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**MINISTRY OF SCIENCE AND HIGHER EDUCATION OF THE RUSSIAN FEDERATION**  
**Federal State Budgetary Educational Institution**  
**higher education**  
**"Ural State University of Economics"**  
**(USUE)**

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"APPROVED"  
Rector of USUE

\_\_\_\_\_ Y.P. Silin

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**REGULATIONS**

about the International Intellectual Game  
"Welcome, or the intellectual game of hospitality"

Yekaterinburg  
2025



## 1. General provisions

**1.1.** These Regulations (hereinafter referred to as the Regulations) regulate the procedure for organizing and conducting the International Intellectual Game “Welcome, or the Intellectual Game of Hospitality” (hereinafter referred to as the Game).

**1.2.** The game is held within the framework of the Congress of Entrepreneurship and Engineering of the Eurasian Economic Youth Forum (hereinafter referred to as EEYF). Internet address of the EEYF website: [www.eurasia-forum.ru](http://www.eurasia-forum.ru).

**1.3.** Game Organizer:

Federal State Budgetary Educational Institution of Higher Education "Ural State University of Economics" (Ural State University of Economics), Department of Tourism Business and Hospitality.

**1.4.** Game Partners:

- Institute of Economics of the Ural Branch of the Russian Academy of Sciences (Institute of Economics of the Ural Branch of the Russian Academy of Sciences);
- Ural Branch of the Free Economic Society of Russia;
- Ministry of Investment and Development of the Sverdlovsk Region;
- Department for the Development of Tourism and the Hospitality Industry of the Sverdlovsk region;
- Ural Tourism Association;
- Ural Union of Tourism Industry;
- Federal State Educational Institution of Higher Education "A.I. Herzen Russian State Pedagogical University";
- Skazov Park LLC;
- Visit Ural-Siberia LLC;
- MGI "Capital of the Urals".

**1.5.** The goal of the game is to develop and realize the intellectual and creative potential of scientific youth, to popularize the intellectual direction of activity of young people in Russia and the countries of Eurasia, Africa, and Latin America.

## 2. Scientific directions Games

The game is held within three scientific areas:

- 1) Science, technology and innovation;
- 2) Digitalization of the economy ;
- 3) Service in the tourism and hospitality industry.

## 3. Terms of participation in the Game

**3.1.** Students, graduate students, academic degree applicants, young researchers from educational organizations of higher education, academic institutions in Russia and the CIS countries, Asia, Africa, Latin America , young professionals, as well as employees of other interested organizations aged 18 to 35 are invited to participate in the Game. years (hereinafter referred to as Participants).

**3.2.** The team consists of up to 5 people.

**3.3.** Several teams from one organization can take part. If several teams apply, the organization, together with the organizing committees of the Game, holds a competition and selects the most worthy team to participate. Only one team from one organization can advance to the final stage.



**3.4.** Teams whose members do not meet these requirements will not be allowed to participate in the Game.

**3.5.** There is no registration fee for participation in the Game. Expenses for accommodation of nonresident participants, food and transportation expenses are paid by the participants themselves or by sending organizations.

#### **4. Stages and timing of the Game**

**4.1.** The game is an annual event and is held during the final events of the EEYF. The final dates for the Game, as well as its main stages, are established by order of the rector of the Ural State University of Economics.

**4.2.** The game is played in three stages.

**4.2.1.** The first stage is the acceptance and registration of applications from participating teams; as well as the presentation of the business card of the team prepared as part of the annual assignment published on the Game page of the EEYF website (<http://eurasia-forum.ru>). Verification of applications for compliance with the requirements for participants and tender documentation. The first stage is held by the organizing committee of the Game within the time limits set by the Directorate of the Eurasian Economic Youth Forum.

**4.2.2.** The second (qualifying) stage – consideration of applications and presentations of participating teams registered and admitted to the Game based on the results of the first stage; determination of participants in the final stage of the Game. The presentations are evaluated by the expert commission of the Game / expert commissions of foreign / regional sites that supported this Game. Lists of the best participating teams are being formed, invited to participate in the Game, including 1 team each from a foreign/regional venue. The lists of finalists are published on the Game page of the EEFM website. If a team cannot participate in the Game for any reason, the team that took the next place in the preliminary selection is invited to take its place. The number of teams participating in the full-time final stage is determined by the Organizing Committee of the Game.

**4.2.3.** The third stage is the (final) holding of face-to-face final events of the Game; determining the winners and prize-winners of the Game.

#### **5. Registration of participating teams, requirements for team presentations.**

**5.1.** Applications for participation are submitted to the organizing committee of the Game electronically through a special registration form on the EEYF website <http://eurasia-forum.ru>,

**5.2.** Applications are accepted within the deadlines established by the EEYF organizing committee and posted on the Games page of the EEYF website.

**5.3.** To participate in the Game the following package of documents must be presented:

1) each team member’s application for participation in the Game (Appendix 1) is submitted by filling out the participant’s registration form on the EEYF website. The team captain is registered as “team captain” and in the registration form in the “topic of work” section indicates the team name/team motto. The captain attaches a file with the team list and a file with the team presentation to the registration form. The rest of the team members register as a “team member”, indicating in the “topic of work” also the team name/team motto. To complete registration, a “team member” can attach empty files.



2) a list of team members, indicating the team captain. – attached as a separate file when registering the team captain.

3) presentation of the team, the topic of which must be within the framework of the main scientific areas of the Game specified in section 2 of the Regulations - the presentation is attached as a separate file to the registration form when registering the team captain.

#### 5.4. Requirements for team presentation.

The team presentation includes the team name, team motto, goals for participation in the Game, personal and collective achievements of team members and other data characterizing the team. The topic of the presentation must correspond to the main scientific areas of the Game.

### **6. The procedure and criteria for evaluating the answers of the teams participating in the Game**

6.1. At the first stage of the Game, the organizing committee allows teams to continue participating in the Game for compliance with the requirements set out in Appendix 3 of the Regulations.

6.2. During the second stage, the organizing committee evaluates the presentations of the teams. The lists of participating teams of the third (in-person) round are displayed on the Game page of the EEFM website and information letters about reaching the finals are sent to the participating teams. If a team member is unable to participate in the Game in person for any reason, by decision of the organizing committee of the Game, he may be allowed to be replaced by another participant who meets the requirements of Section 3 of the Regulations.

#### 6.3. The form of the Third (final) stage of the game.

##### 6.3.1. The game consists of four rounds (rounds) of 10 questions each:

round 1– "Warm-up";

round 2 – "Hotel business and tourism clusters";

round 3 – "Gastronomic round", round 4 – "Digitalization of business";

round 5 – "Customer-oriented service technologies".

6.3.2. At the beginning of the game, each team has a set of response forms available. The columns with the name of the team, the educational institution, the number of the round and the question are filled in before the game.

6.3.3. The order of the rounds: The moderator reads out a question common to all teams. 1 minute is allowed for discussion of the issue. At the end of the set time, a sound signal is given, in the form of an excerpt from a musical composition. The teams record their answers on the forms within 10 seconds. The assistants collect the answer forms and hand them over to the game jury. After 10 seconds, the moderator announces the correct answer.

6.3.4. For the correct answer, the team receives 1 point. The results are summarized at the end of each round.

6.4. The correctness of the answers given by the teams is determined by the game jury. The jury's decisions are not subject to review and discussion. Criteria for evaluating the responses of the participating teams at the third (final) stage:

- correctness and accuracy of the answer, compliance with the standard;
- the fullness and completeness of the answer;
- the detail, the availability of additional information, the logic of the explanation;



– originality of decision-making.

6.5. There is a musical pause between rounds. After the last question, the results are summarized. The team with the highest score wins. If the teams have equal points, additional questions are asked.

## **7. Game Management**

7.1. The Game is managed by the Directorate of the EEFM and the organizing committee of the Game.

7.2. For the organization and holding of the Game, an organizing committee is formed, approved by the order of the rector of USUE. The organizing committee consists of:

- Chairman of the EEFM;
- co-chairman of the EEFM;
- scientific director of the Game;
- Game Coordinator;
- Chairman and members of the expert commission of the Game;
- developers of competitive tasks;
- representatives of the partner organizations of the Game,
- the secretary of the Game.

7.2.1. Chairman of the Organizing Committee:

– approves the Regulations on the Game, signs the order on the conduct of the Game and the composition of the organizing committee of the Game, the order on the composition of the expert commission of the Game;

– provides general management of the organization and conduct of the events of the Game.

7.2.2. The Co-chairman of the organizing committee:

– directly manages the organization and conduct of the EEFM, within which the Game is held, together with the scientific director of the Game, form the composition of the expert commission of the Game.

7.2.3. A game jury is appointed to evaluate the participating teams. The jury of the Game consists of highly qualified teachers, leading scientists and specialists from the organizers of the EEFM, the Game, as well as invited experts. The composition of the expert commission is from 5 to 10 people, including more than half of them are representatives of third-party organizations.

7.2.4. Scientific supervisor of the Game: – prepares a draft Regulation on the Game and submits it to the rector for approval, prepares amendments and additions to it; – he is the chairman of the jury of the Game; – selects the jury; – approves competitive tasks (questions) for preliminary evaluation of teams and evaluation of teams during the Game.

7.2.5. The Game Coordinator:

- provides an invitation to the members of the Game jury;
- sends out information letters to universities of the Russian Federation no later than three months before the Game;
- organizes registration and verification of received applications according to the established requirements for participants;



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- sends out information letters about the exit of the participating teams to the final of the Game;
- organizes and controls the course of the Game;
- organizes the registration of diplomas and awarding of winners and prize-winners of the Game;
- draws up a report on the conduct of the Game.

7.3. Information on the composition of the organizing committee and the expert commission of the Game is published annually on the Game page of the EEYF website.

### **8. Awarding the winners**

8.1. According to the results of the Game, the winning teams are determined, they are awarded Diplomas of I, II, III degrees. All participants of the third stage of the Game receive certificates of participants of the Game.

8.2. The winners are awarded with cash prizes within the framework of the prize fund of the Game, established on the basis of the order of the Rector of USUE and in accordance with the protocols of the expert commissions of the Game. The cash prize is divided among all members of the participating team in equal shares. Cash prizes (including income tax) are transferred by the founder of the Game within 1.5 months to the personal accounts of the winners and prize-winners according to the details provided to the coordinator of the Game, as well as upon timely provision of copies of other requested documents. Cash prizes for foreign participants are given at the USUE cash desk on the day of the award.

### **9. Coordinates of the Game organizing committee**

Organizer of the game: Federal State Budgetary Educational Institution of Higher Education "Ural State University of Economics" (Ural State University of Economics)

Address: 620144. Yekaterinburg, st. March 8/Narodnaya Volya, 62/45

Tel.: +7 (343) 283-13-28; +7 (343) 283-11-07; +7 (343) 283-11-11, fax: +7 (343) 283-13-25

Official website of the organizer: [www.usue.ru](http://www.usue.ru).

Official website of the Game and the Eurasian Economic Youth Forum (EEF): <http://eurasia-forum.ru>.

USUE departments responsible for hosting the Game: Department of Tourism Business and Hospitality.

Contact details of the Game coordinators are indicated on the Games page of the EEMF website.



Appendix 1

**PARTICIPANT STATEMENT \***  
**International intellectual game**  
**"Welcome, or the intellectual game of hospitality"**

Please accept my application to participate in the International Intellectual Game “Welcome, or the Intellectual Game of Hospitality.”

I provide the following information about myself:

<b><i>Participant</i></b>	Surname	
	Name	
	Surname	
	Date of Birth	
	Country (citizenship)	
	City of study	
	contact number	
	e-mail	
	Place of study/work	
	Course/group/REGULATIONS	
	Institute/faculty	
	Direction/profile of training	
	Topic/team name	
<b><i>Scientific director</i></b>	FULL NAME.	
	Academic degree, title	
	University/Organization	
	Department	
	contact number	
<b><i>Attached files</i></b>	e-mail	
	File 1 – List of team members	
	File 2 – Team Presentation	

\*The application is submitted by filling out the participant registration form on the specialized website of the EEYF

The team captain is registered as “team captain” and in the registration form in the “topic of work” section indicates the team name/team motto. The captain attaches a file with the team list and a file with the team presentation to the registration form. The rest of the team members register as a “team member”, indicating in the “topic of work” also the team name/team motto. To complete registration, a “team member” can attach empty files.



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Appendix 2

**PROTOCOL OF A MEMBER OF THE EXPERT COMMISSION**

according to the responses of the participating teams International intellectual game  
 "Welcome, or the intellectual game of hospitality"

Yekaterinburg city

Jury member: \_\_\_\_\_  
 FULL NAME. - job title

Round/question	Team name					
	Team 1	Team 2	Team 3	Team 4	Team 5	Team 6
<b>Round 1 – “Warm-up”</b>						
Question 1						
Question 2						
Question 3						
Question 4						
Question 5						
Question 6						
Question 7						
Question 8						
Question 9						
Question 10						
Points by 1 round						
<b>Round 2 – “Hotel business and tourism clusters”</b>						
Question 11						
Question 12						
Question 13						
Question 14						
Question 15						
Question 16						
Question 17						
Question 18						
Question 19						
Question 20						
Points by Round 2						
<b>Round 3 – “Gastronomic round”</b>						
Question 21						
Question 22						
Question 23						
Question 24						
Question 25						





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Question 26						
Question 27						
Question 28						
Question 29						
Question 30						
Points by Round 3						
Round 4 – “Digitalization of the economy”						
Question 31						
Question 32						
Question 33						
Question 34						
Question 35						
Question 36						
Question 37						
Question 38						
Question 39						
Question 40						
Points by Round 4						
Round 5 – “Customer-oriented service technologies”						
Question 41						
Question 42						
Question 43						
Question 44						
Question 45						
Question 46						
Question 47						
Question 48						
Question 49						
Question 50						
Points by Round 5						
Additional questions						
Question 51						
Question 52						
Question 53						
Additional points						
<b>RESULT</b>						

Jury member

\_\_\_\_\_/\_\_\_\_\_  
Signature Full name



**MINUTES OF THE MEETING OF THE EXPERT COMMISSION**

on determining the winners International intellectual game  
“Welcome, or the intellectual game of hospitality”

\_\_\_\_\_ No. \_\_\_\_\_  
Yekaterinburg city

**The composition of the expert commission::**

- Chairman of the jury: Full name - job title
- Co-chairman of the jury: Full name - job title
- Members of the jury: Full name - job title
- Secretary: Full name - job title

**Agenda for the meeting of the expert commission:**

Determining the winners of the International Intellectual Game on issues of global significance affecting the future of the economies of Asia, Africa, Latin America, and Russia.

**Having assessed the answers provided, the expert commission decided:**

1. Establish the following assessments of the participants’ work:

Table 1 – Average ratings of participants

No · p/p	Team name	Name of university, organization	Number of points scored

2. In accordance with the points scored, determine the comREGULATIONS of the winners:

2.1. Be recognized as the winner of the International Intellectual Game “Welcome, or the Intellectual Game of Hospitality”

\_\_\_\_\_ Team name

from the organization \_\_\_\_\_ Name of the organization

as part of \_\_\_\_\_ Full names of participants

Recognized as a winner ( II place) \_\_\_\_\_ Team name

from the organization \_\_\_\_\_ Name of the organization

as part of \_\_\_\_\_



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Full names of participants

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Recognized as a winner ( III place) \_\_\_\_\_  
Team name

from the organization \_\_\_\_\_  
Name of the organization

as part of \_\_\_\_\_  
Full names of participants

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Chairman of the jury \_\_\_\_\_ / Full name  
Signature

Co-chairman of the jury \_\_\_\_\_ / Full name  
Signature

Members of the jury \_\_\_\_\_ / Full name  
Signature

\_\_\_\_\_ / Full name  
Signature

\_\_\_\_\_ / Full name  
Signature

Secretary \_\_\_\_\_ / Full name  
Signature