

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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GENERAL PROGRAMMING Competition Guidelines

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

Competition Venue: LR105 and LR106

I. Participants

1. The competition is open to:
 - Tertiary Level Students
2. Participation is team-based.
 - Each team shall consist of five (2) members.
 - Each institution may send a maximum of three (3) 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. The competition will be facilitated by CodeChum.
2. Each participating team must be enrolled to the CodeChum Practice Problems days prior to the competition.
3. There will be 8 problems and must be solved within 2 hours.
4. The participants may use any programming language to solve the problem. The languages they may use are: C, C++, Java and Python.
5. If a participant exceeds the allowed tab switches or uses brute force solutions, their score for that problem is zeroed automatically. More than three tab switches lead to disqualification of the participant or team.
6. The system accounts for hardware or internet problems, allowing exceptions when properly communicated.

III. Scoring and Results

1. The final score and results will be provided by CodeChum.
2. Participants will be scored on average team performance, with time taken used for tiebreakers
3. Awards shall be given to: Champion, 1st Runner-up, and 2nd Runner-up
4. The decisions of the judges/facilitators are final and irrevocable.

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