

MIST Atlanta 2024 Pilot Comps

Culinary Arts

Format: In Person

Category II - Arts

The Culinary Arts competition challenges students to produce original, unique culinary creations related to this year's theme. Students will be judged on the taste, technique, presentation and originality of their culinary creations. This competition consists of Culinary Arts submissions, a printed Written Statement, and an interview portion conducted by the judges' panel.

This year's challenge is cupcakes.

Please note: you must bring your finished product to MIST - you will not be making the cupcakes at MIST.

Competitors are required to conceptualize, execute and decorate cupcakes that reflect this year's theme. There is no limitation on ingredients and materials used, as long as they are halal, edible, and follow the \$50 set budget.

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. No more than two (2) students from each school can register for this competition.
2. This competition is NOT a team effort. Each competitor must turn in a separate piece of work.
3. MIST ID and order of competition will be pre-assigned on a random selection basis.
4. Competitors shall report at the appropriate time to the designated place.
5. Competitors shall be introduced to the judges by their MIST IDs.
6. All culinary creations must have a **total of 6 cupcakes** to detail the full design.
7. No more than \$50 can be spent on supplies.
8. Concept & styling must relate to the overall MIST Theme.
9. All ingredients must be halal. MIST Atlanta adheres to the following standards for halal food: [Guide to Understanding Halal Foods](#).
10. All creations must be accompanied by a list of ingredients used along with the total amount spent on ingredients and supplies.
11. To avoid risk of any contamination for people with food allergies, you are required to bring your submissions in an airtight container until they are ready to be

presented for judging. The container must also be labeled with the **MIST ID ONLY**. Saran wrap as a cover does not qualify as an airtight container. If projects are presented without an airtight container, they may be turned away at the submission table. Additionally, if the contestant's name appears anywhere on the presented piece, it will be disqualified. MIST will provide serving plates for each individual judge.

12. Competitors with food allergies are required to inform their Regional Representatives at least two (2) weeks prior to the tournament.
13. In the case of 15+ participants in the competitions, only the top 15 participants, based on a preliminary judging round, will be interviewed. Participants will be interviewed for five (5) minutes in order to describe the purpose and inspiration of their culinary creation. Interview questions can be found in the last section of the Culinary Arts Ballot.
14. A typed written statement no more than one (1) page (500 words max.) must be included with the artwork. The explanation will include what inspired the contestant to make it, as well as specific answers to the interview questions. Please note that the written statement is an integral component of qualifying for an interview in the top fifteen. **The written statement must be labeled with the MIST ID ONLY.** We also recommend that competitors include a photograph of their culinary creations. In cases where the submissions are damaged during transportation, the photograph will be used to judge the presentation portion of the ballot.
15. Both the interview and the Culinary Arts submission (with written statement) will be judged according to the Culinary Arts Competition Ballot.
16. Failure to meet any of the above standards for Culinary Arts may result in a disqualification.

Checklist:

- Culinary Arts submission
- Written statement based on interview questions (Interview questions located in Section D of Detailed Culinary Arts Ballot.)
- Both the submission and the written statement should be clearly labeled with:
 - MIST IDs
 - Name of Competition

DETAILED BALLOT: CULINARY ARTS

Section A: Technical

Points: 10

- Participant is on time for the interview.
- Participant looks credible and is dressed appropriately for the interview.
- Length of written statement does not exceed one page (500 words).
- Submission meets required guidelines (see rules).

Section B : Production Quality

Points: 40

Taste

- Submission has a pleasing taste.
- Recipe used is complex and “from scratch”.

Technique

- Student shows good knowledge of ingredients and production skills.
- Skills needed to make submission are difficult and complex. Execution of these techniques is successful.
- Design required time and patience.

Section C: Presentation

Points: 35

Aesthetics and Design

- Submission looks, feels, and smells appealing.
- Layout, composition, and visual balance enhance the beauty of creation.
- All elements work together to create a unified design.
- Creation makes effective use of elements and principles of art.

Creativity

- Presentation is unique, imaginative, and inventive, while still being tasty.
- Work breaks new ground in communicating its message.

Section D: Application of Theme

Points: 25

Please ask the following questions to gauge their understanding of the theme and how it was expressed in their 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 artwork.
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?

- 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 student shows evidence of careful selection and organization of these elements and principles.

MIST ID:

JUDGE:.....

CULINARY ARTS BALLOT

Section A: Technical _____ / 10 Points

Section B: Production Quality
Taste _____ / 15 Points

Skill and Technique _____ / 15 Points

Section C: Presentation Quality

Aesthetics and Design _____ / 20 Points

Creativity _____ / 15 Points

Section D: Application of Theme _____ / 25 Points

Total _____ / 100 Points

Judge's Feedback:

Mobile Apps

Format: In Person

Category V - Group Projects

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 mobile devices or through an SDK on a computer. If you have any questions about presentations, please contact your Regional Headquarters.
8. A typed explanation of the app and its content, no more than three (3) pages (1000 words maximum double spaced and 12 point 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.

DETAILED BALLOTS: MOBILE APPS

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: _____

School Name: _____

		Subtotal
Section A	Technical	/5
Section B	Conventions	/10
	Ideas and Development	/15
	Technical	/20
	Design	/15
Section C	Objective Inspection	/20
	Presentation	/15

TOTAL: _____ / 100

Overall Judges Comments and Feedback:

Soccer

Format: In Person

Category VI - Sports

Rules of Play

Length of game: All games will be two 8 min halves with a 2 min halftime. The clock only stops when there is an injury or lost ball.

Overtime Procedures (Only applicable in knockout stages): The game will immediately go into penalty kicks if the regulation time ends in a draw. Only the players who are on the field at the end of the game may kick in the tiebreak. Beginning with the 3rd round of penalty shots it is sudden death. The goalkeeper in goal at the end of regulation must remain in goal for the entire tiebreak procedure unless he/she becomes injured.

10 Goal Mercy Rule: 5:00 minutes in 2nd Half the game will end if one team has a 10 or more-goal advantage.

Players and equipment: A team consists of 5 players and a goalkeeper. A team must start a game with 6 players or a forfeit is recorded. All team members must wear the same color shirts with numbers. Shin guards are necessary.

Goalkeeper: The goalkeeper must wear a jersey that differentiates him/her from all other players on the field. The goalkeeper may use his/her hands within the boundaries of the penalty area only. Goalkeepers cannot use hands on pass backs or an indirect free kick in the box will be awarded. Keeper has 5 seconds to release the ball.

Substitutions: Substitutions may be made anytime during by informing the referee and following type of dead balls: freekicks (if not taken quickly), out-bounds, corners or goal kicks. The player entering and the player exiting must do so at the midfield line

Goals and outs: A goal is scored when the entire ball goes over the goal line and given at the discretion of the referee. Balls that leave the playing field's sides result in a throw in from the team not responsible for the ball leaving play. Throw-ins will be used, not kick-ins. Balls that leave the playing field on either end, result in either a corner or goal kick.

Fouls and Misconduct: An indirect free kick will be awarded for the following violations: obstruction, dangerous play, ball out of play, delay of game (by the goalkeeper), unsportsmanlike conduct, and illegal substitution. A direct kick will be awarded for the following violations: tripping an opponent, slide tackle, attempt to strike an opponent, handball, pushing, and any conduct deemed violent by the referee. Any of these violations committed in the penalty area is a penalty kick. Slide tackles ARE allowed, but they must be kept clean as even the slightest bit of contact with the player may result in a booking. First violation results in a warning;

second violation results in a penalty kick (regardless of where it is committed); third violation results in ejection. Goalkeepers may not slide feet first into a player when making a save. The referee has the authority to remove any player from the game at any time.

Free Kick: May be offered to the offended team For all free kicks, The defensive players must be at least 10 steps from the ball, and the referee will make sure of it.

Indirect Kick: An indirect kick is awarded on specific violations.

Corner Kick: Shall be awarded when a defensive player causes the ball to go out-of-bounds across his/her own goal line.

Penalty Kick: Any direct free kick violation committed by the defending team in the defending team's penalty area results in a penalty kick. Goalkeepers must remain on the line prior to the kick, but may move side to side. If the kick is missed the ball remains alive.

Sportsmanship Policies:

No Player, Coach, or Team Follower Shall:

- Use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during, or after the game. This includes trash talk.
- Participate in a game for which he/she is ineligible.
- Argue or talk back to the game official.
- Intentionally strike, push, or trip another person. Fighting is prohibited.
- Mistreat the facility, equipment, or supplies of the rec center.
- A warning/ejection system will be used to enforce the sportsmanship policy. Individuals will be issued a warning for unsporting behavior. A second penalty will result in an ejection. Ejections may be issued without warnings in specific situations, including all those that involve fighting.

Attire

- Each team MUST have players match in some way through what they wear. Some options include:
 - Jersey with numbers expanded to include 0-99.
 - The same coloured shirts
 - The colors of other teams in your league will be listed so as to prevent confusion
 - There will be no "Shirts" vs "Skins" or taped-on numbers.

Warning Ejection Game:

- 1st Yellow Card is a Warning
- 2nd Yellow Card warrants a Red card and ejection from game and prohibits play in the following game
- Red Card warrants ejection from game and prohibits play in the following game

- Team captains are responsible for the conduct of their players, sidelines and spectators.
- Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling or committing any other malicious act toward any other person. Fighting is never permitted during the competition. Participants who fight will be ejected immediately

Super Smash Bros Tournament (E10+)

Format: In Person

Category: E-Sports

Logistics

1. A max of 2 competitors are allowed per school. All competitors will play individually
2. Teams will be randomly selected for two-three preliminary rounds of four-six players each.
3. The players who qualify after the preliminary rounds will be randomly seeded into 1v1s single elimination for the tournament bracket.
4. Only playable on Nintendo Switch**
5. Controllers:
 - a. Allowed controllers are:
 - a. GameCube
 - b. Switch Pro
 - c. Joy-Con
 - d. SmashBox
 - e. If you have another controller you wish to use, it will need to be approved by regional team
 - b. For ease of access, tournament staff recommends the use of the Nintendo Gamecube controller. However, the Switch Pro controller and Joy Cons are all permitted control options. Turbo/macro options on controllers are banned. Box variants of the GameCube controller are permitted so long as they do not have macros/turbo functions enabled.
 - c. Controller Preference: It is highly recommended for a competitor to bring their own controller. Staff will have different controller options (Gamecube, Joycon and Pro controllers), however MIST is not responsible if the preferred controller is not available at time of play.
 - d. Controller Interference: If your controller is found to be the cause of disruption to the tournament (mid-game or otherwise), you are subject to complete disqualification from the event.
5. All stages will have hazards turned off
6. Matches will be played best of 3 to progress in tournament

Game Rules

Tournament matches will be played best of 3 games. The rules below apply to preliminary games as well:

1. Style: Stock
2. Stocks: 3
3. Time Limit: 5:00
4. Final Smash Meter: Off
5. Spirits: Off
6. Damage Handicap: Off
7. First to: 1 win (will still play best of 3, but stage and character selection can change)
8. Stage Morph: Off
9. Team Attack: Off
10. Items: Off and None
11. Launch Rate: 1.0x
12. Underdog Boost: Off
13. Pausing: Off
14. Score Display: Off
15. % Show Damage: Yes
16. Custom Balance: Off
17. Radar: Big
18. Mii Fighters: All moveset combinations are legal
19. Amiibos' are banned
20. In case time runs out and both characters have an equal amount of lives the character with less damage wins the match.
21. If both characters have equal lives AND damage, sudden death with a 1 stock, 2-minute playoff will determine the result.
22. If the game ends with a self-destruction move, the results screen will determine the winner.

Tournament Rules

- 1. Preliminaries:** Preliminaries will be held in two- three free-for-all rounds with multiple players. The number of players per round and number of rounds will depend on the total registered competitors but will aim at four competitors per preliminary round. All matches will be randomized (there is a chance a competitor may face someone in the same school as them). Elimination will be decided based on average scores of players across three games. Scores will be awarded based on competitors' position at the end of each preliminary game. The top players will qualify for the Tournament Bracket. The size of the Tournament Bracket is subject to the MIST coordinators and is dependent on

the number of registered competitors.

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

3. Set Procedure:

- a. Players must select their characters via Double Blind Character Selection (see section 1.4)
- b. The players play the first game of the set.
- c. In the following games, both contestants have the option to change their characters via Double Blind Character Selection
- d. Play best-of-3 games until the set is complete (except for preliminaries). **Double Blind Character Selection:** Each player must do a double blind selection. In this situation, a referee or third party will be told, in secret, of each player's choices. Both players are to then select their character, with the referee validating the character selections.

5. Stage Selection: Only Battlefield and Omega variations of the stages will be selected at random. No other stages will be allowed.

6. Pausing and the Home Button: Pause setting is to be set to off.

7. Stalling: Stalling, or intentionally making the game unplayable, is banned and at the discretion of tournament staff. Stalling includes but is not limited to becoming invisible, continuing infinities past 300%, and reaching a position that your opponent can never reach you. Stalling will result in a forfeit of the game for the player that initiated the action.

8. Self-Destruct Moves: If a game ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs, a standard sudden death play-off game applies (see 1.9).

9. Sudden Death: If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 1-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death game, this process is repeated.

10. Coaching Violations:

- a. Coaching is defined as an attempt to give advice to any player during a tournament set. Coaching is not permitted during the duration of a tournament set, whether during a game or in-between games in a set.

- b. Tournament staff reserves the right to judge on what is deemed “coaching” and the severity of the violation. If coaching occurs during this window, the coaching party will receive penalties as outlined below:
 - 1st offense (minor): Verbal warning to the player and the coach. This warning persists for the entire event.
 - 2nd offense (major): Player receives a game loss and/or the coach is removed from the competition room.

11. Cheering vs. Coaching

- a. Cheering - Nondescript statements such as “Let’s go!”, “you got this!”, or “mess them up!”. These are not violations. These are not seen as coaching violations, as they do not qualify as advice that can be applied to gameplay.
- b. Coaching violation - Specific statements pointing out habits, specific options, or timings such as “Watch for his neutral getup!,” “His waft is almost ready!” or “He keeps rolling!”

12. Tardiness: Anyone who is not present for their set by 10 minutes past the scheduled start time is subject to a total disqualification from the competition.

13. Collusion: Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, or committing any other form of bracket manipulation. MIST reserves the right to disqualify any competitor suspected of colluding with another player.

14. Misinterpretation/Misconfiguration: Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings. Game settings should be configured according to section 2.1. It is the players’ responsibility to ask the competition head for any clarification of the rule set before beginning the tournament. In the event players begin a game with misconfigured player-specific controls (controller settings, etc.), players may not back out of a game to correct their settings once ten seconds have passed. After this time limit has passed, players must use their misconfigured settings, subject to tournament staff discretion.

15. Force Majeure Clause: Any game interrupted by external, impartial conditions (e.g. power gets cut, safety concerns arise, AV cords get disconnected, etc.) should be reset and replayed at competition head’s discretion.

16. Final Rulings: If any unforeseen situations occur, judgment of tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game-breaking glitch is discovered on a stage mid-tournament that could be exploited. The stage may need to be removed from legal play for the remainder of the event.)

17. Glitch Clause: If anything occurs within any game that results in unforeseen consequences (e.g. characters become invisible, sudden teleportation occurs, characters become affixed to other bodies, etc.), gameplay should continue uninterrupted unless the change renders the game unplayable for

one or more players. In this situation, players should inform the competition head for resolution.

FIFA

Format: In Person

Category: E-Sports

Logistics:

- There is a max of 1 competitor allowed per school.
- Only playable on PS4, PS5, XBOX One, XBOX Series X
- Closer to tournament weekend, the schedule of matches and times will be posted on MyMist while a hard copy will be available on-site competition weekend.
- Each competitor will be placed in a bracket division and play one single game against another competitor. After each win, a new bracket will be generated with the winner of another division.
- In the event that the match results in a tie, the game will go to penalty kicks to determine the winner.
- Each game will be 6-minute halves (the entire game is 12 minutes long).
- Keep in mind if you will be playing the version of FIFA that is available on-site during competition weekend.
- MIST ATL will be providing the consoles during competition weekend.
- MIST ATL will have some controllers, but it is preferred for the competitors to bring their own.

Tournament Rules:

1. Set Procedure:

- a. Players must select their teams via Double Blind Team Selection
- b. Double Blind Team Selection: Each player must do a double-blind selection. In this situation, a referee or third party will be told, in secret, of each player's choices. Both players are to then select their team, with the referee validating the character selections.
- c. The players can proceed to play the game 20

2. Coaching Violations:

- a. Coaching is defined as an attempt to give advice to any player during a tournament match. Coaching is not permitted during the duration of a tournament match, whether during a match or in-between matches.
- b. Tournament staff reserves the right to judge on what is deemed "coaching" and the severity of the violation. If coaching occurs during this window, the coaching party will receive penalties as outlined below:
 - 1st offense (minor): Verbal warning to the player and the coach. This warning persists for the entire event.
 - 2nd offense (major): Player receives a game loss and/or the coach is removed from the competition room.

3. Cheering vs. Coaching

- a. Cheering - Nondescript statements such as “Let’s go!”, “you got this!”, or “mess them up!”. These are not violations. These are not seen as coaching violations, as they do not qualify as advice that can be applied to gameplay.
 - b. Coaching violation - Specific statements pointing out habits, specific options, or timings.
4. **Tardiness:** Anyone who is not present for their set by 10 minutes past the scheduled start time is subject to a total disqualification from the competition.
 5. **Collusion:** Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game or committing any other form of bracket manipulation. MIST reserves the right to disqualify any competitor suspected of colluding with another player.
 6. **Misinterpretation/Misconfiguration:** Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings. Game settings should be configured according to what was mentioned above. It is the players’ responsibility to ask the competition head for any clarification of the rule set before beginning the tournament.
 - **Force Majeure Clause:** Any game interrupted by external, impartial conditions (e.g., power gets cut, safety concerns arise, AV cords get disconnected, etc.) should be reset and replayed at competition head’s discretion.
 - **Final Rulings:** If any unforeseen situations occur, judgment of tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event
 - **Glitch Clause:** If anything occurs within any game that results in unforeseen consequences, gameplay should continue uninterrupted unless the change renders the game unplayable for one or more players. In this situation, players should inform the competition head for resolution.