



Republic of the Philippines
Department of Education
Region VI – Western Visayas
SCHOOLS DIVISION OF CAPIZ

22 OCT 2025

DIVISION MEMORANDUM

No. **558** s. 2025

2025 DIVISION MATHLYMPICS

To: Assistant Schools Division Superintendent
Chief Education Supervisor (CES) / OIC - CES
Education Program Supervisors
Public Schools District Supervisors
Heads of Public Elementary, Secondary, and Integrated Schools
All Others Concerned

1. Relative to the conduct of the REGIONAL SCIMATHLYMPICS, this Office, through the Curriculum Implementation Division will conduct the **2025 DIVISION MATHLYMPICS** on November 7, 2025 at Capiz National High School, Roxas City.
2. This activity aims to:
 - a. provide opportunity for learners to apply what they have learned in the classroom specifically in Mathematics;
 - b. foster camaraderie and enrich learning experiences through healthy and friendly competition; and
 - c. develop love for Mathematics.
3. Attached as Enclosure No. 1 to this memorandum are the mechanics of each contest categories; Quiz Bee for Key Stage 2, Tangrams for Key Stage 2 and DaMath for Key Stage 3.
4. The contest is open to all Elementary and Junior High School learners in all public and private schools in the division enrolled for SY 2025 – 2026. A district elimination round will be conducted to come up with a team to represent the district during the division contest.
5. The winners (Champion in Quiz Bee, Champion in DaMath, Champion in Tangrams) will represent the division during the Regional SciMathlympics in November 19-21, 2025.
6. An orientation session will be conducted prior to the 2025 Division Mathlympics for all District Mathematics Coordinators (elementary level), School Mathematics Coordinators (secondary and integrated schools) and contest officials on October 23, 2025 at the Hotel Veronica, Roxas City.
7. Expenses relative to the conduct of the activity shall be charged against the National Learning Camp Assessment (NLCA) fund while travel expenses and per diem of participants and coaches will be charged to school MOOE subject to the usual accounting and auditing rules and regulations.



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8. Immediate dissemination of this Memorandum is desired.

FOR THE SCHOOLS DIVISION SUPERINTENDENT:


EDNA B. AZCARRAGA, PhD

Education Program Supervisor

OIC, Office of the Chief Education Supervisor, SGOD

In-charge of the Division 

Enclosure: As stated

Reference: As stated

To be indicated in the Perpetual Index
under the following subjects :

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Enclosure No. 1 to Division Memorandum No. 558, s. 2025

Category	Name of Contest Official	Role
Quiz Bee		
	Rowena F. Luza	Judge
	Tanya Venusa D. Morales	Judge
	Roselyn Palorma	Judge
	Lourdes Lesyl Melchor	Quizmaster
	Donnalyn Olandesca	Proctor
	Evangeline Fara-on	Proctor
	Rima Capulso	Proctor
	Jessica Hablero	Proctor
	Ailyn Ureta	Proctor
	Norien Gloria	Proctor
	Vilma Ocaso	Proctor
	Rowe Onato	Timer
	Jesse Lawrence Ponsaran	Timer
	Manny Dorado	Tabulator
	Randolf Reyes	Tabulator
Tangrams		
	Eddie Arcenas	Contest Facilitator
	Geraldine Gialogo	Judge
	Elena Bulacan	Judge
	Juvy Dugenio	Judge
	Ma. Fiel Brillantes	Proctor
	Rona Overencio	Timer
	Reynald Delfin	Timer
	Melorie Panuncio	Scorer / Recorder
	Marcelo Alayon	Scorer / Recorder
DAMATH		
	Calin Bernales	Judge/Arbiter
	Jerry Mosquite	Judge/Arbiter
	Jinky Lucas	Proctor
	Rochelle Albana	Proctor
	Analy Andalicio	Proctor
	Alex Bitamor	Proctor
	Valentin Francisco	Proctor
	Marlon Rellente	Timer
	Oldie Olano	Timer
	Aileen Buenvenida	Scorer
	Dave Leccio	Scorer



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Enclosure No. 2 to Division Memorandum No. 558, s. 2025

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

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 Schools Division Office (SDO) 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 SDS.
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 $\frac{1}{8}$ **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.



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- 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.



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Guidelines for DAMATH Competition

(Key Stage 3: Grades 7-10)

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 SDO 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 SDO shall assign one (1) coach for each contestant.
 - c. The SDO contestants shall be endorsed by the SDS.
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.
 - d. The scorer will tally the scores on the official score sheet.
6. **Rules of Play** –
 - a. The first move is determined by drawing lots or tossing a coin.



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- b. Players must move alternately and always make correct moves.
 - c. Captures are mandatory when available, consistent with standard DAMA rules.
 - d. In case of dispute, the assigned arbiter/judge shall make the ruling.
 - e. Misbehavior, cheating, or refusal to follow instructions may result in disqualification.
7. **Time Control** –
- a. Each match has a maximum time limit of 20 minutes.
 - b. A player is given only 1 minute to move a chip and do the recording.
 - c. A chess clock or timer may be used to allot equal thinking time for both players.
8. **Officiating Officials** –
- a. **Game Master/Arbiter** – Ensures rules are followed and resolves disputes.
 - b. **Scorer** – Records points per move and tallies results.
 - c. **Timekeeper** – Ensures the game is within the time limit.
9. **Elimination and Ranking** –
- a. The competition will use elimination, semifinal and final rounds utilizing draw lots.
 - b. 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.



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Guidelines for the Tangram Competition

(Key Stage 2: Grades 4-6)

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 SDO 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 SDO shall assign one (1) coach for each team.
 - d. The SDO team shall be endorsed by the SDS.
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.

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f. The decision of the Board of Judges is final and irrevocable.

9. Awards –

- a. Champion – Medals + Certificate of Recognition
- 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.