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11:00–12:15 13:15–15:00	競賽活動：傳統遊戲接力賽、漂浮進擊排球、愛的魔力疊杯 Competitions: Traditional Games Relay, Floating Attack Volleyball, and Magic Cup Stacking	室內比賽區 / 依仁堂 Indoor Competition Area/Yiren Hall
12:00–17:00	市集 Market	市集區 Market Area
13:00–17:00	舞台活動 Stage Activities	主舞台 Main Stage
15:00–15:50 16:20–17:00	抽獎與頒獎 Prize Drawing and Awards Ceremony	主舞台 Main Stage

七、招募對象 Participants

桃園市各大專校院在學學生優先，預計招募 200 人以上。

Priority is given to currently enrolled students from colleges and universities in Taoyuan City. We expect to recruit over 200 participants.

八、報名方式 Registration

一律採網路報名，請透過報名網址或掃描 QR Code 完成線上報名。

Registration is available only online. Please complete the online registration through the registration link or by scanning the QR Code.

<https://forms.gle/1xKZ82cKYfLuDsqs9>



報名截止 Registration Deadline：2026 年 10 月 19 日 5:00 PM October 19, 2026 , at 5:00 PM

九、活動項目 Event Activities

1. 運動競賽 Sports Competitions

三項競賽可單選或複選報名。Participants may register for one or more of the following three competitions.

(1) 競賽規則 Competition Rules

a. 漂浮進擊排球 a. Floating Attack Volleyball	每隊 6 人，預計 24 隊，每場 10 分鐘。使用巨型排球，擊球只能向上；球落入對方場內得 1 分，出界則由對手得分。先得 6 分，或時間到時分數較高者獲勝。每隊出賽人數以主辦單位公告為準。 Each team has six players, with 24 teams expected. Each match lasts 10 minutes. A giant volleyball is used, and the ball may only be hit upward. A team scores 1 point when the ball lands in the opposing team's court; if the ball goes out of bounds, the opposing team scores 1 point. The first team to score 6 points, or the team with the higher score when time expires, wins. The number of players participating in each match is subject to the organizer's announcement.	
b. 愛的魔力疊杯 b. Magic Cup Stacking	每隊 3 人，預計 24 隊。3 位參賽者依序完成 3-6-3 疊杯接力；若杯子倒塌，須先復原再繼續。限時 5 分鐘，完成時間最短的隊伍獲勝。 Each team has three players, with 24 teams expected. The three participants take turns completing a 3-6-3 cup stacking relay. If the cups fall over, they must be restacked before continuing. The time limit is five minutes. The team with the shortest completion time wins.	
c. 傳統遊戲接力賽 c. Traditional Games Relay	每隊 3 人，預計 18 隊。三關連續計時，全程不停錶，總完成時間最短的隊伍獲勝。 Each team has three players, with 18 teams expected. Timing continues without stopping through all three stations. The team with the shortest total completion time wins. 第 1 站 越南矇眼打罐 Station 1 Vietnam: Blindfolded Pot Hitting	  

	1 人矇眼・2 人以口令指引；成功敲中吊罐即完成。 One participant is blindfolded and two participants provide verbal directions. The station is completed when the blindfolded participant successfully hits the hanging pot. 第 2 站 印尼同心同步 Station 2 Indonesia: Moving in Sync 3 人共同踩上同心木屐・繞過標誌並返回終點即完成。 Three participants step onto the team clogs together, go around the marker, and return to the finish line to complete the station. 第 3 站 馬來西亞拖鞋塔 Station 3 Malaysia: Slipper Tower 3 人輪流投球擊倒拖鞋塔・再重新疊好並維持 3 秒即完成。 Three participants take turns throwing a ball to knock down the slipper tower, then restack it and keep it standing for three seconds to complete the station.		
		越南 蒙眼打罐	Vietnam Blindfolded Pot Hitting
		印尼 同心同步 同步木屐	Indonesia Moving in Sync Team Wooden Clogs
		馬來西亞 拖鞋塔 拖鞋塔挑戰	Malaysia Slipper Tower Slipper Tower Challenge

2. 市集與文化體驗 Market and Cultural Experiences

30 個多元市集攤位，集結世界美食、手作、文創與文化體驗，搭配精彩舞台表演，一起感受多元文化！

Thirty diverse market booths are featured, bringing together international cuisine, handmade goods, cultural and creative products, and cultural experiences. These will be accompanied by exciting stage performances.

Come and experience diverse cultures together!

3. 好禮抽獎 Prize Draws

頭獎 – 1 名 Grand Prize - 1 Winner	Nintendo Switch OLED
二獎 – 2 名 Second Prize - 2 Winners	Apple AirPods 4
其他好禮 Other Prizes	大同電鍋、日本花牌、卡林巴琴、除濕機、吹風機、藍牙喇叭、吸塵器等。 Tatung rice cooker; Japanese hanafuda cards; kalimba; dehumidifier; hair dryer; Bluetooth speaker; vacuum cleaner; and more!

5. 美食券、紀念品 Food Vouchers and Souvenirs

- (1) 每位參賽者限領活動紀念 T 恤 1 件 + 精美實用鋼杯 1 組，不得重複領取。Each participant is eligible to receive one commemorative event T-shirt and one stylish, practical steel cup. Items may not be claimed more than once.
- (2) 紀念品須於活動當日完成報到及參賽後，依現場規定領取。After participants have checked in and taken part in the competition on event day, souvenirs may be collected in accordance with on-site instructions.
- (3) T 恤尺寸請於填寫活動報名表時選擇，報名資料送出後恕無法修改尺寸，請於送出前再次確認。Please select your T-shirt size when completing the event registration form. T-shirt sizes cannot be changed after the registration form has been submitted, so please confirm your selection before submitting.
- (4) 每位運動競賽參與者可獲得 NT\$150 (含) 以上美食券，可於市集美食攤位使用。Each sports competition participant will receive food vouchers valued at NT\$150, which may be used at market food booths.

精梳棉圓領 T 尺寸表 (單位/cm 公分)

Combed Cotton Crew Neck T-Shirt Size Chart (Unit: cm)



尺寸 Size	XS	S	M	L	XL	2XL	3XL	5XL
衣長 Length	62	66	70	73	76	78	80	80
胸寬 Chest Width	45	48	51	54	57	61	64	68
肩寬 Shoulder Width	41	44	47	50	53	57	60	64
袖長 Sleeve Length	19	20	21	22	23	24	25	26

- 備註：平放尺寸丈量，尺寸容許範圍 $\pm 2-2.5\text{cm}$ 皆為正常值

Note: Measurements are taken with the garment laid flat. A size variation of $\pm 2-2.5\text{ cm}$ is considered normal.

十、交通資訊 Transportation Information

如何到國立中央大學? How to Get to National Central University?

1. 大眾運輸：搭火車至中壢站轉 132/133 公車，或搭高鐵至桃園站轉 8 號月台 172/173 公車，至中央大學依仁堂下車。

Public Transportation: Take a train to Zhongli Station, then transfer to Bus 132 or 133. Alternate route: take the Taiwan High Speed Rail to Taoyuan Station, then go to Platform 8 and take Bus 172 or 173. Get off at Yiren Hall, National Central University.

2. 自行開車：導航至桃園市中壢區中大路 300 號 (國立中央大學依仁堂) By Car: Navigate to No. 300, Zhongda Rd., Zhongli Dist., Taoyuan City, Taiwan (Yiren Hall, National Central University).

十一、聯絡資訊 Contact Information

酷可創念有限公司 Coke Creative Marketing Co., Ltd.

Ms. Su / (02) 2778-0037 ext. 16 / cokedesigner@gmail.com

本簡章如有未盡事宜，主辦單位得隨時補充或修正之；如遇當日參與人數或時間等狀況需要，主辦單位有權修改或調整競賽規則，並保有最終解釋權。The organizer may supplement or revise these guidelines at any time if any matters are not covered herein. The organizer reserves the right to modify or adjust the competition rules and retains the right of final interpretation if adjustments are necessary due to the number of participants, timing, or other circumstances on the day of the event.