Republic of the Philippines
Department of Education
REGION III
SCHOOLS DIVISION OF PAMPANGA

January 26, 2026

DIVISION MEMORANDUM
No. 053, s. 2026

SCHEDULE OF THE 2026 DIVISION MATHEMATICS FAIR

To: Assistant Schools Division Superintendent
Chief Education Supervisors
Education Program Supervisors
Public Schools District Supervisors
Public/Private Secondary and Elementary School Heads
All Others Concerned

1. In line with Regional Memorandum No. 14, s. 2026, titled *"2026 Regional Mathematics Fair (RMF)"* with the theme "Mathematics and Hope: Inspiring Learners to Dream, Solve, and Succeed," this Office announces the schedule of the 2026 Division Mathematics Fair (DMF) on the following dates and at the following venues:

ACTIVITY	DATE	VENUE
2026 Division Mathematics Fair (Secondary)	February 16, 2026	Don Jesus Gonzales High School, Cluster 4
2026 Division Mathematics Fair (Elementary)	February 18, 2026	San Matias Elementary School, Sto Tomas District

2. This activity aims to:
2.1 provide a meaningful platform for learners to showcase their mathematical talents and problem-solving skills grounded in school-based competencies;
2.2 promote critical thinking, creativity, and real-life application of mathematics through engaging and competency-based activities;
2.3 identify and nurture mathematically promising learners who can represent the Division in the Regional Mathematics Fair and other academic competitions;
2.4 strengthen learners' confidence and aspirations by recognizing their achievements and encouraging pathways aligned with higher education, skills development, entrepreneurship, and employment; and
2.5 foster a culture of excellence and collaboration among schools in advancing quality mathematics education.

3. The event categories of the 2026 Division Mathematics Fair (DMF) are as follows:

SECONDARY	ELEMENTARY
Mathematics Quiz Bee (Grades 7 to 12)	Mathematics Quiz Bee (Grades 1 to 6)
Sudoku (Key Stages 3 and 4)	Sudoku (Key Stage 2)

Address: High School Blvd., Brgy. Lourdes, City of San Fernando (P)
Telephone No.: (045) 435-2728; (045) 435-7404
Email Address: pampanga@deped.gov.ph
Website: www.depedpampanga.ph

Rubik's Cube (Key Stages 3 and 4)	Rubik's Cube (Key Stage 2)
Math Trail (Grades 7 to 10)	-
Math Jingle (Grades 7 to 12)	-
Shout Out Video (1 per school)	Shout Out Video (1 per school)

4. Learners who won in the District Mathematics Fair for Elementary and the Cluster Mathematics Fair for Secondary will qualify to compete in the 2026 Division Mathematics Fair. The following outlines the number of learners who will advance to the DMF:

SECONDARY **(Cluster Mathematics Fair)**	**ELEMENTARY** **(District Mathematics Fair)**
Mathematics Quiz Bee (Grades 7 to 12) **Top 3 winners in each grade level**	Mathematics Quiz Bee (Grades 1 to 6) **Top 1 winner in each grade level**
Sudoku (Key Stages 3 and 4) **Top 3 winners in each key stage**	Sudoku (Key Stage 2) **Top 1 winner**
Rubik's Cube (Key Stages 3 and 4) **Top 3 winners in each key stage**	Rubik's Cube (Key Stage 2) **Top 1 winner**
Math Trail (Grades 7 to 10) **Top 1 winner**	-
Math Jingle (Grades 7 to 12) **Top 1 winner**	-
Shout Out Video (1 per school) **Top 1 winner**	Shout Out Video (1 per school) **Top 1 winner**

5. The Top 1 winner in each category for Elementary and Secondary during the DMF will advance to the Regional Mathematics Fair, which will be held on March 7, 2026, at Pampanga High School, City of San Fernando, Pampanga.

6. A learner contestant is allowed to participate in **ONE ACTIVITY ONLY**, as contests will be conducted simultaneously.

7. Attached is the Regional Memorandum for the 2026 Regional Mathematics Fair for guidance and reference regarding the general guidelines of each category.

8. There will be a meeting with the Pampanga's Race of Innovative Mathematics Educators (PRIME) Officers, District Mathematics Representatives (DMRs), JHS and SHS Mathematics Officers, and Cluster Coordinators on February 9, 2026, at

9:00 a.m. at San Matias Elementary School, Sto. Tomas District, in preparation for the DMF. They will serve as the Technical Working Group (TWG).

9. Registration, transportation, meals, and other expenses of all teacher-participants attending the DMF activities shall be charged to their respective school's Maintenance and Other Operating Expenses (MOOE) or Local School Funds, subject to the usual accounting and auditing rules and regulations.

10. This Memorandum shall serve as the official travel authority for participants attending all activities related to the DMF.

11. Wide dissemination of this Memorandum is earnestly desired.

ROMEO M. ALIP, PhD, CESO V
Schools Division Superintendent

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Republic of the Philippines
Department of Education
REGION III-CENTRAL LUZON

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REGIONAL MEMORANDUM
No. 014, s. 2026

2026 REGIONAL MATHEMATICS FAIR

To: Schools Division Superintendents
Curriculum Implementation Division Chiefs
Education Program Supervisors
School Heads of Public Elementary and Secondary Schools
All Others Concerned

1. In line with the goal of delivering quality, relevant, inclusive, and responsive basic education, the Department of Education (DepEd) Regional Office III, through the Curriculum and Learning Management Division, shall conduct the **2026 Regional Mathematics Fair (RMF)** with the theme, " *Mathematics and Hope: Inspiring Learners to Dream, Solve, and Succeed*" at **Pampanga High School**, City of San Fernando, Pampanga on **March 7, 2026**.

2. RMF embodies a meaningful platform where basic education learners showcase their mathematical talents and problem-solving skills grounded in the competencies they have developed in school. As a DepEd co-curricular initiative, the RMF nurtures learners' aspirations by guiding them toward future pathways aligned with the four curriculum exits of the Enhanced K to 12 Basic Education Program—higher education, middle-level skills development, entrepreneurship, and employment. More than a competition, the RMF serves as a culminating venue that affirms learning mastery and skill growth, strengthening students' confidence to dream bigger, think critically, and succeed in their chosen paths.

3. Participation in the 2026 RMF is **voluntary** and shall not, in any way, affect the time-on-task of teachers, as this activity's target learning standards and competencies are already embedded in teachers' actual classroom teaching and assessment process.

4. Teacher-coaches attending the said activity shall be granted service credits while Compensatory Time Off (CTO) for the non-teaching personnel of March 7, 2026 (Saturday) pursuant to DepEd Order No. 53, s. 2023 (*Guidelines on the grant of vacation service credits for teachers*) and CSC-DBM Joint Circular No. 2, s.2004 (*Non-Monetary Remuneration for Overtime Services*).

5. Meals, snacks, and other expenses of coaches, contestants, trainers, and members of the official delegation including travel and other incidental expenses shall be charged to their respective Maintenance and Other Operating Expenses, local and division funds, or other available resources, subject to the usual accounting and auditing rules and regulations.

Address: Matalino St. D.M. Government Center, Maimpis, City of San Fernando (P)
Telephone Number: (045) 598-8580 to 89
Email Address: region3@deped.gov.ph
Website: https://region3.deped.gov.ph

6. Meanwhile, meals of RMF TWGs, supplies and materials, and other expenses incurred during the conduct of 2026 RMF shall be charged against the support fund downloaded by the Central Office.

7. The following are enclosures for reference:
   Enclosure No. 1: Schedule of Activities and Event Categories of the RMF
   Enclosure No. 2: General Guidelines on the Conduct of 2026 RMF
   Enclosure No. 3: Guidelines of Different Events/Games
   Enclosure No. 4: Programme Matrix

8. List of Facilitators and Judge Evaluators and RMF Technical Working Group shall be announced in a separate advisory.

9. For queries and other information, please contact Dr. Joseph D. Reyes, Education Program Supervisor in-charge in Mathematics at joseph.reyes16@deped.gov.ph.

10. Immediate and wide dissemination of this Memorandum is hereby enjoined.

RONNIE S. MALLARI, PhD, CESO III
Regional Director

Encl.: As stated
Reference: None
To be indicated in the Perpetual Index
under the following subjects:

COMPETITION
REGIONAL MATHEMATICS FAIR

CLMD1/clmd4
January 12, 2026

Enclosure No. 1 of Regional Memorandum No._____, s. 2026

SCHEDULE OF ACTIVITIES

Time	Activity	Venue
March 7, 2026 8:00 a.m – 3:00 p.m	Regional Mathematics Fair 2026	Pampanga High School, City of San Fernando, Pampanga
March 7, 2026 3:00 p.m – 5:00 p.m	Awarding Ceremony	

The event categories of the 2026 RMF are as follows:

A. Mathematics Quiz Bee

B. Math Trail

C. Sudoku

D. Rubik's Cube

E. Math Jingle

F. Shout Out Video

Enclosure No. 2 of Regional Memorandum No._____, s. 2026

GENERAL GUIDELINES ON THE CONDUCT OF 2026 REGIONAL MATHEMATICS FAIR

For the guidance of all participants, the general guidelines for the 2026 RMF are listed below:

A. All events of the 2026 RMF shall be conducted under the competition category.

B. Participants of the 2026 RMF are bonafide, public or private elementary, junior high school, senior high school learners in basic education who are expected to showcase their skills, knowledge, and talents in different event categories as authentic pieces of evidence of their learning across academic areas, key stages, inclusion, and special curricular programs. They shall be accompanied by their respective teacher-coaches.

C. Participation is open to learners in basic education who are enrolled in public or private elementary and secondary schools for SY 2025-2026.

D. All participants and coaches must be endorsed/recommended by their respective Schools Division Superintends.

E. Learner-participants and teacher-coaches shall receive a Certificate of Participation and Appearance from the Regional Office.

F. Each leaner-participant is allowed to participate only in ***one (1)*** event category during the 2026 RMF.

G. Each participating Division is allowed to send:

No.	Events/Games	Participants	Coach
1.	Math Quiz	1 per grade level (Grades 1 to 12)	1 coach per grade level
2.	Math Trail	4 participants per team per division (1 student each grade level from Grade 7 to 10)	1 coach per division
3.	Sudoku	1 participant per division per key stage (Key stages 2,3 and 4)	1 coach per key stage
4.	Rubik's Cube	1 participant per division per key	1 coach per key stages

		stage (Key stages 2,3 and 4)	
5.	Math Jingle	8 - 10 students per Division (Grade 7 – Grade 12)	1 coach per division
6.	Shout Out Video	1 entry per division	1 coach per division

H. Aside from the contestant, the coach may be the division's only representative who can file protests/complaints to the events/games committee.

2. Awards

A. To determine the winners per event, attached in the Memorandum are the guidelines per event/games at enclosure no. 3.

B. To determine the Overall Champion in the RMF 2026, "Weighted rank point system", that balances individual excellence with team collaboration are considered. Points are awarded to the Top 5 Winners in each category.

Rank	Individual Event/Game	Group Event/Game
1	7	14
2	5	10
3	3	6
4	2	4
5	1	2
6 and below	0.5	1

C. To compute the overall champion, the top five divisions which garnered the highest points shall be declared as winners. The top five (5) performing divisions shall receive a plaque of recognition.

D. The top five (5) winners per event shall receive a certificate of recognition and a medal.

E. The teacher-coaches of the top 5 winners shall also receive a certificate of recognition as coach.

F. Should there be ties in the top 5 performing divisions, the division with the higher number of gold medals will prevail.

Enclosure No. 3 of Regional Memorandum No._____, s. 2026

Guidelines of the different Events/Games

Math Quiz

The categories, components, number of learner-participants and teacher-coaches, and time allotment per division are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach (per grade level)	Time Allotment
Math Quiz Bee (Grades 1–3)	Pen and Paper Test	1 per grade level	1	90 minutes
Math Quiz Bee (Grade 4-12)	Pen and Paper Test	1 per grade level	1	120 minutes

CATEGORY	Individual Academic Competition
KEY STAGE	Key Stage 1-4
NO. OF PARTICIPANT/S	One (1) learner per grade level per division
TIME ALLOTMENT	Grades 1–3: 90 minutes (21 items) Grade 4-12: 2 hours (42 items)
PERFORMANCE STANDARD	Learners demonstrate mastery of mathematical concepts, skills, and processes across all quarters through accurate, efficient, and logical problem-solving.
21ST CENTURY SKILL/S	Critical Thinking, Problem Solving, Mathematical Reasoning, Decision Making
CREATIVE INDUSTRIES DOMAIN	Education and Training – promoting analytical thinking, problem-solving, and intellectual creativity essential in STEM and knowledge-based fields
DESCRIPTION	The Math Quiz is an individual academic competition that aims to assess and strengthen learners' mastery of mathematical concepts, skills, and processes across all grade levels. It features competency-based questions covering lessons from Quarter 1 to Quarter 4 and is designed to develop accuracy, logical reasoning, and problem-solving skills. The activity provides learners with a platform to demonstrate mathematical proficiency under timed conditions while promoting healthy academic

	competition, critical thinking, and appreciation of Mathematics as a vital tool for lifelong learning and real-world application.
TECHNICAL SPECIFICATIONS	
A. MATERIALS, TOOLS AND EQUIPMENT	Printed test questions (uniform font style and size) Bond papers for test consolidation Scratch papers (to be provided by the organizers) Writing materials (pencils, pens, erasers) Clipboards or folders for test papers Timer or stopwatch Public address system (for instructions and clincher questions) Chairs and tables for participants and proctors
B. VENUE	Pampanga High School
CRITERIA FOR JUDGING	Accuracy of Answers – **100%** (Scores will be based on the total number of correct responses; **1 point per item**.) In case of a tie, clincher questions shall be administered to determine the final ranking.

EVENT RULES AND MECHANICS

Nature of the Contest
The Math Quiz Bee is an individual academic competition. Each Schools Division Office (SDO) shall be represented by one (1) learner per grade level.

Coverage of Questions
All test questions shall be competency-based and shall cover Mathematics lessons from Quarter 1 to Quarter 4, aligned with the current curriculum standards.

- Grade 11 coverage: General Mathematics (old curriculum)
- Grade 12 coverage: Probability and Statistics; answers must be quantitative in nature

Question Construction
a. All test items shall be written in English.
b. Questions shall be constructed using a uniform font style (Bookman Old Style) and size (size 14 for Grades 1-3 and size 12 for Grades 4-12) for consistency.

c. Questions may include drawings or diagrams especially in primary level to help contestants better understand the problem.
d. Each item shall clearly indicate the expected answer, including unit of measurement, number of decimal places, and format of the final answer, when applicable.

Preparation and Submission of Questions
a. For Grades 1–3, each SDO shall submit one (1) question per grade level.
b. For Grades 4–12, each SDO shall submit two (2) questions per grade level.
c. The Math EPS of each SDO shall evaluate the alignment of the questions with the competencies.
d. The prepared questions shall be submitted by the respective EPS in Mathematics to the EPS-in-charge of the Regional Math Quiz on the day of the competition.
e. Printed copies of test questions shall follow the prescribed format:

Grade Level
Test Question
Answer
Solution

All questions per grade level shall be printed on A4 size bond paper. Enclosed and sealed in a short brown envelope per grade level.

f. Test items shall be printed, cut per item, and ready for pasting for consolidation during the test proper. Sticker paper may be used.These should be enclosed and sealed in a short brown envelope per grade level.

g. The Regional EPS in Mathematics shall prepare questions for the Clincher round.

h. Assigned quarters per SDO

Assigned Quarters Across All Grade Levels	Schools Division Office (Grade 1-10)	Schools Division Office (Grade 11; General Mathematics)	Schools Division Office (Grade 12; Statistics & Probability)
Quarter 1	Aurora, Bataan, Bulacan, Nueva Ecija, Pampanga, Baliwag City	Quarter 1: Aurora, Bataan, Bulacan, Nueva Ecija, Pampanga, Tarlac, Zambales, Angeles City,	Quarter 3: Aurora, Bataan, Bulacan, Nueva Ecija, Pampanga, Tarlac, Zambales, Angeles City, Balanga

Quarter 2	Tarlac, Zambales, Angeles City, Balanga City, Cabanatuan City	Balanga City, Cabanatuan City, Baliwag City	City, Cabanatuan City, Baliwag City
Quarter 3	Gapan City, Malolos City, Olongapo City, City of San Fernando (P), Science City of Munoz	Quarter 2: Gapan City, Malolos City, Olongapo City, City of San Fernando (P), Science City of Munoz San Jose City, Tarlac City, Meycauayan City, Mabalacat City, Tarlac Province	Quarter 4: Gapan City, Malolos City, Olongapo City, City of San Fernando (P), Science City of Munoz San Jose City, Tarlac City, Meycauayan City, Mabalacat City, Tarlac Province
Quarter 4	San Jose City, Tarlac City, Meycauayan City, Mabalacat City, Tarlac Province		

Test Administration

a. The contest shall be conducted in a face-to-face setting.
b. Calculators, mobile phones, and other electronic devices are strictly prohibited.
c. Scratch papers shall be provided by the organizers and must be surrendered after the contest.
d. Proctors shall paste the slips of test items on bond papers prior to distribution, following the prescribed format: If possible
Grades 1–3: One (1) bond paper contains five (5) questions
Grades 4–12: One (1) bond paper contains eight (8) questions

Time Allotment and Number of Items

a. Grades 1–3: 21 items to be answered within 90 minutes
b. Grades 5–12: 42 items to be answered within 120 minutes

Scoring and Ranking

a. Each correct answer shall be equivalent to one (1) point.
b. Scores shall be based on the total number of correct responses.

Clincher Questions

a. Questions for the clincher round will be prepared by the Regional Supervisor in Mathematics for each grade level in case of a tie.
b. Clincher questions shall be read aloud by the proctor. A copy of the question will be given to the students who qualified for the clincher round.
c. Learners shall be given thirty (30) seconds to answer verbally.
d. The learner who gives the correct answer first shall be declared the winner.

Final Provisions

The decision of the Board of Judges and the Regional Math Quiz Committee shall be final and irrevocable.

Pre-Contest Conference

a. An orientation shall be conducted for the test constructors, members of the technical working group, and teacher-coaches to discuss the contest objectives, scope and coverage of questions, test construction guidelines, mechanics, and other technical concerns to ensure uniform understanding and smooth implementation of the Regional Math Quiz.

b. A separate orientation shall be conducted for the participants to explain the contest rules and mechanics, time allotment, scoring system, prohibited materials, and other important reminders to ensure fairness and proper conduct during the competition.

Contest Proper

Contest Rules and Mechanics

- All contestants should be at the designated venue at least fifteen (15) minutes before the contest starts. Late contestants will be allowed to take the test using the remaining time. No time extension will be given.
- All Mathematics contests will start simultaneously, thus a contestant participating in more than one contest is prohibited.
- The written examination shall consist of thirty (21) items for Grade 1-3; forty - two (42) items for Grade 4 to 12, contributed by the different Division Mathematics Supervisors.
- The proctors shall distribute first the scratch papers where the contestants shall solve the problems. Contestants should write their names in all the scratch papers.

- Test papers will be distributed (facedown) to each contestant one at a time, to be answered within a given period (90 mins for Grade 1-3 and 120 minutes for Grade 4-12) as determined by the judge. Reading and answering of the questions will be done as soon as the signal is given.
- The proctor tells the contestants that only the final answers must be written on a separate answer sheet with their given code. All solutions shall be placed on the scratch papers which should also be turned over to the proctors together with the test paper.
- Contestants are not allowed to bring cellphone, iPad, iPod, camera, calculator, laptop computer, smartwatches and other gadgets inside the testing room.
- If any student submits the paper before the time, the proctor shall accept it and ask the contestant to leave the classroom. The proctor shall collect all papers when the time is up and will not allow any extension.
- The papers shall be corrected using the answer keys provided. Answer keys shall only be opened just before correction begins. Each correct answer merits one point.
- The first, second, third, fourth and fifth place winners will be determined by ranking each contestant's score. In case of ties for these places, tie-breaking questions will be administered by the proctor with the aid of the assigned supervisor.
- In any event that a situation arises, which is not covered by these rules or mechanics, it will be referred to the members of the Contest Committee (assigned Supervisors) for their judgment and pronouncement. The decision of the Contest Committee is final and unappealable.

Math Trail

The category, components, number of learner-participants and teacher-coach, and time allotment in the Math Trail is provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
MATH TRAIL	in-person	4	1	2 hours

KEY STAGE	Key Stage Three (3): Grades 7 – 10
EVENT TITLE	Math Trail
NO. OF PARTICIPANT/S	4 learners per team (*only one learner per grade level is allowed*)
TIME ALLOTMENT	2 hours total Navigation round: 1 hour Final round: 1 hour
PERFORMANCE STANDARD	The learners: • demonstrate proficiency in applying mathematical concepts to solve authentic real-world challenges; • exhibit analytical and strategic thinking skills in approaching complex mathematical problems; • manifest effective communication and collaborative skills in mathematical discourse and team problem-solving; and • show mastery in integrating concepts across various mathematical domains (Number & Number Sense, Measurement and Geometry, Data and Probability) in practical applications
21ST CENTURY SKILL/S	Critical Thinking and Problem Solving Collaboration and Communication
CREATIVE INDUSTRIES DOMAIN	▪ Creative Services Domain (through creative research and development, cultural and recreational services) ▪ Design Domain (through the creation of solutions that address mathematical and spatial problems)
DESCRIPTION	**Math Trail** is a two-phase mathematical adventure competition designed for Grades 7-10 learners that combines physical exploration, mathematical investigation, and problem-solving in real-world contexts.
TECHNICAL SPECIFICATIONS	
MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: • Measuring tools (ruler, tape measure, meter stick, protractor, etc.) • Writing materials To be provided by the event organizers: • Team identification badges

	• Scoring sheets and evaluation forms • Investigation tools and materials • Data collection forms • Emergency and first aid equipment • Digital tracking system • Maps and route guides
B. VENUE	School grounds or designated competition area with: • Multiple data-gathering stations • Problem-Solving Area • Rest areas and first aid stations
Criteria for Judging	**Rubric Criteria**

Rubric Criteria	5-Excellent	4-Very Good	3-Good	2-Fair	1-Poor
Solution Accuracy & Completeness	All solution steps are correct, complete, and mathematically sound	Most steps are correct; very minor errors not affecting overall logic	Some correct steps; several errors affecting accuracy	Few correct steps; major errors present	No correct solution or steps shown
Problem-Solving Method	Appropriate strategy used effectively and logically throughout	Appropriate strategy used with minor inefficiencies	Strategy partially appropriate or inconsistently applied	Inappropriate or unclear strategy used	No identifiable strategy or method
Final Answer	Final answer is correct, clearly stated, and properly labeled (units/symbols)	Final answer is correct but lacks minor details (e.g., units)	Final answer partially correct	Final answer mostly incorrect	Final answer missing or totally incorrect
Clarity & Organization of Work	Solutions are very clear, well-organized, and easy to follow	Mostly clear and organized; minor lapses	Moderately clear; some disorganization	Poorly organized; hard to follow	Very disorganized or illegible

EVENT RULES AND MECHANICS

B. Competition Structure

Contest Rules and Mechanics

1. This contest is open to Junior High School Students, Grades 7 to 10.
2. The team is composed of 4 members from different Grade levels.
3. All four members of the team must come from the same junior high school or integrated school.
4. Contestants must wear comfortable clothes (P.E. or any comfortable school uniform) and must wear their I.D.s at all times.

5. All contestants should be at the designated venue at least fifteen (15) minutes before the contest starts. Late contestants without valid reasons shall be disqualified.
6. Bringing and/or using of calculators, cellphone, iPad, iPod, laptop, and other gadgets are not allowed during the competition.
7. Each team is required to bring measuring devices like, ruler, meter stick, protractor, compass, measuring tape.
8. Coaches or teachers are not allowed to enter the contest area and/or stations so as not to disrupt the conduct of the contest.
9. The competition is composed of seven (7) stations. There will be a task card in each station as guide in gathering data or important information needed to answer a particular problem. Every team must get whatever information that each station may provide or suggest.
10. Each team is allowed to stay in every station for only five (5) minutes to gather the data and other pertinent information. The designated proctor will announce the starting and end time for the teams to be in a particular station.
11. Every team must read the instructions carefully about what ought to be done in every station. After gathering all the available or needed information from the seven stations, the team must proceed to the problem-solving area designated and get the questions and answer sheets from the judges. Look for an available space in this problem-solving area and solve the problems using the information gathered.
12. Teams cannot go back to the data gathering stations this time.
13. There should be no more than three (3) teams allowed to be in one station. All teams will move to the next station at the same time.
14. No member of the team is allowed to mark, erase, deface, tear, crease, add or alter any figures, arrangements, lines, positions of any materials placed for the purpose of measurement. Any member of the team who is caught violating this rule would mean disqualification of the whole team.

15. All answer sheets, solutions, and scratch papers must be submitted to the judges.
16. The top 5 winners will be determined by ranking each team's score.
17. Winners will receive medals and certificate of recognition while winning coaches will receive certificate of recognition only.
18. In any event that a situation arises, which is not covered by these rules or mechanics, it will be referred to the Contest Committee for their judgment and pronouncement. The decision of the Board of Judges is final and irrevocable.

C. Safety and Compliance

- **General Safety Protocols**

- Teams must stay within designated safe zones
- Mandatory use of specified safety equipment
- Access to water stations and rest areas
- Compliance with station-specific safety guidelines

- **Supervision and Support**

- Station Masters present at each station
- Medical team on standby throughout the competition
- Safety Officer overseeing all activities
- Technical support team for digital components

- **Emergency Response Procedures**

- Medical emergency response protocol
- Weather emergency contingency plans
- Technical failure backup systems
- Lost team search and recovery procedure

- **Incident Management**

- Immediate reporting to Safety Officer
- Documentation through incident report forms
- Implementation of appropriate response measures
- Post-incident analysis and documentation

D. Scoring and Awards

➢ **Scoring System Implementation**

- Individual judge scoring followed by panel consensus
- Final verification by Head Judge and Technical Committee

➢ **Award Categories**

- **Main Awards:**

o Overall Champion (Medals & Certificates)
o First Runner-up (Medals & Certificates)
o Second Runner-up (Medals & Certificates)
o Third Runner-up (Medals & Certificates)
o Fourth Runner-up (Medals & Certificates)

- **Recognition:**

o Certificates of participation for all competing students
o Certificates of appreciation for all coaches

E. Documentation Requirements

1. Team registration forms
2. Medical and consent forms
3. Competition worksheets

F. Station Tasks

o The tasks/problems in the seven (7) stations will be prepared by the Judges

Sudoku

The categories, components, number of learner-participants and teacher-coaches, and time allotment for Sudoku per division are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coa1 hour and 30 minutes	Time Allotment
Elementary Key Stage 2	In-person	1	1	1 hour and 40 minutes
Secondary Key Stage 3	In-person	1	1	1 hour and 40 minutes
Secondary Key Stage 4	In-person	1	1	1 hour and 40 minutes
Total		**3**	**3**	**1 hour and 40 minutes**

SUDOKU SUPER CHALLENGE

CATEGORY	Sudoku for Elementary (Key Stage 2) Sudoku for Secondary (Key Stage 3) Sudoku for Secondary (Key Stage 4)
KEY STAGE	Key Stage 2: Grades 4 to 6 Key Stage 3: Grades 7 to 10 Key Stage 4: Grades 11 to 12

NO. OF PARTICIPANT/S	Sudoku for Elementary: Key Stage 2, 1 participant only (any learner from Grade 4 to Grade 6) Sudoku for Secondary: Key Stage 3, 1 participant only (any learner from Grade 7 to Grade 10) Sudoku for Secondary: Key Stage 4, 1 participant only (any learner from Grade 11 to Grade 12)
TIME ALLOTMENT	1 hour and 40 minutes
PERFORMANCE STANDARD	The learner: ·Demonstrates understanding of Sudoku rules and grid structure before solving · Accurately fills in the Sudoku grid following logical reasoning, applying critical thinking and problem-solving strategies consistently. ·Shows persistence and patience when handling challenging puzzles ·Organizes work neatly and follows a systematic solving process ·Manages time effectively in completing Sudoku activities ·Works independently with responsibility and self-discipline ·Reflects on mistakes and revises answers to improve accuracy ·Exhibits enjoyment, engagement, and positive attitude toward puzzle solving

21ST CENTURY SKILLS	·**Critical thinking and problem solving** – analyzing patterns, using logic, making strategic decisions ·**Creativity and innovation** – trying different solving techniques and approaches ·**Information processing** – organizing numbers, recognizing sequences and relationships ·**Perseverance and resilience** – continuing despite errors or difficult puzzles ·**Self-management** – controlling pace, stress, and focus during timed contests ·**Time management** – completing tasks efficiently under time constraint ·**Ethical behavior and sportsmanship** – honesty, fairness, respect for rules and opponents
CREATIVE INDUSTRIES DOMAIN	·**Design Domain** (through the creation of solutions that address mathematical and spatial problems) ·**Logical reasoning** - thinking step-by-step and using rules to make decisions. · **Pattern recognition** - see relationships and arrangements among numbers or spaces. · **Concentration** - staying focused for a continuous period of time. · **Problem-solving skills** - finding solutions to challenges using different strategies.

DESCRIPTION	**Sudoku** is a logic-based number puzzle game played on a 9×9 grid divided into nine smaller 3×3 boxes. Some numbers are already given in the grid. The goal is to fill in the empty squares so that each row, each column, and each 3×3 box contains all the numbers from 1 to 9 exactly once, without repeating any number in the same row, column, or box. Sudoku does not require computation or mathematics beyond recognizing numbers; instead, it develops logical reasoning, pattern recognition, concentration, and problem-solving skills. Puzzles vary in difficulty from easy to very challenging, depending on how many numbers are given and how much logical deduction is needed.

TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: **Writing materials** - pens, pencils, erasers and sharpeners	To be provided by the event organizers: ·**Sudoku puzzles** – printed sheets or digital versions (varying difficulty levels: easy, medium, hard) ·**Timer or stopwatch** – to monitor time limits for each round ·**Score sheets or tally sheets** – to record participants' scores and track results ·**Clipboard or board (optional)** – for displaying instructions or puzzle examples Medals: 9 medals (3 Gold Medals, 3 Silver Medals, 3 Bronze Medals)

		6 certificates for 4th and 5th placer Certificates: 63 Certificate of Participation 63 Certificates of Participation for Coaches
CRITERIA FOR JUDGING	The Sudoku Super Challenge contest is composed of three (3) rounds. The participants are given 30 minutes each round to answer two (2) puzzles. There will be no elimination of contestants in any of the given rounds. The puzzles will come in the following variants: Classic/Standard, Diagonal, Killer Sudoku and Samurai. The points per puzzle is 10 points for Round 1, 15 points for Round 2, and 20 points for Round 3. Bonus points shall be computed and considered at the end of every round. Any contestant who finished answering correctly all the puzzles for a given round before the allotted time will get the corresponding bonus points. The first, second, and third place winners will be determined by ranking each contestant's scores.	

EVENT RULES AND MECHANICS

1. All contestants should be at the designated venue at least fifteen (15) minutes before the contest starts. Late contestants without valid reasons shall be disqualified.

2. All Mathematics contests will start simultaneously, thus a contestant participating in more than one contest is prohibited.

3. The Sudoku Super Challenge contest is composed of three (3) rounds. The participants are given 30 minutes each round to answer two (2) puzzles. There will be no elimination of contestants in any of the given rounds.

4. The puzzles will come in the following variants: Classic/Standard, Diagonal, Killer Sudoku and Samurai.

5. Contestants are not allowed to bring cellphone, iPad, iPod, camera, calculator, laptop computer, and other gadgets inside the contest room.

6. Sudoku Puzzles will be distributed (facedown) to each contestant one at a time, to be answered within a given period as determined by the judge.

7. The points per puzzle is 10 points for Round 1, 15 points for Round 2, and 20 points for Round 3.

8. Bonus points shall be computed and considered at the end of every round. Any contestant who finished answering correctly all the puzzles for a given round before the allotted time will get the corresponding bonus points. Bonus points will be computed based on the given table

Bonus Points for Speed

Speed (Submitted the correct answer in the shortest time)	Points
1	10
2	8
3	6

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4	4
5 - 21	2

9. The puzzles shall be corrected using the answer keys provided. Answer keys shall only be opened just before correction begins.

10. A puzzle with one spot-error (1 cell) will have a deduction of 4 points on the score of the given puzzle while a puzzle with two spot-errors (2 cells) will have a deduction of 9 points on the score of the given puzzle. A puzzle with 3 or more spot-errors (3 or more cells) will be scored zero.

11. In determining the top scorers, the sum of the scores in every round of each contestant shall be added.

12. The first, second, and third place winners will be determined by ranking each contestant's score.

13. For incomplete puzzle: In case of a tie, the checkers will Spot-Check (i.e. check every cell containing the correct value) the puzzles in Round 3. The winner will be the contestant with the most number of correct values after the spot-check. The spot-check procedure will be repeated to rounds 2 and 1 as needed. After checking all the rounds and there is still a tie, the puzzler who finished the puzzle in shortest total time will be the winner.

14. For complete puzzle: In case of a tie, the puzzler who finished the puzzle in shortest total time will be the winner.

15. In any event that a situation arises, which is not covered by these rules or mechanics, it will be referred to the members of the Contest Committee for their judgment and pronouncement. The decision of the Contest Committee is final and unappealable.

Rubik's Cube

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Rubik's Speed Cubing	In - Person	63	63	120 min

CATEGORY	Rubik's Speed Cubing
KEY STAGE	KS 2, KS 3 & KS 4
NO. OF PARTICIPANT/S	126
TIME ALLOTMENT	120 min
PERFORMANCE STANDARD	• Applies logical and sequential thinking to solve Rubik's Cube correctly • Demonstrate solving speed, accuracy, and efficiency through repeated practice. • Display discipline, focus, and sportsmanship during timed challenges. • Reflects on performance to improve strategies and identify areas for improvement.
21ST CENTURY SKILL/S	• Critical Thinking – Analyzing patterns, algorithms, and problem-solving steps • Creativity – Discovering alternative solving strategies and personal techniques • Collaboration – Sharing tips, coaching peers, and group challenges • Communication – Explaining algorithms and solving processes • Digital literacy – Using online tutorials, timers, and apps responsibly.
CREATIVE INDUSTRIES DOMAIN	• Design & Innovation – Algorithm creation, cube mechanics • Education & Training – Instructional strategies, peer teaching

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	• Media & Digital Content – Tutorials, competition, and documentation • Sports & Recreation – Competitive cubing events and exhibitions • Technology & Gaming – Digital simulations and puzzle -based learning.
DESCRIPTION	**Rubik's Speed Cubing** is a three-dimensional (3D) combination puzzle invented by Ernő Rubik, originally called the Magic Cube. The contest requires participants to recognize patterns and apply algorithms, thereby enhancing problem-solving skills and logical thinking. Contestants shall solve the Rubik's Cube as efficiently and quickly as possible. **Note: The participants are prohibited to use the magnetic LED rubik's cube.**
TECHNICAL SPECIFICATIONS	
A. MATERIALS, TOOLS AND EQUIPMENT	• 5 pcs Rubik's Cube (3x3): (https://tinyurl.com/RUBIKSCUBERMF) • **FUZAO Exclusively for Competitions)** • **Magic Cube Speed Timer**; Laptop, (Google Sheet, for entering (visible) scores • Notes Pen

B. EVENT RULES AND MECHANICS

1. All contestants should be at the designated venue at least fifteen (15) minutes before the contest starts. Late contestants without valid reasons shall be disqualified. Prior to the start of the contest, all Rubik's Cubes will undergo inspection by the committee. The inspection period will last for 15 minutes.
2. The Rubik's Cube Challenge is composed of four (4) rounds.
3. A contestant is allotted a maximum of 15 seconds per round to inspect the puzzle.
4. The time starts immediately after the chairman of the committee announces the "GO" signal. The timer stops when the contestant has completely solved the puzzle. A facilitator will be assigned to record each contestant's speed in solving the Rubik's Cube puzzle.
5. The score for the competition shall be as follows:

Warm Up: 1 cube, all faces of the same color, no one eliminated

1st crack (Round 1)

: 2 cubes, all faces of the same color, contestant/s will be eliminated if they do not achieve the goal (maximum of 1 minute)

2nd crack (Round 2)

: 3 cubes, all faces of the same color, contestant/s will be eliminated if they do not achieve the goal (maximum of 2 minutes)

3rd crack (Round 3)

: 4 cubes, all faces of the same color, contestant/s will be eliminated if they do not achieve the goal (maximum of 3 minutes)

4th crack (Final Round)

: 5 cubes, all faces of the same color. (maximum of 4 minutes)

6. If a puzzle defect occurs during an attempt, the contestant may choose either to repair the defect and continue the attempt or to stop the attempt. However, the contestant is no longer allowed to continue if he/she happened to place down the Rubik's cube before the puzzle was solved.

7. The time of each contestant will be recorded and ranked based on the time consumed in solving the puzzle for every round. The contestant **who is disqualified** in each round will receive the lowest possible rank for that round.

8. In **1st crack (Round 1),** the contestants will solve two (2) Rubik's Cubes. In this round, the qualifiers will be given the chance to rearrange the cubes of their contestants (i.e. Rank 1 contestant will scramble the Rubik's cubes to be solved by the Rank 2 contestant and vice versa, the Rank 3 contestant will scramble the Rubik's cubes to be solved by the Rank 4 contestant and vice versa, and so on). Each contestant is allowed a maximum of 15 seconds per cube to scramble their contestant's cubes.

9. In **2nd crack (Round 2), the contestants will solve three (3) Rubik's Cubes**. Scrambling of the Rubik's Cubes will follow the same procedure as that of Round 2.

10. In **3rd crack (Round 3), the contestants will solve four (4) Rubik's Cubes.** Scrambling of the Rubik's Cubes will follow the same procedure as that of Round 2.

11. In **4th crack (Final round), the contestants will solve five (5) Rubik's Cube**. At the end of four (4) rounds, the composite rank will be computed to determine the winner of the contest.

11. In case of a tie in the composite rank, the **total time consumed** by the contestants in the four rounds will be the basis for the determination of the winner of the contest. The fastest Rubik's Cube solver will prevail.

12. In any event that a situation arises which is not covered by these rules or mechanics, it will be referred to the members of the Contest Committee for their judgment and pronouncement. The decision of the Contest Committee is final and unappealable.

Math Jingle

The categories, components, number of learner-participants and teacher-coaches, and time allotment for each division are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Math Jingle Competition	Live Performance	15 students per division (Grade 7-12)	1 coach per division	3–5 minutes

CATEGORY	MATH JINGLE COMPETITION	
KEY STAGE	3 and 4	
NO. OF PARTICIPANT/S	8 - 10 student performers and 1 teacher-coach per Schools Division	
TIME ALLOTMENT	Performance: Minimum of 3 minutes; Maximum of 5 minutes	
PERFORMANCE STANDARD	Learners demonstrate mastery of Mathematics concepts through creative expression, music, and rhythm.	
21ST CENTURY SKILL/S	Critical thinking, teamwork, collaboration, and creativity.	
CREATIVE INDUSTRIES DOMAIN	MATH JINGLE COMPETITION Theme: "Math in Rhythm: Learning Numbers Through Music"	
DESCRIPTION	A competition where teams present an original jingle (lyrics and tune) highlighting mathematical concepts and a positive attitude toward learning.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	• Decent, school-appropriate, and safe costumes and props	• Sound system and venue coordination provided by the committee.
B. VENUE	Competition: Hall; Coaches' Area: Covered Court.	
CRITERIA FOR JUDGING	• Relevance & Accuracy of Math Content: **30%** • Creativity & Originality: **15%** • Musicality & Rhythm: **20%** • Stage Presence & Performance: **35%**	

	TOTAL: **100%**
EVENT RULES AND MECHANICS	
1. Each team must present an original composition (lyrics and tune). 2. The jingle must be performed **live** in **English**, using either **live musical instruments**. **Pre-recorded vocals and lip-syncing are strictly prohibited.** 3. Content must highlight operations, algebra, geometry, statistics, or real-life math applications. 4. Provide the soft copy of the lyrics. 5. Plagiarism results in automatic disqualification. 6. Exceeding the 5-minute time limit results in point deductions from the total score; 5 points for every minute. 7. Teams must arrive at least 30 minutes before their scheduled performance. 8. The decision of the judges (3 pax) is final and irrevocable.	

CRITERIA FOR JUDGING (100%)

Criteria	Description	Percentage
Relevance & Accuracy of Math Content	The math concepts presented are correct, clearly explained, and aligned with the topic or grade-level standards. Mathematical terms, examples, and ideas are used properly and meaningfully throughout the performance.	30%
Creativity & Originality	The jingle shows originality in lyrics, theme, and presentation. Ideas are new, engaging, and demonstrate creative thinking in connecting mathematics with music.	15%
Musicality & Rhythm	The song has a clear melody, consistent rhythm, and appropriate tempo. Lyrics fit well with the music, and the performance shows good timing and coordination.	20%
Stage Presence & Performance	Performers show confidence, proper expression, clear voice projection, creative choreography, and effective use of the stage. Audience engagement and teamwork are evident during the performance.	35%
TOTAL		**100%**

MATH JINGLE COMPETITION – SCORE SHEET

Schools Division: _____

Judge: _____

Criteria	Description	Max Score	Score Given
Relevance & Accuracy of Math Content	Math concepts are correct, clear, and properly integrated into the jingle lyrics.	30	
Creativity & Originality	Lyrics, melody, and presentation show originality and creativity in presenting math ideas.	15	
Musicality & Rhythm	Melody, rhythm, timing, and coordination are clear and consistent throughout the performance.	20	
Stage Presence & Performance	Confidence, voice projection, expression, teamwork, creative choreography, and audience engagement are evident.	35	
TOTAL SCORE		**100**	

Judge's Signature: _____

AWARDS AND RECOGNITION

- **Champion:**
  - 10 Gold Medals
  - 1 Trophy
  - Certificate of Recognition
- **1st Runner-Up:**
  - 10 Silver Medals
  - Certificate of Recognition
- **2nd Runner-Up:**
  - 10 Bronze Medals
  - Certificate of Recognition
- **4th & 5th Place:**
  - Certificate of Recognition (30 total)
- **Teacher-Coaches:**
  - Certificate of Recognition (5 pcs)
- **Certificate of Participation:**
  - 336 pcs (for all participants)

Shout Out Video

The categories, components, number of learner-participants and teacher-coaches, and time allotment per division are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Shout-out Video	Video presentation	n/a	1 teacher coach	1 minute

CATEGORY	Shout-out Video
Key Stage	Key Stages 1-4
NO. OF PARTICIPANT/S	n/a
TIME ALLOTMENT	1 minute
PERFORMANCE STANDARD	Learners are able to conceptualize, produce, and present a creative math-themed shout-out video that effectively promotes appreciation, motivation, or awareness of Mathematics by demonstrating clarity of expression, mathematical relevance, creativity, teamwork, and responsible use of media, following the given theme, technical requirements, and ethical standards.
21ST CENTURY SKILL/S	• Critical Thinking and Problem Solving • Creativity and Innovation • Communication Skills • Collaboration and Teamwork • Media and Information Literacy
CREATIVE INDUSTRIES DOMAIN	• Educational Media • Digital Content Creation • Communication Arts
DESCRIPTION	A one-minute math shout-out video competition where participants creatively highlight the importance, beauty, or real-life applications of Mathematics. The activity aims to strengthen learners' appreciation of math concepts while fostering creativity, collaboration, and responsible digital citizenship.
TECHNICAL SPECIFICATIONS	

A. MATERIALS, TOOLS, AND EQUIPMENT	Smartphone, tablet, or digital camera Basic video editing application/software Tripod or stable stand (optional) Printed or digital math visuals (charts, formulas, props – optional)
B. VENUE	Pampanga High School
CRITERIA FOR JUDGING	• Accuracy and Relevance of Math - **30%** • Creativity and Originality - **25%** • Clarity of Message and Delivery - **20%** • Video Quality and Technical Presentation - **25%**

EVENT RULES AND MECHANICS

1. The competition is open to **official regional entries**, with **one (1) entry per schools division**.
2. Video recording must be done **within the school premises.**
3. Each entry shall submit a **shout-out video with a maximum length of one (1) minute**.
4. The video content must:
   - Highlight the **importance, beauty, and fun of Mathematics**;
   - Include a **math-related message, chant, jingle, or creative shout-out**; and
   - Promote **positive values** such as teamwork, perseverance, and love for learning.
5. The video may be presented in **English, Filipino, or a combination**. Subtitles may be added when necessary for clarity.
6. All entries must be **original, not AI-generated,** and **not previously submitted** to any other competition or platform.
7. The video must be saved in **MP4 or MOV format**, in **landscape orientation**, with **clear audio and visuals**.
8. The use of background music, graphics, and effects is allowed, provided that these elements do not overpower the main message and are **free from copyright issues or properly credited**.
9. Entries containing **inappropriate language, gestures, or content** contrary to school policies shall be **automatically disqualified**.
10. Videos must be submitted a week before in the official submission link. File Name Format: **SchoolsDivisionName_MathShoutOutVideo**
11. Failure to comply with any of the above rules shall result in the **deduction of points or disqualification**, subject to the discretion of the screening committee.
12. The **decision of the Board of Judges is final and irrevocable**.

CRITERIA FOR JUDGING (100%)

Criteria	Description	Percentage
Accuracy & Relevance of Math Content	The math message is correct, meaningful, and clearly highlights the importance, beauty, and fun of Mathematics.	30%
Creativity & Originality	The video shows originality in concept, script, and presentation. The shoutout, chant, or jingle is engaging and creative.	25%
Clarity of Message & Delivery	The message is well-organized and easy to understand. Voice, pacing, and expression are clear and appropriate.	20%
Video Quality & Technical Presentation	Audio and visuals are clear. Proper framing, lighting, and simple editing enhance the overall presentation.	25%
TOTAL		**100%**

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MATH SHOUT-OUT VIDEO COMPETITION – SCORE SHEET

Schools Division: _____

Judge: _____

Criteria	Description	Max Score	Score
Accuracy & Relevance of Math Content	The math message is correct, meaningful, and highlights the importance, beauty, and fun of Mathematics.	30	
Creativity & Originality	The video concept, script, and presentation are original, engaging, and creative.	25	
Clarity of Message & Delivery	The message is clear and easy to understand; voice, pacing, and expression are effective.	20	
Video Quality & Technical Presentation	Audio and visuals are clear; proper framing, lighting, and editing are observed.	25	
TOTAL		**100**	

Judge's Signature: _____

Awards

- **First Place** – 1 Certificate of Recognition for Teacher - Coach and **1 Trophy**
- Certificate of Participation (21)

Enclosure No. 4 of Regional Memorandum No._____, s. 2026

Programme Matrix

Time	Events
6:30am – 7:30am	Registration
7:30am – 8:00am	Assembly
8:00am – 9:00am	Opening Program
	• Parade of Participants
	• National Anthem
	• Opening Prayer
	• Roll Call — **Florentino O. Ramos Jr.**, *EPS, SDO Nueva Ecija*
	• Welcome Remarks — *School Principal IV, Pampanga HS*
	• Inspirational Message — **Dr. Ronnie S. Mallari, CESO III**, *Regional Director, RO III*
	• Statement of Purpose and Orientation — **Joseph D. Reyes**, *EPS Mathematics, RO III*
	• Announcement of Contest Venue per Category
9:00am – 3:00pm	Contest Proper
3:00pm – 5:00pm	Awarding of Winners