



Republic of the Philippines
Department of Education
REGION VI – WESTERN VISAYAS
SCHOOLS DIVISION OF AKLAN

October 27, 2025

DIVISION MEMORANDUM

No. **573** s. 2025

2025 DIVISION MATHLYMPICS

To: Office of the Assistant Schools Division Superintendent
Chief Education Supervisors
Education Program Supervisors
Public Schools District Supervisors
Principals In-charge of the District
Head Teachers In-charge of the District
Heads of Elementary, Secondary, Integrated Schools and Private Schools
All Others Concerned

1. Relative to Regional Memorandum No. 139, s. 2025, titled “*2025 Regional SciMathlympics*,” this Office, through the Curriculum Implementation Division (CID), announces the conduct of the **2025 Division Mathlympics** on **November 6, 2025**, at **Kalibo Pilot Elementary School, Kalibo, Aklan**, from **8:00 a.m. to 5:00 p.m.**
2. This activity has the following objectives:
 - a. provide the opportunities for participants to apply theoretical knowledge of mathematics to complex and real-world problems, thereby strengthening their analytical, computational, and investigative competencies;
 - b. cultivate higher-order thinking skills by engaging learners in tasks that require logical reasoning, scientific inquiry, quantitative analysis; and
 - c. foster a spirit of healthy competition and teamwork by simulating professional and academic environments.
3. This year’s SciMathlympics theme “**Harnessing the Unknown: Powering the Future through Science and Innovation.**”



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4. The official participants to this activity are the District Elementary and Secondary Mathematics Coordinators, coaches and the Top 2 winners in the contest categories listed below except for the Regional Initiative Competitions. Teacher-coaches must submit a substitution plan, duly approved by their school head, to ensure that classes will continue smoothly in their absence.

a. With Higher Level Competition (Key Stages 3 and 4)

Tuklas	Mathematics and Computational Machine
	a. Team b. Individual

b. Regional Initiatives (Key Stages 2 and 3)

Mathematics	Quiz Bee (Team) Tangram (Team) DaMath (Team)
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5. The specific venue and schedule for each contest are indicated below;

EVENT/CONTEST	VENUE	TIME
Opening Program	KPES Covered Court	8:00 AM – 9:00 AM
Quiz Bee	KPES DLRC	9:00 AM – 10:30 AM
Mathematics and Computational Machine	KPES DLRC	10:30 AM – onwards
Tangram	KPES Covered Court	9:00 AM – 10:30 AM
DaMath	KPES Covered Court	10:30 AM – onwards
Closing Program	KPES Covered Court	2:00 PM onwards

6. All Tuklas entries will be evaluated by the Regional Scientific Review Committee (SRC) to determine the submitted division entries' thoroughness, appropriateness, and completeness. The Division Mathematics EPS must submit the Tuklas in PDF File with the following naming convention: Category Code_SDO Name and the Division SciMathlympics Report to the Curriculum and Learning Management Division (CLMD) through the link; <https://tinyurl.com/SMLympics2025>.

7. The list of Contest Officials, the composition of the Technical Working Group (TWG), and the Contest Guidelines are provided in Enclosure Nos. 1 and 2 of this Memorandum, respectively.

8. NO REGISTRATION FEE for this activity. The travel, per diem, board and lodging, and incidental expenses of the District participants in this activity shall be charged against local funds their travel and per diem to local funds, all subject to the usual accounting and auditing rules and regulations.
9. Immediate dissemination of and compliance with this Memorandum are desired.


FELICIANO C. BUENAFE, JR. CESO VI
Schools Division Superintendent *abuenafe*

ETB/

Enclosure: 1

Reference: Regional Memorandum # 139, s. 2025

To be indicated in the Perpetual Index

under the following subjects:

Contest

Enhancement

Numeracy

Students

CONTEST OFFICIALS

	QUIZ BEE For Grades 4 to 6	TANGRAMS For Grades 4 to 6	DAMATH For Grades 7 to 10	MATHEMATICS AND COMPUTATIONAL SCIENCE For JHS & SHS
CHAIRMAN	DR. EDELYN T. BIRAY	JUDY T. VALDERAS	VILLA ROSE G. DELFIN	DR. EDELYN T. BIRAY
QUIZ MASTER	ROSE ANNE N. PRESENTACION			
JUDGES	DR. EDELYN T. BIRAY DR. SHERWIN P. BATILANTES CHURCHILL C. GUMBOC	JUDY VALDERAS MARIANNE GONZALES NESTLY APA-AP SHIELA MAE BELTRAN LUCILLE MACAVINTA	ANTONETTE FERRER MARIVIC BOTILO LINO CASUMPONG	MERLYN ISMAEL NELYN TALIGATOS RAMELYN PATRICIO
PROCTORS/ FACILITATORS	CHERYFIL PEREZ PAMELA OQUENDO WAYNE ROSE SUCGANG EDEN URETA RANDY GUBATON	19 DISTRICT SECONDARY MATH COORDINATORS		MA. VISITACION MACAVINTA
TIMEKEEPERS	NIEVA EDNA GELITO RIOMAR TAMBONG		MARY KAREN NOBLEZA JOYCE LOMUGDANG JULIET GUADALUPE ALLEN CAWALING VIVINA DELA TORRE BUENAFE REGALADO NIEVA EDNA GELITO MILA PERUCHO MARY JANE OPENIANO	
SCORERS/ TABULATORS	KIM BERLY TUMBAGAHAN CYSIE REBUTALA	JUNRY TIMBAS RANDY GUBATON	DR. AYLEN ESTRELLA JAY ANN FRANCISCO	MELODY LOPEZ CHRISTINE INGALLA

TECHNICAL WORKING GROUP

VENUE, SOUND SYSTEM AND STAGE DECORATION

CHAIRMAN: ANTONETTE G. FERRER
MEMBERS: JOHN RYAN B. IGNACIO
MARIVIC T. BOTILO
PSYCHE JANINE G. ZUBIAGA
DANILO J. ARSULA JR.
JOVEN N. ANDRADE

DOCUMENTATION

CHAIRMEN: LORLYN S. ALMERO
JUNRY C. TIMBAS
MEMBERS: SYLVIA N. QUINISIO
KAREN A. LITERAL

CERTIFICATES AND MEDALS

CHAIRMAN: JUDY T. VALDERAS
MEMBERS: EDEN URETA
LUCILLE MACAVINTA
DAISY DELA CRUZ

FOOD AND LEIS

CHAIRMAN: MARY JANE I. OPENIANO
MEMBERS: MARY ANN I. DELA CRUZ
RIZA N. CAHILIG
MELODY M. LOPEZ

PROGRAM, TARPAULIN AND T-SHIRT

CHAIRMAN: JUNRY C. TIMBAS
MEMBERS: RANDY GUBATON
RIOMAR TAMBONG



Republic of the Philippines
Department of Education
 REGION VI-WESTERN VISAYAS

Math Champs Quiz Bee Guidelines
(Key Stage 2: Grades 4–6, Regional Level)

1. **Objective** – The competition aims to promote mathematical excellence, problem-solving, and critical thinking skills among learners in Grades 4–6 while fostering teamwork, sportsmanship, and camaraderie.
2. **Participants** – Each District shall field one (1) team composed of three (3) members: one from each Grade level. The members of the team must come from one school only and accompanied by one (1) coach and duly endorsed by the PSDS.
3. **Eligibility** – Contestants must be officially enrolled in public/private/SUC elementary schools within the region.
4. **Coverage** – Questions will be based on the revised K-10 curriculum standards:
 - a. Grade 4: Whole numbers, fractions and decimals, factors and multiples, measurement, and simple geometry.
 - b. Grade 5: Operations on fractions and decimals, ratio and proportion, percentage, perimeter, area, volume, and basic data interpretation.
 - c. Grade 6: Integers, algebraic expressions, simple equations, geometry (angles, polygons, circles), statistics, and contextualized problem-solving.
5. **Contest Format** – The quiz bee consists of three (3) main rounds and one (1) clincher round if needed:
 - a. Easy Round: 5 questions, 1 point each, 20 seconds answering time.
 - b. Average Round: 5 questions, 2 points each, 30 seconds answering time.
 - c. Difficult Round: 5 questions, 3 points each, 1 minute answering time.
 - d. Clincher Round: Tie-breaker questions until the winner is determined. The first team to get the correct answer shall be declared the winner.
6. **Answering Procedure** – Contestants shall write their answers using $\frac{1}{2}$ **whiteboard and pen/marker to be provided by them**. At the signal of the timekeeper, all contestants must raise their whiteboards simultaneously. Answers not raised within the time limit will not be honored.
7. **Scoring** – Judges will validate all answers. The scorer will record the points, and the quizmaster will announce scores after each round. The team with the highest total points at the end of all rounds shall be declared the winner.
8. **Mechanics-**
 - a. The quizmaster shall read the questions clearly twice and will give the go signal for the timer to start.
 - b. The contestants may start answering during the first reading of the question.
 - c. When the time is up, all teams shall raise their answer boards.
 - d. The judges shall validate and determine what team got the correct answer.



Republic of the Philippines
Department of Education
REGION VI-WESTERN VISAYAS

- e. The scorer/tabulator shall tally the results upon the validation of the judges on the scoreboard and tally sheet.
 - f. The proctors shall ensure fairness and proper use of materials.
9. **Contest Rules** –
- a. Contestants must be seated in designated areas.
 - b. Only the provided whiteboard and pen shall be used.
 - c. Calculators, cellphones, and other electronic devices are strictly prohibited.
 - d. Coaching or signaling from the audience or coaches is not allowed.
 - e. Misconduct, dishonesty, or violation of rules may result in disqualification.
 - f. The decision of the Board of Judges is final and irrevocable.
10. **Awards** – Winners shall receive the following:
- Champion – Gold Medal and Certificate of Recognition
 - 1st Runner-Up – Silver Medal and Certificate of Recognition
 - 2nd Runner-Up – Bronze Medal and Certificate of Recognition
 - All participants and coaches shall receive Certificates of Participation.
11. **General Provisions** – Contestants and coaches are expected to observe honesty, fairness, discipline, and sportsmanship throughout the competition. Any matter not covered in these guidelines shall be decided upon by the Organizing Committee.



Republic of the Philippines
Department of Education
REGION VI-WESTERN VISAYAS

Guidelines for DAMATH Competition
(Key Stage 3: Grades 7-10, Regional Level)

1. **Objective** – The competition aims to enhance learners’ computational, logical, and strategic thinking skills through DAMATH, a mathematical board game that integrates the rules of checkers/dama with mathematical operations on integers. It seeks to promote mathematics as fun, interactive, and engaging for Junior High School learners.
2. **Participants** –
 - a. Each participating District shall send two (2) contestants: one (1) from either Grade 7 or 8 and one (1) from either Grade 9 or 10. Contestants must be bona fide public/private/SUC High School learners officially enrolled in the current school year from the same school.
 - b. Each District shall assign one (1) coach for each contestant.
 - c. The District contestants shall be endorsed by the PSDS.
3. **Materials** –
 - a. Standard DAMATH board (8 × 8 grid with operations).
 - b. DAMATH chips/pieces for each player (12 pieces per side, with numbers from 0-11 where all even numbers are positive and odd numbers are negative).
 - c. Score sheets provided by the organizers.
 - d. Pen/marker for recording scores.
4. **Game Mechanics** –
 - a. The game follows the basic rules of checkers/dama, but captures are accompanied by mathematical operations (addition, subtraction, multiplication, or division).
 - b. Players must correctly compute the result of each operation when capturing a piece.
 - c. Incorrect computation results in a forfeited move, and the piece is returned.
 - d. Each game is good for 20 minutes. If the time limit is reached, the winner will be determined by their total score.
 - e. The remaining chips will be added to respective player’s total score.
5. **Scoring System** –
 - a. **Chip Value Points:** Each piece has a designated numerical value on the board.
 - b. **Operation Points:** Each capture computed result is added to the player’s score.
 - c. **Special Points:**

A piece reaching the opponent’s end of the board and becoming a “dama” scores bonus points, thus doubling the score.



Republic of the Philippines
Department of Education
REGION VI-WESTERN VISAYAS

- d. The scorer will tally the scores on the official score sheet.
6. **Rules of Play** –
- The first move is determined by drawing lots or tossing a coin.
 - Players must move alternately and always make correct moves.
 - Captures are mandatory when available, consistent with standard DAMA rules.
 - In case of dispute, the assigned arbiter/judge shall make the ruling.
 - Misbehavior, cheating, or refusal to follow instructions may result in disqualification.
7. **Time Control** –
- Each match has a maximum time limit of 20 minutes.
 - A player is given only 1 minute to move a chip and do the recording.
 - A chess clock or timer may be used to allot equal thinking time for both players.
8. **Officiating Officials** –
- Game Master/Arbiter** – Ensures rules are followed and resolves disputes.
 - Scorer** – Records points per move and tallies results.
 - Timekeeper** – Ensures the game is within the time limit.
9. **Elimination and Ranking** –
- The competition will use elimination, semifinal and final rounds utilizing draw lots.
 - In case of ties, tie-breaker games may be played with shorter time.
10. **Awards** –
- Champion – Medal + Certificate of Recognition
 - 1st Runner-Up – Medal + Certificate of Recognition
 - 2nd Runner-Up – Medal + Certificate of Recognition
 - Certificates of Participation for all players and coaches.
11. **General Provisions** –
- All players are expected to uphold sportsmanship, honesty, and discipline.
 - The decision of the Board of Judges/Arbiters is final and irrevocable.
 - Any situation not covered in these guidelines will be resolved by the Organizing Committee.



Republic of the Philippines
Department of Education
REGION VI-WESTERN VISAYAS

Guidelines for the Tangram Competition

(Key Stage 2: Grades 4-6, Regional Level)

1. **Objective** – The competition aims to enhance learners’ skills in spatial reasoning, geometry, problem-solving, and creativity through the use of Tangram puzzles. It seeks to promote mathematics as fun, engaging, and hands-on while fostering logical thinking and artistic expression.

2. **Participants** –
 - a. Each District shall field one (1) team composed of two (2) learners from any of the three grade levels in Key Stage 2.
 - b. Contestants must be bona fide learners officially enrolled in the current school year from public/private/SUC Elementary Schools.
 - c. Each District shall assign one (1) coach for each team.
 - d. The District team shall be endorsed by the PSDS.

3. **Materials** –
 - a. Each team will be provided with 2 -Standard Tangram sets consisting of fourteen (14) geometric pieces (tans).
 - b. Activity sheets or puzzle cards provided by the organizers.
 - c. Answer sheets (if written identification of shapes/forms is included).
 - d. Pen/marker for written tasks.

4. **Contest Format** –

Puzzle Construction – Teams are asked to solve a series of Tangram puzzles by forming specific figures/patterns within the allotted time.

5. **Time Allocation** –

Puzzle Construction: 20 minutes for three figures

6. **Judging Criteria** –
 - a. Accuracy of figures – 60%
 - b. Speed in completion – 40%

7. **Scoring** – Judges will check completed puzzles. Scores will be tallied based on accuracy and speed. The team with the highest overall score will be declared the winner.

8. **Rules** –
 - a. Only the provided Tangram sets and materials shall be used.
 - b. No cutting, bending, or altering of Tangram pieces is allowed.
 - c. All pieces must be flat and must touch without overlapping.
 - d. Teams must strictly follow the time limits.
 - e. Misconduct, dishonesty, or violation of contest rules may result in disqualification.
 - f. The decision of the Board of Judges is final and irrevocable.

9. **Awards** –
 - a. Champion – Medals + Certificate of Recognition



Republic of the Philippines
Department of Education
REGION VI-WESTERN VISAYAS

- b. 1st Runner-Up – Medals + Certificate of Recognition
- c. 2nd Runner-Up – Medals + Certificate of Recognition
- d. Certificates of Participation for all contestants and coaches.

10. General Provisions –

- a. All participants are expected to observe honesty, fairness, and discipline.
- b. Coaches and the audience are not allowed to give hints or assist during the contest.
- c. Any concerns not covered in these guidelines will be addressed by the Organizing Committee.