DIVISION MEMORANDUM
No. 449, 2018

To: Secondary School Principals
   School Math Coordinators
   Math Teachers
   This Division

From: ROY ANGELO E. GAZO, CESO V
   Schools Division Superintendent

Date: October 29, 2018

Subject: DIVISION MATHEMATICS OLYMPICS - Secondary

1. The field is hereby informed that the Division Mathematics Olympics for Secondary will be on November 27, 2018 at 8:00 AM at Geronima Cabrera National High School, Kolambungan, Lanao del Norte.

2. The competition aims to:
   a. strengthen the mathematical skills of the learners by performing different Math hands-on activities
   b. provide the learners the opportunities to showcase their potentials and strengthen their confidence and self-esteem

3. As agreed during the Planning Conference by the School Math Coordinators and advisers last October 19, 2018 at Riverside Elementary School, the following committees are created:
   
   a. **Venue and Hall Preparation**
      *In-charge of the contest venues, plenary hall, sound system and preliminaries*
      Chairman: Eddie Borongan
      Members: Math teachers of Geronima Cabrera NHS
   
   b. **Registration/Secretariat**
      *In-charge of the registration by event and certificate of appearance*
      Chairman: Alice Sarip of Geronima Cabrera NHS
      Members: Leslie Ebarola, Estela Domingo, Rene Denore of Geronima Cabrera NHS,
   
   c. **Awards and certificates**
      *In-charge of the certificates of recognition of the winners, working committee, medals and trophies*
      Chairman: Maita Bauya, Teofila Quibranza NHS
      Members: Gemma Mission, Arsenio Quibranza NHS; Cresenciano Canama, Magsaysay NHS; Gena Dayondon, Liangan NHS; Estrellita Pacana, LNNCHS
   
   d. **Documentation and Narrative report production**
      *In-charge on the coverage of the entire contest proceedings/ preliminaries, take pictures or videos of the activities. Prepare and submit the narrative report and newsletter before December 7, 2018*
      Chairman: Rene Monteza
      Members: Samsidah Gubateng, Pantar NHS; Judith Hechanova, LNNCHS, Cherry Joy Ebo, LNNCHS, Jeffrey Fabian C. Barrientos, Geronima Cabrera NHS, Analyn Sagal, Diego Patigayon NHS, Shiela Divino, SADMIS
e. Food and Snacks (for working committee and facilitators)
   \emph{In-charge in the distribution of the food and snacks to the facilitators, working committee, judges and visitors}
   
   Chairman: \textbf{Imie P. Servano}, Placida Mequiabas NHS
   Member: \textbf{Janely A. Almazan}, Taguitic IS

f. T-shirt
   \emph{In-charge on the collection and distribution of t-shirts and printing. (Deadline of payment and sizes will be on October 30, 2018 through L.C. Olavides or Imie Servano)}
   
   Chairman: \textbf{Imie P. Servano}, Placida Mequiabas NHS
   Member: \textbf{Janely A. Almazan}, Taguitic IS

g. Finance
   \emph{In-charge in the collection of registration fee and collection of the liquidation reports from different committees}
   
   Chairman: \textbf{Maial Bauya}, Teofila QNHS
   Member: \textbf{Elvira Abella}, Maigo NHS

4. The following competitions to be contested:

\textbf{A. TEAM QUIZ} (five contestants per clustered schools – one per grade level including SHS)

Advisers: Jocelyn Manosa, Arsenio Quibranza NHS; Dante Alboroto, Panloono NHS

Quizmaster: John Anthony G. Lomasad, LNNCHS

Time Keeper: Lee LLanes, LNNCHS

Scorers: Alene G. Honculada, Bansarvil NHS; Jennifer Ente, Arsenio Quibranza NHS

Proctors: Mary Ann Famenia, Matungao NHS; Macaliza Alvia, Sergio Cerucales NHS; Cherry
           Lynne Yangyang, Diosdado Yap NHS, Lurelyn R. Umel, Samburon IS

Judges: Rico Viernes, Kapatanag NHS (Chairman); Vilma Hambre, Marcela Mabanta NHS; Teresita Momo, Panloono NHS

Contest facilitator: Levie H. Dugan, Panloono NHS

\textbf{B. QUADRATIC DANCE} (8 to 10 contestant per clustered schools)

Official Music: \textit{Dura by Daddy Yankee}

Judges (proposed): Marilou Apat, Salvador NHS; Letecia Lagura, LNNCHS; Superiano Maglangit,
                   Teofila Quibranza NHS; Rene Monteza, Linamon NHS; Marichu Licanda, Magsaysay
                   NHS; Rodulfo Villarosa, Kapatanag NHS

Tabulators: Ace Amir Prescillas, LN Provincial Science & Technology HS; Loreto Segovia Jr., SND
           Integrated School

Contest Facilitators: Felicidad Fernandez and Elizabeth Lambojoy of Lala NHS

\textbf{C. SEARCH for MR. & MISS MATH WIZARD 2018} (one pair of contestants per clustered schools)

Advisers: Rodulfo Villarosa, Kapatanag NHS; Superiano Maglangit, Teofila QNHS

Judges: Belen T. Bastillada (Chairman); Robin Tabar, EPSvr; Maria Eva S. Edon, EPSvr

Contest Facilitator: Tristan Omar Macas, Rufo CIS

Program/Presentation Preparation: Eddie Borongan, Jeffrey Fabian Barrientos, Julietta Ligue,
                                  Geronima Cabrera NHS

Donors of the Trophies and Sashes

\textit{Liangan NHS} – 2 trophies for the 1\textsuperscript{st} Runners Up
\textit{Linamon NHS} – 2 trophies for the 2\textsuperscript{nd} Runners Up
\textit{Maigo NHS} – 2 trophies for the 3\textsuperscript{rd} Runners Up
\textit{Salvador NHS} – 2 trophies for the 4\textsuperscript{th} Runners Up
\textit{Kapatanag NHS} - Mr. Math Wizard 2017
\textit{Lala NHS} – Ms. Math Wizard 2017
\textit{LNNCHS} – all sashes of the winning candidates

\textbf{D. DAMATH COMPETITION}

Advisers: Rene Monteza, Linamon NHS; Benvienida Nisnisan, Marcela Mabanta NHS

Contest Facilitator: Elsa Monteza, Salvador NHS
a. **Integer DaMath (one contestant per clustered schools)**
   Arbiter: Cheryl Reyes, LNNCHS; Emma dela Torre, Kapatagan NHS; Jonavabe Sabornado, Lala Proper IS; Glenn Mahinay, Lala NHS

b. **Rational DaMath (one contestant per clustered schools)**
   Arbiter: Elmer Branzuela, Salvador NHS; Arlene Tudela, Kapatagan NHS; Ray A. Fernandez, Lala Proper IS; Evangeline Abaton, Linamon NHS, Jeralyn B. Soria, Tanglei NHS

c. **Radical DaMath (one contestant per clustered schools)**
   Arbiter: Gideon Miyas, Jr, Lala NHS; Nilo Tiongco, Lianganco NHS; Ralph Sayon, Kapatagan NHS; Eric Lamis, Maigo NHS, Pennroo Jhin D. Maata, LPIS

d. **Polyoamial DaMath (one contestant per clustered schools)**
   Arbiter: Elvira Abella, Maigo NHS; Jerry H. Maliling, Pantao Ragat AIHS; Emerson Madronero, Lala Proper IS; Joselito Taoc, Binuni NHS

e. **Binary Damath (Senior High School) (one contestant per clustered schools)**
   Arbiter: Newlove Eong, Kapatagan NHS; Banosalam U. Lomodang, Delabayan IS, Michelle Agawin, Kawit Oriental IS

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**E. SUDOKU CONTEST**  
(one contestant per clustered schools)

Advisers: Marichu Licanda, Magsaysay NHS & Wahab Smith, Sergio Cerujales NHS  
Contest Facilitator: Domiciano Lantiese, Lala NHS  
Judges: Elizabeth Diolan, Bin-De NHS (Chairman); Bashier S. Amen, Balo-i NHS Analiza Talapan, Panoloon NHS; Hydee Herbito, Tagoloan NHS, Lurelyn R. Ulep, Samburon IS

**E. MATH GAMES / INNOVATIONS CONTEST** 
(open to Math Teachers, only 1 entry per teacher)

Contest Categories:

a. Oral Demonstration  
b. Display

Judges: Connie A. Emborong, Angelito D. Barazona, Teresita Ilago  
Contest Facilitator: Lomer Pagador, Tambacon IS

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5. There will be **Math Learning Stations (Exhibition Games)** installed where the learners are encouraged to visit and do Math activities in every station. The following are the facilitators of the different learning stations:

   b. **SEQUENCE BATTLE** - Facilitators: Jestoni Juevas, Dalama IS, Raffy Villoria, Dalama IS
   c. **HUMAN CALCULATOR** - Facilitator: Juan Alimasag, Linamon NHS

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6. Below is the list of 12 clustered schools. It is advised that each cluster will meet and select their contestants for the division level competition.

**Cluster 1**
Carusa Integrated School  
Kalinaw Kalintindad Integrated PS  
Placida Mequiabas, NHS  
Taguitic Integrated School  
Bansarvil NHS

**Cluster 2**
Diosdado Yap Memo. NHS  
Dalama Integrated School  
LN Prov’ll Science & Tech HS  
Rufo dela Cruz IS  
Teofila C. Quibranza NHS

**Cluster 3**
Baloi NHS  
Pantao Ragat Agro-Ind. HS  
Pantar NHS  
Tagoloan NHS

**Cluster 4**
Binuni-Demologan NHS  
Liangan NHS  
Munai NHS  
Pagayawan IS  
Poonpiagapo NHS

**Cluster 5**
Diego H. Patigayon NHS  
Geronima Cabrera NHS  
Maigo NHS  
Tanglei NHS

**Cluster 6**
Lala Proper IS  
Salvador NHS  
Panoloon NHS  
Nunungan NHS

**Cluster 7**
Linamon NHS  
Matungao NHS  
Delabayan NHS  
Kawit Oriental ISF  
Marcela T. Mabanta MNHS  
Samburon IS

**Cluster 8**
Andres Bersales, Sr. Nat'l. HS  
SND Integrated School  
Sultan Ali Dimapororo M IS

**Cluster 9**
Arsenio A. Quibranza NHS  
Magsaysay NHS  
Sergio P. Cerujales, Jr. NHS  
Tanbacon IS
7. A registration of Fifteen pesos (Php20.00) shall be collected from each participant/contestant and coach to defray the expenses for prizes and other incidental expenses chargeable to school funds.

8. Attached are the contest mechanics. Contest facilitators together with the contest advisers should meet with the coaches to discuss ground rules before the start of the contest.

9. Contest facilitators in every event should get the list of contestants from the registration committee and contest materials from the management; they also task to take charge of the needed materials; follow up the judges of the contest and must submit the official contest results to the Award Committee and Documentation Committee right after the event.

10. Moreover, each school is advised to submit the accomplished entry forms (see attachment) on November 23, 2018 to the Division Math Supervisor through email address lorraine.olavides@deped.gov.ph. WALK-IN CONTESTANTS will not be entertained.

11. Immediate dissemination of and strict compliance with this memorandum to all concerned is highly enjoined.
2018 DIVISION MATHEMATICS OLYMPICS

Entry Form

This is to inform the 2018 Division Mathematics Olympics Committee of the following event/contest that my school will participate on November 27, 2018:

<table>
<thead>
<tr>
<th>Event/Contest</th>
<th>Number of Participants</th>
<th>Name of Coach</th>
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<tbody>
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Prepared by:

___________________________
School Math Coordinator

Approved:

___________________________
School Principal

NOTE: DEADLINE OF SUBMISSION OF THIS FORM WILL BE ON NOVEMBER 23, 2018.
Email to lorraine.olavides@deped.gov.ph
TEAM QUIZ
Contest Mechanics

1. The competition is an oral contest.
2. The team is composed of four (5) contestants, one (1) from each grade level.
3. The contestants will write their answers on the meta strip provided for as official answer sheet. Before a question is read, the contestants must raise their pencil or pen.
4. Questions will be read twice by the Quizmaster. The contestants will answer each question according to the time allotted on each round. Time starts when the Quizmaster says “GO”
5. After the time limit and the buzzer sounds, the contestants will automatically give their answer sheets to the proctors and then hand to the board of judges.
6. The board of judges will segregate the correct from the wrong answers. The chairman then will give the correct answer and announce the contestants with correct answer.
7. There are three rounds composed of 20 questions:
   a. Part I - Easy round is composed of 10 questions; 15 seconds per question, each question worth 1 point.
   b. Part II - Average round is composed of 5 questions answerable within 30 seconds each question worth 2 points.
   c. Part III - Difficult round is composed of 5 questions and should be answered within 60 seconds, each question worth 3 points.
8. Answers must be complete with units when necessary. However, if the unit is already given in the way the question is asked, it need not be given in the answer.
9. After each round, the contestants’ scores are taken. At the end of Part III, the sub scores are added to get the grand total. The contestant who gets the highest number of points is automatically declared the champion; and the second (2nd) and third (3rd) highest --- the Runners - up.
10. Only the contestants can ask for clarification/protest regarding the question/answer read before the Quizmaster reads the next question and this will be addressed to the board of judges. However; the Board of Judges must not entertain any and all protest after the next question is read or after the announcement of winners.
11. Should there be a tie among the contestants vying for the first three (3) places, the contest continues to the Clincher Round to determine the Champion or the Runners – up as the case may be. In the Clincher Round, three questions will be asked, each worth 5 points.
12. If the tie is not broken after the three questions, “do-or-die” questions will be given until a winner is declared.
13. The total number of points of the tied contestants will revert back to zero (0).
14. The decision of the board of judges is final.
15. The top three winners will be awarded with medals and certificates.
DA MATH Competition

Contest Mechanics

1. One player per year level will compete on:
   a. Integer Damath Grade 7
   b. Rational Damath Grade 8
   c. Radicals Damath Grade 9
   d. Polynomial Damath Grade 10
   e. Binary Damath SHS

2. Every player must bring his/her own “Damath Board and Chips” and calculator.

3. Draw lots will be done to determine their opponent. If ever there is an excess player, he/she will serve as “byes”.

4. “Rules of Damath” will be used as basis for playing.

5. The player with the greater accumulated total score wins the game.

6. Rules in “Single Elimination” will be used.
   (Say: All winners in Game 1 will compete or play in Game 2. All winners in Game 2 will play in Game 3 until one (1) winner be declared. Losers in every game will be eliminated.)

RULES OF DAMATH

1. The competition is a knock out system and for the championship round, 2 out of 3 games is required to determine the champion.

2. Set the starting positions of the chips.

3. Toss a coin to decide who move first.

4. Touch move shall be observed in the game. A player who touches a chip is required to move unless it is illegal to do so.

5. After making a move, a player shall record his move in one score sheet.

6. Only one score sheet is allowed to be accomplished alternately by the two players whereby incorrect entries (in the score) shall be their responsibility. In case of incorrect entries in the score sheet, a player has to immediately call the attention of the competition facilitator by raising one’s hand, that is, after stopping the time. As determined by the said facilitator, the appropriate corrections will be done by the erring player in as much as the former’s decision is final and unappealable.

7. Each player is only allowed one minute to move including the recording of the move and score in the score sheet.

8. The arbiter, if there is no move, gives a warning to the player after one minute, and consequently, he is forced to move a chip.

9. Continuous violation of this rule #8 will disqualify the player even if he is leading in the score sheet at the time of the violation, 4th violation means disqualification.

10. A chip has to take the opponent’s chip diagonally forward or backward, thus, “pass” is not allowed. Mathematical operations (+, -, x, ÷) will be used depending on the vacant square’s operation symbol where the “taker” chip lands by jumping over the “taken” chip (the latter chip has to be removed from the board after performing the indicated mathematical operation and recording same in the score sheet).

11. In taking more than one chip, the “taker” chip is always the addend, minuend, multiplicand, or dividend as the case may be.

12. A chip is declared a “dama” if it reaches and stops terminally 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 a “dama” if it reaches and stops terminally in any of the following squares: (0,7) (2,7) (4,7) (6,7)

13. Once a chip is declared a “dama”, it could slide diagonally forward in any vacant square provided no opposing chip block it. It could take a chip or chips and double the score.

14. Similarly, if an ordinary chip takes a “dama” or a “dama” takes another “dama” the score is both situations is doubled. (x two) (xfour)

15. A player can take one chip or more than one chip with the required option to take the greater number of chips.
16. Between a “dama” taking a chip and a chip taking another chip, the former is obliged. Between a “dama”
taking a chip and a “dama” takes two or more chips, the latter prevails.
17. “Dama” chip should be identified by encircling the chip in the score sheet.
18. The game ends after 20 minutes
19. The game also ends if: a) the moves are repetitive. c) a player has no more chip
   b) a player has no move d) a chip is cornered
20. The remaining chips or chip of a player is added to his total score.
21. The player with greater total score in DaMath is declared the winner for which he/she entitled to one
   (1) point in the tally sheet of contestant or one-half (0.5) point in case of draw.
22. If the remaining chip is a “dama”, the value of the chip is doubled.
23. The player may or may not use a calculator.
24. Players are forbidden to dictate the move, answer, etc of his opponent. He is given a warning for his
   misbehavior; three (3) warnings means disqualification.
25. Only players are allowed to raise question during the game through the arbiter and should be solved
   immediately. Coaches are barred to see/examine/scrutinize the score sheets.
26. No questions will be entertained after the game. Once the players and the arbiter signed the score
   sheet, the result is official, final and irrevocable.

QUADRATIC DANCE - Contest Mechanics

1. A team of 10 participants (including props men) from Grade 7 to Grade 12 (at least 1 entry
   per grade).
2. Each team must execute the following quadratic functions:

   1. \( Y = 3x^2 \) 11. \( Y = -3(x + 6)^2 \)
   2. \( Y = -2x^2 + 5 \) 12. \( Y = (x + 1)^2 + 7 \)
   3. \( Y = (x - 4)^2 \) 13. \( Y = -4x^2 \)
   4. \( Y = (x + 5)^2 + 8 \) 14. \( Y = -x^2 + 6 \)
   5. \( Y = -2x^2 \) 15. \( Y = 2(x - 2)^2 \)
   6. \( Y = 3x^2 - 4 \) 16. \( Y = 3(x - 4)^2 - 4 \)
   7. \( Y = 2(x + 3)^2 \) 17. \( Y = -5x^2 \)
   8. \( Y = (x - 2)^2 - 6 \) 18. \( Y = x^2 - 2 \)
   9. \( Y = x^2 \) 19. \( Y = -(x + 8)^2 \)
  10. \( Y = 2x^2 + 3 \) 20. \( Y = (x + 6)^2 - 6 \)

3. The official music to be used is Dura by Daddy Yankee. The team can do some adlibs and
   choreography.
4. The execution is limited to 5 minutes including entrance and exit. A deduction of 5% from
   the general average will be imposed for every one minute extension. (No deduction for less
   than 1 minute extension; 2 minutes extension means 10% deduction from the general
   average)
5. Props may be used to add beauty in the dance but not included in the criteria for judging.
6. Costume must be PE uniforms of the school

CRITERIA FOR JUDGING

| Proper execution of functions | 35% |
| Timing and Coordination       | 25% |
| Choreography                  | 30% |
| Stage Performance             | 10% |
| **Total**                     | **100%** |
SEARCH FOR MR & MISS MATH WIZARD

Contest Mechanics

1. The Search for Mr. & Ms. Math Wizard 2018 is purely a beauty and brain competition which provides a venue for the students to hone their skills and God-given talents.

2. Each participating cluster shall have two official candidates: one male candidate and one female candidate. All secondary school learners are qualified to participate except those already Mr & Miss Math Wizard holders.

3. The exposures to be showcased by the candidates during the pageant are (1) Production Number where candidates will wear white t-shirt and jeans attire, (2) School Uniform, and (3) Dream Career Attire.

4. A 20-item Written Examination will be administered to the candidates in the morning of November 27, 2018 at 8:30AM. This will be 40% of the overall score of the contestants. Questions will be prepared by the Education Program Supervisor in Mathematics.

5. The criteria for judging for the different exposures are as follows:

   **A. Production Number**
   
<table>
<thead>
<tr>
<th>Beauty of the Face</th>
<th>- 30%</th>
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<tbody>
<tr>
<td>Mastery &amp; Gracefulness</td>
<td>- 25%</td>
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<tr>
<td>Fitness &amp; Style</td>
<td>- 20%</td>
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<tr>
<td>Poise &amp; Bearing</td>
<td>- 15%</td>
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<tr>
<td>Stage Presence &amp; Overall Impact</td>
<td>- 10%</td>
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<tr>
<td><strong>TOTAL</strong></td>
<td>- 100%</td>
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   **B. School Uniform**
   
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<tr>
<th>Beauty of the Face</th>
<th>- 30%</th>
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<tr>
<td>Poise &amp; Bearing</td>
<td>- 25%</td>
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<tr>
<td>Fitness &amp; Style</td>
<td>- 20%</td>
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<tr>
<td>Stage Presence</td>
<td>- 15%</td>
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<tr>
<td>Overall Impact</td>
<td>- 10%</td>
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<tr>
<td><strong>TOTAL</strong></td>
<td>- 100%</td>
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   **C. Dream Career Attire**
   
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<th>Beauty of the Face</th>
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<tr>
<td>Elegance</td>
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<tr>
<td>Fitness &amp; Style</td>
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<td>Poise &amp; Bearing</td>
<td>- 15%</td>
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<tr>
<td>Stage Presence &amp; Overall Impact</td>
<td>- 10%</td>
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<tr>
<td><strong>TOTAL</strong></td>
<td>- 100%</td>
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6. To determine the Top 5 Finalists both Male & Female Categories, the following percentage composition will be applied in the Elimination Round:

<table>
<thead>
<tr>
<th>Production Number</th>
<th>- 20%</th>
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<tbody>
<tr>
<td>School Uniform</td>
<td>- 20%</td>
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<tr>
<td>Formal/Casual Attire</td>
<td>- 20%</td>
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<tr>
<td>Written Examination</td>
<td>- 40%</td>
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<tr>
<td><strong>TOTAL</strong></td>
<td>- 100%</td>
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</table>

7. The Top 5 Finalists will advance to the Final Round which is the Question & Answer Portion. Questions to be asked to the candidates will be related to Mathematics. In this level, scores in the Elimination Round will have no bearing. Thus, the “Back-to-Zero” system will be implemented.

8. In choosing the Mr. & Ms. Math Wizard 2018 and their Runners Up, the criteria for judging are as follows:

   | Beauty (which include Personality & Self Confidence) | - 50% |
   | Intelligence (which includes Content, Delivery, & Diction) | - 50% |
   | **TOTAL**                                           | - 100% |

9. The decision of the Board of Judges, once announced, is final and irrevocable.
Sudoku Competition Mechanics

Sudoku, a Japanese puzzle, is a logic-based placement puzzle. The puzzle is composed of a 9 x 9 grid which is further divided into nine 3 x 3 sub-grids or also known as regions. Before you start completing the puzzle, you are given some cells that are initially filled up with numbers from 1 to 9 (number of cells initially filled-up depends on the difficulty level of the puzzle).

The main objective of this game is to completely fill-up all the remaining vacant cells with the numbers 1 to 9 provided that you adhere to the "single number per direction" rule of the game. That is, every column, row, and sub-grid (which is referred to as the direction) must contain only one instance of each number. For instance, you have an initially-placed number 5 at the 5th column and on the 7th row of the puzzle. Such number must only appear once on that particular column and row. Furthermore, it must also appear only once on its assigned sub-grid or region.

Things You'll Need:

- Sudoku puzzles
- Pencils with eraser

Instructions

1. The Sudoku competition is divided into skill levels/different sets of various degrees of difficulty of Sudoku Puzzles, easy, moderate and challenging.

2. Each competitor/contestant figures out the mathematical algorithms used to solve Sudoku puzzles.

3. The competition is composed of 3 rounds and the contestants are given 180 minutes (3 hours) to answer all the given puzzles which come in ascending difficulty.

4. In Round I, the contestants are given 30 minutes to solve the 6 easy Sudoku Puzzles. Each puzzle is worth 5 points and the qualifiers can have a score of 30 points plus whatever bonus points that will add to them. The first five fastest puzzlers who incur no mistake in their solutions will receive corresponding bonus of 25 points, 20 points, 15 points, 10 points, and 5 points respectively.

5. Contestants will hand the puzzles to the board of judges as soon as they finished filling up the puzzles or if the time is up in every round.

6. In Round II, eight (8) moderate Sudoku puzzles are provided to be accomplished in 60 minutes. The contestants can obtain an aggregate score of 40 points plus whatever bonus points that will be added to them. The different kind of Sudoku puzzles worth 10 points. The first five fastest puzzlers who incur no mistakes in their solutions will receive corresponding bonus of 30, 25, 20, 15 and 10 points respectively.

7. Round III contains ten (10) challenging puzzles which must be solved in 1 hour and 30 minutes. The participants may earn a score of 50 points plus whatever bonus points that will be added to them. The first five puzzlers who incur no mistakes in their solutions will receive bonus of 35, 30, 25, 20, and 15 points respectively.

8. All the participants have the chance to advance to the next level or round if they successfully answer correctly at least 50% of the Sudoku puzzles given in each round. Thus a qualifier is considered disqualified to move to the next round if he/she fails to answer correctly at least 50% of the puzzles given in a particular round.

9. In case of a tie-up, a tie-breaker round shall be conducted.

10. The decision of the Board of Judges is final.

11. The Chairman of the Board of Judges will declare the winners: Champion, 1st Runner Up and 2nd Runner Up. Special Awards will also be given to Fastest Placer to finish in any of the round.
MATH GAMES/ INNOVATIONS CONTEST
Contest Mechanics

1. This contest is open to all teachers handling Math in any grade level.
2. There will be two categories in this contest, contestants for Oral demonstration and display.
3. Each contestant should submit the complete write up of the Math game/innovation on November 23, 2018. The format of the write up includes (a) rationale of the game/innovation indicating the Math LC and code, (b) mechanics of the game/innovation, (c) sample.
4. The criteria for judging are as follow:
   a. Category for Oral Presentation
      
      Content (accurate and reflects the ways in which knowledge is conceptualized) - 25%
      Mechanics of the game/innovation - 25%
      Originality and creativity - 20%
      Overall package/impact - 10%
      Oral Presentation/interview - 20%
      
      b. Category for Display
      
      Content (accurate and reflects the ways in which knowledge is conceptualized) - 30%
      Mechanics of the game/innovation - 30%
      Originality and creativity - 25%
      Overall package/impact - 15%
      
5. Decision of the Board of Judges is final and unappealable.
6. The top 3 contestants with highest scores will be declared the winners.
7. All the entries of the contest will automatically be forwarded to LRMDS after the contest for evaluation using the LRMDS forms.