

## IT QUIZ BEE CONTEST GUIDELINES

### **A. Participants:**

1. The contest is open to any bona fide students of the Department of Information Technology of Shinas College of Technology.
2. The contest can be participated in by Diploma, Advanced Diploma, or Bachelor students. A team will be composed of two (2) students coming from any level and any specialization.
3. Interested participants shall register as a team through the following e-mail:
  - a. [66S1510@shct.edu.om](mailto:66S1510@shct.edu.om)
  - b. [Gregory.danguilan@shct.edu.om](mailto:Gregory.danguilan@shct.edu.om)
  - c. [Anette.daligcon@shct.edu.om](mailto:Anette.daligcon@shct.edu.om)
4. Registration shall commence on February 19, 2019 and shall end on February 25, 2019.

### **B. Scope and Coverage:**

1. The quiz bee shall cover general questions on Software Engineering, Database, Networking, and General Information.
2. The contest proper will be held on 26 February 2019 at 12:00-2:00 PM in Room E-009.

### **C. General Rules:**

1. Cellular or mobile phones are not allowed during the competition.
2. There shall be three (3) rounds: Round 1, Round 2, and Round 3.
3. There shall be ten (10) questions in Round 1, ten (10) in Round 2, and ten (10) in Round 3. Three (3) questions shall be given in cases of ties.
4. A Quiz Master, a Timer, and a Scorer shall be assigned to facilitate the competition.
5. There shall also be a panel of evaluators, composed of three (3) or more members, who shall evaluate and give decisions in cases of queries and complaints.
6. The Quiz Master shall read the question while the question itself will be flashed on a screen for the contestants to see.
7. All answers must be written on the slate boards provided for each team. It shall be raised when the allotted time is over.
8. Failure to follow rules and any misbehavior from the contestants shall signal a warning for the first offense and disqualification for the second.

### **D. Quiz Bee Proper:**

#### **Round 1**

1. Round 1 shall be participated by all registered teams.
2. There shall be ten (10) questions to be answered by the participants within thirty (30) seconds each. All teams should answer the questions by writing their final answer on the slate. When the allotted time is over, the teams will raise their slates for the panel of evaluators to see. All correct answers shall be given one (1) point while wrong answers shall be given zero (0) point.
3. The top five (5) teams with the highest scores shall be eligible to join in the next round.

#### **Round 2**

1. At the start of Round 2, all previous scores shall be discarded and all team scores shall be back to zero (0).
2. The Quiz Master will pick the team to answer by lottery. The team picked from the lottery will choose a category (Software Engineering, Database, Networking, or General Information), and the level of difficulty (Easy, Average, or Difficult). The different levels of difficulty carry different points (Easy = 5 points, Average = 10 points, Difficult = 15 points).
3. The next team to be picked by lottery shall choose from the remaining categories and levels

- of difficulty. The questions that were already previously chosen cannot be chosen again.
4. When all teams had their chance to answer, another round of choosing questions shall be done from the remaining questions.
  5. After this second round of questions, the total score for each team shall be determined and carried to the final round.
  6. No teams shall be eliminated in this round.

### **Round 3**

1. In this round, the questions are open for any team to answer. The first team to press the buzzer gets the chance to answer the question.
2. In case of a wrong answer from the first team, the next team that presses the buzzer gets the chance to answer it.
3. If still the second team did not give the correct answer, no more chance is given for the other teams.
4. If the team gets the correct answer, the team gets ten (10) points. But if their answer is wrong, their current points will be reduced by five (-5) points.

### **E. Declaration of Winners:**

1. The team that garnered the highest score shall be declared as the winner.
2. In cases of ties, three (3) clincher questions will be raised to break the tie. The mechanics for the Clincher Round will be the same as that of Round 3.