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# **Mechanics for Mapúa Mind Maze (SCIENCE)**



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As part of the annual Wizards' Cup, math and science quiz bees named "Mind Maze" shall be competitively played by the students of Mapúa Malayan Colleges Laguna to showcase their skills in the field of knowledge sports.

<b>Venue</b>	FB Auditorium
<b>Date and Time</b>	05 FEB 2025 9:00 AM - 12:00 PM

With this, the following are the guidelines and provisions for this competition:



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## A. GUIDELINES

- a. Participants of the Mind Maze (Science) shall meet the following qualifications:
  - i. Only one team per department may join the *Mapúa Mind Maze – Science Quiz Show*.
  - ii. Each team must be composed of three (3) bona fide students of the department they represent.
  - iii. Each member of the team must NOT be a contestant in other Mapúa Mind Maze events.
  - iv. Registration is REQUIRED. The team captain must register through the provided link.
  - v. The deadline for registration is on January 13, 2025.. Incomplete or late registration is a ground for disqualification.
  - vi. If any of the registered contestants will not be able to participate, replacement will be allowed and must be done by informing the event organizer at least an hour before the start of the contest.
  - vii. Participants are requested to be at the venue at least one hour before the official start of the event. The Organizers reserve the right not to allow the participation of those who will come late during the actual event.



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## B. GAME RULES

1. The rules established in these guidelines must be strictly followed and observed by all players and officials involved in the match. These guidelines establish a comprehensive structure to manage the Mind Maze Competition while encouraging fair play and sportsmanship among all participants. The Wizards' Cup Mind Maze (SCI) competition shall comply to the following mechanics:

- The questions are categorized into three categories: Easy, Average, and Difficult. Each category will have ten (10) questions. Questions in each category will have specific points:

Easy – 2 points

Average – 5 points

Difficult – 8 points

- Questions will be read twice and the quiz master shall say go to signify that all can start answering. Each round will have corresponding answer time:

Easy – 15 seconds

Average – 30 seconds

Difficult – 60 seconds



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- Questions will only be read twice. The timer will start after the question has been read for the second time
- Contestants may start answering the question while it is being read by the Quiz Master.
- The final answer of the contestants must be written on the whiteboard provided.
- Contestants may revise their answers within the allotted time. Once the time is up, the last answer written on the whiteboard will be considered the final answer.
- Answers that require units must be complete.
- Only non-programmable calculators can be used. Modern calculators with pre-installed graphs and easy-answer formulas are not allowed. Each calculator will be checked prior to the start of the event.
- Possession by the official team members of any resource material pertinent to the coverage of the quiz show or electronic devices aside from the allowed calculator are not allowed in the venue. Such is also a valid ground for the disqualification of the team.



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- After the Difficult level, the top three finalists will be declared as the CHAMPION, 1st runner-up and 2nd runner-up, accordingly.
- In case of a tie, clincher questions will be asked and the first contestant to have an advantage wins.
- Only the participants are allowed to make protests which should be immediately referred to the Panel of Judges before the next question is read.
- The use of any disrespectful words or profanities is not allowed. Such is also a valid ground for disqualification of the team.
- The decision of the Panel of Judges shall be final in all questions/protests.



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## C. POINT VALUES AND CATEGORIES OF WINNERS

### 1. Categories of Winners

- a. Champion
- b. Second Place
- c. Third Place

### 2. Special Awards

### 3. Scoring System

- Easy questions are worth two (2) points each, average questions are worth five (5) points each, and difficult questions are worth eight (8) points each.



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## **D. PENALTIES AND VIOLATIONS**

### **a. Player Violations Clause**

No Show. Teams that do not show up for the event will be disqualified from the competition.

Missing Team Members. All members of each team from every department must be present at the game, any missing member will result in a deduction of ten (10) points from the total score.

Tardiness. All participants must arrive at the competition venue by the designated time, with a grace period of two (2) minutes allowed, after which a deduction of ten (10) points will be taken from the total score for late arrivals.

Inappropriate Language. The use of any disrespectful words or profanities is not allowed and will result in disqualification if violated or continued.



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## b. Game Violations Clause

- 1.Registration Process. Participants must comply with the required registration process and failure to do so will result in a deduction of ten (10) points from the total score for the team.
- 2.“Go” Signal. Participants must wait for the quiz master to say "Go" before answering questions; failure to comply will result in a deduction of ten (10) points from the total score.
- 3.Obstruction. Any team that deliberately obstructs the work of fellow contestants is not allowed, and if violated, will receive a deduction of ten (10) points from the total score.
- 4.Cheating. Cheating in any form, including but not limited to using phones to check answers, looking at other participants' answers, and carrying cheat sheets with trivia information, will result in disqualification.



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## E. INTERRUPTIONS

- a. In the event of unforeseen interruptions, such as technical difficulties, players from each team are asked to remain patient and wait in the venue until the game can resume.
- b. Interruptions may occur during the event, and the following are examples:

- Notifications from Devices. Participants and facilitators are required to set their devices to silent or "Do Not Disturb" mode to avoid unnecessary distractions during the event.
- Noise from Facilitators. Facilitators should refrain from making any noises that could distract the participants.
- Noise from Participants. Participants are expected to avoid making unnecessary noises that could potentially distract other teams.

## F. EQUIPMENT RIDER

1. One (1) Scoring Sheet
2. Eight (8) Calculators
3. Seven (7) Buzzers
4. One (1) Electronic Timer