

Republic of the Philippines
Department of Education
Cordillera Administrative Region
DIVISION OF BAGUIO CITY
#82 Military Cut-Off, Baguio CITY
Tel. No. : 446-6138

OFFICE OF THE SCHOOLS DIVISION SUPERINTENDENT

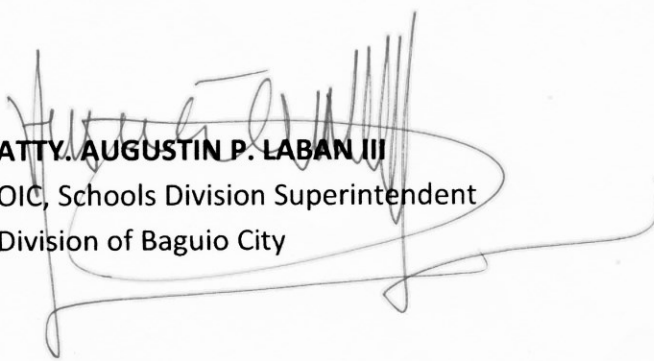
Division Memorandum
No. 291 s. 2016

**GUIDELINES IN THE CONDUCT OF BAGUIO CENTRAL DISTRICT
MATHEMATICS FESTIVAL 2016**

**To: School Administrators, Principals, School Heads
Elementary Math Teachers/Coordinators
(Public and Private Schools)**

Date: September 20, 2016

1. The 2016 District Mathematics Festival is scheduled on September 29-30, 2016 at Santo Tomas Elementary School. Attached are the guidelines and mechanics as well as the minutes of meeting held last August 30, 2016 at Baguio Central School.
2. The guidelines specify the procedures in administering each contested areas in Quiz Bee and in Damath, in which some of the working committees were identified for systematic flow.
3. Immediate and wide dissemination of this memorandum is desired.


ATTY. AUGUSTIN P. LABAN III
OIC, Schools Division Superintendent
Division of Baguio City

**MINUTES OF MEETING HELD LAST AUGUST 30, 2016
AT BAGUIO CENTRAL SCHOOL**

WHEN - September 29-30, 2016

VENUE – Santo Tomas Elementary School

A. QUIZ BEE

1. Written -1 hour and 30 minutes
 - One pupil per school
 - Proctor – Grethel Estolas
 - Checkers – Alex Guilanda (Aguinaldo E/S), Keanwort Kamura (Northridge), volunteers
2. Oral
 - Only Top 3 will join the Division except for grade 3
 - Questions – Taken at random
 - Bring ¼ sheet of intermediate pad paper as answer sheet

WORKING COMMITTEE

	Grade 3	Grade 4	Grade 5	Grade 6
Quiz master	Jelyn (STEP)	Russelle Garcia	Anthunete Agsisio	Jema Josefa Romero
Judges	Maribelle Estigoy Judith Basilio Northridge	Alice Villaruz Julia Polar Annaliza Garchitorena	Rowena Dougyayon Bella Copes Joy C. Ponse	Eugene Patinglag Volunteer coaches
Timer	Theresa Bantic	Demetria Ciriaco	Ma Theresa Calde	Arlito Pecay
Scorer Board	Methrisya Sabelo	Julius Velasco	Jerson Danganan	Antonio Siblagan
Scorer Paper	Bimbo Cuyangoan	Ruel P. Calsi	Jhon Ronuel Urgelles	Agustine Daniel

NOTE: Board Scorers will be responsible to make their score sheet (Manila paper)

B. DAMATH

TOURNAMENT MANAGER – **BRIGETTE CULALING** (Aguinaldo E/S)

CHIEF ARBITER – **MARCIANO PASIGON** (Crystal Cave E/S)

WORKING COMMITTEE

	LEVEL I	LEVEL II	LEVEL III
ARBITERS/CHECKERS	Charlene F. Gumatay, Aguinaldo E/S, Roxas E/S	Tina Magno, Adiwang E/S, Dominican E/S, Dontogan E/S	Dominican E/S, Sto. Tomas E/S, volunteers
SCORER	Dontogan E/S	Tina Magno	Antonio Siblagan
TIMER	MARCIANO PASIGON - Crystal Cave E/S		

NOTE: Bring your own board and chips

Bring Calculator for **level III (fraction damath)** only

Scorers will make their Score board

1. Opening and Closing Program – c/o Aguinaldo E/S
2. Certificates – c/o BCS
3. Registration - P50/Contestants due on the 23rd of September
 - Submit the entry form with the payment to Ms. Ligaya Rivera of BCS.
4. Refreshment – Santo Tomas Elementary School Staff and Volunteers coaches

I. QUIZBEE

a. Oral

1. The District math quiz shall be conducted in a Quiz Show Format wherein all are seated and will show their answers to the judges at the same time.
2. Coverage of the questions will be the competencies covered in the First to Fourth Quarter based on the K-12 Curriculum and General Information.
3. There shall be 10 Easy, 5 Average and 5 Difficult rounds of questions per category. Each correct answer for Easy round is equivalent to 2 points, Average is 3 points, and Difficult is 5 points.
4. In case of tie, 3 questions will be read. If result remains, DO OR DIE question will follow. First to get the correct answer wins.
5. Questions will be read twice by the quizmaster. After the second reading, the quizmaster shall say "GO" – Only then will the contestant be allowed to write. Then 10, 30, or 60 seconds time limit will begin with the word "GO" by the quizmaster.
6. After the time limit, the timer signals, the contestants will automatically stop writing and raise their pencil or pen. They will be asked to raise their answer sheet with the proctor/judges verifying before recording it.
7. If the judge cannot determine the validity of the answer, the board of judges will decide on the matter. The decision of the board of judges is final.
8. The contestant is authorized to protest if his correct answer is not recognize. All protest shall be referred to the Board of judges before the quizmaster reads the next question. No protest shall be entertained by the board of judges after the quizmaster has read the next question.
9. Any violation of the aforementioned rules shall cause the disqualification of the contestant concerned.

b. Written

1. There shall be one contestant per school.
2. Coverage of the questions will be the competencies covered in the first to fourth quarter period.
3. Duration will be 1 hour and 30 minutes.
4. Cheating is strictly prohibited.

II. DAMATH

Basically, the rules in playing the Filipino checkerboard game called "DAMA" will be used with some modifications integrating Mathematics.

1. The DAMATH competition shall be conducted in accordance with the general guidelines on Damath century Manual.
2. The competition shall consist of 2 players for each category. They will be bracketed depending on the number of entries and each player shall be permanently assigned in a bracket until the elimination round is over.
3. Grouping will be done by respective coaches
4. First and second moves for players will be alternate.
5. The competition shall be conducted 2 rounds.

Elimination –Single round robin per bracket

Final Round – Single round robin. Top 4 per level will represent the District to the Division with the top 1 as first place, top 2 as second place, top 3 as third place and top 4 as fourth place.

6. The tie breaking system shall be used in all rounds in the competition.
 - a. Win over the other – the winner in the previous match wins the game
 - b. SB – Add the scores of all won opponents and the highest wins the tiebreak
 - c. 10 minutes knock-out game
7. In taking a chip, pass is not allowed. If player has an option, he may use the 1 minute but has to take the chip/s anyway. If a player has no option, then he has to take the chip/s right away without consuming the 1 minute time.
8. No save by the bell in the last minute of the game. Continuation of move will be observed when a chip or chips is to be taken.
9. A player record his/her own move. Checking of scores may be done after the game by the arbiter.
10. Only one score sheet will be used by the players
11. A warning is given to a player by the arbiter if no move is made in one minute, and consequently, he is forced to move a chip.
12. Continuous violation of Rule # 11 will mean disqualification (after 3 warnings) of the player even if he is leading in the score sheet.
13. All moves should be in forward direction except when taking a chip or if the chip is "DAMA"
14. A chip is declared "DAMA" if it reaches and **STOPS** in any of the following opponent's squares.

(1, 0) (3, 0) (5,0) (7,0)

Similarly, if an ordinary opponent's chip reach the following squares, it is declared as "DAMA"

(1,7) (2,7) (4,7) (6,7)

15. Once a chip is declared as a "DAMA" it could diagonally, forward, or backward in any vacant square. If a "DAMA" takes an ordinary chip, the score is doubled or vice versa. If a "DAMA" takes another "DAMA", the score is quadrupled.
16. In taking chip/s, the following shall prevail:
 - "mayor dalawa" # takes 0 or dama vs # takes 0 and 0
 - "mayor tatlo" # takes/dama 0 and 0 vs # takes 0 and 0 and 0
 - "mayor dama" # takes 0 vs dama takes 0
 - "mayor dama dalawa" # takes /dama" takes 0 and 0 and over mayor
Dama
17. "DAMA" chip should be encircled to identify the "DAMA" in the scoresheet
18. Games duration should not exceed twenty (20) minutes
19. The game also end if:
 - Moves are repetitive
 - A player has no more chip to move
 - A player has no more chip
20. The remaining chip/chips of the players is added to his score algebraically
21. If the remaining chip is "DAMA", the value is doubled
22. The player with the greater total score wins the game
23. Only players are allowed to raise questions during the game through the arbiters and questions should be settled immediately.
24. Arbiters decision is FINAL.
25. Defaulting time is 10 minutes.
26. No complaints will be entertained after the players have signed the score sheets.
27. If a player violates any of the rules:
 - First violation - 1st warning
 - Second violation - 2nd warning
 - Third violation - losses the game

28. DECORUM and DISCIPLINE

- a. Players and coaches should not distract or annoy their opponent in any manner during the game
- b. Player on the move must not leave the playing area for personal necessities except if permitted by the arbiter
- c. Player must play all designated games in all the rounds
- d. Players must keep himself be informed of any announcement during the competition
- e. Infraction of the rules indicated herein and any agreement made by coaches, players might incur penalties even to the extent of losing a game