

RHB-The Star Mighty Minds 2014

Rules and regulations

- 1 This Competition is open to all secondary school students from schools adhering to the Malaysian syllabus.
- 2 There are two categories in the competition ó **Lower Category:** Open to students in Forms 1, 2 & 3 and **Upper Category:** Open to students in Forms 4 & 5
- 3 Schools can send in three teams per category, each comprising three students, all with valid Malaysian identity cards. They must be accompanied by a teacher-in-charge at all times.
- 4 All students participating in the competition must be in school uniform throughout and shall be required to present their identity cards and confirmation letters issued by The Star for verification prior to commencement of each competition at the venue.
- 5 No substitution or omission of any team member shall be permitted at any time and the same team members shall be present in all segments of the competition.
- 6 The competition comprises two stages. Stage One: State Challenge, conducted at state level. The champion of each category from each state will represent the state in the National Challenge. Stage Two: National Challenge, to be held in the Klang Valley.
- 7 There are four (4) challenges at the State level competition:

A. First Challenge: Multiple choice question challenge

- 120 teams will compete in this challenge (in two separate sessions) comprising 20 general knowledge multiple choice questions (in English) covering a range of categories. Students are encouraged to read widely beyond their text books.
- Only the top 10 teams (top 5 teams from each session) will advance to the second challenge.
- In case of a tie in the score after 20 questions, the top 10 teams will be determined by the cumulative speed of response for all 20 questions.
- Participating members of this challenge will be provided with an interactive device and writing materials.

B. Second Challenge: Hands-On challenge (HOTS challenge)

- Teams have ONE HOUR on the day of the competition to design a model based on a given theme, which will be posted in StarEducat on Sundays and on the RHB-The Star Mighty Minds microsite (www.thestar.com.my/mightyminds) about two weeks before the day of the competition.
- The model designed by the students must be innovative and original and can be either a prototype or a miniature of the final product, which must have commercial value, as well as help resolve a problem in society and have a positive impact either on an identified customer or the environment.

- All teams will be provided with a pre-packed set of materials and apparatus made up of simple, inexpensive disposable items. Some of the items in the advertised list may be replaced, added on or removed.
- Teams are not allowed to bring in any electric tools, stationery, electronic gadgets, handphones or their own materials and apparatus.

C. Third Challenge: Oral Presentation Challenge

- Each team has THREE MINUTES to present their model to the judges during the oral presentation and will be judged based on THREE criteria:
 - o Content:
 - Problem statement and objective of model
 - Creative features of model and how it resolves problem
 - Benefits of model/suggestions for improvement and marketability
 - o Delivery:
 - Body language
 - Confidence & poise
 - Use of props
 - o Language:
 - Vocabulary
 - Grammar
 - Pronunciation

D. Fourth Challenge: Buzzer Quiz Challenge

- Each of the top 5 teams will compete in this challenge comprising 15 open-ended general knowledge questions. The team quickest to buzz in will qualify to answer the question.
- For each correct answer, 2 marks will be awarded and for each wrong answer no marks will be deducted for the first attempt. If a second attempt to answer is made, and the answer is wrong, 1 mark will be deducted.

- 8 All team members are strictly not permitted to be in possession of any electronic devices, including but not limited to calculators, handphones, cameras, PDAs, etc during the competition.
- 9 Copying or attempting to copy and/or to obtain assistance from illegitimate sources during the competition by any team member shall disqualify the entire team.
- 10 The Organisers shall not be responsible for any damage to and/or loss of personal belongings and/or personal injuries sustained in the course of the Competition.

- 11 The Judges/ Organisers' decision in all matters relating to the competition shall be final, absolute and binding on the participants.
- 12 All prizes are strictly not transferable, assignable, exchangeable or redeemable by the contestants in any form or manner other than that specified by the Organisers. All specific or special terms and conditions that are attached to the Prizes (whether by the Organisers or sponsors) must be adhered to by the Contestants.
- 13 If at any time during the competition or after the competition, a winner is found not complying with any of the Rules and Regulations, the Organisers reserve the right to cancel and/or recover the claimed prize at its sole discretion. In such a situation, the winning entry or the winning team will be disqualified and the panel of judges will determine a new winning team.
- 14 In consideration of the Organisers offering the contestants the opportunity to participate, the Contestants hereby unconditionally and irrevocably agree and shall ensure that all team members, the teacher-in-charge and the school authorities agree to the following: -
 - i The members of the winning team shall be available for post-competition production, recording and publicity of the competition, such as:
 - a interviews (which shall be videotape recorded); and/or
 - b taking of still photographs, audio or visual recording for promotions and publicity purposes.
 - ii. The Organisers reserve the right to photograph/videotape the team members of any Contestants/winners individually and/or collectively and use them along with their personal particulars at any time for news and commercial purposes, without prior notice or consent.
 - iii. All entries and submissions including but not limited to the models and ideas shall become the property of the Organisers.
- 15 The Organisers reserve the right to vary, postpone or reschedule the dates and venues of the competition or extend the competition period at their sole discretion.
- 16 By participating in this competition, the Contestants agree and shall ensure that all team members, the teacher-in-charge and the school authorities agree to be bound by the competition Rules and Regulations and all decisions made by the Organisers.
- 17 By agreeing to the terms and conditions contained herein, you hereby allow The Star media group to collect your Personal Information to be regulated and managed by The Star media group. You also hereby agree to receive the latest information about products, news and events updates, rewards and promotions, special privileges and initiatives from The Star media group, its partners and advertisers.

Specific rules and regulations for each challenge

A. BEFORE THE COMPETITION

THE HANDS-ON (HOTS) CHALLENGE

TEAMS (comprising three students each) are to design an original, innovative model based on a given theme which can be interpreted literally, figuratively or otherwise.

The model should help to resolve a problem in society and have a positive impact either on an identified customer or the environment. The model can be a miniature of the final product.

The theme will be posted in StarEducate on Sundays and the RHB-The Star Mighty Minds microsite (www.thestar.com.my/mighty_minds) two weeks before the day of the competition.

The two-week period will give you time to read, research, seek guidance, be inspired and ready yourself for the Hands-On Challenge. Since your team is needed to explain your model to the judges, be proactive and brush up on your oral presentation skills as well! On the day of the competition, only the top 10 teams for each category in the Multiple Choice Question Challenge will be eligible to take part in the One -Hour Hands-On Challenge.

It takes effort, talent and passion to win but preparation is just as important.

The Star will also provide a standard tool kit for each Hands-On Challenge. This will contain items such as: 2 pairs of scissors, 1 pen knife, 1 tube super glue, 1 tube common glue, 1 roll of masking tape, 1 role of cellophane tape, 1 roll of double sided tape, 1 long ruler, 1 screw driver and 3 pairs of gloves.

B. ON THE DAY OF THE COMPETITION

There will be THREE challenges:

Multiple Choice Question Quiz

- 1 Each team will be provided with one keypad through which team members must submit their answers to the questions posed within the duration of time allocated.
- 2 Each question can be answered collectively as a group and any team member can key in the answer.
- 3 The time allocation for each question varies depending on the level of difficulty.
- 4 No marks will be deducted for wrong answers. Hence, each team is advised to attempt all questions.

The 'Hands-On' (HOTS) Challenge: Creative Solutions in Innovative Models

- 1 Your Team will be provided with a pre-packed set of materials and apparatus, a standard tool-kit and given ONE HOUR to build a model that offers a creative solution to the problem posed earlier.
- 2 Each team must comprise three registered participants.

Each team should have a team leader. The team leader will coordinate the work and act as the main spokesperson.

Some tasks require working in pairs while others can be done individually.

Recognise the individual and team tasks. The team leader should assign the tasks

accordingly to his teammates so that the challenge can be completed successfully within the stipulated time.

For efficient teamwork, each team member should be fully involved in the challenge, have full knowledge of the challenge and must be able to act as the spokesperson.

- 3 Participants must follow standard safety rules and regulations. In the event that the use of pointed devices such as thumbtacks and penknives are required, participants must adhere to safety rules and take precautions to avoid injuries. Please use the hand gloves provided when handling such devices and when using glue. The organisers will not be responsible for any injuries or damages incurred by the participants.
- 4 Teams are only allowed to use materials and apparatus provided by the sponsors.
- 5 There will be more than one way to design the model. This is left entirely to the discretion of the participating team.
- 6 A participating team may choose to use all or a portion of the materials and apparatus provided. All participating members of the hands-on challenge are not allowed to bring in any stationery during the competition. The Organisers will provide all materials needed for the competition.
- 7 Each team is allowed to display only one model within the work area.
- 8 Each model must be stable, durable, firm and displayed in the best possible position for judges' viewing.
- 9 The judges reserve the final right and authority to refuse acceptance of any model constructed deemed unsafe, unsuitable or not in compliance with the objective of the challenge.
- 10 Plagiarism or copying of ideas from other teams will result in disqualification. No appeal will be accepted.
- 11 Failure to adhere to the stipulated rules and regulations will result in the disqualification of the team.
- 12 In addition, the team will need to give a 3-minute '**Oral Presentation**' of the model to the judges. Speaking in turn, each team member will be given 1 minute each. This presentation will be done at the table where the model is displayed.
- 13 Teachers, parents and on-lookers must follow strict rules of non-interference throughout the hands-on challenge with regards to:
 - Standing beyond the competition area
 - Not gesturing or communicating in any form with the participantsViolation of the above rules will cause disqualification or marks deduction.
- 14 Judges' decisions are final and binding.

Buzzer Quiz

- 1 This challenge comprises FIFTEEN (15) open-ended questions.

- 2 The first NINE (9) questions are answered individually. For three rounds, each team member takes it in turn to buzz in to answer the questions.
- 3 The last SIX (6) questions can be answered collectively as a team, answers can be discussed between team members. Any team member can buzz in to answer.
- 4 Teams are advised to formulate their own strategy for the buzzer quiz, which tests quick thinking.
- 5 This is the only challenge with a penalty of mark deduction for wrong answers.
- 6 A cleverly devised strategy is necessary to attempt as many questions as possible with minimum loss of marks to emerge as overall champions. For each correct answer, 2 marks will be awarded and for each wrong answer no marks will be deducted for the first attempt. In any second attempt, 1 point will be awarded for a correct answer but 1 point will be deducted for an inaccurate or unacceptable answer.