

Republic of the Philippines Department of Education NATIONAL CAPITAL REGION SCHOOLS DIVISION OFFICE OF MUNTINLUPA CITY

OCT 24 2022

Advisory No. <u>265</u>, s. 2022 October 21, 2022 In compliance with DepEd Order (DO) No. 8, S. 2013 This advisory is issued for the information of DepEd officials, personnel/staff, as well as the concerned public.

SQUEEEZE INTERCOLLEGIATE ELECTRICAL AND ELECTRONICS ENGINEERING QUIZ SHOW

Attached is DepEd NCR Advisory No. 286, s. 2022 dated October 18, 2022 on the above-captioned title, contents of which are self-explanatory, for the information and guidance of all concerned.

Participation of public and private schools shall be subject to the nodisruption-of-classes policy stipulated in DepEd Order No. 9, s, 2005 entitled **Ins**tituting Measures to increase Engaged Time-on-Task and Ensuring Compliance Therewith.

Moreover, schools are reminded of the "No Collection and No selling of Tickets Policy" stipulated in DepEd Order Nos. 19 and 40, s. 2008 and RA Nos. 4206 and 5546.

NERISSA ROXAS-LOMEDA PhD OIC-Assistant Schools Division Superintendent

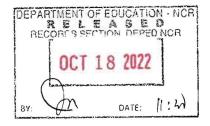
ASO/ SquEEEze Intercollegiate and Electronics Engineering quiz show $\underline{265}$ /October 21, 2022



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Republic of the Philippines Department of Education NATIONAL CAPITAL REGION

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DNCR-F-ORD-038/R0/01112019

SDO-CIT Advisory No. s. 2022R October 18, 2022 Time

Pursuant to DepEd Order No. 8, s. 2013, this Advisory is issued not for endorsement but for the information of DepEd Officials, Personnel/Staff, as well as the concerned public per DepEd Order No. 28, s. 2001 (Visit www.deped.gov.ph)

SquEEEze

Intercollegiate Electrical and Electronics Engineering quiz show

The UP Circuit, an academic, non-profit, and non-political organization based in the Electrical and Electronics Engineering Institute (EEEI) of the University of the Philippines-Diliman will hold its virtual quiz show on November 26 and December 3, 2022.

The activity includes a Technological Design contest wherein students will be presenting their innovative ideas which provide solutions to the problems of our environment, community and country.

It aims to promote academic excellence and bring together the country's top young minds in the field of Electrical and Electronics Engineering in a battle of wits and brilliance.

The expected participants are high school students from the private and public schools.

For more information, please contact: Mr. Nico Concepcion

Mobile number: 0916.146.44.53

ORD/Public Affairs Unit



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The National EEE Competition and Convention

upcircuit.squeeeze@gmail.com 🔀 fb.com/upcircuit.squeeeze squeeeze.upcircuit.org

October 6, 2022 Mr. Wildredo E. Cabral **Regional Director**

Dear Director Cabral,

UP Circuit is an academic, non-profit, and non-political organization based in the Electrical and Electronics Engineering Institute (EEEI) of the University of the Philippines -Diliman. The organization aims to promote academic excellence in the field of Computer, Electrical, and Electronics and Communications Engineering that will encourage holistic development of its members through various activities within and outside the university.

With the tradition of promoting academic excellence, UP Circuit has been bringing together the country's top young minds in the field of Electrical and Electronics Engineering in a battle of wits and brilliance. SquEEEze, our flagship event, is the only national intercollegiate Electrical and Electronics Engineering quiz show in the Philippines. Now in its **25th** year, in spite of the challenges faced due to the pandemic, SquEEEze continues to bring a set of events that will engage more excitement and challenge for a wider audience. SquEEEze provides an exhilarating and holistic learning opportunity not only for college students, but also for high school students from the different regions across the country who are willing to compete and test their intellect against other schools. Along with the annual intercollegiate guiz show, workshops will also be conducted. These workshops aim to familiarize participating high school students with the basic applications of Electrical and Electronics Engineering, thus making them appreciate the field even more.

This year's installment will again include a Technological Design Contest wherein students from across the country will be presenting their innovative ideas that provide solutions to the problems of our environment, community and country, which are especially important during the time of a pandemic. This day will also include an EEE Convention that includes a series of talks and seminars given by notable speakers in the field of Electrical and Electronics Engineering.

The pandemic has limited most physical interactions in the past years. And as such, SquEEEze has shifted into a virtual set-up. With the success of last year's event, SquEEEze: The National EEE Competition and Convention will continue to be administered virtually and will be held on November 26 and December 3.

In line with this, we would like to cordially ask for an endorsement from your office. This endorsement would greatly encourage students from different schools in participating in this campaign of academic excellence that our organization aims to impart. With the endorsement of the Department of Education - NCR, we are hoping for a greater chance in extending this campaign to the bright minds of many young students.

We are looking forward to hearing a positive response from your office. For questions and concerns, please contact the undersigned event's heads or the head of competition, Nico Concepcion (09161464453). A copy of the competition handbook is also attached where you may find all the detailed mechanics for your reference.

> Balidoy, Ed Matthew **Co-Overall Head** 09568301222

Concepcion, Clarence Nico **Co-Overall Head**



09161464453





The National EEE Competition and Convention

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fb.com/upcircuit.squeeeze f squeeeze.upcircuit.org

Very truly yours,

h Clarence Nico Concepcion

Co-overall Head

SquEEEze

Ed Matthew Balidoy

Co-overall head

SquEEEze

Conrado Lu Bencio

Vice President for External Affairs

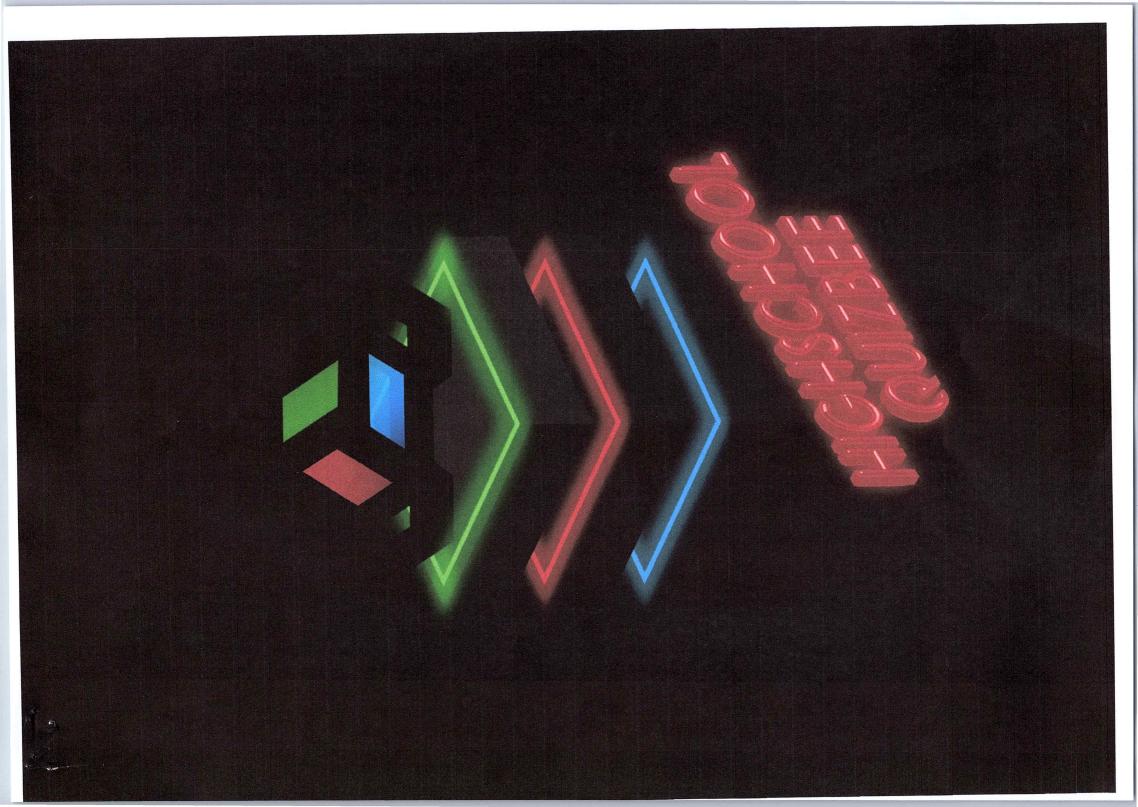
UP Circuit

Balidoy, Ed Matthew Co-Overall Head Concepcion, Clarence Nico Co-Overall Head

09161464453



09568301222





1. A maximum of two (2) teams are allowed to join per school.

2. Each team shall be composed of three (3) students from the same school. The students must be in senior high school during the term that the students join the 25th SquEEEze.

3. A maximum of two (2) coaches are allowed per school.

a. The coaches must be bonafide faculty members of the same school the students of the team are enrolled in.

b. Coaches are allowed to register for more than one team in their school.

4. Letters of certification of the coaches' and participants' qualifications from the Dean of their respective schools shall be submitted on or prior to the deadline of registration on November 12, 2022, 11:59 PM



REGISTRATION SQUEEEZE HS

1. Teams may confirm their registration through the online form at bit.ly/25thSQZHS

2. Only schools that submit on or before November 12, 11:59 PM, will be included in the souvenir program.

3. A registration of 250 pesos (High School) will be required to join the contest and must be fully paid before the end of the registration period. The teams are allowed to make changes to their lineup or coaches until the end of registration period.

4. Each team must choose a team leader that would act as the representative of their respective teams. The team leader shall be the contact person between the event's academic affairs heads and the said team to streamline instructions, contests or disputes, and matters pertaining to the event. If no team leader is chosen or present, the coach registered under that particular team will be the de facto team leader/contact person.

5. Each team will be asked to submit a scanned or clear copy in a portable document format (PDF) file of each participant's school ID (back-to-back) in the online form.

NOTE: An email will be sent to the team leader an hour before each round (Elimination and Quiz Bee rounds) begins to confirm if the members of the team are ready. A reply from the team leader will be expected at least 15 minutes before each round starts.



- 1. The 24th SquEEEze is composed of two (2) competition rounds Elimination Round, and Quiz Bee Round.
- 2. The questions of the competition will be from the following categories:

CATEGORY	TOPICS
Math	Algebra, Geometry, Trigonom- etry, Basic Calculus
Science	General Science, Physics
Basic Circuitry	Circuit Theory, Digital Logic



GENERAL GUIDELINES

Calculator

- Contestants are limited to use calculators that do not have graphing or programmable capabilities.

- All calculators will be inspected and reset before the start of the Quiz Bee Round.

Other Third Party Software(s)

- Use of unauthorized third party software and references is not allowed.

- For the Elimination Round submission, write and sign this honor code individually (a total of three honor codes and three signatures should be seen from a team of three people) in your solutions sheet: **"I swear upon my honor that I have not given nor received aid upon answering this questionnaire, and no unauthorized softwares was used in conjunction thereof."** A submission without the participants' honor codes along with their respective signatures will be deemed invalid, resulting in a score of zero.



GENERAL GUIDELINES

Questions

- Questions regarding the mechanics of the event may be sent to acad.squeeeze@gmail.com before the event proper. Construct emails with a subject line [SQZ ASK HS] - *School* - *Concern* with its content expressed in an articulated and concise manner.

- Questions during the event proper may only be addressed to the proctors. For the Elimination Round, send an email to acad.squeeeze@gmail.com should there be questions with regard to particular items in the written exam. For the Quiz Bee Round, questions should be asked through each team's proctor in their Discord voice channel (SQZ Discord Primer will be provided).

- Questions will be limited to clarifications of the given or the validity of the problems. Only questions that are deemed necessary will be answered.

- Only team members actively participating will be allowed to ask questions.



GENERAL GUIDELINES

Answers

- Answers should be in simplest form.

- Unless otherwise specified, non-integer numerical answers should be rounded off to two (2) decimal places. Trailing zeros are not necessary. Example: 1.5 and 1.50 are accepted.

- It is recommended to not round off between intermediate calculations in order to arrive at the precise final answer.

-All answers should have appropriate units.

NOTE: If a student is found breaking a rule, that student's team is disqualified and immediately eliminated from the contest. UP Circuit reserves the right to change part of the rules and regulations to further improve the conduct of the event.



ELIMINATION ROUND SQUEEE ZE HS

This stage will test the written knowledge, skill and speed of the students. It is designed to see how many questions they can correctly answer in a limited amount of time.

1. Three (3) students per team will take a written examination as a team.

2. Only students registered as members for the team will be allowed to participate.

3. One (1) hour will be allowed to answer the given exam.

4. The exam has three (3) parts: Easy, Average, and Difficult. Each part is composed often (10) questions for a total of thirty (30) questions. The pointing system will depend on the difficulty of the question as shown below.

DIFFICULTY	POINT/S PER QUESTION
Easy	1
Average	3
Difficult	5



ELIMINATION ROUND

5. Correctly answered questions will be credited based on the difficulty. No deductions will be given for incorrect or unanswered questions.

a. For numerical answers, round off up to two decimal places only.

b. Default units used are base SI units unless otherwise stated.

6. Discussion within a team will be allowed. However, discussions between teams will not be allowed.

7. Solutions to the problem solving questions are required for legitimacy. The requirement of solutions will be indicated in the applicable questions.



ELIMINATION ROUND

8. Two Google form links will be provided for submissions:

a. The first link will be for submitting final answers. The answers will be typewritten through the form. This form must be submitted before the exam time of 1 hour finishes.

b. The second link will be for submitting a scanned or clear copy of the team's solutions (for applicable questions) in a portable document format (PDF) file. This submission is required. No points will be given for correct answers to questions that require solutions but no solutions are provided. The teams will be given thirty (30) minutes after exam time for this submission. Filename should be School_Team #.pdf. Example: UP Diliman_Team B.pdf.

c. Both links will be provided before the elimination round starts.

9. Time in time.upd.edu.ph will be strictly enforced.

10. The score of a team will be the determined score i.e., the correct number of marks the team will garner after checking.

11. The top 25% of all the teams will qualify for the quiz bee round.



ELIMINATION ROUND

12. In case of a tie, the team to submit their final answers first will be given priority e.g. if teams A, B, and C tie for 9th highest score and submitted in that order, assuming that there are no other ties, team A will get the 9th spot, team B will get the 10th spot, and team C will not proceed to the next round.

13. The results of the examination would be released a week before the quiz bee.

a. If there are any inquiries or appeals for consideration on the results, the team leader for the group can send an email to acad.squeeeze@gmail.com for 2 days after the results have been released.

b. Each team should send at most 1 email for appeal, which would address all the inquiries and appeals for the questions in the elimination round.

c. After 4 days, the results of the elimination round are *final and irre-vocable*.

14. The top three (3) teams with the highest scores in the eliminations round will be given special recognition.



QUIZ BEE ROUND

The Quiz Bee Round consists of questions specially made to test both the conceptual and technical understanding of the subject matter. Questions are designed to be difficult and tricky such that the team with the best strategy, knowledge, accuracy, teamwork, and guts will win.

1. The Quiz Bee Round will happen in Discord. (SQZ Discord Primer will be provided) and Zoom.

2. The team will work as a group to answer the questions.

3. The scores of the teams in the Elimination Round will not be carr ied over to the Quiz Bee Round; hence, their scores will be reset to zero (0).

4. The round consists of two stages: the semifinals and the finals.

5. The semifinals consists of two parts: BasEEEc and ConsEEEquences.

a. BasEEEc consists of ten (10) one-point questions.

b. ConsEEEquences consists of ten (10) two-point questions.

i. Every incorrect answer will have a deduction of 1 point (right minus wrong).

ii. Every three consecutive questions with no answer by a team will have a deduction of 4 points.

iii. Every five consecutive correct answers will grant an ad ditional 4 points.

QUIZ BEE ROUND

c. The sum of the scores of each team in (BaSEEc) and (Con sEEEquences) will be their score for the semifinal round.

d. After the semifinals, fifty-percent of the teams will be eliminat ed from the competition.

6. The finals consist of ten (10) questions of different topics and difficulties. The scores from the semifinals will be retained.

a. The points for each question will range from five (5) points to ten (10) points, depending on the problem's difficulty.

b. Teams can decide whether or not to "gamble" after the topic and difficulty is chosen but before the question is shown.

i. If a team decides to "gamble", they can get double the point value of the following question if answered correctly or lose the point value of the question from their cumula tive score if answered incorrectly.

ii. A team can only choose to "gamble" for three questions.

c. Teams that have accumulated the highest number of at the end of the finals will be declared the winners. The ranking of the teams will also depend on this cumulative score.

d. In the case that there are two or more teams in a given rank ing, tiebreaker questions will be given until only one team re mains.



QUIZ BEE ROUND

7. If there are teams that have the same score after the final round, said teams will battle out the Tiebreaker to determine the final rank ing of teams.

a. There will be five questions in order of decreasing difficulty.

b. Scores will be reset to zero (0).

c. Each question consists of one (1) point for attaining a cor rect answer. Obtaining an incorrect or no answer will merit negative points: deduction of one (1) point from the total Tiebreaker score, then two (2), then four (4), then eight (8) and then sixteen (16) points for every suc ceeding item.

8. Before each question in the Quiz Bee round, each team will be asked by their proctor whether or not the participants are ready for the next question.

a. In the case that participants get disconnected before the next question, the team will be allotted fifteen (15) minutes of pause time to be used over the course of the entire Quiz Bee round to allow disconnected participants to reconnect.

i. If the pause time has been exhausted, the Quiz Bee round shall continue with the remaining team members and no additional pause time will be given.





ii. Teams may opt not to use the pause time and continue without the disconnected member/s.

b. In the case that participants get disconnected during a question, the team will not be given time to wait for the reconnection of the disconnected participants, and the timer for the question will not be stopped.





At the end of the event, the participants will proceed with the awarding.

PRIZES			
Champion	Trophy, Medals, and Php 3,000		
2nd Place	Medals and Php 1,500		
3rd Place	Medals and Php 1,000		

*All participants will be given certificates of participation.





- The participants are encouraged to join the workshop.

- The workshops are open to all Junior High School and Senior High School students.

- Register participants through the online form at bit.ly/25thSQZHS.

> Each participant must submit a scanned or clear copy in a porta ble document format (PDF) file of their school ID (back-to-back).

- Only registered participants will be given learning materials used during the event.

- The workshops will be done through Zoom.

- Teams are expected to behave properly even in an online setting.

- Workshop participants should be muted unless the workshop handlers request for oral participation. Unnecessary noise should be avoided when unmuted.

- Should the participants have any concerns, facilitators will be available to chat in Zoom during the workshop.

Workshops for the following topics are expected:

- Basic Programming (Python)
- Circuit Construction

