



Republic of the Philippines  
Department of Education  
Region 6-Western Visayas  
**SCHOOLS DIVISION OFFICE OF KABANKALAN CITY**  
City of Kabankalan

DIVISION MEMORANDUM

No. 259, s. 2019

**TO:** CHIEFS OF CID AND SGOD  
PUBLIC SCHOOLS DISTRICT SUPERVISORS  
SCHOOL HEADS OF PUBLIC AND PRIVATE SCHOOLS  
ALL OTHERS CONCERNED

**FROM:**  **PORTIA M. MALLORCA, PhD, CESO V**  
Schools Division Superintendent

**SUBJECT:** CONDUCT OF THE 2019 DISTRICT MATHLYMPICS

**DATE:** NOVEMBER 7, 2019

1. The Schools Division Office of Kabankalan City will conduct the 2019 District Mathlympics on November 19, 2019. The following are the venues per District.

District of Kabankalan I.....KNHS/ERAMS-East  
District of Kabankalan II.....Kabankalan Catholic College  
District of Kabankalan III.....Tapi NHS  
District of Kabankalan IV.....Bantayan NHS  
District of Kabankalan V.....NOAC/ Badiangay ES

2. This activity aims to:
- enhance learners' interest in Mathematics;
  - create excitement and enthusiasm in Mathematics among pupils/students through competitions;
  - encourage teachers, students and pupils to strive for excellence in Mathematics;
  - provide teachers, students and pupils with the opportunities in leadership and cooperative undertaking.
3. Participants to this activity are pupils/students, coaches' representative of their school and contest officials.
4. Expenses incurred in the conduct of this activity are chargeable against School Fund subject to usual accounting and auditing rules and regulations.
5. List of Contest and its Mechanics is attached in this memorandum.
6. Immediate and widest dissemination of this memorandum is desired.



Enclosure to DepEd Memorandum No. 257 s. 2019

### **MATHLYMPICS MECHANICS OF THE DIFFERENT CONTESTS**

#### **DAMATH**

1. Time control for each round is 10 minutes and 30 seconds allotted for each move.
2. The chips are signed fractions with 10 as the denominator.
3. Each school/district shall have two (2) participants namely board 1 and board 2.
4. There will be three (3) knock out rounds for elimination.
5. The semi-final round shall be 3 rounds single round robin.
6. The championship round will be played between the top player from board 1 and board 2.
7. Recording of moves and scores is mandatory.
8. Only scores that are recorded will be acknowledged.
9. An arbiter will be assigned to each board to assist in time control.

#### **KAKURO/ SUDOKU**

1. Each school/district shall have two representatives.
2. The game shall be composed of 3 categories: EASY (Elementary), AVERAGE (Junior High School) and DIFFICULT (Senior High School).
3. The time limit for Easy and Average shall be 5 minutes and 3 minutes for the Difficult category.
4. TOP 3 highest scorers in the three categories will be declared as 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> placer respectively.
5. In case of a tie, a CLINCHER ROUND will be given to determine the winner.

#### **TOWER OF HANOI**

1. Each school/district shall have two (2) participants. One participant for blind and one for unblind category.
2. Each participant will draw a group number for the elimination round. (6 groups)
3. We can only move 1 disk at a time
4. Big disk should not be placed on top of the small disk.
5. Remember that for every number of disks there is a corresponding number of moves.
6. Only the 2 fastest contestants per group will advance to the semi-finals. (12 participants)
7. The first 6 finishers in the semi-finals will advance to the Final Round.
8. The first 3 finishers in the final Round will be considered as the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> placers of the game.

#### **RUBIK'S CUBE**

1. Participants will be divided into four (4) groups.
2. Every group is composed of nine (9) contestants.
3. Groupings will be based on draw lots from 1 to 36. Numbers 1 to 9 will be the first group to compete followed thereafter.
4. In every group top two finishers will be declared as winners and will advance in the final round.
5. In the final round, top 3 finishers will be declared winners. First finisher will be the champion, second finisher will be the first runner-up and the third finisher will be the second runner-up.
6. Alloted time is five (5) minutes.
7. If in case the alloted time is over and there is still no finisher, no one in that group will qualify in the final round.
8. Judges decisions are final.



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### KADANG

1. Each school/district shall have 7 participants for the game and reserve players.
2. The players should be on their long pants and rubber/tennis shoes with globes (optional).
3. The game will be divided into 3 stations wherein tasks should be performed/answered. Results on every station will serve as clue for the next station.
4. The group will travel together riding the Kadang designed for 7 persons.
5. A first clue will be given on the 1<sup>st</sup> station to the last member on the Kadang only who will relay it to the 6<sup>th</sup> and 5<sup>th</sup> member only in doing the task.

(note: other members should still stay on the Kadang)

6. The answer/result on the 1<sup>st</sup> station will be relayed by the 5<sup>th</sup> member to the 4<sup>th</sup> member on the Kadang who would then relay it to the 3<sup>rd</sup> and 2<sup>nd</sup> members.
7. The group will then proceed to the 2<sup>nd</sup> station where the clue given will be used by the 4<sup>th</sup>, 3<sup>rd</sup>, and 2<sup>nd</sup> members only in doing the task.
8. The answer/result on the 2<sup>nd</sup> station will be relayed by the 2<sup>nd</sup> member to the driver or 1<sup>st</sup> member on the Kadang.

(note: other members should stay on the Kadang)

9. The group will then proceed to the 3<sup>rd</sup> station/Goal where the clue given will be used by the driver in doing the task. The Facilitator will then judge the final result/answer if correct (only one final answer will be accepted). If not, the group will pass the Kadang to the reserve group at the start station who will do again the task but to be done by all members in all stations until correct answer is achieved.

(note: other members should stay on the Kadang)

### HUMANISTIC MATH

1. Each school/district shall have 10 to 15 participants including propsmen.
2. Performance must not be less than (5) minutes and not more than seven (7) minutes including introduction and finale.
3. The lyrics may be in English, Tagalog, Hiligaynon or any dialect used within the region.
4. Any instrument is not allowed to be used for accompaniment
5. Body parts can be used as accompaniment.
6. Lifting is strictly not allowed.
7. Each participating group will submit 3 copies of songs and yells in folders to be provided to the judges.

#### CRITERIA FOR JUDGING

Performance (Interpretation and Mastery).....	40%
Originality.....	25%
Confidence and Impressive Presentation/Delivery.....	15%
Relevance to Mathematics.....	10%
Over-all impact.....	10%
<b>TOTAL</b>	<b>100%</b>

### MATHEMATICIAN LOOK- ALIKE

1. Only registered participant can join the contest
2. The contestant should select a Mathematician to be impersonated.
3. During the contest, the participant shall bring with him/her a picture of the Mathematician he/she impersonating posted in a 1/8 sized cardboard. A hard copy of that picture must be submitted to the judges before the contest.
4. The participant shall prepare a minimum of 1 minute but shall not exceed 3 minutes' introduction regarding the life, works, and contribution of the Mathematician he/she is impersonating.
5. There is an interview for every participant about the important contribution of his/her impersonated Mathematician to the world.





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**CRITERIA FOR JUDGING (Mathematician Look-alike)**

Resemblance of the (Costume and Make up) .....	25%
Showmanship (Stage presence and overall impact) .....	25%
Introduction (Mastery, confidence and rapport) .....	25%
Interview.....	25%
<b>TOTAL.....</b>	<b>100%</b>

**MATH QUIZ BEE**

1. Each school/district shall have two (2) contestants for the competition.
2. Each contestant will be provided with slips of paper for the answer to each question. Before the first question, contestants will write their identification number on each slip as assigned by the quiz master.
3. There shall be 15 questions: 5 fifteen-second questions worth 2 points each, 5 thirty-second questions worth 3 points each and 5 one-minute questions worth 5 points each for a total of 50 points.
  - a. The 15-second questions are to be answered mentally. There will be no writing anywhere, neither on paper, the table, etc.
  - b. For the 30-second and 1-minute questions, contestants may use scratch paper and may begin solving as soon as they wish.
4. The quizmaster will read each question twice after which he/she gives the GO signal. The time starts when the quizmaster gives the GO signal.
5. Each answer will be written on the official answer slips provided. As soon as the buzzer rings, everybody must stop writing.
6. Proctors will collect the answer slips and give them to the judges who sort them into two sets; those with correct answers and those with wrong answers.
7. One of the judges will announce the teams with the correct answer. The scorers record the points obtained by each contestant for each correct answer.
8. Answers must be given complete with units and to the required accuracy. However, if the unit is already given in the way the question is asked, it need not be given in the answer.
9. The scores in three parts will be added to determine the winners.
- 10 In case of a tie among any of the contestants vying for the first three places, a "do or die" question will be given to break the tie.

**COMPLAINTS OR CLARIFICATIONS**

11. Only the official contestant may raise a complaint or clarification.
12. Complaint on a given question should be made before the next question is asked. This should be directed to the chairman of the Board of Judges.
13. The board of judges shall resolve complains and problems regarding the test questions and their respective answers.
14. All decisions of the board of judges shall be final.