

Baguio City Division Science and YES-O Festival
PFVR Gym and Manuel L. Quezon Elementary School (MLQES),
August 30, 31 and September 1, 2013

CONTEST GUIDELINES AND MECHANICS
for the 2013 Division Science and YES-O Festival

Theme: **“Science, Technology and Innovation in the K to 12 Curriculum:
Working Together for Growth, Development and Environmental Conservation”**

GENERAL GUIDELINES: There will be one rank for public and private schools in all competitions

I. SCIENCE QUIZ BEE

A. Participants to the activity are the TOP 5 WINNERS in the District Elementary Science Festival for Grades III – VI and Secondary (Grade 7 – 4th Year) levels of the special programs, regular classes will have one (1) participant each while cluster 2 schools will have 2 participants.

B. The quiz will be composed of the following categories: **easy, average, difficult** and **clincher** questions with an integration of 30% ENVIRONMENTAL CONCERNS. Thus, the **AVERAGE will be of environmental concern/issue**. Questions for easy and average will be multiple choices but not for the difficult and clincher. The following are the COVERAGE for the questions to be prepared:

- (ELEMENTARY) Grade 3 Topics: Senses, Growth, Animals and Plants
Grade 4 Topics: Muscular, Skeletal and Digestive Systems, Animals & Plants
Grade 5 Topics: Reproductive, Respiratory, and Excretory (Urinary) Systems, Plants & Animals
Grade 6 Topics: Circulatory and Nervous System (*No Endocrine and Lymphatic), Ecosystem, Materials and Matter
- (SECONDARY) Grade 7: 1st – 2nd Quarter Topics which composed of Matter and Cell
2nd Year Level Topics: Environmental Laws, Biodiversity, Ecology, Cell Division, Cellular Structures and Functions, Photosynthesis (Plant Parts and Functions)
3rd Year Level Topics: Measurement and Conversion, Matter, Atomic Theories and Structures, Mole Concept, Electronic and Configuration, and Chemical Bonding and Formula
4th Year Level Topics: Measurement, Newtonian Mechanics, Second Laws, Thermodynamics, Pressure, Work, Power and Energy

C. Questions will be prepared by the Division Office

D. All questions should be read and answered

E. The time allotments per category are as follows:

Easy: 10 seconds

Average: 15 seconds

Difficult: 20 – 45 seconds

Clincher: To be announced by the Quizmaster

F. For clincher, first contestant to answer correctly will be declared winner

Note: Coaches should deliberate first the questions in an EXCLUSIVE room. Thus, WORKING COMMITTEES for the Quiz Bee come from other grade/ year level should interchange. Example: Quiz Master from Grade V will go to Grade VI and vice versa.

SPECIFIC RULES:

- A. The Science Quiz Bee will be conducted in a Quiz Show format wherein all contestants are seated facing the stage.
- B. There will be five (5) questions per category. Each answer for the EASY round is one (1) point. AVERAGE round is two (2) points and the DIFFICULT round is three (3) points. In case of a tie, clincher questions will be given until the tie is broken. The first contestant to give the correct answer will be declared as the winner. Each contestant is provided with permanent marker, bond paper and answer sheets.
- C. Questions will be read twice (2X) by the Quizmaster. After the second reading, the Quizmaster will say "GO", only then will the contestant be allowed to write their answer. The time limit will begin with the word "GO" by the Quizmaster.
- D. After the time limit, the buzzer will sound. The contestant will automatically stop writing and raise their marker. They will be asked to raise their answer sheets with the proctor and recorder verifying and recording it. Contestants will show their answers to the audience at the same time.
- E. If the proctor can not determine the validity of the answer, the Board of Judges will decide on the matter. The decision of the Board is final.
- F. The duly registered coach of the contest/s is the ONLY person authorized to protest (if there are some concerns). All protest/s should be referred to the Board of Judges before the Quizmaster reads the question. The Board of Judges' decision is final.
- G. Wrong spelling in the written answers will constitute a wrong answer.
- H. For numeral answers, failure to comply with the correct number of significant figures will automatically render the answer incorrect. Proper units must always be included.
Rounding off rule: Round up the final answer if the first digit to be dropped is 5 and above
- I. In case of last minute change in your answer, cross out the previous answer and **encircle** your final answer.
- J. Coaches should **stay at the back** of the quizzers.
- K. Any violation of the aforementioned rules shall cause the disqualification of the contestant concerned.

II. **SCI-DAMA**

- A. Participants to the activity are the TOP 5 WINNERS in the District Elementary Science Festival for Grades III – VI and Secondary (Grade 7 – 4th Year) levels. Cluster 1 schools will have 1 participant while Cluster 2 will have 2 participants.
- B. The following are the categories for the Sci-Dama Event:

Elementary Level:	Water Patrol	Grade III-IV
	Power Patrol	Grade V-VI
Secondary Level:	Electro Sci-Dama	Grade 7
	Sci-Notation Sci-Dama	2 nd Year
	THI Sci-Dama	3 rd Year
	Thermo Sci-Dama	4 th Year
- C. The board size shall be 24X24 cm. and the chip size shall be 3X3 cm. in diameter.
- D. For the Electro Sci-Dama, an equivalent of Php 9.00 shall be used per kwh.
- E. Only players of the **SECOND (2nd) YEAR LEVEL – Sci Notation Sci-Dama** are allowed to use calculators.
- F. TOP 3 winners (1st - 3rd placers) will be awarded during the closing program but only the TOP 1 will represent the division in the Regional Level contest.
 - See attached ground rules and mechanics.

III. **SCI-ARTS**

- A. For the secondary level, there will be 1 participant each school that belongs to Cluster 1 and 2 participants for Cluster 2. For the elementary level, the TOP 5 per District will be joining this event.
- B. The concept/idea should revolve around the theme given/announced by the event chairperson during the contest proper.
- C. The required base paper to be used during the contest is a **¼ illustration board**.
- D. All materials, except the newspapers, will be provided by the participants. Borrowing of materials from other contestants shall not be allowed.
- E. At the option of the contestant, he/she may use pencils to draft sketches of his/her idea or concept.

- F. The allotted time for each category of this event is three (3), after which all entries shall be submitted to the event chairperson. Contestant may decide to submit his/her output earlier without waiting for the lapse of 3 hours.
- G. The different categories under this event are the painting and collage-making with the following criteria:
1. *Painting Contest* (poster paint – 4 colors+black and paint brush)

Criteria:

a. Relevance to the Theme	-30%
b. Creativity/Originality	-25%
c. Harmony of Colors (4 colors+black)	-25%
d. Aesthetics	<u>-20%</u>
TOTAL	100%
 2. *Collage-Making Contest* (newspapers – to be provided by the D.O),contestant will bring pair of scissors, glue/paste

Note: Output should not be in “diorama” style. Elevation must not be 1.5 cm.

Criteria:

a. Demonstration of re-use or recycling of materials	-25%
b. Craftsmanship/ Quality of work	-25%
c. Relevance of to the Theme	-25%
d. Aesthetics	<u>-25%</u>
TOTAL	100%
- H. Champions will represent the city during YES-O Camp.

IV. SCIENCE FAIR

- A. Investigatory project write-ups will be submitted on or before August 12, 2013(Monday), from 8:00 a.m. to 5:00 p.m. at the Division Office to the IP Chairpersons, Mr. Victor Valdez and Jeany Dupo (Secondary Level) and Ms. Gertrude Soliven and Marina Tabangcura (Elementary Level).
- B. Investigatory project rules and forms will follow INTEL-ISEF 2013-2014 guidelines.
- C. Write-up must be encoded/typewritten in an 8.5” x 11” bond paper, double-spaced (except the abstract), and fastened in a short folder.
- D. Abstract must be composed of not more than 250 words.
- E. The font style must be **TIMES NEW ROMAN** with a font size of **12**. Margin shall be **1 inch** for the TOP, RIGHT and BOTTOM sides while the LEFT side will have **1.5 inches**.
- F. Upon registration, **write-ups must be classified already**, accordingly. The following are the classifications of the Investigatory Project write-ups:
- | <i>Cluster I (Regular Classes & Annexes)</i> | <i>Cluster II (Science Classes)</i> |
|--|-------------------------------------|
| Life Science – Individual | Life Science – Individual |
| Life Science – Team | Life Science – Team |
| Physical Science – Individual | Physical Science – Individual |
| Physical Science – Team | Physical Science – Team |
- G. Elementary IPs have 2 categories, individual and team only. Life science and Physical science will be ranked 1.

Note: **Registration Fee of Php 75.00 per pupil/coach participant will be paid directly to the Division Office Cashier, Mrs. Zenaida Manzano, or Dr. Esther Y. Melecio, Science Supervisor. Registration will be by school to be given official receipt. For more information, please contact:

Dr. Esther Y. Melecio
442-7819 / 0998-976-3234

NOTICE **All BCAST officers, Secondary Association of Science Teacher (SAST) officers and Elementary (EAST) officers will have a meeting on August 12, 2013 at the Division Office at 3:00 p.m.Conference hall.

RULES OF SCI- DAMATH COMPETITION

Basically, the rules in playing the Filipino checkerboard game called "DAMA" will be used with some modifications in integrating mathematics and science as follows:

1. First number in the table of pairing will make the first move.
2. The two players alternately will take turns in moving a piece (pass is not allowed).
3. Touch move shall be observed in the game. A player who touches a chip is required to move that chip unless it is an illegal move.
4. After making a move, a player shall record his move in the score sheet.
5. Only one score sheet will be used by the players in a game.
6. Each player is allowed one minute to move and record the move and the score.
7. A warning is given to a player by the arbiter if no move is made in one minute, and consequently, he is forced to move a chip.
8. Continuous violation of rule #7 will mean disqualification (1st violation- warning, 2nd violation – disqualification) of the player even if he is leading in the score sheet.
9. All moves should be in the forward direction except when taking a chip or if the chip is "dama".
10. A chip is declared a dama if it reaches and stops in any of the following opponents' squares: (1,0) (3,0) (5,0) (7,0). Similarly, if an ordinary opponents' chip reach the following squares, it is declared "dama" (0,7) (2,7) (4,7) (6,7).
11. Once a chip is declared "dama", it could slide diagonally, forward, or backward in any vacant square. If a "dama" takes a chip, the score is doubled, similarly if a chip takes a "dama" the score is also doubled. If the "dama" takes a "dama", the score is quadrupled.
12. In taking a chip or chips, the following shall prevail: the dama rules on "dama", "mayor dalawa or tatlo", "mayor tatlo over dalawa", "mayor dama" and "mayor dalawa or tatlo over dama".
13. Dama chips should be encircled for identification purposes.
14. The remaining chip or chips of a player is added to his total score algebraically.
15. Games duration should not exceed twenty (20) minutes.
16. The game ends if:
 - The moves are repetitive
 - A player has no more chip to move
 - A player's chip is cornered
 - A player resigns
 - A twenty (20) minute game duration ended
17. The remaining chips have to be added to the respective player's total scores. If the remaining chip is "dama" the value is added.
18. The player with the lowest score wins the game.
19. The players may use calculators in Dama sci-notation.
20. Only players are allowed to raise questions during the game through the arbiter and questions should be settled immediately. No questions will be entertained after the game.
21. In case of a tie, the following tie breaking system shall be used in all round in the competition respectively:
 - Win over the other.
 - SB
 - Rematch (10 minutes)

**201 DIVISION LEVEL SCI-DAMA COMPETITION
GROUND RULES**

August 30-31, 2013 to September 1, 2013

1. The tournament shall be governed by the Sci- Damath rules and those stated in the following ground rules.
2. The round robin shall be adapted: The first player is determined by the table of pairings.
3. **Any two** violations a player will commit shall forfeit his/her game after he fails to observe the first warning by any of the tournament officials.

List of violations:

- a. Annoying or causing disturbing acts like tapping the chair, table, whistling or talking.
 - b. Improper arrangement of chips.
 - c. Wrong writing of move or operation.
 - d. Writing a move or operation before moving a chip.
4. Players, coaches and spectators are not allowed to make post game analysis or play against other players/coaches/spectators and discuss finished or unfinished games within 10 meter radius of the playing area. Coaches are only allowed within the playing area if requested by the arbiter tournament manager.
 5. Players are not allowed to eat or drink at the playing area while the game is in progress. However, he/she may ask permission to leave the playing area at his own time.
 6. In taking a chip pass is not allowed. If a player has an option, then he/she may use 1 minute but has to take the chip/s anyway. **If a player has no option, then he has to take the chip/s right away without consuming the 1 minute.**
 7. In moving a chip, **touch move** should be strictly observed except when the move contradicts the general guidelines on the damath games.
 8. No save by the bell in the last minute of the game. Continuation of move will observed when a chip/s is to be taken.
 9. A player records his/her own move. Computation of scores may be done after the game.
 10. Defaulting time is five (5) minutes.
 11. No complaints will be entertained after the players have signed the score sheets.
 12. Tie breaking rules respectively:
 - A. Winner over the other (for simple tie)
 - If they have played together, the player who won the game is ranked higher.
 - B. SB ("Sonneborn-Berger")
 - Add the scores of every opponent the player beats and half the score of every opponent the player draws.
 - M. Rematch – ten (10) minutes duration.