

HANDS-ON, MINDS-ON CHALLENGE 2017: Rules and Regulations

1. This competition is open to all secondary students in Form 4 & 5 in schools adhering to the Malaysian syllabus. The competition is in English.
2. Each school can register up to **three** teams, each team comprising three students.
3. Every team member must be a Malaysian identity card holder, and shall be required to present their identity card and confirmation letters (issued by the organisers) for verification.
4. Every student participating in the competition must be in school uniform throughout the competition.
5. All teams must be accompanied by a teacher-in-charge at all times.
6. No substitution or omission of any team member is permitted at any time during the competition, and the same team members must be present in all segments of the competition.
7. Each team must be equipped with a smart phone as this will be used for navigation during the competition. Ensure that the phone is fully charged before the competition begins.
8. There are three rounds in the competition. All registered teams will compete in the first two rounds. The third round is the final stage.

A. Round One: Basic Sciences

- All teams will compete in this challenge comprising 5 station games on the theme of basic sciences. Participants will be required to complete the given tasks based on the instructions in English.
- Participants are required to use a smart phone to access the instructions on a webpage. At each station a code will be given to access the instructions.
- After reading the instructions, students are to place the phone on the table at all times.
- Upon completion of the task, participant is to take a photograph of the end product and upload a picture on the webpage.
- The timer will begin when the code is activated and will stop when the photograph is submitted.
- For each completed task, marks ranging from 0-5 will be awarded. No second attempt to complete the task is allowed.
- All teams will advance to the next round.
- Participating members of this challenge will be provided with all the materials required to complete the tasks.

B. Round Two: Healthy Living

- All teams will compete in this challenge comprising 5 station games on the theme of healthy living. Participants will be required to complete the given tasks based on the instructions in English.
- Participants are required to use a smart phone to access the instructions on a webpage. At each station a code will be given to access the instructions.
- After reading the instructions, students are to place the phone on the table at all times.
- Upon completion of the task, participant is to take a photograph of the end product and upload a picture on the webpage.

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- The timer will begin when the code is activated and will stop when the photograph is submitted.
- For each completed task, marks ranging from 0-5 will be awarded. No second attempt to complete the task is allowed.
- Participating members of this challenge will be provided with all the materials required to complete the tasks.
- Only the top 10 teams will advance to the next round.
- The scores from Round 1 and 2 will be accumulated to determine the top 10 teams.
- In the event of a tie in the score after both rounds, the top 10 teams will be determined by the cumulative speed of response in completing both rounds.

C. Round Three / Final Round: First Aid

- 10 teams will compete in this challenge comprising 3 station games on the theme of first aid. Participants will be required to complete the given tasks based on the instructions in English.
 - Teams will first be briefed on some basic first aid skills. Each team will then receive a scenario and must analyse it to complete the tasks.
 - One member of the team will act as the victim while the other two will complete the task. The 'victim' is allowed to contribute to complete the task.
 - For each completed task, marks ranging from 0-5 will be awarded. No second attempt to complete the task is allowed.
 - Teams are not allowed to bring in any electric tools, stationery, electronic gadgets, hand phones or their own materials and apparatus for this round.
 - In the event of a tie in the score after 3 stations, the top 3 teams will be determined by the cumulative speed of response in completing all 3 stations.
 - Participating members of this challenge will be provided with all the materials required to complete the tasks.
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.
 13. 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.
 14. 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.
 15. 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: -

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- 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.
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16. 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.
 17. 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.
 18. By agreeing to the terms and conditions contained herein, you hereby allow The International Medical University (IMU) to collect your personal information to be regulated and managed by IMU.

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Specific rules and regulations for each challenge

A. GET READY! PRIOR TO COMPETITION

Revise the following topics in your science syllables:

- Energy and Chemical Reactions
- Matter and Materials
- Microorganisms
- Nutrition
- First Aid

Apart from the above, read widely on the areas of basic sciences, healthy living and first aid.

B. GO! DAY OF COMPETITION

There will be THREE challenges:

Challenge 1 & 2: Basic Sciences & Healthy Living

- 1 Each team must comprise three registered participants.
- 2 Each team will have to bring one smart phone through which the team members will access the instruction for the task, take a photograph as proof of answer and submit online, all within the duration of time allocated.
- 3 Each task must be worked on collectively as a group. Any team member is allowed to navigate the smart phone.
- 4 The time allocation for each station is 10 minutes.
- 5 No marks will be deducted for wrong answers. Hence, each team is advised to attempt all tasks.
- 6 Participants must follow standard safety rules and regulations. Please use the hand gloves provided when handling devices.
- 7 The organisers will not be responsible for any injuries or damages incurred by the participants.
- 8 Failure to adhere to the stipulated rules and regulations will result in the disqualification of the team.
- 9 Teachers, parents and on-lookers must follow strict rules of non-interference throughout the challenge with regards to:
 - Standing beyond the competition area
 - Not gesturing or communicating in any form with the participants
- 10 Violation of the above rules will cause disqualification or marks deduction.
- 11 Judges' decisions are final and binding.

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The First Aid Challenge

- 1 Each team must comprise three registered participants.
- 2 Each team should have a team leader. The team leader will coordinate the work and act as the main spokesperson.
- 3 Some tasks require one team member to act as the 'victim'. All members though can contribute to complete the task.
- 4 Participants must follow standard safety rules and regulations. Please use the hand gloves provided when handling devices. The organisers will not be responsible for any injuries or damages incurred by the participants.
- 5 Teams are only allowed to use materials and apparatus provided by the organisers.
- 6 A participating team may choose to use all or a portion of the materials and apparatus provided.
- 7 Failure to adhere to the rules and regulations will result in disqualification of the team.
- 8 Teachers, parents and on-lookers must follow strict rules of non-interference throughout the challenge with regards to:
 - Standing beyond the competition area
 - Not gesturing or communicating in any form with the participants
- 9 Violation of the above rules will cause disqualification or marks deduction.
- 10 Judges' decisions are final and binding.