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

August 12, 2026

DIVISION MEMORANDUM
No. 966, s. 2026

SCHEDULE OF THE DIVISION MATHEMATICS FAIR FOR SCHOOL YEAR 2026–2027

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

1. Pursuant to Regional Memorandum No. 280, s. 2026, titled *"Implementing Guidelines on the Conduct of the Regional Mathematics Fair for School Year (SY) 2026-2027,"* with the theme "Driven by Math, Powered by AI: Empowering Minds to Innovate, Adapt, and Lead," this Office announces the schedule of the Division Mathematics Fair (DMF) for SY 2026–2027, as follows:

ACTIVITY	DATE	VENUE
Division Mathematics Fair (Elementary)	October 3, 2026	Lubao Elementary School, Lubao East District
Division Mathematics Fair (Secondary)	October 10, 2026	San Roque Dau High School, Cluster 3

2. The Division Mathematics Fair aims to:
2.1 showcase learners' mathematical talents, creativity, and problem-solving skills;
2.2 provide opportunities for learners to demonstrate and apply the mathematical competencies they have developed in school;
2.3 enhance learners' critical thinking, logical reasoning, creativity, and mathematical communication skills;
2.4 strengthen learners' confidence and appreciation of mathematics through meaningful and challenging activities;
2.5 encourage learners to innovate, think critically, and apply mathematics to real-life situations;
2.6 promote the use of assessment results and appropriate technology to support and improve learners' mathematics learning;
2.7 develop learners' readiness for future pathways in higher education, skills development, entrepreneurship, and employment; and
2.8 identify and recognize learners with outstanding mathematical abilities who may represent the Schools Division in higher-level mathematics competitions and activities.

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

3. The event categories for the DMF are as follows:

SECONDARY	ELEMENTARY
Mathematics Quiz Bee (Grades 7 to 12)	Mathematics Quiz Bee (Grades 4 to 6)
Sudoku (Key Stages 3 and 4)	Sudoku (Key Stage 2)
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 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 4 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 the Elementary and Secondary levels during the DMF shall advance to the Regional Mathematics Fair, which will be held on December 11, 2026. The specific venue shall be announced through a separate memorandum, as stated in the Regional Memorandum.

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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 Regional Mathematics Fair for guidance and reference regarding the general guidelines of each category.

8. The Pampanga's Race of Innovative Mathematics Educators (PRIME) Officers, District Mathematics Representatives (DMRs), JHS and SHS Mathematics Officers, and Cluster Coordinators shall serve as the Technical Working Group (TWG) for the DMF. An online meeting with the TWG shall be conducted to discuss their roles and responsibilities and the necessary preparations for the DMF on August 14, 2026, at 4:00 p.m., and September 30, 2026, at 4:00 p.m. The meetings are scheduled after regular instructional hours to minimize disruption to teachers' instructional time and allow them to focus on their teaching responsibilities during the designated instructional blocks.

9. Registration, transportation, meals, and other expenses of all teacher-participants and learners 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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AUG 12 2026

DEPARTMENT OF EDUCATION
RECORDS SECTION REGIONAL OFFICE NO. III
RECEIVED
AUG 11 2026
DATE:

REGIONAL MEMORANDUM
No. 280, s. 2026

IMPLEMENTATION GUIDELINES ON THE CONDUCT OF REGIONAL MATHEMATICS FAIR FOR THE SCHOOL YEAR (SY) 2026-2027

To: Schools Division Superintendents
Curriculum Implementation Division Chiefs
Education Program Supervisors in Mathematics
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 **Regional Mathematics Fair (RMF) for the School Year 2026-2027** with the theme, "*Driven by Math, Powered by AI: Empowering Minds to Innovate, Adapt, and Lead*" at the **Schools Division Office of Bulacan** on **December 11, 2026**. Specific venue, list of facilitators, judge evaluators, and RMF technical working group for the said activity shall be announced in a separate Memorandum.

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, 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. This year's theme draws inspiration from the innovation born out of the Rapid Mathematics Assessment (RMA), whose swift, data-driven diagnosis of learners' numeracy levels mirrors the very essence of artificial intelligence—processing information rapidly to generate responsive, actionable insights that close learning gaps and personalize instruction. By anchoring the fair in this synergy between assessment data and emerging technology, the RMF transcends being a mere competition, becoming instead a culminating venue that affirms learning mastery, strengthens confidence, and challenges learners to dream bigger, think critically, innovate boldly, and succeed in a future increasingly shaped by mathematics and artificial intelligence.

3. All concerned are enjoined to observe the instructional blocks under the three-term school calendar strictly and to ensure that participation in this activity does not disrupt scheduled instructional time, in compliance with the provisions of DepEd Order (DO) No. 009, s. 2026, titled *Guidelines on the Implementation of the Three-Term School Calendar in Basic Education and Activities*, and DO 09, s. 2005, titled *Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance*

Therewith. This is also subject to the *no-collection policy* under Section 3 of Republic Act No. 5546, also known as the Ganzon Law.

4. Service credits for teaching personnel and Compensatory Time Off (CTO) for non-teaching personnel will be granted in lieu of the activity that falls on holidays or weekends per DO No. 13, s. 2024, titled "*Updated Guidelines on Grant of Vacation Service Credits to Teachers* and Department of Budget and Management Joint Circular No. 2 s. 2015, re: *Policies and Guidelines on Overtime Services for Government Employees*," respectively. In addition, one workday of vacation service credits that will be granted is exclusive of/excluded from the 15-day maximum vacation service credits allowed as stipulated in DO No. 13, s. 2024.

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.

6. 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
Enclosure No. 5:	Parental Consent Form

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

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

TOLENTINO G. AQUINO
Regional Director

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

COMPETITION
REGIONAL MATHEMATICS FAIR

CLMD1/clmd4
August 5, 2026

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

SCHEDULE OF ACTIVITIES
December 11, 2026

Time	Activity	Venue
8:00 a.m. – 3:00 p.m.	Regional Mathematics Fair	Schools Division of Bulacan (*Specific Venue: TBA*)
3:00 p.m. – 5:00 p.m.	Awarding Ceremony	

The event categories of the RMF are as follows:

A. Mathematics Quiz

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 REGIONAL MATHEMATICS FAIR

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

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

B. Participants of the 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 2026-2027.

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 RMF.

G. Each participating Division is allowed to send:

No.	Category	Participants	Coach
1.	Math Quiz	1 per grade level (Grades 4 to 12)	1 coach per grade level
2.	Math Trail	4 participants per team per division (1 student each grade level from Grades 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 categories committee.

2. Awards

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

B. To determine the Overall Champion in the RMF, "Weighted rank point system", that balances individual excellence with team collaboration are considered. Points are awarded to the Top 10 Winners in each category.

Rank	Individual Category	Group Category
1	10	20
2	9	18
3	8	16
4	7	14
5	6	12
6	5	10
7	4	8
8	3	6
9	2	4
10	1	2
11 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. Should there be ties in the top performing divisions, the division with the higher number of gold medals will prevail.

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

IMPLEMENTING GUIDELINES IN THE REGIONAL MATHEMATICS COMPETITION FOR REGIONAL 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)	Number of items	Time Allotment
Math Quiz Bee (Grade 4-12)	Pen and Paper Test	1 per grade level	1	42 items (2 items per Division)	120 minutes

CATEGORY	Individual Academic Competition
KEY STAGE	Key Stages 2-4
NO. OF PARTICIPANT/S	One (1) learner per grade level per division
TIME ALLOTMENT	Grades 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 Term 1 to Term 3 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	TBA
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 from Grades 4-12

Coverage of Questions

All test questions shall be competency-based and shall cover Mathematics lessons from Term 1 to Term 3, 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 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 4–12, each SDO shall submit two (2) questions per grade level.
b. The Math EPS of each SDO shall evaluate the alignment of the questions with the competencies.
c. 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.
d. 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 should 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 4-10)	Schools Division Office (Grade 11; General Mathematics)	Schools Division Office (Grade 12; Statistics & Probability)
Term 1	Aurora, Bataan, Bulacan, Nueva Ecija, Pampanga, Baliwag City, Tarlac Province		

Term 2	Angeles City, Balanga City, Cabanatuan City, Gapan City, Malolos City, Olongapo City, City of San Fernando (P)
Term 3	Science City of Munoz, San Jose City, Tarlac City, Meycauayan City, Mabalacat City, San Jose Del Monte, Zambales

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 4–12: One (1) bond paper contains eight (8) questions

Time Allotment and Number of Items

a. Grades 4–12: 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 are qualified for the clincher round.
c. Contestants shall be given thirty (30) seconds to write their answer on the answer sheet provided by the proctor.
d. After writing their answer, contestants shall immediately submit the answer sheet to the assigned proctor for checking. The contestant with the correct answer 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. The Math Quiz will be conducted from **10:00 AM to 12:00 NN**. 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 forty - two (42) items for Grades 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 (120 minutes for Grades 4-12) as determined by the judge. Reading and answering 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.
- After completing the test, contestants may stay either inside or outside the testing room. However, all contestants must return to their assigned testing room **promptly at 1:00 PM** for the announcement of the tie-breaking (clincher) round, if applicable.

- The papers shall be corrected using the answer keys provided. Answer keys should only be opened just before correction begins. Each correct answer merits one point.
- The first to tenth 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.

IMPLEMENTING GUIDELINES IN THE REGIONAL MATHEMATICS COMPETITION FOR MATH TRAIL

The category, components, number of learner-participants and teacher-coach, and time allotment in the Math Trail are 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 1 learner from each 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	
	To be provided by the participants: / To be provided by the event organizers:

MATERIALS, TOOLS AND EQUIPMENT	• Measuring tools (ruler, tape measure, meter stick, protractor, etc.) • Writing materials	• 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	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. Prior to the start of the competition, each team shall be allotted **30 minutes** to familiarize themselves with the locations of the stations. A site map shall be provided to guide participants during the familiarization period.
9. Coaches are not allowed inside the competition area or activity stations during the contest.
10. The competition is composed of seven (7) stations. There will be a task card in each station as a 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.
11. 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.
12. 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.
13. Teams cannot go back to the data gathering stations this time.
14. 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.
15. 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.

16. All answer sheets, solutions, and scratch papers must be submitted to the judges.
17. The top 10 winners will be determined by ranking each team's score.
18. In the event of a tie, the entry with the earliest recorded submission time shall be declared the winner.
19. Winners and coaches will receive medals and certificates of recognition.
20. 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 (Trophy, Medals & Certificates)
  - o First to Ninth Runners-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
- The tasks/problems in the seven (7) stations will be prepared by the Judges.

G. TWG / Proctors / Judges = 27
1. Station Managers– 21 (3 x 7 stations)
2. Math Problem-Solving Area Proctors - 6 and 3 (Judges)

H. Needed Area / Room
1 room for orientation of proctors
1 hall for orientation of contestants and coaches
Outdoor for 7 stations
1 covered court (cordoned)
1 hall with 21 tables and 84 chairs

IMPLEMENTING GUIDELINES IN THE REGIONAL MATHEMATICS COMPETITION FOR 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-Coach	Total Time Allotment
Elementary Key Stage 2	In-person	1	1	1 hour and 35 minutes
Secondary Key Stage 3	In-person	1	1	1 hour and 35 minutes
Secondary Key Stage 4	In-person	1	1	1 hour and 35 minutes
Total per Key Stage		**3**	**3**	**1 hour and 35 minutes**

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 35 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 worksheets of varying difficulty levels: easy, medium, hard (to be prepared by our Regional EPS) ·**Timer or stopwatch** – to monitor time limits for each round ·**Score sheets or tally sheets and Scoreboard** – to record participants' scores and track results **Trophy:** 3 Trophies for Champion (1 per Key Stage) **Medals:** 30 medals for Winners (10 per Key Stage) 30 medals for Coaches (10 per Key Stage) **Certificates:** 30 Certificates of Recognition for Winning Contestants (10 per Key Stage) 30 Certificates of Recognition for Winning Coaches (10 per Key Stage) 63 Certificates of Participation for All Contestants 63 Certificates of Participation for Teacher-Coaches 26 Certificates of Recognition for TWG/Proctor/Timer/Judges **Additional Materials/ Equipment:** (1 unit) 3-in-1 Printer (1 set) Ink (2 Reams) A4 Bond Paper (12 pcs) Green Ballpen – for checking
B. TWG		**26 Persons** 6 timers (2 per Key Stage) 6 proctors (2 per Key Stage) 3 recorders (1 per Key Stage) 3 Judges (for ALL Key Stages)

		4 TWG from Bulacan 4 EPS *TOTAL – 26 persons*
B. VENUE	Bulacan Province **6 Classrooms (**3 classrooms for contest,1 classroom for TWG/Judges, 1 Holding Area for Parents and 1 holding area for Coaches) -Enough **tables and chairs** for each participant ·Sufficient **lighting and ventilation** ·**Quiet environment** to minimize distractions ·**Space for judges and organizers** to monitor the contest ·**Accessible** for all participants	
CRITERIA FOR JUDGING	The Sudoku Super Challenge contest is composed of three (3) rounds. The participants are given time limit 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 top 10 Highest Scorers will be awarded, ranked according to their total 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. Participants will answer 2 puzzles for each round with the following variants and time allotment per round:

ROUND	SUDOKU VARIANT	TIME ALLOTMENT
Round 1	Standard/Classic Sudoku	20 minutes
Round 2	Diagonal Sudoku	30 minutes

Round 3	Killer and Samurai Sudoku	45 minutes

4. Participants will be given two puzzles for the designated round and must complete them within the allotted time.
5. There will be no elimination of contestants in any of the given rounds.
6. Contestants are not allowed to bring cellphone, iPad, iPod, camera, calculator, laptop computer, and other gadgets inside the contest room.
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
4	4
5 - 21	2

9. The puzzles shall be corrected using the answer keys provided after every round. Answer keys shall only be opened just before the 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 top 10 winners will be determined by ranking the contestants' total score.

TIE - BREAK GUIDELINES

13. ***For complete puzzle:*** The puzzler who finished the puzzle **in shortest total time** will be the winner.
14. ***For incomplete puzzle:*** 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.

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/Board of Judges for their judgment and pronouncement. The decision of the Contest Committee/Board of Judges is final and unappealable.

IMPLEMENTING GUIDELINES IN THE REGIONAL MATHEMATICS COMPETITION FOR RUBIK'S CUBE

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

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Rubik's Speed Cubing	In - Person	1 per KS	1 per KS	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 • 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	• **Any 3 x 3 non-magnetic Rubik's cube can be used** • **Magic Cube Speed Timer**; • Laptop, (Google Sheet, for entering (visible) scores • Notes • Pen	Number of Rooms : 3
B. VENUE		
C. 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.

12. After completing/solving the cube, contestants must place down the Rubik's carefully. Any contestant who place down the Rubik's Cube in a manner that causes it to slide, resulting in any part of the cube becoming misaligned or partially turned after each round shall be dealt with as follows:

- **First Offense:** The attempt shall be recorded as the **maximum allowable time** for specific round, and the contestant shall receive an **official warning**.
- **Second Offense:** The contestant shall be **disqualified** from the competition.

Note: Contestants are expected to handle the Rubik's Cube with due care at all times. Any action that causes the cube to become misaligned may be subject to this rule, as determined by the Contest Committee.
Prior to the start of the competition, The Contest Committee shall demonstrate, show and clearly explain what constitutes a misaligned or partially turned Rubik's Cube after placement. The Committee's demonstration and interpretation shall serve as the official basis for the implementation of this rule.

13. 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.

14. To preserve the integrity, fairness, and orderly conduct of the competition, only the members of the Technical Working Group (TWG), contest committee, contestants, shall be allowed inside the contest venue during the conduct of the event.

Non-members of the TWG and unauthorized individuals are strictly prohibited from entering the contest venue or from interrupting, questioning, or interfering with the proceedings while the competition is in progress.

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.

Number of Medals/Certificates:

	learners	coaches
KS2	10	10
KS3	10	10
KS4	10	10
Total	30	30

Certificates of Participation (participants/coaches) – 115
Certificates of Recognition (coaches and contestants/winners) – 60
Certificate of Recognition of TWG - 30

IMPLEMENTING GUIDELINES IN THE REGIONAL MATHEMATICS COMPETITION FOR MATH JINGLE

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

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Math Jingle Competition	Live Performance	8-10 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	
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. Members of the competing team must be a Bonafide learner of the school for SY 2026-2027 and certified by the School Head.
2. Teams must arrive at least 30 minutes before their scheduled performance. Each team must submit an original softcopy of the lyrics/composition 3 days before the competition through g-drive to be provided by TWG.
   File Name Format: **SchoolsDivisionName_MathJingleCompetition**
3. Competing team must provide a Certificate of Plagiarism certified by the school head and Division ITO unit.
4. No backdrop/no confetti/popper/firework techniques/ props/ decors are allowed during the contest.
5. Preparations and set-up time of competing team is only 3 minutes.
6. The jingle must be performed **live** in **English without the use of any musical instruments.** Participants are not allowed to hold the microphones during the performance. The host SDO will provide three (3) microphones.
7. The use of pre-recorded vocals, lip-syncing, background music, mobile applications for playback music, or any electronic music accompaniment is strictly prohibited.
8. Costumes are not allowed; participants must wear either their PE uniform or school uniform. Background music is not permitted.
9. Content must highlight mathematics domains.
10. Provide the printed copy of the validated lyrics and certification issued on the day of the contest.
11. Plagiarism results more than the given percentage mean automatic disqualification. (at least 85% originality will be acceptable).
12. To ensure fairness and compliance with copyright laws, all submitted jingles must contain **original lyrics** created specifically for this competition. The following procedures shall be observed:

    a. All participating teams must submit a printed copy and a soft copy (Microsoft Word/PDF) of their jingle lyrics 3 days before the competition.
    b. The lyrics shall be screened by the Technical Working Group (TWG) for originality before the competition.

c. The TWG shall verify the originality of the lyrics using online plagiarism detection tools. In addition, key phrases and lines from the lyrics shall be searched through **Google Search** to identify possible matches with published songs, poems, or other copyrighted materials.
d. If the lyrics are found to be substantially copied or closely resemble existing copyrighted works, the **SDO Education Program Supervisor (EPS)**, through the **Technical Working Group (TWG)**, shall notify the concerned school to submit a new set of original lyrics.

13. Each competing team must be given 5 minutes performance proper. There will be a deduction of 1 point for each 1 second in excess of the performance proper.
14. The decision of the judges (3-member committee) 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: _____

IMPLEMENTING GUIDELINES IN THE REGIONAL MATHEMATICS COMPETITION FOR SHOUT-OUT VIDEO COMPETITION

The categories, components, number of learner-participants and teacher-coaches, and time allotment for each division 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 2-4
NO. OF PARTICIPANT/S	1 teacher per SDO
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	TBA
CRITERIA FOR JUDGING	• Relevance to the Mathematical Contents - **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 should be but not limited to:
   - Highlight the **importance, beauty, and fun of Mathematics**;
   - Include a math-related message, chant, yell, choreography 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 **disqualification**.
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%**

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 and **1 Trophy**
- **Second to Tenth Place-** 1 Certificate of Recognition for Teacher Certificate of Participation (21)

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

Programme Matrix

Time	**Events**
6:30 a.m. – 7:30 a.m.	Registration
7:30 a.m. – 8:00 a.m.	Assembly
8:00 a.m. – 9:00 a.m.	Opening Program • Parade of Participants • National Anthem • Opening Prayer • Roll Call • Welcome Remarks • Inspirational Message • Statement of Purpose and Orientation • Announcement of Contest Venue per Category
9:00 a.m. – 3:00 p.m.	Contest Proper
3:00 p.m. – 5:00 p.m.	Awarding of Winners

Enclosure No. 5 of Regional Memorandum No._____, s. 2026

Parental Consent Form

Activity: _____
Date: _____
Venue: _____

To Whom It May Concern,

I,_____, the parent/guardian of _____, a student at _____, give my full consent for my child to participate in the Regional mathematics Fair on _____.

I understand that this event offers a valuable opportunity for my child to showcase their mathematical skills and engage in friendly competition with peers from other schools.

Acknowledgment of Event Details:

- **Activity:** Regional Mathematics Fair
- **Date:** _____

Medical Information:
I have indicated below any relevant medical conditions, allergies, or special needs that event organizers and school staff should be aware of:

_____

Emergency Contact
Name: _____
Contact Number: _____

I understand that the school and event organizers will take reasonable measures to ensure the safety of all participants. However, I acknowledge that unforeseen incidents may occur, and I agree not to hold the school or event organizers liable for any such incidents beyond their control.
Parent/Guardian's Name: _____
Signature: _____
Date: _____