

IAPS x DAIGON Esports Minecraft CTF & GeoGuessr Competition

Autumn Term 2026

Competition Overview

Schools are invited to participate in two competitive gaming activities during the Autumn Term 2026: **Minecraft Capture the Flag (CTF)** and **GeoGuessr**.

The competitions will run across November and December 2026 and are designed to provide pupils with an engaging opportunity to represent their school while developing teamwork, communication, problem-solving, strategic thinking and digital skills.

Schools may participate in either competition or both.

DAIGON will support the delivery of both competitions and will provide updated promotional materials for participating schools.

1. Minecraft Capture the Flag (CTF)

1.1 Format

The Minecraft CTF competition will take place on **Tuesday afternoons during the Autumn Term**.

Teams will compete in scheduled rounds, with matches taking place between **3:30pm and 4:40pm UK time**.

The competition will consist of four scheduled rounds.

Round	Date	Time
Round 1	Tuesday 3 November 2026	3:30–4:40pm
Round 2	Tuesday 10 November 2026	3:30–4:40pm
Round 3	Tuesday 24 November 2026	3:30–4:40pm
Round 4	Tuesday 1 December 2026	3:30–4:40pm

There is no scheduled Minecraft CTF round on Tuesday 17 November 2026.

1.2 School Entries

Each school may enter **up to four teams** into the Minecraft CTF competition.

Each team consists of:

- **Five starting players**
- **Up to two substitutes**

A school entering the maximum four teams could therefore involve up to **28 pupils** across its starting players and substitutes.

Schools will be responsible for confirming their team composition and ensuring that participating pupils are available for the scheduled competition dates.

Further information regarding substitutions, match procedures and competition rules will be provided as part of the final competition guidance.

1.3 Technical Requirements

Schools must ensure that their IT environment, devices and network are suitable for participation before the competition begins.

A dedicated Minecraft IT Checklist will be provided to help school IT teams carry out the necessary checks.

Minecraft IT Checklist

Schools are strongly encouraged to complete the checklist and any required testing well in advance of Round 1.

2. GeoGuessr Competition

2.1 Format

The GeoGuessr competition will run across the same period as the Minecraft CTF competition but will use a more flexible participation model.

Rather than requiring pupils to participate at a fixed time, GeoGuessr challenges will be made available for completion during the relevant competition week.

The proposed competition schedule is:

Competition Week	Date
Round 1	Tuesday 3 November 2026
Round 2	Tuesday 10 November 2026
Week 3 / Round TBC	Tuesday 17 November 2026
Round 3	Tuesday 24 November 2026
Round 4	Tuesday 1 December 2026

Note: The final round numbering and deadline arrangements will be confirmed before publication of the competition schedule.

2.2 Flexible Participation

GeoGuessr challenges are designed to give schools greater flexibility over when pupils participate.

Each challenge may be completed during its allocated competition period, provided that the school's entry is completed by the published deadline.

Where a school is unable to complete a particular week's challenge, DAIGON may, by prior agreement, permit the school to complete **two challenges during the following week**.

This flexibility is intended to accommodate unavoidable school commitments while maintaining the integrity and overall timetable of the competition.

Any request to defer a challenge should be communicated to DAIGON as early as possible.

2.3 School Entries and Pupil Participation

The initial GeoGuessr competition will be limited to:

12 schools

Each school may submit **one school entry**.

Within that entry, a school may involve **up to 50 pupils**.

Pupils will compete **in pairs**, allowing a school to field up to **25 pairs** under its single school entry.

Further competition guidance will explain how the results of individual pairs contribute towards the school's overall competition result.

2.4 Technical Requirements

Schools must ensure that participating devices, browsers and networks are capable of accessing and running GeoGuessr appropriately.

A dedicated GeoGuessr IT Checklist will be provided for school IT teams.

GeoGuessr IT Checklist

Schools should complete the checklist and any recommended testing before the first competition challenge.

3. Summary

	Minecraft CTF	GeoGuessr
Term	Autumn 2026	Autumn 2026
Competition day	Tuesday	Tuesday
Format	Scheduled live rounds	Flexible weekly challenges
Dates	3 Nov, 10 Nov, 24 Nov, 1 Dec	3 Nov, 10 Nov, 17 Nov, 24 Nov, 1 Dec
Participation time	3:30–4:40pm	Flexible
Deadline	N/A – live competition	Proposed 8:00pm UK time (TBC)
Entries per school	Up to 4 teams	1 school entry
Team/group size	5 starters + up to 2 substitutes	Up to 50 pupils competing in pairs
Maximum schools	TBC	Initially 12
IT guidance	Dedicated checklist	Dedicated checklist

4. School Responsibilities

Participating schools will be expected to:

- Nominate an appropriate member of staff as the main competition contact.
- Register participating teams/pupils by the required deadlines.
- Ensure pupils are appropriately supervised in accordance with the school's own policies.
- Complete the relevant technical checks before participation.

- Ensure suitable devices, internet connectivity and access to the relevant game/platform are available.
 - Follow the competition rules and participation guidance supplied by DAIGON.
 - Inform DAIGON as soon as possible if technical or scheduling issues may affect participation.
-

5. Pre-Competition IT Checks

Successful delivery depends on schools completing the relevant technical checks before the competition begins.

School competition leads should therefore share the appropriate checklist with their IT team or managed service provider as early as possible.

Minecraft CTF IT Checklist

GeoGuessr IT Checklist

Schools should not assume that access from a standard web browser or school device automatically means that all services required for competition play will be accessible through the school's filtering, firewall or network configuration.

6. Further Competition Information

Before the start of the competition, participating schools will receive further information covering areas including:

- Registration and pupil/team information
- Competition rules
- Match or challenge procedures
- Scoring and results
- Substitutions, where applicable
- Technical support arrangements
- Staff responsibilities
- Behaviour and fair-play expectations
- Procedures for reporting problems
- Final competition standings and recognition

DAIGON will provide updated promotional materials that schools can use to promote participation internally.

Further operational details, including the final **GeoGuessr submission deadline** and **GeoGuessr round numbering**, will be confirmed before the competition documentation is issued in final form.

Should anyone have any questions, please feel free to reach out at support@daigonesports.com