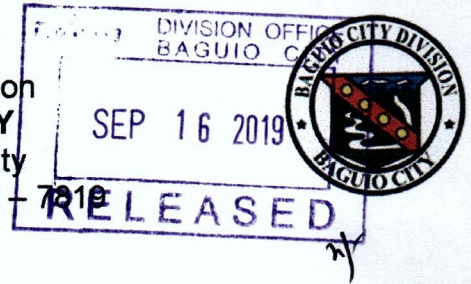




Republic of the Philippines  
Department of Education  
Cordillera Administrative Region  
**DIVISION OF BAGUIO CITY**  
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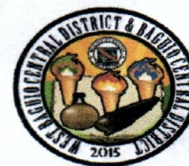
Division Memorandum  
No. 446, s. 2019

**WEST BAGUIO CENTRAL DISTRICT & BAGUIO CENTRAL DISTRICT (SECONDARY)  
2019 DISTRICT MATHEMATICS FESTIVAL**

To: School Heads  
Mathematics Department Heads  
All Mathematics coordinators & coaches  
(Public and Private Secondary)

1. This is to announce to the field the conduct of the **West Baguio Central District and Baguio Central District (Secondary) 2019 District Mathematics Festival** on September 19 to 20, 2019 at Baguio City Science National High School, Irisan, Baguio City.
2. Registration will start at 7:30 in the morning and the program proper will be at exactly 8 o'clock in the morning onwards.
3. The activity aims to:
  - 3.1 Enhance learners' interest in the mastery of the basic Mathematics skills.
  - 3.2 Boost leadership, teamwork, sportsmanship and solidarity among learners and teachers.
  - 3.3 Select participants for the Division Mathematics Festival.
4. Participants and coaches are advised to bring their own snacks and Lunch
5. For any other concerns and queries, please contact **Lourdes B. Lomas-e, EdD**, PSDS with mobile no. **09282663094** or **Gey Steve Ana-ao**, District Mathematics Coordinator with mobile no. **09083015745**.
5. Please see attached guidelines on the conduct of the 2019 District Mathematics Festival.
6. Immediate and wide dissemination of this memorandum is desired.

  
**FEDERICO P. MARTIN, EdD, CEEd, CESO V**  
Schools Division Superintendent



**WEST BAGUIO CENTRAL AND BAGUIO CENTRAL DISTRICT  
(SECONDARY)**

**GUIDELINES IN THE CONDUCT OF THE 2019 DISTRICT MATHEMATICS FESTIVAL**

**Activity:** District Mathematics Festival  
**Venue:** Baguio City National Science High School  
**Date:** September 19-20, 2019  
**Registration:** 75 pesos /Contestant

**A. QUIZ BEE – Individual Oral**

1. Contestant per Grade Level per School (Junior High School – Grade 7-10)
2. Each coach/trainer per grade level will submit 12 questions encoded in a ¼ long bond paper, consisting of 1 easy, 1 average and 1 difficult question per quarter. No Choices given. Write the solution together with the answer (Use Arial 12). Submission is on or before September 6, 2019.
3. 

Number of Questions/Category	Easy (5)	Average (5)	Difficult (5)
Points/question/category	2	3	5
Total Points/category	10	15	25
Time limit/question	15 sec	30 sec	60 sec
4. Each contestant should bring their own whiteboard marker and eraser.
5. The quiz master will read the questions twice and the contestants will start answering after the second reading of the questions.
6. The time in each category will start after the end of the second reading of the question and the quiz master says “go”.
7. When the time is up, as announced by the timer, the contestants will have to raise their answers to be checked by the proctors.
8. The top 4 in each grade level will proceed to the division level.
9. In case of a tie, 3 clincher questions will be answered. If the result remains unresolved, a do or die question will follow.
10. The working committee per grade level shall compose the panel of judges.

**B. DAMATH COMPETITION**

1. 2 contestants/grade level/school
2. 2 brackets during the elimination, 1 contestant/bracket/school.
3. Top 3 in each bracket will advance to the championship round.



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4. Top 6 in each category will represent the District in the 2019 Division Math Festival.
5. Damath Category
  - Grade 7 – Integer Damath
  - Grade 8 – Rational Damath
  - Grade 9 – Radical Damath
  - Grade 10 – Polynomial Damath
6. All Damath players are required to bring their own chips with 3 cm size for uniformity.
7. The rules of the games will be read by the arbiter in each grade level in their respective venue.

## **RULES OF DAMATH**

Basically, the rules in playing the Filipino Checkerboard game called “DAMA” will be used with some modifications in integrating Mathematics as follows.

1. First number in the table of pairings will make the first move.
2. The two players alternately will take turns in moving a piece (pass is not allowed)
3. Touch move shall be observed in the game. A player who touches a chip is required to move that chip unless it is not possible to do so.
4. After a move, a player shall record his move in the score sheet (only one scoresheet will be used by the two players).
5. Each player is allotted one minute per ‘move’ including the recording of the ‘move and the corresponding score in the scoresheet. In as much as taking a chip or chips is mandatory, then the one-minute 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 ÷ where the taker chip lands.
6. A warning is given to a player by the arbiter if no move is made in one minute and consequently, he/she has to move a chip.
7. Continuous violation of rule #6 will mean disqualification (after 2 warnings) of the player even if he/she is leading in the score sheet.
8. All moves should be in forward direction except when taking a chip or if the chip is a “DAMA”.



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9. 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 on any of the following squares: (0,7), (2,7), (4,7), (6,7).
10. Once a chip is declared as 'DAMA', it could slide diagonally, forward, or backward in any vacant square. If a 'DAMA' takes a chip, the score is doubled, similarly, if a chip takes a 'DAMA' the score is also doubled. If a 'DAMA' takes a 'DAMA', the score is quadrupled. A 'taker' or 'taken dama' should be identified in encircling it in the score sheet.
11. In taking chip/chips, the following shall prevail:
  - a. Mayor dalawa # takes 0 vs # takes 0 and 0
  - b. Mayor tatlo # takes 0 and 0 vs # takes 0 and 0 and 0
  - c. Mayor dama # takes 0 vs dama takes 0
  - d. Mayor dalawa # dama takes 0 and 0 vs over mayor dama
12. Game duration is 20 minutes.
13. The game also ends if:
  - a. The moves are repetitive.
  - b. A player has no more chips to move.
  - c. An opponent's chip is 'cornered'.
  - d. No opponent appeared after 5 minutes (Default).
14. The remaining chip or chips are to be added to their respective scores.
15. If the remaining chip is a 'DAMA', then its score is also doubled.
16. The player with the greater total score wins the game.
17. The players may use calculators.
18. Only players are allowed to raise questions during the game through the arbiter and questions should be settled immediately. No questions will be entertained after the game when the score sheets are signed and submitted.
19. The arbiter's decision is final.
20. In case of a tie, the following tie breaking rules shall be applied accordingly;
  - a. Win over the other.
  - b. SB – The scores of all players defeated by the candidate will be added and the candidate with the greater sum will prevail.
  - c. 10-minute game.