

SQUEEEZE

The National EEE Competition
and Convention

Noems,

Advisory, Phd

DepEd SO of Bulacan Office of the SDS



Advisory No. 015, s. 2021

By: [Signature]
Time: [Signature]

MAR 08 2021

To: All Schools Division Superintendents

For information.

MAY B. ECLAR, PhD, CESO III
Regional Director

February 22, 2021
Dr. May B. Eclar
Regional Director

Dear Dr. Eclar,

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 – Dilliman. 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 **24th** 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 quiz 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.

The pandemic has limited most physical interactions in the past year. And as such, we have taken that time to prepare our event with careful and precise planning. The first ever online administered SquEEEze: The National EEE Competition and Convention will be held on **May 22 - 23**.

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 – Region III, 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, **<JC Magtibay +63 921 837 1117>**. A copy of the competition handbook is also attached where you may find all the detailed mechanics for your reference.

Reproduction No: 055 s, 2021

Herrera, Jorellé Aaron
Co-Overall Head
09055381102

Ignacio, Kaya Charity
Co-Overall Head
09989770102

San Diego, John Michael
President, UP Circuit
09274038628

SQUEEEZE

The National EEE Competition
and Convention

upcircuit.squeeeze@gmail.com

fb.com/upcircuit.squeeeze

squeeeze.upcircuit.org

Very Truly Yours,


Aaron Herrera

Co-Overall Head

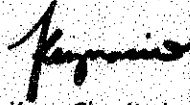
SquEEEze



John Michael San Diego

President

UP Circuit



Kaye Charity Ignacio

Co-Overall Head

SquEEEze

Herrera, Jorelle Aaron
Co-Overall Head
09055381102

Ignacio, Kaye Charity
Co-Overall Head
09989770102

San Diego, John Michael
President, UP Circuit
09274038628

HIGH SCHOOL

Qualifications

1. A maximum of three (3) 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 24th 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 May 14, 2021, 11:59 PM

Registration

1. Teams may confirm their registration through the online form at squeeze.upcircuit.org/register
2. Only schools that submit on or before *April 30, 2021, 11:59 PM*, will be included in the souvenir program.
3. There is no registration fee. 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 affair 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.

Scope

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, Trigonometry, Basic Calculus

Science	General Science, Chemistry, 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

- Use of unauthorized 3rd 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.

Questions

- Questions may only be addressed to the proctors. For the elimination round, questions could be emailed to acad.squeeze@gmail.com. For the quiz bee round, questions could 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.

Answers

- Answers should be in simplest form.
- Unless otherwise specified, non-integer numerical answers should be rounded off to four (4) decimal places.
- All answers should have appropriate units.

If a student is found breaking a rule, that student's team would be 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

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 of ten (10) questions for a total of thirty (30) questions.
5. Correctly answered questions will be credited based on the difficulty. No deductions will be given for incorrect or unanswered questions.

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

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.
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 ten (10) teams with the highest scores will qualify for the quiz bee round. However, only two (2) teams per school can advance to the said round. In the case that three (3) teams of the same school qualify, only the top two (2) will proceed and the third spot will be given to the team, from another school, with the next highest score.
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. Scores of the examination will not be released.
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)
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 carried 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: BasEEEEc and Hot StrEEEak
 - a. BasEEEEc consists of ten (10) one-point questions.
 - b. Hot StrEEEak consists of ten (10) two-point questions.
 - i. After going through the ten questions, the score of each team in this round will be subjected to a multiplier depending on the maximum streak of correctly answered questions as shown below.

Maximum Streak	Multiplier
3	x1.1
4	x1.2
5	x1.3
6	x1.4
7 or more	x1.5

- c. The sum of the scores of each team in (BaSEEEc) and (Hot StrEEEak) will be their score for the semifinal round.
 - d. After the semifinals, five (5) teams will be eliminated from the competition.
6. The finals consists 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 will take turns in selecting the topic and difficulty of the question (e.g. Team A will select the topic and difficulty for the first question, Team B will select

the topic and difficulty for the second question, and so on). The order of selecting topics will be in an alphabetical manner.

- c. 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 cumulative score if answered incorrectly.
 - ii. A team can only choose to “gamble” for three questions.
- d. Teams that have accumulated the highest number of points at the end of the finals will be declared the winners. The ranking of the teams will also depend on this cumulative score.
- e. In the case that there are two or more teams in a given ranking, tiebreaker questions will be given until only one team gets a correct answer.

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.

WORKSHOPS

- The participants of the quiz bee 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 squeeze.upcircuit.org/register.
 - Each participant must submit a scanned or clear copy in a portable 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