



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

30 SEP 2026

DIVISION MEMORANDUM
NO. 468 S. 2026

**ADDITIONAL INFORMATION TO DIVISION MEMORANDUM NO. 385, S. 2026 TITLED
2026 DIVISION SCIENCE, TECHNOLOGY, AND MATHEMATICS (DSTM) FAIR**

To: OIC, Assistant Schools Division Superintendent
OIC, Chief Education Supervisors
Education Program Supervisors
Public Schools District Supervisors
Heads of Public Secondary and Integrated Schools
All Others Concerned

1. In line with Division Memorandum No. 385 s. 2026 titled **2026 DIVISION SCIENCE, TECHNOLOGY, AND MATHEMATICS (DSTM) FAIR**, the conduct of the DSTM Fair is scheduled on October 3 and 10, 2026. The secondary-level activities will be held at Capiz National High School, while the elementary-level activities will be conducted at Panay Central School.

2. The 2026 DSTM for Mathematics will cover the following categories:

Elementary	Secondary
Math Champs Quiz Bee	Mathematics and Computational Science (Team and Individual)
Tangram	DAMATH
Tower of Hanoi	Tower of Hanoi

3. Contest officials and mechanics of the different categories are found in Enclosures No. 1 and 2, respectively.

4. Expenses relative to the conduct of the activity for Mathematics shall be charged against the Program Support Fund for the Administration of Diagnostic Assessment (RO-6-26-00371) while travel expenses of participants, coaches and contest officials will be charged to school MOOE subject to the usual accounting and auditing rules and regulations.

5. Other provisions of the aforementioned Memorandum remain in effect.



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

6. Immediate dissemination of this Memorandum is desired.

FOR THE SCHOOLS DIVISION SUPERINTENDENT:

MA. SHARON S. BARRIENTOS

Administrative Officer V

In-Charge of the Division

Enclosure: As Stated

Reference:

To be indicated in the Perpetual Index under the following subjects

CONTESTS

QUIZ

MATHEMATICS

LEARNERS



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

Enclosure No. 1 to Division Memorandum No. 468, s. 2026

Elementary Level (October 10, 2026)

Category	Math Champs Quiz Bee (KS2)		
Overall Facilitator	Donnalyn Olandesca		
Judges	Rowena F. Luza	Tanya Venusa Dollete	Reymart Baclas
Timer	Rima Capulso		
Tabulators	Melorie Panuncio	Ma. Teresa Besana	
Proctors	Jessica Hablero	Randolf Reyes	Norien Gloria
	Reynald Delfin	Ronna Overencio	Ailyn Mayo
Quizmaster	Lourdes Lesyl Melchor		

Category	Tangram (KS2)		
Overall Facilitator	Eddie Arcenas		
Judges	Geraldine Gialogo	Krizelle Aguadera	Liza Sewala
Timer	Jesse Laurence Ponsaran		
Tabulators	Manny Dorado		
Proctors	Jeffrey Buhat	A Zelpresianki Benliro	Ruby Billoso
	Joselito Arevalo	Edwin Besana	Angie Lati

Category	Tower of Hanoi (KS2)		
Overall Facilitator	Leo Barroa		
Judges	Rodalyn Orola	Dave Leccio	Rolly Rendon
Timer	Rowe Onato		
Tabulators	Zandie Ponce	Frank Anthony Magsucang	
Proctors	Evangeline Faraon	Marcelo Alayon	Apollo Luz
	Donald Delmo	Ma. Fiel Brillantes	Esmeralda Dagmil

Secondary Level (October 3, 2026)

Category	Tower of Hanoi (KS3)		
Overall Facilitator	Dula Canelaso		
Judges	Ervin Garbo	Leo Barroa	Melorie Panuncio
Timer	Rhegine Escalada		



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

Tabulators	Mary Ann Ocana		
Proctors	Valentin Francisco	Dejie Bonzo	Alex Bitamor
	Marlon Rellente	Merlyn Deita	Rochelle Albana
	Oldie Olano	Analyn Calitina	Josie delos Santos

Category	DaMath (KS3)		
Overall Facilitator	Roger Corros		
Tabulators	Roland Panado		
Arbiters	Evangeline Dela Cruz	Jinky Lucas	Lovely Loretizo
	Valentin Francisco	Dejie Bonzo	Alex Bitamor
	Marlon Rellente	Merlyn Deita	Mark Alvin Balboa
	Eileen Guzman	Dennis Marciano	Catherine Guevarra
	Analovel Ciudad	Joycee Tajanlangit	Francis Bulos
	Christian Dave Balasa	Verny Tacuyan	July Christian Galagate

Category	Mathematics and Computational Science (Team and Individual)				
Overall Facilitator	Rowena F. Luza				
Judges	Roselyn Palorma	Maricel Demateo	Joan Garnica	Almer Sibonga	
Timer	Kenneth Bolivar				
Tabulators	July Adremesin			Rosalinda Villarisco	
Moderator	Inie Flores				



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

Enclosure No. 2 to Division Memorandum No. 468, s. 2026

Math Champs Quiz Bee Guidelines
(Key Stage 2: Grades 4–6, Division 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 each from Grades 4, 5, and 6. Each team shall be endorsed by the school head and accompanied by one (1) coach.
3. **Eligibility** – Contestants must be officially enrolled in public/private/SUC elementary schools within the region.
4. **Coverage** – Questions will be based on the K to 12 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.
6. **Answering Procedure** – Contestants shall write their answers using the $\frac{1}{2}$ **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. **Roles** – The quizmaster shall read questions clearly, the judges shall validate correctness of answers, the timekeeper shall manage answering time, the scorer shall tally results, and 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.



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

- 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.

Guidelines for DAMATH Competition
(Key Stage 3: Grades 7-10, Division 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. It seeks to promote mathematics as fun, interactive, and engaging for Junior High School learners.
2. **Participants** –
 - a. Each participating district shall send one (1) contestant per grade level (Grades 7–10). Contestants must be bona fide public/private/SUC High School learners officially enrolled in the current school year.
 - b. The school will assign one (1) coach per grade level.
3. **Materials** –
 - a. Standard DAMATH board (8×8 grid with numerical values).
 - b. DAMATH chips/pieces for each player (12 pieces per side, usually black and white).
 - 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.



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

- d. Each game will be timed (e.g., 30–45 minutes). If the time limit is reached, the winner will be determined by total accumulated score.
5. **Scoring System** –
- Chip Value Points:** Each piece has a designated numerical value on the board.
 - Operation Points:** Each capture's computed result is added to the player's score.
 - Special Points:**
 - A piece reaching the opponent's end of the board and becoming a "dama" scores bonus points.
 - Invalid moves or wrong computations incur penalties.
 - 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 make legal moves at all times.
 - 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 (e.g., 45 minutes).
 - A chess clock or timer may be used to allot equal thinking time for both players.
 - If time expires, the winner is based on the higher accumulated score.
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 may use single elimination, double elimination, or round robin format depending on the number of participants.
 - In case of ties, tie-breaker games may be played with shorter time control.
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
SCHOOLS DIVISION OF CAPIZ

Guidelines for the Tangram Competition
(Key Stage 2: Grades 4-6, Division 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.
 - b. Contestants must be bona fide learners officially enrolled in the current school year.
 - c. Each team shall be accompanied by one (1) coach.
3. **Materials** –
 - a. 2 -Standard Tangram set consisting of seven (7) 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** – The competition shall consist of two parts:
 - a. **Puzzle Construction Round** – Teams are asked to solve a series of Tangram puzzles by forming specific figures/patterns within the allotted time.
 - b. **Creative Design Round** – Teams create their own Tangram figure (e.g., object, animal, person, or symbol) and explain its form and concept.
5. **Time Allocation** –
 - a. Puzzle Construction Round: 20–30 minutes (depending on the number of figures).
 - b. Creative Design Round: 15–20 minutes for construction and 2–3 minutes for explanation/presentation.
6. **Judging Criteria** –
 - a. For Puzzle Construction:
 - i. Accuracy of figures – 50%
 - ii. Speed in completion – 30%
 - iii. Teamwork – 20%
 - b. For Creative Design:
 - i. Creativity and originality – 40%
 - ii. Clarity of explanation/interpretation – 30%
 - iii. Mathematical/Geometric correctness – 20%
 - iv. Presentation – 10%



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

7. **Scoring** – Judges will check completed puzzles and creative outputs. Scores will be tallied based on accuracy, time, creativity, and presentation. 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
 - 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.

Guidelines for the Math Tower of Hanoi Competition

(Key Stage 3: Grades 7–10, Key Stage 2 : Grades 4 – 6 /Division Level)

1. **Objective** – The competition aims to develop learners' logical reasoning, algorithmic thinking, problem-solving skills, and strategic planning through the Tower of Hanoi, a mathematical puzzle that requires contestants to transfer a stack of disks from one peg to another while observing specific rules. It also seeks to promote perseverance, accuracy, and efficiency among Junior High School learners.
2. **Participants** –
 - a. Each participating district shall send one (1) contestant officially enrolled in Grade 4 – 6; Grades 7–10 in a public, private, or SUC secondary school.
 - b. Each school shall assign one (1) coach.
3. **Materials** –
 - a. One (1) standard Tower of Hanoi set consisting of three (3) pegs and eight (8) disks of different sizes



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

- b. Official score sheet provided by the organizers.
- c. Stopwatch or timer.
- d. Pen/marker for recording scores.

4. Contest Mechanics –

- a. At the start of the competition, all seven (7) disks shall be stacked on Peg A, arranged from largest at the bottom to smallest at the top.
- b. The objective is to transfer the entire tower from Peg A to Peg C.
- c. Contestants shall follow these rules:
 - i. Only one (1) disk may be moved at a time.
 - ii. Only the uppermost disk of a peg may be moved.
 - iii. A larger disk shall never be placed on top of a smaller disk.
- d. Contestants shall complete the challenge within the prescribed time limit.

5. Scoring System –

The competition shall be scored using the following criteria:

Criterion	Points
Accuracy	50
Efficiency (Number of Moves)	30
Completion Time	20
Total	100

Accuracy (50 points)

- a. Successful completion of the puzzle without any rule violation – 50 points
- b. Rule violations or failure to complete the puzzle shall result in deductions at the discretion of the Board of Judges.

Efficiency (30 points)

- a. Contestants shall be ranked according to the fewest number of moves used.
- b. A perfect score shall be awarded to contestants who complete the puzzle using the theoretical minimum number of moves.

Completion Time (20 points)

- a. Contestants who complete the puzzle in the shortest time shall receive the highest score.

6. Contest Rules –



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

- a. Contestants shall perform the challenge individually.
- b. Only the official Tower of Hanoi set provided by the organizers shall be used.
- c. Contestants shall not receive coaching, signals, or assistance during the competition.
- d. Deliberate violation of the game rules, misconduct, or unsportsmanlike behavior may result in disqualification.
- e. Contestants shall stop immediately once the timekeeper announces the end of the allotted time.
- f. The decision of the Board of Judges shall be final and irrevocable.

7. Time Limit –

- a. Each contestant shall be given a maximum of five (5) minutes to complete the challenge.
- b. Contestants who fail to complete the puzzle within the allotted time shall receive scores based on the portion successfully completed, subject to the judges' evaluation.

8. Officiating Officials –

- a. Chief Judge – Supervises the competition and resolves disputes.
- b. Judges – Validate the correctness of moves and monitor rule compliance.
- c. Scorer – Computes and records contestants' scores.
- d. Timekeeper – Monitors and announces the official competition time.

9. Tie-Breaking –

- a. In case of a tie, ranking shall be determined using the following order:
 - i. Highest Accuracy Score;
 - ii. Fewest Number of Moves;
 - iii. Fastest Completion Time.
- b. If a tie still exists, contestants shall compete in a sudden-death Tower of Hanoi Challenge using six (7) disks.

10. Awards –

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

Certificates of Participation shall be awarded to all contestants and coaches.

11. General Provisions –

- a. Contestants, coaches, and officials are expected to observe honesty, discipline, fairness, and sportsmanship throughout the competition.
- b. Coaches and spectators shall not communicate with contestants while the competition is in progress.
- c. Any matter not covered in these guidelines shall be resolved by the Organizing Committee.