

REGIONAL SUMMIT 2026

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 July 20, 2026.**
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 3,000.00 cash prize
 - 1st Runner-up – Certificate of Recognition, Trophy, and Php 2,000.00 cash prize
 - 2nd Runner-up – Certificate of Recognition, Trophy, and Php 1,000.00 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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ROBOTICS – SUMOBOT Competition Guidelines

Competition Date and Time: July 22, 2026 | 8:00 AM

Competition Venue: SJ101 DR

I. Participants

1. The competition is open to:
 - Senior High School students and
 - Tertiary Level Students
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 participants must accomplish and submit the official registration on or before the designated deadline.
 - Participants that fail to register within the given period will not be allowed to participate.

II. Competition Format and Mechanics

1. Robots must not exceed maximum dimensions of 20 cm x 20 cm with no height restrictions and a maximum weight limit of 500 grams.
2. Each unit must remain a single, centralized entity throughout the match and must clearly display a registered name or number for identification.
3. Robots must be fully autonomous, operating without any external control or interference once the match begins.
4. A mandatory five-second delay is required after activation before the robot can initiate any movement or operation.
5. Construction may utilize any robot kit materials, provided they do not include prohibited components.
6. Jamming devices, IR interference, or any components designed to intentionally damage the opponent or the ring are strictly forbidden.
7. The use of liquids, powders, gases, sticky substances, or any traction-enhancing devices is prohibited.
8. Sharp edges must be covered or modified if the judges determine they pose a risk of physical damage to the competition surface or opponents.
9. Matches consist of three rounds lasting one minute each, with the victory awarded to the team that wins the majority of the rounds.
10. Judges/Facilitators may authorize up to two extension rounds in the event of a draw, or determine a winner via weight, lots, or a scheduled rematch.
11. All decisions rendered by the judges and facilitators regarding technical compliance and match results are final and irrevocable.

III. Scoring and Results

1. A point is awarded to the opponent if a robot initiates any movement or functional operation before the mandatory five-second delay has elapsed.
2. A point is granted to the opposing team if a robot remains completely stationary or fails to engage after the five-second activation period.
3. A point is scored when any part of a robot touches the area outside the ring, effectively falling out of the competition surface.
4. A point is awarded if a robot loses a structural component during the match, excluding minor hardware like individual screws or nuts.
5. A point is conceded if all wheels or the primary motion system of a robot lose contact with the ring's surface, such as being flipped or hoisted.
6. A point may be awarded to the lighter robot if the judges determine there is no clear winner after the allotted round time.
7. A point is automatically given to the opponent if a player touches the ring, their own robot, or the opposing robot while the match is in progress.
8. Awards shall be given to: Champion, 1st Runner-up, and 2nd Runner-up
9. The decisions of the judges are final and irrevocable.

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

