



St. Paul University Philippines

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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.



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TECHNOLOGY QUIZ BEE

Competition Guidelines

Competition Date and Time: July 22, 2026

Competition Venue: SJ101 DR

I. Participants

1. The competition is open to:
 - Senior High School students under the STEM Strand, and
 - Undergraduate students enrolled in:
 - Bachelor of Science in Information Technology (BSIT), and
 - Bachelor of Science in Computer Engineering (BSCpE) programs.
2. Participation is team-based.
 - Each team shall consist of three (3) 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

The quiz bee will assess participants' knowledge across various Information Technology and Computer Engineering-related topics, including but not limited to:

- Programming Languages (e.g., Python, Java, C++)
- Computer Networks
- Cybersecurity
- Database Management Systems
- Computer Hardware and Operating Systems
- Embedded Systems and Computer Architecture
- Emerging Technologies (e.g., Artificial Intelligence, Cloud Computing, Internet of Things)

III. Competition Format and Mechanics

The competition shall consist of three (3) main rounds, followed by a Clincher Round, if necessary.

1. Easy Round
 - Ten (10) questions will be given, randomly selected from the competition coverage.
 - Each question is worth 1 point.
 - Participants are given 10 seconds to answer each question.
 - Questions are in multiple-choice format.
2. Average Round
 - Ten (10) questions will be given, randomly selected from the competition coverage.
 - Each question is worth 3 points.
 - Participants are given 15 seconds to answer each question.
 - Questions may be multiple-choice or short-answer.



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3. Difficult Round
 - Ten (10) questions will be given, randomly selected from the competition coverage.
 - Each question is worth 5 points.
 - Participants are given 20 seconds to answer each question.
 - Questions may be multiple-choice or short-answer.

4. Clincher Round (Tie-Breaking and Ranking)
 - The Clincher Round shall be conducted to break ties in scores that affect the final rankings (Champion, 1st Runner-up, and 2nd Runner-up).
 - Only the tied teams shall participate in the clincher round.
 - All clincher questions shall be taken exclusively from the Difficult Round category and shall involve higher-order thinking such as problem-solving, coding snippets, or scenario-based questions.
 - The clincher shall follow a sudden-death, rank-by-rank format:
 - A question is presented to all tied teams simultaneously.
 - The first team to provide a correct answer is awarded the highest available rank.
 - Once a rank is awarded:
 - The winning team is removed from the clincher round.
 - The remaining tied teams proceed to the next clincher question to determine the succeeding rank.
 - This process continues until all tied rankings are resolved, regardless of whether two (2) or more teams are involved.
 - The time limit and answering mechanics used in the Difficult Round shall apply to all clincher questions.

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.