MECHANICS AND CRITERIA OF DIFFERENT EVENTS, AGGIES FEST 2025

THEME: "SOWING KNOWLEDGE, EMPOWERING FUTURE FARMERS, CULTIVATING THE FUTURE"



AGRICULTURE DEPARTMENT

Office of Future Farmers of the Philipp Collegiate Chapter (FFPCC)





TECHNICAL EVENTS

1. WEED IDENTIFICATION

COMMITTEE: Jovim Tombo (BSA-3CP)

Franz Aldrian Bahan (BSA-3CP)

ASSIGNED FACILITATOR: Franz Josef B. Gonzales, MSc.

Mechanics

- 1. There will be one (1) participant from each team
- 2. There will be thirty (30) major weed specimens to be identified
- 3. Each participant will give the scientific name of the given specimen.

Proper Writing of Scientific Names

Scientific names must be written correctly and formatted properly:

- a. Genus name is capitalized (e.g., Echinochloa).
- b. Species name is **lowercase** (e.g., *crus-galli*).
- c. Both names must be underlined when handwritten (e.g., *Echinochloa crus-galli*).
- 4. Each participant will be given 30 seconds to answer each specimen.
- 5. The method used in a "moving exam" will be applied.
- 6. The 'Major Weeds of the Philippines 2nd Edition' Authored by Moody et.al. will be the reference for the event.
- 7. After the competition, the answer sheets will be collected by the facilitators.
- 8. The highest scorer will be declared as champion, the 2nd highest scorer will be the 1st runner-up and the 3rd highest scorer will be the 2nd runner-up.

2. INSECT PEST IDENTIFICATION

COMMITTEE: Liza Mae P. Dabalos (BSA-3CP)

Keziah C. Dagala (BSA-3CP)

ASSIGNED FACILITATOR: Maximo N. Mandriaga Jr.

Mechanics

- 1. There will be one (1) participant for each team.
- 2. There will be 30 insect specimens to be identified. The participant will give the scientific name, order, and family of each species.
- 3. Insect pests to be identified are major insect pests of high valued crops in the region.
- 4. Each participant will be given 60 seconds to answer.
- 5. The method used in a "moving exam" will be applied.
- 6. Points per insect:

a. Order: 1 pointb. Family: 1 point



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- c. Genus: 1 point
- d. Species (Scientific Name): 1 point

Total per insect: 4 points.

No partial credit for spelling or formatting errors in the binomial name.

In case of a tie, a **sudden-death round** with additional samples will determine the winner.

- 7. After the competition, the answer sheets will be collected by the facilitators
- 8. The highest scorer will be declared as champion, the 2nd highest scorer will be the 1st runner-up and the 3rd highest scorer will be the 2nd runner-up

3. DISEASE IDENTIFICATION

COMMITTEE: Julius Partosa (BSA-3CP)

Grazy Alvarez (BSA-3CP)

ASSIGNED FACILITATOR: Tito Palmerola

Mechanics

- 1. There will be one (1) participant for each team
- 2. There will be 30 disease specimens to be identified. The participant will give the causal organism and the name of the disease.
- 3. Diseases to be identified are diseases of high valued crops in the region
- 4. Each participant will be given 40 seconds to answer
- 5. The method used in a "moving exam" will be applied
- 6. Points per disease sample:
 - a. Scientific name: 1 point
 - b. Common name of the disease: 1 point
- 7. Total per disease sample: 2 points
- 8. After the competition, the answer sheets will be collected by the facilitators
- 9. The highest scorer will be declared as champion, the 2nd highest scorer will be the 1st runner-up and the 3rd highest scorer will be the 2nd runner-up

4. SEED IDENTIFICATION

COMMITTEE: John Paul O. Marabiles (BSA-3CS)

Aliena Sofia Hinampas (BSA-3CS)

ASSIGNED FACILITATOR: Alfel John C. Poniones

- 1. There will be one (1) participant in each team
- 2. There will be 20 seed specimens to be identified
- 3. Each participant will give the scientific name and family name of the seed specimens based on the latest APG classification.
- 4. Each participant will be given 30 seconds to answer
- 5. The method used in a "moving exam" will be applied
- 6. After the competition, the answer sheet will be collected by the facilitators



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7. The highest scorer will be declared as champion, the 2nd highest scorer will be the 1st runner-up and the 3rd highest scorer will be the 2nd runner-up

5. FERTILIZER IDENTIFICATION

COMMITTEE: Harly Torres (BSA-3CS)

Daniel Adzuara Jr. (BSA-3CS)

ASSIGNED FACILITATOR: Domy Bonn M. Untalan, MSc.

Mechanics

- 1. There will be one (1) participant in each team
- 2. There will be 30 organic and inorganic fertilizers to be identified
- 3. Each participant will give the name of the fertilizer. Categories will be inorganic and organic fertilizers.
- 4. The participants can touch, smell or even taste the given fertilizers.
- 5. Each participant will be given 20 seconds to answer.
- 6. The method used in a "moving exam" will be applied.
- 7. After the competition, the answer sheets will be collected by the facilitators
- 8. The highest scorer will be declared as champion, the 2nd highest scorer will be the 1st runner-up and the 3rd highest scorer will be the 2nd runner-up

6. FERTILIZER COMPUTATION

COMMITTEE: Rhea Jane Vinculado (BSA-3CS)

Dave Carlos Bayonita. (BSA-4CS)

ASSIGNED FACILITATOR: Arvelyn Cocamas, MSc.

Mechanics

- 1. There will be one (1) participant for each team
- 2. Cellphones or programmable calculators are not allowed during the event.
- 3. Each participant will be given two (2) questions to answer.
- 4. Each question will be given an allotted time of ten (10) minutes to be solved by the participant.
- 5. Answers must be expressed in two (2) decimal places
- 6. The highest scorer will be declared as champion, the 2nd highest scorer will be the 1st runner-up and the 3rd highest scorer will be the 2nd runner-up

7 - 8. GRAFTING AND BUDDING

COMMITTEE: Jonabel Batocan (BSA-4CS)

Eagie Dianna Blanca (BSA-3CS)

ASSIGNED FACILITATOR: Roselyn Macasambat, MSc.

Jupite Mark U. Banayag, MSc.



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- 1. There will be one (1) participant in each team for grafting and one (1) for budding.
- 2. Each participant will be given one (1) seedling stock for grafting and one (1) for budding.
- 3. The participants will provide their own grafting/budding knife.
- 4. The participant will be provided with grafting tape/cellophane.
- 5. The participant will be provided with scion stick for grafting and for budding.
- 6. The participant will be the one to select the active bud eye/scion and size of the scion to match the stock for grafting/budding.
- 7. Participants will be given only five minutes to perform the grafting and five minutes for budding

Criteria	
Propagation Techniques	50%
-Selection of stock and scion (terminal bud/bud	
eye)	
-Cutting of stock and scion	
-Wrapping with grafting/budding tape	
Performance/Quality of work	30%
Speed (based on time allotted)	20%
Total	100%

9. DISH GARDENING

COMMITTEE: Queen Sofia Villanueva (BSA-2A)

Mika Ella Diola (BSA-2A)

ASSIGNED FACILITATOR: Sarah Jane Suarez

- 1. There will be one (1) participant for each team.
- 2. Participants must bring their own materials and accessories except flower pot.
- 3. The host school will provide the flower pot and soil.
- 4. No cutting of roots, but trimming is allowed.
- 5. The diameter of the dish should not be more than 15 inches.
- 6. The contest is only good for one hour.
- 7. Coaching is not allowed when the event is ongoing.
- 8. Ranking will be applied after computing the ratings of all participants per judge, which in turn, the consolidated ranking will serve as the final one.
- 9. The winners will be declared as 1st, 2nd and 3rd placers.

Criteria:			



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Unity and harmony	10%
Application of correct principles (Balance, Contrast, Dominance)	25%
Uniqueness	25%
Artistry and Creativity	30%
General Appearance/Visual impact	10%
Total	100%

10. FEED FORMULATION

COMMITTEE: Jonah S. Añora (BSA-3AS)

Stephanie Malilay (BSA-3AS)

ASSIGNED FACILITATOR: Honey Jyl Ducusin

Mechanics

- 1. There will be one (1) participant for each team.
- 2. There will be two (2) nutrient components to be attained (crude protein, metabolized energy, calcium and phosphorus) using the "Trial and Error Method"
- 3. Each participant will be given one hour to finish the task
- 4. Cellphones or programmable calculators are not allowed during the event.
- 5. Answers must be expressed in two (2) decimal places
- 6. Participants can submit their answer sheets to the facilitators if they are done answering. The facilitators will write down the time spent by the participants in solving the problem.
- 7. If there will be a tie score, it will be broken in terms of the time they spent to finish the task. The earlier they finish then they will be given the credit to be the higher rank
- 8. The highest scorer will be declared as a champion, the 2nd highest scorer will be the 1st runner-up and the 3rd highest scorer will be the 2nd runner-up.

11. FEED INGREDIENT IDENTIFICATION

COMMITTEE: Guillermo S. Hayana III (BSA-4AS)

Angel Ann Arsenal (BSA-4AS)

ASSIGNED FACILITATOR: Katrina Diaz

- 1. There will be one (1) participant in each team.
- 2. There will be 30 feed ingredients to be identified.



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- 3. Each participant will classify the identified feed ingredient according to the source of nutrient: Protein (plant, animal/marine), Carbohydrates, fats/oil, vitamins, minerals, and additives.
- 4. Each participant will be given 30 seconds to answer.
- 5. The method used in a "moving exam" will be applied.
- 6. After the competition, the answer sheets will be collected by the facilitators
- 7. The highest scorer will be declared as champion, the 2nd highest scorer will be the 1st runner-up and the 3rd highest scorer will be the 2nd runner-up 3-3

12. LIVE WEIGHT ESTIMATION

COMMITTEE: Deligero, Prince Merrick (BSA-3AS)

Navarro, Charles Benedic (BSA-3CP)

ASSIGNED FACILITATOR: Nickson Zolina

- 1. There will be one (1) participant for each team
- 2. The participant will give the estimated weight of the live specimen
- 3. There will be four (4) goats to be utilized as subjects for the competition. Each team will assign to a specific goat. The competition will take place at Franz Josef B. Gonzales residence.
- 4. The specimen will be placed in front of the participants during the competition proper. The participants can form a line or circle
- 5. A calibrated weighing scale should be used in the event duly certified by the Municipal Enterprise Management Office
- 6. Each participant will write his/her estimate in kilograms (kg) in a ¼ sheet of paper at a time for a period of 1 minute in every live animal. The participant will give the average weight of the three given live animals. The papers will be collected by the facilitator for computation, tabulation and determination of winners.
- 7. Actual weight of the specimen will be determined immediately after the time allotment
- 8. The participant with the closest weight estimate to the actual weight will be identified as the winner. There will be 3 winners identified in the competition, the 1st, 2nd and 3rd placer.
 - 1st placer- participant with the closest weight estimate to the actual weight 2nd placer- participant with the second closest weight estimate to the actual weight
 - 3rd placer- participant with the third closest weight estimate to the actual weight

MECHANICS AND CRITERIA OF DIFFERENT EVENTS GENERAL EVENTS



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1. PUBLIC SPEAKING

COMMITTEE: Lastimoso, Elgine (BSA-3CS) **ASSIGNED FACILITATOR:** Sarah Jane Suarez

Mechanics

- 1. There will be one (1) entry from each team.
- 2. Each participant will draw a topic relevant to the theme.
- 3. Each participant will be given three (3) minutes to study and three minutes to deliver.
- 4. When first contestant is about to speak, the second contestant will start reading his topic.
- 5. Succeeding speakers will follow the same procedure.
- 6. A timekeeper will keep tract of the time and stop the participant after the given time is consumed.

Criteria

Content	-35%
Organization of thoughts	-15%
Delivery & Eloquence	-30%
Relevance to the theme	- <u>20%</u>
Total	100%

2. POSTER MAKING

COMMITTEE: Manguiran, Nicole (BSA- 3AS) **ASSIGNED FACILITATOR:** Christine c. Danan

- 1. There will be two (2) participants from each team.
- 2. Each team will only make one slogan.



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- 3. Participants will be provided with cartolina and pencil. Participants shall bring them own coloring and other drawing materials.
- 4. Participants will create their piece in line with the theme.
- 5. Participants will be given one and half (1 ½) hours to finish their poster.
- 6. Participants are only allowed to write their entry number on their posters. Any stray marks shall be considered as a ground for disqualification.
- 7. After the competition, outputs will be displayed for judging.

Criteria

Relevance and content	- 40%
2. Color Harmony	- 30%
3. Peculiarity	- 20%
4. Neatness	<u>- 10%</u>
Total	100%

3. TECHNOLOGY PRESENTATION

Mechanics

- 1. There will one (1) participant for food category
- 2. The participant will draw lots for the sequence of presentation.
- 3. A ten-minute (10-minute) PowerPoint presentation will be made.
- 4. Each participant will be given ten (10) minutes for the question-and-answer portion.
- 5. A finish product must be presented by the participants.
- 6. All entries will be evaluated and ranked by the judges based on the criteria.

COMMITTEE: Jonah S. Añora (BSA-3AS)

Stephanie Malilay (BSA-3A)

ASSIGNED FACILITATOR: Maria Irvin Pedrosa

Criteria for Non-food Category

1.	Novelty of Technology	-	30%
2.	Clarity of Presentation	-	20%
3.	Suitability of Technology in relationship to theme	-	25%
4.	Impact of Technology	-	<u>25%</u>
	Total		100%

COMMITTEE: Reston, Janelle (BSA- 2D)

Pacatang, Khennie Jay (BSA - 2B)



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ASSIGNED FACILITATOR: Jonalyn N. Tordillo, LPT, LAgri, MBA **Criteria for Food Category**

Taste			-25%
Visual appeal			-25%
Originality and Creativity of the Recipe			-30%
Label			-10%
Overall Presentation			- <u>10%</u>
	Total	-	100%

4. RESEARCH OUTLINE PRESENTATION

COMMITTEE: Goc-ong, Rheizyl May (BSA- 2D)

Escobal, Trecel - 4CS

ASSIGNED FACILITATOR: Bench Arvelyn Cocamas

Mechanics

- 1. There will be one (1) entry from each team.
- 2. The participant must be a bona fide student of the participating school.
- 3. A ten (10) minutes PowerPoint presentation will be made.
- 4. Each participant will be given five (5) minutes for the question-and-answer portion.
- 5. The timekeeper will remind the participant five (5) minutes before his/her allotted time ends through flashcards.
- 6. All entry will be evaluated and ranked by judges.

Criteria

1. Written report (70%)

`	Completeness of information	-25%
	Value (contribution to knowledge, economics, and practical use)	-25%
	Novelty	-20%
2.	Oral presentation (30%)	
	Coherence of presentation	-15%

Voice quality and articulation -15%

Total 100

5. QUIZ BEE (AGRICULTURE, FORESTRY, FISHERIES)

COMMITTEE: Cañetan, Charlyn (BSA- 3AS)



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Nonol, Lian Nicole (BSA - 2C)

ASSIGNED FACILITATOR: Roselyn Macasambat, MSc.

Mechanics

- 1. There will be three (3) participants from each team
- 2. Each team will have one common answer
- 3. There will be ten (10) question in each round; easy, average and difficult round
- 4. There will be no elimination on all rounds
- 5. The participants will be given 10, 15 and 20 seconds to answer each question for the easy, average and difficult round, respectively.
- 6. The use of books, notes, calculators and other support materials is not allowed during the competition
- 7. The participants can use pencil and piece of blank paper in all rounds
- 8. The quizmaster will read the questions twice. Time will start ticking immediately after the second reading of the question.
- 9. The highest score in three rounds will be declared the winner.
- 10. In case of a tie, a tie-breaking question will be given. The first team to correctly answer the tie-breaking question will be declared as the winner.
- 11. The point system for each round will be as follows;

Easy round - 2 points each Average round - 3 points each Difficult round - 5 points each

6. DIVERSIFIED FARMING MODEL

COMMITTEE: Reston, Janelle (BSA - 2D)

Bamuya, Deserie (BSA - 2D)

ASSIGNED FACILITATOR: Eric Josua Ballesteros

- 1. Each group must be represented by two (2) participants.
- 2. The host institution will provide the box of (1meter square) and soil in a scale for a 1-hectare farm.
- 3. The participants shall be responsible for other materials needed.
- 4. Indigenous materials are should be used in the design. Spray painting will also be allowed.
- 5. This event is good for two (2) hours (1 ½ hrs. making/developing; 30 minutes presentation)
- 6. Evaluation will be done by three judges whom the proponents shall defend their outputs.
- 7. The farm models will be displayed for public viewing.



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- 8. Ranking will be applied after computing the ratings of all participants per judge which in turn the consolidated ranking will serve as the final one.
- 9. The winners will be declared as 1st, 2nd and 3rd placers.

Criteria:

20%
25%
25%
20%

5. General Appearance & Overall Impact - 10%

Total 100%

7. FIELD LAYOUTING

COMMITTEE: Japhet A. Bonzo (BSA-4CP)

Apple Joyce Ausan (BSA-4CS)

ASSIGNED FACILITATOR: Bench Flongs Refogio

Eligibility and Team Composition

- Open to undergraduate agriculture students.
- Individual or team participation (3 members per team).
- Registration required prior to competition day.

Materials Provided by Organizers

- Designated plot area (uniform size for all participants).
- Sticks or markers for plotting.
- Measuring tape, string, and other basic layout tools.

Materials Participants May Bring

- Scientific calculators (non-programmable).
- Graph paper, pencils, rulers, and erasers.

Competition Format

1. Problem Briefing

Participants receive a scenario (e.g., crop type, spacing, orientation, intercropping scheme).

2. Planning and Calculation Phase (20 minutes)

Teams compute and draft their layout on paper.

3. Field Layout Phase (20 minutes)

Teams plot the layout on the assigned area using sticks and measuring tools.cs

4. Evaluation and Defense

The designated faculty will inspect the physical plot, review the calculations, and may ask clarifying questions including the computation.



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8. MR. and MS. AGGIES FEST 2025

COMMITTEES: Blanca, Eagle Dianna (BSA - 3CS)

Batocan, Jonabel (BSA- 4CS)

ASSIGNED FACILITATOR: Jermely D. Requina

PAGEANT GUIDELINES

- 1. Each team must have one (1) male and one (1) female candidate and must be bona fide students of Davao de Oro State College-Main Campus, specifically, a student from the Agriculture Department.
- 2. Each candidate must be at least (18) eighteen and not more than (25) twenty-five years of age, be of good moral character. (Note: The winner of the said pageant will have the chance to compete for the regional competition DAASI)
- 3. Pre-pageant photoshoot outside is strictly PROHIBITED, if not set by the Organizing committee.
- 4. The candidates will be judged according to the following minor awards:

MINOR AWARDS

- a. Best in Jeans Attire
- b. Best in Farmers Attire
- c. Best in School Uniform
- d. Best in Casual Wear
- e. Mr. and Ms. People's Choice Award
- f. Mr. and Ms. Production
- g. Mr. and Ms. Photogenic

MAJOR AWARDS

- a. Mr. and Ms. AGGIES FEST 2025
- b. Mr. and Ms. AGGIES FEST 2025 1st runner up
- c. Mr. and Ms. AGGIES FEST 2025 2nd runner up
- d. Mr. and Ms. AGGIES FEST 2025 3rd runner up
- e. Mr. and Ms. Eloquent
- 5. The assistants of the candidates are not allowed to interfere with the plans and program flow of the organizing committee.
- 6. Each of the candidates must have only 3 chaperons and 2 make-up artists that shall assist the candidates backstage.



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- 7. If you have any concerns, questions, or clarifications, please approach the Head Committee of the event to avoid misinformation and misunderstandings.
- 8. The decision of the members of the Board of Judges is FINAL and IRREVOCABLE.

QUESTION AND ANSWER PORTION (Hashtag)

- 1. The candidates can respond to the given hashtag using English and Filipino Language.
- 2. There will only be a single question that will determine the winner of the said competition. The question will be in relation or based on the current issues in agriculture. The answer of each candidate will be judged by these Criteria:

CRITERIA	%
Content	50
Intelligence and Wit	20
Delivery	20
Overall Impact	10
TOTAL	100

CRITERIA FOR ATTIRES

- I. Each of the candidates will compete in the following categories:
 - 1. Production (Introduction of Candidates)
 - a. Each candidate will introduce themselves wearing their Creative Jeans Attire.
 - b. The candidates will be judged according to these criteria:

CRITERIA	%
Poise and bearing	30
Stage Presence	20
Projection and Delivery	40
Overall Impact	10
TOTAL	100



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2. School Uniform

- a. The Candidates should wear the prescribed uniform of the Davao de Oro State College. As presented in the Students Handbook.
- b. The Candidates will be judged according to these Criteria;

CRITERIA	%
Beauty and Poise	40
Presentation & Neatness	30
Stage Presence	20
Overall Impact	10
TOTAL	100

3. Casual Attire

- a. The Candidates should wear casual attire during the preliminary question.
- b. The Candidates will be judged according to these Criteria;

CRITERIA	%
Poise and bearing	30
Eloquence and Sophistication	20
Beauty	40
Overall Impact	10

TOTAL	100



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4. Farmers' Attire

CRITERIA	%
Poise and bearing	25
Eloquence and Sophistication	25
Authenticity	25
Beauty	25
Total	100

9. MASS DANCE COMPETITION

COMMITTEE: Julius Partosa – BSA 3(Crop Protection)

ASSIGNED FACILITATOR: Christine C. Danan

- 1. All participants must be bona fide students of Davao de Oro State College-Main Campus and enrolled in Agriculture Department.
- 2. Each team must have of 20- 30 participants including drummers. Additional participants who shall serve as props men/women and spotters are allowed.
- 3. Each team will be given a minimum of 4 minutes and a maximum of 5 minutes for performance. The participating entries will be given 10 seconds for preparation/entry time and exit time. No props or materials will be left in the performance area upon leaving. Violation of these rules will cause a 10 points deduction on the total score.
- 4. The cheers and yells must not contain any explicit, vulgar, foul and obscene words.
- 5. There shall be no inclusion of any sharp objects, flammable, or other dangerous substances in participants' costumes and props.
- 6. The use of portable drums and other instruments is ALLOWED. The performers are PROHIBITED to wear costumes that are too REVEALING.
- 7. The participants must not wear any kind of jewelry during the competition.



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10. MODERN DANCE COMPETITION

COMMITTEES: Partosa, Julius (BSA - 3CP)

Goc-ong, Rheizyl May (BSA- 2D)

ASSIGNED FACILITATOR: Bench Flongs Refogio

Mechanics

- 1. There will be a minimum of eight (8) and a maximum of ten (10) members in each performing group. Members can be all male, all female or combination of both genders.
- 2. The participants are given a minimum of four (4) and maximum of six (6) minutes for their presentation. Every thirty (30) seconds of lacking or excess time is equivalent to 3-point deduction from the total average score of the group. There is no maximum number of songs that may be used in the routine.
- 3. Every lacking or excess of the number of participants is equivalent to three-point (3-point) deduction from the total average score of the group.
- 4. There will be one (1) entry for every participating team.
- 5. All entries will be evaluated and ranked by judges.

Criteria

1.	Choreography of steps, movements and gesture	es -	30%
2.	Mastery and coordination	-	30%
3.	Costume and props	-	20%
4.	Choice of music	-	10%
5.	Audience impact	-	<u>10%</u>
		Total	100%

11. BOOTH EXHIBIT

COMMITTEE: Refer to the assigned team adviser

ASSIGNED FACILITATOR: Team Adviser

1. Eligibility

Open to all team participating in AGGIES FEST 2025.

2. Setup and Dismantling

- Booth setup will begin one day before the exhibit starting at 8:00 AM.
- Booths must be ready for inspection one hour before the event starts.

3. Booth Guidelines



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- Booth design must reflect the theme: "SOWING KNOWLEDGE, EMPOWERING FUTURE FARMERS, CULTIVATING THE FUTURE"
- Use of eco-friendly and recyclable materials is highly encouraged.
- Safety precautions must be observed at all times.
- No hazardous, flammable, or sharp materials that may harm participants and visitors.

4. Presentation

• Each team must assign at least two members to explain their booth to the judges and visitors.

5. Judging Schedule

- Judging will take place on Day 1 of AGGIES FEST (see program)
- Each team will have 5-10 minutes to present to the judges.

6. Disqualification

• Failure to follow guidelines or unsafe booth setup may result in disqualification.

7. Awards

- Awards will be given for:
 - Best Booth Design
 - Most Informative Booth
 - Most Innovative Booth

Criteria	Description	Points
Creativity & Design	Uniqueness, aesthetic appeal, and alignment with the theme.	25 pts
Relevance to Theme	Booth concept clearly reflects AGGIES FEST 2025's theme and agricultural focus.	20 pts
Content & Informativeness	Accuracy, depth, and clarity of information presented.	25 pts
Sustainability & Innovation	Use of eco-friendly materials and/or innovative approaches in booth concept.	15 pts
Presentation & Engagement	Enthusiasm, communication skills, and interaction with visitors and judges.	15 pts



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Criteria	Description	Points
Total		100

12. VOCAL SOLO (MALE AND FEMALE)

COMMITTEE: Diola, Mika Ella (BSA - 2A)

ASSIGNED FACILITATOR: Roselyn Macasambat, MSc.

Sarah Jane Suarez

Mechanics

- 1. There will be two (2) entries from each participating team. One male and female.
- 2. Their piece must be an Original Pilipino Music (OPM), preferably in Filipino.
- 3. The music must be submitted prior to the contest.
- 4. The participant is given a minimum of three (3) and a maximum of five (5) minutes for his/her presentation.
- 5. All entries will be evaluated and ranked by the judges.

Criteria

Voice Quality (vocal technique and intonation)
 Stage Performance (Interpretation, Delivery, and Dynamics)
 Mastery
 Total
 50%
 30%
 100%

13. EGG WEIGHT ESTIMATION

COMMITTEES: Pacatang, Khennie Jay (BSA - 2B)

Laruga, Lorrane (BSA - 2B)

ASSIGNED FACILITATOR: Katrina Diaz

- 1. There will be one (1) participant for each team
- 2. The participant will determine and give the estimated weight of the specimen
- 3. There will be three (3) eggs of any kind which depends on its availability in the host institution.
- 4. The specimen will be placed in front of the participants during the competition proper. The participants can form a line or circle.
- 5. A calibrated weighing scale should be used in the event duly certified by the Municipal Enterprise Management Office
- 6. Each participant will write his/her estimate in grams (g) in a 1/4 sheet of paper at a time for a period of 1 minute in every specimen. The participant will give the



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average weight of the three-given specimen. The papers will be collected by the facilitator for computation, tabulation and determination of winners.

- 7. Actual weight of the specimen will be determined immediately after the time allotment
- 8. The participant with the closest weight estimates to the actual weight will be identified as the winner. There will be 3 winners identified in the competition, the 1st, 2nd and 3rd placer.
 - 1st placer- participant with the closest weight estimate to the actual weight 2nd placer- participant with the second closest weight estimate to the actual weight

3rd placer- participant with the third closest weight estimate to the actual weight

14. CREATIVE BANNER COMPETITION

COMMITTEE: Refer to the designated team Adviser

Team	Required Color Palette
Sus scrofa	Shades of Pink
Gallus gallus	Shades of Red
Capra hircus	Shades of Brown
Equus caballus	Shades of black

CONTEST GUIDELINES

- Banner Size: Must strictly measure 1.5 meters (length) x 1 meter (height).
- Color Palette: Each team must prominently feature their assigned color in the design.
- **Team Identification:** The banner should clearly display the **team name or species name**. One can combine different color but the assigned color pallet should be dominant.
- Material: Should be on a cloth painted by the team, assign two (2) runners for the banner-raising race.
- Non-Compliance: Failure to follow the required size or color will result in **point** deduction.

Criteria	Description		
Creativity & Originality	Uniqueness of concept, innovation of design, and how well elements are combined to produce an original piece.		
Relevance to Theme	Accuracy and clarity in representing the contest theme through visuals and text.	20	
Visual Impact	Attractiveness, balance of elements, and ability to capture attention even from a distance.	20	
Neatness & Craftsmanship	Clean execution, proper alignment, and an overall polished look.	15	
Message Clarity	Clear, concise, and easy-to-read message that reflects the intended idea.	10	
Size & Color	Exact 1.5m x 1m size and correct use of assigned color	10	



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Violation	Deduction
Incorrect banner size (>5 cm deviation)	-2 points
Major size error (>10 cm deviation)	-5 points or disqualification
Minor color deviation	-1 point
Missing or incorrect primary color	-3 points
No attempt to follow assigned color palette	-5 points or disqualification
Unreadable or missing team name	-2 points
Message is unclear or missing	-1 to -3 points
Offensive or prohibited content	Automatic disqualification



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Office of Future Farmers of the Philipp Collegiate Chapter (FFPCC)





SPORTS EVENTS

1. Baskeball

Committee: Arcalles, Niefer (BSA 1B) - Boys

Deligero, Prince Merrick (BSA 3CP) – Boys

Bayo, Richardson (BSA 1C) – **Girls** Cañetan, Charlyn (BSA 3AS) – **Girls**

ASSIGNED FACILITATOR: Bench Flongs Refogio

Team competition for men and women.

- 1. The game structure will be a **DOUBLE ELIMINATION** round.
- A player thrown out of the game for roughness or unsportsmanlike behavior will not be allowed to play in the team's next game. If thrown out for a second time, he shall be disqualified to participate throughout the meet.
- 3. In case of a tie, the FIBA Rules in breaking a tie will be followed.
- 4. There will be a five (5) minutes intermission at the half with a one-minute break between periods, if any.
- 5. Tie games after regulation will be extended with a three-minute overtime, then after a one-minute rest additional three-minute overtime periods will be played until the game is decided. All overtimes are stopping time. An additional timeout is given to each team for any and all overtime periods.
- 6. There is a 15-minute default time period from the published start time five players must be dressed to start. Should there be any extenuating circumstances, then this default can be waived by complete agreement of the two coaches involved and the tournament manager.
- 7. Each quarter will have 8-minute playing time. First half will be running time. Second half will be stopping time.
- 8. The fifth foul disqualifies an individual player from the game. Technical (except administrative ones for illegal jerseys) count in this number.



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2. Volleyball

Committee: Queen Sofia C. Villanueva (BSA 2A)
ASSIGNED FACILITATOR: Maximo N. Mandriaga Jr.

Team competition for men and women.

- 1. In volleyball, games in the elimination shall be played in two out of three winning sets.
- 2. While in the championship games its 3 out of 5 winning sets.
- 3. Participants must know the "official volleyball rules" and abide by them.
- 4. Participants must accept Referee's decision with sportsmanlike conduct, without disputing them;
- 5. Participants must refrain from actions or attitude aimed at influencing the decision of the referees or covering up the faults committed by their team.
- 6. Participants must behave respectfully and courteously in the spirit of fair play not only towards the referee but also towards the officials, the opponent, teammates and spectators.

The competition shall be played in accordance with the FIVB Rules 2013- 2016 edition. All necessary interpretations will be made before the competition, i.e., during the General Technical Meeting of Coaches and Referees.

3. Badminton

Committee: Manguiran, Nicole - 3AS

ASSIGNED FACILITATOR: Bench Flongs Refogio

Team Competition for Men & Women. It shall adopt the Mixed Double system of play, with a single pair from each team. Players should also bring their own racket.

- 1. In Badminton, all games shall be played in two out of three winning sets.
- 2. If a team wins the singles, doubles in a row, said team shall be declared the winner. If both teams win each, the singles and the other doubles, the second singles shall determine the winner.



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3. No team will be allowed to compete with less than 2 players. No individual event will be allowed.

4. Sepak Takraw

Committee: Navarro, Charles Benedic - 3CP ASSIGNED FACILITATOR: Nickson Zolina

- Each competing team must have five players;
- 2. Players should be in proper sports attire;
- 3. Every team is given one time out and one substitute every set;
- 4. Fault point system shall be used in the game. In the 1st and 2nd set, race to 21 and in the 3rd set or decision set, race to 15;
- 5. The first ball shall be determined by a toss coin;
- 6. The referee's decision is irrevocable;
- 7. Every team is given 10 minutes of preparation after the last call. Failure to come after the allotted time will be automatically disqualified.

5. Table Tennis

Committee: Buca, Jose Lowelle - 1D

ASSIGNED FACILITATOR: John Alfel C. Poniones

- 1. Each competing team must 2 players (Mixed double);
- 2. Players should be in proper sports attire;
- 3. Substitution is not allowed unless the player is injured;
- 4. Players can be either a single or double match;
- 5. Players must provide their own rackets;
- 6. Each game is composed of three sets. Change court at the end of every set;
- 7. Scoring system is rally. In the end 1st and 2nd set, race to 21. In case of 3rd set or decision set race to 15. If a receiver commits a fault, the server gains a point and continues the serve;
- 8. Loser side serve first:
- 9. Every player is given 10 minutes' preparation after the last call. Failure to come after the allotted time will be automatically disqualified;



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6. Mobile Legends

Committee: Dumlao, Excel - 1A De Leon, Philip - 1B

ASSIGNED FACILITATOR: Bench Flongs Refogio

- a. Each competing team must have six players. It depends on the team if it is composed of all boys, all girls, or mixed;
- b. Fixed schedule is final. Players should come on time;
- c. Internal Arrangement is not allowed; d. It will be played in the Draft pick in Custom;

Pick Priority

- 1. Wrong Pick
 - If a team has picked/banned a hero by mistake, the game will be continued. There will be no remakes due to wrong pick/ban.
- 2. Swapping heroes
 - If there is a mistake due to player negligence when swapping heroes, the match will still continue. Exchanging devices is not allowed under any circumstances. Failing to follow is subject to dismissal of the player from the game and considered the game as defeat.
- 3. The game starts after the pick/ban phase
 - The game will immediately start after the pick/ban phase unless there is other instruction from the referee/Marshall.
- e. Hack, mods, or third-party apps are not allowed. Marshals may examine a player's device if cheating is suspected;
- f. Cheating doesn't need to be successful to qualify as a violation; Conspiring to cheat is already a violation and will lead to an automatic disqualification from the game;
- g. Connection Problem
 - In the case of a server crash, the game can be continued from a new draft but has to be the same line-up



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- If a problem occurs during game loading due to a bug, disconnection, or other errors and players fail to join the match after the game has started, the game must be paused (10 MINUTES) until all 10 players are connected.
- To ensure that there will be no problems in connection, the player's responsibility is to ensure that their data connection is good.
- h. The first team to destroy the opposing team's base wins, the first team to surrender loses, or teams found not following the rules will be disqualified

7. Chess (Men and Women)

Committee: Marabiles, John Paul - 3C

- a. The participants must be a bona fide student of Davao de Oro State College.
- b. There should be one participant for each team
- c. Each player has a corresponding board to play.
- d. Players must be on time.
- e. Every player is given 10 minutes of preparation after the last call. Failure to come after the allotted time will cause the player to be automatically disqualified.
- f. Chess clocks will be provided to the players. One chess clock for each board.
- g. The players are only given a maximum of 1 hour to play; The winner will be determined by:
 - Checkmate
 - Surrender
 - Default
- h. The game will be a touch-move; The player will be disqualified if they make three (3) error touch-moves in a game.
- i. Decorum should be observed. There will be no loitering, no texting while playing, and no singing/humming during the game.
- j. The game runs as a single elimination.

8. Scrable

Committee: Lastimoso, Elgine - 3CS

a. The participants must be bona fide Davao de Oro State College students enrolled in BS Agriculture program.



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- b. There will only be a single set of game, with 4 players. There should be one participant from each team, either male or female.
- c. The game is open to all year levels of the department.
- d. Participating players have the choice to pick their first tiles, which indicates who goes first.
- e. Two to four players will enjoy the game when playing Scrabble. The objective when playing is to score more points than other players.
- f. As words are placed on the game board, points are collected, and each letter used will have a different point value.
- g. The primary strategy is to play words with the highest possible score based on the combination of letters.
- h. The decision of the committee is final and irrevocable.

9. Word Factory

Committee: Tombo, Jovim - 3CP

- a. The participants must be bona fide Davao de Oro State College students enrolled in BS Agriculture program.
- b. The game is open to all year levels of the department.
- c. The game will be divided into two sets (Set A and Set B). There should be one participant from each one male or one female.
- d. Every team should have at least one (1) player per team.
- e. Shake up the letter cubes and make as many snaked words as you can for 3 minutes out of adjoining letters vertically, horizontally, diagonally, and backward without skipping or repeating any letters.
- f. The score depends on the number of letters in a word starting with
- 3 4 letters = 1-point
- 5 letters = 2-points
- 6 letters = 3-points
- 7 letters = 4-points
- 8 letters = 5- points

If other players get the same word as yours, the word will be crossed out. Only words that no one found will score.



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g. Each player records all the words they find by writing on a private sheet of paper. After three minutes, all players must immediately stop writing, and the game enters the scoring phase.

SCORING: In the scoring stage, each player reads off their list of discovered words.

h. The decision of the committee is final and irrevocable.

10. Rubik's Cube

Committee: Villanueva, Queen Sofia - 2A

- a. The participants must be a bonafide Davao de Oro State College student, enrolled in BS Agriculture program.
- b. There should only be one participant from each team, one male or one female.
- c. The game is open to all year levels of the department.
- d. Each participant will bring 3x3 Rubik's cubes.

Elimination Round:

- 1. Participants will undergo an elimination round where they solve 3patterns. 2. Each Rubik (unscrambled) will have one pattern.
- 2. The elimination may be done by a group of desired participants (3, 4, or depending on the facilitator).
- 3. Each participant will use a timer to identify the time consumed in solving the patterns. The participant will be the one to start the timer as the facilitator announces the signal and will be the one to stop the time when the 3 patterns are solved.
- 4. The less time to solve the patterns (maybe top 3 or as agreed) will be qualified for the final round.

Final Round:

- 1. 3 scrambled Rubik's cubes to be solved by each finalist.
- 2. Scrambling of Rubik's will be done by the finalists, ensuring that the finalist will not scramble his own Rubik's cubes.
- 3. Start time same procedure in the elimination round.
- 4. The top 3 fastest solvers will be declared first, second, and third.



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5. The decision of the committee is final and irrevocable

POINT SYSTEM TECHNICAL EVENTS FOR AGRICULTURE

EVENT	POINTS				
	1 st placer	2 nd placer	3 rd placer	4 th placer	No
	-		-		participant/Forfeited
1.Feed Formulation	15	12	9	5	0
2.Budding	10	7	5	3	0
3.Weed Identification	10	7	5	3	0
4.Grafting	10	7	5	3	0
5.Seed Identification	10	7	5	3	0
6.Feed Ingredient ID	10	7	5	3	0
7.Fertilizer Identification	10	7	5	3	0
8.Disease Identification	10	7	5	3	0
9.Insect Pest Identification	10	7	5	3	0
10.Fertilizer Computation	10	7	5	3	0
11.Feed Formulation	15	12	9	5	0
12.Live Weight Estimation	10	7	5	3	0
13.Dish Gardening	10	7	5	3	0
Total					

GENERAL EVENTS

0211211111					
EVENT	POINTS				
	1 st	2 nd placer	3 rd placer	4 th placers	No
	placer				participant/Forfeited
1. Mr. and Ms. AF 2025	25	20	15	10	0
2.Mass Dance	20	15	10	5	0
3.Dance Competition	20	15	10	5	0
4.Booth Exhibit	15	12	9	5	0



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5.Diversified Farming Model	15	12	9	5	0
6.Quiz Bee	15	12	9	5	0
7.Vocal Solo	10	7	5	3	0
8.Public Speaking	10	7	5	3	0
9.Technology Presentation: Food Category	10	7	5	3	0
10.Technology Presentation: Non Food Category	10	7	5	3	0
10.Research Presentation	10	7	5	3	0
11.Poster Making	10	7	5	3	0

SPORTS & SPECIAL EVENTS

EVENT	POINTS				
	1 st	2 nd placer	3 rd	4 th placers	No
	placer		placer		participant/Forfeited
1. Basketball (Men)	25	20	15	10	0
2. Basketball (Women)	25	20	15	10	0
3.Volleyball (Men)	20	15	10	5	0
4. Volleyball (Women)	20	15	10	5	0
5.Badminton (Mixed	15	12	9	5	0
double)					
6.Sepak Takraw	15	12	9	5	0
7.Table Tennis (Mixed	10	7	5	3	0
double)					
8.MLBB	10	7	5	3	0
9.Chess (Men)	10	7	5	3	0
10. Chess (Women)	10	7	5	3	0
10.Scrable	10	7	5	3	0
11.Word Factory	10	7	5	3	0
12.Rubik's Cube	10	7	5	3	0