



BOOK OF MECHANICS

2024 EDITION



IP CIRCLE League: The Quiz

SCHEDULE

Deadline of Registration	:	August 27, 2024
Opening Ceremony	:	September 2, 2024 (online)
The Quiz	:	September 9, 2024 (onsite)

VENUE

Multi-Purpose Hall, Intellectual Property Office of the Philippines.

COMPETITION RULES

RULE 1. Participants

Section 1. The contest is open to bona fide students of CHED-recognized Higher Education Institutions and LEB-accredited Law Schools.

Section 2. The quiz is played by teams of three (3) students.

Section 3. All teams must be accompanied by at most one (1) coach.

RULE 2. Scope and Coverage

Section 1. The quiz bee shall cover questions on intellectual property, e.g., patent, trademark, copyright and related rights, national and international laws, IP process, sustainable development.

Section 2. There shall be three (3) rounds: Round 1 – Easy, Round 2 – Moderate, Round 3 – Difficult.

Section 3. Should more than five (5) schools participate, there shall be two competition stages: Preliminary and Final. The preliminary round will be conducted in the form of a written exam. The top five (5) teams with the highest scores from this round will advance to the Final Stage. The Final Stage shall follow the preceding format.

RULE 3. Quiz Bee Proper / Final Stage

Section 1. Cellular or mobile phones are not allowed during the competition.

Section 2. The Quiz Master shall read the question while the question itself will be flashed on a screen for the contestants to see.

Section 3. All answers must be written on the slate boards or stated orally provided for each team. It shall be raised when the allotted time is over. Failure to do so will signal a warning for the first offense and disqualification for the second.



Section 4. Any question or query to the correctness of the answers should be raised before the start of the next question. Any challenge must be supported with reliable reference.

Section 5. In Round 1, all teams will have the chance to answer the questions. This round shall be participated by one (1) of the team members. Substitution is not allowed.

Section 6. There shall be ten (10) questions in Round 1 worth 3 points each. The questions will be asked by the Quiz Master twice. Teams will be given with answer cards. After the 10 seconds timer, the Quiz Master will signal the teams to reveal their answers. Correct answers will merit 3 points.

Section 7. Once the round is complete, teams will be ranked based on their scores. The ranking will be used to determine the first team to play the next round.

Section 8. Round 2 shall be participated by all the team members.

8.1 In Round 2 (Jeopardy-style), there will be 6 Categories with 3 questions each. Questions will have a score ranging from 3-5 points. Teams will choose a category and then the points that correspond to the question. The Quiz Master shall read the chosen question once. After the 15 seconds timer and upon signal of the Quiz Master, the team must state their answer verbally. The first answer given will be considered as the final answer.

8.2 The team with the highest score in the previous round shall be the first team to play. If the team is unable to give the correct answer, they have the power to choose the team to steal.

8.3 The one who steals is given 5 seconds to answer. If the team who steals is able to answer, they earn the point, and the next round continues with the next team in the ranking. If they answer incorrectly, the question is forfeited, and the next round continues with the next team in the ranking.

8.4 Each team is allowed to answer up to a maximum of three (3) consecutive questions.

General IP	Copyright	Patent	Trademarks	Utility Model	Industrial Design
3 points	3 points	3 points	3 points	3 points	3 points
4 points	4 points	4 points	4 points	4 points	4 points
5 points	5 points	5 points	5 points	5 points	5 points

Section 9. In Round 3, the gameplay shall be the same as Round 1 but will be played by all team members.

9.1 There shall be 10 questions with 8 points each. Questions are answerable in 30 seconds.

9.2 Each team will also have special powers that they can use before the start of each question. Each team can only use these special powers once for the entire round.



9.3 The order in the use of the special powers will be based on the rankings of the cumulative tally after Round 2.

9.4 These special powers are:

- Freeze Power (offensive)** – Enables a team to choose a team to NOT answer a question.
- Deduct Power (offensive)** – Enables a team to deduct 1 question points to their chosen team.
- Block Power (defensive)** – Enables a team to block any power directed to them.
- Transfer Power (defensive)** – Enables a team to transfer any power directed to them to any team.

RULE 4. Code of Conduct

Section 1. Every participant is expected to observe and maintain the highest standard of ethical behavior and proper decorum. The IP Academy reserves the right to disqualify participants and/or to ban them from participation in future competitions.

RULE 5. Declaration of Winners

Section 1. The team that garnered the highest marks shall be declared as the winner.

Section 2. In cases of a tie in the final tally, three (3) clincher questions will be raised to break the tie.

RULE 6. Awards

Section 1. Winners will be announced right after the Quiz.

Section 2. The team with the highest score will be declared Champion. The team with the second-highest mark will be declared 1st Runner Up. The team with the third-highest mark will be declared 2nd Runner Up.

Section 3. The Prizes are summarized as follows:

- 3.1 The Champion will receive Php20,000 worth of Gift Certificates, Plaque, and Certificates of Recognition
- 3.2 The 1st Runner Up will receive Php15,000 worth of Gift Certificates, Plaque, and Certificates of Recognition
- 3.3 The 2nd Runner Up will receive Php9,000 worth of Gift Certificates, Plaque, and Certificates of Recognition
- 3.4 A Consolation Prize of Php3,000 worth of Gift Certificates will be awarded to the 3rd and 4th Runners-Up.

MISCELLANEOUS

- 1. A Quiz Master and a Scorer shall be assigned to facilitate the competition.
- 2. A team composed of IP Academy Consultants shall evaluate and give decisions in cases of queries and complaints.
- 3. The Game Master has the sole discretion in the construction of the game mechanics.



IP CIRCLE League: The Debate

SCHEDULE

Deadline of Registration	:	August 27, 2024
Opening Ceremony	:	September 2, 2024 (online)
Orientation	:	September 19, 2024 (via Zoom)
Preliminary Round	:	October 21, 2024 (via Zoom)
Semi-Final & Final Rounds	:	November 15, 2024 (IPOP HL MPH)

Zoom Details

Join Zoom Meeting

<https://zoom.us/j/97029461927?pwd=YKFig5aN0a6T9AyuQbR1aM7CkolGro.1>

Meeting ID: 970 2946 1927

Passcode: 246576

COMPETITION RULES

RULE 1. Eligibility of Participants

Section 1. Eligibility of Participants. Participation in the competition is open to all law schools.

Section 3. Only one (1) team per school is allowed to participate.

Section 4. Team Composition. Teams shall be composed of three (3) debaters.

Section 5. Mandatory Attendance for Orientation

5.1 Teams must send at least one representative from each team, preferably the team captain, to participate in an orientation for the purposes of briefing each team of the competition format and other specific rules.

5.2 Emergencies: In the event of non-attendance due to emergencies, the concerned participant shall inform any of the IP Circle League Organizing Team of his unavailability and his proxy, at least a day before any call for meeting.

RULE 2. Competition Proper

Section 1. Place of competition. The preliminary round shall be held online via Zoom. The semi-final and final rounds shall be conducted in-person. The venue shall be announced at a later time.

Section 2. Debate Format. The debate format for this Debate competition shall be Modified Oregon-Oxford.

Section 3. Time Limits. This provision covers both the pre-competition time limit on preparation time and the respective time limit for each speech.



3.1 Preparation Time: 15 minutes including veto, refer to Section 5.

3.2 Speech Proper:

3.2.1 Constructive speech: 5 minutes maximum per speaker.

3.2.2 Cross Examination: 2 minutes and 30 seconds maximum per speaker. Room moderators shall inform the speakers if their time is already up.

Section 4. Order of Speakers. The order of speakers and speeches shall be as follows:

- 4.1 Affirmative Side First Speaker Constructive Speech
- 4.2 Negative Side First Speaker Cross-Examination
- 4.3 Negative Side First Speaker Constructive Speech
- 4.4 Affirmative Side First Speaker Cross-Examination
- 4.5 Affirmative Side Second Speaker Constructive Speech
- 4.6 Negative Side Second Speaker Cross-Examination
- 4.7 Negative Side Second Speaker Constructive Speech
- 4.8 Affirmative Side Second Speaker Cross-Examination
- 4.9 Affirmative Side Third Speaker Constructive Speech
- 4.10 Negative Side Third Speaker Cross-Examination
- 4.11 Negative Side Third Speaker Constructive Speech
- 4.12 Affirmative Side Third Speaker Cross-Examination

Section 5. Veto Rule. After orientation for the competition, the committee shall release the motions for all teams by their contact email. The motion to be debated upon shall be selected by veto system on the day of the competition.

Section 6. Bench Assignment. The match ups and bench assignments shall be made by the committee. The bench assignment (affirmative or negative side) of each team shall be done randomly. Assignments shall be sent a day before the competition.

Section 7. Iron Person Rule. During the competition proper, should one of the participants fail to attend, each team shall have a speaker perform an iron person match where one speaker shall perform the role of the absent speaker.

Section 8. Two-Game System. The competition shall be conducted via a two-game system for the preliminaries. Each debating team shall be matched to two other debating teams. If a large number of teams compete, the schedule may be adjusted and results announced via email.

Section 9. Final Round. The competing teams for the final round shall be determined immediately after tallying the scores of the teams from the match ups.

RULE 3. Scoring and Criteria for Judging

Section 1. Each team shall be judged using the following criteria:

1. Manner – 40%
2. Matter – 40%
3. Method – 20%



Section 2. The above criteria shall be used to select the best speaker.

RULE 4. Awards

Section 1. Champions and Runner-Ups. The team who wins the final round shall be declared Champion while the losing team shall be declared 1st Runner Up. The 2nd Runner Up and 3rd Runner Up shall be determined based on the final score obtained after the semi-final round.

Section 2. Best Speaker. The top speaker who garners the highest number of speaker scores shall receive a trophy and gift certificate worth Php 2,000.00.

Section 3. Prizes. The prizes are summarized as follows:

- 3.1 Champion – Gift Certificate worth Php 25,000.00, Trophy and Certificate of Recognition
- 3.2 1st Runner Up – Gift Certificate worth Php 13,000.00, Trophy and Certificate of Recognition
- 3.3 2nd Runner Up – Gift Certificate worth Php 5,000.00, Trophy and Certificate of Recognition
- 3.4 3rd Runner Up – Gift Certificate worth Php 5,000.00, Trophy and Certificate of Recognition

RULE 5. Grievance and Mediation Committee

Section 1. Members of the Grievance and Mediation Committee. There shall be a Grievance and Mediation Committee to deal with matters relating to the conduct of the competition.

Section 2. Procedure for dealings with the Mediation Committee. Any grievance arising from the debate proper shall be lodged to the Mediation Committee at the end of the debate proper. It shall be raised only by the team captain.

Section 3. Finality of Decisions. Any decisions made by the Mediation Committee are final in nature and not appealable to any higher body.

MISCELLANEOUS

The above-mentioned rules may be revised, subject to the discretion of the IP Circle League Organizing Committee. Any changes shall be communicated prior to any match.

MATCH UPS

The matches shall be determined at least 3 days before the rounds.



IP CIRCLE League: The Ad

SCHEDULE

Deadline of Registration	:	August 27, 2024
Opening Ceremony	:	September 2, 2024
Deadline for Submission of Entries	:	October 23, 2024
Festival of Stories	:	November 18, 2024

VENUE

The venue for the Festival of Stories shall be announced at a later time.

COMPETITION RULES

RULE 1. Participants

Section 1. Open to all CHED-recognized higher education institutions and LEB-accredited law schools.

Section 2. Participation is either by individual or by team. Up to three (3) members are allowed for team participation.

RULE 2. Entry Submission

Section 1. Maximum of 2 teams per school and each team can submit one entry.

Section 2. An entry consists of a compelling digital poster for an advocacy campaign that adheres to the theme, "Harnessing Intellectual Property for a Sustainable Future: Advancing the 17 SDGs".

Section 3. Entries must have a slogan (call to action) and visual layout

Section 4. All poster designs, any of its part or the whole, must adhere to the following:

- 4.1 Must be original and not previously published, submitted or won in a contest.
- 4.2 Must not be AI generated.
- 4.3 Must not be obscene, pornographic, and offensive in any way.
- 4.4 Must not contain any IP-protected content.
- 4.5 Must not contain any content sourced from royalty-free or license-free databases
- 4.5 Must not contain the signature of the artist to conceal the identity of the creator during judging.

Section 5. Entries must adhere to the following specifications:

- 5.1 Size: 420mm x 594 mm (A2 size)
- 5.2 Resolution: at least 300 DPI
- 5.3 File format: .jpg



5.4 Material: hard copies must be printed on sintra board, non-laminated, and should be borderless.

Section 6. All teams must submit a soft copy and a hard copy of their entries. Soft copies must be submitted on ILAW on or before October 23, 2024, and the hard copy must be delivered to the IPOPHL office on or before November 11, 2024.

RULE 3. Exhibition

Section 1. All entries will be displayed during the Festival of Stories.

Section 2. The participants of the accepted entries should allow IPOPHL/IP Academy to display / communicate the entries to any online or onsite platforms. The copyright shall still belong to the creator/s of the entries.

RULE 4. Scoring and Criteria for Judging

Section 1. Each entry shall be judged using the following criteria:

- A. Relevance to the theme – 30%
- B. Creativity and Originality – 25%
- C. Visual Appeal – 20%
- D. Clarity of Message – 15%
- E. Technical Execution - 10%
- Total - 100%

RULE 5. Awards

Section 1. Winners will be announced at the Festival of Stories.

Section 2. The entry with the highest score will be declared Champion. The entry with the second-highest mark will be declared 1st Runner Up. The entry with the third-highest mark will be declared 2nd Runner Up.

Section 3. The Prizes are summarized as follows:

- 3.1 The Champion will receive Php 10,000 worth of Gift Certificates, Plaque, and Certificates of Recognition
- 3.2 The 1st Runner Up will receive Php7,000 worth of Gift Certificates, Plaque, and Certificates of Recognition
- 3.3 The 2nd Runner Up will receive Php5,000 worth of Gift Certificates, Plaque, and Certificates of Recognition
- 3.4 The 4th Runner Up and 5th Runner Up will each receive Php2,000 worth of Gift Certificates and Certificates of Recognition.

IP CIRCLE League: The Story

SCHEDULE

Deadline of Registration	:	August 27, 2024
Opening Ceremony	:	September 2, 2024
Deadline for Submission of Entries	:	October 16, 2024
Festival of Stories	:	TBA

VENUE

The venue for the Festival of Stories shall be announced at a later time.

COMPETITION RULES

RULE 1. Participants

Section 1. Open to all CHED-recognized higher education institutions and LEB-accredited law schools.

Section 2. Participation is by team. All team members must be bona fide students of the same school.

RULE 2. Entry Submission

Section 1. Maximum of 2 teams per school and each team can submit one entry.

Section 2. An entry consists of a compelling 10-15-minute digital short film (excluding credits) that would adhere to the theme “Harnessing Intellectual Property for a Sustainable Future: Advancing the 17 SDGs”.

Section 3. Entries should be live action video. The Story may be in any of the following genres: drama, comedy, musical, action, suspense, historical, or adventure.

Section 4. Opening credits are optional, but closing credits are required and excluded to the time allotment. Closing credits must have a maximum 2 minutes of run time.

Section 5. Proper crediting format of crew, talents, and IP related materials used such as copyrighted music, images, and videos is required. Kindly refer to <https://www.evercast.us/blog/film-credits>.

Section 6. All teams must submit a profile containing the names, roles, and photos of all the team members. For the template of profile, refer to this drive:

Section 7. An A2 film poster and a trailer video (maximum of 1 minute) must be submitted alongside the film entry. All film posters must be sent to the IPOPHL Office and received by the IP Academy staff on or before November 5, 2024.

Section 8. All films must adhere to the following:



- 8.1 Must be original and not previously published, submitted or won in a contest.
- 8.2 Must not be obscene, pornographic, gory and offensive in any way.
- 8.3 Must obtain consent for the use of any IP-protected content. Must submit any proof of consent obtained from the IP owner.
- 8.4 Must include in the credits all content sourced from royalty-free/license-free that were used in the film.

Section 9. All entries must follow the specifications:

- 9.1 Resolution: must be High-Definition(HD) or 1920x1080p
- 9.2 Aspect Ratio: 16:9 aspect ratio.
- 9.3 File format: must be MP4 (Rendering option for Adobe Premiere Pro/Adobe Media Encoder is H.264)

RULE 3. Exhibition

Section 1. The participants of the accepted entries should allow IPOPHL/IP Academy to display / communicate the entries to any online or onsite platforms. The copyright shall still belong to the creator/s of the entries.

RULE 4. Scoring and Criteria for Judging

Section 1. Each entry shall be judged using the following criteria:

- A. Relevance to the theme – 25%
 - B. Technical Execution – 25%
 - C. Creativity and Originality – 20%
 - D. Acting and direction – 15%
 - E. Impact and engagement - 15%
- Total: 100%

RULE 5. Awards

Section 1. Winners will be announced at the Festival of Stories.

Section 2. The entry with the highest score will be declared Champion. The entry with the second-highest mark will be declared 1st Runner Up. The entry with the third-highest mark will be declared 2nd Runner Up.

Section 3. Special prizes will be given to the following categories:

- 3.1 Best Cinematography
- 3.2 Best Screenplay
- 3.3 Best Editing
- 3.2 Best Onscreen Performance (Male)
- 3.3 Best Onscreen Performance (Female)
- 3.4 Best Director
- 3.5 People's Choice Award

Section 4. The Prizes are summarized as follows:

- 4.1 The Champion shall receive Php30,000 worth of Gift Certificates, Plaque, and Certificates of Recognition
- 4.2 The 1st Runner Up shall receive Php20,000 worth of Gift Certificates, Plaque, and Certificates of Recognition
- 4.3 The 3rd Runner Up shall receive Php15,000 worth of Gift Certificates, Plaque, and Certificates of Recognition
- 4.4 Each of the Best Onscreen Performances shall receive Php3,000 worth of Gift Certificates and a Certificate of Recognition
- 4.5 The Best Director shall receive Php3,000 worth of Gift Certificates and a Certificate of Recognition
- 4.6 The People's Choice shall receive Php3,000 worth of Gift Certificates and a Certificate of Recognition
- 4.7 The Best in Cinematography shall receive Php3,000 worth of Gift Certificates and a Certificate of Recognition
- 4.8 The Best in Screenplay shall receive Php3,000 worth of Gift Certificates and a Certificate of Recognition
- 4.9 The Best in Editing shall receive Php3,000 worth of Gift Certificates and a Certificate of Recognition