



St. Paul University Philippines

Tuguegarao City, Cagayan 3500

Tel: 369-1987 to 396-1994

Fax: 078-846-4305

www.spup.edu.ph



SCHOOL OF INFORMATION TECHNOLOGY AND ENGINEERING

Regional ITE Summit 2026

Theme: "Building Smarter Futures through Technology and Engineering"

July 20-22, 2026

GENERAL COMPETITION GUIDELINES

1. All participating teams must accomplish the official registration form containing complete and accurate participant information. **The duly accomplished form must be submitted on or before June 30, 2026.**

Download the registration form: [\(link\)](#)

2. Each participating school shall designate one (1) faculty member to serve as the official coach per event. The designated coach shall be the sole authorized representative of the school and is the only person allowed to file a protest or raise concerns on behalf of the team.
3. A registration fee shall be collected per competition to cover the costs of judges' and facilitators' honoraria, prizes, medals, and certificates.

Registration fees:

Event	Registration Fee
ITE-nnovate: Research Presentation	Php 1,000.00
Technology Quiz Bee	Php 1,000.00
Mathematics Quiz Bee	Php 1,000.00
General Programming	Php 1,000.00
Animated Poster Making	Php 1,000.00
Robotics – Line Follower	Php 1,000.00
Robotics – Sumobot	Php 1,000.00
Bridge Building	Php 1,000.00

4. Payment of the registration fee shall be made on-site during the official registration hours on the first day of the Regional ITE Summit, July 20, 2026.
5. The Top Three (3) winners in each competition shall be declared as Champion, 1st Runner-up, and 2nd Runner-up.
 - Champion – Certificate of Recognition, Trophy, and Php 5,000.00 cash prize
 - 1st Runner-up – Certificate of Recognition, Trophy, and Php 3,000.00 cash prize
 - 2nd Runner-up – Certificate of Recognition, Trophy, and Php 2,000.00 cash prize
6. All protests must be submitted in formal writing and must be duly signed by the Team Coach and the Head of the Delegation to be considered valid.
7. Once the winners are officially announced, the decision of the Board of Judges is final, binding, and irrevocable.



St. Paul University Philippines

Tuguegarao City, Cagayan 3500

Tel: 369-1987 to 396-1994

Fax: 078-846-4305

www.spup.edu.ph



SCHOOL OF INFORMATION TECHNOLOGY AND ENGINEERING

MATHEMATICS QUIZ BEE

Competition Guidelines

Competition Date and Time: July 22, 2026

Competition Venue: SP Multimedia Room

I. Participants

1. The competition is open to:
 - Senior High School students under the STEM Strand, and
 - Undergraduate students enrolled in any engineering programs.
2. Participation is team-based.
 - Each team shall consist of two (2) members.
 - Each institution may send a maximum of two (2) teams.
3. All teams must accomplish and submit the official registration on or before the designated deadline.
 - Teams that fail to register within the given period will not be allowed to participate.

II. Competition Coverage

All questions shall be drawn from general mathematics topics, including but not limited to:

- Algebra
- Trigonometry
- Geometry
- Basic Statistics and Probability
- Logic and Set Theory

Questions shall be classified into Easy, Average, and Difficult categories.

III. Competition Format and Mechanics

The competition shall consist of Qualifying Rounds, a Semi-final Round, and a Final Round.

1. Qualifying Rounds
 - Participating teams shall be randomly divided into Roster A and Roster B.
 - Each roster shall undergo two (2) qualifying rounds, conducted separately.

Qualifying Round 1

- Roster A and Roster B shall compete independently.
- The top five (5) teams from each roster shall advance to the Semi-final Round.

Qualifying Round 2

- Teams that did not qualify in Qualifying Round 1 shall compete again within their respective rosters.
- Scores from Qualifying Round 1 shall be carried over.
- The top five (5) teams from each roster, based on the combined scores of Qualifying Rounds 1 and 2, shall advance to the Semi-final Round.
- Each qualifying round shall consist of fifteen (15) questions.



St. Paul University Philippines

Tuguegarao City, Cagayan 3500

Tel: 369-1987 to 396-1994

Fax: 078-846-4305

www.spup.edu.ph



SCHOOL OF INFORMATION TECHNOLOGY AND ENGINEERING

Clincher Round (Qualifying Stage)

- In the event of a tie for the last qualification slot, a Clincher Round shall be conducted to determine the advancing team(s).
2. Semi-final Round
 - Scores from the qualifying rounds shall not be carried over.
 - The round shall consist of twenty (20) questions.
 - The top five (5) teams shall advance to the Final Round.
 - Any ties shall be resolved through a Clincher Round.
 3. Final Round
 - Scores from the semi-final round shall not be carried over.
 - The round shall consist of twenty (20) questions.
 - The team with the highest score shall be declared Champion.
 - The teams with the second and third highest scores shall be declared First Runner-Up and Second Runner-Up, respectively.
 - Any ties shall be resolved through a Clincher Round.
 4. Clincher Round (Tie-Breaking)
 - The same mechanics as the regular rounds shall apply.
 - If the number of correct answers equals the number of available slots, the teams automatically advance.
 - If the number of correct answers is less than the available slots, those teams advance while the remaining slot(s) are contested.
 - If the number of correct answers exceeds the available slots, additional clincher questions shall be administered until the tie is resolved.

IV. Rules and Regulations

1. All participants must be present at the venue at least 30 minutes before the scheduled start of the competition.
2. The quizmaster shall read each question twice before the timer starts.
3. Once the allotted time has elapsed, no further answers shall be accepted.
4. In case of a tie for the last qualification slot, a Clincher Round shall be conducted.
5. Any form of cheating, use of unauthorized materials, or misconduct shall result in immediate disqualification.
6. The decisions of the judges and quizmaster are final and irrevocable.

V. Scoring and Results

1. Scores shall be tallied after each round.
2. The team with the highest total score at the end of the competition shall be declared the Champion.
3. Awards shall be given to:
 - Champion
 - 1st Runner-up
 - 2nd Runner-up

Note: Please refer to the General Competition Guidelines for additional rules and specific procedural requirements.