**IMPLEMENTING RULES and REGULATIONS**

**IN THE CONDUCT OF**

**21st ANNUAL REGIONAL ACADEMIC QUEST**

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**IRR 1.0 GENERAL GUIDELINES**

IRR 1.1 The 21st Annual Regional Academic Quest shall comprise the following:

* **RFJPIA Cup Series**
* **President’s Cup**, and
* **3rd Word Wizard: The Battle of the Lexicon Giants**

IRR 1.2 The Annual Regional Academic Quest is open for application to all Accountancy students who are bona fide members of the RFJPIA Federation Year 2012 - 2013.

IRR 1.3 Each Local Chapter may send *a maximum of two (2) participations* in all academic events.

IRR 1.4 The **RFJPIA Cup** **Series** will be composed of two (2) levels. Level 1 is covered by seven (7) CPA Board Exam subjects divided into three (3) quiz bowls as such:

* Cup 1 - Auditing Theory and Auditing Problems
* Cup 2 - Business Law and Taxation and Management Advisory Services
* Cup 3 - Theory of Accounts, Practical Accounting 1 and Practical Accounting 2

Level 2 will cover the same subjects into one (1) quiz bowl.

IRR 1.5 The **President’s Cup** will cover the following:

* Accounting related subjects
* General knowledge

IRR 1.6 The **3rd Word Wizard: The Battle of the Lexicon Giants** will cover English vocabulary only.

IRR 1.7 Participants in the RFJPIA Cup Series, President’s Cup and Word Wizard must be in corporate attire as per command released by the Philippine Institute of Certified Public Accountants (PICPA).

**IRR 2.0 QUALIFICATIONS**

IRR 2.1 The contestant must be enrolled in a BS Accountancy program for the academic year 2012-2013.

IRR 2.2 Participants must come from any year level of the program specified in the guidelines provided that he/she had passed the pre-requisite course subject he/she had taken which is covered by the topic of the competition.

IRR 2.3 Each contestant is allowed to join not more than two (2) non-simultaneous Academic events.

IRR 2.4 Change of contestant/s shall be allowed during the registration phase of the 21st Annual Regional Convention provided that their alteration is of valid reason and they would submit pertinent hard copy requirements.

**IRR 3.0 REQUIREMENTS**

IRR 3.1 Each contestant must comply with the following requirements:

* Duly accomplished form from the NFJPIA-Region X and Caraga Council
* Endorsement Letter certifying his official representation with the school duly signed by the Vice President for Academics and President of his/her respective local chapter and noted by the adviser.
* Copy of Certificate of Registration certifying his enrollment in the school’s current semester or term
* Photocopy of student ID

IRR 3.2 Softcopy of all requirements must be sent to **vpacad.nfjpiaxcaraga@gmail.com** 15 days prior the start of the 21st Annual Regional Convention. *E-mail’s subject should be named after the Local Chapter.*

IRR 3.3 The final list of participants will be released in the official website **theworksheet.weebly.com** 5 days prior the 21st Annual Regional Convention.

IRR 3.4 Hard copy requirements *must also be submitted* during the registration phase of the 21st Annual Regional Convention enclosed in one (1) *long brown envelope* per local chapter with the name of the Local Chapter written on the upper left corner of the envelope.

IRR 3.5 Failure to comply the given requirements would mean disqualification from the Academic Event/s.

**IRR 4.0 GENERAL CONTEST RULES**

IRR 4.1 The Standing Committee (STANCOM) for Academic Affairs shall be composed of the Regional Vice President for Academic Affairs - Committee Chairperson, and the Committee Members.

IRR 4.2 A judge or a board of judges shall be a Certified Public Accountant for the purpose of giving intelligent and independent decision.

IRR 4.3 Any Member of the Board of Judges and the STANCOM for Academic Affairs shall be vested with the power to give sanction to any contestant he/she have witnessed violating any of the said provisions in this implementing Rules and Regulations. The violation called by the STANCOM to be valid and effective must be subject to the approval of the Board of Judges. However, if one of the members of the Board of Judges calls the violation, it is deemed valid and effective.

IRR 4.4 In case there is a violation called by the authority, announcement of such should be addressed after announcing the contestants who got the correct answer.

IRR 4.5 The Board of Judges shall have the sole and exclusive authority to clear or answer any protest/clarification made by the contestant or the respective coach. Board of Judges’ decision is final and irrevocable.

IRR 4.6 Each Local Chapter is privileged to have one (1) registered coach per event only. The coach must register and sign in the provided registration sheet by the Standing Committee for Academic Affairs during the registration phase of the 21st Annual Regional Convention or before the start of the competition. Once the quizmaster starts reading the 1st question in the easy subset level, the registration for registered coach will be closed.

IRR 4.7 The contestant and the registered coach are the only persons who have vested rights to raise protest and clarification.

IRR 4.8 Before proceeding to the next question, there will be given an allotted time of ten (10) seconds for the contestants to decide whether they want to raise a protest or clarification, to request for new marker, pen or scratch paper, to change their calculator if it encounters a technical problem, or other concerns. After the allotted time has elapsed and the quizmaster starts reading the next question, no more protest, clarification, or concern will be entertained.

IRR 4.9 Any contestant caught cheating is automatically disqualified in the competition.

IRR 4.10 In case of a tie at the end of the game, tiebreaker question/s shall be asked until the deadlock is broken. Tiebreaker question/s shall have no bearing on the cumulative score of the contestant. Whoever gets the right answer and raises his answer board first shall advance to the next round or otherwise be declared the winner.

IRR 4.11 After reading the contest rules and mechanics, contestants are given the chance to raise question or clarification regarding the said rules and mechanics.

IRR 4.12 In case of any concern, clarification, or protest which is not governed by the IRR of the said provision, the Regional Vice President for Academic Affairs shall have the absolute power to decide, upon consultation with the Board of Judges and/or Regional Adviser, on matters which he deems necessary to preserve and protect the integrity of the event. His/her decision is final and irrevocable.

**RFJPIA CUP SERIES**

1. The **RFJPIA Cup** **Series** will be composed of two (2) levels. Level 1 is covered by seven (7) CPA Board Exam subjects divided into three (3) quiz bowls as such:
* Cup 1 - Auditing Theory and Auditing Problems
* Cup 2 - Business Law and Taxation and Management Advisory Services
* Cup 3 - Theory of Accounts, Practical Accounting 1 and Practical Accounting 2
1. Level 2 will cover the same subjects into one (1) quiz bowl to be participated by the winners of level 1.
2. Each local chapter may send a maximum of two (2) pairs per quiz bowl for Level 1.
3. Contestants may come from any year level provided that he/she had passed the pre-requisite course subject he/she had taken which is covered by the topic of the competition.

**Level 1**

1. Level 1 shall be composed of two (2) rounds namely: the Elimination Round and the Final Round.

**The Elimination Round**

1. Corresponding points, time allotment and number of questions shall be as follows:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Easy | Average | Difficult | Clincher |
| Theory Questions | 10 seconds | 10 seconds | 10 seconds | 10 seconds |
| Problems req. Computations | 15 seconds | 30 seconds | 45 seconds | 30 seconds |
| No. of Items | 10 | 5 | 5 | - |
| Corresponding Points | 2 | 3 | 5 | - |

1. Contestants are advised to be at the designated place fifteen (15) minutes before the scheduled time of the competition. Late contestants are still allowed to participate yet will be deprived to answer the round and question/s missed. But after the first (2) questions in the easy sub-set of the Elimination round have elapsed, late contestant/s will be declared disqualified.
2. The contestants should write their answers clearly and legibly on the provided answer boards. Contestants who shall insist in writing the answers ambiguously, abbreviated or illegibly may still claim points for correct answers only upon the discretion of the Board of Judges.
3. Contestants are provided with a copy of the question for every item. The contestants must not flip the copy of the question up to the distribution of each set of questions is done. The moment the quizmaster announces the question number that is the only time the contestant may read and answer the provided question. Any contestant who violated the said provision for the 2nd time shall be given sanction of accumulating only 50% of his total score in all subset levels. Violation of this provision for the 3rd time shall mean disqualification of the contestant.
4. The contestants are allowed to manipulate their calculator *only when the quizmaster says* ***“Go!”*** Any contestant who will violate this provision shall encounter the same punishment aforementioned in Rule 9.
5. The contestants should have written their answers before the allotted time has elapsed. The contestants must raise their answer boards once the quizmaster declares so. Any contestant who fails to comply will receive a warning and his/her answer may be forfeited depending upon the decision of the Board of Judges.
6. The contestants must not erase what they have written in the answer board unless the quizmaster has given the clearance or after the 10 second allotted time per question has lapsed. This is so, in case of a dispute/protest has been made on a certain question in order for the answer to be documented properly. In view of the said protest, *a contestant who erased their respective answer board is deemed to be forfeiting the chance to have a correct answer.*
7. The top five (5) pairs garnering the highest score after the last question of the difficult subset level shall advance to the final round.

**The Final Round**

1. All points of the contestants in the elimination round *shall revert to zero*. Corresponding details shall be as follows:

|  |  |  |
| --- | --- | --- |
|  | Theories | Problems |
| Time Allotment | 20 seconds | 60 seconds |
| No of Items | 10 | 10 |
| Points per Correct Answer | 5 | 10 |

1. In case of a tie, a question chosen either by the Panel of judges or the Vice President for Academics shall be asked to break the deadlock.

**Level 2**

1. The top three (3) pairs of Cups 1, 2 and 3 shall advance to Level 2 wherein each contestant shall be competing individually for another title.
2. Corresponding details shall be based on *Guideline 6, Elimination Round of Level 1.*
3. The top three (3) contestants shall be declared winners of the last level of RFJPIA Cup.

**WORD WIZARD**

1. The Word Wizard shall cover English vocabulary.
2. Each local chapter may send a maximum of two (2) team representatives. Each team must be composed of four (4) members coming from different year levels.
3. Contestants are advised to be at the designated place fifteen (15) minutes before the scheduled time of the competition. A contestant is considered late when he/she is not in his/her designated team seat once the quizmaster starts reading the 1st question in the easy subset level of the 1st Round. *Any* *team with late contestant/s shall be considered disqualified in the competition.*
4. The answers should have been reduced to writing before the allotted time has elapsed.
5. Answers should be written clearly and legibly on the provided answer boards.

1. The contestants must not erase what they have written in the answer board unless the quizmaster has given the clearance or after the 10 second allotted time per question has lapsed. This is so, in case of a dispute/protest has been made on a certain question in order for the answer to be documented properly. In view of the said protest, *a contestant who erased their respective answer board is deemed to be forfeiting the chance to have a correct answer.*
2. This event shall be comprised of three rounds namely: the Jumbled Word Round, the Bonus Round and the Boon or Bane Round.

**The Jumbled Word Round**

1. Corresponding details are as follows:

|  |  |  |
| --- | --- | --- |
|  | Jumbled Word | Clincher |
| Time Allotment | 20 seconds | 20 seconds |
| No of Items | 15 | - |
| Points per Correct Answer | 5 | - |

1. For every question, a set of letters will be provided to the contestants along with a definition pertaining to a specific word. Each team must aim to get the correct word.
2. At the end of this round, only the top four (4) teams with the highest scores shall advance to the next round. In case of a tie at the end of the round, tie breaker questions shall be asked until the deadlock is broken. Whichever team gets the right answer and raises its answer board first shall be welcomed to the next round.

***The Bonus Round***

1. This round will be played by the losing teams from the previous round.
2. Only one question shall be raised in this round. Corresponding details are as follows:

|  |  |  |
| --- | --- | --- |
|  | Bonus Question | Clincher |
| Time allotment | 3 minutes | 30 seconds |
| No. of Item(s) | 1 | - |

1. Winning team for this round shall be the fifth team to advance to the Final Round.

**The Boon or Bane Round**

1. All points shall *revert to zero*.
2. Time allotment and numbers of questions are as follows:

|  |  |  |
| --- | --- | --- |
|  | Mystery Word | Clincher |
| Time allotment | 20 seconds | 30 seconds |
| No. of Item(s) | 15 | - |
| Corresponding points | 5 | - |

1. Fifteen mystery words will be asked in the Final Round. For every question, the definition, length and its selected letters will be given as clues.
2. As an added twist, a reward or punishment can be unlocked in every word. Any team getting an item correctly alone shall receive the privilege or curse empowered which is to be consumed right away.
3. The top three (3) teams shall be declared winners.

**PRESIDENT’S CUP**

1. The President’s Cup shall cover Accounting related subjects and General Knowledge.
2. Contestants must be an incumbent President of any NFJPIA-Region X and Caraga local chapter regardless of his/her year level.
3. Contestants are advised to be at the designated place fifteen (15) minutes before the scheduled time of the competition. A contestant is considered late when he/she is not in his/her designated team seat once the quizmaster starts reading the 1st question in the easy subset level of the 1st Round.
4. Answers should be written clearly and legibly on the provided answer boards.
5. The answers should have been reduced to writing before the allotted time has elapsed. In other words, no contestant shall buzz before their answer is finally reduced to complete writing. The contestants must raise their answer boards once the quizmaster declares so. *Any contestant to commit an offense shall be warned and whose answer may not be accepted.* Violation of the said provision for the 2nd time shall be given sanction of accumulating only 50% of his total score in the current round. Violation of this provision for the 3rd time shall mean disqualification.
6. The contestants are allowed to manipulate their calculator *only when the quizmaster says* ***“Go!”*** Any contestant who will violate this provision shall encounter the same punishment aforementioned in Rule 5.
7. This event shall be comprised of two rounds namely: the Elimination Round and the Final Round.

**The Elimination Round**

1. The Elimination Round shall cover General Knowledge. Twenty questions shall be asked in this round.

|  |  |  |
| --- | --- | --- |
|  | General Knowledge | Clincher |
| Time Allotment | 20 seconds | 20 seconds |
| No of Items | 20 | - |
| Points per Correct Answer | 5 | - |

1. The top ten (10) scorers shall proceed to the Final Round.

**The Final Round**

1. The Final Round shall cover Accounting-related subjects.
2. Corresponding details are the following:

|  |  |  |
| --- | --- | --- |
|  | Theories | Problems |
| Time Allotment | 15 seconds | 30 seconds |
| No of Items | 10 | 10 |
| Points per Correct Answer | 5 | 10 |

1. In case of a tie, a question chosen either by the Panel of judges or the Vice President for Academics shall be asked to break the deadlock.
2. The top three (3) Presidents garnering the highest scores after the last question of the difficult subset level shall be declared as winners.