mist

MUSLIM INTERSCHOLASTIC
TOURNAMENT

THE CHARACTER OF COMMUNITY:
HEALING TOGETHER AS ONE

PILOT COMPETITIONS

Culinary Arts

1. This competition is NOT a team effort. Each competitor must turn in a separate piece of work.
2. The Culinary Arts competition challenges students to produce original, unique culinary creations related to this year's theme. Students will be judged on the technique, presentation and originality of their culinary creations.
3. This year's challenge is based upon: pastries.
4. There is no limitation on ingredients and materials used, as long as they are halal and edible. Cost of materials should be under $100.
5. Competitors will be expected to submit the following:
    a. A cooking vlog style demonstration of how they prepared their submission (as an unlisted Youtube link)
    b. A blog style post describing their inspiration for the piece as well as a recipe with exact measurements in imperial and/or metric systems (as a PDF or live blog link)
6. The cooking video must include, at a maximum of 5 minutes:
    a. An introduction
    b. Ingredient flat-lay shot with measurements
    c. Step-by-step instructions
    d. Final product
    e. Conclusion
7. Any other shots or additions will be up to the competitor's discretion. Submissions will be judged on the quality and creativity of the presentation as well as the recipe.
8. The blog post must include, with a maximum of 1000 words:
    a. Background/inspiration for the dish
    b. Showcase a few ingredients and talk about their importance and value to the dish
    c. Theme questions
    d. Link to video
    e. Ingredient list with measurements
    f. Recipe
    g. Closing comments
9. All submitted pieces will be judged, and the top ten projects will be selected by the judges for live interviews.

Section A: Technical   Points: 5
- ● Participant is appropriately dressed in any pictures and videos
- ● Length of blog post does not exceed 1000 words
- ● Submission meets all competition criteria

Section B: Production Quality   Points: 35

Culinary Technique
- ● Competitor shows excellent knowledge of ingredients and culinary techniques
- ● Techniques used are difficult and complex and execution is successful
- ● Design required practice, time and patience

Video Submission
- ● Video shows a coherent introduction and conclusion
- ● Flat-lay is clear and inclusive of all ingredients
- ● Steps provided are comprehensive and clear
- ● Video is enjoyable to watch

Section C: Presentation Quality   Points: 35

Aesthetic and Design
- ● Submission looks appealing and appetizing
- ● Layout and composition enhance the beauty of the submission
- ● Creation makes use of elements and principles of art

Blog Submission
- ● Presentation is imaginative and unique
- ● Work breaks new ground in communicating its message
- ● Recipe is clear and well-written with enough detail to reproduce
- ● Ingredient inspiration and selection is deliberate and purposeful

Section D: Application of Theme   Points: 25
- ● There is a strong, clearly evident relevance to the theme.
- ● The theme is expressed in a unique or outstanding way.
- ● Purpose of the artwork is clearly articulated and shows evidence of reflection and/or research.
- ● Elements and principles of art are clearly articulated and competitors show evidence of careful selection and organization of these elements and principles.

Please use the following questions to gauge the understanding of the theme and how it was expressed in the work. Then proceed to scoring.

1. How did you aim to convey this year's theme in your culinary creation? In what ways does your recipe and technique represent your individual point of view, imagination, creativity, and individuality?

2. Explain your purpose in developing this culinary item and describe how you achieved that goal. Describe any influences from chefs, cookbooks or cooking shows that contributed to the development of this art-work.

3. What elements or principles of culinary technique did you use, and how did you select and organize the visual aspects of the decoration/food styling?

Culinary Arts Ballot

Student Name:_____   School Name: _____

		Subtotal
Section A	Technical	/5
Section B	Culinary Technique	/20
Section B	Video Submission	/15
Section C	Aesthetic and Design	/20
Section C	Blog Submission	/15
Section D	Application of Theme	/25

TOTAL: _____/ 100

Overall Judges Comments and Feedback

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Mobile Apps

You may be great with computers, but you're creative at heart. Combine your skills to design the perfect Mobile App. Competitors are allotted ten (10) minutes to present their project to the judges. The following is a list of rules and procedures for this category. Failure to fulfill these obligations and/or any violation of them may result in point loss or disqualification from the tournament.

1. Only one submission is allowed per school. Hence, if two students register from the same school, they must work as a team.
2. Names and other identifying information should not be written anywhere on the submission.
3. Competitors can use any online library or SDK but they should create the design templates on their own. Buying a readymade template is not acceptable.
4. The project must be relevant to the annual theme.
5. Contestants must submit a submission as a compressed file (zip). All submissions will be viewed on a computer. Contestants must copy all files, images, style sheets, etc in the submission. Any outside links can be included. Remember to make a backup, and to try downloading and running the submission on various computers to eliminate technical issues during the competition. All graphics must be GIF, TIFF, or JPG. If you have any questions, please contact your Regional Competitions Headquarters.
6. Students will be allotted ten (10) minutes for their presentation. Students are expected to share their screen when presenting the mobile application.
7. Students can present the mobile app through an emulation software or by live camera. Apps must be usable either on the mobile devices or through an SDK on a computer. If you have any questions about presentations, please contact your Regional Competitions Headquarters.
8. A typed explanation of the app and its content, no more than three (3) pages (1000 words maximum double spaced and 12point font) must be included with the submission. The explanation should detail the app's content, what inspired the participant to make it, what development tools were used, and any other pertinent information related to the creation of the site. Judging will be based on the explanation provided in the interview and the app itself. The interview will be no longer than 10 minutes.

Mobile Apps Detailed Ballot

Section A: Technical   Points: 5

Participants are on time for the competition.

The participant stopped presenting when time was called.

There are no identifiers on the submission aside from their MIST ID.

Section B: Content

Conventions   Points: 10

The app is fully functional.

The overall app is appealing and inviting.

Mobile app addresses the needs of the user.

Ideas and Development   Points: 15

The app includes elements of the year's theme.

More than one hardware feature of the mobile (GPS, Bluetooth, etc.) was used. The content appeals to and can be used by the general public.

The app has sufficient text, content, and graphics.

Technical   Points: 20

The app was executed successfully and all the graphics were displayed.

The app was free from any grammatical or spelling mistakes.

The source code used in the app has not been copied from any other sources.

The MIST board approved languages used in the code.

Design   Points: 15

The app is user friendly and all the information can be found easily.

The app has a consistent design and feel.

The graphics and design doesn't distract the user from the main purpose of the app. More than one graphically appealing element has been used in the process.

Section C: Application of the Objective

The Objective Inspection   Points: 20

There is a strong, clearly evident relevance to the objective.

The objective is applied in a unique or outstanding way.

Purpose and inspiration of designs are clearly articulated and shows evidence of reflection and/or research.

Design elements and principles are clearly articulated and student shows evidence of careful selection and organization of these elements and principles.

Presentation   Points: 15

It was presented with a passionate but professional manner.

The tone was natural and consistent, reflecting original thinking and expression. The presentation included technical topics such as API implementation, etc.

Mobile Apps Ballot

MIST ID Number: _____   Judge Name: _____

Section A: Technical   _____ / 5 Points
Section B: Content
      Conventions   _____ / 10 Points
      Ideas and Development   _____ / 15 Points
      Technical   _____ / 20 Points
      Design   _____ / 15 Points
Section C: Application of Objective
      Objective Inspection   _____ / 20 Points
      Presentation   _____ / 15 Points

Total   _____ **/ 100 Points**

Judge's Feedback:

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E-Sports:

Chess

Logistics

1. All competitors must connect via discord so there is an open line of communication.
2. There will be 1 text channel to host all competitors and moderators and 1 text and voice channel for the actual games and will only contain the moderators and active players.
3. The CRC recommends the use of Chess.com as the platform for hosting chess matches. However, regional tournaments may choose other technology platforms if the following rules are still implemented
4. A moderator must confirm that the match timings are set properly and the right players are participating before starting the match.
5. Players may not leave the match until a moderator has confirmed the outcome.
6. Players may NOT use any form of engine or move-calculator at any time during the tournament.

Tournament Rules

Preliminaries
1. Preliminaries will be held in a round-robin style tournament with all players in 1v1 style.
2. The number of players per round and number of rounds will depend on the total registered competitors.
3. All matches will be randomized (there is a chance a competitor may face someone in the same school as them). The color (black or white) will be also randomized for preliminary matches.
4. Preliminary matches will be played in 10 minute games. That means that each player has 10 total minutes of time.
5. Winning a match will result in one (1) point, a draw will result in half (½) a point and a loss results in zero points.
6. Elimination placements will be decided based on the ranking (1st, 2nd, 3rd, etc place) of players of all their matches during preliminaries.
7. Those who advance will qualify for the Tournament Bracket.

Tournament Bracket

1. All games are played 1v1. If a player loses the set, they are eliminated from the bracket and the other player advances.
2. The scoring system remains the same as the preliminaries: A win results in one (1) point, a draw will result in half (½) a point and a loss results in zero points.
3. All tournament sets will be decided in a 2-pt series. This means that players will play each other until one side has reached 2 points. (For example, a player might win a series by winning 2 games in a row resulting in a 2-0. Another series might be won by a player winning once and then winning two draws i.e $1 + ½ + ½ = 2$ pts.)
4. Bracket matches will be played in 10 minute games. That means that each player has 10 total minutes of time. For series that go past two (2) games, it is up to regional discretion to use a 5 | 5 style games (5 minute game with an additional 5 seconds added to the player's clock once that player makes a move)
5. The color of each player will be chosen at random for the first game in the series. Every successive game will alternate colors between the two players.

Brawlhalla

Tournament Rules

Preliminaries
1. Preliminaries will be held in free-for-all rounds with multiple players.
2. The number of players per round and number of rounds will depend on the total registered competitors.
3. All matches will be randomized (there is a chance a competitor may face someone in the same school as them).
4. Elimination will be decided based on the average ranking (1st, 2nd, 3rd, etc place) of players of all their matches during preliminaries.
5. Those who advance will qualify for the Tournament Bracket.

Tournament Bracket
1. All tournament sets will be a best-of-3 games.
2. All games are played 1v1. If a player loses the set, they are eliminated from the bracket and the other player advances.
3. This continues until an overall winner is determined.
4. Before the finals, there will be a fight for 3rd place amongst the eliminated contestants of the top 4.

Logistics
1. All competitors must connect via discord so there is an open line of communication.
2. There will be 1 text channel to host all competitors and moderators and 1 text and voice channel for the actual games and will only contain the moderators and active players.
3. Moderator starts the matches and sends codes to players depending on the match
4. Moderator sets the player amount to 5 for prelims, and 3 for 1v1s.
5. Moderator sets map selection settings to vote and moderator selects the smash bros battlefield equivalent map. (The other competitors must also vote for the mod selected map.)
   a. Once the battle starts, no one moves until the moderator kills themselves until all stock is gone so he/she can simply moderate.

Rocket League (Rated E)

- Rocket League is a free to play game available on Windows, XBOX One, XBOX Series S/X, PlayStation 4, and PlayStation 5.
- Competitors may use any of these platforms for the tournament.
- To enter the tournament, players must have access to online play.
- Players playing on XBOX may be required to have access to Microsoft's online play services (Xbox Live, etc). Any subscriptions or purchases will not be provided by MIST and each competitor is expected to have the means to play before signing up.
  Note: The Mac and Linux platforms are not permitted as they no longer support online play.

Tournament Rules (thanks to MIST New Jersey!)

- Two teams will be allowed per school. Each team will consist of 3 players. If a school cannot reach 3 players, the MIST Region will do its best to pair with other incomplete teams.
- The tournament will be undertaken through a single elimination bracket format and there will be no preliminaries.
- All tournament sets will be best-of-3 matches. Game details/settings can be found below.
- All match-ups will be randomized (there is a chance a team may face a team with players from their own school).
- All participants must arrive for an orientation before the tournament starts (time will be specified by email). Failure to arrive on time may lead to disqualification from the competition.
- Every player is responsible for his own connection and has to have a good internet connection to avoid possible 'lag'.
- Complaining about losing a game incorrectly after a match can not be taken into account in the final outcome of a match. If there are reasons to suspect that your opponent is not playing by the rules or serious lag occurs for a long time, report this to the admin before your opponent has taken advantage of the problem. (The beginning of the game.)
- In the event of an odd number of teams, the team which finalized their registration first will receive a bye.
- When 2 players can't connect in a private match, the team will forfeit the match. If there is a possibility, the players can try to connect again. The MIST Regional Team will decide if there is time enough for the replay.
- When the connection is lost, the match will not be paused and the game will continue. If the player can reconnect mid-game they should do so. If they cannot and there are more games in the set, they will receive a 3-minute time to reconnect before the next

game in the BO3 starts. If the player still cannot reconnect their team will either have to play with two players or forfeit the match.
- When a game ends in a tie, the players must play ´Extra time´. There has to be a winning team.
- Per general MIST rules and behavior rules outlined, participants must use clean language or face penalty. During the live stream, team's voice calls may be streamed and any foul language will lead to disciplinary action (a warning and/or disqualification).
- All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.

Logistics:

- All competitors must connect via Discord so there is an open line of communication that tournament organizers can observe. Each team will have a private call for communication during the game.
- There will be 2 voice channels to host competitors (1 for each team) and 1 voice for moderators.
- Moderator starts the matches and sets the rules. They will also assign each team to be either on the blue or orange side by renaming the sides to the school's name.
- All rules and settings will be as follows in the "Specific game settings" section.

Specific game settings Rocket League:
- 3v3 mode
- Map: DFH Stadium
- Game mode: Private match, 'Soccer' only
- Settings: Online friendly match standard settings
- Bots: No Bots
- Match durance: bo3 - 5 minutes per match
- Allowed cars: All cars
- Server: US East (unless connection issues are found)
- Default mutator settings will be followed
- A private match name and password will be sent out to the players before a match.
- Will be livestreamed
- Casted by MIST Organizers

Behavior Rules:

- All in game usernames, clan tags, chat messages, etc must abide by MIST behavior rules and must be respectful.
- All participants must treat each other and the organization respectfully.
- When a participant has hurtful, offensive or racist expressions towards his/her opponent, he will be immediately disqualified and disciplinary measures will be taken.

- Bad language and/or threats against the MIST organizers means an instant disqualification.
- In cases of fraud and/or cheats, a participant will be disqualified immediately and disciplinary measures will be taken.
- All participants will be treated the same way by the MIST Regional Team.

Super Smash Bros (E10+)

(rules brought to you by MIST Toronto)

Format

- Teams will play 2v2s through the tournament
- Teams will be randomly seeded into a single elimination bracket
- Only playable on Nintendo Switch**

General

- Allowed controllers are:
  - GameCube
  - Switch Pro
  - Joy-Con
  - SmashBox
  - If you have another controller you wish to use, it will need to be approved by regional team
- All stages will have hazards turned off
- Matches will be played best of 3 to progress in tournament

Game Rules

Matches will be played best of 3 games

- Style: Stock
- Stocks: 3
- Time Limit: 7:00
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- First to: 1 win (will still play best of 3, but stage and character selection can change)
- Stage Morph: Off
- Team Attack: Off
- Items: Off and None
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- % Show Damage: Yes
- Custom Balance: Off
- Radar: Big
- Mii Fighters: All moveset combinations are legal

- Amiibos' are banned
- In case time runs out and both characters have an equal amount of livesthe character with less damage wins the match.
- If both characters have equal lives AND damage, sudden death with a 1 stock, 2-minute playoff will determine the result.
- If game ends with a self-destruction move, the results screen will determine the winner

Modern Warfare (playlist modes) (Rated M)

(rules brought to you by MIST Toronto)

Search and Destroy

General

- Teams will be randomly seeded into a single elimination bracket
- Turn off Graphic Content in settings
- No profanity and/or bad sportsmanship
- Failure to abide by rules will result in disqualification
- Insufficient knowledge of the rules can not be used as an excuse for breaking the rules.
- Playable on all platforms and crossplay is enabled

RESTRICTED:

Weapons

- *LMG (all)*
- *Shotgun (all)*
- *Melee – Riot Shield*
- *Launchers (all)*
- *Attachments*
- *M203 40mm Concussive*
- *M203 40mm Smokescreen*
- *M203 40mm Recon*
- *M203 40mm High-Explosive*
- *M203 4omm Flash*
- *M203 40mm Incendiary*
- *Shooting Games 2*
- *12 Gauge Deputy*
- *Frangible-Wounding*

Equipment

- *Claymore*
- *C4*
- *Molotov Cocktail*
- *Proximity Mine*
- *Heartbeat Sensor*
- *Gas Grenade*

- *Snapshot Grenade*

Killstreaks

- *Cluster Strike*
- *Cruise Missile*
- *Precision Airstrike*
- *VTOL Jet*
- *Chopper Gunner*
- *Support HELO*
- *Gunship*

Perks and Field Upgrades

- *Perks:*
- *Overkill*
- *High Alert*
- *Restock*
- *Shrapnel*
- *Tracker*

Restricted Field Upgrades:

- *Recon Drone*
- *Stopping Power*
- *Weapon Drop*
- *Tactical Insertion*
- *Deployable Cove*

Maps for SND

- *Arklov Peak*
- *Gun Runner*
- *Hackney Yard*
- *Piccadilly*
- *St Petrograd*

Domination

General

- Turn off Graphic Content in settings
- No profanity and/or bad sportsmanship
- Failure to abide by rules will result in disqualification
- Insufficient knowledge of the rules can not be used as an excuse for breaking the rules.

RESTRICTED

Weapons

- *LMG (all)*
- *Shotgun (all)*
- *Melee – Riot Shield*
- *Shooting Games 4*
- *Launchers (all)*

Attachments

- *M203 40mm Concussive*
- *M203 40mm Smokescreen*
- *M203 40mm Recon*
- *M203 40mm High-Explosive*
- *M203 4omm Flash*
- *M203 40mm Incendiary*
- *12 Gauge Deputy*
- *Frangible-Wounding*

Equipment

- *Claymore*
- *C4*
- *Molotov Cocktail*
- *Proximity Mine*
- *Heartbeat Sensor*
- *Gas Grenade*
- *Snapshot Grenade*

Killstreaks

- *Cluster Strike*
- *Cruise Missile*
- *Precision Airstrike*
- *VTOL Jet*
- *Chopper Gunner*
- *Support HELO*
- *Gunship*

Perks and Field Upgrades

- *Perks:*
- *Overkill*

- *High Alert*
- *Restock*
- *Shrapnel*
- *Tracker*

Restricted Field Upgrades:

- *Recon Drone*
- *Stopping Power*
- *Weapon Drop*
- *Tactical Insertion*
- *Deployable Cove*
- *Maps for Domination*
- *Gun Runner*
- *Hackney Yard*
- *Rammaza*
- *Petrograd*

Hardpoint

General

- Turn off Graphic Content in settings
- No profanity and/or bad sportsmanship
- Failure to abide by rules will result in disqualification
- Insufficient knowledge of the rules can not be used as an excuse for breaking the rules.
- Playable on all platforms and crossplay is enabled

RESTRICTED

Weapons

- *LMG (all)*
- *Shotgun (all)*
- *Melee – Riot Shield*
- *Launchers (all)*
- *Attachments*
- *M203 40mm Concussive*
- *M203 40mm Smokescreen*
- *M203 40mm Recon*
- *M203 40mm High-Explosive*

- *M203 4omm Flash*
- *M203 40mm Incendiary*
- *12 Gauge Deputy*
- *Frangible-Wounding*

Equipment

- *Claymore*
- *C4*
- *Molotov Cocktail*
- *Proximity Mine*
- *Heartbeat Sensor*
- *Gas Grenade*
- *Snapshot Grenade*

Killstreaks

- *Cluster Strike*
- *Cruise Missile*
- *Precision Airstrike*
- *VTOL Jet*
- *Chopper Gunner*
- *Support HELO*
- *Gunship*

Perks and Field Upgrades

- *Perks:*
- *Overkill*
- *High Alert*
- *Restock*
- *Shrapnel*
- *Tracker*

Restricted Field Upgrades:

- *Recon Drone*
- *Stopping Power*
- *Weapon Drop*
- *Tactical Insertion*
- *Deployable Cove*

Maps for Hardpoint

- *Arklov Peak*

- *Gun Runner*
- *Hackney Yard*
- *Petrograd*

Fortnite (Rated T)
(rules brought to you by MIST Toronto)

Zone Wars:

- Unlimited amount of duos per school.
- Time-slots will be made and published
- If team is late they are disqualified and opposing team is awarded a win with 2 points
- Duos will face each other in a moving zone wars map, 1 warmup and 1 real
- game
- Each win = 2points
- Draw = 1point each
- Day 1 will be a round robin. Once everyone has faced each other, brackets will be created.
- Day 2 the games will be carried out based on ranking

Battle Royale:

This will be open to all and won't be for points. Woooo just for funsies!