เกณฑ์การแข่งขันมหกรรมวิชาการห้องเรียนพิเศษภาษาอังกฤษ ระดับชาติ ปีการศึกษา 2569

English-Medium-Instruction Programmes Open House 2026

การแข่งขัน	ระดับชั้น				ประเภท	หมายเหตุ
	ป.1-3	ป.4-6	ม.1-3	ม.4-6		
1. การกล่าวสุนทรพจน์ภาษาอังกฤษ (Impromptu Speech Competition)	✓	✓	✓	✓	เดี่ยว	
2. การเล่านิทานภาษาอังกฤษ (Storytelling Competition)	✓	✓	✓	✓	เดี่ยว	
3. Multi-skill Competition		✓	✓	✓	เดี่ยว	
4. การเขียนเรียงความประกอบภาพ (Pictorial Writing)		✓	✓	✓	เดี่ยว	
5. การแข่งขันต่อคำศัพท์ (Crossword)	✓	✓	✓	✓	ทีม 2 คน/ เดี่ยว	***เฉพาะ ม.4-6 แข่งเดี่ยว**
6. การแข่งขันสะกดคำ (Spelling Bee Competition)	✓	✓	✓	✓	เดี่ยว	
7. การนำเสนอโครงงานวิทยาศาสตร์ (Science Project Work Competition)		✓	✓	✓	ทีม 3 คน	
8. การนำเสนอโครงงานคณิตศาสตร์ (Mathematics Project Work Competition)		✓	✓	✓	ทีม 3 คน	
9. การนำเสนอโครงงานคอมพิวเตอร์ (Computer Project Work Competition)		✓	✓	✓	ทีม 3 คน	
10. การแข่งขันร้องเพลงภาษาอังกฤษ (Singing Competition)	✓	✓	✓	✓	เดี่ยว	
11. การแข่งขันละครสั้นภาษาอังกฤษ (Skit Competition)		✓	✓	✓	ทีม 5 คน	

Southern English Medium Instruction Programme
SEMIP
19th SEMIP Open House 2026

Crossword

1. Eligibility of the competitors

1.1 Students of lower primary Prathom levels 1 - 3

1.2 Students of upper primary Prathom levels 4 - 6

1.3 Students of lower secondary Mattayom levels 1 - 3

1.4 Students of upper secondary Mattayom levels 4 – 6

2. key stage of the competitors

2.1 Lower primary Prathom levels 1 - 3	2 Competitors/1 Team
2.2 Upper primary Prathom levels 4 - 6	2 Competitors/1 Team
2.3 Lower secondary Mattayom levels 1 - 3	2 Competitors/1 Team
2.4 Upper secondary Mattayom levels 4 – 6	Individual competitor /1 Team

3. Competition Procedure / Number of Games and Rounds

3.1 For 3 – 6 participating teams: all teams will compete in the qualifying round using the Round Robin system, following international competition standards. Each team will play against every other school. The top 2 teams with the best scores will advance to the final round, which consists of 2 games, with teams alternating who starts first for fairness.

3.2 For 7 or more participating teams: all teams will compete in the qualifying round using the King of the Hill (KOTH) pairing system, following international competition standards. The qualifying round consists of 5 games, and the final round consists of 2 games, conducted as follows:

Game 1: The committee will pair competitors randomly by drawing lots. After the game, competitors record the results on the master scorecard and submit it to the committee for ranking.

Games 2 – 5: The committee will pair competitors using the King of the Hill system in every round, matching competitors according to their score ranking after the previous game (rank 1 vs. rank 2, rank 3 vs. rank 4, rank 5 vs. rank 6, rank 7 vs. rank 8, rank 9 vs. rank 10, and so on). After each game, competitors record the results on the master scorecard and submit it to the committee (the committee must re-rank all scores after every round). The top 2 teams with the best scores in the qualifying round will then advance to the final round, which consists of 2 games, with teams alternating who starts first for fairness.

3.3 If a team has already secured a place in the final round before the qualifying round is complete, the Gibsonize system will be used, and the remaining games do not need to be played.

4. Judgments/Awards

80 – 100 points: Gold medal

70 – 79 points: Silver medal

60 – 69 points: Bronze medal

Below 60 points: Certificate of participation, unless the judges decide otherwise. The judges' decision is final.

5. Judges

Judges shall be qualified experts, trainers, or athletes who possess knowledge, fairness, and a thorough understanding of the competition system, rules, and regulations.

6. Additional Rules and Regulations

6.1 Rules and Regulations: Based on the standard rules of the Thailand Crossword Game, A-Math, Kumkom, and Sudoku Association (TCA).

6.2 Equipment: For the secondary level, the host school will provide all equipment, including the competition board, tile racks, tiles, and spare tiles (in case of lost tiles), and a timer.

For the primary level (P.1 – 6), each team must bring its own equipment, including the competition board, tile rack, tiles, spare tiles (in case of lost tiles), and a clock or phone with a timer application. Equipment should be clearly marked or labeled with the school's name for use during the competition.

6.2.1 Primary level: uses primary-level equipment, an 11x11 square board (52 tiles).

6.2.2 Secondary level: uses standard equipment, a 15x15 square board (100 tiles).

6.3 Competition Timing

6.3.1 Each side is allotted 22 minutes of playing time. A Switch Toggle or Chess Clock must be used in every game to prevent delays, cut games, and stalling.

6.3.2 If no clock is available, a tablet or smartphone (Android recommended) with a timer application installed may be used. Search the App Store for "Scrabble Clock" or "Chess Clock," etc.

6.3.3 Competitors may use a smartphone with a timer app for the competition. Opponents may inspect and test the clock that the other side has prepared beforehand.

6.3.4 Before the match, check the remaining battery level before every use, to prevent the device from shutting down during the competition.

6.3.5 If either competitor requests the use of a clock in that game, the opponent has no right to refuse or avoid using it.

6.3.6 Players who exceed the allotted time will be penalized 10 points per minute, with any remaining seconds counted as a full minute. *For example, if Player A's clock shows -3.18 minutes, this is considered 4 minutes over time and will result in a 40-point penalty (the clock used must be able to display negative time).* Players should practice using the timer to become proficient before competing, so that the competition meets international standards.

6.4 Challenges

6.4.1 A player may only challenge a word after the opponent has announced their score and pressed the clock. If the opponent has not yet announced their score or pressed the clock, the challenge is invalid.

6.4.2 Hold: When requesting to hold a word played by an opponent for consideration, the opponent may not draw additional tiles until the word in question has been accepted. (The hold period must not exceed 30 seconds.)

6.4.3 Word Verification: A computer or laptop must be used to verify words, using the program called Zyzzyva, using **the Ultimate Scrabble Dictionary & Wordlist (CSW2024), Tournament Use edition**. Word verification is not permitted on smartphones/tablets used for timing, or on competitors' personal devices; only the computer or tablet provided by the committee may be used. When a challenge is made, the clock must be stopped, and the tiles must be turned face-down with the tile bag closed. Both sides must send a representative to verify the word using the designated device. Verifying words from dictionaries or word-reference books is prohibited. Competitors are responsible for verifying words themselves using the word-checking program; the committee may not disclose whether a word is valid or not.

6.5 Scoring per Game: The winning team receives 2 points, a draw earns each team 1 point, and the losing team receives 0 points.

6.6 Ranking: Rankings are determined first by total points from wins and draws. If scores are tied, the cumulative point difference (Spread) is used as the tiebreaker.

6.7 Maximum Spread (Difference) per Game

6.7.1 Primary level: The maximum point difference per game is 100 points (if exceeded, it will be capped at 100 points); for the final game only, the maximum difference is 80 points (if exceeded, it will be capped at 80 points).

6.7.2 Secondary level: The maximum point difference per game is 250 points (if exceeded, it will be capped at 250 points); for the final game only, the maximum difference is 200 points (if exceeded, it will be capped at 200 points).

6.7.3 There is no Maximum Difference in the final round.

6.7.4 Bye: If a competitor has no opponent, they automatically win that game. Primary level competitors receive a cumulative score of 50 points; secondary level competitors receive 100 points.

6.8 Stopping the Game: If it is necessary to stop the game, no words may be considered during the stoppage, and all tiles must be turned face-down. This applies in situations such as verifying that scores match, or a damaged tile (the committee must be called in such cases).

Note: Competitors are not permitted to use the restroom or leave the competition table during the game. Any personal needs must be completed before each game begins.

6.9 Communication devices, headphones, and phone calls are prohibited during the competition**.**

6.10 Tiles must be drawn from the bag at eye level or with eyes averted. All drawn tiles must be placed on the table before being placed on the tile rack. Placing the tile bag on the table before drawing, drawing tiles under the table, or looking under the table at tiles is prohibited, in accordance with the rules and etiquette of the competition. An opposing player may issue a warning if the other player engages in such behavior, and may call the committee for a warning if the behavior is repeated. Once tiles have been drawn, the tile bag must be properly closed with the drawstring.

6.11 Cheating: Competitors found cheating will be disqualified (forfeit) from that game, will not receive an award, or may be removed from the competition.

6.12 Coaches may enter the competition area but must remain at least 3 meters away from the table where their student is competing (the committee may designate an area for coaches within the competition venue). Coaches must not make loud noises or disturb the concentration of competitors, nor interfere with the judges' duties. Coaches may speak with and advise their students only after each game has ended, not during the competition. If any issues arise during the competition, clarification may be requested from the committee to ensure transparency in the competition.