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Innovate



19th NATIONAL INTER-VARSITY ACCOUNTING QUIZ 2020 (19th N-IVAQ)

QUIZ STRUCTURE AND RULES & REGULATIONS



1.0 GENERAL RULES AND REGULATIONS

Teams that have registered to participate in 19th National Inter-Varsity Accounting Quiz are required to comply with the following rules and regulations of the competition unconditionally.

1.1	19th National Inter-Varsity Accounting Quiz is a nationwide competition, which opens to all Accounting students who are currently pursuing their full-time undergraduate degree or diploma programme in universities, colleges or educational institutions across Malaysia.
1.2	Notwithstanding the generality of rule 1.1 above, students who are currently pursuing full time Professional Accounting Programmes (<i>without any industrial working experiences</i>) that are equivalent to the standard university degree programme are allowed to participate.
1.3	Withstanding the generality of rule 1.2 above, a letter of confirmation as per attached is required to be filled up and signed by the faculty Dean of the participating students to confirm on the status of the student is equivalent to university degree programme.
1.4	The quiz will cover the following subjects: ● Auditing ● Accounting Information Systems ● Finance ● Financial Accounting ● Management Accounting ● Professional / Business Ethics / Corporate Governance ● Taxation
1.5	The registration fee of 19th National Inter-Varsity Accounting Quiz is RM 20 per team.
1.6	The quiz will compose of 3 phases, namely the Qualifying round, the Semi-Final round and the Final round.
1.7	This will be a two-day event, the first day comprising the Qualifying Round while the second day comprising the Semi-Final round and Final round.

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GENERAL COMPETITION RULES

1.8	Each university is entitled to send not more than 2 teams for this quiz.
1.9	Each team must compose of 4 participants.
1.10	In the case of changing any or all participating member, the university must inform the organizer <i>one week before</i> the event <i>(10/04/2020 Friday)</i> . Failure to do so will result in disqualification of the team.
1.11	All participants must achieve a minimum <i>CGPA of 3.0</i> out of 4.0 or equivalent for entry requirement. <i>(only applies to participants that are pursuing full-time undergraduate degree or diploma programme)</i>
1.12	All participants must submit their certified academic transcript to External Public Relation officers through email together with the letter of confirmation <i>(for professional accounting programmes only)</i> and registration form.
1.13	All team registrations are to be submitted before 5.00 pm <i>(21/02/2020 Friday)</i> . Late registrations will not be entertained.
1.14	All participants must be in formal attire during both days.
1.15	All participants are required to be punctual and strictly follow the programme flow of this event. Failure to do so can result in the team being disqualified.
1.16	Financial calculators are allowed but programmable calculators are strictly prohibited. Upon confiscation, the organizers will not be responsible to prepare one or to replace any unauthorized calculator for the entire duration of the quiz.
1.17	Every participant must prepare their own stationery which is permitted by the organizers. The organizers will not be responsible to prepare or lend any stationery to the participants.

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1.18	The top 3 winners of this competition will be decided based on the total accumulated marks from the semi-final round and final round. The scores from the qualifying round (<i>Please refer to rule 2.7</i>) are not considered. The weightage given to the marks accumulated from each round will be as follows: <table> <tr> <th>Rounds</th><th>Weightage</th></tr> <tr> <td>Semi Final</td><td>30%</td></tr> <tr> <td>Final</td><td>70%</td></tr> <tr> <td>Final Score</td><td>100%</td></tr> </table>	Rounds	Weightage	Semi Final	30%	Final	70%	Final Score	100%
Rounds	Weightage								
Semi Final	30%								
Final	70%								
Final Score	100%								
1.19	All decisions made by the judges at each round are FINAL. No further correspondences or appeals will be entertained by the judges upon the decision rendered. Any blatant opposition or disagreement (<i>according to the organiser's discernment</i>) may constitute an offense and may result the team in question being disqualified from further participation.								
1.20	In the case of an extraordinary or unusual circumstance pertaining to the eligibility of a potential semi-finalist or finalist, the organisers reserve the right and authority to modify or change the rules and regulations to acquiesce in the situation and to establish the decision made. Any blatant opposition or disagreement (<i>according to the organiser's discernment</i>) may constitute an offense and may result the team in question being disqualified from further participation. Otherwise, the organisers are bound to abide strictly to the rules and regulations contained herein.								
1.21	The participants hereby consent to the aforementioned and following rules and regulations by participating in this event and any blatant opposition or disagreement (<i>according to the organiser's discernment</i>) during the event may constitute an offense and may result the team in question being disqualified or disallowed from participating.								

2.0 QUALIFYING ROUND**GENERAL**

2.1	The qualifying round will be held on <u>(17/04/2020 Friday)</u> at Multimedia University Melaka.
2.2	All four (4) members in each team are required to participate individually. The marks from each team member will then be aggregated and averaged to reflect the team's overall performance for this round only. Failure to do so can result in the team being disqualified.
2.3	This round will be subject to strict invigilation by our committee members. Any and all acts of cheating or any such attempts by a participant will constitute an offense of the whole team and the team will be disqualified from proceeding to the next round.

FLOW OF QUIZ

2.4	The duration of qualifying round will be 1 hour and 15 minutes.
2.5	Participants are required to answer a standardized quiz form comprising 50 MCQ questions and 1 structural question.

MARKS

2.6	The forms will be marked by our committee and lecturers from participating universities who have been appointed. 1 mark will be allocated for each MCQ question and 15 marks for the structural question. No marks will be deducted for incorrect answers.
2.7	The marks obtained from this round will only be entitled to enter the semi-final round; and are not calculated into the marks accumulation of which the top 3 winners of the quiz are decided. However, if tie occurs during semifinal round, marks obtained from this round will be used to select top (5) team which are qualified to enter final round (<i>refer to rule 3.16</i>)

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2.8	The top twenty (20) teams result will be announced on the first day of the event, <u>(17/04/2020 Friday)</u> . In the event of tie, the mark of top achiever in each affected group will determined the prevailing team.
2.9	All decisions made by the committee for this round are FINAL. No further correspondences or appeals will be entertained by the committees upon the decision rendered.

3.0 SEMI-FINAL ROUND**GENERAL**

3.1	The top twenty (20) teams from the qualifying round will be eligible to enter into the semi-final round, which will be held in Multimedia University Melaka on the <u>(18/04/2020 Saturday)</u> .
3.2	The twenty (20) teams will be evenly divided into four (4) groups. Each group will compete on the stage sequentially. The group division will be based on a random pick from a ballot box by the respective group leader on the second day of the event <u>(18/04/2020 Saturday)</u> .
3.3	Each team should consist only three participating members. All teams has the right to choose their three participating members.
3.4	Each group will be given 10 questions, with each team given a buzzer. The answer will be accepted on a first-come-first-serve basis.

FLOW OF QUIZ

3.5	The Quiz Master will read each question twice. Teams are required to listen carefully to the Quiz Master's reading of each question as they will not be shown to the participants, only read out orally. Questions may consists of theoretical and calculation questions.
3.6	Participants are not allowed to request for a third reading.
3.7	No interruption is allowed during first and second readings. Offenders thereby forfeit their attempt and hence, will be disallowed from attempting again for the duration of that particular question. Three (3) marks will be deducted due to the offense. The interruption will not be considered as answering the particular question, and the question will be open for first attempt again.
3.8	To indicate when the teams may begin to answer, there will be a light indicator to show the change of colour from red to green. Once the colour is changed to green, teams are required to hit the buzzer within 10 seconds (<i>theoretical questions</i>) or 20 seconds (<i>calculation questions</i>) and present their answer within 30 seconds for the first attempt.

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3.9	In the case where first attempter's answer is partially acceptable or wrong, the question will be open to the floor for a second attempt. Once the light indicator turns green, teams are required to hit the buzzer within 10 seconds and present a full and complete answer within 15 seconds for the second attempt. The Quiz Master will not repeat the question for the second attempt.
3.10	Team that hits the buzzer before the light indicator turns green during the first or second attempt will be considered as an interruption and hence, will be disallowed from attempting again for the duration of that particular question. Three (3) marks will be deducted due to the offense. The interruption will not be considered as answering the particular question, and the question will be open for first attempt again.
3.11	The second attempt is not applicable to the first attempter, and teams who have failed to heed the aforementioned rule 3.6 and 3.9.

MARKS

3.12	The initial score for each team is 30 marks. The total score attributable to this round may only be deducted to a minimum of 0 marks. The maximum mark obtainable from this round is 80 marks which will then be converted to 30%. <i>(Please refer to rule 1.18)</i>						
3.13	Marks allocation for semi-final round is presented in the tables below. Table 1: Applicable to first attempter: <table border="1"> <tr> <td>Correct answer</td><td>5 marks</td></tr> <tr> <td>Partially acceptable answer</td><td>3 marks</td></tr> <tr> <td>Wrong answer</td><td>-2 marks</td></tr> </table>	Correct answer	5 marks	Partially acceptable answer	3 marks	Wrong answer	-2 marks
Correct answer	5 marks						
Partially acceptable answer	3 marks						
Wrong answer	-2 marks						

Table 2: Applicable to second attempter:

Correct answer	3 marks
Partially acceptable answer	2 mark
Wrong answer	-1 marks

3.14	If no team attempts a question within the aforementioned 10 or 20 seconds time frame in rule 3.7, all teams on stage will have their score deducted by 2 marks. The question will also be forfeited and the Quiz Master will proceed to the next question.
3.15	If a team has not answered a question within 3 consecutive turns at any point in the quiz, the team's score will be deducted by 2 marks.
3.16	If the second attempter repeats the answer provided by the first attempter, the team's score will be deducted by 3 marks.
3.17	The five (5) teams with the highest marks from the semi-final round will be selected and participate in the final round. If a tie occurs during the selection of the top five (5) scoring teams, the team that achieved higher score in Qualifying round will be selected. In case which both teams achieved same scores in Qualifying round, the marks from the top achiever in the team will be considered in determining the team's qualification to enter final round.

4.0 FINAL ROUND**GENERAL**

4.1	This will be a case study analysis round; participants will present based on their findings and analysis of case study. There will be only one (1) case study for the finalists.
4.2	Only the top 5 teams from the Semi-Final Round are eligible to participate in the Final Round. The eligible teams will then take turn to present their analysis of the case based on draws allotted by respective team leaders.
4.3	All decisions as to the choice of winners made by the judges are FINAL and IRREVOCABLE.

FLOW OF QUIZ**PREPARATION OF PRESENTATION SLIDES**

4.4	This will be conducted on the second day of event (<u>18/04/2020 Saturday</u>).
4.5	Once the case study has been distributed, the five (5) finalist teams shall immediately prepare their slides at the reserved locations. Participants are prohibited to gain access to the internet to search for any information.
4.6	Each team is required to bring at least one (1) laptop for slides preparation. If there is a situation where the laptop is unusable, the organizers will not be responsible to prepare or to replace any laptop for the entire duration of the quiz. Only one (1) laptop is allowed to be used for each team during slides preparation. The laptop will solely be used to create and design the presentation slides ONLY. Other communication devices such as mobile phones, tablets, etc. are not allowed.
4.7	The duration for this preparation of presentation slides is forty-five (45) minutes.
4.8	Neither books nor any other reading materials which may exist either in hard copy or soft copy such as textbooks and notes are allowed during this round.
4.9	All five (5) teams are required to prepare maximum eight (8) presentation slides for its content (<i>excluding team introduction and thank you slides</i>).

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4.10	The presentation slides will then be submitted to the organiser for safekeeping and no further adjustments are allowed to be made to the presentation slides upon submission.
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PRESENTATION

4.11	Each team should consists only three participating members to present the slides, one member will standby for the slide's projection.
4.12	Each team is given ten (10) minutes to present their cases. Anything else presented beyond the given time limit will not be considered by the judges.
4.13	After eight (8) minutes, the timekeeper will ring the bell once to indicate that the speaker has two (2) minutes left to conclude their presentation. The bell will be rung once again when the ten (10) minutes presentation end.
4.14	Five (5) minutes of Questions and Answers (Q&A) session will be conducted after each team's presentation.

MARKS

4.15	The allocation of marks for this section will be as follows:
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Components of Evaluation	Mark Allocation
Analysis of Case	40%
Quality of Speech	25%
Quality of Presentation Slides	10%
Conclusion and Recommendation	25%
Total Score	100%

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4.16	The maximum mark obtainable from this round is 100 marks which will then be converted to 70%. (<i>Please refer to rule 1.18</i>)
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