LARO NG LAHI

1. TAKYAN

GAME MECHANICS:

- The game is composed of 3-4 teams (may vary depending on how many entry/entries will be submitted)
- Each team is composed of 5-6 members (may vary depending on how many entry/entries will be submitted)
- Each team is composed of different participants coming from different organizations.
- Organizations who will participate in this game will automatically have 30 pts.
- The winner of the 1st round will have 60 pts and will compete for the championship round.
- The champion will get 90 pts.

RULES:

- The takyan must be tossed up using the elbow 5 times and kicked 5 times.
- If ever the player did not perform the preceding rule, her/his teammates will perform twice.
- (tub-sanay ni nga game)
- The other team (abal) can kick back the takyan in every performed player so that they can perform.
- The team in which all their players can complete the task will earn additional points.
- The team who will be able to earn 3 points will be the winner for the 1st round.
2. SLIPPER GAME

GAME MECHANICS:

- The game will be played by a single elimination
- Each team is composed of 4 players (by organization)

RULES:

- The player who will play the game must kick the throwing slipper by the opponent player
- The opponent team must catch the slipper from the performer player of the other team to take the place.
- If all the player of performed team who kicked the slipper without catches by the enemy, they shall gain 1 point.
- The 1st team who will gain 5 points will be the winner for that particular round.
- All organizations who will participate in the game will gain 30 pts.
- All the winner from the elimination round will proceed to the next round.
- Winners of every round will gain +10 pts.

3. SACK RACE

GAME MECHANICS:

- Single elimination
- Each team shall be composed of 5 players

RULES:

- Player must be able to reach in the turning point and go back to the starting line for the next player join the race, until all the 5 players enter the sack and turn around to the starting line.
- The first team who will finished the race will be the winner.
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- All the winner from the elimination round will proceed to the next round.
- Winners in every round will gain +10 pts.

4. TUG OF WAR

RULES AND MECHANICS:
- Single elimination
- Each team composed of 6 players
- Each round is composed of 3 teams to compete
- Each team must pull the rope until the competed team pass the respected line to be a winner.
- All the winner from the elimination round will proceed to the next round.
- Winners in every round will gain +10 pts.

5. LUOKSONG TINIK

RULES AND MECHANICS:
- Single Elimination
- Each Team shall be composed of 5 players
- The player must jump as high as they can pass the wall without touching it.
- Every team complete the round without touching gain 1 point
- The first team to gain 3 points will be the winner and shall proceed to the next round
- Winners in every round will gain +10 pts.
6. **PATENTERO**

**GAME MECHANICS:**

- Single elimination type
- Each team is composed of 5 players
- One of the player of every team must be pass through the enemy team to gain point
- A team that will first gain a points is the winner and shall continue to the next round
- Winner in every round will gain +10 pts.

7. **PEDRO WENT TO WAR**

**GAME MECHANICS:**

- Single elimination
- Each team must be composed of 5 players (FEMALE ONLY)
- Every players from the starting line must put a hat, pick a broom, and put a coconut between the legs and walk from the starting line to the turning point and back to the line.
- 1st player must relay to the next player until all the player of the team must participate.
- The team that will finished earlier than the other team will be the winner and can compete to the next round
- Winners in every round will gain +10 pts.
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8. KARANG-KARANG

GAME MECHANICS:

- Single elimination type
- Each team shall be composed of 5 players
- Every player from the starting line must use the karang to walk (running are not allowed) through the turning point back to the starting line.
- 1st player must relay to the next player until all the player of the team must participate.
- The team that will finished earlier than the other team will be the winner and can compete to the next round
- Winners in every round will gain +10 pts.

9. SYNCHRONIZE WALKING

GAME MECHANICS:

- Single elimination
- each team composed of 8 players
- All players must be participated at the same time from the starting line to the finish line
- The team that will arrived to the finish line will be the winner and can proceed to the next round
- Winners in every round will gain +10 pts.
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BALL GAMES

1. BASKETBALL

RULES AND MECHANICS:

- FIBA rules will be applied unless amended by a ground rule.
- No players shall be allowed to play if he is not wearing a basketball uniform.
- No player/coach allowed in entering the playing court or participating in the game if she/he is under the influence of liquor or the presence of alcoholic break. These are to be determined by the referee and inscribe it in the score sheet.
- Smoking of players or coaches or any team members are strictly prohibited with in the playing areas.
- Only the official members are allowed to sit on the team bench during the game. The team is composed of 12 players, one coach & one utility man.
- Players/coaches who shall be disqualified due to unruly behavior, unnecessary roughness unsportsmanlike attitudes & the like, shall be suspended from further participation in all games for the duration of the competition.
- Participating team grabs 30 pts.
- 3rd place grabs 60 pts.
- 2nd place grabs 90 pts.
- Champion grabs 130 pts.
- Players of every organization must play on one team only.
2. Volleyball

RULES AND MECHANICS:

- The Official Volleyball Rules of the International Volleyball Federation (FIVB) will be adopted for the competition.
- Any protest on technicalities of any game shall be indicated on the score sheet. Failure to file a protest within 20 minutes after the game, said protest will be considered null and void.
- A team will be composed of nine (9) players to play and coach.
- In the absence of coach, the team will not be allowed to play.
- Any decision handed down by the protest committee will be final and irrevocable.
- Participating team grabs 30 pts.
- 3rd place grabs 60 pts.
- 2nd place grabs 90 pts.
- Champion grabs 130 pts.

- Players of every organization must play on one team only.
1. **PEDALCADE**

**RULES AND MECHANICS**

- The competition is open to all accredited organizations.
- Only one entry per organization is allowed.
- Any materials can be used for decoration.
- Pedals decorations must be anchored on the concept of “Festivity and Love”.
- All entries must be ready 15 mins. Before the parade.
- Hiring of drivers for pedals/padyak is strictly prohibited.
- Criteria for Judging:
  - Concept/Theme 25%
  - Creativity 25%
  - Durability 20%
  - Over-all Impact 30%
- Pointing System
  - Participating team 100 points
  - Best Pedalcade 500 points

2. **FASHION FORWARD**

3. **FACE DANCE**

- All participants must have a 25 seconds video presentation
- 5 seconds for preparation and 20 seconds for presentation
- All contestants are required to present themselves at the Office of Students Affairs and Services on February 3, 2014 from 4:30 PM – 7:00 PM for the shooting of videos.
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• Criteria
  Facial Expression  50%
  Over-all Impact    50%

*Note: The guidelines of the following competitions will be posted soon. For your information. Thank you.

  4. ELECTRONIC POSTER MAKING
  5. POSTER MAKING (MANUAL)
  6. RUBIKS CUBE
  7. ESSAY
  8. QUIZ BOWL
  9. AMATEUR SINGING CONTEST
 10. BATTLE OF THE BANDS (OPTIONAL)
 11. THE CSU AMAZING SURVIVOR TAKES A MINUTE TO WIN IT