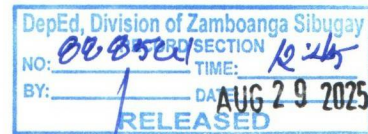




Republic of the Philippines
Department of Education
REGION IX – ZAMBOANGA PENINSULA
SCHOOLS DIVISION OF ZAMBOANGA SIBUGAY



28 August 2025

DIVISION MEMORANDUM

No. 403, s. 2025

2025 DIVISION SCIENCE MONTH ACTIVITIES

TO: Assistant Schools Division Superintendent
Division Chiefs
Public Schools District Supervisors/DICs
Elementary and Secondary School Heads
This Division

1. In pursuant to **Proclamation No. 264** of September 2002 declaring September every year as the **National Science Club Month**, and DepEd Advisory No. 043, s. 2024, dated July 19, 2024, re: **21st National Science Quest**, this division encourages the conduct of suggested classroom-based/school-based activities, contest, and other instructional events for school year 2025-2026 guided by the theme, "Igniting Innovation and Creativity: Showcasing 21st Century Skills through Quality, Inclusive, and Responsive Education in the MATATAG Curriculum." The activities shall be done starting September 1, 2025 up to September 30, 2025.
2. The celebration aims to:
 - a. ensure that students not only acquire scientific knowledge but also develop the skills and attitudes necessary to become responsible and reflective citizens aligned with the MATATAG Curriculum, emphasizing the development of critical thinking, problem solving skills, and scientific literacy;
 - b. enhance learners' engagement through enjoyable and educational activities; and
 - c. complement, supplement, and enrich formal Science education through science curricular activities.
3. School Head, Science Club advisers and members of science and environment related clubs shall spearhead the conduct of science activities in the school.
4. The following are suggested activities and categories for competition:

Students' Category

- Science, Techno, Environment Quiz
- Video Editing Competition, Sci-Spelling Bee Contest



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- On-the-Spot Painting, Collage Making, Poster Making, Sci-Art Coloring
- Rubics Cube, Sci – Doku, Sci- Dama, Sci- Chess, Sci – Photojournalism

Teacher's Category

- SIM, Action Research
5. Attached are criteria and mechanics for uniformity and harmonious conduct of Science Activities.
 6. District winners, coaches, advisers and principals are advised to participate in the Division Level Science Month Culmination on September 26-27, 2025 to be hosted by Surabaya National High School, RT. Lim, Zamboanga Sibugay.
 7. School Heads and teachers who participated in the science activities during Saturdays, Sundays and Holidays shall be entitled to the grant of Compensatory-Time-Off (CTO)/Service Credits pursuant to DO 53 s. 2003.
 8. Participation of learners and teachers shall be purely voluntary and must not interfere with instructional time, in compliance with DepEd Order No. 3, s. 2023, also known as "Allowing the Conduct of In-Person Activities and DepEd Order No. 9, s. 2002 titled "Instituting Measures to Increase Engaged Time-On-Task and Ensuring Compliance Therewith."
 9. Videos and pictures during these activities may be shared on the FB page of the school to showcase the learners' outputs and participation subject to Republic Act 10173 also known as Data Privacy Act of 2012.
 10. Expenses relative to the conduct of science activities shall be charged against school MOOE/local funds subject to usual government and accounting and auditing rules and regulations.
 11. For widest and immediate dissemination.

VIRGILIO P. BATAN JR., CESO V
Schools Division Superintendent

Reference:

Encl.: As Stated

Reference:

To be indicated in the Perpetual Index
under the following subjects:
SCIENCE MONTH ACTIVITIES

ZS-DM-CID-2025-08-117

ULM20250828



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SCHOOLS DIVISION OF ZAMBOANGA SIBUGAY

COMPETITION GUIDE

EVENT	SCIENCE QUIZ, MATH QUIZ, TECHNO QUIZ AND ENVIRONMENTAL QUIZ		
CATEGORIES	NKP, ELEMENTARY, JUNIOR HIGH SCHOOL, SENIOR HIGH SCHOOL		
		INDIVIDUAL	TEAM
	NKP	3	NKP/KINDER - 3
	ELEMENTARY	6	PRI G1,G2,G3 - 3 INT G4,G5,G6 - 3
	JUNIOR H.S.	4	G7,G8,G9,G10 - 4
SENIOR H.S.	2	G11,G12 - 4	
RULES AND MECHANICS	<ol style="list-style-type: none"> 1. Participants are bona fide NKP, Elementary Pupil, Junior High School and Senior High School Students. 2. The National Finalist of the contest shall be conducted in a Quiz Show Format wherein all the contestants are seated on stage or on a room 3. There shall be four rounds for all categories: Easy, Average, Difficult and Clinchers. There shall be Five (5) easy questions, Five (5) average questions, Five (5) difficult questions. All contestants shall answer all questions in the 3 rounds. Each correct answer in every round will be given corresponding points, to wit: Easy : 1 point Average : 2 points Difficult : 3 points 4. Each contestant shall bring permanent markers and Show me boards. 5. Each Question must be answered within the time allocated for it. Ten (10) seconds for non-computational and thirty (30) seconds for computational. 6. The quizmaster shall read each question twice and the time shall start only after the quizmaster says "go". 7. The contestants may begin to answer only after the quizmaster says "go". 8. The contestant must write his/her final answer on the answer sheet. If a contestant wishes to changes his/her answer, the former answer should be crossed-out and the final answer encircled. 9. All answers must be spelled correctly to be considered correct. If the answer is a proper noun, capitalization of the first letter of the word is also a basis in declaring on answer correct. 		



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RULES AND MECHANICS	<ol style="list-style-type: none"> 10. Questions shall indicate the number of significant figures for numerical answers. Use of calculators shall not be allowed. 11. After the time limit has expired, each contestant must show his/her answer to the audience before the quiz master read the correct answer. The proctors shall read and acknowledge whether the answer of each contestant is correct or not. 12. If the proctor cannot determine the validity of an answer, the board of judges must decide on the matter. The decision of the board of judges is FINAL. 13. Solutions may be checked by the board of judges if needed. 14. The total score of the contestant after three rounds shall be his/her score. 15. The contestant with the highest final score shall be declared as the champion, second highest is the second placer, third highest is the third placer and so forth. 16. The duly registered coach of the contestant is the only person authorized to file a protest. All protest should be referred to the Board of Judges before the quiz master reads the next question. No protest shall be entertained by the Board of Judges when the quiz master started reading the next question. 17. Any DepEd personnel related by affinity or consanguinity (up to the third degree) to any contestant shall be disqualified in any of the committees involved in the planning and preparation of questions for the quiz nor can they act as coach of any contestant. 18. Any violation of the aforementioned rules shall cause the disqualification of the contestant concerned. 19. There will be 5 winners in every category.
CRITERIA FOR JUDGING	<ol style="list-style-type: none"> 1. Easy Round – 1 point each 2. Average Round – 2 points each 3. Difficult Round – 3 points each 4. Clincher – a point for each correct answer (do-or-die)
NOTES/ REMINDER	<ul style="list-style-type: none"> • Contestants must bring their School I.D. for proper identification. • Contestants must be in the venue until the competition has been concluded. • Contestants are required to bring their receipts for verification purposes • Contestants will no longer be accepted when the competition has already been started by the facilitators/judges. • The decision of the Board of Judges is final.



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COMPETITION GUIDE

EVENT	VIDEO EDITING COMPETITION												
CATEGORIES	ELEMENTARY, JUNIOR HIGH SCHOOL, SENIOR HIGH SCHOOL												
RULES AND MECHANICS	<ol style="list-style-type: none">1. Participants are bona fide Elementary Pupil, Junior High School and Senior High School Students.2. This is an individual category3. The participant will get a footage within the premises of the venue/city as the location4. There will be an allocated time to capture the video footage (1.5 hour) and the allocated time for the editing is (1.5 hours)5. Bring your own laptop for editing , the file for submission must be in .mp46. Filmora, Capcat, Adobe and other editing application can be used as a video editor.7. There will be a minimum of Seven Minutes (7) to Fifteen Minute (15) including the entrance (starting) and the exit (credits)8. There will be 5 winners in every category.9. The first, second and third placers are qualified to join the National Event.												
CRITERIA FOR JUDGING	<table><tr><td>1. Content</td><td>30%</td></tr><tr><td>2. Organization of ideas</td><td>20%</td></tr><tr><td>3. Relevance to the theme</td><td>30%</td></tr><tr><td>4. Design and Presentation</td><td>30%</td></tr><tr><td></td><td><hr/></td></tr><tr><td></td><td>100%</td></tr></table>	1. Content	30%	2. Organization of ideas	20%	3. Relevance to the theme	30%	4. Design and Presentation	30%		<hr/>		100%
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2. Organization of ideas	20%												
3. Relevance to the theme	30%												
4. Design and Presentation	30%												
	<hr/>												
	100%												
NOTES	<ul style="list-style-type: none">• Contestants must bring their School I.D. for proper identification.• Contestants must be in the venue until the competition has been concluded.• Contestants are required to bring their receipts for verification purposes• Contestants will no longer be accepted when the competition has already been started by the facilitators/judges.• The decision of the Board of Judges is final.												



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FACEBOOK: <http://www.facebook.com/asepnational>

COMPETITION GUIDE

EVENT	SPELLING BEE		
CATEGORIES	NKP, ELEMENTARY, JUNIOR HIGH SCHOOL, SENIOR HIGH SCHOOL		
	NKP	INDIVIDUAL	TEAM
		3	N-3,K-3,P-3
	ELEMENTARY	6	PRI G1,G2,G3 - 3 INT G4,G5,G6 - 3
	JUNIOR H.S.	4	G7,G8,G9,G10 - 4
	SENIOR H.S.	2	G11,G12 - 2
RULES AND MECHANICS	<ol style="list-style-type: none"> 1. Participants are bona fide NKP, Elementary Pupil, Junior High School and Senior High School Students. 2. Participants are required to bring their own show me board, eraser and chalk. 3. There shall be four rounds for all categories: Easy, Average, Difficult and Clinchers. There shall be Five (5) easy questions, Five (5) average words, Five (5) difficult questions. All contestants shall spell all words in the 3 rounds. Each correct answer in every round will be given corresponding points, to wit: Easy : 1 point Average : 2 points Difficult : 3 points 4. The spelling bee master shall read each word twice and use it in a sentence and the time shall start only after the spelling bee master says "go". 5. The contestants may begin to write to their show me board only after the spelling bee master says "go". They will be given fifteen (15) seconds to write the word once the signal was given by the spelling bee master. 6. The contestant must write his/her final answer on the show me board. If a contestant wishes to changes his/her answer, the former answer should be crossed-out and the final answer encircled. 7. All answers must be spelled correctly to be considered correct. If the answer is a proper noun, capitalization of the first letter of the word is also a basis in declaring on correct answer. 8. The contestant with the highest final score shall be declared as the champion, second highest is the second placer, third highest is the third placer and so forth. 9. In case of a tie, there will be a clincher to identify who gets the higher rank on the contestant with equal points, whoever gets the next correct word will be given a point, if both contestant got the correct answer, then there will be another clincher word to spell until the one is declared winner. 10. There will be 5 winners in every category. 		
CRITERIA FOR JUDGING	<ol style="list-style-type: none"> 1. Easy Round – 1 point each 2. Average Round – 2 points each 3. Difficult Round – 3 points each 4. Clincher – a point for each correct answer (do-or-die) 		
NOTES/ REMINDER	<ul style="list-style-type: none"> • Contestants must bring their School I.D. for proper identification. • Contestants must be in the venue until the competition has been concluded. • Contestants are required to bring their receipts for verification purposes • Contestants will no longer be accepted when the competition has already been started by the facilitators/judges. • The decision of the Board of Judges is final. 		



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COMPETITION GUIDE

EVENT	SCI ON-THE-SPOT PAINTING												
CATEGORIES	NKP, ELEMENTARY, JUNIOR HIGH SCHOOL, SENIOR HIGH SCHOOL, TEACHER, PARENT												
RULES AND MECHANICS	<ol style="list-style-type: none"> 1. Participants are bona fide Elementary, Secondary, Teachers & Parent 2. The materials used in the contest: <ol style="list-style-type: none"> a. Elementary - ¼ illustration board, pencil, brushes, water color (to be provided by the contestant) b. *Use of other materials not specified above is strictly prohibited. c. Secondary - ¼ illustration board, pencil, brushes, water color, oil painting, acrylic (to be provided by the contestant) *Use of other materials not specified above is strictly prohibited. d. Teacher & Parent – ½ Canvas, pencil, brushes, water color, oil painting, acrylic (to be provided by the contestant) *Use of other materials not specified above is strictly prohibited. 3. All artworks must be done on-the-spot, and must be completed within the allotted time of two hours. 4. The winning entries will automatically become official property of ASEP. 5. There will be 5 winners in every category. 												
CRITERIA FOR JUDGING	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 80%;">1. A. Creativity</td> <td style="text-align: right;">- 25%</td> </tr> <tr> <td>2. B. Relevance to the Theme</td> <td style="text-align: right;">- 20%</td> </tr> <tr> <td>3. C. Color Harmony</td> <td style="text-align: right;">- 25%</td> </tr> <tr> <td>4. D. Neatness</td> <td style="text-align: right;">- 15%</td> </tr> <tr> <td>5. E. Uniqueness/Visual Impact</td> <td style="text-align: right;">- <u>15%</u></td> </tr> <tr> <td></td> <td style="text-align: right;">100%</td> </tr> </table>	1. A. Creativity	- 25%	2. B. Relevance to the Theme	- 20%	3. C. Color Harmony	- 25%	4. D. Neatness	- 15%	5. E. Uniqueness/Visual Impact	- <u>15%</u>		100%
1. A. Creativity	- 25%												
2. B. Relevance to the Theme	- 20%												
3. C. Color Harmony	- 25%												
4. D. Neatness	- 15%												
5. E. Uniqueness/Visual Impact	- <u>15%</u>												
	100%												
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COMPETITION GUIDE

EVENT	SCI-COLLAGE MAKING									
CATEGORIES	NKP, ELEMENTARY, JUNIOR HIGH SCHOOL, SENIOR HIGH SCHOOL, TEACHER, PARENT									
RULES AND MECHANICS	<ol style="list-style-type: none"> 1. Participants are bona fide Elementary, Secondary, Teachers & Parent 2. The materials used in the contest: <ol style="list-style-type: none"> A. Waste material will be used in Collage is made up of 70% recyclable materials and 30% indigenous materials B. ½ illustration board 3. All artworks must be done on-the-spot, and must be completed within the allotted time of two hours. 4. The winning entries will automatically become official property of ASEP. 5. There will be 5 winners in every category. 									
CRITERIA FOR JUDGING	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 70%;">A. Creativity</td> <td style="text-align: right;">- 30%</td> <td rowspan="4" style="vertical-align: bottom; text-align: right;">100%</td> </tr> <tr> <td>B. Originality</td> <td style="text-align: right;">- 20%</td> </tr> <tr> <td>C. Relevance to the Theme</td> <td style="text-align: right;">- 25%</td> </tr> <tr> <td>E. Symbolic/Visual Impact</td> <td style="text-align: right;">- <u>25%</u></td> </tr> </table>	A. Creativity	- 30%	100%	B. Originality	- 20%	C. Relevance to the Theme	- 25%	E. Symbolic/Visual Impact	- <u>25%</u>
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B. Originality	- 20%									
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COMPETITION GUIDE

EVENT	SCI-POSTER MAKING CONTEST																		
CATEGORIES	NKP, ELEMENTARY, JUNIOR HIGH SCHOOL, SENIOR HIGH SCHOOL, TEACHER, PARENT																		
RULES AND MECHANICS	<ol style="list-style-type: none"> 1. Participants are bona fide Elementary, Secondary, Teachers & Parent 2. The materials used in the contest: <ol style="list-style-type: none"> a. Elementary - ¼ illustration board, pencil, marker, ruler, cotton, eraser, any brand of oil pastel and crypas (to be provided by the contestant) *Use of other materials not specified above is strictly prohibited. b. Secondary - ¼ illustration board, pencil, marker, ruler, cotton, eraser, any brand of oil pastel and crypas (to be provided by the contestant) *Use of other materials not specified above is strictly prohibited. c. Teacher & Parent – ½ illustration board, pencil, marker, ruler, cotton, eraser, any brand of oil pastel and crypas (to be provided by the contestant) *Use of other materials not specified above is strictly prohibited. 3. All artworks must be done on-the-spot, and must be completed within the allotted time of two hours. 4. The winning entries will automatically become official property of ASEP. 5. There will be 5 winners in every category. 																		
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COMPETITION GUIDE

EVENT	SCI-ART COLORING																		
CATEGORIES	NKP, PRIMARY																		
RULES AND MECHANICS	<ol style="list-style-type: none">1. Participants are bona fide NKP and Primary level pupil.2. The participants are required to bring their own non-toxic crayons, pencil, ruler and eraser.3. The facilitator will provide the drawings that will be used in the contest.4. All artworks must be done on-the-spot, and must be completed within the allotted time of two hours.5. The winning entries will automatically become official property of ASEP.6. There will be 5 winners in every category.																		
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GENERAL GUIDELINES FOR RUBIK'S CUBE & SUDOKU COMPETITION

A. RUBIK'S CUBE

Rubik's Cube is a toy in the shape of a cube with nine squares on each side, each side a different color. The game is to mix up the colors then put them back in order. When the puzzle is solved, each face of the cube is a solid color.

Rubik's Cube is a mechanical puzzle invented by Hungarian sculptor and professor of architecture Erno Rubik. Originally called the Magic Cube by its inventor, this puzzle was renamed Rubik's Cube by Ideal Toys in 1980 and won special award for Best Puzzle.

Mechanics:

1. Each participating division should have only one contestant regardless of what year level. The contestant should be a bonafide student enrolled in the current school year.
2. It is a "race to three" competition. Each contestant will solve 3 Rubik's cube continuously.
3. Each contestant will provide their own Rubik's cube during the contest proper.
4. There will be three elimination rounds for every year level:

Round 1 – Race to Three. The contestants will be divided into three (3) groups.

Game 1 : Three contestants (group 1)

Game 2 : Three contestants (group 2)

Game 3 : Four contestants (group 3)

* The time of each contestant will be recorded. All the contestants will be ranked according to the least time consumed. The top 6 can proceed to Round 2.

Round 2 – Race to Three. The top six (6) contestants will be divided into two (2) groups.

Game 1 : Three contestants (group 1)

Game 2 : Three contestants (group 2)

* The time of each contestant will be recorded. All the contestants will be ranked according to the least time consumed. The top three (3) can proceed to Round 3.

Round 3 – Race to Three. The contestants will be ranked according to the least time consumed in the Rubik's puzzle. The contestants will be declared as first, second or third place winner.

5. The time keeper having stop watch shall check the stop watch for every contestant. There shall be one time keeper for every contestant.

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6. The time starts immediately after the contest administrator announces the GO signal.
7. The time keeper shall only press STOP on the watch after the puzzle has been solved and places down the Rubik's cube on top of the table. The contestant is no longer allowed to continue if he/she happened to place down the Rubik's cube before the puzzle was solved.
8. The Rubik's cube puzzle is said to be SOLVED after putting it back in proper order, each face will have only one color.
9. Winners will be determined through the consumed time in the Rubik's cube puzzle. Any contestant who have the least time in the solving the puzzle will be declared winner.
10. The decision of the contest administrator will be official and final.

B. SUDOKU

SUDOKU is derived from the Japanese words "SUJITWA DOKUSHI I KAGIRU" which means "the digits must be single" or "the digits are limited to one occurrence."

Mechanics:

1. Each participating division should have only one contestant regardless of what year level. The participant shall be a bonafide student enrolled in the current school year.
2. There will be three elimination rounds:

Round 1 – EASY ROUND (15 minutes)

Each contestant will solve only one SuDoKu Easy Level
Only the top 7 contestants can proceed to Round 2.

Round 2 – AVERAGE ROUND (30 minutes)

The top 7 contestants will solve only one SuDoKu Average Level
Only the top 5 contestants can proceed to Round 3

Round 3 – DIFFICULT ROUND (40 minutes)

The top 5 contestants will solve only one SuDoKu Difficult Level
Each contestant will be ranked according to the time consumed in the puzzle. Only the Top 3 shall be declared as winners.

3. The SuDoKu grid will be provided during the contest proper.
4. The time starts immediately after the contest administrator announces the GO signal.
5. The contestant shall immediately submit their solved SuDoKu and the contest administrator will record the time consumed for each contestant.
6. The SuDoKu puzzle is said to be solved after filling all the sub grids, each with the numbers 1 to 9 in proper arrangements. Each row and column contains the numbers 1 to 9.
7. Numbers written whether in pencil or ballpen and in whatever sizes shall be deemed final and constitutes an answer of the puzzle grids.
8. Winners will be determined through the consumed time in the SuDoKu puzzle. Any contestant who have consumed least time in the puzzle will be declared winner.
9. The decision of the contest administrator is official and final.

PAGE 2 of 2



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COMPETITION GUIDE

EVENT	SCI-DOKU
CATEGORIES	ELEMENTARY, JUNIOR HIGH SCHOOL, SENIOR HIGH SCHOOL
RULES AND MECHANICS	<ol style="list-style-type: none">1. Maximum of 3 players for every level from grade 3 to grade 10 per school at Regional Level, public and private. 3 players in each level will be qualified for National Level (the first, second, and third) both public and private.2. There will be 3 rounds; Easy, Average, and Difficult.3. If the number of participants is more than 10, only half of the participants can move to average round, from average round if the remaining participants are more than 5, only half are qualified to proceed in the difficult round.4. For easy round, if the solution is correct, the time lapsed will be recorded. If the solution is incorrect, the participant will try again and the timer will continue until the participant gets the correct solution. But if half of the participants already have exact solution (more than 10) the remaining contestant/s will automatically eliminated.5. For average round, if the solution is correct, the time will be recorded and multiply by 2.6. For difficult round, time lapsed will be multiply by 3.7. Total lapsed time will be added, the fastest time will be the winners, first, second, and third.8. The decision of judges is always final. Any protest will be entertained during the competition. After the event, no complain will be entertained.
NOTES/ REMINDER	<ul style="list-style-type: none">• Contestants must bring their School I.D. for proper identification.• Contestants must be in the venue until the competition has been concluded.• Contestants are required to bring their receipts for verification purposes• Contestants will no longer be accepted when the competition has already been started by the facilitators/judges.• The decision of the Board of Judges is final.



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a. SCI-DAMA

➤ **Rules and Mechanics:**

1. Participants are bonafide Junior high students.
2. Set the starting positions of the chips.
3. The two players alternately will take turns in moving a piece (pass is not allowed).
4. Touch move shall be observed in the games. A player who touches a chip is required to move that chip unless it is an illegal move.
5. After making a move, a player shall record his/her move in the score sheet.
6. Only one score sheet will be used by the players in a game.
7. Each player is allowed one minute to move, record the move and score.
8. A warning is given to a player by the arbiter if no move is made in one minute, and consequently, is forced to move a chip.
9. Continuous violation of rule #7 will mean disqualification (after 3 warnings) of the player even if he is leading in the score sheet.
10. All moves should be in the forward direction except when taking a chip or the chip is "dama"
11. A chip is declared "dama" if it reaches and stops in any of the following opponent's square: (1,0) (3,0) (5,0) (7,0)
12. Similarly, if an ordinary opponent's chip reaches the following squares, it is declared as "dama". (0,7) (2,7) (4,7) (6,7)
13. Once a piece/chip is declared as a "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 the "dama" takes a "dama", the score is quadrupled.
14. In taking chip/chips, the following shall prevail: "Mayor dama" "Mayor dalawa" "Mayor tatlo", etc.



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SCI DAMA COMPETITION GROUND RULES

1. The tournament shall be governed by Sci-damath Swiss rules and those stated in the following ground rules.
2. The 5-round Swiss shall be adopted. The first player is determined by the table of pairings.
3. Players annoying or causing disturbing acts, for example; tapping the chair, tables or whistling etc., shall forfeit his game after he fails to observe the first warning by any of the tournament managers.
4. Players, coaches and spectators are not allowed to make post game analysis or play against other players/coaches/spectators and discuss finished or unfinished games within ten meter radius of the playing area. Coaches are only allowed within the playing area if requested by the arbiter/tournament managers.
5. Players are not allowed to eat or drink at the playing area while the game is in progress. However, he/she may ask permission to leave the playing area at his own time.
6. In taking chip, pass is not allowed. If the player has an option, then he may use 1 minute but has to take the chip/s right away without consuming the 1 minute time.
7. " Save by the Bell" , is not applicable in the last minute of the game. Continuation of the move contradicts the general guidelines on Damath games.
8. A player records his/her own move. Computation of scores may be done after the game.
9. In moving a chip, touch move should strictly be observed except when the move contradicts the general guidelines on Damath games.
10. Defaulting time is ten (10) minutes.
11. No complaints will be entertained after the players have signed the score sheets.
12. The breaking rules:
 - a. Winner over the other (for simple tie)
 - b. Median
 - c. Silkoff
 - d. SB

Note: Computation of the Tie Breaks

Median –list down the scores of the opponents, cancel the highest and the lowest scores and sum up the rest
Silkoff-list down the scores of the opponents and sum it up.



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COMPETITION GUIDE

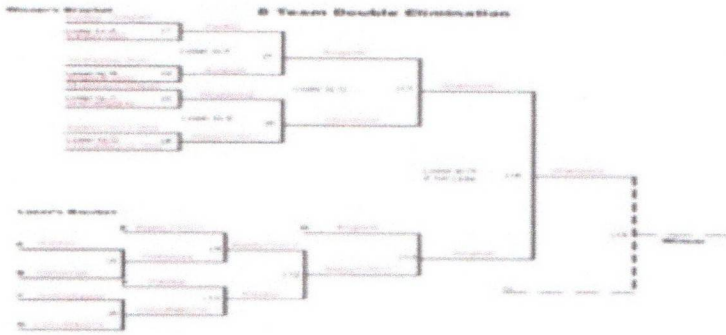
EVENT	SCI-MATH CHESS																																		
CATEGORIES	<p>ELEMENTARY, JUNIOR HIGH SCHOOL, SENIOR HIGH SCHOOL</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th rowspan="2"></th> <th colspan="2">MALE</th> <th colspan="2">FEMALE</th> </tr> <tr> <th>BOARD1</th> <th>BOARD2</th> <th>BOARD1</th> <th>BOARD2</th> </tr> </thead> <tbody> <tr> <td>PRIMARY</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td>INTERMEDIATE</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td>JUNIOR HS</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td>SENIOR HS</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td>TEACHER</td> <td>1</td> <td></td> <td>1</td> <td></td> </tr> </tbody> </table> <p>If by level is preferred then there will be NO separation of Male and Female and there will be NO Board 1 and Board 2. G1, G2,G3, G4, G5, G6, G7, G8, G9, G10, G11, G12, TM, TF</p>		MALE		FEMALE		BOARD1	BOARD2	BOARD1	BOARD2	PRIMARY	1	1	1	1	INTERMEDIATE	1	1	1	1	JUNIOR HS	1	1	1	1	SENIOR HS	1	1	1	1	TEACHER	1		1	
	MALE		FEMALE																																
	BOARD1	BOARD2	BOARD1	BOARD2																															
PRIMARY	1	1	1	1																															
INTERMEDIATE	1	1	1	1																															
JUNIOR HS	1	1	1	1																															
SENIOR HS	1	1	1	1																															
TEACHER	1		1																																
RULES AND MECHANICS	<ol style="list-style-type: none"> 1. Participant must be a bona-fide pupil/student enrolled in the current school year. 2. One (1) participant for Board 1 and (1) participant for Board 2 for boys and girls (2 boys/2 girls) for the primary level, intermediate level , secondary and senior high school level, and teachers level BOARD 1: PRIMARY B, PRIMARY G, INTERMEDIATE B, INTERMEDIATE G, HS B, HS G, TEACHER M, TEACHER F BOARD 2: PRIMARY B, PRIMARY G, INTERMEDIATE B, INTERMEDIATE G, HS B, HS G Note: By level may be implemented depending on the number of participants but there will be no division of Boys and Girls and there no division on board 1 and board 2. 3. Double Elimination will be followed as a standard rule of elimination. Other system may apply upon the agreement of the coaches. 4. Forty (40) minutes as a total time is given to the players(20 minutes for the player A and 20 minutes for player B) 5. A point system will apply to determine who wins the game. 6. The game ends when the highest official is captured. 7. In the event of stale-mate (no more moves) point system will apply, each player will count their points and whoever has the highest score wins the game. 																																		



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	<ol style="list-style-type: none"> 8. In the event of perpetual moves (both players move the same location and pieces (5x) each player will count their points and whoever has the highest score wins the game. 9. When the time lapses or the opponent's timer drops the highest officials will be considered captured by the opponent. 10. In the event of an illegal move, a 15-point deduction will be given to the player who committed the illegal and the piece that was moved illegally will be returned to the original location. On the second illegal move, the highest official will be considered captured by the opponent. 11. In the event that there will be no movement but the score is tied, there will be another game for the 2 players. 12. There will be no CHECK and OPEN CHECK for this game. You can directly capture the highest official whenever possible. 13. Castling is allowed, be sure to move the highest official first. 14. When the lowest official reaches the opponents side it can be replaced by an official as desired by the player (from the lowest to the highest rank). 15. Coaches must be in the venue on the day of competition for the final Terms of Reference. 16. There will be 5 winners in every category.
CRITERIA FOR JUDGING	<p>The default Elimination Method is double elimination, however other method may be applied, depending on the circumstances, but the final method to be used must be approved by the facilitator/judges.</p> 
NOTES/ REMINDER	<ul style="list-style-type: none"> • Contestants must bring their School I.D. for proper identification. • Contestants must be in the venue until the competition has been concluded. • Contestants are required to bring their receipts for verification purposes • Contestants will no longer be accepted when the competition has already been started by the facilitators/judges. • The decision of the Board of Judges is final.



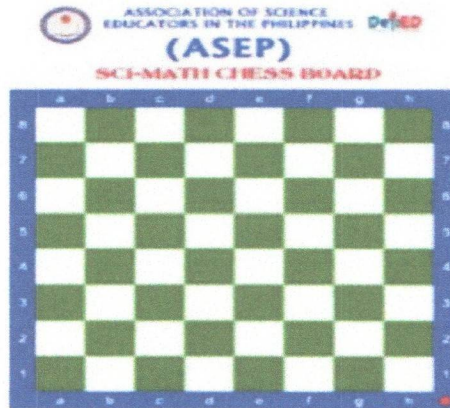
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SCI-MATH CHESS MECHANICS

1. SCI-MATH CHESS BOARD



2. SCI-CHESS PIECES has equivalent pieces in CHESS and equivalent points as shown in the figure.
3. SCI-CHESS PIECES movement will follow the chess standard.

SCI-CHESS PIECES

PIECES	CHESS PIECES	AIR CREATURES	WATER CREATURES	LAND CREATURES	POINT EQUIVALENT
KING					35
QUEEN					15
BISHOP					6
KNIGHT					6



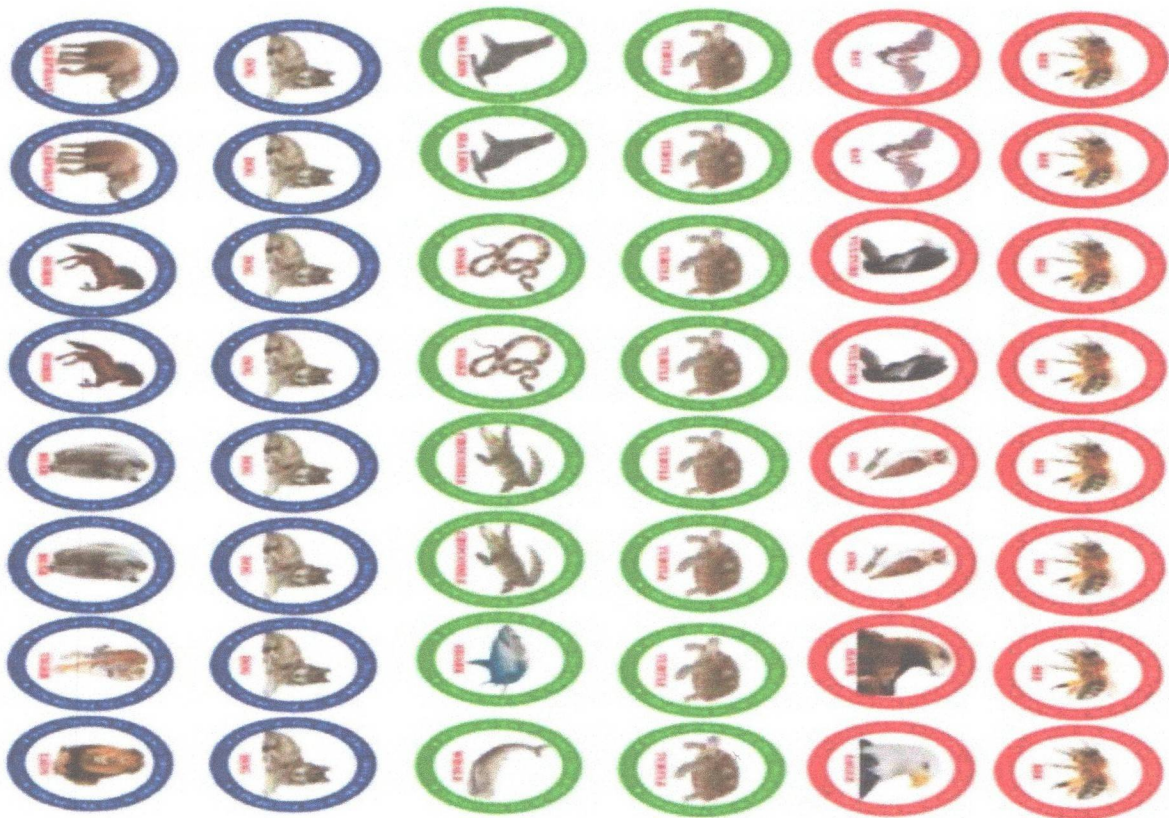
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ROOK					9
PAWN					1

SCI-MATH CHESS PIECES



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COMPETITION GUIDE

EVENT	SCI-PHOTOJOURNALISM
CATEGORIES	ELEMENTARY, JUNIOR HIGH SCHOOL, SENIOR HIGH SCHOOL
RULES AND MECHANICS	<ol style="list-style-type: none"> 1. Participants are bona fide Elementary Pupil, Junior High School and Senior High School Students and Teachers in any subject area. 2. The Pupil/Students/Teachers may bring their own camera during the competition (Digital Camera is allowed, DSLR is not allowed, SD Card or Memory Card must be empty) 3. There will be two (2) contestants allowed (1st and 2nd) per school/division/regional/national level. 4. There will be a total of One (1) hour to capture the image and One (1) hour to formulate the Title and the Content on the captured image. 5. The size of the photo will be assigned by the board of judges 6. The theme will be assigned by the judges 7. The Title and the Content will be based on the captured image of the contestant.
CRITERIA FOR JUDGING	<ol style="list-style-type: none"> 1. Creativity and Originality 40% <ul style="list-style-type: none"> • Does the photo demonstrate originality 10% • Is the subject matter pictured in a unique way 10% • Is the common item shown from an interesting point of view 10% • Does the photographer used lights in interesting way 10% 2. Technical Quality 30% <ul style="list-style-type: none"> • Is the photo in focus 10% • Is the lighting in balance 10% • Is the depth of field considered/used 10% 3. Content, Composition and over-all Impression 30% <ul style="list-style-type: none"> • Is the photo relevant with the theme 20% • Is the photo able to grab the viewers' attention and hold it and has great balance 10%



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**ASSOCIATION OF SCIENCE EDUCATORS
 IN THE PHILIPPINES (ASEP)**



SCI-PHOTO JOURNALISM

NAME: _____ CONTACT #: _____

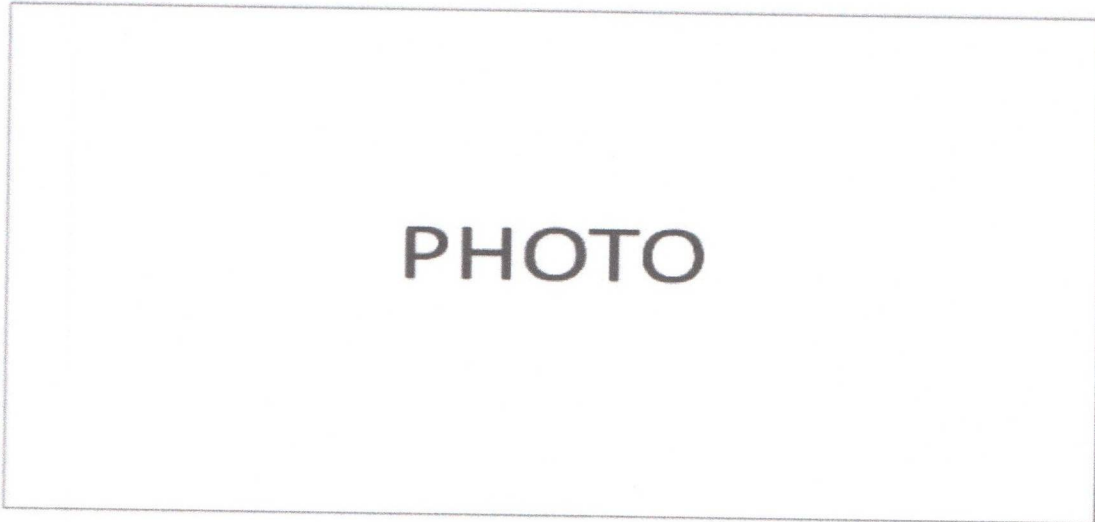
NAME OF SCHOOL: _____

DIVISION AND REGION: _____

CATEGORY (PLEASE CHECK):

- | | | | | |
|-----------------|-------------------------------------|-----------------|----------------------------------|--------------------------------|
| <u>TEACHER:</u> | <input type="checkbox"/> ELEMENTARY | <u>STUDENT:</u> | <input type="checkbox"/> GRADE 3 | <input type="checkbox"/> GRADE |
| 7 | | | | |
| | <input type="checkbox"/> SECONDARY | | <input type="checkbox"/> GRADE 5 | <input type="checkbox"/> GRADE |
| 8 | | | | |
| 9 | | | <input type="checkbox"/> GRADE 6 | <input type="checkbox"/> GRADE |
| 10 | | | | <input type="checkbox"/> GRADE |

THEME: "GO GLOBAL, GO FOR EXCELLENCE THROUGH SCIENCE RESEARCH AND INVENTION TO SAVE MOTHER EARTH"



TITLE: _____

DESCRIPTION:

SIGNATURE OF PARTICIPANT



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COMPETITION GUIDE

EVENT	ACTION RESEARCH										
CATEGORIES	FOR TEACHERS IN ALL SUBJECT AREA										
RULES AND MECHANICS	<ol style="list-style-type: none"> 1. Participants are bona fide Teacher in Elementary, Junior High School and Senior High School. 2. Participants may bring their write up to the venue of the competition 3. There will be 2-3 participants per team as researcher. 4. There will be a final defense and interview for the researchers. 5. There will be 5 winners in every category. 										
CRITERIA FOR JUDGING	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 80%;">1. Ability to present the problem, Potential Contributions and Practical Value</td> <td style="text-align: right; width: 20%;">25%</td> </tr> <tr> <td>2. Creativeness, Resourcefulness and Inventiveness</td> <td style="text-align: right;">25%</td> </tr> <tr> <td>3. Clarity and Conciseness of explanation pertaining the result of Action Research</td> <td style="text-align: right;">25%</td> </tr> <tr> <td>4. Research Impact in the respective Venue, School and Community</td> <td style="text-align: right;">25%</td> </tr> <tr> <td colspan="2" style="text-align: right; border-top: 1px solid black;">100%</td> </tr> </table>	1. Ability to present the problem, Potential Contributions and Practical Value	25%	2. Creativeness, Resourcefulness and Inventiveness	25%	3. Clarity and Conciseness of explanation pertaining the result of Action Research	25%	4. Research Impact in the respective Venue, School and Community	25%	100%	
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CRITERIA FOR SCIENCE INTERVENTION MATERIALS (SIM)

AREA	POINTS	1	2	3	4	5	6	7	8	9	10	11
1. SUB-TASKING	(15)											
• Competency-based (5)												
• Bloom's Taxonomy (6)												
• SMARO-C (4)												
2. CONGRUENCE	(15)											
• Activities in line with content and skills (5)												
• Assessment in line with content and skills (10)												
3. USABILITY/FUNCTION	(45)											
• Language (3)												
• Title Card (2)												
• Guide Card (4)												
• Activity Card (14)												
• Assessment Card (3)												
• Enrichment Card (3)												
• Reference Card (3)												
• Answer Card (2)												
• Packaging (8)												
4. REPLICABILITY	(25)											
• Valid before classroom use (5)												
• Dev. Mat. Based on least learned LC (5)												
• Mat. Used improved mastery level (10)												
• Handy and easy to copy (3)												
• Cost (2)												



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