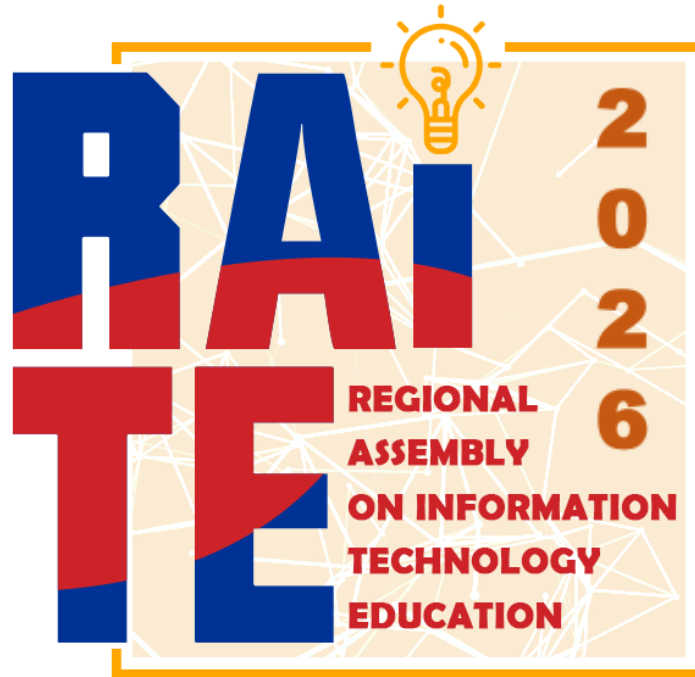




GENERAL COMPETITION GUIDELINES

**"CTRL + NEXT: Empowering Students as Future-Ready Digital Innovators
and Technology Leaders"**

Pampanga State University Gymnasium
Pampanga State University, Bacolor, Pampanga
September 11, 2026

RAITE 2026 General Competition Guidelines

1. The RAITE 2026 competitions are open to all PSITE-Central Luzon institutional members.
2. The registration fees are as follows:

Payment Category	Registration Fee	Coverage Date
Early Bird Rate	P 1,300.00	June 30, 2026 - July 25, 2026
Regular Rate	P 1,500.00	July 26, 2026 - August 20, 2026
Late Registration	P 1,700.00	August 21, 2026 - September 4, 2026

Note: *Non-institutional member* participants are required to pay an additional **P300.00** per competitor.

3. Each competitor must be a registered RAITE 2026 delegate, currently enrolled in the institution they represent, and must be a bona fide student enrolled in one of the following ITE programs:
 - Associate in Computing Technology
 - Bachelor of Multimedia Arts
 - Bachelor of Science in Accounting Information Systems
 - Bachelor of Science in Information Technology
 - Bachelor of Science in Computer Engineering
 - Bachelor of Science in Computer Science
 - Bachelor of Science in Cybersecurity
 - Bachelor of Science in Data Science
 - Bachelor of Science in Entertainment and Multimedia Computing
 - Bachelor of Industrial Technology - Major in Computer Technology
 - Bachelor of Industrial Technology - Major in Graphics Technology
 - Bachelor of Library and Information Science
 - Bachelor of Science in Information Systems
 - Senior High School (SHS)
 - TESDA IT-related courses
4. A coach must be:
 - a. A recognized member of PSITE (institutional member representative or individual member) for **Academic Year 2026-2027**;
 - b. An officially **registered delegate in RAITE 2026**; and
 - c. A **bona fide faculty member teaching ITE courses** in the institution they represent.

5. Each competitor may only join **one (1) onsite competition** and **one (1) online competition except for esports where players are not allowed to compete in another event.**
6. Competitors and coaches must register by **June 30, 2026, to July 25, 2026**, for the competition they intend to join (via online registration).
7. Competitors who fail to register by the deadline will not be allowed to participate. A first-come, first-served basis will be strictly followed.
8. The Committee on Competition **reserves** the right to extend the registration for competitions that have not yet reached the required number of entries/competitors.
9. The registered competitors on the list are final and have the sole right to compete. Proxy or representation of the competitors and coaches is not allowed.
10. **Competitors who are not paid for their registration fees** before the start of the competition will not be allowed to compete unless, instead of payment, a **promissory note** and commitment to pay will be submitted to the committee. Promissory Note is not applicable for the additional payment for E-Sports Competitions.

Promissory Note Template:

<https://docs.google.com/document/d/1WBSn9rqPnxQPcnrx2ee4wgJRDoOlvU0KzakYiXv3Bil/edit?usp=sharing>

Send it as PDF to psitecl.raite@gmail.com and cc psiteregion3@gmail.com with the email subject: Promissory Note - [Institution Name]

11. There are some competitions where a sole winner will be declared. However, there are other competitions where Second Runner-up, First Runner-up, and Champion will be declared. Cash prizes and certificates will be given to the winners. Applicability of the awards can be checked in the individual competition guidelines.
12. Participating coaches and competitors will receive a Certificate of Participation.
13. All submitted entries become the **property of PSITE-Central Luzon.**
14. Questions, queries, or clarifications regarding rules or other competition-related information must be addressed to the Competition Committee before the start of the competition. Otherwise, the committee reserves the right not to respond. Any school with concerns should submit a formal letter addressed to the Committee on Competition.

15. Violations of any of the above guidelines will result in automatic disqualification.
16. The Philippine Society of Information Technology Educators - Central Luzon and its officers shall not be held liable for any copyright infringement, unauthorized use of intellectual property, or related violations committed by participating individuals or teams during the competition.
17. By entering the competition, competitors and coaches agree to abide by the guidelines, terms, and conditions set forth.
18. The point system for determining the **Overall Champion** shall be as follows, applicable to both academic and non-academic competitions:

Champion	1st Runner Up	2nd Runner Up	Participation
10 points	7 points	4 points	1 point

Note: Each special award in the competition shall be given **two (2) points** toward the overall score. Participation in any competition shall be credited with **one (1) point** per school, regardless of the total number of entries submitted.

19. In the event of a tie, the school with the higher number of “Champion” awards shall be ranked higher. If the number of “Champion” awards remains tied, the number of “1st Runner-Up” awards shall be considered. Should the tie persist, the number of “2nd Runner-Up” awards shall be used to determine the ranking.
20. Overall champion eligibility requirement
 - a. To be eligible for the Overall Champion Award, a school, institution, or participating delegation must compete in at least seven (7) out of the thirteen (13) official competitions included in the event.
 - b. Participation in fewer than 7 of the 13 official competitions will automatically disqualify the school or delegation from being considered for the Overall Champion title, regardless of the number of awards or points earned in the competitions they joined.
 - c. The Organizing Committee reserves the right to verify participation records and determine eligibility for the Overall Champion Award based on official event records and final participation data.
21. Further details will be announced through the official Group Chat of any competition of this event. Competitors and their coaches are **REQUIRED** to join the said communication channel.

22. The decision of the board of judges for each competition is **FINAL** and **IRREVOCABLE**.

23. You may reach the Committee on Competition through the following:

MR. MARK ANTHONY D. MADALIPAY, MIT

Competition Chair, RAITE 2026

Mobile No.: **0906-066-4860**

Email: markanthony.madalipay@ua.edu.ph

MR. KENNETH V. BAUTISTA, MSCS

Competition Co-Chair, RAITE 2026

Mobile No.: **0995-198-0360**

Email: bautista.kenneth@gordoncollege.edu.ph

24. For registration, please deposit all payments through our PSITE Central Luzon (Region 3) bank account or GCASH:

Account Name:

**PHILIPPINE SOCIETY OF INFORMATION TECHNOLOGY EDUCATORS (PSITE)
FOUNDATION, INC.**

Account No.: **0731-0206-63** (PESO ACCOUNT)

Bank Branch: **BANK OF PHILIPPINE ISLANDS, ANGELES NEPO MART CITY BRANCH
GCASH**

Account Name: **Eugene S. Perez**

Account No: **0991-351-5007**

Send a copy of your deposit slip to psiteregion3@gmail.com

and cc: eugene.perez@bulsu.edu.ph.

For payment concerns, you may reach our PSITE Central Luzon (Region III) Treasurer:

EUGENE S. PEREZ, MIT

Email: eugene.perez@bulsu.edu.ph

Contact Number: **0991-351-5007**

Facebook: <https://www.facebook.com/eugeneDnapster>

Registration Link: <https://psitecl.org/>

Tutorial to Registration:

<https://docs.google.com/document/d/11Lhzf5l1wOlEsiEawEL39FI3SnseSm7aobllSd8EK0l/edit?usp=sharing>

COMPETITION COMMUNICATION LINKS	
COMPETITION	FACEBOOK MESSENGER GROUP
Information Technology Specialist (Computational Thinking)	https://m.me/j/AbZ9Tc89JVvaSENH
Lanyard Layout Design	https://m.me/j/AbZRaFuJ9S_ZzXLz
Quiz Bee Challenge	https://m.me/j/AbacnpKSpK6IzR8W
Micro Short Film	https://m.me/j/AbZE27J3-ITpvpaw
TechTok Challenge	https://m.me/j/AbbVukxNt2K9uO2Y
Infographics	https://m.me/j/Aba2Dgerjiz1h-PQ
Mobile Legends (Mobile Game)	https://m.me/j/AbY2SIVvO65XbsGY
Valorant (PC Game)	https://m.me/j/AbaAwtOinywYxZy3
Mr. and Ms. Ambassador of Goodwill 2026	https://m.me/j/Aba2Stca3deEukXc
Dance Competition (Around the World)	https://m.me/j/AbYtA601iRKIERRe
Hackathon Programming by Livro Systems	https://m.me/j/Abbu1jpQa7lv-IWT
Programming Challenge (powered by CodeChum)	https://m.me/j/AbaZLWNuDmxtt_NY
NOTE: All competitors/ coaches, please join the respective FB Messenger Group for more information and other queries.	

COMPETITION KEY PERSONS	
Information Technology Specialist (Computational Thinking)	Anthony U. Concepcion, DIT
Lanyard Layout Design	Rolaida L. Sonza, DIT
Quiz Bee Challenge	Evelyn A. Villanueva, MIT
Micro Short Film	Dolores S. Baldedara, MSBA
TechTok Challenge	Marian Minneli S. Cruz, PhD
Infographics	Mary Ann G. Valentino, PhD
Mobile Legends (Mobile Game)	Kenneth Bautista, MSCS
Valorant (PC Game)	Kenneth Bautista, MSCS
Mr. and Ms. Ambassador of Goodwill 2026	George M. Granados, MM, MIT
Dance Competition (Around the World)	Jenice Anne Marie B. Visperas, MIT

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Hackathon Programming (by Livro Systems)	Mark Anthony D. Madalipay, MIT
Programming Challenge (powered by CodeChum)	

*Changes and announcements will be posted through these social media channels.
Please subscribe!*

Social Media Link	
Facebook Page	https://www.facebook.com/psiteregion3
Facebook Group (Educators Group)	https://www.facebook.com/groups/psitereg3
Website	https://psite.org/r3/
Facebook Group (Students Group)	https://www.facebook.com/groups/psiteclstudents
Youtube Channel	https://bit.ly/psitecl_yt

Contact us	
RAITE Secretariat	E-mail: psitecl.raite@gmail.com
Jenice Anne Marie B. Visperas, MIT RAITE Chair	E-mail: visperas.jeniceannemarie@auf.edu.ph Mobile No: 09626607645
George M. Granados, MM, MIT RAITE Co-Chair	E-mail: gmgranados@spcf.edu.ph Mobile: 09175481233

Information Technology Specialist Challenge

Online Registration Link : <[refer to provided Reg Link in our Facebook Page](#)>

A competition that evaluates Computational Thinking through the IT Specialist certification exam. Candidates demonstrate skills in problem decomposition, data collection and analysis, pattern recognition, abstraction, and algorithmic thinking to automate solutions. Participants are ranked based on exam scores, with time as a tiebreaker.

1. Competitors and coaches must meet the requirements specified in the General Guidelines.
2. Each qualified school may send only one (1) competitor.
3. Only the first **30 registered participants** will be allowed to compete.
4. The Competition Committee has the right to re-allocate any available or unfilled slots to other institutions that are still willing to send another competitor.
5. The official exam is the **IT Specialist in Computational Thinking** certification.
6. Exam takers must pass the examination to be eligible for ranking.
7. The highest score will be declared the winner.
8. Contestants who are already **certified** in the official examination will be **disqualified**.
9. The time allotment for the exam is determined by the system. Any technical issues will result in a rescheduled official exam.
10. You may request to retake the exam if the issue originates from the system or a technical malfunction, such as a Virtual Machine failure, during the exam (note that questions from the ITS test bank are randomized). However, if the problem is caused by the examinee, it may result in disqualification.
11. **Right to Cancel, Modify, or Disqualify:** If, for any reason, the contest cannot proceed as planned—including, but not limited to, issues such as computer viruses, bugs, tampering, unauthorized intervention, fraud, internet connectivity, technical failures, or other causes that compromise the administration, security, fairness, integrity, or proper conduct of the contest—IT Works reserves the right, at its sole discretion, to cancel, terminate, modify, or suspend the contest.
12. In the case of a tie, the competitor who completes the exam in the shortest time will be declared the winner.

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13. An orientation will be conducted on **RAITE Conference Day**, an hour before the actual examination, regarding the conduct of the exams. Further details will be announced through the official Group Chat of this competition. Competitors and their coaches are **REQUIRED** to join the said communication channel.
14. Make sure that the competitor has a **GMETRIX** account for Review and **Certiport** Account for the Examination.
15. The deadline for registration will be on **August 31, 2026**. Gmetrix review codes will be given once the list has been finalized.
16. Winners will receive the following:
 - **Champion** - Cash Prize, Certificate and Plaque
 - **1st Runner-up** - Certificate and Plaque
 - **2nd Runner-up** - Certificate and Plaque

Lanyard Layout Design

Online Registration Link: [<refer to provided Reg Link in our Facebook Page>](#)

A design competition that challenges participants to create a PSITE Central Luzon-themed lanyard following specified technical requirements and submission guidelines. Entries are judged based on concept, originality, creativity, impact, and Facebook engagement.

1. Competitors and coaches must meet the requirements specified in General Guidelines.
2. Each qualified school may send only one (1) competitor.
3. This is an online or submission-based type of competition.
4. Please observe the following technical specifications for the lanyard design:

Specification	Description
Size	Neck lanyard: 1 x 36 inches
	Key lanyard: 1 x 5 inches
Resolution	300 DPI
File Type Output	.png and raw file (e.g., .psd file)
Filename	Lanyard_SCHOOLNAME
Example	Lanyard_PSU

4. The design should use a maximum of **10 colors**.
5. The design must include the text "**PSITE Central Luzon**".

Resources Link:

<https://drive.google.com/drive/folders/10-UdY1w-08GUWyLy-S5WXs4baLz5AKFB?usp=sharing>

6. Submit the following copies.
 - a. Neck lanyard (1 x 36 inches in 300 DPI, PNG format)
 - b. Key lanyard (1 x 5 inches in 300 DPI, PNG format)
 - c. Mockup using the uploaded mockup template for the lanyard
 - d. Raw file (.psd file)
7. An incorrect file format of the entry will result in disqualification.
8. The submission deadline is on or before **August 16, 2026**.
9. The official entries will be posted on the official Facebook page:
<https://www.facebook.com/psiteregion3>

10. Facebook **LIKES** and **REACTIONS** are part of the criteria for judging.
11. The cut-off for voting is on **September 4, 2026**.
12. Final outputs should be uploaded to the system where the coach registered the competitor. For multi-file submissions, archive the files through zip format.
13. Further details will be announced through the official Group Chat of this competition. Competitors and their coaches are **REQUIRED** to join the said communication channel.
14. Criteria for judging:

CRITERIA	PERCENTAGE
Concept/Relevance	35%
Originality	30%
Creativity and Impact	30%
Facebook Like and Reaction	5%
TOTAL:	100%

FACEBOOK LIKE AND REACTION	POINTINGS
5,000 above	5 points
4,000 - 4,999	4 points
3,000 - 3,999	3 points
1,000 - 2,999	2 points
Below 1,000	1 point

15. Winners will receive the following:

- **Champion** - Cash Prize, Certificate and Plaque
- **1st Runner-up** - Certificate and Plaque
- **2nd Runner-up** - Certificate and Plaque

Quiz Bee

Online Registration Link: [<refer to provided Reg Link in our Facebook Page>](#)

An onsite team-based quiz competition that tests knowledge in ICT Fundamentals, Programming, Networking, Cybersecurity, Web Development, and related IT fields. Teams compete through multiple timed rounds, and winners are determined based on cumulative scores, with tie-breakers applied if needed.

1. Competitors and coaches must meet the requirements specified in the General Guidelines.
2. Each qualified school can send a max of two (2) teams. A team is composed of two (2) members.
3. Only the first thirty (30) officially registered and paid teams will be allowed to compete.
4. The topics for the Quiz Bee include the following:
 - ICT Fundamentals
 - Programming
 - Latest Trends in ICT
 - Data Communication and Networking
 - Web Development
 - Database Management Systems
 - IT Professional Ethics and Philippine E-Commerce Law
 - Cybersecurity
 - Data Privacy
 - Cloud Computing
5. There will be three (3) Quiz Bee rounds: **Easy, Average, and Difficult**.
6. Each round is accompanied by a specific set of questions, with the point distribution as shown in the table below:

Round	Points per Question	Number of Questions
EASY	2	6
AVERAGE	3	3
DIFFICULT	5	3

7. Questions in each round will be distributed into four (4) types:
 - a. True or False
 - b. Multiple Choice
 - c. Anagrams or Acronyms

d. Identification

8. The time allocation for answering each type of question is shown below:

Question Type	Time Limit to Write an Answer
True or False and Multiple Choice	5 sec.
Anagrams/Acronyms and Identification	10 sec.

9. The quiz master will read each question **twice**.
10. Each team will be provided with writing materials (board, eraser, and marker) by the Committee on Competition before the start of the Quiz Bee.
11. The top three teams with the highest cumulative scores will be declared the winners.
12. In case of a tie, a knockout system will be applied until the winner is determined.
13. The last day of registration for this competition will be on **September 4, 2026**. The Quiz Bee will be held onsite on **September 11, 2026**, during the RAITE 2026 Conference.
14. Further details will be announced through the official Group Chat of this competition. Competitors and their coaches are **REQUIRED** to join the said communication channel.
15. Winners will receive the following:
- **Champion** - Cash Prize, Certificate and Plaque
 - **1st Runner-up** - Certificate and Plaque
 - **2nd Runner-up** - Certificate and Plaque

Micro Short Film

Online Registration Link: [<refer to provided Reg Link in our Facebook Page>](#)

A team-based film competition where participants create an original short film (3–5 minutes) in any genre, following technical and submission guidelines. Entries are judged based on creativity, storytelling, visual and audio quality, technical execution, and audience engagement.

1. Competitors and coaches must meet the requirements specified in the General Guidelines.
2. Each institution may send one (1) team consisting of up to five (5) members. The following are the film requirements:

Specification	Description
Resolution	Minimum of 1080p (Full HD)
Format	.mp4
Aspect Ratio	16:9 (landscape)
Music	Teams can select royalty-free music or ensure they have the proper rights to use the selected music.
Duration	Minimum: 3 minutes Maximum: 5 minutes (including credits, intro and outro)
Filename	Short Film_SCHOOLNAME
Example	Short Film_UCST

3. An incorrect file format of the entry will result in disqualification.
4. Films that do not adhere to the guidelines or exceed the 5-minutes limit will be disqualified.
5. The submission deadline is on or before **August 16, 2026**.
6. The film can cover any topic [e.g., love, change, conflict, hope, social issues, horror, suspense, etc.]. The theme must be clearly represented in the story.
7. Any genre is allowed (drama, comedy, thriller, documentary, animation, etc.).
8. Films can be in any language, but **subtitles** must be provided for films that are not in the Filipino or English language.

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9. Films must be original and created by the participants. Use of copyrighted material, such as music, images, and footage, is strictly prohibited unless permission has been obtained. An AI-generated microshort film will not be accepted and will be treated as an automatic disqualification.
10. All submissions must be original works and not previously published or entered into other competitions. Non-winning entries for previous RAITE will not be accepted and will be treated as an automatic disqualification.
11. The official entries will be posted on the official YouTube and will be shared on the Official Facebook Page of PSITE CL: <https://www.youtube.com/@psitecentralluzon899>
12. **YouTube and Facebook LIKE** will be consolidated and is part of the criteria for judging. The cut-off for voting is on **September 4, 2026**.
13. Final outputs must be uploaded through the system using the account where the coach registered the competitor. For final output files with a size of 1 GB or larger, upload the video to Google Drive and ensure that the sharing permission is set to "Anyone with the link can view." Copy the shareable link into a text file (.txt), then upload the text file to the system in place of the video.
14. The video will be judged based on the following criteria:

CRITERIA	PERCENTAGE
Creativity and Originality	25%
Storytelling	25%
Visual and Audio Quality	25%
Technical Execution	20%
YouTube Like Voting	5%
TOTAL:	100%

YOUTUBE LIKE	POINTINGS
5,000 above	5 points
4,000 - 4,999	4 points
3,000 - 3,999	3 points
1,000 - 2,999	2 points
Below 1,000	1 point

15. Further details will be announced through the official Group Chat of this competition. Competitors and their coaches are **REQUIRED** to join the said communication channel.
16. Winners will receive the following:
 - **Champion** - Cash Prize, Certificate, and Plaque

- **1st Runner-up** - Certificate and Plaque
- **2nd Runner-up** - Certificate and Plaque

E-Sports

Online Registration Link: [<refer to provided Reg Link in our Facebook Page>](#)

A competitive esports event open to all-male, all-female, or mixed teams using a double-elimination format. Each school may send up to two (2) teams composed of five (5) players and one (1) reserve, with limited slots for the first 30 registered teams. Participants must follow official rules and technical guidelines provided by the organizers.

1. Competitors and coaches must meet the requirements specified in the General Guidelines.

To finalize the registration, each participant must pay an additional **₱300.00**, which will be allocated to game operation expenses and the prize fund for winning teams.

2. The tournament is open to all-male, all-female, or mixed teams. The game format is double-elimination.
3. Only the first **30** registered teams will be accepted.
4. Each school can send up to two (2) teams, each consisting of five (5) members and one (1) reserve player.
5. The deadline for registration is **July 18, 2026**.
6. Seeding will be determined via a drawlots during the online orientation on _____. Further details will be announced through the official Group Chat of this competition. Competitors and their coaches are **REQUIRED** to join the said communication channel.
7. Meeting and Discord links will be forwarded to the registered teams regarding the orientation via the Facebook Messenger Group Chat.
8. Players must always abide by the Rules, Regulations, and Technical Aspects advised by PANTHERA ESPORTS ORGANIZATION.
9. The Official and Latest Rulebook per esports event will be provided on or before the orientation.

Mr. and Ms. Ambassador of Goodwill 2026

Online Registration Link: [<refer to provided Reg Link in our Facebook Page>](#)

A personality and talent competition by PSITE Central Luzon that promotes leadership, character, poise, intellect, and Filipino values among students. Contestants compete in multiple rounds showcasing school attire, formal wear, and on-stage interview performance. Winners are selected based on overall presentation, confidence, intelligence, and stage presence.

1. Competitors and coaches must meet the requirements specified in the General Guidelines.
2. The competition is designed by PSITE Central Luzon to promote empowerment programs for young men and women through the following endeavors:
 - a. Honor traditional Filipino traits such as honesty, good character, talent, poise, intellect, leadership, and good judgment among young Filipinos;
 - b. Enable contestants to serve as role models for other young men and women with similar goals and characteristics; and
 - c. Encourage contestants to value personal achievements, creative accomplishments, and healthy lifestyles.

Who are PSITE-Central Luzon AMBASSADORS OF GOODWILL?

The AMBASSADORS OF GOODWILL should possess the Filipino's positive traits and virtues. They must possess the talent and the drive to entertain, meet new people, visit new places, and learn about new cultures. They must also be able to stand out on any occasion. They are the modern Filipino Youth with a lively spirit and a heart for service.

3. Only the **first fifteen (15)** officially registered and paid competitors will be allowed to compete.
4. Each Official Candidate must upload a recent 3R photograph wearing the prescribed school uniform.
 - a. The photograph must be studio-quality or professionally presented, with a clear background, proper lighting, and a formal appearance. Casual photos, selfies, group-cropped images, screenshots, or photos taken in informal settings will not be accepted.
 - b. The use of AI-generated images, AI enhancement tools, beauty filters, or

excessive digital editing applications is strictly prohibited. Minor adjustments such as brightness, contrast, and standard photo retouching are permitted only if they do not alter the candidate's actual appearance.

- c. Candidates may wear appropriate makeup and grooming for the photoshoot; however, any form of enhancement that significantly modifies facial features, skin texture, body shape, or overall appearance is not allowed.
 - d. Submitted photographs must accurately and truthfully represent the candidate.
5. The Competition is divided into (2) rounds:

ROUND	Description
ROUND 1	School Shirt and Jeans
ROUND 2	Formal Wear

6. Each contestant shall be judged in 3 categories:

Categories	Percentage
School Shirt and Jeans	25 %
Formal Wear	35 %
Beauty and Personality	40 %
Total	100 %

ROUND 1: SCHOOL SHIRT & JEANS ATTIRE

- a. Each pair should wear:
 - Their university or department's shirt, combined with jeans of their own choice.
 - Their own accessories appropriate to the outfit.

JUDGING CRITERIA	Percentage
Beauty / Handsomeness	10 %
School Shirt	10 %
Poise and Bearing	5 %
Total	25 %

ROUND 2: FORMAL WEAR

- a. This will show how candidates carry themselves with dignity, grace, poise, and elegance.
- b. The candidates must wear appropriate formal wear.

- c. Candidates will be judged on how they show confidence and glamour with their choice of formal wear and how the formal wear accentuates their figure.

JUDGING CRITERIA	Percentage
Beauty / Handsomeness	15 %
Appropriateness of style	15 %
Poise and Bearing	5 %
Total	25 %

ROUND 3: BEAUTY AND PERSONALITY

- a. The contestants will be judged on their overall appearance and the way they carry themselves on stage.
- b. The candidates will be narrowed down to **five (5)** pairs of finalists.
- c. Questions will be provided by Judges and/or the organizing committee.
- d. The on-stage interview competition is judged on the Quality of Response. (Does the contestant's answer make sense? | Is the answer well thought out? | Does it exhibit good common sense?)

JUDGING CRITERIA	Percentage
Physical Attributes (Beauty/Handsomeness of face and figures)	10 %
Poise, Grace, and Bearing	5 %
Intelligence / Q&A	25 %
Total	40 %

Criteria for Top 5 Finalists

JUDGING CRITERIA	Percentage
Round 1 Score	25 %
Round 2 Score	35 %
Round 3 Score	40 %
Total	25 %

7. Candidates agree to abide by all existing rules of the "PSITE-CL AMBASSADORS OF GOODWILL".
8. Candidates must be of good moral character and have not been convicted of any crime.
9. Candidates must be single, **5'3"** in height for females and **5'6"** for males.

10. Age must be between **17 and 27 years old**.
11. Candidates must conduct themselves in a proper lady-like and gentlemanly manner and portray high moral standards.
12. It is mandatory that candidates conduct themselves above and beyond reproach. This means that they will refrain from the use of alcohol, drugs, smoking in public, vulgar language, and/or outbursts of any kind, and unacceptable socializing with a boy/girlfriend (intimate display of affection) in public, especially during the RAITE event.
13. Candidates are expected to be on time for all functions and events scheduled by the committee.
14. Only two **(2) chaperones** (make-up artist/ trainer/ friend or relative/teacher/classmate) with an official identification card are allowed backstage during the pageant proper.
15. The deadline of registration will be on **August 21, 2026**.
16. Winners will receive the following:
 - **Mr. and Ms. Ambassador** - Cash Prize, Certificate, Sash, Crown and Plaque
 - **1st Runner-up** - Cash Prize, Certificate, Sash, Crown and Plaque
 - **2nd Runner-up** - Cash Prize, Certificate, Sash, Crown and Plaque

Dance Competition - "Around the World: One Beat, Many Cultures"

Online Registration Link: [<refer to provided Reg Link in our Facebook Page>](#)

A group performance competition for teams of 8–15 members showcasing creativity, synchronization, and stage performance through original choreography. Each team performs a 5–7 minute routine and is evaluated based on choreography, execution, expression, and visual impact. Winners are determined by total performance scores, with limited slots for the first 10 registered teams.

1. Competitors and coaches must meet the requirements specified in the General Guidelines.
2. The competition is open to all-male, all-female, or mixed teams consisting of 8 to 15 members.
3. The **Around the World: One Beat, Many Cultures** celebrates the beauty of cultural diversity by highlighting dance as a universal language that unites nations through rhythm, movement, and shared artistic expression.
4. Each team is required to perform one (1) routine within the time limit of 5 to 7 minutes. Exceeding the time limit will result in deductions.
5. The choreography should be original. Covering specific choreography from music videos is allowed, but a unique interpretation or adaptation is encouraged.
6. The dance theme is open, allowing teams to express their creativity and showcase various dance styles.
7. The performance will be evaluated based on the following criteria:

JUDGING CRITERIA	Percentage
Theme Interpretation (Showcase different cultures and world music creatively and accurately.)	30%
Choreography & Creativity (Originality, transitions, formation changes, and storytelling.)	25%
Execution & Technique (Synchronization, timing, precision, and dance skills.)	25%
Costume & Visual Presentation (Appropriateness, creativity, and overall impact.)	5%
Stage Presence & Audience Impact (Energy, confidence, expression, and engagement.)	10%

JUDGING CRITERIA	Percentage
Musicality & Use of World Music (Effective integration and interpretation of international music styles.)	5%
Total	100 %

8. Only the first **10** officially registered and paid teams will be accepted. The registration deadline is on or before **July 25, 2026**.
9. Teams must be at the RAITE venue at least 2 hours before the competition starts for check-in and last-minute preparations.
10. Proper sportsmanship and respect among competitors must be observed throughout the event. Any misconduct or inappropriate behavior will result in immediate disqualification.
11. Submission of music piece is until **August 28, 2026**. It should be uploaded to an online drive or cloud and generate a link that is accessible to everyone.
12. Teams are required to bring a backup of their music in a USB format to avoid technical difficulties.
13. Winners will receive the following:
 - **Champion** - Cash Prize, Certificate, and Plaque
 - **1st Runner-up** - Certificate and Plaque
 - **2nd Runner-up** - Certificate and Plaque

Programming Competition

Online Registration Link: <refer to provided Reg Link in our Facebook Page>

A team-based programming contest where participants solve algorithmic problems using C, C++, C#, Java, or Python. Each school may send up to two (2) teams of paired competitors. Teams are evaluated based on correctness and performance under timed conditions, with rankings determined by average score and completion time.

1. Competitors and coaches must meet the requirements specified in General Guidelines.
2. Each qualified school may send up to (2) groups of competitors.
3. Participants will compete in teams of two (2), each of which will have to participate in the competition. The deadline for registration will be on **August 21, 2026**.
4. The competition will be conducted on the CodeChum platform.

To familiarize themselves with the CodeChum environment, all participating teams must watch this recorded video: <https://bit.ly/CodeChum-Onboarding>.

For further clarification, participants may email bernadette@codechum.com or message CodeChum via their official Facebook page.

5. The programming languages for the competition are C, C++, C#, Java, and Python.

PRE-COMPETITION REQUIREMENTS

A. Sign-Up

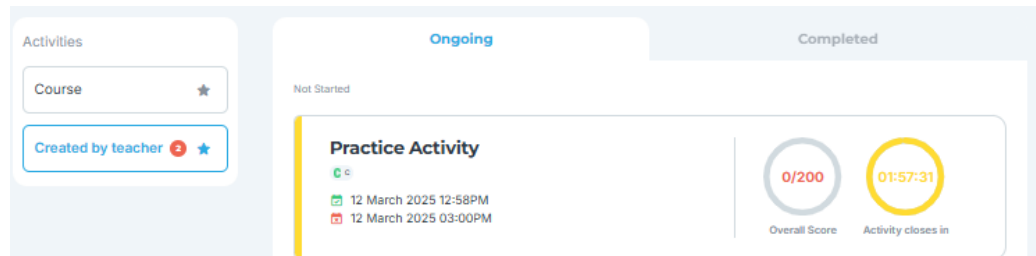
- a. All team members must sign up for an account at app.codechum.com.
- b. Usernames must be in the following format:
School-LastName (e.g., CITU-DelaCruz).
- c. During the sign-up process, the participants must use their actual first and last names, along with an active and valid email address.

Note: Please ensure you choose a student as the type of account. Participants with existing accounts in CodeChum may use their current account for the competition.

- d. After signing up, participants must submit their registered email address to the main organizers and wait to be officially enrolled in a class, where they can start answering the practice activity.

B. Practice Activity

- a. Once enrolled, the team should regularly check their class for the **Start Time** and **End Time** of the practice activity under the “Created by teacher” sections.



- b. Complete the practice activity within the given time period to familiarize with the environment.

DURING THE COMPETITION

1. Each member will log in at app.codechum.com using the account they used to answer the practice activity.
2. Wait for the start time of the activity titled “**Final Round.**” While waiting, only the browser with the CodeChum tab should be open.
3. Upon starting, each participant will be forced to go to full screen and will not be allowed to exit the full screen or switch between tabs until they have finished the contest activity. Violating this more than **three times** will result in disqualification for the participant.

Note: In case of any accidental exit from full screen, immediately inform the facilitator before resuming the competition.

4. The contest activity will last for **three (3) hours** and will **contain five (5) programming problems** that can be answerable any of the five (5) programming languages they prefer.
5. Brute force solutions (i.e., using multiple if statements based on test case inputs and outputs to game the system) are strictly prohibited. Submitting even one such solution will result in a score of zero (0) for the member.

Sample brute force solution:

```
# Problem: Find the area of the rectangle
length = int(input("Input length: "))
width = int(input("Input width: "))

if length == 1 and width == 1:
    print("Area is: 1")
elif length == 2 and width == 2:
    print("Area is: 4")
elif length == 3 and width == 3:
    print("Area is: 9")
```

Correct way to do it:

```
# Problem: Find the area of the rectangle
length = int(input("Input length: "))
width = int(input("Input width: "))

# Correct way to do it:
area = length * width

print("Area is: %d" % area)
```

6. The entire competition is monitored in strict compliance by the facilitators, and any act of cheating or violation of the rules and regulations of the competition may result in disqualification.

WINNERS IN THE COMPETITION

The ranking of the team will first be based on the highest average of all the scores of the participants. In the case of a tie, the next determining factor will be the total time taken to finish the contest activity (i.e. the one with the shorter time wins).

FILING OF PROTEST

1. Only coaches/facilitators may file protests to CodeChum. Protests must be based on one or more of the following circumstances:
 - Clarification on the given problem/questions
 - Violation of the competition rules
 - Team misconduct
 - Contest officials' gross misconduct.
2. Controversies and objections will be resolved by the CodeChum team immediately before the conclusion of the competition.
3. The decision of the CodeChum team is final and binding.
6. Winners will receive the following:
 - **Champion** - Cash Prize, Certificate and Plaque
 - **1st Runner-up** - Certificate and Plaque
 - **2nd Runner-up** - Certificate and Plaque

Hackathon Challenge by Livro Systems

Online Registration Link: [<refer to provided Reg Link in our Facebook Page>](#)

A team-based BYOD competition where participants develop, deploy, and present a simple application. Each team consists of three (3) members and is evaluated based on creativity, functionality, and presentation. Winners are determined through overall performance ranking.

1. The Competition has 2 parts - the development and deployment of the application and the presentation of the application.
2. Competitors and coaches must meet the requirements specified in General Guidelines.
3. Each qualified school may send up to (2) groups of competitors.
4. Participants will compete in teams of three (3), each of which will have to participate in the competition. The deadline for registration will be on **September 4, 2026**.
5. Participants will be building a simple app. With this, think of things like mini tools, social Apps, small games, or utilities. The goal is to showcase your creativity and ability to develop and deploy.
6. This is BYOD competition (Bring your own device)
7. Winners will receive the following:
 - **Champion** - Cash Prize, Certificate and Plaque
 - **1st Runner-up** - Certificate and Plaque
 - **2nd Runner-up** - Certificate and Plaque

Infographics Design Competition

Online Registration Link: [<refer to provided Reg Link in our Facebook Page>](#)

A team-based competition where participants create an original infographic based on the theme "CTRL + NEXT: Empowering Students as Future-Ready Digital Innovators and Technology Leaders." Each team consists of two (2) members and produces a single vertical infographic showcasing relevant digital and technology-related topics. Entries are judged based on relevance, creativity, visual impact, content quality, technical execution, and online engagement.

1. Competitors and coaches must meet the requirements specified in General Guidelines.
2. Each qualified school may send up to two (2) competing teams, with each team consisting of two (2) members.
3. Design Creation. Participants shall create one (1) original infographic based on the official theme: "CTRL + NEXT: Empowering Students as Future-Ready Digital Innovators and Technology Leaders"
4. The infographic may cover topics such as:
 - Digital transformation
 - Emerging technologies
 - Artificial Intelligence
 - Cybersecurity awareness
 - Innovation and entrepreneurship
 - Digital leadership
 - Future technology careers
 - Responsible technology use
 - Digital citizenship
5. Software Requirements. Participants may use only the following software or tool:
 - Adobe Photoshop
 - Canva

Note: No other software, applications, or design tools shall be permitted.
6. Artificial Intelligence Policy. The use of Artificial Intelligence (AI) in any form is **STRICTLY PROHIBITED**. This includes, but is not limited to:
 - AI-generated images
 - AI-generated illustrations
 - AI-generated graphics
 - AI-generated icons
 - AI-generated backgrounds

- AI-assisted design tools
- AI-generated text or content
- AI image enhancement or modification tools

Participants must create all design elements manually or use properly licensed, non-AI-generated assets.

7. Any participant found using AI-generated content shall be automatically disqualified.
8. Design Specifications

Specification	Description
Size	Size: 1080 × 1920 pixels (Vertical Format)
Resolution	300 DPI
File Type Output	.png and raw file (.psd file and canva link)
Filename	Inforgraphics_SCHOOLNAME
Example	Lanyard_UCST

9. Content Requirements. The infographic must contain:
 - Competition Theme
 - Main Title
 - Relevant data, facts, or information
 - Visual elements supporting the message
 - Proper citations for external information sources, if applicable
10. All text, graphics, and design elements must be appropriate, professional, and aligned with the competition theme.
11. Submission Requirements. Participants must submit the following:
 - A. Final Design: PNG format
 - B. Raw Source File. Participants are required to submit the original editable file:
For Adobe Photoshop users:
 - PSD file
For Canva users:
 - Shared Canva editable design link
 - PDF export of the design
12. The competition committee reserves the right to inspect source files for verification purposes.
13. Failure to submit the required raw files shall result in disqualification.

14. The submission deadline is on or before **August 16, 2026**.
15. The official entries will be posted on the official Facebook page:
<https://www.facebook.com/psiteregion3>
16. Facebook **LIKES** and **REACTIONS** are part of the criteria for judging.
17. The cut-off for voting is on **September 4, 2026**.
18. Final outputs should be uploaded to the system where the coach registered the competitor. For multi-file submissions, archive the files through zip format.
19. Further details will be announced through the official Group Chat of this competition. Competitors and their coaches are **REQUIRED** to join the said communication channel.
20. Criteria for judging:

CRITERIA	PERCENTAGE
Relevance to Theme	25%
Creativity and Originality	25%
Visual Impact and Aesthetics	20%
Content Accuracy and Organization	15%
Technical Execution and Design Quality	10%
Facebook Like and Reaction	5%
TOTAL:	100%

FACEBOOK LIKE AND REACTION	POINTINGS
5,000 above	5 points
4,000 - 4,999	4 points
3,000 - 3,999	3 points
1,000 - 2,999	2 points
Below 1,000	1 point

14. Winners will receive the following:
 - **Champion** - Cash Prize, Certificate and Plaque
 - **1st Runner-up** - Certificate and Plaque
 - **2nd Runner-up** - Certificate and Plaque

TechTok Challenge: CTRL+ NEXT Edition

Online Registration Link: [<refer to provided Reg Link in our Facebook Page>](#)

A vertical video competition where teams of three (3) members create an original short-form video showcasing technology, innovation, digital transformation, and leadership. Entries may explore themes such as future technology, student innovation journeys, social impact, IT student life, or RAITE spirit. Videos are evaluated based on relevance, creativity, visual quality, content, and engagement.

1. Competitors and coaches must meet the requirements specified in General Guidelines.
2. Each qualified school may send up to two (2) competing teams, with each team consisting of three (3) members.
3. Participants shall create a short-form vertical or portrait video that showcases the role of technology, innovation, digital transformation, and leadership in shaping the future of students and society. (Video should be TikTok ready for upload)
4. Videos will be uploaded to the official PSITE Central Luzon TikTok platform for public viewing and voting. Competitions are judged based on relevance, creativity, visual quality, content, technical execution, and engagement.
5. Entries must be created specifically for RAITE 2026. Competitors and their respective schools will not be allowed to post videos on their digital platforms; however, they may share the official entries on their accounts and platforms.
6. The submission deadline is on or before **August 16, 2026**.
7. Suggested Video Content. Participants may choose any of the following concepts:

Category 1: Future Tech Vision

Create a video showing how technology will shape education, work, business, healthcare, or society in the future.

Examples:

- A day in the life of an IT professional in 2035
- Smart campus technologies
- AI-powered classrooms
- Future careers in technology

Category 2: Life of a Digital Innovator

Showcase the journey of students becoming future technology leaders.

Examples:

- Student developer journey

- Building a startup idea
- Learning programming and innovation
- Overcoming challenges in technology education

Category 3: Technology for Social Good

Demonstrate how technology can address real-world problems.

Examples:

- Disaster response technologies
- Educational technology solutions
- Healthcare innovations
- Environmental monitoring systems

Category 4: IT Student Experience

Create a creative, humorous, or inspiring video about life as an IT student.

Examples:

- Programming struggles
- Project deadlines
- Hackathon experiences
- Teamwork and innovation

Category 5: RAITE 2026 Spirit

Highlight the significance of RAITE in developing future-ready professionals.

Examples:

- Why students should participate in RAITE
- Technology and leadership
- Collaboration among institutions
- Celebrating IT education

8. Content Requirements. The video must:

- Reflect the official theme.
- Include the official competition title card or theme at the beginning or end.
- Be original and produce specifically for RAITE 2026.
- Convey a clear and meaningful message.
- Be suitable for public viewing.
- Artificial Intelligence Policy

9. The use of Artificial Intelligence is **STRICTLY PROHIBITED** in the creation of video content. This includes AI-generated videos, images, voiceovers, avatars, scripts, animations and music.

10. Video Specifications

Specification	Description
Resolution	1080 × 1920 pixels (Full HD)
Format	.mp4
Aspect Ratio	Vertical Video (9:16 Aspect Ratio)
Music	Teams can select royalty-free music or ensure they have the proper rights to use the selected music.
Duration	Minimum: 30 seconds Maximum: 90 seconds (including credits, intro and outro)
Language	English Filipino Combination of English and Filipino Special Note: Subtitles are required esp, for non english.
Filename	TechTok_SCHOOLNAME
Example	TechTok_UCST

11. Participants must produce all content themselves.
12. Any violation shall result in automatic disqualification.
13. Participants shall submit the final output in MP4 format and the raw project files. For verification purposes, participants must also submit:
 - Original video clips
 - Project files
 - Screenshots of editing timeline/workspace
 - Supporting assets used in production
14. The Competition Committee reserves the right to inspect all materials to verify originality. Failure to submit supporting files upon request shall result in disqualification.
15. Participants shall produce an original TikTok-style short-form video based on the theme.
16. Videos may feature acting, storytelling, interviews, demonstrations, motion graphics, or creative editing.
17. Participants may use any video editing software.
18. Copyrighted content (clips, media objects and audio) without permission is prohibited. The video must not contain offensive, discriminatory, political, or inappropriate material.
19. Prohibited Acts. The following shall result in automatic disqualification:
 - Use of any AI-generated content.

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- Plagiarism or copyright infringement.
- Submission of previously published competition entries.
- Use of offensive, defamatory, or inappropriate content.
- Falsification of raw files or production materials.
- Receiving outside assistance during the competition period.

21. Final outputs must be uploaded through the system using the account where the coach registered the competitor. For final output files with a size of 1 GB or larger, upload the video to Google Drive and ensure that the sharing permission is set to "Anyone with the link can view." Copy the shareable link into a text file (.txt), then upload the text file to the system in place of the video. (Make sure the file size is still allowed in TikTok platform)

22. Further details will be announced through the official Group Chat of this competition. Competitors and their coaches are REQUIRED to join the said communication channel.

23. The cut-off for voting is on **September 4, 2026**.

24. Criteria for judging:

CRITERIA	PERCENTAGE
Relevance to Theme	20%
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