



SHAPING THE  
NEXTGEN EARTH

# GENERAL GUIDELINES AND SCHOOL ACKNOWLEDGEMENT

## ELIGIBILITY

1. Open to all **public and private junior high school and senior high school learners in Region XI.**
2. Each school must officially endorse its participants through the **principal or authorized school head.**
3. Participants must be bona fide learners in good standing from their respective schools.

## PARTICIPATION

4. Schools may register representatives in multiple events, provided schedules do not overlap.
5. Confirmation of participation is required to reserve slots. Final registration must be completed on or before the announced deadline.
6. Participants must attend orientations, briefings, and rehearsals as required by the organizers.
7. Entries must comply with event-specific guidelines and must respect intellectual property and copyright laws.

## EVENT CONDUCT

8. Participants and coaches are expected to maintain discipline, respect, and sportsmanship at all times.
9. All must strictly follow the competition schedule. Late arrivals or submissions may lead to disqualification.
10. Costumes, props, and materials must be school-appropriate and safe.

## ELIMINATION ROUNDS

11. If the number of participants exceeds the maximum slots, elimination rounds will be conducted one week before the actual competition.
12. Eliminations will follow the same judging criteria as the final round unless otherwise specified.
13. Only the top qualifiers will advance. Elimination results are final.

## JUDGING AND RESULTS

14. A panel of judges will be appointed for each event.
15. The judges' decisions are final and not subject to appeal.
16. Judging criteria will be released in the event-specific guidelines.

## AWARDS AND PRIZES

17. Winners will receive certificates, medals, and/or trophies.
18. Select winners may be awarded scholarship opportunities at Mapúa MCM, subject to the terms and conditions set by the institution.
19. Special citations (e.g., Best in Creativity, Best Team Spirit, People's Choice) may also be given depending on the event.



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## DISQUALIFICATION

20. Grounds include:
- Failure to meet eligibility or registration requirements
  - Misconduct, disrespect, or unsportsmanlike behavior
  - Violation of contest rules, school policies, or intellectual property rights

## CONTACT INFORMATION

For inquiries about the events feel free to get in touch with:

**Secretariat**  
Mapua MCM Cup Season 7  
**Email:** [mapuamcmmcup@mcm.edu.ph](mailto:mapuamcmmcup@mcm.edu.ph)

## DATA PRIVACY NOTICE

### Data Privacy Notice

By registering for the Mapúa MCM Cup Season 7, participants and schools consent to the collection and processing of personal information for the purposes of:

- Event registration and coordination
- Communication of competition updates
- Documentation and recognition of participants
- Sharing information on related activities, programs, and opportunities

All data will be handled in compliance with the Data Privacy Act of 2012 (RA 10173) and will not be shared with third parties without consent, except as required by law.

## FINAL PROVISIONS

Matters not covered by these general guidelines will be resolved by the organizing committee. The organizers reserve the right to amend rules, schedules, or mechanics with proper notice to all participating schools.

## SCHOOL ACKNOWLEDGEMENT

By signing below, the participant affirms that they have read, understood, and agreed to abide by the General Guidelines of the Mapúa MCM Cup Season 7 and the rules of their chosen event. The school representative affirms official endorsement of this participant/team.

School Representative (Principal/Authorized Coach):

Name: \_\_\_\_\_

Signature: \_\_\_\_\_

Designation: \_\_\_\_\_

Date: \_\_\_\_\_

**IMPORTANT:** Kindly upload this signed file in your google drive together with your registration forms.





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### Points Allocation per Event and Overall Scoring

The Mapúa MCM Cup Season 7 will recognize excellence across three major domains: **Knowledge, Skills, and Attitude**. Each event awards points to the Champion, 1st Runner-Up, and 2nd Runner-Up, 3<sup>rd</sup> Runner-upm 4<sup>th</sup> Runner-up and Participation (starting 5<sup>th</sup> runner-up). These points will be tallied to determine the overall standing of the participating schools.

#### Knowledge Events

| Event                               | Champion | 1st Runner-Up | 2nd Runner-Up | 3rd Runner-Up | 4th Runner-Up | Participation |
|-------------------------------------|----------|---------------|---------------|---------------|---------------|---------------|
| Code Clash: Programming Competition | 70       | 60            | 50            | 40            | 30            | 10            |
| Square Off: Math Quiz               | 70       | 60            | 50            | 40            | 30            | 10            |
| Sci-Meet: Science Quiz              | 70       | 60            | 50            | 40            | 30            | 10            |

#### Skills Events

| Event                                | Champion | 1st Runner-Up | 2nd Runner-Up | 3rd Runner-Up | 4th Runner-Up | Participation |
|--------------------------------------|----------|---------------|---------------|---------------|---------------|---------------|
| Singing Duets : Vocal Duet           | 80       | 70            | 60            | 50            | 40            | 15            |
| Riff Rumble: Battle of the Bands     | 100      | 90            | 80            | 70            | 60            | 20            |
| Speak Up! Impromptu Speaking Contest | 70       | 60            | 50            | 40            | 30            | 10            |
| Craft 1.4.6                          | 70       | 60            | 50            | 40            | 30            | 10            |
| Smart Talker                         | 80       | 70            | 60            | 50            | 40            | 15            |
| Interviewer                          | 80       | 70            | 60            | 50            | 40            | 15            |
| ChantNation: Jazz Chants             | 100      | 90            | 80            | 70            | 60            | 20            |
| Innovation Pitching                  | 100      | 90            | 80            | 70            | 60            | 20            |

#### Attitude Events

| Event                               | Champion | 1st Runner-Up | 2nd Runner-Up | 3rd Runner-Up | 4th Runner-Up | Participation |
|-------------------------------------|----------|---------------|---------------|---------------|---------------|---------------|
| Metamorphosis: Cosplay Challenge    | 70       | 60            | 50            | 40            | 30            | 10            |
| Street Dance Battle                 | 100      | 90            | 80            | 70            | 60            | 20            |
| Cheer off: Cheer Dance Competition  | 100      | 90            | 80            | 70            | 60            | 20            |
| BattleZone: Mobile Legends E-Sports | 100      | 90            | 80            | 70            | 60            | 20            |
| ReelPlay: Film Spoof                | 100      | 90            | 80            | 70            | 60            | 20            |

#### Overall Ranking

The final ranking of each school will be determined by the **cumulative total points** earned across all Knowledge, Skills, and Attitude events. The team with the highest accumulated score will be hailed as the **Overall Champion of Mapúa MCM Cup Season 7**.