute for scrambling.
3. After scrambling, the players will switch positions.
4. Another 1 minute given for checking the cube, no twisting.
5. For solving, only single hand must be used for twisting (either left or right)
6. Each player will start and end their own timer. Once they’re done, raise the flag and their two hands as a sign of completion.
7. The player with the lowest time recorded in every bracket will compete for championship, while those who lose will compete for bronze.

**Rules:**

1. Only one hand is allowed in solving, either left or right.
2. For scrambling, if the committee will signal it’s over, put the cube down and hands up.
3. 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.
4. Stop the timer if and only if the cube is already solved.
5. Avoid any noises or actions that might distract the co-players. When done, stay quiet.

**Violation/s:**

1. Late violation results in a deduction of 200 points if a participant exceeds the given time consideration by up to 5 minutes. An automatic disqualification will occur if a participant is late beyond the specified time limit.
2. Any form of cheating/coaching:
   * 1st warning: A deduction of 500 points.
   * 2 warnings: A deduction of 1000 points.
   * 3 warnings and above: Disqualified

**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.

**3rd Category: By Partner 3x3 Rubik’s Cube**

**Participant/s:** 2 participants per division

**Mechanics:**

1. Every division must have 2 players- the twister (blindfolded) and the commander
2. One representative from each division will be given 1 minute to scramble the cube.
3. The other representative will pick a number from the bowl with numbers 1-4 to determine what cube they will solve.
4. Each pair will be given 1 minute to check the cube before blindfolding, no twisting.
5. For solving, only the commander will start and stop their own timer.
6. After solving, the twister must remove his blindfold and raise the flag.
7. The pair with the lowest time recorded will be hailed as champion, and so on.

**Rules:**

1. For commanders, 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.

**Violation/s:**

1. Late violation results in a deduction of 200 points if a participant exceeds the given time consideration by up to 5 minutes. An automatic disqualification will occur if a participant is late beyond the specified time limit.
2. Any form of cheating/coaching:
   * 1st warning: A deduction of 500 points.
   * 2 warnings: A deduction of 1000 points.
   * 3 warnings and above: Disqualified

**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.

**Materials needed:**

1. 4 3x3 Rubik’s cube: P50. 00 each
2. 4 handkerchief: P20. 00 each
3. 4 flags: P5. 00 each
4. Numbers 1-4, timer, bell: available in the office

**Estimated budget: P300.00**

**WORD BANK**

**Venue**: room B204

**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

**Mechanics:**

1. The facilitator will present one word per round. (10 rounds)
2. The players will list down words they can formulate with the given word.
3. The players were given 1 minute per round.
4. After a minute, the bell will ring as indicator to bring their boards up.
5. The formulated words will be computed by corresponding points depending on the word’s length per round.
6. After the 10 rounds, the player with the highest accumulated points will be hailed as champion, and so on.

**Rules:**

1. No adding of letters, only the letters in the given word must be listed.
2. Merriam-Webster Dictionary basis (unfamiliar words that aren’t in the dictionary is directly voided)

**Violation/s:**

1. Late violation results in a deduction of 200 points if a participant exceeds the given time consideration by up to 5 minutes. An automatic disqualification will occur if a participant is late beyond the specified time limit.
2. Any form of cheating/coaching:
   * 1st warning: A deduction of 500 points.
   * 2 warnings: A deduction of 1000 points.
   * 3 warnings and above: Disqualified

**Point system:**

1. Word length basis

* 2 letter word: 2 points
* 4 letter word: 4 points
* 5 letter word: 5 points
* 6 letter word: 6 points
* 7 letter word: 7 points, and so on

**Materials needed:**

1. 4 markers: P10. 00 each
2. 4 white board: P50.00 each
3. 4 erasers: P10.00 each
4. Timer, bell, scoring sheet: available in the office

**Estimated budget: P280.00**

**PAUTAKAN NA!**

**Venue:** Auditorium

**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.

**Mechanics:**

1. The team consists of 4 members each division. Each team must choose one member to sit in the front chair while holding the balloon. The remaining 3 members will line up and will race to pop the balloon and ring the bell after the question is presented. The team who will ring the bell first will be the team who will answer the question that is presented.
2. Failure to answer the question correctly shall be given the chance to the second team, who finish to pop the balloon, to answer the question. Failure again to answer the question correctly will make the other teams to have the chance to answer the question accurately.
3. The game continues with a new question after each round.
4. In case of a tie, a tiebreaker question can be used to determine the winner.
5. Three rounds: easy (5 questions), average (3 questions), difficult (2 questions).

**Rules:**

1. Late violation results in a deduction of 200 points if a participant exceeds the given time consideration by up to 5 minutes. An automatic disqualification will occur if a participant is late beyond the specified time limit.
2. Any form of cheating/coaching:
   * 1st warning: A deduction of 500 points.
   * 2 warnings: A deduction of 1000 points.
   * 3 warnings and above: Disqualified
3. Pinching of balloons and use of pointed objects during the game is strictly prohibited and will result to disqualification.

**Point System:**

1. Each correct answer earns a point. For every correct answer, the contestant will be given 1 point for easy round, 3 points for average round and 5 points for difficult round.

**Materials/Things Needed:**

1. PPT
2. Scoring sheet
3. Bell
4. Balloon 100 pcs (nipis)
5. Big box for balloon holder (if applicable)