



STI College Tagum Inc.
Apokon Road, Tagum City

SPORTS DEPARTMENT







STI COLLEGE TAGUM

TAGISAN^{ng}

LAKAS * TALINO * SINING

TAGISAN
2024



SPORTS DEPARTMENT

FB: Sports Department: STI College Tagum Inc.



SPORTS DEPARTMENT

1. Tryout Schedule

| Event | Persons Involved | Date |
|---|---|--|
| <ul style="list-style-type: none">Tryout for Basketball, volleyball, Badminton, and Table tennis | Cluster 1 Players Moderators (Group picture for B-ball & Vball Teams) | February 20, 2024 5:00 PM- 8:00PM Monday STI Gymnasium |
| <ul style="list-style-type: none">Tryout for Basketball, volleyball, Badminton, and Table tennis | Cluster 2 Players Moderators (Group picture for B-ball & Vball Teams) | February 21, 2023 5:00 PM- 8:00PM Tuesday STI Gymnasium |
| <ul style="list-style-type: none">Tryout for Basketball, volleyball, Badminton, and Table tennis | Cluster 3 Players Moderators (Group picture for B-ball & Vball Teams) | February 22, 2024 5:00 PM- 8:00PM Wednesday STI Gymnasium |
| <ul style="list-style-type: none">Submission of the Group picture for B-ball, Vball, Badminton & Table Tennis Teams)Submission of Official Members of clusterSubmission of official listing of players per event (see Appendix A and B) | Cluster Head & Moderators | March 1, 2024 11:59 PM only Friday |

Note: The deadline for submitting official members listings is on March 1, 2024 and player rosters will be after the elimination, this must be strictly observed, as the elimination rounds for several major events are scheduled to commence on February 28, 2023. Failure to meet this deadline will result in a deduction of 20 points from the overall score.

2. Stage/Court Blocking Schedule for Flashmob

| Cluster | Date | Time |
|------------|----------------|---------------|
| Cluster 1- | March 13, 2023 | 5:00pm-6:00pm |
| Cluster 2- | March 14, 2023 | 5:00pm-6:00pm |
| Cluster 3- | March 15, 2023 | 5:00pm-6:00pm |

Note: Flashmob practice should not disrupt regular classes. Hence, it should be scheduled and conducted during each class/section's vacant period





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3. Activities Schedule

| ELIMINATION ROUND | | | |
|---|---|---|---|
| February 28-29, 2024 Wednesday & Thursday | | | |
| STI College Tagum Gymnasium | | | |
| EVENING | Basketball Men only | Game 1 Cluster 1 vs. Cluster 2 | February 28, 2024 5:00 PM- 6:30 PM Wednesday STI Gymnasium |
| | Basketball Men only | Game 2 Cluster 2 vs. Cluster 3 | February 28, 2024 6:30 AM- 8:00 PM Wednesday STI Gymnasium |
| EVENING | Volleyball Men (BO3) 21 pts. (Slide 2-Tie breaker) | Game 1 Cluster 1 vs. Cluster 2 | February 29, 2024 5:00 PM- 6:30 PM Thursday STI Gymnasium |
| | Volleyball Men (BO3) 21 pts. (Slide 2-Tie breaker) | Game 2 Cluster 2 vs. Cluster 3 | February 28, 2024 6:30 PM- 8:00 PM Thursday STI Gymnasium |

| ELIMINATION ROUND | | | |
|-----------------------------|---|---|--|
| March 2, 2024 Saturday | | | |
| STI College Tagum Gymnasium | | | |
| MORNING | Basketball Men only | Game 3 Cluster 3 vs. Cluster 1 | March 2, 2024 8:00 AM- 10:30 AM Saturday STI Gymnasium |
| | Volleyball Men (BO3) 21 pts. (Slide 2-Tie breaker) | Game 3 Cluster 3 vs. Cluster 1 | March 2, 2024 10:30 AM- 12:00 PM Saturday STI Gymnasium |
| AFTERNOON | Volleyball Women (BO3) 21 pts. (Slide 2-Tie breaker) | Game 1 Cluster 1 vs. Cluster 2 | March 2, 2024 1:00 AM- 2:30 PM Saturday STI Gymnasium |
| | Volleyball Women (BO3) 21 pts. (Slide 2-Tie breaker) | Game 2 Cluster 2 vs. Cluster 3 | March 2, 2024 2:30 AM- 4:00 PM Saturday STI Gymnasium |





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| ELIMINATION ROUND | | | |
|-----------------------------|---|-----------------------------------|--|
| March 9, 2024 Saturday | | | |
| STI College Tagum Gymnasium | | | |
| MORNING | Volleyball Women (BO3) 21 pts. (Slide 2-Tie breaker) | Game 3 Cluster 3 vs. Cluster 1 | March 9, 2024 8:00 AM- 10:30 AM Saturday STI Gymnasium |
| | Badminton Men (Single) | Game 1 Cluster 1 vs. Cluster 2 | March 9, 2024 10:30 AM- 12:00 PM Saturday STI Gymnasium |
| AFTERNOON | Badminton Men (Single) | Game 2 Cluster 2 vs. Cluster 3 | March 9, 2024 1:00 AM- 2:30 PM Saturday STI Gymnasium |
| | Badminton Men (Single) | Game 3 Cluster 3 vs. Cluster 1 | March 9, 2024 2:30 AM- 4:00 PM Saturday STI Gymnasium |

| ELIMINATION ROUND | | | |
|-----------------------------|-----------------------------|-----------------------------------|---|
| March 16, 2024 Saturday | | | |
| STI College Tagum Gymnasium | | | |
| MORNING | Badminton Women (Single) | Game 1 Cluster 1 vs. Cluster 2 | March 16, 2024 10:30 AM- 12:00 PM Saturday STI Gymnasium |
| AFTERNOON | Badminton Women (Single) | Game 2 Cluster 2 vs. Cluster 3 | March 16, 2024 1:00 AM- 2:30 PM Saturday STI Gymnasium |
| | Badminton Women (Single) | Game 3 Cluster 3 vs. Cluster 1 | March 16, 2024 2:30 AM- 4:00 PM Saturday STI Gymnasium |
| | Table Tennis Men (Single) | Game 1 Cluster 1 vs. Cluster 2 | March 16, 2024 8:00 AM- 9:00 AM Saturday STI Gymnasium |
| | Table Tennis Women (Single) | Game1 Cluster 1 vs. Cluster 2 | March 16, 2024 9:00 AM- 10:00 AM Saturday STI Gymnasium |
| | Table Tennis Men (Single) | Game 2 Cluster 2 vs. Cluster 3 | March 16, 2024 10:00 AM- 11:00 AM Saturday STI Gymnasium |
| | Table Tennis Women (Single) | Game 2 Cluster 2 vs. Cluster 3 | March 16, 2024 1:00 PM- 2:00 PM Saturday STI Gymnasium |





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|--|--|---|---|
| | Table Tennis Men (Single) | Game3 Custer 3 vs. Cluster 1 | March 16, 2024 2:00 PM- 3:00 PM Saturday STI Gymnasium |
| | Table Tennis Women (Single) | Game 3 Cluster 3 vs. Cluster 1 | March 16, 2024 3:00 PM- 4:00 PM Saturday STI Gymnasium |

Note: Basketball, volleyball and badminton will follow a double round robin format. Since there are only 3 clusters, the top two teams based on the ranking will earn the opportunity to advance to the Finals, scheduled to take place during the Tagisan event. In the case of a tie in standings, the ranking will be determined by the win by the other system.

Note: In the case of a tie in standings, the ranking will be determined by the cumulative scores of the game. (Point System will be applied)

**---2nd Round of Basketball, Volleyball and Badminton Elimination
will be on Tagisan Week Schedule---**





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Tagisan Week Schedule

| DAY 1 | | | |
|-----------------------------|--|--|--|
| March 18, 2024 Monday | | | |
| STI College Tagum Gymnasium | | | |
| MORNING | Cluster Parade | All Cluster members, moderators and cosplayers representatives | March 18, 2024 6:00 AM- 8:00 AM STI Gymnasium |
| | Cosplay Showdown | All Cosplayers | March 18, 2024 8:30 AM- 9:00 AM STI Gymnasium |
| | First Entry Flash Mob | Entry Number 1 Cluster: _____ | March 18, 2024 9:00 AM- 9:05 AM STI Gymnasium |
| | Cosplayer 1,2,3 Introduction | Entry Number 1,2,3 | March 18, 2024 9:05 AM- 9:20 AM STI Gymnasium |
| | Second Entry Flash Mob | Entry Number 2 Cluster: _____ | March 18, 2024 9:20 AM- 9:25 AM STI Gymnasium |
| | Cosplayer 4,5,6 Introduction | Entry Number 4,5,6 | March 18, 2024 9:25 AM- 9:40 AM STI Gymnasium |
| | Third Entry Flash Mob | Entry Number 3 Cluster: _____ | March 18, 2024 9:40 AM- 9:45 AM STI Gymnasium |
| | Larong Pinoy | All representatives per cluster (Managed by STCL Officers) | March 18, 2024 9:50 AM- 11:30 AM STI Gymnasium |
| | LUNCH BREAK 11:30 AM -12:00 PM (Submission of Banner, Logo, and T-shirts Layout) | | |

Note: The flashmob will be a surprise, with random music playing during the event. When a cluster's music is played, it will be their cue to start dancing. Larong Pinoy will be coordinated by the STCL, and they will provide the list of games to be played during the event.



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| DAY 1 March 18, 2024 Monday STI College Tagum | | | |
|---|--|---|---|
| AFTERNOON | Basketball (Round 2 elimination) | Game 4 Cluster 1 vs. Cluster 2 | March 18, 2024 1:00 PM- 2:30 PM STI Gymnasium |
| | Basketball (Round 2 elimination) | Game 5 Cluster 2 vs. Cluster 3 | March 18, 2024 2:30 PM- 4:00 PM STI Gymnasium |
| | Basketball (Round 2 elimination) | Game 6 Cluster 3 vs. Cluster 1 | March 18, 2024 4:00 PM- 5:30 PM STI Gymnasium |
| | Chess | All Cluster representatives (2 Players per cluster) Men and Women Single round robin | March 18, 2024 1:00 PM- 5:00 PM STI Tagum Library |
| | Scrabble | All Cluster representatives (1 player per cluster) | March 18, 2024 1:00 PM- 5:00 PM F & B Laboratory |
| | Poster Making Contest | All Cluster representatives (2 participants per cluster) | March 18, 2024 1:00 PM- 5:00 PM Room 101 |
| | Dota 2 Elimination (1 Game only) | Cluster 1 Vs. Cluster 2 (6 representatives per Cluster) | March 18, 2024 1:00 PM- 2:30 PM Computer Lab 1 |
| | | Cluster 3 Vs. Cluster 2 (6 representatives per Cluster) | March 18, 2024 2:30 PM-4:00 PM Computer Lab 1 |
| | | Cluster 1 Vs. Cluster 3 (6 representatives per Cluster) | March 18, 2024 4:00 PM-5:30 PM Computer Lab 1 |
| | HOME SWEET HOME 5:45 PM | | |

Note: all afternoon session events will be conducted simultaneously in various locations. Tally boards displaying of results will be posted starting from Day 1. In the case of a tie in standings, the ranking will be determined by the cumulative scores of the games.



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| DAY 2 March 19, 2024 Tuesday STI College Tagum | | | |
|--|---|--|--|
| | Essay Writing Competition (1 Representative per Cluster) | Cluster 1, 2, 3 Simultaneous | March 19, 2024 9:00 AM- 11:00 AM Computer Laboratory 1 |
| MORNING | Stand-up and Deliver (1 Representative per Cluster) | Fish bowl Method Cluster 1, 2, and 3 | March 19, 2024 7:30 AM- 8:30 AM STI Gymnasium Stage |
| | Travelogue | Selected BSTM students only (Not part of overall tally) | March 19, 2024 8:30 AM- 9:30 AM STI Gymnasium Stage |
| | Think Quest | Open To All (Not part of Overall Tally) | March 19, 2024 9:30 AM- 11:00 PM STI Gymnasium Stage |
| | LUNCHBREAK 11:30-12:30 | | |
| | | | |

| DAY 2 March 19, 2024 Tuesday STI College Tagum | | | |
|--|--|---------------------------|---|
| AFTERNOON | Worth the Whisk (Selected Culinary Arts Students) | Not part of overall tally | March 19, 2024 7:30 AM- 11:00 AM Kitchen Laboratory |
| | All in Place (Selected Culinary Arts Students) | Not part of overall tally | March 19, 2024 12:30 PM- 2:00 PM F & B Laboratory |
| | Chef Xpress (Selected Culinary Arts Students) | Not part of overall tally | March 19, 2024 2:00 PM- 5:00 PM Kitchen Lab |
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| DAY 2 March 19, 2024 Tuesday STI College Tagum | | | |
|--|--|---|---|
| AFTERNOON | Volleyball (Round 2 Elimination) Women | Game 4 Cluster 1 Vs. Cluster 2 | March 19, 2024 1:00 PM- 2:30 PM STI Gymnasium |
| | Volleyball (Round 2 Elimination) Women | Game 5 Cluster 2 Vs. Cluster 3 | March 19, 2024 2:30 PM-3:30 PM STI Gymnasium |
| | Volleyball (Round 2 Elimination) Women | Game 6 Cluster 1 Vs. Cluster 3 | March 19, 2024 3:30 PM- 5:00 PM STI Gymnasium |

| DAY 2 March 19, 2024 Tuesday STI College Tagum | | | |
|--|--|--|--|
| MORNING | Mobile Legends Elimination Men Category (BO3) | Cluster 1 Vs. Cluster 2 (6 players per Cluster) | March 19, 2024 7:30 AM- 8:30 AM Computer Lab2 |
| | Mobile Legends Elimination Women Category (BO3) | Cluster 1 Vs. Cluster 2 (6 players per Cluster) | March 19, 2024 7:30 AM- 8:30 AM Computer Lab2 |
| | Mobile Legends Elimination Men Category (BO3) | Cluster 3 Vs. Cluster 2 (6 players per Cluster) | March 19, 2024 8:30 AM- 9:30 AM Computer Lab2 |
| | Mobile Legends Elimination Women Category (BO3) | Cluster 3 Vs. Cluster 2 (6 players per Cluster) | March 19, 2024 8:30 AM- 9:30 AM Computer Lab2 |
| | Mobile Legends Elimination Men Category (BO3) | Cluster 1 Vs. Cluster 3 (6 players per Cluster) | March 19, 2024 9:30 AM- 10:30 AM Computer Lab2 |
| | Mobile Legends Elimination Women Category (BO3) | Cluster 1 Vs. Cluster 3 (6 players per Cluster) | March 19, 2024 9:30 AM- 10:30 AM Computer Lab2 |
| | Call of Duty Elimination Mixed 3G-3B (BO3) | Cluster 1 Vs. Cluster 2 (6 players per Cluster) | March 19, 2024 7:30 AM- 8:30 AM Computer Lab2 |





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| | Call of Duty Elimination Mixed 3G-3B (BO3) | Cluster 3 Vs. Cluster 2 (6 players per Cluster) | December 19, 2023 8:30 AM- 9:30 AM Computer Lab2 |
| | Call of Duty Elimination Mixed 3G-3B (BO3) | Cluster 1 Vs. Cluster 3 (6 players per Cluster) | December 19, 2023 9:30 AM- 10:30 AM Computer Lab2 |
| | Call of Duty Championship Mixed 3G-3B (BO3) | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | December 19, 2023 10:30 AM- 12:30 AM Computer Lab2 |
| | Dota 2 Championship Men Only (BO3) | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 19, 2024 8:30 AM- 11:30 AM Computer Lab1 |
| AFTERNOON | Mobile Legends Championship Men Category (BO3) | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 19, 2024 1:00 PM- 2:00 PM Computer Lab1 |
| | Call of Duty Championship Mixed 3G-3B (BO3) | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 19, 2024 2:00 PM- 3:00 PM Computer Lab1 |
| | Mobile Legends Championship Women Category (BO3) | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 19, 2024 1:00 PM- 2:00 PM Computer Lab2 |
| | HOMESWEET HOME 5:00 PM | | |

Note: Mobile Legends and CODM events will run concurrently in COMLAB2, featuring Best of 2 games from the elimination rounds to the Championship. Meanwhile, DOTA2 Championship will be conducted in COMLAB1 with Best of 2 games. In case of TIE in standings, win by the other system will be applied.





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| DAY 2 | | | |
|--------------------------|----------------------------|---|--|
| March 19, 2024 Tuesday | | | |
| STI College Tagum | | | |
| AFTERNOON | Soduko Elimination | Cluster 1 Vs. Cluster 2 (1 player per cluster) | March 19, 2024 1:00 PM- 2:00 PM Room 102 |
| | Dama Elimination | Cluster 1 Vs. Cluster 2 (1 player per cluster) | March 19, 2024 1:00 PM- 2:00 PM F&B Laboratory |
| | Soduko Elimination | Cluster 3 Vs. Cluster 2 (1 player per cluster) | March 19, 2024 2:00 PM- 3:00 PM Room 102 |
| | Dama Elimination | Cluster 2 Vs. Cluster 3 (1 player per cluster) | March 19, 2024 2:00 PM- 3:00 PM F&B Laboratory |
| | Soduko Elimination | Cluster 1 Vs. Cluster 3 (1 player per cluster) | March 19, 2024 3:00 PM- 4:00 PM Room 102 |
| | Dama Elimination | Cluster 3 Vs. Cluster 1 (1 player per cluster) | March 19, 2024 3:00 PM- 4:00 PM F&B Laboratory |
| | Soduko Championship | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 19, 2024 4:00 PM- 5:00 PM Room 102 |
| | Dama Championship | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 19, 2024 4:00 PM- 5:00 PM FnB |
| | Rubiks Cube Elimination | Cluster 1 Vs. Cluster 2 (1 player per cluster) | March 19, 2024 1:00 PM- 2:00 PM Room 103 |
| | Rubiks Cube Elimination | Cluster 3 Vs. Cluster 2 (1 player per cluster) | March 19, 2024 2:00 PM- 3:00 PM Room 103 |





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|--|--|---|---|
| | Rubiks Cube Elimination | Cluster 1 Vs. Cluster 3 (1 player per cluster) | March 19, 2024 3:00 PM- 4:00 PM Room 103 |
| | Rubiks Cube Championship | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 19, 2024 4:00 PM- 5:00 PM Room 103 |
| | Submission of TikTok Dance Craze, Director's Cut & Shutter's Best | All Clusters (Part of Overall Tally) | March 19, 2024 12:00 PM Through google drive link. |

Note: For Rubik's cube and sudoku, should a tie occur in the rankings, the committee should give preference to the player with the fastest recorded time when determining who will advance to the championship.





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| DAY 3 | | | |
|----------------------------|--|---|--|
| March 20, 2024 Wednesday | | | |
| STI College Tagum | | | |
| MORNING | Volleyball Men (2nd round Elimination)) | Game 4 Cluster 1 Vs. Cluster 2 | March 20, 2024 8:00 AM- 9:30 AM STI Gymnasium |
| | Dart Competition (Men and Women Elimination) | Simultaneous Cluster 1 Cluster 2 Cluster 3 | March 20, 2024 8:00 AM- 10:00 AM Room 101 |
| | Volleyball Men (2nd round Elimination) | Game 5 Cluster 2 Vs. Cluster 3 | March 20, 2024 9:30 AM- 10:30 AM STI Gymnasium |
| | Volleyball Men (2nd round Elimination) | Game 6 Cluster 3 Vs. Cluster 1 | March 20, 2024 10:30 AM- 11:00 AM STI Gymnasium |
| | LUNCHBREAK 11:30-12:30 | | |
| AFTERNOON | Badminton Championship Men and Women | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 20, 2024 12:30 PM- 3:00 PM STI Gymnasium Court |
| | Volleyball Women Championship | Game 7 Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 20, 2024 3:30 PM- 4:30 PM STI Gymnasium Court |
| | Volleyball Men Championship | Game 7 Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 20, 2024 4:30 PM- 5:30 PM STI Gymnasium Court |





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| DAY 4 March 21, 2024 Thursday STI College Tagum | | | |
|---|--|--|---|
| MORNING | Dance Sport Competition (1 pair each Cluster) | Simultaneous Cluster 1 Cluster 2 Cluster 3 | March 21, 2024 8:00 AM- 9:30 AM STI Gymnasium |
| | Basketball Men Championship | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 21, 2024 9:30 AM- 11:00 AM STI Gymnasium |
| | Short Film & Tiktok Dance Craze Viewing | All Clusters (Videos will be played outside the Computer Lab 1&2) Videos will also be posted in Sports Dept. Facebook Page | March 21, 2024 11:00 AM- 12:00 PM ComLab1 & ComLab2 |
| | LUNCHBREAK 11:30-12:30 | | |
| AFTERNOON | Dance Sport Competition (Third Category/ Open to all) | Simultaneous Showdown Cluster 1 Cluster 2 Cluster 3 | March 21, 2024 12:30 PM- 2:30 PM STI Gymnasium |
| | PREPARATION FOR COLOR FUN RUN 2:30-3:00PM | | |
| | Color Fun Run (Wearing Cluster Tshirt) | All Clusters (First 20 students with moderator will win the event) | December 20, 2023 3:00 PM- 4:00 PM STI College Tagum to Tagum City Hall |
| | HOME SWEET HOME 5:00PM | | |





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| DAY 5 March 22, 2024 Friday STI College Tagum | | | |
|---|--|--|--|
| MORNING | Spelling Bee | Simultaneous Cluster 1 Cluster 2 Cluster 3 | March 22, 2024 10:00 AM- 11:00AM STI Gymnasium |
| | LUNCHBREAK 11:30-12:30 | | |
| AFTERNOON | PREPARATION FOR SEARCH FOR MS. DAUNTLESS QUEEN 2024 1:00PM-2:00PM | | |
| | Search for Ms.Dauntless Queens 2024 (2 Representatives per Cluster) | -Production (Jeans Attire) -Festival Attire -Talent Portion -Casual Attire (Debate) -Gown (Final Q and A) -Awarding | March 22, 2024 2:00 PM- 7:00 PM STI Gymnasium |
| | KPOP Dance Competition | Performances will be inserted with Search for Ms. Dauntless Queen event (Fishbowl method for the flow) | |
| | HOME SWEET HOME 7:00PM | | |





SPORTS DEPARTMENT

| DAY 5 March 22, 2024 Friday STI College Tagum | | | |
|---|--|---|--|
| MORNING | Table Tennis Elimination (Doubles only) Mixed men and Women | Cluster 1 Vs. Cluster 2 (1 pair per Cluster) | March 22, 2024 7:30 AM- 8:30 AM STI Gymnasium Stage |
| | Table Tennis Elimination (Doubles only) Mixed men and Women | Cluster 3 Vs. Cluster 2 (1 pair per Cluster) | March 22, 2024 8:30 AM- 9:30 AM STI Gymnasium Stage |
| | Table Tennis Elimination (Doubles only) Mixed men and Women | Cluster 1 Vs. Cluster 3 (1 pair per Cluster) | March 22, 2024 9:30 AM- 10:30 AM STI Gymnasium Stage |
| | Table Tennis Championship (Doubles only) Mixed men and Women | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 22, 2024 10:30 AM- 11:30 AM STI Gymnasium Stage |
| | Table Tennis Championship (Men/Single) | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 22, 2024 1:00 PM- 2:00 PM STI Gymnasium Stage |
| | Table Tennis Championship (Women/Single) | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 22, 2024 2:00 PM- 3:00 PM STI Gymnasium Stage |
| | Badminton Elimination (Doubles only) Mixed men and Women | Cluster 1 Vs. Cluster 2 (1 pair per Cluster) | March 22, 2024 7:30 AM- 8:30 AM STI Gymnasium Court |
| | Badminton Elimination (Doubles only) Mixed men and Women | Cluster 3 Vs. Cluster 2 (1 pair per Cluster) | March 22, 2024 8:30 AM- 9:30 AM STI Gymnasium Court |
| | Badminton Elimination (Doubles only) Mixed men and Women | Cluster 1 Vs. Cluster 3 (1 pair per Cluster) | March 22, 2024 9:30 AM- 10:30 AM STI Gymnasium Court |





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|--|--|---|--|
| | Badminton Championship (Doubles only) Mixed men and Women | Rank 1 Cluster: _____ Vs. Rank 2 Cluster: _____ | March 22, 2024 10:30 AM- 11:30 AM STI Gymnasium Stage |
|--|--|---|--|

Note: Badminton and Table Tennis events will run simultaneously at the STI College Tagum Gymnasium court and stage area. In the case of a tie in standings, the ranking will be determined by the cumulative scores of the games. (Point system will be applied)

STUDENT'S COPY





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | CLUSTER PARADE |
|------------|--|
| | NUMBER OF PARTICIPANTS: 300+ PER CLUSTER |
| GUIDELINES | <p>1. Participation: All clusters are required to participate in the Cluster Parade. Each cluster should bring their banner and is allowed to use any forms of props during the parade, as long as they are not explosive and adhere to safety regulations.</p> <p>2. Assembly Point: Participants will gather at the designated assembly point at Tagum Historical and Cultural Center prior to the start of the parade. Clusters should arrive on time and organize themselves accordingly.</p> <p>3. Banner: Each cluster should bring a banner that represents their respective cluster. The banner should be prominently displayed during the parade and reflect the spirit and identity of the cluster.</p> <p>4. Props: Clusters are encouraged to use props that showcase the culture, history, and uniqueness of Tagum City and their respective clusters. Props should be safe, non-explosive, and in line with the theme of the parade.</p> <p>5. Costumes: Participants are encouraged to wear costumes or T-Shirt that represents their cluster or reflect the theme of the Tagisan 2024. Costumes should be appropriate and respectful.</p> <p>6. Route: The parade route will start from Tagum Historical and Cultural Center and end at STI College Tagum. Participants will follow a designated route determined by the organizing committee.</p> <p>7. Safety: Participants should adhere to safety guidelines and instructions provided by the parade marshals. Participants are not allowed to engage in any behavior that may endanger themselves or others during the parade.</p> <p>8. Music and Performances: Clusters may incorporate music, dance, or other forms of performances into their parade procession. Performances should be family-friendly and respectful. (Each cluster will feature Majorettes and Cosplayers as the dynamic vanguard leading the parade)</p> <p>9. Community Engagement: Participants are encouraged to interact with spectators and members of the community along the parade route. This interaction should be positive, respectful, and inclusive.</p> <p>10. Dispersal: Participants should follow instructions from parade marshals for orderly dispersal at the endpoint of the parade route.</p> |
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| SCORING | <p>1. Parade Management (30 points): Clusters will receive points based on their management of the parade logistics, including organization, coordination, and adherence to the designated parade route and schedule. This includes punctuality in assembly, following instructions from parade marshals, and orderly procession throughout the route.</p> <p>2. Attendance (30 points): Clusters will receive points based on the percentage of their members' attendance at the parade. Full attendance earns the maximum points, with deductions for each absent member.</p> <p>3. Adherence to Theme (10 points): Clusters will be evaluated based on the Creativity and innovation.</p> <p>4. Creativity and Originality (10 points): Judges will assess the uniqueness and originality of the clusters' performances, including the use of props, costumes, choreography, and overall presentation style.</p> <p>5. Unity and Teamwork (20 points): Clusters will be evaluated on the level of coordination and teamwork displayed during the parade. This includes how well participants work together to execute their presentation and engage with the audience.</p> |
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APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | |
|------------|---|
| GUIDELINES | BASKETBALL |
| | NUMBER OF PARTICIPANTS: 15 PER CLUSTER MEN ONLY |
| GUIDELINES | <div><div>1. Team Formation: Each team consists of five players: two guards, two forwards, and one center. Teams can have additional players on the bench as substitutes.</div><div>2. Game Duration: The game is typically divided into four quarters, each lasting a set amount of time (e.g., 8 minutes). There is a halftime break between the second and third quarters. (e.g, 2 minutes)</div><div>3. Starting Play: The game begins with a tip-off, where the referee throws the ball up between the centers of both teams. The team that gains possession of the ball after the tip-off initiates the first offensive possession</div><div>4. Game Flow: Teams alternate between offense and defense throughout the game. The offensive team tries to score points by passing, dribbling, and shooting the ball, while the defensive team aims to prevent them from scoring and gain possession of the ball. Turnovers occur when the defensive team steals the ball or forces a violation (e.g., traveling, double dribble) by the offensive team.</div><div>5. Fouls: Fouls are called for illegal contact or actions that impede the progress of a player. Personal fouls are tallied against individual players, with players fouling out after accumulating a certain number of fouls. Team fouls are counted against the team as a whole and can result in free throw opportunities for the opposing team.</div><div>6. Substitutions: Teams can substitute players during stoppages in play to maintain player freshness and adjust strategy. The substitutions will be in pasarelle (the first 5 players can only be subbed till the end of the 1st quarter, each 3 quarters should have 5 different players) pasarelle will no longer be implemented on the 4th quarter.</div><div>7. Overtime: If the score is tied at the end of regulation time, overtime periods are played to determine the winner. Overtime periods typically last for a shorter duration (e.g., 5 minutes) and continue until one team emerges as the winner.</div><div>8. Game Conclusion: The team with the most points at the end of the fourth quarter (or overtime period) wins the game.</div><div>9. Sportsmanship: Players are expected to play with integrity and respect for the rules, opponents, and officials. Good sportsmanship is encouraged throughout the game.</div><div>10. If a team begins with fewer players than required, the opposing team will be awarded points equivalent to the number of absent players at the start of the match.</div></div> |
| SCORING | <div><div>1. Points are scored by shooting the ball through the opponent's hoop.</div><div>2. A field goal (shot made from anywhere on the court) is worth two points, while a shot made beyond the three-point line is worth three points.</div><div>3. Free throws are awarded for fouls and are worth one point each</div></div> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | VOLLEYBALL | | |
|------------|---|---------|---|
| | NUMBER OF PARTICIPANTS: 28 PER CLUSTER (14 MEN & 14 WOMEN) | | |
| GUIDELINES | <div><div>1. Each team is required to comprise the following positions: 4 Open Spikers, 4 Middle Blockers, 2 Utility Spikers, 2 Setters, and 2 Liberos. They must organize into a '1st Six' and '2nd Six,' with each Libero designated to substitute for Middle Blockers exclusively. The 1st Six is barred from playing the second set, and the 1st Libero cannot participate in the second set either. A third set, known as the 'decision set,' will allow teams to strategically select their lineup to secure victory. Since the game will be Pasarelle, all players are eligible to participate.</div><div>2. Team Formation<ul style="list-style-type: none">Each team consists of six players on the court at a time: three in the front row and three in the back row. (1 libero per set)Teams can have additional players on the bench as substitutes. (During 3rd set only)</div><div>3. Game Duration<ul style="list-style-type: none">A volleyball game is divided into sets, with each set lasting until one team reaches the designated point total.</div><div>4. Starting Play<ul style="list-style-type: none">The game begins with a serve from the back-right corner of the court.The team winning the pre-match coin toss chooses either to serve or receive the first serve.</div><div>5. Game Flow<ul style="list-style-type: none">Teams alternate between serving and receiving the ball throughout the match.Players use a combination of passing, setting, attacking, blocking, and digging to control the ball and score points.</div><div>6. Rotations<ul style="list-style-type: none">Players rotate positions on the court in a clockwise direction after winning the serve from the opponent's team.Rotation ensures that each player gets a chance to serve and play in different positions on the court.</div><div>7. Faults<ul style="list-style-type: none">Faults result in points awarded to the opposing team. Common faults include:<div><div>1. Serving into the net or out of bounds.</div><div>2. Illegal touches (e.g., double hit, lift, carry).</div><div>3. Stepping over the centerline.</div><div>4. Foot fault during serving.</div></div></div><div>8. Substitutions<ul style="list-style-type: none">Teams can make substitutions during stoppages in play, typically done through designated substitution zones near the sideline.</div><div>9. Libero<ul style="list-style-type: none">Each team can designate one player as the libero, a defensive specialist who wears a different colored jersey.The libero can replace any back-row player without counting as a substitution and has specific limitations on attacking.</div><div>10. Sportsmanship<ul style="list-style-type: none">Players are expected to play with integrity and respect for the rules, opponents, and officials.Good sportsmanship is encouraged throughout the game.</div><div>11. If a team begins with fewer players than required, the opposing team will be awarded points equivalent to the number of absent players at the start of the match.</div></div> <tr><td>SCORING</td><td><div>1. Points are scored by successfully grounding the ball on the opponent's side of the court.</div><div>2. A point is awarded to the serving team if the receiving team fails to return the ball or commits a fault.</div><div>3. Matches are typically played in a best-of-two sets format, with each set played to 21 points (must win by 2 points). If the match reaches a third set, it is played to 21 points.</div></td></tr> | SCORING | <div>1. Points are scored by successfully grounding the ball on the opponent's side of the court.</div> <div>2. A point is awarded to the serving team if the receiving team fails to return the ball or commits a fault.</div> <div>3. Matches are typically played in a best-of-two sets format, with each set played to 21 points (must win by 2 points). If the match reaches a third set, it is played to 21 points.</div> |
| SCORING | <div>1. Points are scored by successfully grounding the ball on the opponent's side of the court.</div> <div>2. A point is awarded to the serving team if the receiving team fails to return the ball or commits a fault.</div> <div>3. Matches are typically played in a best-of-two sets format, with each set played to 21 points (must win by 2 points). If the match reaches a third set, it is played to 21 points.</div> | | |



APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | BADMINTON |
|------------|--|
| GUIDELINES | NUMBER OF PARTICIPANTS: 4 PER CLUSTER (SINGLE MEN, SINGLE WOMEN & DOUBLE MIXED) |
| | <div>1. Game Duration<ul style="list-style-type: none">A badminton match consists of the best-of-three games format.Each game is played to 21 points, with players needing to win by at least a two-point margin.If the score reaches 20-all, the game continues until one player/team gains a two-point advantage.</div> <div>2. Serving<ul style="list-style-type: none">The serve is taken from the right-hand side of the court for odd-numbered points and from the left-hand side for even-numbered points.The server must hit the shuttlecock below waist height and ensure that it passes over the net and lands within the diagonally opposite service court.</div> <div>3. Game Flow<ul style="list-style-type: none">Players or teams take turns serving and receiving.During rallies, players aim to hit the shuttlecock over the net in such a way that it lands within the opponent's court while trying to avoid letting it hit the ground on their side.</div> <div>4. Faults<ul style="list-style-type: none">Faults result in points awarded to the opposing side. Common faults include:<ul style="list-style-type: none">Serving or receiving faults (e.g., serving out of bounds, not hitting below waist height).Contacting the shuttlecock more than once.Stepping into the opponent's court or touching the net with the racket or body.</div> <div>5. Scoring System<ul style="list-style-type: none">Points are scored irrespective of which side is serving.The side that wins a rally scores a point and has the right to serve next.</div> <div>6. Change of Ends<ul style="list-style-type: none">Players or teams change ends of the court after finishing a game.In the third game (if played), players switch ends when the leading score reaches 11 points.</div> <div>7. Shuttlecock Retrieval<ul style="list-style-type: none">Players are responsible for retrieving the shuttlecock if it lands outside the court boundaries or gets stuck in the net.</div> <div>8. Sportsmanship<ul style="list-style-type: none">Players are expected to play with integrity and respect for the rules, opponents, and officials.Good sportsmanship is encouraged throughout the game.</div> |
| SCORING | <div>1. Points are scored by successfully hitting the shuttlecock over the net and landing it within the opponent's court boundaries.</div> <div>2. A point is awarded to the serving side whenever the opponent commits a fault or fails to return the shuttlecock.</div> <div>3. 21 points per set (Best of 2 Sets)</div> |



APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | TABLE TENNIS |
|------------|---|
| GUIDELINES | NUMBER OF PARTICIPANTS: 4 EACH CLUSTER (SINGLE MEN, SINGLE WOMEN & DOUBLE MIXED) |
| | <div><div>a. Table Setup</div><div><div></div><div><ul style="list-style-type: none">The game is played on a rectangular table divided by a net into two equal halves.The table measures 9 feet in length, 5 feet in width, and 2.5 feet in height.</div></div></div> <div><div>b. Equipment</div><div><div></div><div><ul style="list-style-type: none">Players use small, lightweight paddles (also called rackets or bats) to hit a lightweight celluloid ball, commonly known as a ping pong ball or table tennis ball.The ball has a diameter of 40mm and is typically white or orange in color.</div></div></div> <div><div>c. Game Duration</div><div><div></div><div><ul style="list-style-type: none">A table tennis match can be played as a best-of-three games or best-of-five games format.Each game is played to 11 points, with players needing to win by at least a two-point margin.If the score reaches 10-all, the game continues until one player gains a two-point advantage.</div></div></div> <div><div>d. Serving</div><div><div></div><div><ul style="list-style-type: none">The serve rotates between players or teams every two points, regardless of who wins the rally.The server must toss the ball vertically at least 6 inches and hit it so that it bounces once on their side of the table before crossing over the net.</div></div></div> <div><div>e. Game Flow</div><div><div></div><div><ul style="list-style-type: none">Players or teams alternate hitting the ball back and forth over the net, with each player allowed one bounce on their side of the table before returning the ball.The ball must be struck with the racket's flat side and hit over the net and within the opponent's half of the table.</div></div></div> <div><div>f. Faults</div><div><div></div><div><ul style="list-style-type: none">Faults result in points awarded to the opposing side. Common faults include:Failing to hit the ball over the net.Allowing the ball to bounce twice on one's side.Hitting the ball out of bounds or into the net.</div></div></div> <div><div>g. Scoring System</div><div><div></div><div><ul style="list-style-type: none">Points are scored irrespective of which side is serving.The side that wins a rally scores a point and continues serving until they lose a rally.</div></div></div> <div><div>h. Change of Ends</div><div><div></div><div><ul style="list-style-type: none">Players or teams change ends of the table after finishing a game.In the third game (if played), players switch ends when the leading score reaches 5 points.</div></div></div> <div><div>i. Sportsmanship</div><div><div></div><div><ul style="list-style-type: none">Players are expected to play with integrity and respect for the rules, opponents, and officials.Good sportsmanship is encouraged throughout the game.</div></div></div> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | CODM |
|------------|---|
| GUIDELINES | NUMBER OF PARTICIPANTS: 5 PER CLUSTER |
| | <div><div><div>1. Each team must register 5 participants.</div><div>2. The mode of the game will be Hardpoint, Search and Destroy and Domination.</div><div>3. Controllers is not allowed</div><div>4. The uses of cheats, hacks, or any third-party applications that give you an unfair advantage over your opponents will result in immediate disqualification.</div><div>5. Once the match has started, only the players that are in the lobby are eligible to play. In the case of a player disconnecting and is not able to join back, a team is allowed to have a registered player on their team to substitute. This is allowed only once per match.</div><div>6. It is not allowed to switch to the spectator mod. If a player is caught using the spectator mode, the team will automatically have to forfeit the current round of the match.</div><div>7. Account sharing will be met with disqualification. Only the original owner of the Call of Duty: Mobile Account may use it in tournaments</div><div>8. Depending on the settings for each individual tournament, more rules may apply for every match, such as banned items. If any special rules apply, then they may be found in the tournament's registration article on this website.</div><div>9. One sniper per team and One unique operator per team.</div><div>10. Championship game shall be best of 3.</div><div>11. Players will refrain from the use of vulgar language during the entire competition.</div><div>12. Operator Restrictions: Transform Shield, HIVE, Ballistic Shield, Shadow Blade, K9 UNIT, Misdirection Device, Bull Charge, Kinetic Armor, TAK-5, Reactor Core, Claw, Ballista EM3, Tac-Deploy, and Havoc.</div><div>13. Score Streak Restrictions: UAV, Advanced UAV, Hunter Killer Drone, Care Package, Counter UAV, SAM Turret, VTOL, MQ-27 Dragon fire, Shock RC, Shield Turret, Gunship, Chopper Gunner, Swarm, Napalm, EMP System, Orbital Laser, Hawk X3, Guardian, Wheelson, Lightning Strike, and Stealth Chopper.</div><div>14. Weapon and Skins Restrictions: NA-45,SVD, Automatic Shotgun,HVk-30 Large Caliber, All Purchased Weapons that alter the default iron sights (Mythics & Legendary Weapons).</div><div>15. Perk Restrictions: Fast Recover, Persistence, Tracker, Ghost, Hardline, Demo Expert, Restock, Martydom, Tactician, Cold – Blooded, Quick Fix, Recon, Hardline, Engineer, Shrapnel, Alert, High Alert, and Launcher Plus.</div><div>16. Banned Weapon Perks (Gunsmith): Only FMJ weapon perk is allowed.</div><div>17. Tactical Restrictions : Tripmine, Molotov Cocktail, Thermite, Cyro Bomb, Sticky Grenade, C4, Contact Grenade, Echo Grenade, EMP, Heartbeat Sensor, Strom Ball, Gas Grenade, Cluster Grenade, Flash Drone, Decoy Grenade, and Trip Sensor</div></div><div>The three rounds that will be played:<ul style="list-style-type: none">• Hardpoint Round Score Limit: 150 Time Limit: 600• Search & Destroy Round Win Limit: 7 Round Time Limit: 120• Domination Round Score Limit: 150 Time Limit: 600Rankings will be assessed based on the cumulative points. Rank 1 and 2 will proceed to the Final round. (Championship)</div></div> |



APPENDIX C.

STI COLLEGE TAGUM TAGISAN 2024

MECHANICS AND SCORING

| EVENT | DART |
|------------|--|
| GUIDELINES | NUMBER OF PARTICIPANTS: 2 PER CLUSTER (1 BOY & 1 GIRL) |
| | <div><div>1. Dartboard Setup</div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> |

2. Equipment

3. Game Types

4. Game Duration

5. Throwing Technique

6. Scoring System

7. Winning

8. Sportsmanship



APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | |
|------------|--|
| GUIDELINES | HAIR AND MAKE-UP COMPETITION |
| | NUMBER OF PARTICIPANTS: 1 PER CLUSTER |
| GUIDELINES | <ol style="list-style-type: none">Participants should clearly demonstrate their interpretation of the cluster or team animal character through their hair and makeup look. Creativity and originality are encouraged.Participants should showcase their skills in hair styling techniques.The hairstyle should complement the overall look and theme of the competitionParticipants are expected to showcase their skills in makeup application, covering techniques such as foundation, contouring, eyeshadow, eyeliner, mascara, blush, lipstick, and more. It's important to note that the makeup materials used should be safe and non-toxic.Makeup should enhance the features of the model and align with the competition theme.Participants may incorporate accessories such as hairpieces, jewelry, and props to enhance their hair and makeup look.Participants must provide a basic set of materials and equipment for participants to use. (e.g., basic makeup kit, hair styling tools).Accessories should complement the overall theme and not overshadow the hair and makeup.Participants should follow proper hygiene practices, including sanitizing hands and tools before and after use.Ensure that all products used are safe and suitable for the model's skin and hair type.Participants should be able to explain their creative process and inspiration behind their hair and makeup look if required.Participants should be able to explain their creative process and inspiration behind their hair and makeup look if required.Consider awarding prizes for categories such as Best Hair, Best Makeup, and Overall, Winner. |
| SCORING | |
| | <ol style="list-style-type: none">Creativity and Originality: (40%) Uniqueness and innovation in the overall hair and makeup look.Technique and Skill: (30%) Precision, blending, and application of makeup, as well as hair styling technique.Interpretation of Theme: (20%) How well the hair and makeup look aligns with the competition theme.Overall Presentation: (10%) The overall impact and presentation of the hair and makeup look. |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | | COSPLAY |
|------------|--|---------|
| GUIDELINES | NUMBER OF PARTICIPANTS: 2 PER CLUSTER | |
| | <ol style="list-style-type: none">Each team must submit two (2) participants.Participants must embody marvel heroes/characters through cosplay.Costumes which give the illusions of nudity are not permitted. (Points shall be deducted to the team who'll fail to obey such.)The decision of the Judges over every instance shall be final and unchallengeable.Registration form for this event shall be submitted through Google format which will be given by the secretariat. Deadline of submission must be after your tryout schedule.The cosplayers will lead the parade representing each cluster.Cosplayers will showcase their talents in a fashion show during the opening ceremony. | |
| SCORING | <ol style="list-style-type: none">Performance/character portrayal (40%) (similarity to the character portrayed, stunts, make-up)Craftsmanship (20%) (neatness, quality of work and aesthetic value)Costume accuracy (40%) (how accurate to the chosen reference character) | |



APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | |
|------------|--|
| GUIDELINES | SPELLING BEE |
| | NUMBER OF PARTICIPANTS: 3 PER CLUSTER |
| GUIDELINES | <ol style="list-style-type: none">Each team must register 3 participants.The assigned committee of the contest will read the word to be spelled twice. He/she will give its meaning and use the word in a sentence.Participants are given 20 seconds only to spell each word.There shall be 3 categories in the contest:<ol style="list-style-type: none">Easy - 10 words.Average - 5 words.Difficult - 5 words.To determine the ranking, scores for the three rounds are accumulated. The team with the highest accumulated scores shall be declared as the Champion.In case of a tie, a set of words in the third category will be given to break the tie.The one who gets the highest score will be declared the winner on that contested place.All words shall be provided and sealed by the Moderator and Committee. |
| SCORING | <ol style="list-style-type: none">Easy- 1 points each correct spelling.Medium- 2 points each correct spelling.Difficult- 3 points each correct spelling. |



APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | |
|------------|--|
| GUIDELINES | MOBILE LEGENDS BANG BANG |
| | NUMBER OF PARTICIPANTS: 6 PER CLUSTER |
| GUIDELINES | <div><div>1. Each team must register 6 participants.</div><div>2. Single Elimination (best of 2) shall be applied to determine the champion. Championship game shall be best of 3.</div><div>3. Players will refrain from the use of vulgar language during the entire competition.</div><div>4. The decision of the officiating official is final.</div><div>5. For an orderly and pleasant game, it is essential that all Players have a sporty and fair attitude. Breaches of this rule will lead to penalty points. The most important and most common offences are listed below. However, the League administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).</div><div>6. Players will refrain from the use of vulgar language during the entire competition. All rules of conduct also apply to chat through the game console.</div><div>7. Players are expected to compete in a professional manner. Throwing a match, halting play without cause, or showing a flagrant lack of effort will be construed as a violation of player conduct, and will result in match penalties, forfeit, and disqualification from the tournament.</div><div>8. Cheating doesn't need to be successful to qualify as a violation. Conspiring to cheat is already a violation and will lead to automatic disqualification for all conspirators. Examples of cheating include, but aren't limited to:<div>Ringer</div><div>Account Sharing</div></div></div> |
| | <div><div>1. Single Round Robin</div><div>2. Best of 3 games (2 out of 3). (Elimination to Championship)</div><div>3. Rank 1 and Rank 2 will proceed to the finals</div></div> |
| SCORING | |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | | FB FRAME | |
|------------|--|---|----------------------------------|
| GUIDELINES | | NUMBER OF PARTICIPANTS: 1 ENTRY PER CLUSTER | |
| | | <p>1. FB Frame shall be used by the team members for the whole duration of the Tagisan 2022 from March 18 to March 22, 2024.</p> <p>2. Every team is required to submit their Facebook frame design, inspired by their respective house and its description, no later than March 13, 2024, for evaluation by the judges.</p> <p>3. Submission of the FB Frame layout will be done by uploading it via a Google Drive link, which will be sent to your respective Cluster Head.</p> <p><i>All members within each cluster are required to use the Facebook frame on Saturday, March 16, 2024.</i></p> | |
| SCORING | | <p>1. Conformity to the Assigned House</p> <p>2. Creativity</p> <p>3. Clarity</p> | <p>30%</p> <p>40%</p> <p>30%</p> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | | DAMA | |
|------------|--|--|--|
| GUIDELINES | | NUMBER OF PARTICIPANTS: 1 PER CLUSTER | |
| | | <div>1. Each team must register 1 participant. Either male or female.</div> <div>2. The two players alternately will take turns in moving a piece (pass is not allowed)</div> <div>3. Touch move shall be observed in the games.</div> | |
| SCORING | | <div>1. Game duration should not exceed to 30 minutes or else point system shall be applied to determine the winner.</div> <div>2. Single Elimination shall be applied to determine the champion.</div> <div>3. The decision of the officiating official is final.</div> | |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | | CHESS |
|------------|---|-------|
| GUIDELINES | NUMBER OF PARTICIPANTS: 2 PER CLUSTER (1 MALE & 1 FEMALE) | |
| | <ol style="list-style-type: none">Each team must register 2 participants. 1 male and 1 femaleParticipants are encouraged to bring chess board for the game.Touch-move rule shall be applied for the whole duration of the game.There will be time limits of each game and shall be announced before the start of the game. | |
| SCORING | <ol style="list-style-type: none">Single Elimination shall be applied to determine the champion.The decision of the officiating committee is final. | |



APPENDIX C.

STI COLLEGE TAGUM TAGISAN 2024

MECHANICS AND SCORING

| EVENT | SODUKO |
|------------|--|
| | NUMBER OF PARTICIPANTS: 1 PER CLUSTER |
| GUIDELINES | <div><div>1. Each team must register 1 participant per team.</div><div>2. Only blue pen and pencil are allowed to use during the game.</div><div>3. After finishing the puzzles, participant must submit the answer sheet to the official. The official will record your time and no further editing is allowed.</div></div> |
| SCORING | <div><div>1. participant will get score for each puzzle which is completely solved before the time is up. Score for each puzzle will depend on difficulty of that puzzle.</div><div>2. In case, a participant can completely solve all puzzles given in each round before the time is up, he/she will get time bonus score. participant will get 3 points for each minute that has left - seconds will be omitted. However, a contestant will not get time bonus if all puzzles are not solved completely.</div></div> |



APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | | POSTER SLOGAN | |
|------------|--|---|---|
| GUIDELINES | | NUMBER OF PARTICIPANTS: 1 PER CLUSTER | |
| | | <div>1. Each team must register 1 participant.</div> <div>2. Participant shall provide his/her own drawing paraphernalia including 1/4 clean white illustration board and color enhancer like cloth or cotton (if needed).</div> <div>3. The participants may only use; oil pastel, pencil and pentel pen.</div> <div>4. Each participant is given three (3) hours for making the poster.</div> <div>5. The poster must be made with a slogan in line with the theme.</div> | |
| SCORING | | <div>1. Color harmony</div> <div>2. Unity of idea</div> <div>3. Relevance to the theme</div> <div>4. Over-all impact</div> | <div>(35%)</div> <div>(35%)</div> <div>(20%)</div> <div>(10%)</div> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | RUBIK'S CUBE |
|------------|--|
| | NUMBER OF PARTICIPANTS: 3 PER CLUSTER |
| GUIDELINES | <p>EXHIBITION MECHANICS:</p> <ol style="list-style-type: none">1. Participants must be bonafide students of STI College Tagum.2. Each participant will bring three (3) 3x3 rubik's cube and a timer.3. Participants are allowed to use magnetic rubik's cube. <p>ELIMINATION ROUND</p> <ol style="list-style-type: none">4. Participants will undergo elimination round where they solve 3 cubes completely (Black out).5. Participants are given 15 seconds inspection time.6. Each participant will use a timer to identify the time consumed in solving the rubik's cube. The participant will be the one to start the timer as the facilitator announces the go signal and will be the one to stop the time when the 3 rubik's cube are solved.7. The first six (6) least time consumed participants will go to the next round or final round. <p>FINAL ROUND:</p> <ol style="list-style-type: none">8. The six (6) participants with least time consumed will undergo to the final round where they solve 3 cubes completely (Black out).9. Start time- same procedure in the elimination round.10. The top 3 fastest solvers will be declared first, second, and third winners. <p>PENALTY AND DISQUALIFICATION IN THE FOLLOWING INSTANCES:</p> <ol style="list-style-type: none">11. Solved with 2 seconds penalty.<ol style="list-style-type: none">a. 1 turn more than 45 degrees to align.b. Top row- 1 turns more than 45 degrees.c. Bottom row- 1 turns more than 45 degrees.12. Solved no penalty- less than 45 degrees to align. |
| SCORING | <p>Scoring will depend on the point system provided for this Minor Event. `</p> <p>1st – 90 points 2nd – 80 points 3rd – 60 points</p> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| TIKTOK DANCE CRAZE | |
|--|--|
| NUMBER OF PARTICIPANTS: 10 PER CLUSTER | |
| EVENT | |
| GUIDELINES | |
| | <div><div>1. Participant’s songs of choice.</div><div>2. Each group must have atleast 10 members.</div><div>3. Tiktok music maximum of 3 minutes. (including credits)</div><div>4. Using of costume and props is allowed.</div><div>5. Strictly Prohibits Sensual Content.</div><div>6. Points will be deducted to any team if unregistered member is included to the content.</div><div>7. The participants are requested to submit their video in landscape format. Please provide both the video file and a TikTok link for online reaction verification purposes.</div><div>8. The participants must submit their entry on or before March 15, 2024 to this email address: paulaellaine.reginio@tagum.sti.edu.ph via outlook or onedrive with a subject “TAGISAN 2024 TikTok Dance Craze Compilation Entry_House name” and provide the following details:<div><div>a. Name of the TikTok Dance Craze Compilation:</div><div>b. Cluster name:</div><div>c. Name of Participants:</div></div></div><div>9. Films must be completed and submitted by the deadline date and time.</div><div>10. Late submissions will not be taken into considerations.</div></div> |
| SCORING | <div><div>1. Choreography30%</div><div>2. Mastery30%</div><div>3. Creativity25%</div><div>4. Online Reactions15%</div></div> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | |
|------------|---|
| GUIDELINES | KPOP DANCE COMPETITION |
| | NUMBER OF PARTICIPANTS: 7-13 PER CLUSTER |
| GUIDELINES | <div>1. PARTICIPATION: The competition is open to all bonafide STI College Tagum students. Each cluster must have only ONE (1) group to represent.</div> <div>2. KPOP GROUP: It is open to all KPOP dance groups consisting of 4-13 members. A group each cluster must represent and contain an EXACT NUMBER of KPOP group to cover. Groups shall not cover the SAME KPOP group. If happened that participants covered the same KPOP group, their scores will be deducted.</div> <div>3. CHOICE OF SONG: The selected KPOP group may only have ONE (1) complete song performed by the group. Remixing and mashups are NOT ALLOWED.</div> <div>4. PERFORMANCE DURATION: The performance should be ONLY 3-5 MINUTES long including the entrance and exit. Score deductions will be made for exceeding every 10 seconds. (e.g. 5:10 - 1 point deduction, 5:20 - 2 points deduction and so on.)</div> <div>5. CHOREOGRAPHY: The choreography performed should be an ORIGINAL dance performance by the chosen KPOP group. Stunts are STRICTLY PROHIBITED to ensure safety.</div> <div>6. COSTUMES & PROPS: Costumes should be APPROPRIATE and NOT EXTRA revealing. Props are NOT ALLOWED.</div> <div>7. JUDGES SCORING: Judges' decision are final. In case of tie, the chairperson of the board of judges will decide.</div> <div>8. AWARDS: The competition is completed by two (2) runner ups and one (1) champion. (e.g. 2nd runner up, 1st runner up, and champion)</div> |
| SCORING | <div>1. CHOREOGRAPHY AND MASTERY (40 points): How well the group synchronizes with the music and each other, as well as how well the choreography is executed.</div> <div>2. STAGE PRESENCE (30 points): How well they engage with the audience, their charisma and how well the song is expressed by the participants through their performance.</div> <div>3. COSTUME (10 points): This shows creativity and appropriateness for the costumes, make-up, and hairstyle.</div> <div>4. OVERALL IMPACT (20 points): Taking into factor the performance's overall effect and impression, which includes its entertainment value, memorability, and capacity to make an impression on the judges and audience that lasts.</div> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | DANCE SPORTS COMPETITION |
|------------|---|
| GUIDELINES | NUMBER OF PARTICIPANTS: 4 PER CLUSTER (1 PAIR-MEN AND WOMEN) (1 PAIR OF THIRD CATEGORY-OPEN TO ALL GENDER) |
| | <ol style="list-style-type: none">PARTICIPATION: This competition is open to all bonafide STI College Tagum students. Each cluster must have (1 PAIR-MEN AND WOMEN) (1 PAIR OF THIRD CATEGORY-OPEN TO ALL GENDER)CATEGORY: The routine should be LATIN AMERICAN dances that includes: Cha-cha, Rumba, and Jive.TIME DURATION: The maximum routine time limit is 1 and 30 seconds.MUSIC: The couple shall provide their own music for the individual and the committee shall provide for the group dance.COSTUME: The couple shall wear a dance sport costume that is APPROPRIATE and NOT TOO MUCH REVEALING of the participants' body. (e.g. plunging neckline) The jewelries must be removed during the competition to avoid danger and ensure safety.<ul style="list-style-type: none">Female: The chest area and panty line must be covered completely. No see through costumes will be allowed. When standing, skirt must be on the knee level. The participant must only use black cycling shorts.Male: Must wear any long sleeve fitted top and black trousers. Dancing shoes must be used during the competition.PERFORMANCE: The dancers will perform the sequence of Cha-cha, Rumba and Jive. The number should be placed at the back of the male pair. If a couple stops dancing while the music is being played, scores will be deducted.JUDGING: Judging will begin after they adopt their dancing positions and ends only when the music stops.AWARDS: The awards will be given are only: Best in Cha-cha, Best in Rumba, Best in Jive and overall champion. |
| SCORING | FOR COUPLE MEN AND WOMEN <ol style="list-style-type: none">TIMING, MUSICALITY AND EXPRESSION (25 points): The couple must perform the song with exact timing as well as interpretation. It must be aligned with the rhythm of the music. The couple's interpretation of the character and mood of the song must be highlighted in order to generate a feeling from the audience.POSTURE, SHAPE AND POISE (20 points): The body should speak on how it is positioned, carried, and performed. Couples must cooperate to coordinate angles, extensions, and body positions to form aesthetically pleasing shapes. They need to convey charisma and confidence on the dance floor.TOGETHERNESS, LINE HOLD BALANCE (10 points): Synchronization of movements, maintaining a strong connection between partners and demonstrating stability and control.FOOTWORK AND LEG POWER (10 points): Couple must execute intricate footwork patterns with precision, agility and speed. The foundation for performing dynamic movements and preserving balance and stability on the dance floor should be strong and powerful.COSTUME (10 points): Must demonstrate originality and creativity. It should be comfortable and allow for unrestricted freedom of movement. Costume regulations, such as those restricting the length of clothing and the quantity of skin displayed, must be followed. Participants must make sure they follow these guidelines in order to prevent deductions and disqualification. FOR THIRD CATEGORY (OPEN TO ALL GENDER) <ol style="list-style-type: none">POSTURE, SHAPE AND POISE (20 points): The body should speak on how it is positioned, carried, and performed. Couples must cooperate to coordinate angles, extensions, and body positions to form aesthetically pleasing shapes. They need to convey charisma and confidence on the dance floor.COSTUME (15 points): Must demonstrate originality and creativity. It should be comfortable and allow for unrestricted freedom of movement. Costume regulations, such as those restricting the length of clothing and the quantity of skin displayed,AUDIENCE ENGAGEMENT (20 POINTS): Ability to captivate and engage the audience through dynamic and entertaining choreography, interaction, and stage presence.EXPRESSION AND EMOTION (25 POINTS): Effective communication of emotions, storytelling, and expression through facial expressions, body language, and overall performance charisma.ENTERTAINMENT FACTOR (20 POINTS): Overall entertainment value, including the ability to entertain, excite, and leave a lasting impression on the audience. |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | |
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| GUIDELINES | DIRECTOR'S CUT |
| | NUMBER OF PARTICIPANTS: 3 PER CLUSTER |
| GUIDELINES | <div><div><div>1. The Director's Cut is a team competition where STI students collaborate to produce a creative, innovative, and original video on a given theme.</div><div>2. Any of the following shall cause the team's disqualification from the competition:<ul style="list-style-type: none">• The entry is a replica or recreation of any video;• The entry is not an original creation of the team; and• The entry contains material that is damaging to the name of STI as an academic institution: This includes material that is perceived as discriminatory, offensive, sexually explicit, and unlawful.</div><div>3. Total Video Length: Must not exceed 4 minutes<ul style="list-style-type: none">• Size: Must not exceed 500mb• Resolution: Must not exceed 1080p• Format: .mp4, .wmv, or .mpeg• Type: Choose from the following:<ul style="list-style-type: none">• Documentary• educational shorts• music video• short film• Vlog</div><div>4. Lower Third: Indicate names of team members</div><div>5. End Credits: Indicate the songs, videos, pictures, and other persons or entities to be credited for the completion of the video</div></div><div><div>Theme: WHO I AM</div><div>Teams shall create and produce a video that will show their journey in understanding who they are. The idea is to gracefully convey how one rises above life's challenges by overcoming their limitations, maximizing their inner strengths, and making a positive and meaningful impact. The team can explore various innovative approaches, such as documentary style, educational shorts, music videos, short films, or video blogs, to express their vision.</div></div></div> |
| | <div><div>1. Concept Interpretation: 30 pts</div><div>2. Creativity: 20 pts</div><div>3. Originality: 20 pts</div><div>4. Cinematography 15 pts</div><div>5. Editing: 15 pts</div></div> <div>Note: 5 pts. deduction: Non-adherence in any of the categories</div> |
| SCORING | |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | |
|------------|---|
| GUIDELINES | SHUTTER’S BEST |
| | NUMBER OF PARTICIPANTS: 3 PER CLUSTER |
| | <p>1. The Shutter’s Best is a competition where STI students employ creative photography to interpret, capture the ‘moment’, or give life to a thematic concept given to them.</p> <p>Type: Colored File Format: Raw + JPEG Image Resolution: Minimum of 1 MB</p> <p>Theme: VIBESHIFT Capture a unique photo that exhibits your perspective on what it means to overcome one’s limitations and maximize inner strengths to rise above life’s challenges. The chosen image inspires others to reflect on who they are and embrace their uniqueness. Convey your message, inspire, and pave the way for other Filipinos to follow by using your own photography technique.</p> |
| SCORING | <p>1. Relevance to the theme: 35 pts 2. Composition: 30 pts 3. Creativity and Originality: 25 pts 4. Quality of Image: 10 pts</p> <p>Note: 5 pts. deduction: Non-adherence in any of the categories</p> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | |
|------------|---|
| GUIDELINES | STAND UP AND DELIVER |
| | NUMBER OF PARTICIPANTS: 3 PER CLUSTER |
| | <div>1. Students confidently stand in front of an audience and expound on a given topic within three (3) minutes.</div> <div>2. Topic will be given 2 days before the event</div> <div>3. Should wear Business Attire</div> <div>4. No preparation Time</div> |
| SCORING | <div>1. Speech Content & Organization: 0-50 points</div> <div>2. Voice Quality: 0-25 points</div> <div>3. Poise & Delivery: 0-25 points</div> <div>Note: 5 pts deduction: Wearing other attire and Going-over the time limit</div> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | |
|------------|--|
| GUIDELINES | FLASHMOB |
| | NUMBER OF EXPECTED PARTICIPANTS: 300+ PER CLUSTER |
| GUIDELINES | <div><div>1. Mandatory Participation: All members of each cluster are required to actively participate in the flashmob, fostering a sense of unity and teamwork.</div><div>2. Music Selection: Each cluster will select one original music piece of any language and genre, ensuring diversity and inclusivity.</div><div>3. Surprise Performance: The flashmob will be executed spontaneously without prior notice. However, participants will be informed of a designated time frame during which the flashmob may occur, maintaining the element of surprise while allowing for preparation.</div><div>4. Dance Coordination: Participants are encouraged to attend dance practice sessions or utilize instructional materials provided to synchronize their movements with the chosen music, ensuring a visually captivating performance.</div><div>5. Creative Attire: While wearing cluster t-shirts is mandatory for uniformity, participants may accessorize or incorporate themed attire to enhance creativity and expression.</div><div>6. Safety Precautions: Props or accessories used during the flashmob must adhere to safety guidelines, prohibiting any items that pose potential risks to participants or spectators.</div><div>7. Submission Process: Clusters must submit their chosen music selections in MP3 format to Sir Jane Paul Ombania by the specified deadline of March 5, 2024, ensuring timely organization and coordination.</div><div>8. Facilitator Contact: Sir Jane Paul Ombania will serve as the primary point of contact for all flashmob-related inquiries, providing assistance and guidance as needed throughout the planning and execution process.</div><div>9. Music Length: Chosen music pieces must be between 3 to 5 minutes in duration, allowing for dynamic and engaging performances within a specified time frame.</div><div>10. Evaluation Criteria: Performance evaluations may be conducted based on creativity, coordination, and participation, with recognition or awards given to outstanding clusters, fostering friendly competition and motivation among participants.</div></div> |
| SCORING | <div><div>Synchronization (30 points): Precision and unity in dance movements, demonstrating synchronized timing and execution among participants.</div><div>Costume and Props (15 points)</div><div>Formation (10 points): Effective use of space and formation changes to create dynamic visuals and maximize stage presence.</div><div>Engagement (20 points): Active and enthusiastic participation demonstrated by all cluster members throughout the entire performance.</div><div>Energy (25 points): High energy levels and enthusiasm conveyed by participants, enhancing the overall excitement and impact of the performance.</div></div> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | |
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| GUIDELINES | COLOR FUN RUN |
| | NUMBER OF EXPECTED PARTICIPANTS: MINIMUM OF 100 PER CLUSTER |
| GUIDELINES | <div><div>1. The STI College Tagum Color Fun Run is a 2-KM, untimed event in which all students are encourage to participate and are doused from head to toe in different colors at each kilometer.</div><div>2. Wear white shirt at the start of the line.</div><div>3. After color runners complete the race, the fun continues with an unforgettable finish festival equipped with music, dancing and color throwing together with a whiplash of water!</div><div>4. The Color Fun Run will be held on March 21, 2024, before wrapping up the activity for the 5 day STI Tagum Tagisan ng Lakas. Official race call time is 3:00 pm at STI College Tagum Parking Area. The activity will start with a warm-up exercise and race shall start at 4:00pm.</div><div>5. Registration Fee Php 50.00: The fee is inclusive of a race bib, colored powder, and bottle of water.</div><div>6. Payment of Registration fee can be done through: Cluster Heads upon submitting the Registration Forms 2 weeks before the event.</div><div>7. Each team must compose of 100 minimum participants and must wear a ribbon wrist band in order to determine each clusters color.</div><div>8. The participants must be physically fit and can endure the heat and fun run session.</div><div>9. Participants shall register on or before March 11, 2024. The race kit includes the race bib, and bottled water. Race Bib may claim at OSA Office by Cluster Moderatos on March 19 – 20, 2024.</div><div>10. Participants shall come in appropriate running Attire. All participants are highly encouraged to wear white T-shirt.</div><div>11. Race bib should be pinned in front of the t-shirt and must be always worn during the race.</div><div>12. 1 hour before the start of the run, all team participants must ask to assemble at the parking area of STI grounds for announcements of the rules and warm up exercise.</div><div>13. The Colored Fun Run will start the preliminaries promptly at 4:00pm.</div><div>14. The race will officially commence at the cue of the GO.</div><div>15. There will be marshals/TMO assigned to guide the participants along the route of the Fun Run.</div><div>16. A medical team from Savers club will be on stand-by at designated areas along the route.</div><div>17. All participants who will successfully complete the race shall proceed at STI grounds Parking Area for the cool down exercise and finish the activity.</div></div> |
| SCORING | <div><div>1. The first 20 participants with (1) moderator each cluster to complete the race will consider winners.</div><div>2. The first-place winner will be awarded 100 points. The second-place winner will receive 80 points. Third Place: The participant finishing in third place will earn 60 points. These points will contribute to each cluster's overall tally.</div></div> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | SCRABBLE |
|------------|--|
| GUIDELINES | NUMBER OF PARTICIPANTS: 1 PER CLUSTER |
| | <div><div><div>1. Setup:</div><div>Place the game board in the center of the playing area. Each player draws seven letter tiles from the tile bag to form their initial hand. Decide who goes first, typically by drawing tiles and selecting the player with the letter closest to "A."</div><div>2. Gameplay Rounds:</div><div>Players take turns forming words on the game board using their letter tiles. The first player places a word on the board, either horizontally or vertically, starting from the central square. Subsequent words must connect to existing words on the board, forming a crossword pattern. Each word must be valid and found in the official Scrabble dictionary. Proper nouns, abbreviations, prefixes, and suffixes are generally not allowed.</div><div>3. Challenges:</div><div>Players can challenge the validity of a word played by an opponent. If the word is not found in the dictionary or is deemed invalid, the player who played the word loses their turn, and the word is removed from the board.</div><div>4. Endgame:</div><div>The game continues until all players have used all their tiles, and no more words can be formed. The player with the highest total score at the end of the game wins.</div><div>Time Limit for Each Turn: 30 Seconds</div></div></div> |
| SCORING | <div><div><div>1. Points are scored based on the letters used and the placement of the word on the board, as indicated by the numbered squares.</div><div>2. Letter tiles have assigned point values, and these are totaled for each word formed.</div><div>3. Bonus squares on the board, such as Double Letter Score (DL), Triple Letter Score (TL), Double Word Score (DW), and Triple Word Score (TW), can increase the points earned for a word.</div><div>4. If a player uses all seven tiles in one turn (a "bingo"), they earn a bonus of 50 points in addition to the points for the word itself.</div></div></div> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | MS. DAUNTLESS QUEEN 2024 (MDQ 2024) | | | | | | | | | | | | | |
|--|---|--|--------------------------------|--------------------------------|--------------------------------|-----------|-----------------------------|-----------------------------|-----------|-----------------------------|-----------------------------|-----------|-----------------------------|-----------------------------|
| GUIDELINES | NUMBER OF PARTICIPANTS: 2 PER CLUSTER | | | | | | | | | | | | | |
| | <div><div>1. Each cluster is required to register two participants who identify as Gay/Transgender individuals to compete in the pageant.</div><div>2. Candidates will compete in the following categories:<div><div>-Production (Festival themed Attire)</div><div>-Jeans Attire (STI Anniversary Shirt paired with Jeans)</div><div>-Talent Portion (must not incorporate props that pose any risk of explosion)</div><div>-Debate (Debate an issue/topic) Medium: Bisaya Dialect, English or tagalog (Casual Attire)</div><div>-Gown (Final Destination-Pick an Item, describe it and relate it to your life)</div></div></div></div> | | | | | | | | | | | | | |
| | <div><div>3. Candidates will undergo Debate after the casual attire performance.</div><div>Debate serves as a rigorous examination of the candidates' critical thinking abilities, challenging them to apply logical reasoning and problem-solving skills to seemingly abstract scenarios with real-life implications. Through this event, candidates are evaluated on their capacity to navigate complex issues, drawing connections between hypothetical dilemmas and practical contexts.</div><div>The tournament will adhere to the predetermined brackets, ensuring a structured progression of opponents for each participant:</div><div>DEBATTLE BRACKET</div><table><tr><th>BRACKETS</th><th>1ST REPRESENTATIVE</th><th>2ND REPRESENTATIVE</th></tr><tr><td>BRACKET 1</td><td>Cluster 1 (Candidate No. 1)</td><td>Cluster 3 (Candidate No. 4)</td></tr><tr><td>BRACKET 2</td><td>Cluster 2 (Candidate No. 2)</td><td>Cluster 1 (Candidate No. 5)</td></tr><tr><td>BRACKET 3</td><td>Cluster 3 (Candidate No. 3)</td><td>Cluster 2 (Candidate No. 6)</td></tr></table></div> | | BRACKETS | 1 ST REPRESENTATIVE | 2 ND REPRESENTATIVE | BRACKET 1 | Cluster 1 (Candidate No. 1) | Cluster 3 (Candidate No. 4) | BRACKET 2 | Cluster 2 (Candidate No. 2) | Cluster 1 (Candidate No. 5) | BRACKET 3 | Cluster 3 (Candidate No. 3) | Cluster 2 (Candidate No. 6) |
| | BRACKETS | 1 ST REPRESENTATIVE | 2 ND REPRESENTATIVE | | | | | | | | | | | |
| | BRACKET 1 | Cluster 1 (Candidate No. 1) | Cluster 3 (Candidate No. 4) | | | | | | | | | | | |
| | BRACKET 2 | Cluster 2 (Candidate No. 2) | Cluster 1 (Candidate No. 5) | | | | | | | | | | | |
| BRACKET 3 | Cluster 3 (Candidate No. 3) | Cluster 2 (Candidate No. 6) | | | | | | | | | | | | |
| <div><div>4. After the Debate: the judges will pick top 3 coming from each bracket who will proceed to the final round which is THE FINAL DESTINATION.</div></div> | | | | | | | | | | | | | | |
| <div><div>5. Possible Awards:</div><div>Best in Festival Attire</div><div>Best in Jeans Attire</div><div>Best in Talent</div><div>Best in Casual Attire</div><div>Passarella Queen</div><div>Ms. Dauntless Queen 2024</div><div>Ms. Dauntless Queen 2024 -1ST Runner Up</div><div>Ms. Dauntless Queen 2024 -2nd Runner Up</div></div> | | | | | | | | | | | | | | |
| SCORING | <div><div>Festival Attire:</div><div>-Creativity and Originality: 20</div><div>-Authenticity and Cultural Representation: 15</div><div>-Stage Presence and Confidence: 15</div><div>-Overall Impact and Presentation: 10</div></div> | <div><div>Jeans Attire</div><div>-Style and Fashion Sense: 20</div><div>-Confidence and Individuality: 15</div><div>-Fit and Proportion: 10</div><div>-Presentation and Stage Presence: 15</div></div> | | | | | | | | | | | | |
| | <div><div>Talent Portion</div><div>-Skill and Technique: 20</div><div>-Creativity and Originality: 15</div><div>-Stage Presence and Performance Impact: 15</div><div>-Relevance and Connection: 10</div></div> | <div><div>Casual Attire</div><div>-Style and Fashion Sense: 20</div><div>-Individuality and Personal Expression: 15</div><div>-Comfort and Confidence: 10</div><div>-Presentation and Grooming:15</div></div> | | | | | | | | | | | | |
| | <div><div>Passarella Queen</div><div>-Poise and Grace: 15</div><div>-Modeling Technique (walk): 20</div><div>-Confidence and Stage Presence:15</div><div>-Fashion Interpretation:10</div></div> | <div><div>Debate (will determine the participants who advance to the next round)</div><div>-Argumentation and Logic: 20</div><div>-Persuasiveness and Rhetoric: 15</div><div>-Rebuttal and Refutation: 15</div><div>-Engagement and Delivery: 10</div></div> | | | | | | | | | | | | |
| | <div><div>THE FINAL DESTINATION</div><div>PICK AN ITEM, DESCRIBE IT AND RELATE IT TO YOUR LIFE</div><div>-Clarity of Response: 30</div><div>-Depth of Insight: 40</div><div>-Confidence and Poise: 20</div><div>-Audience Impact and Connection: 10</div></div> | <div><div>MS DAUNTLESS QUEEN 2024)</div><div>The Decision of the Judges will be Final and Irrevocable.</div><div>For further clarifications please contact: Jane Paul Ombania</div></div> | | | | | | | | | | | | |
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APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | CLUSTER LOGO COMPETITION |
|------------|--|
| GUIDELINES | NUMBER OF ENTRY: 1 PER CLUSTER |
| | <div><div><div>1.</div><div>Each cluster must submit one official logo entry, representing their cluster, to be utilized throughout the entire Tagisan event.</div></div><div><div>2.</div><div>Participants are tasked with creating a unique and visually appealing logo that represents their cluster.</div></div><div><div>3.</div><div>Logos should be original creations and must not infringe upon any copyrighted material.</div></div><div><div>4.</div><div>Designs should be submitted in digital format (e.g., JPEG, PNG) must not exceed 200Mb</div></div><div><div>5.</div><div>Each logo must be submitted to the link given to the Cluster Heads.</div></div><div><div>6.</div><div>Late submissions may not be accepted, and clusters are encouraged to adhere to the designated deadline.</div></div><div><div>7.</div><div>Deadline of Submission March 13, 2024.</div></div><div><div>8.</div><div>A panel of judges will be appointed to evaluate the submitted logos. Judges may include representatives from the organization, graphic design professionals, and impartial individuals with relevant expertise.</div></div></div> <div><div>Note: Logos created for the competition will serve as the official emblem for T-shirts and other event-related documents.</div></div> |
| SCORING | <div><div><div>Creativity (30 points):</div><div>Originality and inventiveness of the design.</div><div>Uniqueness of concept and execution.</div></div><div><div>Relevance (20 points):</div><div>Appropriateness of the logo in representing the cluster's identity, values, and mission.</div><div>Clarity in conveying the intended message or theme.</div></div><div><div>Visual Impact (20 points):</div><div>Aesthetics and visual appeal of the logo.</div><div>Use of color, typography, and imagery to enhance the overall design.</div></div><div><div>Adherence to Guidelines (15 points):</div><div>Compliance with specified dimensions, resolution, and format requirements.</div><div>Absence of any prohibited elements or infringement of design guidelines.</div></div><div><div>Overall Presentation (15 points):</div><div>Overall impression and presentation of the logo.</div><div>Coherence, professionalism, and attention to detail in the submission.</div></div></div> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | |
|------------|--|
| GUIDELINES | BANNER MAKING COMPETITION |
| | NUMBER OF ENTRY: 1 PER CLUSTER |
| GUIDELINES | <ol style="list-style-type: none">Each cluster must submit one official banner entry, representing their cluster, to be utilized throughout the entire Tagisan event.Each cluster is tasked with creating a unique and visually appealing banner that represents their cluster.Banner should be original creations and must not infringe upon any copyrighted material.Designs should be submitted in digital format (e.g., JPEG, PNG) must not exceed 500MbEach logo must be submitted to the link given to the Cluster Heads.Late submissions may not be accepted, and clusters are encouraged to adhere to the designated deadline.Deadline of Submission March 13, 2024.A panel of judges will be appointed to evaluate the submitted logos. Judges may include representatives from the organization, graphic design professionals, and impartial individuals with relevant expertise. <p><i>Note: Banners created for the competition must be printed on tarpaulin material with dimensions of 5 feet in length and 2 feet in width</i></p> |
| | |
| SCORING | <p>Creativity (30 points): Originality and inventiveness of the design. Uniqueness of concept and execution.</p> <p>Relevance (20 points): Appropriateness of the logo in representing the cluster's identity, values, and mission. Clarity in conveying the intended message or theme.</p> <p>Visual Impact (20 points): Aesthetics and visual appeal of the logo. Use of color, typography, and imagery to enhance the overall design.</p> <p>Adherence to Guidelines (15 points): Compliance with specified dimensions, resolution, and format requirements. Absence of any prohibited elements or infringement of design guidelines.</p> <p>Overall Presentation (15 points): Overall impression and presentation of the logo. Coherence, professionalism, and attention to detail in the submission.</p> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | |
|------------|--|
| GUIDELINES | TSHIRT LAYOUT COMPETITION |
| | NUMBER OF ENTRY: 1 PER CLUSTER |
| GUIDELINES | <ol style="list-style-type: none">Each cluster must submit one Tshirt Layout entry, representing their cluster, to be utilized throughout the entire Tagisan event.Each team is tasked with creating a T-shirt layout that adheres to specific guidelines.The layout must prominently feature the official STI College Tagum logo without any alterations or modifications.Cluster symbols and logos should also be incorporated into the design, showcasing the identity of each respective cluster.Participants are allowed to include text about their cluster, such as slogans, mottos, or mission statements.Optionally, the layout may include numbers, symbols, or other characters that complement the overall design.Each layout must be submitted to the link given to the Cluster Heads.Late submissions may not be accepted, and clusters are encouraged to adhere to the designated deadline.Deadline of Submission March 13, 2024.A panel of judges will be appointed to evaluate the submitted logos. Judges may include representatives from the organization, graphic design professionals, and impartial individuals with relevant expertise. <p><i>Note: Each cluster's T-shirts are required attire for both the opening parade and the costume for the Flashmob.</i></p> |
| | <p>Creativity and Originality (30 points): Originality and inventiveness of the T-shirt layout design. Creative use of elements such as color, typography, and imagery to enhance the overall aesthetic appeal.</p> <p>Adherence to Design Guidelines (20 points): Compliance with the specified guidelines, including the inclusion of the official STI College Tagum logo and cluster symbols without alterations. Effective integration of text about the cluster and other specified elements into the design.</p> <p>Incorporation of Cluster Identity (20 points): Representation of the unique identity and characteristics of each cluster through the layout design. Clear and distinct incorporation of cluster symbols, logos, and text that accurately reflect the cluster's identity and values.</p> <p>Message or Theme Effectiveness (15 points): Clarity and effectiveness in conveying the cluster's message, theme, or purpose through the T-shirt layout design. Coherence and relevance of the text, imagery, and other elements in communicating the intended message or theme.</p> <p>Visual Appeal (15 points): Overall visual appeal and attractiveness of the T-shirt layout design. Attention to detail, composition, and overall presentation that enhances the appeal and attractiveness of the design.</p> |





APPENDIX C.
STI COLLEGE TAGUM TAGISAN 2024
MECHANICS AND SCORING

| EVENT | |
|------------|--|
| GUIDELINES | LARONG PINOY |
| | NUMBER OF PARTICIPANTS: 10 PER CLUSTER |
| | <div>1. Each cluster is required to register 10 participants for the Larong Pinoy event.</div> <div>2. Participants must be in good physical condition to engage in the games.</div> <div>3. The specific games to be played will be unveiled on the scheduled day of the event.</div> <div>4. Participants must arrive equipped with the following:<div>-Gym headband/Cloth (Color: cluster's designated color)</div><div>-Water (to prevent dehydration)</div><div>-Kneepads/Arm sleeves (for safety and protection)</div></div> |
| SCORING | <div>1st Place in each event will be awarded 100 points.</div> <div>2nd Place in each event will be awarded 80 points.</div> <div>3rd Place in each event will be awarded 60 points.</div> <div>The overall champion of the event will be determined by summing up the scores from each "Larong Pinoy" activity.</div> |





STI College Tagum Inc.
Apokon Road, Tagum City

SPORTS DEPARTMENT



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