

**IMPLEMENTING RULES AND REGULATIONS (IRR)
IN THE CONDUCT OF THE
3RD NFJPIA CUP**

IRR 1.0 GENERAL GUIDELINES

IRR 1.1 The 3RD NFJPIA Cup is a nationwide inter-school individual category academic quizbee competition which shall comprise of eight (8) quizzes.

IRR 1.2 The 3RD NFJPIA Cup is open for application to Accountancy and Accounting students who are bona fide members of the federation year 2010-2011.

IRR 1.3 The 3RD NFJPIA Cup will cover the following CPA board subjects:

- Quiz 1: Theory of Accounts
- Quiz 2: Auditing Theory
- Quiz 3: Business Law
- Quiz 4: Taxation
- Quiz 5: Practical Accounting 1
- Quiz 6: Practical Accounting 2
- Quiz 7: Auditing Problems
- Quiz 8: Management Services

IRR 1.4 Each Local Chapter may send a maximum of two (2) representatives in each level of the 3RD NFJPIA Cup.

IRR 1.5 The top three (3) winners for each level will be awarded as the Champion, 2nd Placer, and 3rd Placer respectively. Each placer has corresponding points to be earned for the accumulation of points in determining the title holder of the said Cup. Shown below is the pointing system to be used:

CHAMPION: 5 points

2nd PLACE: 3 points

3rd PLACE: 2 points

IRR 1.6 For the purpose of determining the title holder of the 3RD NFJPIA Cup, the local chapter (LC) who earns the highest points will be declared as such. In case of a tie, the LC who has more winnings of topping the 1st Place or the Championship will be declared the title holder of the 3RD NFJPIA Cup.

IRR 1.7 If it still cannot be determined as to whom the title should be given to, the LC who has garnered more of the 1st placers and 2nd placers should bring home the said Cup.

IRR 1.8 The last determining factor as to the declaration of the title holder of the Cup in case the (2) previous provisions have not yet satisfied the situation, the raw scores for elimination and final round of those placers of the local chapters who get tie for the title shall be accumulated. The local chapter who garners the higher total accumulated scores shall be declared the title cup holder of the 3RD NFJPIA Cup.

National Federation of Junior Philippine Institute of Accountants
OFFICE OF THE NATIONAL VICE PRESIDENT FOR ACADEMICS
Federation Year 2010 - 2011

RESOLUTION NO. 4, SERIES 2010

IRR 1.9 The 3RD NFJPIA Cup title shall revolve annually. The 3RD NFJPIA revolving cup shall be received by the local chapter and not by any contestant.

IRR 2.0 REQUIREMENTS

IRR 2.1 Each examinee must comply with the following requirements:

- Softcopy of the duly accomplished application form from the Office of the National Vice-President for Academics (*downloadable at nfjpia.yolasite.com and nfjpia1011.multiply.com*).
- Hardcopy of endorsement letter certifying that he is the official representative by his respective local chapter signed by the LC Vice President for Academics/ LC Vice President for External Affairs and LC President then noted by their Adviser
- Photocopy of school I.D.
- Photocopy of recent registration/enrollment form.

IRR 2.2 Submission of softcopy of application form must be sent **on or before April 6, 2011** to nfjpia.acadrequirements@gmail.com. Failure to comply with the said requirement may mean disqualification of the contestant. Submission of each application and confirmation must be expressly communicated to the National VP for Academics or any of the Standing Committee members for Academics.

IRR 2.3 The release of official pre-registered list will be uploaded or announced on **April 10, 2011** at nfjpia.yolasite.com and nfjpia1011.multiply.com. The LC will be given until **April 13, 2011** to raise protest and concern regarding the pre-registration of their contenders. The final and official list of pre-registered contestants will be posted on **April 17, 2011** at nfjpia.yolasite.com and nfjpia1011.multiply.com.

IRR 2.4 Hardcopy of all requirements (endorsement letter, photocopy of ID and registration form) must be given on the 1st day of the 28th Annual National Convention (ANC) during the registration period. Failure to comply with the given major requirements may mean disqualification for the contestant.

IRR 3.0 GENERAL CONTEST RULES AND MECHANICS

IRR 3.1 The authority shall mean the questionnaire distributors, monitoring personnel, and board of judges. Questionnaire Distributors (QD) and monitoring personnel shall be composed of the NFJPIA Executive Board of Officers, standing committees, and working committees of the 28th Annual National Convention (ANC).

IRR 3.2 Board of Judges shall be composed of a maximum of 3 panel members and a Certified Public Accountant.

IRR 3.3 Any member of the board of judges, QD, and monitoring personnel shall be vested with the power to call a violation to any contestant he/she have witnessed violating any of the said provisions in this IRR. The violation called by the QD and monitoring personnel, to be valid and effective, must be subject for approval of the board of judges.

IRR 3.4 In case there is a violation called by the authority, announcement of such should be addressed after announcing the contestants who got the correct answer.

RESOLUTION NO. 4, SERIES 2010

- IRR 3.5 Board of judges shall have the sole and exclusive authority to clear or answer any protest/clarification made by the contestant or respective coach. Board of judges' decision is final and irrevocable.
- IRR 3.6 Each is LC is privileged to have 1 registered coach only per competition. The coach must register and sign in the provided registration sheet by the Standing Committee for Academics during the registration on the 1st day of the 28th ANC or before the start of competition. Once the quizmaster starts reading the 1st question in the easy sub-set round, the registration for registered coach will be closed. Thus, any concern, protest, or clarification made by unregistered coach will not be entertained by the board of judges.
- IRR 3.7 The contestant and his registered coach are the only persons who have vested rights to raise protest and clarification.
- IRR 3.8 Before proceeding to the next question, there will be given an allotted time of (10) seconds for the contestants to decide whether they want to raise a protest/clarification, to request for new marker, pen or scratch paper, to change their calculator if it encounters a technical problem, or other concerns.
- IRR 3.9 Any contestant caught cheating is considered disqualified in the competition.
- IRR 3.10 In case of a tie at the end of the game, tie breaker question/s shall be asked until the deadlock is broken. Tie breaker question/s shall have no bearing on the cumulative score of the contestant. Whoever gets the right answer and raises his answer board first shall advance to the next round or otherwise be declared the winner.
- IRR 3.11 All questions, either theory or problems requiring computation, will be read once.
- IRR 3.12 This general contest rules and mechanics govern both elimination and final round.
- IRR 3.13 In case of any concern, clarification, or protest which is not governed by the Implementing Rules and Regulations (IRR) of the said provision, the National Vice President for Academics shall have the absolute power to decide, upon consultation to the board of judges and/or National Advisers, on matters which he deems necessary to preserve and protect the integrity of the event. His decision is final and irrevocable.

IRR 4.0 ELIMINATION ROUND – CONTEST RULES & MECHANICS

IRR 4.1 The NFJPIA Cup Quizzes 1 - 8 is comprised of two (2) rounds namely: Elimination Round and Final Round. The Elimination round is composed of three (3) sub-set levels namely: Easy, Average, and Difficult. Corresponding points, time allotment, and no. of questions are as follows:

	EASY	AVERAGE	DIFFICULT	CLINCHER
Theory Problem	10 seconds	10 seconds	10 seconds	10 seconds
Problem requiring Computation	20 seconds	45 seconds	60 seconds	20 seconds
No. of Items	5	5	5	-
Corresponding Points	2	3	5	0

RESOLUTION NO. 4, SERIES 2010

- IRR 4.2 Contestants are advised to be at the designated place fifteen (15) minutes before the scheduled time of the competition. A contestant is considered late when he is not in his designated seat once the quizmaster starts reading the 1st question in the easy sub-set round. Late contestants are considered disqualified in the competition.
- IRR 4.3 Contestants are provided with a copy of the question for every item. The contestants must place both hands on their lap/side until the distribution of each set of questions is done. The moment the quizmaster announces the question number that is the only time the contestant may read and answer the provided question. Any contestant who violated the said provision for the 2nd time shall be given sanction of accumulating only 50% of his total score in all sub-set rounds. Violation of this provision for the 3rd time shall mean disqualification of the contestant.
- IRR 4.4 The contestants are allowed to manipulate their calculator only when the quizmaster says "Go!" Any contestant who violates the said provision for the 2nd time shall be given sanction of accumulating only 50% of his total score in all rounds. Violation of this provision for the 3rd time shall mean disqualification of the contestant.
- IRR 4.5 The contestants should have written their answers before the time allotted has elapsed. They must raise their answer boards once the quizmaster declares so. Any contestant who fails to comply will receive a warning and the answer may be forfeited depending upon the decision of the board of judges.
- IRR 4.6 The contestants must not erase what they have written in the answer board unless the quizmaster has given the clearance or after the 10 second allotted time per question has lapsed. This is so, in case of a dispute/protest has been made on a certain question in order for the answer to be documented. In view of the said protest, a contestant who erased their respective answer board is deemed to be forfeiting the chance to have a correct answer.
- IRR 4.7 The top ten (10) contestants accumulating the highest points shall advance to the final round.

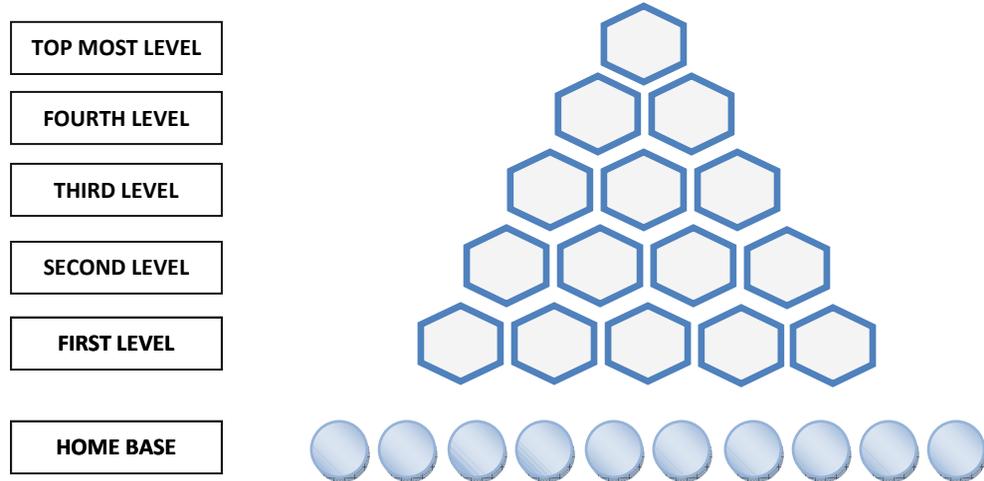
IRR 5.0 FINAL ROUND (PYRAMID ROUND) – CONTEST RULES & MECHANICS

- IRR 5.1 The top (10) contestants of the elimination round shall advance in the final round. All points of the contestants in the elimination round shall revert to zero.
- IRR 5.2 Corresponding points, corresponding point deduction, time allotment, and number of questions are as follows:

	EASY	AVERAGE	DIFFICULT	CLINCHER
Theory Problem	10 seconds	10 seconds	10 seconds	10 seconds
Problem requiring Computation	20 seconds	45 seconds	60 seconds	20 seconds
No. of Items	7	8	10	-
Corresponding Points	10	15	20	0
Corresponding Deduction	2	3	5	-

RESOLUTION NO. 4, SERIES 2010

IRR 5.3 All the contestants will come from the home base. In order to win the game, they should reach the topmost level of the pyramid. For every correct answer, a contestant will move one level up of the pyramid.



IRR 5.4 The privilege to choose the first question in this round is given to the quizmaster. The contestant who first gave the correct answer will be the next one who has the right to choose the succeeding item, and so on.

IRR 5.5 For a contestant who gave an incorrect answer, there will be a corresponding point deduction on that particular question depending upon the difficulty as stated in IRR 5.2.

IRR 5.6 Also, there will be given a deduction to a contestant who provided a wrong answer though he has no points garnered at the time he answers the question. Simply stated, negative points shall be awarded.

IRR 5.7 The contestant may answer the question at any moment even if the quizmaster is still in the course of reading the question. Provided that before he presses the buzzer, his answer must be reduced to writing. Otherwise, his answer is deemed incorrect. Thus, deduction of points will be given.

IRR 5.8 The contestant who will press the buzzer first will get the chance to answer. This round provides only 1 chance of steal. Whoever answers the question first correctly will earn the corresponding points for that question.

IRR 5.9 As an added twist, there will be (5) diskarte powers which are hidden and each are randomly assigned to the different items which a contestant can use to inflict his opponents. The item which contains any diskarte powers is exclusive only for the contestant who picks that particular item and answered it correctly. The kinds of diskarte powers and its corresponding effect are as follows:

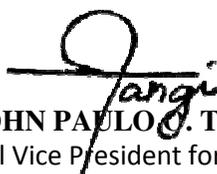
- A. (2) Manigas Ka! Power - which commands the chosen opponent to lose a turn or prevent him/her from answering the next question.
- B. (2) Atras Power – which commands the chosen opponent to step one level down of the pyramid. Even the chosen opponent is on the 1st level of the pyramid, he can be forced to go back to the home base level.

RESOLUTION NO. 4, SERIES 2010

- C. (1) Back to Base Power – the most notorious power among the 3 diskarte powers which can inflict the chosen opponent to its current position to go back to the home base level.

The diskarte powers can be used by a contestant after a correct answer is made or may opt to reserve the said power on future questions as long as the contestant arrive at the correct answer.

- IRR 5.10 The game shall end only when:
a. There are (3) contestants who have reach the topmost level of the pyramid or;
b. All the 25 item questions have been exhausted.
- IRR 5.11 For a correct answer given by the contestant, he can only move up to the next level on the slots which are vacant. Otherwise, he remains on the level where he is currently positioned.
- IRR 5.12 A contestant cannot take a sideward step, only upward steps are allowed. He can just opt to move to the next level on the slot/s which is/are close or adjacent to him.
- IRR 5.13 If a particular contestant reaches the topmost level of the pyramid, the levels that he has gone through will be cleared so as to give other contestants a chance to move up in the pyramid levels to top the remaining place/s.
- IRR 5.14 In case there are already 5 contestants who are on the pyramid levels, the remaining contestants, the one who are on their respective home base level, who will arrive at the correct answer will remain on the home base level but accumulation of points will be given to him.
- IRR 5.15 The very first contestant who reaches the highest level of the pyramid will be declared the Champion, followed by the 2nd Placer and 3rd Placer.
- IRR 5.16 In the event that there is only 1 contestant who made it to be on the topmost level at the end of the game, the 2nd and 3rd Placer will be determined based on the accumulation of points. The (2) highest scorers shall be declared the 2nd and 3rd placer respectively.
- IRR 5.17 In the event that only (2) contestants reach the topmost level at the end of the game, the 3rd placer will be determined based on the accumulation of points. The highest scorer among the remaining contestants shall be declared the 3rd placer.
- IRR 5.18 In case no one reaches the topmost level at the end of the game, the (3) highest scorers will be declared the winners of the competition respectively.



JOHN PAULO TANGI
National Vice President for Academics
National Federation of Junior Philippine Institute of Accountants
Federation Year 2010 - 2011