



Department of Education  
Region VI – Western Visayas  
**DIVISION OF AKLAN**  
Kalibo, Aklan



November 21, 2019

**DIVISION MEMORANDUM**

No. 421 s. 2019

**2019 DIVISION MATHLYMPICS FOR STUDENTS AND PUPILS**

To: **Chief Education Supervisors**  
**Education Program Supervisors**  
**Senior Education Program Specialists**  
**Public Schools District Supervisors**  
**Principals/Head Teacher In-Charge of the District**  
**Heads of Public and Private Elementary, Secondary and Integrated Schools**

1. The Curriculum and Implementation Division of DepEd Division of Aklan will be holding the **2019 Division Mathlympics for Students and Pupils** with the theme **"Intensifying Passion for Mathematics through Conventional Games"** at **Kalibo Pilot Elementary School, Kalibo, Aklan** on the specified dates and categories below:

**Pupils (Public and Private) (Elementary Level)**

- **December 9-10, 2019**

**Students (Public and Private) (Junior High School Level)**

- **December 11-12, 2019**


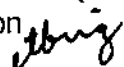
2. Specifically, the activity aims to:
  - a. awaken greater interest in Mathematics among students, and pupils;
  - b. encourage students, and pupils to strive for excellence in Mathematics;
  - c. encourage mastery of basic mathematical skills;
  - d. discover mathematical talents among students, and pupils; and,
  - e. provide students, and pupils with the opportunities in leadership and cooperative undertaking.
3. Districts comprising each cluster are the following:

**Cluster 1 – Banga, Kalibo 2, Makato, Malinao and New Washington**  
**Cluster 2 – Altavas, Buruanga, Ibajay East, Lezo and Nabas**  
**Cluster 3 – Balete, Batan, Kalibo 1 and Malay**  
**Cluster 4 – Ibajay West, Libacao, Madalag, Numancia and Tangalan**  
**Cluster 5 – Private Schools**

4. Each district shall send the top three winning contestants by category; a maximum of 3 elementary pupils and 3 junior high school students from each participating public and private schools, while private school contestants as recommended by the school head will be accepted for pre-registration on or before **December 3, 2019** to Dr. Edselyn T. Biray, Education Program Supervisor for Mathematics.

5. Registration will start at 7:00 o'clock in the morning of Day 1 of each level and followed by the opening program at 8:00 o'clock in the morning.
6. A registration fee of **Php 25.00 for coaches, students, and pupils** shall be collected to cover costs of medals, venue, certificates, and other incidental expenses.
7. Travel expenses of teacher-participants relative to this activity are chargeable against local school funds subject to the usual accounting and auditing rules and regulations.
8. The lists of the Working Committees, Tournament and Event Coordinators are found in Enclosure Number 1. Attached as Enclosures No. 2 and 3 are the mechanics of the contest of each category and the matrix of activities, respectively.
9. Immediate and wide dissemination of this Memorandum is desired.

FOR THE SCHOOLS DIVISION SUPERINTENDENT:

  
**Dr. DOBIE P. PAROHINOG**  
Chief Education Supervisor  
Curriculum Implementation Division (CID)  
In-Charge of the Division 

ETB/cdb

## LIST OF TOURNAMENT AND EVENT COORDINATORS

### DIVISION TOURNAMENT COORDINATORS

**Over-all Coordinator:** Randy P. Gubaton (Maloco NHS)

**Elementary Level:** Grace F. Nabiong (Kalibo ES)  
Antonette G. Ferrer (Kalibo Pilot ES)

**Junior High School Level:** Ma. Visitacion N. Macavinta (RSHS VI)  
Junry C. Timbas (Toledo NHS)

TOWER OF HANOI			
ELEMENTARY		JUNIOR HIGH SCHOOL	
<b>Coordinator</b>	Grace Nabiong	<b>Coordinator</b>	Sherwin Batilantes
<b>Co-coordinator</b>	Kim Berly Tumbagahan	<b>Co-coordinator</b>	Stephanie Plana
<b>Members</b>	Elexelle Lyn De Mariano	<b>Members</b>	Lucille Macavinta
	Lorlyn Sevilla		Junry Timbas
	Michelle Novilla		Riomar Tambong
	Marivic Botilo		Josephine Landicho

DAMATHS			
ELEMENTARY		JUNIOR HIGH SCHOOL	
<b>Coordinator</b>	Villa Rose Delfin	<b>Coordinator</b>	Pet Enero
<b>Co-coordinator</b>	Mary Jane Openiano	<b>Co-coordinator</b>	Ramelyn Patricio
<b>Members</b>	Juliet Abayon	<b>Members</b>	Marife Jalata
	Mary Karen Nobleza		Melody Lopez
	Sylvia Nalangan		Cesar Baladjay

TANGRAMS			
ELEMENTARY		JUNIOR HIGH SCHOOL	
<b>Coordinator</b>	Buenafe Casugbu	<b>Coordinator</b>	Merideth Villorente
<b>Co-coordinator</b>	Felipa Matutina	<b>Co-coordinator</b>	Judy Valderas
<b>Members</b>	Venus Melanio	<b>Members</b>	Eden Ureta
	Melrena Rebase		Riza Cahilig
	Sylvia Quiniso		Rhea Mae Crisosto

KADANG			
ELEMENTARY		JUNIOR HIGH SCHOOL	
<b>Coordinator</b>	Lorlyn Almero	<b>Coordinator</b>	Junry Timbas
<b>Co-coordinator</b>	Karen Literal	<b>Co-coordinator</b>	Earl Briones
<b>Members</b>	Vivina De la Torre	<b>Members</b>	Ligaya Vicente
	Joyce Lomugdang		Herbert Sastre
	Elexelle Lyn Mariano		Leonelyn Monleon
	Allen Cawaling		Mary Ann Dela Cruz
	Mary Jane Openiano		Daisy Dela Cruz

SUDOKU			
ELEMENTARY		JUNIOR HIGH SCHOOL	
<b>Coordinator</b>	Nieva Edna Gelito	<b>Coordinator</b>	Ma. Visitacion N. Macavinta
<b>Co-coordinator</b>	Sylvia Quiniso	<b>Co-coordinator</b>	Christine Ingalla
<b>Members</b>	Vivina Dela Torre	<b>Members</b>	Ligaya Vicente
	Mary Karen Nobleza		Marife Jalata
	Mila Perucho		

*"May katawhayan ag kalipayan sa among mga escuelaan."*

KAKURO			
ELEMENTARY		JUNIOR HIGH SCHOOL	
<b>Coordinator</b>	Mary Karen Nobleza	<b>Coordinator</b>	Churchill S. Gumboc
<b>Co-coordinator</b>	Allen Cawaling	<b>Co-coordinator</b>	Sarah Mae Francisco
<b>Members</b>	Vivina Dela Torre	<b>Members</b>	Mavin Casimero
	John Ryan Ignacio		Lezelda Liberato

MATH TRAIL			
ELEMENTARY		JUNIOR HIGH SCHOOL	
<b>Coordinator</b>	Grace Nabiong	<b>Coordinator</b>	Mac Nickle D. Nabor
<b>Co-coordinator</b>	Villa Rose Delfin	<b>Co-coordinator</b>	Josephine Landicho
<b>Members</b>	Kim Berly Tumbagahan	<b>Members</b>	Lucille Macavinta
	All District Elementary		Leah Rose Tandog
	Math Coordinators		Lea Almanon
			Judy Valderas
			Mary Ann Dela Cruz
			Zamora Apaitan
			Pamela Oquendo
			April Joy Zaulda
			Juna Cerezo

RUBIKS CUBE			
ELEMENTARY		JUNIOR HIGH SCHOOL	
<b>Coordinator</b>	Randy Gubaton	<b>Coordinator</b>	Randy Gubaton
<b>Co-coordinator</b>	John Virgil Maglunob	<b>Co-coordinator</b>	Ritchel Casidsid
<b>Members</b>	Mykeen Lou Fernandez	<b>Members</b>	Nelyn Taligatos
	Ritchel Casidsid		John Virgil Maglunob
	Nelyn Taligatos		Mykeen Lou Fernandez
	All District Elementary		All District Secondary
	Math Coordinators		Math Coordinators

FOUR IN A LINE			
ELEMENTARY		JUNIOR HIGH SCHOOL	
<b>Coordinator</b>	Antonette Ferrer	<b>Coordinator</b>	Shiela May Gallardo
<b>Co-coordinator</b>	Grace F. Nabiong	<b>Co-coordinator</b>	Churchill Gumboc
<b>Members</b>	Lorlyn Almero	<b>Members</b>	Lucille Macavinta
	Allen Cawaling		Riomar Tambong
	Juliet Guadalupe		Jayson Bautista
	All District Elementary		All District Secondary
	Math Coordinators		Math Coordinators

*" May katawhayan ag kalipayan sa among mga escuelaan."*

## WORKING COMMITTEES

The following working committees are organized to oversee the conduct of the different events:

REGISTRATION			
ELEMENTARY		JUNIOR HIGH SCHOOL	
<b>Chairman</b>	Grace Nabiong	<b>Chairman</b>	Lucille Macavinta
<b>Co-chairman</b>	Melbeth Salvador	<b>Co-chairman</b>	Riza Cahilig
<b>Members</b>	Loveleny Fernandez	<b>Members</b>	Leah Rose Tandog
	Cindy Bautista		Marife Jalata
	All District Elementary Math Coordinators		All District Secondary Math Coordinators

DOCUMENTATION			
ELEMENTARY		JUNIOR HIGH SCHOOL	
<b>Chairman</b>	Lorlyn S. Almero	<b>Chairman</b>	Earl Briones
<b>Co-chairman</b>	Elexelle Lyn I. De Mariano	<b>Co-chairman</b>	Rhea Mae Crisosto
<b>Members</b>	Allen Cawaling	<b>Members</b>	Mac Nickle Nabor
	Sylvia Nalangan		Juna Cerezo

KADANG (Materials)			
ELEMENTARY		JUNIOR HIGH SCHOOL	
<b>Chairman</b>	Karen Literal	<b>Chairman</b>	Junry Timbas
<b>Co-chairman</b>	Vivina Dela Torre	<b>Co-chairman</b>	Herbert Sastre
<b>Members</b>	Joyce Lomugdang	<b>Members</b>	Mary Ann Dela Cruz
	Nieva Edna Gelito		Daisy Dela Cruz

FOODS/REFRESHMENT			
ELEMENTARY		JUNIOR HIGH SCHOOL	
<b>Chairman</b>	Mary Jane Openiano	<b>Chairman</b>	Melody Lopez
<b>Co-chairman</b>	Sylvia Quinisio	<b>Co-chairman</b>	Ligaya Vicente
<b>Members</b>	Vivina Dela Torre	<b>Members</b>	Daisy Dela Cruz
	Joyce Lomugdang		Mykeen Lou Fernandez

STAGE DECORATION and HALL ARRANGEMENT		TSHIRT	
(All Categories)		(Teachers)	
<b>Chairman</b>	Antonette Ferrer	<b>Chairman</b>	Junry Timbas
<b>Co-chairman</b>	John Ryan Ignacio	<b>Co-chairman</b>	Earl Briones
<b>Members</b>	Marivic Botilo	<b>Members</b>	Karen Literal
	Cyrel Fernandez		Josephine Landicho
	Nora Neron		Pamela Oquendo
	Danny Arsula		Zamora Apaitan
	Joven		

*"May katawhayan ag kalipayan sa among mga escuelahan."*

<b>TARP/CERTIFICATES/ LEIS</b>		<b>FINANCE</b>	
<b>(All Categories)</b>		<b>(All Categories)</b>	
<b>Chairman</b>	Dr. Edselyn Biray	<b>Chairman</b>	Judy Valderas
<b>Co-chairman</b>	Buenafe R. Casugbu	<b>Co-chairman</b>	Lucille Macavinta
<b>Members</b>	Ma. Karen Nobleza	<b>Members</b>	Mary Ann Dela Cruz
	Cindy Bautista		
	Neireta Irarui		

<b>MEDALS/PENNANT</b>			
<b>ELEMENTARY</b>		<b>JUNIOR HIGH SCHOOL</b>	
<b>Chairman</b>	Grace Nabiong	<b>Chairman</b>	Judy Valderas
<b>Co-chairman</b>	Juliet Guadalupe	<b>Co-chairman</b>	Lucille Macavinta
<b>Members</b>	Kim Berly Tumbagahan	<b>Members</b>	Mary Ann Dela Cruz
	Mila Perucho		Eden Ureta
	Francis Famoso		Josephine Landicho

<b>CLEANLINESS</b>			
<b>ELEMENTARY</b>		<b>JUNIOR HIGH SCHOOL</b>	
<b>Chairman</b>	Antonette Ferrer	<b>Chairman</b>	Randy Gubaton
<b>Co-chairman</b>	Grace Nahiong	<b>Co-chairman</b>	Ma. Visitacion Macavinta
<b>Members</b>	All District Elementary Coordinators	<b>Members</b>	All District Secondary Coordinators

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## CONTEST MECHANICS

### Sudoku Competition

- 1) Three (3) participants per district will join in the competition.
- 2) The game shall be composed of 3 rounds – EASY, AVERAGE and DIFFICULT rounds.
- 3) The time limit for the EASY and AVERAGE rounds shall be 5 minutes each and the allotted time for DIFFICULT round is 3 minutes.
- 4) The first 30 highest scorers, REGARDLESS of cluster, will qualify in the AVERAGE round.
- 5) In the AVERAGE ROUND, the first 10 highest scorers will advance to the DIFFICULT Round.
- 6) In case of a tie, a CLINCHER ROUND will be given to determine the winner.
- 7) TOP 3 highest scorers in the DIFFICULT ROUND will be declared as 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> placers, respectively.

### Kakuro Puzzle Game

1. There shall be 3 contestants per district to join the Kakuro Puzzle Game.
2. Contestants shall be grouped into Clusters 1,2,3,4, and 5 respectively.
3. The game shall be composed of 3 rounds – EASY, AVERAGE, and DIFFICULT.
4. The time limit for Easy and Average Rounds shall be 5 minutes and 3 minutes for the difficult Round.
5. In the EASY ROUND, 30 participants with highest scores shall qualify to the Average Round.
6. In the AVERAGE ROUND, 15 participants with highest scores shall advance to the difficult round.
7. In the DIFFICULT ROUND, the top 3 highest scorers will be declared as 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> placer, respectively.
8. A CLINCHER ROUND shall be set in case of a tie to determine the winner. The time limit for this round shall be 3 minutes.

## TOWER OF HANOI

### Blindfolded Category

1. Participants should bring their own Tower of Hanoi for the Elimination and the Semi-final rounds. There will be an official Tower of Hanoi to be used during the Final Round.
2. Participants are advised to bring their own handkerchief for blindfold.
3. During the elimination round, each cluster should have 3 participants per district. They will be divided into 3 batches and to be played simultaneously of all the clusters.
  - First Batch is composed of 1<sup>st</sup> representatives per district to compete within the cluster.
  - Second Batch is composed of 2<sup>nd</sup> representatives per district to compete within the cluster.
  - Third Batch is composed of 3<sup>rd</sup> representatives per district to compete within the cluster.
4. Only the Top 3 Finishers per cluster will proceed to the Semi-Final Round.
5. For the Semi-Final Round, qualifiers are divided into three batches.
  - First Batch is composed of Top 1 qualifiers per cluster.
  - Second Batch is composed of Top 2 qualifiers per cluster.
  - Third Batch is composed of Top 3 qualifiers per cluster.
6. Only the Top 3 finishers per batch will advance into the Final Round.
7. There will be 9 finalists to compete during the Final Round; they are going to perform only for one round.
8. Only the Top 3 finishers are declared as the winners.

*Note: There will be one person to assist the finalist during the Final Round if the disc may out of rod and fall on the floor. The assistant is not allowed to put the disc on the rod while the finalist is on play or else he/she may be disqualified. The decisions of the facilitators/game master are always final and irrevocable.*

## TOWER OF HANOI

### Unblinded Category

1. Participants should bring their own Tower of Hanoi for the Elimination and the Semi-final rounds. There will be an official Tower of Hanoi to be used during the Final Round.
2. During the elimination round, each cluster should have 3 participants per district. They will be divided into 3 batches and to be played simultaneously of all the clusters.
  - First Batch is composed of 1<sup>st</sup> representatives per district to compete within the cluster.
  - Second Batch is composed of 2<sup>nd</sup> representatives per district to compete within the cluster.
  - Third Batch is composed of 3<sup>rd</sup> representatives per district to compete within the cluster.
3. There will be **3 HITS** for the Elimination Round to give chances to the participants who will get eliminated in the first hit but able to be on top on the second hit and the third hit.
4. Participant with most numbered Top 1 Finisher is declared as the winner/qualifier in the next round. In case that no more Top 1 finisher on the list, participant with most numbered Top 2 finisher is declared as the winner. (Note: Only 3 winners be declared per cluster in Elimination Round)
5. For the Semi-Final Round, qualifiers are divided into three batches.
  - First Batch is composed of Top 1 qualifiers per cluster.
  - Second Batch is composed of Top 2 qualifiers per cluster.
  - Third Batch is composed of Top 3 qualifiers per cluster.
6. There will be **3 HITS** for the Semi-Final Round to give chances to the qualifiers who will get eliminated in the first hit but able to be on top on the second hit and the third hit. (The same rule may apply just like in No. 4)
7. In the Semi-Final Round, there will be 3 winners for every batch. A total of 9 qualifiers who will advance into the Final Round.
8. To avoid exhaustion from the Semi-Final Round, finalists should perform only **ONE HIT** during the Final Round. But, the finalists are going to perform the two-way round. Meaning after he/she finishes the first round, the Tower of Hanoi flips and perform another round.
9. Only the Top 3 finishers will be declared as the winners.

*Note: Only one hand is allowed to use by the participants or else he/she will be disqualified. The decision of the facilitators and the game master are always final and irrevocable.*

## TANGRAMS

1. Every District is entitled to have 3 registered participants to join the contest.
2. Contestants must have a ready-made tangrams from 8in x 8in square(made of wood or illustration board)
3. Contestants are arrange in a particular area where the contest is conducted. They are given their respective number.
4. Six figures are flash thru OHP in 15 seconds each one at a time for them to master and draw on the floor the shown figure using tangrams in 60 seconds.
5. As soon as the figure was formed, the contestant stand up for recognition and the checker check if tangrams were arranged correctly after 60 seconds .
6. The scorer should see to it that she/he put a check mark along the contestant's number for every correct output and an X mark for a wrong one.
7. Scores are reflected on the score board.
8. To determine the winner, the scorer tallies/ counts the result. The highest number of correct is declared First Place, the second highest is Second Place and the next is Third Place. In case of tie, another figure/s is/ are shown thru OHP. The first and correct output will be declared winner.



## RUBIK'S CUBE

### **Elimination Round**

1. Three (3) players from each district will compete in the Elimination Round. All players in the Elimination Round will form 6 groups, where each group contains 10 players. No two players from the same district will play in the same group.
2. There are 5 games in the Elimination Round. After the round, three (3) best players from each group, or a total of eighteen (18) players in all, who will qualify to the Semifinal Round.

### **A. Semifinal Round**

1. The players will form 2 groups, where each group contains nine (9) players. Two or three players may come from the same district and play in the same group.
2. In the Semifinal round, the players will play 5 games. After the round, three (3) best players from each group, or a total of six (6) players in all, who will qualify to the Final Round.

### **B. Final Round**

1. In the Final round, the players will play 5 games. After the round, three (3) players will be declared winners who will be ranked as Champion, 1st Runner-up, and 2nd Runner-up, respectively. The names of the players who are in the 4th and 5th place, respectively, will be recorded for cluster points.

### **C. Time Limit**

The time limit for each solve is 2 minutes. If a player does not beat the time limit in any solve, the facilitator will stop the player's attempt and proceed to the next solve, or proceed to the next round, thereby losing the solve.

### **D. Scoring**

1. The 3 players who solve the cube in the shortest time, in increasing duration, gets Rank 1, Rank 2, and Rank 3, respectively.
2. The player who gets the most number of rank 1 is the champion; the second most number of rank 1 is the 1st Runner-up; the third most number of rank 1 is the 2nd Runner-up.
3. In case of a tie in rank 1, the judges break the tie by ranking the competitors in rank 2, or rank 3, if necessary.
4. If the above scheme does not break the tie, the judges may give 1 more solve (clincher) to break the tie.
5. The decision of the judges is final and irrevocable.

### **E. Mechanical Issues**

Cubie popping off: In case a cubie pops off, the player puts back the cubie onto the cube and continue his/her solve.

### **F. Record**

The tournament secretary may keep a record of the fastest solve in any round for statistical purposes.

Name	Solve 1	Solve 2	Solve 3	Solve 4	Solve 5	Rank
Alan	1 <sup>st</sup>	3 <sup>rd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	1 <sup>st</sup>	2
Bob	3 <sup>rd</sup>	2 <sup>nd</sup>	4 <sup>th</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	3
Cathy	2 <sup>nd</sup>	1 <sup>st</sup>	1 <sup>st</sup>	1 <sup>st</sup>	4 <sup>th</sup>	1
Dolly	4 <sup>th</sup>	4 <sup>th</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	4

Cathy is the Champion. She was 1<sup>st</sup> in 3 solves. Alan is the First Runner-up. He was 1<sup>st</sup> in 2 solves. Both Bob and Dolly didn't get a 1<sup>st</sup>; they tie in 2<sup>nd</sup> twice; but Bob has two 3<sup>rd</sup>s, and Dolly has only one. Thus, Bob is the Second Runner-up, and Dolly the Third Runner-up.

## DAMATH

1. Set the starting position of the chips.
2. Toss a coin to determine which player will have the first 'move'.
3. Moving a chip means sliding it diagonally in the forward direction only except when an opponent's chip or if a 'dama' chip takes an opponent's chip.
4. The two players alternately take turns in moving a chip (pass is not allowed). A player who touches a chip ('touch move') is required to move unless it is not possible to do so. After each 'move', a player has to record his or her 'move' in a score sheet (only one score sheet will be used by the two players). Five points will be deducted for the invalid move or miscalculation (such will be verified and marked in the score sheet only by the facilitator).
5. Each player is allotted thirty seconds per 'move' including the recording of the 'move' and the corresponding score in the score sheet. In as much as taking a chip or chips is mandatory, then the thirty seconds per 'move' does not apply in this situation. In taking an opponent's chip, the 'taker' chip jumps over the 'taken' chip and uses any of the four operation symbols of +, -, x, and  $\div$  where the taker chip lands. Answers less than  $\frac{1}{2}$  is considered 0; and, answers equal to or more than  $\frac{1}{2}$  but less than one itself is considered 1.
6. A chip is declared 'dama' if it stops in any of the following squares of the opposing player: (1,0) (3,0) (5,0) (7,0). Similarly, the opposing player's chip is declared 'dama' if it stops in any of the following squares: (0,7) (2,7) (4,7) (6,7). A 'dama' chip can slide diagonally forward or backward in any unoccupied square as long as no opponent's chip blocks its path. It could take a chip or chips whereby its corresponding sum, difference, product or quotient is doubled. Similarly, if an ordinary chip takes an opponent's 'dama' chip, its score is also doubled. Correspondingly, if a 'dama' chip takes an opponent's 'dama' chip, then its score is quadrupled. A 'taker' chip can take one chip or more than one chips with the required option to take the greater number of chips. Between "a 'dama' chip taking an opponent's chip" and "a chip taking an opponent's chip", the former prevails. A 'taker' or 'taken dama' chip should be identified by encircling it in the score sheet.
7. The game ends if: the 10-minute game period lapsed; the moves are repetitive; a player has no more chips to move; an opponent's chip is 'cornered'.
8. The remaining chip or chips of the players are to be added to their respective scores. If the remaining chip is a 'dama', then its score is also doubled.
9. The player with the greater accumulated total score wins the game.

## KADANG

- 1) Each District will send 7 players for Kadang.
- 2) The players should be on their long pants and rubber/tennis shoes with gloves.
- 3) The group will travel together riding the Kadang designed for 7 persons.
- 4) The first, second and third group who will arrived at the designated finish line will be declared winners as first, second, and third placer, respectively.

## MATH TRAIL

### General Instructions of the Contest:

These are the General Instructions that must be observed by team members during the competition:

1. All members of the team must wear their IDs at all time for easy identification.
2. Only pencil is allowed to be used in solving all the contest problems.
3. Solution to all the problems must be well presented are clearly written down.
4. Competitors should take care for their own safety during the competition. They should be obedient in following instructions of facilitators and/or MTAP Officers to prevent unwanted accidents.
5. Only participants and facilitators are allowed to enter the contest area so as not to disrupt the conduct of the contest.
6. The participating teams should be careful in moving from checkpoint or station to the other to prevent any unfavorable situation or circumstances during the competition.

7. The Technical Committee reserves the right to change or improve any procedure, instructions and mechanics of the contest without prior notice to the participants provided the change/s will not affect the purpose or objective of the endeavor.

#### **I. Mechanics of the Team Activity Contest:**

1. All team members should work closely together during the entire contest to achieve the desired results of the contest problems.
2. The competition is composed of 4 checkpoints or stops, that is, stations containing different data or important information needed to answer a particular problem. All contest problems from all the checkpoints require the participants to write their final answer on the answer sheet. Moreover, in some stations or checkpoints the participants are required to perform the tasks to earn specific points.
3. Initially, all teams will be assigned to go to a designated checkpoint/station, after which the teams can freely proceed to any checkpoint of their preference to gather data/information and solve problems.
4. Each team is only allowed to stay for 10 minutes or less in every checkpoint/station. After 10 minutes, the team will have to leave and find another checkpoint/station.
5. The competition is good for 1 hour, inclusive of the data gathering and answering of the contest problems.
6. Every team must read the instructions carefully about what ought to be done in every checkpoint/station.
7. Participants should be inside the rope and tasks will be given in each team travelling from one checkpoint/station to another.
8. A team will be denied entrance to any of the checkpoints if members are incomplete. Thus, all members of the team must move in and out of every checkpoint/station as one team.
9. It should be carefully noted that teams are not allowed reentrance in any checkpoint where they have come from.
10. There should be no more than two teams allowed to be in one checkpoint and there should be no two teams to crowd in one contest material to gather data/information.
11. An extra checkpoint/station (stargazing activity) is provided in case there is no available checkpoint/station. The facilitator in each checkpoint/station can only accommodate one team at a time.
12. Every member of the team is not allowed to mark, erase, deface, tear, crease, add, or alter any figures, arrangements, lines, positions or any materials placed for its own purpose. Any member of the team who is caught violating this rule means **disqualification** of the whole team.
13. In no case should any member of the team go to another checkpoint/station ahead of the other members or else such act will be considered a major violation which leads to **automatic team disqualification**.
14. In any event a situation arises not covered by any rules or mechanics of this contest; it will be referred to the members of Contest Committee for their judgment and pronouncement. The decision of the Board of Judges is final.

#### **II. Score/Rank/Award System:**

1. All participating teams should answer all contest questions using the data/information taken from the different checkpoints. Each single problem is worth 5 points. However, problems with more than one question if answered correctly, will earn 2 points per question.
2. The team scores of all participating teams shall be ranked to determine the top three teams with the highest team scores.
3. In case two or more teams have incurred a tie in their team scores for any places, (that is, the 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> places), then whichever team solves correctly the "do or die" problem provided by the technical committee will take the place.
4. The top three teams will be awarded with a certificate of recognition and token. Non-winners will be presented with certificates of participation.
5. In any event a situation arises not covered by any rules of this contest; it will be referred to the members of Contest Committee for their judgment and pronouncement. The decision of the Board of Judges is final.

## 4 IN A LINE or CONNECT 4

### ■ How the game goes on

Before starting, players decide randomly which of them will be the beginner; moves are made alternatively, one by turn.

- To start the game on who goes first, choose a side of a coin then toss it. The chosen side on top will be the beginner.
- Moves entails in placing new pieces on the board; pieces slide downwards from upper holes, falling down to the last row or piling up on the last piece introduced in the same column. So, in every turn the introduced piece may be placed at most on seven different squares.
- The winner is the first player who gets a straight line made with four own pieces and no gaps between them.
- If the game board fills before either **player** achieves **four in a line**, then the game is a draw.
- There will be 3 sets in every round. The first to get 2 wins out 3 sets shall qualify to the next round.

### Round 1 (Elimination Round)

- Each district shall have 3 players.
- There are 20 districts. The 20<sup>th</sup> district is from the private schools.
- Therefore, 20 x 3 players = 60 players.
- 60 players will be divided into 2 groups.
- Group A will be Cluster 1 & 3 (30 players)
- Group B will be Cluster 2 & 4 (30 players)

### Round 1 (Group Elimination Round)

- **Group A will be Cluster 1 & 3 (30 players)**
- **Group B will be Cluster 2 & 4 (30 players)**
  - 15 winners from Group A and 15 winners from Group B shall qualify to Round 2

### Round 2 (Group A vs B)

- **Group A (15 winners)                      \* Group B (15 winners)**
  - 15 winners from Round 2 shall qualify to Semi-Final Round

### Round 3 (Semi-Final Round)

- The 15 winners will be divided again into 2 Groups.
- The winners will pick a number from 1 to 15
- Group A (will be the Odd Numbers)
- Group B (will be the Even Numbers)
- The one who will pick no. 15 will be the bye and shall advance to the final round.

### Round 4 (Pre-Final Round)

- The 7 winners plus the bye will be divided again into 2 Groups.
- The winners will pick a number from 1 to 7. Number 8 is automatically the bye.
- Group A (will be the Odd Numbers)
- Group B (will be the Even Numbers)

### Round 5 (Final Round)

- The remaining 4 will compete in this round. The winners will pick a number from 1 to 4.
- Group A (will be the Odd Numbers)
- Group B (will be the Even Numbers)
- **Vying for 1<sup>st</sup> Place and 2<sup>nd</sup> Place : WINNER vs WINNER**
- **Vying for 3<sup>rd</sup> Place: LOSER vs LOSER**



Department of Education  
Region VI – Western Visayas  
**DIVISION OF AKLAN**  
Kalibo, Aklan



## 2019 DIVISION MATHLYMPICS FOR PUPILS

### MATRIX OF ACTIVITIES

**December 9, 2019 (First Day)**

TIME	EVENT	EVENT COORDINATOR/S
7:00 – 8:00 AM	REGISTRATION	Grace Nabiong/Melbeth Salvador Lovenly Fernandez/Cindy Bautista
8:00 – 9:00 AM	PARADE	MTAA Officers
9:00 – 10:00 AM	OPENING PROGRAM	
10:00 – 11:00 AM	SUDOKU	Nieva Edna Gelito/Sylvia Quinisio/ Mary Karen Nobleza/Mila Perucho
11:00 – 12:00 PM	KAKURO	Mary Karen Nobleza/Allen Cawaling Vivina Dela Torre/John Ryan Ignacio
12:00 – 1:00 PM	LUNCH	
1:00 – 2:00 PM	TOWER OF HANOI (Unblind)	Grace Nabiong/Kim Berly Tumbagahan
2:00 – 3:00 PM	TOWER OF HANOI (Blind)	Elexelle Lyn De Mariano/Lorlyn Sevilla Michelle Novilla/Marivic Botilo
3:00 – 4:00 PM	MATH TRAIL	Grace Nabiong/Villa Rose Delfin
4:00 – 5:00 PM		Kim Berly Tumbagahan/ All District Coordinators

**December 10, 2019 (Second Day)**

TIME	EVENT	EVENT COORDINATOR/S
8:00 – 8:30 AM	OPENING PROGRAM	
8:30 – 9:30 AM	RUBIKS CUBE	Randy Gubaton/ Ritchell Casidsid/ John Virgil Maglunob/Ritchel Casidsid/ Mykeen Lou Fernandez/Nelyn Taligatos All District Coordinators
9:30 – 10:30 AM	DAMATH	Villa Rose Delfin/Mary Jane Openiano Juliet Gaudalupe/Sylvia Nalangan Mary Karen Nobleza
10:30 – 12:00 PM	FOUR IN A LINE	Antonette Ferrer/Grace Nabiong Lorlyn Almero/Susan Bertuldo All District Coordinators
12:00 – 1:00 PM	LUNCH	
1:00 – 2:00 PM	TANGRAMS	Buenafe Casugbu/Jean Tulio Venus Melanio/Melrena Rebase Sylvia Quinisio
2:00 – 3:00 PM	KADANG	Lorlyn Almero/Karen Literal Vivina Dela Torre/Joyce Lomugdang Elexelle Lyn De Mariano/Allen Cawaling Mary Jane Openiano
3:00 – 4:00 PM	CLOSING PROGRAM	
4:00 – 5:00 PM		



Department of Education  
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**DIVISION OF AKLAN**  
Kalibo, Aklan



## 2019 DIVISION MATHLYMPICS FOR STUDENTS

### MATRIX OF ACTIVITIES

**Decemebr 11, 2019 (First Day)**

TIME	EVENT	EVENT COORDINATOR/S
7:00 – 8:00 AM	REGISTRATION	Lucille Macavinta/Riza Cahilig Leah Rose Tandog/ Marife Jalata All District Coordinators
8:00 – 9:00 AM	PARADE	MTAA Officers
9:00 – 10:00 AM	OPENING PROGRAM	
10:00 – 11:00 AM	SUDOKU	Ma. Visitacion Macavinta/ Christine Ingalla/Ligaya Vicente Marife Jalata
11:00 – 12:00 PM	KAKURO	Churchill Gumboc/Sarah Mae Francisco Mavin Casimero/Lezelda Liberato
12:00 – 1:00 PM	LUNCH	
1:00 – 2:00 PM	TOWER OF HANOI (Unblind)	Sherwin Batilantes/Stephanie Plana Lucille Macavinta/Junry Timbas
2:00 – 3:00 PM	TOWER OF HANOI (Blind)	Riomar Tambong/Josephine Landicho
3:00 – 4:00 PM	MATH TRAIL	Mac Nickle Nabor/Josephine Landicho Lucille Macavinta/Leah Rose Tandog Lea Almanon/Judy Valderas
4:00 – 5:00 PM		Mary Ann Dela Cruz/Zamora Apaitan Pamela Oquendo/Juna Cerezo April Joy Zaulda

**December 12, 2019 (Second Day)**

TIME	EVENT	EVENT COORDINATOR/S
8:00 – 8:30 AM	OPENING PROGRAM	
8:30 – 9:30 AM	RUBIKS CUBE	Randy Gubaton/ Ritchell Casidsid/ John Virgil Maglunob/Nelyn Taligatos Mykeen Lou Fernandez/ All District Coordinators
9:30 – 10:30 AM	DAMATH	Pet Enero/Ramelyn Patricio Marife Jalata/Melody Lopez Cesar Baladjay
10:30 – 12:00 PM	FOUR IN A LINE	Sheila May Gallardo/Churchill Gumboc Luiclle Macavinta/Nanette Andres Louie Placio All Dsitric Coordinators
12:00 – 1:00 PM	LUNCH	
1:00 – 2:00 PM	TANGRAMS	Meredith Villorente/Judy Valderas Eden Ureta/Riza Cahilig Rhea Mae Crisosto
2:00 – 3:00 PM	KADANG	Junry Timbas/Ligaya Vicente/Herbert Sastre/Leonelyn Monleon/Mary Ann Dela Cruz/Daisy Dela Cruz
3:00 – 4:00 PM	CLOSING PROGRAM	
4:00 – 5:00 PM		