

OGIP 2026

GUIDEBOOK



INTERNATIONAL SMART COMPETITION OGIP 2026

**“Advancing Engineering Competence and
Critical Thinking for Sustainable Energy
Development”**

Organized By



In Collaboration With



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The Oil and Gas Intellectual Parade (OGIP) stands as the premier annual international event hosted by the Petroleum Engineering Department at University of Pembangunan Nasional "Veteran" Yogyakarta. This gathering brings together hundreds of participants from various disciplines including petroleum, geology, geophysics, environmental studies, chemical engineering, and other related fields from across the globe. The event also features industry experts and practitioners from the oil, gas, and geothermal sectors. In partnership with SPE UPN-SC, IATMI-SM UPN "Veteran" Yogyakarta, INAGA-SM UPN "Veteran" Yogyakarta, and Patrapala Petroleum Adventure, we are delighted to introduce the 18th edition of OGIP 2026, centered around the theme "Breaking the Barrier to Empower Future Engineers in Driving Sustainable Energy Development".

This event offers a platform for both students and industry professionals to engage in discussions about sustainability within the oil and gas sector. It provides students with an excellent opportunity to showcase their expertise, ingenuity, innovation, capabilities, and community engagement in alignment with Tri Dharma Perguruan Tinggi principles through various activities including CEO Talk, Software Workshop, Grand Seminar, Company Visit, Social Activities, Intellectual Competitions, and Awarding Night.

We aim to establish a knowledge-sharing environment that prepares emerging talent for the innovative era of progressive energy development in the oil and gas industries. By bringing together students and professionals in a single venue, we envision creating a collaborative space where both groups can exchange ideas on sustaining and enhancing our energy resources and human capital to support manufacturing industries, generate employment opportunities, and advance energy sustainability.

Regards,
President Director of OGIP 2026

Muhammad Bachtiar Hasri Putra
NIM. 113 220 082



The International Smart Competition is one of the flagship events within the Oil and Gas Intellectual Parade (OGIP), an annual program organized by the Student Council of Petroleum Engineering, UPN “Veteran” Yogyakarta. As an integral part of OGIP, this competition provides a forum for academic achievement, bringing together engineering students from various countries to demonstrate their knowledge and capabilities in a dynamic and collaborative setting.

Widely recognized for its academic reputation, the International Smart Competition is tailored specifically for undergraduate students, offering them a meaningful opportunity to deepen their understanding of the oil and gas industry. Participants are challenged with a wide range of questions encompassing both technical and non-technical topics, aimed at enhancing analytical thinking and problem-solving skills. Through this initiative, OGIP 2026 seeks to foster innovation, expand global perspectives, and promote a culture of excellence among the next generation of petroleum engineers. By taking part in this intellectual competition, students not only sharpen their competencies but also engage in the international exchange of ideas and best practices within the oil and gas sector.



The theme of this International Smart Competition is:
“Advancing Engineering Competence and Critical Thinking for Sustainable Energy Development.”

GENERAL RULES

1. The OGIP 2026 International Smart Competition will be held at 2nd of May 2026.
2. This competition is widely open for active undergraduate students from any universities around the globe which are related to Oil and Gas Industry.
3. Participants are advised to complete and submit the official registration form OGIP 2026 before the due date.
4. Participants have to comply with all the rules to join the competition, or else will be disqualified.
5. Each team that represent their university will consist of 3 members which will be guided by one team leader and each of the team member can only participate in one of the Competition.
6. Only a maximum of two teams from each university that qualify in the preliminary stage are eligible to advance to the next stage
7. Each team is mandatory to participate in the online preliminary stage as part of the competition process.
8. Competition rules are subject to change. If any rules change, there will be an announcement that will be sent through email or Team Leader contact. Clarification and change of the agenda will be informed before the due of competition.



- a. Participant are prohibited to use any university attribute.
- b. During the competition, any external assistance is prohibited.
- c. Participants must be in the main room at least 15 minutes before the match begin and the match will begin when the participants are ready.
- d. Tardiness of more than 5 minutes than the scheduled match time may result in a forfeit unless the lateness is the fault of the tournament, or the tournament officials are satisfied with other good causes.
- e. After the question reader finishes reading the question, each team has 10 seconds to answer a toss-up question, 10 seconds to answer a bonus question, and 15 seconds for a calculation question.
- f. Competition Officials
 - Judges: There will be three judges.
 - Master of Ceremony
 - Question Reader
 - Operator
- g. Team who fail to comply with rules will be given 10% point reduction.
- h. Other rules will be represented at the technical meeting day, which will be held on 30th of April 2026.
- i. JUDGE'S DECISIONS ARE ABSOLUTE AND NOT CONTESTABLE and the winner will be announced at OGIP 2026 Awarding Night.



1. Online Preliminary Stage

- a. At the preliminary round, there will be breakout rooms where each team will play in the breakout room according to their respective schedules.
- b. The respective schedule and the tournament group for the competition day will be drawn during the technical meeting.
- c. Each team will be asked 15 compulsory questions. The points of the team that played earlier will not be announced until all teams have played in the online preliminary round. There will be 12 teams with the highest score that will advance to the next round.
- d. If there are more than 2 teams from the same university that reach the Top 12, only 2 teams from the same university with the highest score will be chosen to join the next round.

2. Bracket Placement Stage

- a. In this stage, the 12 teams that pass the online preliminary round will take part in an offline bracket placement test to determine their competition bracket.
- b. The test will be a crossword challenge that must be completed within a limited time.



- c. Based on the scores, teams will be ranked and divided into three brackets: the top four teams go to the Upper Bracket, the next four teams to the Middle Bracket, and the lowest four teams to the Lower Bracket, ensuring fair competition in the next rounds.

3. Upper Bracket Elimination Stage

- a. The Upper Bracket consists of 4 teams that achieved the highest scores during the Bracket Placement Stage.
- b. Teams are paired into two matches: Match A (Team 1 vs Team 3) and Match B (Team 2 vs Team 4), as shown in the bracket diagram.
- c. Each match is played in a head-to-head elimination format, where teams compete by answering questions within the allocated time.
- d. The loser from this bracket will advance to the middle bracket.
- e. The winner of Match A will be declared Winner A, and the winner of Match B will be declared Winner B, where Winner A and Winner B will then compete in Match C, and the winner of this match will advance as Grand Finalist 1.

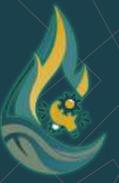


4. Middle Bracket Elimination Stage

- a. The Middle Bracket consists of 4 teams that are placed in the middle rank during the Bracket Placement Stage, along with teams that move down from the Upper Bracket.
- b. Teams are paired into two matches: Match D (Team 5 vs Team 7) and Match E (Team 6 vs Team 8), as shown in the bracket diagram.
- c. Each match is played in a head-to-head elimination format, where teams compete by answering questions within the allocated time. The losers from this bracket will advance to the lower bracket
- d. The winners of Match D and Match E will be declared Winner D
- e. and Winner E, where they will continue through Match F, Match G, and Match H.
- f. The winner of the final Middle Bracket match will advance to Match I, and the winner of Match I will advance as Grand Finalist 2.

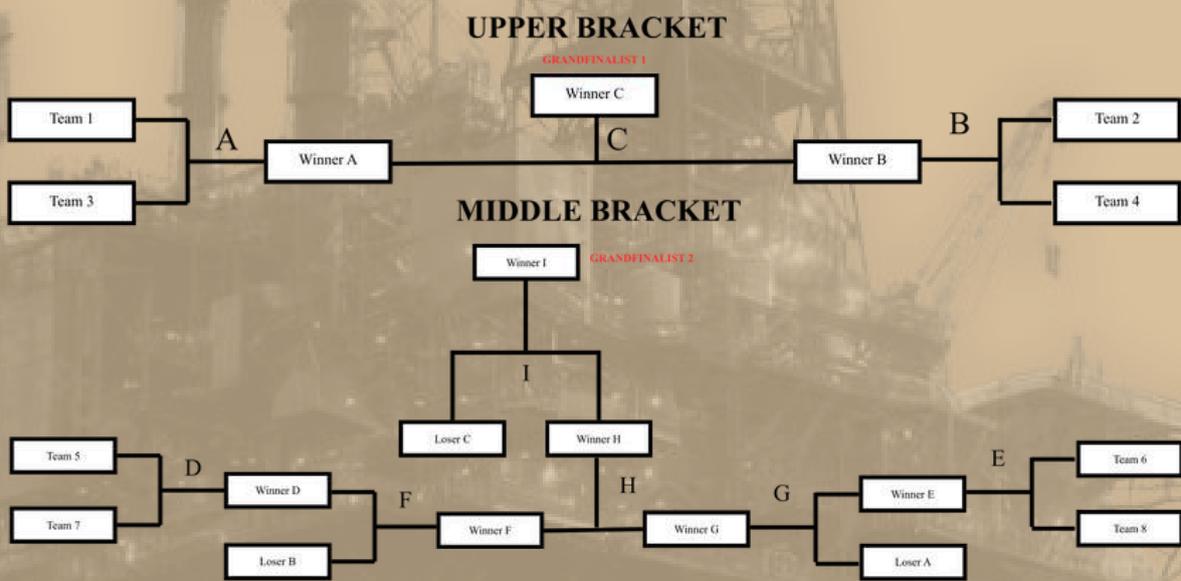
5. Lower Bracket Elimination Stage

- a. The Lower Bracket consists of 4 teams that placed in the lowest rank during the Bracket Placement Stage, along with teams that lose in the Middle Brackets.
- b. Teams are paired into two initial matches: Match J (Team 9 vs Team 11) and Match K (Team 10 vs Team 12), as shown in the bracket diagram.



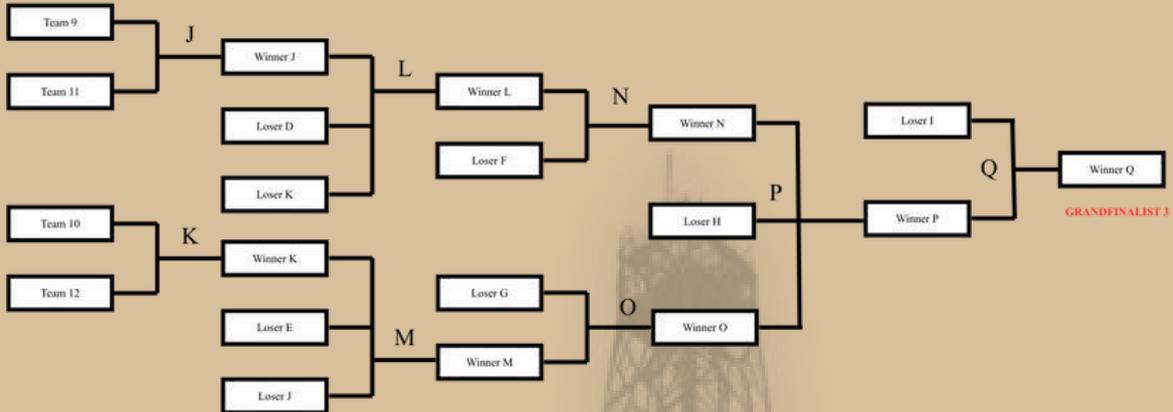
6. Grand Final Stage

- a. The grand final stage consists of 3 teams will be competing for each other. There will be 3 sessions in this stage.
- b. The first session is a toss-up answer session and bonus question will be provided for this session.
- c. The second session is the betting session, in this session each team is given a decision to bet their scores. For further detail rules and concepts of the game will be informed soon before the competition day.
- d. The third session is Judge's Pick, there will be a toss-up question with a long answer where the score value will be given directly by each judge (each judge can have different scores) based on the accuracy of the answers. Only one person submits the answer and discussion is not allowed.

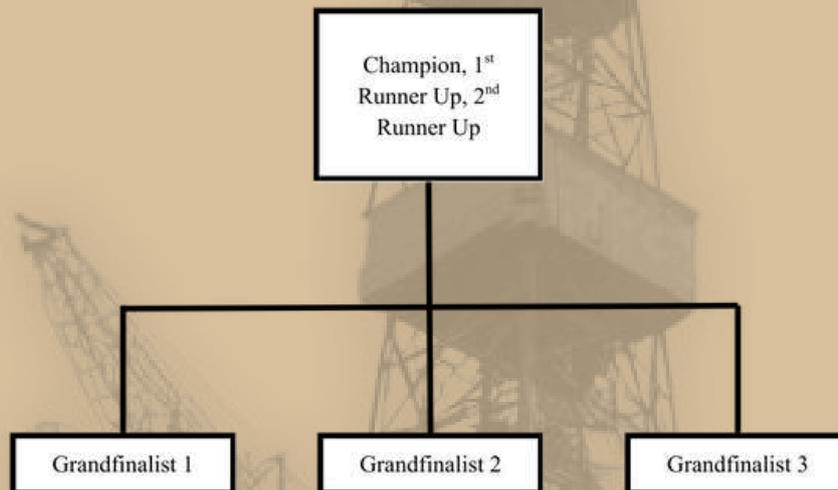




LOWER BRACKET



GRAND FINAL





1. Compulsory Question

- a. Only for online preliminary stage. There will be 15 questions.
- b. Each team will be asked the same set of questions, one at a time, in a sequential order.
- c. Once a player has buzzed in, the tournament official will verbally recognize the player by team and player name.
- d. Player has 10 seconds to buzz in after the moderator has finished reading the question.
- e. An answer to a compulsory question must begin within 10 seconds after the player has been recognized. An answer started until the tournament official has said “TIME’S UP” will be treated as no answer.
- f. Answers will be scored by the judges based on accuracy, completeness, and clarity, with each question carrying a predetermined point value.

2. Crossword Question

- a. The crossword question is used only in the Bracket Placement Stage to determine team rankings before entering the elimination rounds.
- b. Each team will receive one crossword set consisting of technical and general petroleum engineering terms.
- c. The crossword must be completed within a limited time, and teams are required to work together to fill in as many correct answers as possible.



- d. Each correct word will be awarded points, while incorrect or empty answers will receive no points.
- e. The total score from the crossword will be used to rank teams, where the highest four teams will be placed in the Upper Bracket, the next four teams in the Middle Bracket, and the lowest four teams in the Lower Bracket.

3. Toss Up Question

- a. For all stage. There will be 15 questions and for the grand final stage will be using time base questions for 15 minutes.
- b. In the toss-up question, there will be picture questions in all rounds and calculation questions in the semifinals and the next round.
- c. A player may “buzz in” to answer a toss-up question at any point after a moderator has begun reading the question.
- d. Once a player has buzzed in, the tournament official will verbally recognize the player by team and player name. If a player repeatedly responds before being recognized, tournament officials deserve the right to invalidate that player’s response, turning the question over to the other team, if applicable.
- e. If a player buzzes in before the moderator has finished reading, the moderator will stop at that point. If the answer given is incorrect, the moderator will continue reading the entire question for the other team.
- f. Player has 10 seconds to buzz in after the moderator has finished reading the question. If the player answers incorrectly, the other team will then have 10 additional seconds to buzz in. Some questions may permit more time, which will be noted specifically by the question.



- g. An answer to a toss-up question must begin within 10 seconds after the player has been recognized. An answer started until the tournament official has said “TIME’S UP” will be treated as no answer, and the other team will have the opportunity to buzz in. Ties between the player and the timekeeper have decided in favor of the player.
- h. The question can be repeated once if the remaining time is still there (the time will be paused when reading the question and after the reading is finished the time will resume again).
- i. Decisions as to whether players have exceeded the allotted time to buzz in or to answer may be rendered only by the tournament official and are not contestable.
- j. Each correct answer to a toss-up question is worth 10 point. Each incorrect or incomplete answer will be reduced by 5 points.

4. Bonus Question

- a. Team will get a bonus question if the toss-up question is correctly answered three times in a row. And the other teams are not allowed to answer the question.
- b. On bonus questions, the team captain will give the answer or explicitly choose another team member to give the answer. Any other player’s answer will not be accepted.
- c. A team has 10 seconds to answer a bonus question. The 10 seconds start when the moderator is finished reading the question. If the moderator is asked to repeat the question, the time will still be counted down. After 10 seconds, the moderator will prompt the team for an answer. Once prompted, the team captain (or the team member he/she designates) must immediately begin answering or forfeit the opportunity to answer the question.



- d. Discussion between players in a team before answering a question is allowed. The time will keep going, as the discussion being progressed.
- e. Each bonus question is worth up to 10 points. There will be no deduction point for incorrect answer to bonus question.

5. Betting Question

- a. This question will be played for 20 minutes.
- b. Each team will be given an opportunity to decide how much points they would want to bet.
- c. If the team bets 50 points and answers the question correctly, a score will be given with the same number (in this case +50). If the team answer the question incorrectly, their score will be deducted with the same number (in this case -50).

6. Judge's Pick

- a. This question will be played for 20 minutes.
- b. The type of questions in this session is toss-up question with long answer.
- c. A player can only “buzz in” to answer a toss-up question after a moderator finish reading the question.
- d. Player has 5 seconds to buzz in after the moderator has finished reading the question, then 5 seconds are given to deliver the final answer.
- e. The question can be repeated once if the remaining time is still there (the time will be paused when reading the question and after the reading is finished the time will resume again).
- f. If the team do a buzz in when the question has not been read, a score will be given (-10).
- g. The correct answer will be judged between 0-100 by the judges.
- h. The total score in this session is the average of the accumulated judges scores.



1. The moderator will accept only the first final answer given by a participant
2. Participants must say “Our final answer is...” before answering each question.
3. If a question requires multiple answers, a player may provide the responses in any order (unless otherwise specified), without a pause of more than 3 seconds between response. Answering incompletely (2 out of 3 answers available), the judges have a right to decide the point will be given to a team (e.g., 3, 5, or 7 points) or will be known as wrong answer.
4. Common acronyms and abbreviations are often acceptable (e.g., chemical symbols, state postal abbreviations, organizational acronyms), unless they appear in the question, in which the question reader may prompt the player to expand the acronym or abbreviation.
5. If a question asks to identify an answer from a list, the player must name the exact answer.

RESULT

1. Tournament Official decisions are absolute and final.
2. The result of elimination stages, lower stage, semifinal stage, and semi-final lower stage is the total value of toss-up question plus bonus question.
3. In the Grand Final Stage, the score obtained from 3 sessions (toss-up, judge’s pick and betting session) will be accumulated directly to determine the winner.



4. Similarity score in each round, tournament officials will give one additional round (sudden death round). Each team will be given five questions and the score will be accumulated. If the score is still the same, there will be one additional question for each team that will be asked at the same time (sudden death question). The team that has a higher score will be the winner and proceed to the next round.
5. Result of all the competitions will be announced immediately following the competition at the Awarding Night.



1. OGIP 2026 International Smart Competition registration can be accessed through <https://ogip2026.id/> and submit the proof of your payment directly to the website provided.

2. Registration fee :

Early Bird : IDR 150.000,- / USD 9, each team

Normal Registration : IDR 200.000,- / USD 12, each team

Extended Registration : IDR 250.000,- / USD 15, each team

Final Round

- Non – Full Accommodation : IDR 450.000,- / USD 27, each person
- Full Accommodation : IDR 650.000,- / USD 39, each person

The teams that are qualified to the final round must fulfill the payment 7 days after Official Delegates Announcement. Refer to the IDR registration for domestic delegates and USD for international delegates. Kindly make the payment to one of the following accounts:

Account Number : 0078 4206 1728

Bank Name : Blu by BCA Digital

Account Name : ATRINDIA HASIBAH ROFIANINGTYAS

For International Student

Paypal : <https://paypal.me/MeyandaKeisha>

Account Name : @MeyandaKeisha



1. Open Registration : January 24th – 31st, 2026
2. Normal Registration : February 1st – 22nd, 2026
3. Extended Registration : February 23rd – 28th, 2026
4. Online Preliminary Stage : March 29th, 2026
5. Finalist Announcement : April 5th, 2026
6. Technical Meeting : April 30th, 2026
7. Competition Day : May 2nd, 2026

AWARDS

1. Champion : IDR 4.500.000,- / USD 265 + Certificate
2. 1st Runner Up : IDR 3.000.000,- / USD 175 + Certificate
3. 2nd Runner Up : IDR 2.000.000,- / USD 120 + Certificate



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