



Republic of the Philippines
Department of Education
REGION I
SCHOOLS DIVISION OFFICE OF PANGASINAN II

Office of the Schools Division Superintendent

January 6, 2026

DIVISION MEMORANDUM

No. 009, s. 2026

ELEMENTARY MATHEMATICS RECREATIONAL GAMES FESTIVAL

To: Public Schools District Supervisors/District In-charge
Elementary School Heads/Officers In-Charge
All Others Concerned

1. This office, through the Curriculum Implementation Division (CID), shall conduct the **District Mathematics Recreational Games Festival** for the School Year 2025-2026.
2. The schedule and venue for the district activity are reflected in the table below:

DISTRICT	DATE	VENUE
Mangaldan II	January 8-9, 2026	Embarcadero ES
Tayug II	January 9, 2026	Saleng ES
Manaoag I	January 13, 2026	Lipit ES
Manaoag II		Nalsian ES
San Fabian II	January 13-14, 2026	East Central ES
San Jacinto	January 14, 2026	Macayug ES
Natividad	January 14-15, 2026	Batchelor ES
San Fabian I		West Central ES
Rosales II		San Pedro East ES
Laoac	January 15, 2026	Castusu IS
Asingan II	January 15-16, 2026	San Vicente Este ES
Rosales I		Palakipak ES
San Manuel		Arzadon ES
Asingan I		Sobol ES
Pozorrubio I		Pozorrubio CS
Alcala	January 16, 2026	Alcala CS
Binalonan I		Moreno ES
Binalonan II		Binalonan South CES
Balungao		San Aurelio ES
Mangaldan I		Guesang ES
Pozorrubio II		Nama ES
San Nicolas I		San Rafael ES
San Nicolas II		Cacabugaoan ES
San Quintin		Sisenando V. Tecson ES

DISTRICT	DATE	VENUE
Sison	January 16, 2026	Sison Central IS
Tayug I		Tayug Central ES
Umingan I		Umingan Central ES
Umingan II		Don Montano Central IS
Sto. Tomas		San Jose ES
Sta Maria		Samon ES
Bautista	January 30, 2026	Villanueva ES
Villasis I	January 29, 2026	Puelay ES
Villasis II		Caramutan ES

3. This year’s Mathematics Recreational Games Festival is anchored on the theme: *“Promoting Critical Thinking and Collaboration Through Recreational Mathematics”*.
4. The objectives of the Recreational Mathematics Festival are as follows:
 - a. To promote learning and increase awareness about the importance of mathematics through recreational games;
 - b. To showcase the beauty and relevance of mathematics in everyday life;
 - c. To provide a platform for students to engage in hands-on and interactive mathematical activities; and
 - d. To foster collaboration and problem-solving skills, and create a positive and inclusive environment for all participants to explore and appreciate.
5. Attached are the contest guidelines and mechanics for the different Mathematics Recreational Games.
6. Teacher participants are required to submit their approved Contingency Plan to the department head/school head for their authority to travel.
7. Travel and other incidental expenses of the participants shall be charged to local school funds/MOOE, subject to the usual auditing and accounting procedures.
8. Immediate and wide dissemination of this memorandum is desired.



VIVIAN LUZ S. PAGATPATAN, CESO VI
 Schools Division Superintendent



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MATHEMATICS RECREATIONAL GAMES FESTIVAL
SY 2025-2026
GUIDELINES

School to Division Level

DAMATH

Elem. Level 1 (Grade 1 or 2)	Counting Damath	(operations: +, -)
Elem. Level 2 (Grade 3 or 4)	Whole Damath	(operations: +, -, x, ÷)
Elem. Level 3 (Grade 5 or 6)	Fraction Damath (Positive)	(operations: +, -, x, ÷)
Grade 7	Integer Damath	(operations: +, -, x, ÷)
Grade 8	Rational Damath	(operations: +, -, x, ÷)
Grade 9	Radical Damath	(operations: +, -, x, ÷)
Grade 10	Polynomial Damath	(operations: +, -, x, ÷)
SHS (Grade 11/12)	Polynomial Damath	(operations: +, -, x, ÷)

Participants in the District DAMATH competition are the 1st placers in each level in the school-level competition.

- All contestants must be in the venue 15 minutes before the start of the game.
- Each grade level will be divided into 5 groups in the secondary using the bracketing system.
- Elementary contestants will have the round robin in the district level. For the division level, elementary will have five (5) brackets. Top 1 in each bracket will play for ranks 1-5 and top 2 in each bracket will play ranks 6-10 in the finals to determine the top 10 winners in the division level.
- Draw lots will be used to determine the players in each group/bracket.
- Each group may have 6 or 7 members in the elementary and 5 or 6 members in the secondary.
- The top 1 in each bracket will play for ranks 1-5 and the top 2 in each group will play for ranks 6-10 in the final round in the secondary.
- Scores in the scoresheet in each grade level are in the following form:

- | | |
|-----------------------|---|
| 1. Elem. Level 1 | whole number |
| 2. Elem. Level 2 | whole number; no rounding off for the division with a remainder in the answer |
| 3. Elem. Level 3 | rational numbers (fraction) in the lowest form |
| 4. Grade 7 | integers |
| 5. Grade 8 | rational numbers in the lowest term |
| 6. Grade 9 | decimals up to 3 decimal digits |
| 7. Grade 10, (11or12) | integers |

- The first player to move will be determined by tossing a coin.
- The use of a calculator is allowed in all grade levels in the secondary and level 3 for the elementary.
- A move [e.g. 25 → (6, 3)] is good only at the most for one (1) minute including its corresponding entries in the scoresheet; while the game's duration is twenty (20) minutes.
- It will be the responsibility of the arbiter to remind the player to make a move and write entries in the scoresheet. This will be done 10 seconds before the 1-minute time frame ends.
- If in case a player does not finish writing the entries in the scoresheet after 1 minute, the time will be stopped by the arbiter. This is to give the player time to finish writing in the scoresheet. The extra time is exclusive of the twenty-minute game duration.
- The player is required to indicate his/her score under the column score and the running score under the column total score in the scoresheet. Failure to do so will prompt the arbiter to call his/her attention. After three warnings of the same violation, the arbiter will disqualify the player and award the winning points to his/her opponent.
- If in case a player does not finish writing the entries in the scoresheet after 1 minute, the time will be stopped by the arbiter. This is to give the player time to finish writing in the scoresheet. The extra time is exclusive of the twenty-minute game duration.
- A player may consume the whole minute in taking chip/s and writing the entries in the scoresheet.
- A player is required to take chip/s when there is still time left (remaining second/s of the 20-minute game duration).
- The game ends when any of the following situations occur:
 - ✓ If no show of one player is declared after ten minutes.
 - ✓ Repetitive moves of any or both players.
 - ✓ A player resigns or refuses to move.
 - ✓ A player's chip is cornered.
 - ✓ A player has no more chip to move.
 - ✓ The 20-minute game duration ended.
- The remaining chips have to be added to the respective player's total scores.
- "DAMA" chip's corresponding value is doubled. "DAMA" chip taking another "DAMA" chip the score is times 4.
- The player with the greater total score is declared the winner for which he/she is entitled to one (1) point in the tally sheet of contestants or one-half (0.5) point in case of a draw.
- In case two or more players have the same number of winnings, their previous games will be considered. Whoever wins in these games prevails. If a winner cannot be determined from these games, a 10-minute rematch shall be done. Players are not allowed to resign in the rematch. Point System (Adding the Scores in each Game/Rematch) shall be followed if no player emerges as the winner after the rematch.
- Only one scoresheet is allowed to be accomplished alternately by the two players whereby incorrect entries shall be their responsibility. In case of incorrect entries in the scoresheet, 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 as long as the former's decision is final and unappealable.
- The time spent correcting the entries is exclusive of the 20-minute game duration.
- Scoresheets will be reviewed by a panel of reviewers. Corrections will be done to the wrong entries which were not checked during the game.
- The top 10 winners in the Secondary will be awarded in the cluster and division level.
- The Top 5 winners at the elementary level will be awarded at the district level, while the Top 10 winners will be awarded at the division level.

RUBIK'S CUBE

Grade 1-12

Solved State (when each of six (6) sides of the cube has one solid color per side.

Participants in the District Rubik's Cube competition are the 1st placers in each level in the school-level competition.

1. Each contestant will use their Rubik's Cube, a standard 3 x 3 x 3 Rubik's Cube to be inspected by the facilitators before the start of the game.
2. Rubik's Cube must have the following standard colors for the six faces of the cube (White, Yellow, Blue, Red, Green, and Orange)
3. During the time of the competition, contestants must be in the venue 15 minutes before the start of the game.
4. The facilitator for the Rubik's Cube will be the one to scramble all the cubes of the contestants.
5. All Rubik's Cubes to be solved are scrambled with the same sequence for each grade level.
6. The top 10 winners in the Secondary will be awarded at the cluster and division level.
7. The Top 5 winners at the elementary level will be awarded at the district level, while the Top 10 winners will be awarded at the division level.

SUDOKU

Participants in the District Sudoku competition are the 1st placers in each level in the school-level competition.

1. Each contestant must bring a pencil and eraser.
2. Contestants must be in the venue 15 minutes before the scheduled time.
3. Each of the contestants will be given a printed copy of the Sudoku puzzle to solve.
4. Sudoku with standard 9x9 grids will be used for all the levels for each puzzle, categorized according to the level of difficulty:
5. Grade 1: 20 Unknown Grade 7: 45 Unknown
6. Grade 2: 25 Unknown Grade 8: 48 Unknown
7. Grade 3: 30 Unknown Grade 9: 51 Unknown
8. Grade 4: 35 Unknown Grade 10: 54 Unknown
9. Grade 5: 40 Unknown Grade 11: 57 Unknown
10. Grade 6: 45 Unknown Grade 12: 60 Unknown
11. There will be 2 rounds (elimination and final) for secondary for every grade level and one round (elementary) with the following time allotment:
 - a. twenty (20) minutes for grades 1-3
 - b. thirty (30) minutes for grades 4-6
 - c. five (5) minutes for grade 7
 - d. eight (8) minutes for grade 8
 - e. eleven (11) minutes for grade 9
 - f. fourteen (14) minutes for grade 10
 - g. seventeen (17) minutes for grade 11
 - h. twenty (20) minutes for grade 12
12. The first 10 contestants (secondary) who can solve the Sudoku puzzle correctly in the elimination round will qualify for the final round. For Elementary, after the first round, winners will be declared.
13. In case none of the contestants can successfully solve the Sudoku puzzle within the time limit, three (3) minutes will be given as additional time by the officials (secondary).
14. The top 10 winners in the Secondary will be awarded at the cluster and division levels.

15. The Top 5 winners at the elementary level will be awarded at the district level, while the Top 10 winners will be awarded at the division level.

TOWER OF HANOI

Participants in the District Tower of Hanoi competition are the 1st placers in each level in the school-level competition.

Kindergarten:	6 disks	Grade 7:	7 disks
Grade 1:	7 disks	Grade 8:	7 disks
Grade 2:	7 disks	Grade 9:	7 disks
Grade 3:	7 disks	Grade 10:	7 disks
Grade 4:	7 disks	Grade 11:	7 disks
Grade 5:	7 disks	Grade 12:	7 disks
Grade 6:	7 disks		

1. Players must be in the venue 15 minutes before the scheduled time.
2. Players will use their own Tower of Hanoi during the game.
3. Facilitators will call each player to submit their Tower of Hanoi for the officials to inspect, considering the similarity of each material before starting the game.
4. Each player will play the basic (horizontal) game of the Tower of Hanoi, where one hand will hold the base of the tower and the other hand will move the disk.
5. The game consists of three posts/pegs and a set of disks of different sizes, with the largest disk at the bottom and the smallest disk at the top.
6. The objective of the game is to move all the disks from the leftmost or rightmost post, depending on the hand to be used by the player in holding the base of the tower, one disk at a time, without placing a larger disk on top of a smaller one.
7. A disk can only be placed on a post if it is either empty or if the topmost disk on the post is larger than the disk being moved.
8. The Tower of Hanoi should be placed horizontally, and the player must use only one hand to move the disks, and the other hand will hold the base of the tower.
9. If the player uses two hands, they will be disqualified.
10. If a disk is unexpectedly placed on a different post or if a larger disk is placed on top of a smaller disk during the game, the player must restart from the beginning.
11. If a player accidentally lifts 2 or more disks at the same time, the following will be observed:
 - a. If the disks were already moved to another pole, the player will start from the beginning.
 - b. If the disks were not yet moved from another pole because the player was able to realize it, then he/she will start from the pole it was lifted, moving one disk only to continue the game.
12. If a disk tumbles off the table or on the ground unexpectedly, the player must restart from the beginning.
13. The game is over when the player successfully moves all the disks to the leftmost/rightmost post, in the correct order.
14. The fastest player will win the game.
15. The top 10 winners in the Secondary will be awarded in the cluster and division levels.
16. The Top 5 winners at the elementary level will be awarded at the district level, while the Top 10 winners will be awarded at the division level.

MODULO ART

Participants in the District Modulo Art competition are the 1st placers in each level in the school-level competition.

1. All contestants must bring their white cartolina with a pre-drawn grid (**pencil**).
2. The size of the grid for all grade levels shall be the largest possible square that can be made from one whole white cartolina. The official coloring medium is "regular-sized crayon with eight colors," ANY BRAND. The remaining space in the cartolina after the biggest square was determined, will be left empty and primarily part for judging the neatness of the output.
3. "Freehand drawing" must be observed in making the designs/patterns. (**Use of a pencil is allowed to create the designs/patterns**). **But the final modulo artwork for judging should not reflect the visibility of the pencil.**
4. Submit cartolina with grid and crayons one week before the contest to the District Math Coordinator. **ONLY** the submitted cartolina and crayons will be allowed to be used during the district level competitions.
5. A4 coupon bond will be used for the pre-generated design and legends. The size of the square for the legends is 1.5 x 1.5 inches (elementary & secondary) drawn below the quarter 1 design.
6. The time allotted for the contest is Four (4) hours.
7. The criteria for judging shall be as follows:
 - a. Neatness 15%
 - b. Color Harmony 15%
 - c. Accuracy
 - i. Operation used 15%
 - ii. Consistency of design 15%
 - d. Creativity 20%
 - e. Visual Impact 20%
8. The contest shall be as follows:
9. Elementary Level: Latin Square Modulo 5 Addition Rotation
10. Level 1: Grade 7 Latin Square Modulo 5 Addition Rotation
11. Level 2: Grade 8 Converging Segments Modulo 4 Addition Rotation
12. Level 3: Grade 9 Standard Kaleidoscope Modulo 4 Addition Rotation
13. Level 4: Grade 10 Circular Kaleidoscope Modulo 4 Addition Rotation
14. Level 5: Grade 11/12 Circular Kaleidoscope Modulo 4 Addition Rotation
15. Only the duly registered teacher-coach of the contestant is the only authorized person to make a query. All protests shall be referred to the Board of Judges/Facilitators.
16. The Facilitators shall be in complete control of the contest. Their decision shall be final and irrevocable.
16. The top 10 winners in the Secondary will be awarded at the cluster and division level.
17. The Top 5 winners at the elementary level will be awarded at the district level, while the Top 10 winners will be awarded at the division level.

MATH QUIZ

Participants in the District Math Quiz are the 1st placers in each level in the school-level competition.

1. The participants must be in the testing room 5 minutes before the announced time by the facilitators.
2. No parent, coach, trainer, or any unauthorized person shall be allowed to stay within a 5-meter radius of the testing room once the test has started.
3. In case of a tie, the tie-breaking question shall be used. The tie-breaking questions will be read by the examiner twice. After the second reading, the room examiner says "GO". Only then shall the contestants be allowed to write their answers. The contestant who submits first his/her answer sheet with the right answer shall be declared the winner for that rank. The maximum time for the tie-breaking question is 2 minutes.

4. For Grade 1:
 - a. 30 items of open-ended questions
 - b. MATATAG Curriculum quarter 1-4
 - c. Specify the units of the answers, whether it is given or not in the problem.
 - d. The time duration is 1 hour
5. For Grade 2:
 - a. 30 items of open-ended questions
 - b. MATATAG Curriculum quarter 1-4
 - c. Specify the units of the answers, whether it is given or not in the problem.
 - d. The time duration is 1 hour.
6. For Grade 3:
 - a. 40 items of open-ended questions
 - b. MATATAG Curriculum quarter 1-4
 - c. Specify the units of the answers, whether it is given or not in the problem.
 - d. The time duration is 1 hour and 20 minutes.
7. For Grade 4:
 - a. 40 items of open-ended questions
 - b. MATATAG Curriculum quarter 1-4
 - c. Specify the units of the answers, whether it is given or not in the problem.
 - d. The time duration is 1 hour and 20 minutes.
8. For Grades 5-6:
 - a. 50 items of open-ended questions
 - b. MATATAG Curriculum quarter 1-4 (Grade 5), MELCS quarter 1-4 (Grade 6)
 - c. specify the units of the answers, whether it is given or not in the problem.
 - d. The time duration is 1 hour and 30 minutes.
9. For Grades 7-11:
 - a. 50 items of open-ended questions
 - b. MATATAG Curriculum quarter 1-4 for Grade 7-8 and MELCS quarter 1-4 for the other grade levels.
 - c. Specify the units of the answers, whether it is given or not in the problem.
 - d. The time duration is 1 hour and 30 minutes.
10. The top 10 winners in the Secondary will be awarded at the division level.
11. The Top 5 winners at the elementary level will be awarded at the district level, while the The top 10 winners will be awarded at the division level.