

**MEGA CEBU Making W.A.V.E.S.
ACADEMICS CONTEST MECHANICS & GUIDELINES**

Objective: The main objective of the competition is to challenge the knowledge, skills, attitude/values of students on Mega Cebu's Vision and attributes, as follows: Cultural & Innovative, Creative & Competitive, Inclusive, Equitable & Livable, Interconnected & Compact, Green, Integrated, Coordinated & Participative. It is also aimed at creating public awareness about Mega Cebu and its goals.

Over-all

Theme: Envisioning a Wholesome, Advanced, Vibrant, Equitable, Sustainable (W.A.V.E..S.) Cebu in 2050

The theme is anchored on the four Focus Area-based Committees (FABComs) of Mega Cebu:

1. Integrated Development & Planning
2. Environment and Public Safety
3. HR, Assets and Partnerships
4. ICT & Knowledge Management

General Guidelines:

1. All contestants must be bonafide and regular students of both private and public schools located in the 13 municipalities and cities comprising Mega Cebu, namely:
 - a. Cebu City,
 - b. Mandaue City
 - c. Lapulapu City
 - d. Danao City
 - e. Talisay City
 - f. Naga City
 - g. Carcar City
 - h. Municipality of Minglanilla
 - i. Municipality of San Fernando
 - j. Municipality of Cordova
 - k. Municipality of Consolacion
 - l. Municipality of Liloan
 - m. Municipality of Compostela
2. There will be two contest levels. Qualifying rounds will be held for city/locality level (for high school), school level (college) and Final Round for all city/municipal level winners.
3. CBE, the official academic contest organizer of Mega Cebu will announce the dates of the LGU qualifying rounds.
 - a. For standardization purposes, the LGUs should follow the score cards/rubrics provided by CBE for each contest in the qualifying round;
 - b. LGUs may choose their own judges and may request CBE to refer to them experts in each contest areas.

4. Each LGU should be represented by only 1 team or contestant, except for the college level where schools compete regardless of location.
5. The LGUs should be able to submit the names of their contestant/s and corresponding requirements listed below on or before September 23, 2013:
 - a. Contestant/s details:
 - i. Full Name
 - ii. Age
 - iii. Contact details (address, telephone/fax nos., email address)
 - iv. Certification from school that student is currently enrolled as a full-time and regular student
 - v. Certificate of Good Moral Conduct
 - b. School Represented
 - c. Contact details of school (address, telephone/fax nos., email address)
 - d. Name of Principal
 - e. Name of Coach
6. Final confirmation of your participation as official contestants in any competition will be sent to your email by CBE after you have submitted the above requirements.
7. For team competitions:
 - a. In the event that one team member is unable to participate in the contest, the coach should be able to submit to the contest organizers the substitute's name at least 24 hours before the contest proper.
 - b. No substitution will be allowed if the contest has already started.
 - c. In the case of the Quizbowl, substitution is allowed within the competition as long as the names of all team members were submitted to CBE, as stated in item 5.a above.
8. Wearing of uniforms or any attire that will identify the contestant's school and/or LGU is not allowed. Attire is as follows:

Extemporaneous and Oratorical Contests:

 - a. Male: polo, black pants, leather shoes
 - b. Female: skirt/ blouse, dress, open or close-toed shoes.
 (no wearing of slippers, sandals, t-shirts, sandos, shortpants)

Poster and Painting Contest:

 - a. Male: denims, t-shirt with collar, rubber shoes
 - b. Female: denims.skirt, t-shirt with collar, rubber shoes, flat shoes
(no identifying logo of school or LGU represented in t shirts, no wearing of slippers, sandals, sandos, shortpants)
9. Only the coaches are allowed to file for any protest in any contest level/category.
10. LGUs should arrange directly with the contest venue management for any requests to use the facility to practice. Contestants may also use the venue a day before the contest proper to practice.
11. Prizes include medals, trophies and a certificate of participation and recognition.
12. The contestant/s must be present at least an hour before the event. Contestants who will arrive after the program has started will be automatically disqualified.

13. Questions, and/focus/thrust of quiz bowl, oration, extemporaneous speech, poster design, painting contests in the LGU and/or Final Level is based on the Mega Cebu Theme and Six Attributes. Please refer to www.megacebu.org for details.
14. Final rating/scores of the qualifying rounds in all contest categories must be duly authenticated by the LGU and DepEd representatives and submitted to CBE not later than Sept 23, 2013.
15. Mega Cebu reserves the right to edit, copy, publish and distribute orations, photos, and videos of the competitions, and such will be used solely for educational purposes

Oratorical Contest Guidelines (High School Category)

The Speech

- originally written in English Language;
- developed around the theme and must expound on the W.A.V.E.S and its attributes. Please refer to attached brochure or go to www.megacebu.org;
- does not refer to any individual in office in particular or LGU in general;
- does not endorse any specific political affiliation or public official;
- does not discriminate any demographic group, be it social, cultural, racial, religious or political;
- All LGU speech winner entries must be emailed to CBE @ ency.e@live.com on or before September 23, 2013. Failure to submit on designated date will mean immediate disqualification from the contest. A written form of the speech must likewise be submitted at least 3 days before the Final Contest, file document, 12 point size, 1.5 space, Calibri Font;
- No revisions shall be made on the speech once it is submitted.
- Pre-judging of the Content of the official oratorical pieces shall be evaluated and given scores by the Board of Judges (BOJ) prior to the event day.
- Contestants should undergo an interview process at the LGU Competition level to measure understanding of the speech being delivered. It will also ascertain whether or not the contestant had a hand in writing the speech or not.

Delivery

- delivered in six (6) to nine (9) minutes, no limit on number of words;
- The speech should be memorized. Notes and cue cards are not allowed in all levels of the competition;
- Only contestants wearing the prescribed attire will be allowed to compete;
- Contestants should be at the contest venue at least an hour before the start of the competition. Late contestants will not be allowed to compete;
- Lots will be drawn to determine the sequence of presentation 15 minutes before the contest proper. NO exchanging of sequence shall be made;
- Contestants shall be introduced only according to the number in the lot drawn. No mention of the school, city or municipality shall be mentioned until after the last presenter has presented and judging has been finalized.
- Contestants, likewise, are not allowed to mention their school, municipality, city background during their speech to avoid biases in judging. Violation Penalty is 3 points from the final score;

- The contestant may or may not include the title of his/her speech, should he/she do so, it will be included in the time allotment limit;
- Standing microphones are provided. Contestants should deliver their speech using the standing microphone at all times. However, contestant should not hold the microphone or use it as a prop while delivering the speech.
- Contestants are given 15-30 seconds preparation/internalization before speech delivery. When ready, signal must be given to the emcee or moderator and wait for introduction before starting with the speech.
- Timing starts on the first word uttered and stops on the last word. Contestants going under or over the time limit will be penalized based on the scoring in the rubrics;
- Contestants will see a green card at the start of their speech, yellow card when 7 minutes have elapsed and red card at 9 minutes. The microphone will be automatically shut off and the moderator will immediately cut off the speech if the contestant continues to present even after the red card is raised.
- The use of prompters, props, costumes, visual and audio-visual aids is not permitted. Singing, dancing, and dramatic presentation are also prohibited. The penalty will be disqualification.
- In cases where technical difficulties arise, such as but not limited to the malfunction of the microphone, sound system or power outage, the contestants should stop delivering the speech and continue only when instructed by the Chairman of the BOJ. In these events, the Chairman of the BOJ may require the contestant to either start over or continue from where the contestant was cut off. Timing will also be stopped and reset as required.
- Only the coaches have the authority to protest on behalf of the contestants and should be raised with the contest organizers. Protests received after the tabulators have collected the score sheets from the judges will not be accepted under any circumstances.
- The BOJ will decide all protests in accordance with the official rules. The decision of the BOJ is final and no further appeals will be recognized in the LGU or Final level. Only appeals on plagiarism will be acknowledged and accepted.

Rubrics for Oratorical Contest (for judging)

Categories	5	3	1	Score
<i>21st Century Skill Level</i>	<i>Advanced</i>	<i>Developing</i>	<i>Emerging</i>	
CONTENT				
Theme	All 6 attributes of WAVES and are clearly presented in the content	At least 2-3 of the 6 attributes of WAVES were presented	1 -2 out of the 6 attributes of WAVES were presented	
Originality	No use or only 1 use of quotation or borrowed lines in the entire speech	2 to 3 use of quotations or borrowed lines in the entire speech	More than 3 quotations or borrowed lines used in the entire speech	
Clarity and Organization	Speech is logical, coherent and presented in cohesive manner	Speech is somewhat coherent and presented in cohesive manner	Speech is not coherent and is not presented in cohesive manner	
Language Use	Structure is accurate in form and usage; vocabulary is	Structure is somewhat accurate in form and usage;	Structure lacks accuracy in form and usage;	

	appropriate and does not interfere with communication	vocabulary is somewhat appropriate and does not interfere with communication	vocabulary is inappropriate and interferes with communication	
TOTAL CONTENT				
DELIVERY				
Voice and Pronunciation	Speaker has good volume of speech when used with the microphone, makes use of varied tone, observes proper pronunciation, enunciation and stops at appropriate pauses	Speaker has good volume of speech when used with the microphone, but makes use of less varied tone, somewhat observes proper pronunciation, enunciation and stops at appropriate pauses	Speaker does not have good volume of speech when used with the microphone (either too loud or too soft) , makes use of less varied tone, several words are mispronounced and does not observe proper enunciation and stops at appropriate pauses	
Posture and Body Movements	Speaker appears comfortable standing behind a lectern, makes use of appropriate facial expressions and gestures, maintains eye contact with audience at all times	Speaker appears less comfortable standing behind a lectern, makes somewhat use of appropriate facial expressions and gestures. Eye contact is maintained at certain times with the audience	Speaker is uncomfortable standing behind a lectern, constantly shifts weight, does not make use of appropriate facial expressions and gestures. Eye contact is not maintained with the audience	
Pacing and Precision	Speech has little or no fillers, is given at an average pace, and committed to memory. Speech is delivered within time limit	Speech shows some fillers, pace at some given point is either fast or slow and somewhat committed to memory. Speech is delivered either 1 minute less or 1 minute more of time limit	Speech shows considerable number of fillers, is either too fast or too slow-paced. Evidence of more than 1 or 2 lines omitted Speech is delivered 2 minutes less or 2 minutes more of the time limit	
Persuasion and Audience appeal	Speech has moved the judges and audience regardless of whatever reaction it may have evoked	Speech has somewhat moved the judges and audience regardless of whatever reaction it may have evoked	Speech elicited very little or no emotional response from the judges and audience regardless of whatever reaction it may have evoked	
TOTAL DELIVERY				
INTERVIEW (FOR	Contestant shows	Contestant	Contestant	

LGU LEVEL COMPETITION ONLY	contextual understanding of the content	somehow shows contextual understanding of the content	somehow little or no contextual understanding of the content	
OVERALL SCORE	CONTENT + DELIVERY + INTERVIEW (for tie-break)			
<i>Interview Category will not be included in the rubrics in the Final Competition. It will only be used only in the qualifying round. Only in the event of a tie will the Interview Score be included.</i>				

Extemporaneous Speech Contest Guidelines (High School Category)

Mechanics:

- The topics/questions will focus on the six attributes of Mega Cebu’s WAVES. Please refer to the brochure or www.megacebu.org for more information;
- 30 questions will be prepared by a group of experts appointed by the contest organizers. The set of questions will also be forwarded to the judges on the day of the contest for validation;
- Each contestant will draw one question that he/she will answer on the spot;
- The contestant is given 3 minutes to compose his/her speech and 3 minutes to deliver it. 1 minute will be reserved for a follow-up question to be asked by the judge who the contestant will randomly pick;
- Timing will start upon raising the green flag. 2nd Contestant draws his/her question and composes his/her speech while the 1st contestant delivers his/her speech. This cycle will be followed until the last contestant has delivered his/her speech.
- The moderator will read the question picked before the contestant delivers the speech.
- After 3 minutes have elapsed, the moderator will ask the contestant to pick randomly a judge who will answer the follow-up question. At this point, no time allowance will be given to the contestant to compose his/her answer. Only one follow-up question should be asked by the judge.
- For the first question, contestants will see a green card at the start of their speech, yellow card when 2 minutes have elapsed and red card at 3 minutes. For the follow-up question, contestants will see a green card at the start of their speech. Yellow card when 30 seconds have elapsed and red card at 1 minute. The moderator will immediately cut off the speech if the contestant continues to present even after the red card is raised.
- Speeches should be delivered in the English Language.
- The style of the delivery shall be conversational, oratorical or a combination of both;
- Use of microphone is allowed. However use of other props or visual aids is prohibited. Singing, dancing, and dramatic presentation are also prohibited. The penalty will be disqualification.
- Only the coaches have the authority to protest on behalf of the contestants and should be raised with the contest organizers. Protests received after the tabulators have collected the score sheets from the judges, will not be accepted under any circumstances.
- The BOJ will decide all protests in accordance with the official rules. The decision of the BOJ is final and no further appeals will be recognized in the LGU or Final level, Only appeals on plagiarism will be acknowledged and accepted.

Rubrics for Extemporaneous Speech (for judging)

Categories	5	3	1	SCORE
<i>21st Century Skill Level</i>	<i>Advanced</i>	<i>Developing</i>	<i>Emerging</i>	
Topic	Topic used in a manner that is challenging for speaker's age and skill level.	Topic used in a manner that is appropriate for speaker's age and skill level.	Topic used in a manner which is too challenging or too easy for speaker's age and skill level.	
Subject Knowledge and Coverage	Full subject knowledge (more than required).	In-depth knowledge of subject is demonstrated.	Not enough information is presented to judge speaker's knowledge.	
Organization	Speech shows a strong structure and structure enhances effect of speech.	Speech shows skill and creativity in organization.	Speech is unorganized.	
Voice	Volume, tone, timing, inflection, and language are used to enhance speech.	Voice and language are skilful, adequate and effective.	Volume, pronunciation or vocal variation needs improvement.	
Stage Presence, Manner, Eye Contact and Appearance	Has full command of the stage. Eye contact, appearance and mannerisms are presented with a professional demeanor and personal style.	Has adequate command of the stage. Eye contact, appearance and mannerisms are presented with business like conduct and style.	Has little or no command of the stage. Does not maintain eye contact, appearance, body language or gestures need improvement.	
Closing	Closing is creative and contributes to a unified and cohesive presentation.	Closing well organized and effective.	Closing is missing or unclear.	
Effectiveness	Multiple techniques are used to artfully and successfully create audience interest.	Effort is shown to enhance audience interest and involvement.	More practice is needed to maintain audience interest.	
Timing	Started and ended speech on time or within time limit	Started speech on time but ended speech a few minutes later	Started speech on time but ended speech less than 1 minute (does not apply for follow-up question)	
TOTAL SCORE				

Quizbowl Guidelines High School & College Category

Mechanics:

- Questions of the quiz bowl will be focused on the theme Making W.A.V.E.S. focusing on the six attributes mentioned in the General Objectives earlier. Other quiz information will be anchored on Mega Cebu's areas of cooperation which include the following:
 1. Integrated development, urban and land use planning and zoning
 2. Transport and traffic management
 3. Pollution control and solid waste disposal & management
 4. Flood control, drainage and sewerage system
 5. Public safety and security
 6. Road improvement and infrastructure development
 7. Urban renewal and shelter
 8. Coastal resources and watershed management
 9. Climate change adaptation and disaster risk reduction
 10. Health & sanitation and environmental management
 - Only one team per school (High School and College) will be allowed to compete. Teams consist of a maximum of 4 students per school/ college/university. Each team is allowed one substitute and shall designate a captain who shall be responsible for the involvement of the team. Substitution of team members is allowed between rounds, but not during a round.
 - For high school category, student representatives must be:
 - at least **14 years** of age but not more than **17 years** of age on the day of their graduation;
 - first time contestants in the competition;
 - regular students of the school and within the top 20 list of the batch and have no more than one failing marks;
 - has good integrity, discipline and excellence without any derogatory school records.
- For college category, student representatives must be:
- not older than **25 years of age** by **February 2014**;
 - first time contestants in the competition;
 - regular students of the school and within the **top 20** list of the batch and have no more than one failing marks;
 - has good integrity, discipline and excellence without any derogatory school records.
- The quizbowl will have 2 Competition Levels, as follows:
 - LGU level or qualifying round.
 - Each school will apply for the LGU level round.
 - The LGU shall spearhead the conduct of their own respective qualifying rounds.
 - The quiz bowl will be held in each city/municipality at a date/period designated by the contest organizer (please refer to calendar).
 - The winner of the qualifying round will represent the area/locality in the final round

- Questions of the qualifying round will be prepared by the municipality/LGU DepEd Office and should follow the assessment guidelines under DepEd Memo 31 s2012.
 - College quizbowl will have no qualifying round.
 - Final Round
 - Winners of the qualifying round will compete in the Final Round;
 - Each LGU/municipality will only have one team representative, except in the college division where the competition is on a per school level.
 - Winners in the high school and college division will be named champions of the first Mega Cebu Quizbowl.
- The quiz bowl will utilize a computer program where all questions are encoded prior to the contest.
- The computer program randomly selects each question
- The quiz shall consist of (3) rounds (Easy, Average, Difficult) and a Clincher, as the need arises, with 10 items per round.
- Each round will have 4 categories, namely: Knowledge, Process, Understanding and Product, adopted in the Dep Ed Assessment Scheme (Dep Ed Order # 31 S 2012).
- Majority of the questions will also be in the form of **Higher Order thinking Skills (HOTS)**. Questions in the qualifying rounds should follow the same form.
- Conduct of the Quizbowl:
 - A Quizmaster will be designated to moderate the entire competition.
 - Contestants will answer the same set of questions. Each team will be provided with an illustration board to write their answers on together with a marking pen and an eraser. They must raise their answers when the Quizmaster tells that time is up. Late answers will not be accepted.
 - The questions will be read twice by the Quizmaster. After the second reading, the Quizmaster will say “go” - only then will the team be allowed to write the answer. Automatically, the 10-second time limit will begin with the word “go” by the Quizmaster. If the question requires enumeration, the time limit will be extended to five (5) more seconds.
 - When the Quizmaster signals that time is up, the teams should stop writing and raise their illustration boards with their answers written on it.
 - Proctors will go around and check the answers of the teams. One proctor for each team will be provided to ensure correctness of the answer.
 - The contest has three (3) rounds. Levels I to III. In Level I, ten questions will be asked. Each question is worth one (1) point. After asking 10 questions, the Quizmaster will announce the top 8 teams who will advance to Level II. If there is a tie for the eighth place, both will advance to the next level.
 - Ten (10) questions will be asked in the second round, but this time, two (2) points will be assigned for each correct answer.
 - After the 10th question, the three (3) teams acquiring the highest score in Levels I & II will advance to the 3rd and final round.
 - Another set of ten (10) questions will be asked in the third round, but this time, five (5) points will be assigned for each correct answer.
 - After asking the 10 questions, the Quizmaster will declare the Champion, 1st Runner-up and 2nd Runner-up respectively. Since there are only 3 places, should there be a tie, a 4th round or clincher will be declared for teams who garnered the same number of points and extra questions will be asked by the quizmaster in order to break such.

- Cumulative scoring will be used from the 1st to the 3rd round and 4th, if needed.
- The quiz committee may revise this contest mechanics without prior notice.
- The duly registered teacher-coach of the team is the only person authorized to make a protest. All protest should be referred to the Board of Judges immediately before the Quizmaster reads the next question.
- The decision of the board of judges shall be final and irrevocable.
- Registration forms are available at the DepEd Municipal Office or at the Education Coordinator of the Municipality. For cities, the forms are available in the division offices as well.

Poster Making Contest Guidelines (High School Category)

Mechanics

- All teams must be duly endorsed by the LGU.
- Each team must consist of no more than 5 members.
- Teams must bring indigenous and recycled materials. They may also bring glue guns, cutters, scissors, etc.. Other materials like art papers, craft papers, glue stick, paste, glue, glitters, etc. will be provided by the contest organizers.
- Poster must show balance of the use of art materials, indigenous and recycled materials. It must also include or show the “secret” material which will be provided by the organizers before the start of the contest.
- Since it is an on-the-spot poster making contest, contestants must not bring pre-contest materials, sketches , designs or pre-fabricated parts or components that will constitute the entire look of the final poster/output.
- Teams will be given three (3) hours to finish the poster.
- Work areas will be provided to all teams which will be determined by the contest organizers.
- The poster must imbibe all elements related to the theme: Mega Cebu Making Waves
- Finished product must be mounted on an A-3 (42cm x 30 cm) canvass provided by the contest organizer and must be three-dimensional.
- The artwork must be an original work of the artist.
- A green flag will be raised to announce the start of the contest.
- A yellow flag will be raised to announce that there is only 30 minutes left to finish the poster.
- A red flag will be raised to signify time is up. All teams must immediately stop working on their posters. A deduction of 3 points will be made to teams who will not stop on time.
- Teams will be given 5 minutes to present their poster to the judges. Each team must assign a presenter to do the task.
- Decision of the board of judges is final.
- Please refer to the general guidelines on page 1 for more contest details and requirements.

RUBRICS FOR POSTER MAKING

Categories	5	3	1	Score
<i>21st Century Skills</i>	<i>Advances</i>	<i>Developing</i>	<i>Emerging</i>	
Message and relevance to the theme	The message to the viewer is clear and strong. It is easy for the viewer to understand the message. Visual Elements related to the theme are clearly shown	The message to the viewer is clear. It is not a strong message. Some evidence of visual elements related to the theme are shown	The message to the viewer is unclear. It is difficult for the viewer to understand the point. Visual elements related to the theme are not clearly shown.	
Visual Impact and Lay-out Design	The poster is neatly done with excellent details and free from smudges. The caption and the title are written neatly.	The poster is neat. A caption and a title identify the subject of the paintings. The caption and the title are written neatly.	The poster is drawn poorly with few details. The caption and the title do not identify the paintings. The caption and the title are not written neatly.	
Creativity	The design is well conceptualized. There is evidence of balance in the use of common art materials, or resource utilization – indigenous and recycled materials	The design is well conceptualized but there is a lack of balance in the use of common art materials, or resource utilization – indigenous and recycled materials	The design is not well-conceptualized. there is much lack of balance in the use of common art materials, or resource utilization – indigenous and recycled materials	
Use of Secret Material/s	Poster clearly shows use of secret material and is woven seamlessly in the general look and design	Poster somehow shows use of secret material and is somewhat woven in the general look and design	Poster made minimal or no use of secret material. It's use is not woven seamlessly in the general look and design	
Originality	There is no evidence that the poster design is a	There are some traces of evidence that the poster	There is heavy evidence that the poster design	

	copy of any existing work or makes use of ideas of other artists in conceptualizing the design.	design makes use of ideas of other artists or works of art in conceptualizing the design.	makes use of ideas of other artists or works of art in conceptualization of the design.	
Presentation	The presenter presented the painting in a clear voice. He/she made consistent eye contact with the audience. The theme is clearly conveyed in the presentation.	The presenter presented the painting in a clear voice. Some eye contact was made with the audience. The theme is somewhat conveyed in the presentation.	The presenter did not communicate clearly. Little eye contact was made with the audience. The theme is not conveyed in the presentation.	
TOTAL SCORE				

Painting Contest Guidelines (College Category)

Mechanics

- All contestants must be a bonafide student, currently enrolled in the school where the LGU is located. Contestants must be duly endorsed by the LGU and principal of the school.
- Professional and amateur painters are automatically disqualified from joining the contest.
- Materials such as canvass, nos. 5, 8, 12 flat brushes, primary colors, black, white colors will be provided by the contest organizers. Easel stands, other paint brushes for details, palette and additional secondary paints can be brought by the contestant.
- The contestants will be given three (3) hours to finish the painting.
- Work areas will be provided to all teams which will be determined by the contest organizers.
- The painting must imbibe all elements related to the theme: Mega Cebu Making Waves
- The painting entries have to comply with the required dimensions: 18 inches x 24 inches (horizontal or vertical excluding frame).
- The medium acceptable is only acrylic or any water-based paints. Entry using collage, decoupage, assemblage or use of non-pigment based materials like paper, board, plastic metal, etc. IS NOT allowed.
- The painting must be an original work of the artist.
- The entry painting **MUST BE SIGNED**.
- The entry must also be properly labeled at the back, indicating the following: Artist (Name, Address and contact numbers), Theme, Title of the Artwork, Medium, and date.
- A green flag will be raised to announce the start of the contest.
- A yellow flag will be raised to announce that there is only 30 minutes left to finish the poster.
- A red flag will be raised to signify time is up. All contestants must immediately stop working on their paintings. A deduction of 3 points will be made to contestants who will not stop on time.

- Contestants will be given 5 minutes to present their poster to the judges.
- Decision of the board of judges is final.
- Please refer to the general guidelines on page 1 for more contest details and requirements.

OTHER PROVISIONS (for Poster and Painting Contests)

- The intellectual property rights over all prize-winning works and other non-winning works shall be given to Mega Cebu in perpetuity. This includes the right to use, produce or reproduce, prepare derivative works of the designs for whatever purpose and whichever form as may be deemed fit by Mega Cebu without further compensation to the artist or his heirs and assignees.
- Mega Cebu reserves the right to use the name and photo of the artist and his/her entry for free in any broadcast, or print medium. The artist also grants Mega Cebu the right to exhibit.

Rubrics for Painting Contest

Criteria	5	3	1	Score
<i>21st Century Skills</i>	<i>Advanced</i>	<i>Developing</i>	<i>Emerging</i>	
Factual Information	Four or more facts are represented in the painting.	Two or three facts are represented in the painting.	One fact is represented in the painting.	
Composition - Simplified shapes and forms create a dynamic compositional arrangement that touches the edges on all four sides	Composition touches at least four edges. Shapes and forms are visually interesting and works as a unified composition.	Composition touches at least 3 edges. Shapes and forms are showing some visual interest and are starting to work as a unified composition.	Composition does not fill the space. Shapes and forms are visually uninteresting and/or placed awkwardly in context to each other.	
Use of Medium – Painting technique shows control and understanding of the properties of the paint used. Illusion of depth is created using values. Transitions between values are appropriate	Painting style shows control and understanding of the paint used. Transitions between values are smooth and even. Shapes have become forms and show great illusions of depth.	Painting style shows control and understanding of the paint used. Transitions between values are somewhat smooth and even. Shapes begin to show depth.	Painting style shows little control and understanding of the paint used. Transitions between values are uneven and rough.	
Message	The message to the viewer is clear and strong. It is easy for the viewer to understand the message.	The message to the viewer is clear. It is not a strong message.	The message to the viewer is unclear. It is difficult for the viewer to understand the point.	

Lay-out Design	The paintings are neatly done with excellent details and free from smudges. The caption and the title are written neatly.	The paintings are neat. A caption and a title identify the subject of the paintings. The caption and the title are written neatly.	The paintings are drawn poorly with few details. The caption and the title do not identify the paintings. The caption and the title are not written neatly.	
Presentation	The painter presented the painting in a clear voice. He/she made consistent eye contact with the audience. The theme of the painting was clearly conveyed.	The painter presented the painting in a clear voice. Some eye contact was made with the audience. The theme of the painting was somewhat conveyed.	The painter did not communicate clearly. Little eye contact was made with the audience. The theme of the painting was not at all conveyed.	
Total Score				

For more information and/or inquiry regarding the contest, please contact:

Ency C. Encinares
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