Advisory No. 009 s. 2026
February 5, 2026
In compliance with DepEd Order (DO) No. 8, s. 2013,
this advisory is issued not for endorsement per DO 28, s. 2001,
but only for the information of DepEd officials,
personnel/staff, as well as the concerned public.
(Visit https://www.depedimuscity.com/)

WORLD ENGINEERING DAY 2026 CELEBRATION

With reference to the request letter from CoE Alangilan – Student Council of Batangas State University, this Office announces the academic competitions during the World Engineering Day Celebration 2026.

The University will host the following competitions:

- STEM-ATHON v3.0,
- ASCEND 2026: Amazing Mind Race; and,
- Hack4Tomorrow Hackathon.

The activity is open to all senior high school STEM students from the CALABARZON region.

Participation of learners and teachers from public and private schools shall be purely voluntary and will not hamper instructional time in compliance with the provisions of DepEd Order No. 012, s. 2025, title "Multi-Year Implementing Guidelines on the School Calendar and Activities and DO 9, s. 2005 titled "Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance Therewith" and the policy on off-campus activities stated in DO 66, s. 2017.

For further information, please contact the College of Engineering Student Council via email at coesc.alangilan@g.batstate-u.edu.ph.

cid/rsb/Feb. 5, 2026

DepEd Imus City <imus.city@deped.gov.ph>

BatStateU World Engineering Day 2026 | Invitation and Interest Check on Academic Events

1 message

CoE Alangilan – Student Council (College of Engineering Alangilan-Student Council) <coesc.alangilan@g.batstate-u.edu.ph>
Fri, Jan 30, 2026 at 8:05 AM
To: deped.cavite@deped.gov.ph, bacoor.city@deped.gov.ph, cavite.city@deped.gov.ph, dasmarinas.city@deped.gov.ph, imus.city@deped.gov.ph, division.gentri@deped.gov.ph
Cc: coesc.externalaffairs@gmail.com

Good day!

The **College of Engineering (COE)** thru the Office of the Dean and the Student Council (COE-SC) respectfully requests the assistance of your office in the **endorsement and dissemination** of information regarding the University's **World Engineering Day 2026 Celebration.**

As part of this celebration, the University will host the following academic competitions for **Senior High School STEM students from the CALABARZON Region:**

- STEM-A-THON v3.0
- ASCEND 2026: Amazing Mind Race
- Hack4Tomorrow Hackathon

The **STEM-A-THON V3.0** is a regional academic marathon that tests Senior High School STEM students' knowledge, analytical skills, and problem-solving abilities through timed, discipline-based challenges in science, technology, engineering, and mathematics.

ASCEND 2026: Amazing Mind Race A fast-paced, team-based competition that integrates logic, creativity, and applied STEM concepts through interactive challenges designed to promote collaboration and strategic thinking.

Hack4Tomorrow is a sustainability-focused hackathon that challenges STEM students to develop technology-driven solutions aligned with *Sustainable Development Goal 9* (Industry, Innovation, and Infrastructure).

These events aim to promote academic excellence, innovation, teamwork, and healthy competition, while providing meaningful exposure to engineering and STEM disciplines through engaging and intellectually stimulating activities.

Important Dates, Links and Documents:

STEM-A-THON v 3.0

- Interest Check Period: January 30 to **February 10, 2026**
- Interest Check Form: https://forms.gle/XqjMj5gK1Rgy7JodA
- Registration Period: **February 11 to February 20, 2026**
- Event Primer: see file [1]

ASCEND 2026: Amazing Mind Race

- Interest Check Period: January 29 to **February 10, 2026**
- Interest Check Form: https://forms.gle/XqjMj5gK1Rgy7JodA
- Registration Period: **February 11 to February 20, 2026**

- Event Primer: see file [2]

Hack4Tomorrow Hackathon

- Registration Period: January 29, 2026 to **February 12, 2026**
- Announcement of Finalists: **February 13, 2026**
- Event Primer: see file [3]
- Hackathon Application Form: see file [4]; *editable .docx file*

At present, an **Interest Check Survey** is being conducted for STEM-A-THON v3.0 and ASCEND 2026 to assess potential participation and to ensure that all interested schools are provided with an equal opportunity to register during the official registration period.

For your reference, we have attached the *Event Primer* for all events which contain essential information on eligibility requirements, competition guidelines, and cash prizes. The *Hackathon Application Form* is also attached. Further details, including the program flow and official registration procedures, will be released after the interest check period.

In this regard, we respectfully request your kind assistance in **endorsing and disseminating** this information to schools under your jurisdiction.

Thank you very much for your continued support of academic and STEM-related initiatives.

Respectfully yours,

CoE Alangilan - Student Council
Batangas State University - The National Engineering University
Golden Country Homes, Alangilan, Batangas City

4 attachments

[2] ASCEND 2026 Primer.pdf
670K

[4] Team-Application-Form_Hack4Tomorrow.docx
1753K

[3] Guidelines_Hack4Tomorrow.pdf
204K

[1] STEM-A-THON v3.0 Primer.pdf
1376K

2nd CALABARZON Science, Technology, and Engineering Mathematics Academic Marathon (STEM-A-THON v3.0)

Batangas State University, The National Engineering University
World Engineering Day 2026 | March 4, 2026

STEM-A-THON is designed to provide a platform for the region's most promising students to demonstrate their **knowledge, critical thinking, and problem-solving abilities** through a series of rigorous and engaging challenges.

The concept of *STEM-A-THON* traces its roots back to *Marathon of the Minds*, an engineering quiz bee hosted by the **College of Engineering, Architecture, and Fine Arts Student Council (CEAFA-SC)**. After the global pandemic, it became the **first inter-school engineering quiz bee**, marking the council's *resilience and dedication* to fostering academic excellence despite unprecedented challenges.

Last year marked a **milestone** as the **first-ever CALABARZON-wide STEM-A-THON** was launched. Registration was opened to **schools across the entire CALABARZON region**. Held as part of the University's *two-day World Engineering Day celebration* last March 2025, **STEM-A-THON 2024** took place on the *second day* and became **one of the grandest highlights of the event**. Thirty (30) senior high schools across the region participated, making it **one of the biggest academic competitions** hosted by the University to date.

Batangas State University - The National Engineering University remains *steadfast* in its mission to cultivate **visionary innovators and leaders** who will shape the future of the country. As a **premier institution of higher learning**, the University is committed to **fostering academic excellence** and **research-driven innovation**, equipping students with the *knowledge, skills, and ethical values* required to excel in an ever-evolving global landscape.

Aligned with this mission, the College of Engineering is dedicated to the holistic development of its students, providing a rigorous academic foundation complemented by opportunities for hands-on experience, research, and community engagement.

OBJECTIVES

Aligned with the college's vision and mission, the STEM-A-THON 2025 aims:

- To encourage mastery and deeper appreciation of core STEM concepts through competitive academic discourse.
- To promote BatStateU's engineering programs as avenues for globally competent careers.
- To create a meaningful network between senior high schools, educators, and BatStateU experts to inspire innovation and academic growth.
- To offer equal opportunities for all CALABARZON provinces to participate in a fair and engaging academic platform.

ELIGIBILITY RULES

1. All participants must be bona fide senior high school students currently enrolled under the **Science, Technology, Engineering, and Mathematics (STEM) Strand** for **academic year 2025-2026**, regardless of year level. **Only students from schools within the CALABARZON region are eligible to participate.**

2. Each province in CALABARZON must have a minimum of **three (3)** participating schools. There will be no maximum limit per province, and participation will follow a **first-come, first-served basis**. A total of **thirty (30) schools across the region** will compete.

3. Each school may form **one (1) team of three (3) members.** If the minimum provincial quota of three (3) teams is not met, additional slots may be opened to other schools, provided that one (1) team per school is maintained.

SUB-EVENT	NUMBER OF SLOTS ALLOTED	VENUE
Quiz Bee Competition	30 Teams	Sparta Gymnasium, BatStateU The NEU Alangilan Campus

4. Registration will open on **February 11, 2026**. Each participating team must send its confirmation on or before **February 20, 2026** by completing the registration form for STEM-A-THON v3.0.

5. The **coaches of each team** are required to **fill out the registration form,** wherein the following documents are needed:

   - Coaches and Participants Identification (ID) cards
   - Participants' Certificate of Enrollment
   - Coaches and Participants 1x1 ID Pictures

6. There will be **NO REGISTRATION FEE** for all participating teams.

EVENT PROPER

1. Upon entering the campus, all participants and coaches are required to register at the **Registration Booth**. A valid **school identification card** must be presented for verification.

2. All participants will receive a **Certificate of Participation** as a gesture of gratitude for their involvement in the event. The certificate will be issued **upon registration** or as instructed by the organizers during the program.Event kits will be distributed after successful registration.

3. The organizers will provide **lunch** for all registered participants and coaches. Details regarding the time and designated area for lunch distribution will be announced during the event.

GENERAL RULES

1. BatStateU The NEU's STEM-A-THON v3.0: Science, Technology, and Engineering Mathematics Academic Marathon is a team competition. A team is composed of **one (1) team coach** and **three (3) members** to represent each school.

2. Each contestant is allowed to bring only **one (1) non-programmable calculator** and his/her own pens (a total of **three calculators per team**). However, **calculators are not allowed in the Mathematics category**. All calculators will be **inspected before the examination**. The organizers will provide answer sheets, board markers, and scratch papers.

Updated List of Non-Programmable Calculators Allowed to Be Used
https://www.prc.gov.ph/node/6984

CASIO SCIENTIFIC CALCULATORS			
Fx-95MS	Fx-122S	Fx-350HA	Fx-82ES PLUS
Fx-100D	Fx-220	Fx-350MS	Fx-85MS
Fx-100MS	Fx-250HC	Fx-350TL	Fx-85W
Fx-100S	Fx-260	Fx-570AD	Fx-901
Fx-100W	Fx-300W	Fx-570MS	Fx-911W
Fx-115MS	Fx-350D	Fx-570S	Fx-991S
Fx-115S	Fx-350ES PLUS	Fx-570w	Fx-991W
Fx-115WA	Fx-350EX	Fx-82EX	

CANON SCIENTIFIC CALCULATORS			
F-502	F-710	F-718SG	F-720i
F-502G	F-718S	F-718SGA	F-760S
F-604	F-718SA	F-720	F-789SGA (with transparent casing)

SHARP SCIENTIFIC CALCULATORS			
EL-500W	EL-506W	EL-510R	EL-531XH
EL-501V	EL-509D	EL-520G	EL-531W
EL-501W	EL-509R	EL-520VA	EL-546L
EL-501X	EL-509V	EL-520W	EL-546VA
EL-506P	EL-509W	EL-520X	EL-556G
EL-506V	EL-509X	EL-531VH	EL-W531TH-WH (with transparent casing)

HEWLETT-PACKARD SCIENTIFIC CALCULATORS			
HP 9S	HP 10S	HP 30S	HP Smartcalc 300S

CITIZEN SCIENTIFIC CALCULATORS				
SR-135N	SR-260N	SR-270N	SR-270X	SR-281N

AURORA SCIENTIFIC CALCULATORS				
AX-501	AX-528BL	AX-595TV	AX-597W	AX-600S

OLYMPIA SCIENTIFIC CALCULATORS			
LCD 8110	LCD 9210	ES-570MS	ES-570ES PLUS (with transparent casing)

TEXAS INSTRUMENTS SCIENTIFIC CALCULATORS				
Tl-30XA	Tl-30XIIS	Tl-30XS	Tl-34	Tl-36X PRO

OTHER BRANDS	
KARCE KC-S991	KARCE KC-S3500
PORPO YH-105	PORPO YH-106
TAKSUN TS-98MS	TAKSUN TS-2000

3. The competition consists of **three rounds**: **Easy, Average, and Difficult**. The **Easy and Average Rounds** each consist of **15 questions**, while the **Difficult Round** consists of **10 questions**.

ROUND	TIME	TYPE OF QUESTION	TOTAL POINTS
Easy	20 seconds	*Multiple Choice* (10 questions) *Identification* (5 questions)	100 Points
Average	30 seconds 60 seconds	*Identification* (10 questions) *Problem Solving* (5 questions)	200 Points
Difficult	90 seconds	*Problem Solving* (10 questions)	200 Points

The pointing system shall be as follows:

TYPE OF QUESTION	EQUIVALENT POINTS
Multiple Choice	5
Identification	10
Problem Solving	20

4. The **top three (3) teams**, based on their cumulative scores in the easy, average, and difficult rounds, shall be awarded 1st, 2nd, and 3rd place, respectively. In case of a tie in any of the first three places, five (5) clincher questions shall be given. If the tie is still not broken, do-or-die questions shall be provided.

QUIZ PROPER

1. **SCOPE.**

The questions in the quiz competition will cover the following areas: **Mathematics, Physics, Biology, General Chemistry, Trends, Innovations, and News in Engineering.**

2. **TIME LIMIT.**

Contestants shall be given a **time limit to answer the questions**. Each question will be **read twice by the quiz master**. The question will be displayed right after the first reading of the question. Likewise, all teams can only start answering after the first reading of the question. **Timing will start after the question has been read twice.**

3. **FINAL ANSWERS.**

Each team must write its answer on the provided answer sheet. Final answers shall be **encircled**. For the **multiple-choice** type, only **capital letters** (for example, **A, B, C, D**) shall be used for the chosen option. For the **identification** type, **correct spelling** must be observed; **common noun answers** shall be written in **capital letters**, unless the question or item specifies a different letter case *(for example, for unit symbols, scientific names, or other technical notations)*. If a **unit is specified in the problem**, answers must include the **complete unit**, and only the unit indicated in the problem shall be used, unless the item explicitly allows other equivalent units. However, **symbols and technical notations** must follow their standard letter case. In particular:

a. **Symbols for units** (for example, m, s, kg, mol, N, J) shall follow the proper letter case used in scientific notation.
b. **Chemical element symbols** (for example, H, Na, Cl, Fe) shall use the correct combination of uppercase and lowercase letters.
c. **Scientific names of organisms** shall follow standard formatting (Genus name starting with a capital letter and species name in lowercase, for example, Homo sapiens).
d. **Mathematical variables, constants, and other scientific symbols** shall retain their usual letter case as used in textbooks and references.

Rounding off calculated numerical values should be done on the final answers only. All constants to be used in the calculations should be of **four (4) decimal places** to maintain the accuracy of the final answers, unless otherwise provided in the question. Free-floating decimals should be kept during the preliminary calculations. All final answers should be written up to **two (2) decimal places unless otherwise stated by the problem**. **Correct units should also be observed.**

4. **VIOLATION.**

Failure of a team to raise the whiteboards upon the quizmaster's declaration of time expiration is considered an **offense**. On the first offense, the team will be issued a **warning**. A second offense will make the team's answer to the question **void**. **After three offenses, the team will be automatically DISQUALIFIED**. Coaching or giving audible/visible signals in any form to the contestants shall result in the **invalidation** of the given question.

5. **TIE-BREAKER**

In case of a tie after the third round, **three (3) problem-solving-type questions** shall be given for the **clincher round.** Scores in this round will be accumulated, and the team that garners the highest/higher points will be declared as the placer. A corresponding time limit and point system will be imposed.

6. **DO-OR-DIE.**

If, after the clincher round, the tie is not yet broken, **a series of do-or-die questions** will be given. The first team to give the correct answer will be declared as the placer. A corresponding time limit and point system will be imposed.

7. SCORING.

a. Correct answers for the **multiple-choice** questions will merit **five (5) points each**.
b. For the **identification** type questions, **ten (10) points each**;
c. For the **problem solving, twenty (20) points each;**
d. Likewise, for the tie-breaking questions, the same points will be awarded for every correct answer.
e. Incorrect, as well as void answers, shall be awarded zero points.

8. PROTESTS.

Only the contestants and the coaches can file protests. Protests should be made immediately **before the succeeding question is read.** The board of judges shall deliberate on all protests. The decision of the board of judges is final and not appealable.

9. PRIZES.

The **Top Three (3) Teams** will receive the following prizes at the Batangas State University, The National Engineering University - Alangilan Campus. Please be guided by the table below:

AWARDS AND PRIZES	
First Place	**Php 15,000.00 Cash Prize** Plaque of Recognition Medals for Coach and Participants Certificate of Recognition for Coaches and Participants
Second Place	**Php 10,000.00 Cash Prize** Plaque of Recognition Medals for Coach and Participants Certificate of Recognition for Coaches and Participants
Third Place	**Php 7,000.00 Cash Prize** Plaque of Recognition Medals for Coach and Participants Certificate of Recognition for Coaches and Participants
All Teams & Participants	**Certificate of Participation**

Hack4Tomorrow - Batangas State University World Engineering Day Hackathon Guidelines

Theme: "Engineering Smart Systems for a Sustainable Future"
Eligibility: STEM Students in groups of 3 students + 1 faculty mentor

I. Purpose and Scope

This hackathon aims to engage STEM students across the region in designing and developing innovative, technology-driven solutions that address real-world sustainability challenges. The Hackathon provides a collaborative platform for students to apply engineering principles, critical thinking, and creativity in building smart systems aligned with national development goals and Sustainable Development Goal 9 (Industry, Innovation, and Infrastructure)

The activity brings together students, educators, and partner agencies to promote innovation, hands-on learning, and interdisciplinary collaboration, while strengthening the region's STEM ecosystem and fostering future-ready skills among learners.

As part of the Hackathon, participants will utilize the TRIOE platform - Tinkering Resource for Internet-of-Everything, an educational engineering and innovation ecosystem that supports hands-on experimentation, prototyping, and development of smart and internet-connected systems. TRIOE provides learning resources, modular hardware kits, documentation, and tools designed to help users actively explore and innovate in electronics and IoE applications. More information about TRIOE can be found at **https://trioe.dev**

The TRIOE board provided to teams will serve as the primary hardware platform for solution development, enabling students to design, build, and demonstrate functional smart systems aligned with the Hackathon's sustainability and innovation objectives.

II. Eligibility and Team Rules

- Teams must consist of **3 STEM students and 1 faculty mentor**
- All team members must be registered on the official form before the deadline
- Each participant can be part of only one team

III. Code of Conduct

All participants must:

- Treat others with respect and professionalism throughout the event
- Maintain an inclusive, harassment-free environment
- Follow instructions from organizers, venue rules, and safety guidelines

Disrespectful behavior, discrimination or harassment can lead to disqualification.

IV. Work Requirements

- Teams that are officially shortlisted will undergo a mandatory training session on using TRIOE boards, which will serve as the primary hardware platform for the hackathon.
- Only shortlisted teams who complete the required training are eligible to proceed to the hackathon proper.
- After the training, teams may develop and implement their proposed solutions at home or within their respective institutions, using the provided TRIOE boards as the primary platform, without being limited to this hardware.

- All solutions must be original, developed specifically for this hackathon, and aligned with the event theme.
- Teams must document their development process and ensure that the final prototype is functional and ready for demonstration.
- On the day of the event, teams are required to present and demonstrate their completed solution to the judges, including an explanation of the problem addressed, system design, implementation, and expected impact.

V. Submission Elements

A. Each team must submit by the deadline, use the attached "Team Application form":
   - Problem statement
   - Solution approach
   - Tools and frameworks use (including credit for any external resources
B. Demo video (3-5 minutes) showing the project features and how it solves the chosen engineering challenge

Note: *Late or incomplete submissions may not be accepted*

VI. Judging Criteria

Projects will be evaluated based on the following core dimensions:

- I**nnovation & Creativity (25%)** — originality and problem framing.
- **Technical Implementation (25%)** — functional correctness and engineering quality.Assesses effective and appropriate use of the TRIOE board and integration with other components or systems.
- **Relevance to Theme (20%)**— how well the solution supports sustainable smart systems.
- **Presentation & Demo Quality (30%) -** Evaluates clarity, organization, and effectiveness of the final presentation and demonstration.

VII. Prizes

The following awards will be given to the top teams:

- 1st Prize: Php 30,000.00 + Plaque + Certificate
- 2nd Prize: Php 20,000.00 + Plaque + Certificate
- 3rd Prize: Php 10,000.00 + Plaque + Certificate

VIII. Important Dates

January 27 - February 12 - Deadline of Submission of Proposal and Video Pitch
February 13 - Announcement of Finalists
February 16-March 3 - Prototype Building & Training
March 4 - Pitching/ Announcement of Winners

IX. Submission and Contact Information

Completed application forms, together with the required attachments, must be submitted to steerhub@g.batstate-u.edu.ph

For inquiries, clarifications, or additional information regarding Hack4Tomorrow: Engineering Smart Systems for a Sustainable Future, applicants may contact the BatStateU Team at steerhub@g.batstate-u.edu.ph or (043) 425-0139 loc. 2406.

ASCEND 2026: Amazing Mind Race

Batangas State University, The National Engineering University
World Engineering Day 2026 | March 4, 2026

ASCEND 2026: *Amazing Mind Race* is a team-based **STEM challenge competition** designed for **Senior High School STEM students** from the **CALABARZON region**. This dynamic sub-event brings together up to **ten (10) school teams**, each composed of **five (5) students**, to test their **problem-solving skills, critical thinking, teamwork, and speed** through an engaging series of challenges.

The competition features **twelve (12) interactive engineering stations**, each representing major **engineering disciplines**, including *Mechanical, Electronics, Civil, Electrical, Industrial, and Chemical Engineering*. Hosted by their respective **engineering departments**, the stations simulate real-world engineering scenarios that require strategic thinking and collaboration. At the start of the event, teams receive a **Challenge Map** containing station locations, task summaries, time limits, and spaces for recording completion times and penalties. Full instructions are provided at each station, and official times are recorded by station facilitators upon successful task completion.

ASCEND 2026 will be held at **Batangas State University – The National Engineering University** and is spearheaded by the **College of Engineering – Student Council and Engineering Program Organizations**, in collaboration with the **Office of the Dean**. The event aims to promote **academic excellence, innovation, teamwork, and healthy competition**, while upholding **safety, discipline, and sportsmanship**. The team with the **highest cumulative score** will be declared Champion, with a *sudden-death challenge* administered in case of a tie.

Aligned with this mission, the College of Engineering is dedicated to the holistic development of its students, providing a rigorous academic foundation complemented by opportunities for hands-on experience, research, and community engagement.

OBJECTIVES

Aligned with the college's vision and mission, the ASCEND 2026 aims:

- To encourage mastery and deeper appreciation of core STEM concepts through competitive academic discourse.
- To promote BatStateU's engineering programs as avenues for globally competent careers.
- To create a meaningful network between senior high schools, educators, and BatStateU experts to inspire innovation and academic growth.
- To offer equal opportunities for all CALABARZON provinces to participate in a fair and engaging academic platform.

ELIGIBILITY RULES

1. All participants must be bona fide senior high school students currently enrolled under the **Science, Technology, Engineering, and Mathematics (STEM) Strand** for **academic year 2025-2026**, regardless of year level. **Only students from schools within the CALABARZON region are eligible to participate.**

2. Each school in **CALABARZON** may form **one (1) team** as its representative for this sub-event. This will be on a **first-come, first-served basis**. A **second team** is allowed only if the minimum quota per sub-event is unmet. A total of ten **(10) schools across the region** will compete.

3. Each team shall be composed of **five (5) members**, all of whom must be physically capable of completing the designated tasks at each station.

    - *Note:* All tasks are safe and **do not require strenuous or high-risk physical activities**.

SUB-EVENT	NUMBER OF SLOTS ALLOTED	VENUE
Amazing Mind Race Competition	10 Teams	University Grounds, BatStateU The NEU Alangilan Campus

4. Registration will open on **February 11, 2026**. Each participating team must send its confirmation on or before **February 20, 2026** by completing the registration form for ASCEND 2026.

5. The **coaches of each team** are required to **fill out the registration form** wherein the following documents are needed:

    - Coaches and Participants Identification (ID) cards
    - Participants Certificate of Enrollment
    - Coaches and Participants ID Pictures
    - Note: Please enter the full name of the coaches and participants including the middle initial.

6. There will be **NO REGISTRATION FEE** for all participating teams.

7. All participating schools, coaches, and participants will receive a Certificate of Participation as a gratitude for their participation.

GENERAL RULES

1. **ASCEND 2026** is a **team-based challenge competition**, with each team.

2. The competition consists of **twelve (12) challenge stations**, each hosted by a specific engineering department representing a major field of engineering:

3. Each station requires only a specific number of members to participate. Not all team members will perform every task. Stations will specify the number of required participants.

4. Teams may choose **which station to begin with**. They must complete all stations to qualify for ranking.

5. Each station has a **fixed time limit**. Failure to complete the task within the time limit results in a **5-minute penalty**, which will be added to the team's total cumulative time.

6. At the start of the competition, all teams will receive a **Challenge Map**, which includes: (1) Station locations, (2) Brief task descriptions, (3) Time limits; and (4) Spaces for completion times/penalties

7. Upon arriving at a station, the team will receive full instructions on task objectives, materials, mechanics, and completion criteria.

    - **Time starts** once the team begins the task.
    - **Time stops** only when the task is successfully completed according to the station's criteria.
    - Station facilitators will record the official time on the team's Challenge Map.

8. The team with the **highest cumulative score across all stations** will be declared the **Champion**

9. In case of a tie in cumulative score, a **sudden-death challenge** will be administered. The first team to complete the sudden-death task correctly will be declared the winner.

10. All participants must observe the event's safety protocols and demonstrate respect, discipline, and sportsmanship at all times.

VIOLATIONS

1. Any form of **misconduct**, **disorderly behavior**, or **intentional interference** with another team will result in:

    - First offense: Warning
    - Second offense: Invalidation of the current station time
    - Third offense: Automatic disqualification

2. Failure to follow safety instructions or improper use of materials/equipment will similarly warrant penalties or disqualification.

3. Coaching or signaling during station challenges is strictly prohibited unless the station specifically allows teamwork.

SCORING AND RANKING

1. Ranking is based solely on the **lowest total cumulative time** across all six stations.
2. Total Cumulative Time = (Sum of Station Completion Times) + (Penalty Minutes)
3. The team with the lowest total will be declared **Champion**, followed by the 1st Runner-Up and 2nd Runner-Up.
4. All decisions of the board of judges are **final and not subject to appeal**.

AWARDS & RECOGNITION

1. The **Top Three (3) Teams** will receive the following prizes at the Batangas State University, The National Engineering University - Alangilan Campus. Please be guided by the table below:

AWARDS AND PRIZES	
First Place	**Php 7,000.00 Cash Prize** Plaque of Recognition Medals for Coach and Participants Certificate of Recognition for Coaches and Participants
Second Place	**Php 5,000.00 Cash Prize** Plaque of Recognition Medals for Coach and Participants Certificate of Recognition for Coaches and Participants
Third Place	**Php 3,000.00 Cash Prize** Plaque of Recognition Medals for Coach and Participants Certificate of Recognition for Coaches and Participants
Special Awards	**Php 1,000.00 Cash Prize** Certificate of Recognition for Coaches and Participants
All Teams & Participants	**Certificate of Participation**

EVENT SAFETY & REMINDERS

1. Participants are required to wear **closed shoes** at all times.
2. Each station's facilitators will provide safety instructions that must be followed strictly.
3. Teams must perform tasks calmly, responsibly, and respectfully.
4. Mishandling of equipment, horseplay, or any unsafe behavior shall result in penalties or disqualification.
5. Only authorized personnel are allowed to assist or provide clarifications during active challenges.

Hack4Tomorrow - Engineering Smart Systems for a Sustainable Future

Team Application Form

I. Data Privacy Consent

In accordance with the **Data Privacy Act of 2012 (Republic Act No. 10173)** and applicable guidelines issued by the **Department of Information and Communications Technology (DICT)**, I/we hereby authorize the organizers of *Hack4Tomorrow: Engineering Smart Systems for a Sustainable Future* to collect, process, store, and use the personal information provided in this application form solely for purposes related to the administration, evaluation, coordination, documentation, and communication of the Hackathon.

I/we understand that all personal data will be treated with strict confidentiality, protected against unauthorized access, and retained only for as long as necessary for the stated purposes.

Name of Applicant / Team Leader: _____

Signature: _____ **Date:** _____

II. Team Information

Team Name: _____

School / Institution: _____

Student Participants (STEM Students) *(Three (3) students only)*

	Name	Grade / Year Level	STEM Strand / Program	Signature
1.	_____	_____	_____	_____
2.	_____	_____	_____	_____
3.	_____	_____	_____	_____

Faculty Mentor

Full Name: _____

Position / Department: _____

Email Address: _____

Contact Number: _____

Signature: _____

III. Project Information

Project Title: _____

Problem Statement (100-150 words):

_____
_____
_____

Proposed Solution (150-200 words):

_____
_____
_____

Potential Users

_____

IV. Declaration and Documentary Requirement

I certify that all information provided in this application form is true and correct. I/we agree to comply with all the guidelines, rules, and requirements of *Hack4Tomorrow: Engineering Smart Systems for a Sustainable Future*.

Note: Applicants must submit scanned copies of valid school or office identification cards of all student participants and the faculty mentor, together with this application form.

	Name	Signature	Date
1.	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____

V. Endorsement by School / Agency Head

I hereby **endorse** the participation of the above-mentioned team in *Hack4Tomorrow: Engineering Smart Systems for a Sustainable Future* and certify that they are bona fide members of this institution.

Name of School / Agency Head: _____

Designation: _____

School / Agency Name: _____

Official Email Address: _____

Signature: _____ **Date:** _____