



Republic of the Philippines
Department of Education
Region III – Central Luzon
Schools Division of Bulacan
SAN ILDEFONSO NORTH DISTRICT

Office of the District Supervisor

District Letter No. 011, s. 2026
Date: January 26, 2026
To: All School Heads
Mathematics Coaches
All Others Concerned
Subject: District Mathematics Fair

1. In line with the main goal of the Revised Curriculum in Mathematics, to develop mathematically literate, critical, and problem-solving learners, who can understand, apply, and use mathematics meaningfully in real-life situations, further learning, and future work. This office announces the conduct of the 2026 **DISTRICT MATHEMATICS FAIR (DMF)**
2. This activity is designed to support the implementation of programs and projects of the Division Office, which are included in the Division Activities for the First Quarter of the fiscal year 2026.
3. The activity aims to:
 - a. promotes interest and enjoyment in Mathematics by engaging learners in fun, challenging, and meaningful activities.
 - b. develop critical thinking and problem-solving skills through non-routine and higher-order mathematical tasks.
 - c. enhances mathematical confidence and positive attitude toward learning Mathematics across all grade levels.
 - d. identifies nurture mathematically inclined learners who may represent the school in higher-level competitions; and
 - e. encourages healthy academic competition that fosters discipline, perseverance, and sportsmanship.
4. The schedule of activities is as follows

District Level

Events	Category/KS 1	Date	Venue
Math Quiz Bee	1 per grade level (Grades 1-6)	February 4, 2026	Gabaldon Building
Sudoku Super Challenge	1 Participant (any from KS 2)		Ma'am Carol
Rubik's Speed Cubing	1 Participant (any from KS 2)		Sir Bong
Shout -Out Video Competition	1 video to be submitted on the day of the competition (for 1 minute only) by the coach		District Office



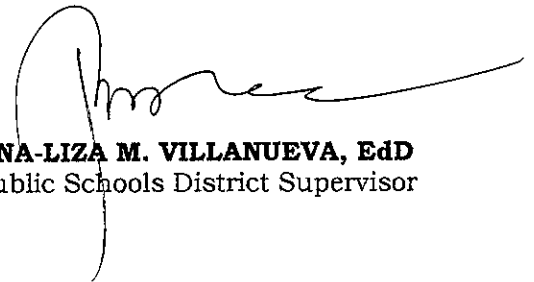
E. Viudez St., Poblacion, San Ildefonso, Bulacan
Email: sanildefonsoorth@yahoo.com



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5. Participation in the 2026 District Mathematics Fair is Voluntary and shall not, in any way, affect the time-on-time of teachers.
6. Expenses to be incurred in the participation in the District Level shall be charged against school/local funds, and are subject to the usual accounting and auditing rules and regulations
7. Top 5 winners in each level and their respective coaches will receive a Certificate of Recognition and a Certificate of Participation for non- winners.
8. The following enclosures are attached:
 - 8.1 Program of Activities,
 - 8.2 Contest Administration and Proctors of the District level
 - 8.3 General Guidelines on the Conduct of 2026 RMF
 - 8.4 Guidelines of Different Events/Games



ANA-LIZA M. VILLANUEVA, EdD
Public Schools District Supervisor



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Enclosure No. 1 to District Letter No 011 s. 2026

**2026 DISTRICT MATHEMATICS COMPETITION
PROGRAM OF ACTIVITIES**

7:30 – 8:00 a.m.	Registration
8:01 – 9:00 a.m.	Opening Program Invocation The Philippine National Anthem Welcome Address Opening Remarks Mechanics of the Contest
9:01 – 9:30 a.m.	Health Break
9:01 – 12:00 noon	Contest Proper
12:01 – 1:00 p.m.	Lunch Break
1:01 – 3:30 p.m.	Continuation of the Contest
3:31 – 5:00 p.m.	Closing Program Announcement of Winners Awarding of Certificates Closing Remarks



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Enclosure No. 2 to Division Memorandum No 011 s. 2026

DIVISION REPRESENTATIVE DURING DISTRICT MATH FAIR COMPETITION

Division Representative	District
Jonee C. San Buenaventura	San Ildefonso North

DIFFERENT WORK COMMITTEES IN DISTRICT LEVEL ELEMENTARY

Co-Chairman: **Cecilia B. Fajardo, PhD – Principal II Calawitan Elementary School**
Vice-Chair: **Michael C. Samson – Principal I Garlang Elementary School**

I. MATH QUIZ BEE

JUDGES/PROCTORS :

Grade 1	Hilda S. Castro, PhD	Sta. Catalina Bata Elem. School
Grade 2	Josefina V. Ramos, PhD	Lapnit Elem. School
Grade 3	Cora Nympha A. Santos	Bubulong Munti Elem. School
Grade 4	Luzshielle M. Magabillin	Bulusukan Elem. School
Grade 5	Raulito C. Mallari, PhD	Anyatam Elem. School
Grade 6	Jennifer S. Estabillo	Telepatio Elem. School



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II. SUDOKU JUDGES/PROCTORS

Key Stage 2	Arleen M. Porras, PhD	San Ildefonso Elem. School
	Ideelyn P. Guevarra	San Juan Elem. School
	Michael C. Samson	Garlang Elem. School
	John Lexter R. Payumo	Buhol na Mangga Elem. School
	Belinda DG. Bermido	Makapilapil Elem. School

III. RUBIKS CUBE JUDGES/PROCTORS

Key Stage 2	Roxanne M. Vergara	Umpucan Elem. School
	Olivia O. Ferrer, PhD	Sta. Catalina Bata Elem School
	Alicia M. Sacdalan, PhD	Calasag Elem. School
	Esperanza V. Dioquino	Nabaong Garlang Elem. School
	Mary Ann R. Guansing	Sumandig Elem. School

IV. SHOUT OUT VIDEO COMPETITION JUDGES /PROCTORS

Key Stage 2	Jennifer E. Tua	Bubulong Malaki Elem. School
	Josephine M. Busalpa	Pulong Tamo Elem. School
	Alvin M. de Castro, PhD	Mataas na Parang Elem. School

Technical Working Group (TWG)

I. Accommodation

- A. Arleen M. Porras, PhD
- B. Esperanza V. Dioquino
- C. Josefina V. Ramos, PhD

II. Registration

- A. Mary Ann R. Guansing
- B. Josephine M. Busalpa
- C. Belinda DG. Bermido

III. Reception

- A. Olivia O. Ferrer, PhD
- B. Alicia M. Sacdalan, PhD
- C. Luzshielle M. Magabillin
- D. Cora Nympha A. Santos



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Enclosure No. 3 to District Letter No 011 s. 2026

**GENERAL GUIDELINES ON THE CONDUCT OF 2026 DISTRICT
MATHEMATICS FAIR**

For the guidance of all participants, the general guidelines for the 2026 DMF are listed below:

- A. All events of the 2026 DMF shall be conducted under the competition category.
- B. Participants of the 2026 DMF are bona fide, public elementary school learners in basic education who are expected to showcase their skills, knowledge, and talents in different event categories as authentic pieces of evidence of their learning across academic areas and key stages. Their teacher-coaches will accompany them.
- C. Participation is open to learners in basic education who are enrolled in public elementary schools for SY 2025-2026.
- D. All participants and coaches must be endorsed/recommended by their respective Principals.
- E. Learner-participants and teacher-coaches shall receive a Certificate of Participation and Appearance from the District Office.
- F. Each learner-participant is allowed to participate only in **one (1)** event category during the 2026 DMF.
- G. Each participating School is allowed to send:

No.	Events/Games	Participants	Coach
1	Math Quiz	1 per grade level (Grades 1 to 6)	1 coach per grade level
2	Sudoku	1 participant per school Key Stage 2	1 coach per school
3	Rubik's Cube	1 participant per school Key Stage 2	1 coach per school
4	Shout Out Video	1 entry per school	1 coach per school



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Coverage of Questions

All test questions shall be competency-based and shall cover Mathematics lessons from Quarter 1 to Quarter 4, aligned with the current curriculum standards.

Scoring and Ranking

- A. Each correct answer shall be equivalent to one (1) point.
- B. Scores shall be based on the total number of correct responses.

Clincher Questions

- A. Questions for the clincher round will be prepared by the Division Supervisor in Mathematics for each grade level in case of a tie.
- B. Clincher questions shall be read aloud by the proctor. A copy of the question will be given to the learners who qualified for the clincher round. Learners shall be given thirty (30) seconds to answer verbally.
- C. The learner who gives the correct answer first shall be declared the winner.

Final Provisions

The decision of the Board of Judges and the Division Math Representative shall be final and irrevocable.

Pre-Contest Conference

- A. An orientation shall be conducted for the test constructors, members of the technical working group, and teacher-coaches to discuss the contest objectives, scope, and coverage of questions, test construction guidelines, mechanics, and other technical concerns to ensure uniform understanding and smooth implementation of the Regional Math Quiz.
- B. A separate orientation shall be conducted for the participants to explain the contest rules and mechanics, time allotment, scoring system, prohibited materials, and other important reminders to ensure fairness and proper conduct during the competition.

Contest Proper

Contest Rules and Mechanics

- All contestants should be at the designated venue at least fifteen (15) minutes before the contest starts. Late contestants will be allowed to take the test using the remaining time. No time extension will be given.
- All Mathematics contests will start simultaneously; a contestant participating in more than one contest is prohibited.
- The written examination shall consist of thirty (30) items for Grades 1- 3; fifty (50) items for Grades 4 to 6, contributed by the different Districts within the Division.



E. Viudez St., Poblacion, San Ildefonso, Bulacan
Email: sanildefonsoarthur@yahoo.com



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**Implementing Guidelines
On SUDOKU SUPER CHALLENGE**

The categories, components, number of learner-participants and teacher-coaches, and time allotment for Sudoku per school are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coal hour and 30 minutes	Time Allotment
Elementary Key Stage 2	In-person	1	1	1 hour and 40 minutes

CATEGORY	Sudoku for Elementary (Key Stage 2)
KEY STAGE	Key Stage 2: Grades 4 to 6
NO. OF PARTICIPANT/S	Sudoku for Elementary: Key Stage 2, 1 participant only (any learner from Grade 4 to Grade 6)
TIME ALLOTMENT	1 hour and 40 minutes
DESCRIPTION	Sudoku is a logic-based number puzzle game played on a 9×9 grid divided into nine smaller 3×3 boxes. Some numbers are already given in the grid. The goal is to fill in the empty squares so that each row, each column, and each 3×3 box contains all the numbers from 1 to 9 exactly once, without repeating any number in the same row, column, or box. Sudoku does not require computation or mathematics beyond recognizing numbers; instead, it develops logical reasoning, pattern recognition, concentration, and problem-solving skills. Puzzles vary in difficulty from easy to very challenging, depending on how many numbers are given and how much logical deduction is needed.
TECHNICAL SPECIFICATIONS	
The Sudoku Super Challenge contest is composed of three (3) rounds. The participants are given 30 minutes per round to answer two (2) puzzles. There will be no elimination of contestants in any of the given rounds.	
The puzzles will come in the following variants: Classic/Standard, Diagonal, Killer Sudoku, and Samurai.	



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CRITERIA FOR JUDGING	The points per puzzle are 10 for Round 1, 15 for Round 2, and 20 for Round 3. Bonus points shall be computed and considered at the end of every round. Any contestant who finishes answering all the puzzles for a given round before the allotted time will get the corresponding bonus points. The first, second, and third till fifth place winners will be determined by ranking each contestant's scores.
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EVENT RULES AND MECHANICS

1. All contestants should be at the designated venue at least fifteen (15) minutes before the contest starts. Late contestants without valid reasons shall be disqualified.
2. All Mathematics contests will start simultaneously; a contestant participating in more than one contest is prohibited.
3. The Sudoku Super Challenge contest is composed of three (3) rounds. The participants are given 30 minutes each round to answer two (2) puzzles. There will be no elimination of contestants in any of the given rounds.
4. The puzzles will come in the following variants: Classic/Standard, Diagonal, Killer Sudoku, and Samurai.
5. Contestants are not allowed to bring a cellphone, iPad, iPod, camera, calculator, laptop computer, or other gadgets inside the contest room.
6. Sudoku Puzzles will be distributed (facedown) to each contestant one at a time, to be answered within a given period as determined by the judge.
7. The points per puzzle are 10 points for Round 1, 15 points for Round 2, and 20 points for Round 3.
8. Bonus points shall be computed and considered at the end of every round. Any contestant who finishes answering all the puzzles for a given round before the allotted time will get the corresponding bonus points. Bonus points will be computed based on the given table.

Bonus Points for Speed

Speed (Submitted the correct answer in the shortest time)	Points
1	10
2	8
3	6
4	4
5-20	2

9. The puzzles shall be corrected using the answer keys provided. Answer keys shall only be opened just before correction begins.



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10. A puzzle with one spot-error (1 cell) will have a deduction of 4 points on the score of the given puzzle, while a puzzle with two spot-errors (2 cells) will have a deduction of 9 points on the score of the given puzzle. A puzzle with 3 or more spot errors (3 or more cells) will be scored zero.
11. In determining the top scorers, the sum of the scores in every round of each contestant shall be added.
12. The first, second, and third through fifth place winners will be determined by ranking each contestant's score.
13. For incomplete puzzle: In case of a tie, the checkers will spot-check (i.e., check every cell containing the correct value) the puzzles in Round 3. The winner will be the contestant with the most correct values after the spot-check. The spot-check procedure will be repeated in rounds 2 and 1 as needed. After checking all the rounds, if there is still a tie, the puzzler who finished the puzzle in the shortest total time will be the winner.
14. For a complete puzzle: In case of a tie, the puzzler who finished the puzzle in the shortest total time will be the winner.
15. In any event that a situation arises, which is not covered by these rules or mechanics, it will be referred to the members of the Contest Committee for their judgment and pronouncement. The decision of the Contest Committee is final and irrevocable

**Implementing Guidelines on
SHOUT-OUT VIDEO COMPETITION**

The categories, components, number of learner-participants, teacher-coaches, and time allotment per division are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Shout-out Video	Video presentation	n/a	1 teacher coach	1 minute

MATH SHOUT-OUT VIDEO COMPETITION

CATEGORY	Shout-out Video
Key Stage	Key Stages 2
NO. OF PARTICIPANT/S	8-10 participants
TIME ALLOTMENT	1 minute



E. Viudez St., Poblacion, San Ildefonso, Bulacan
Email: sanildefonsonorth@yahoo.com

Soaring Higher for Inspiring Victories Nurturing Success and Dynamic Services through Aspiring for Excellence Motivating People Valuing the Future
#inspirasyon tungo sa matatag na pundasyon #disiplinadong pagpupunla para sa mabungang kinabukasan #tapat ang lahat sa pagmamalasakit sa mga kabataan #paglilingkod at pagpapalang tanging alay sa Kanya!



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DESCRIPTION	A one-minute math shout-out video competition where participants creatively highlight the importance, beauty, or real-life applications of Mathematics. The activity aims to strengthen learners' appreciation of math concepts while fostering creativity, collaboration, and responsible digital citizenship.
TECHNICAL SPECIFICATIONS	
CRITERIA FOR JUDGING	• Accuracy and Relevance of Math - 30% • Creativity and Originality - 25% • Clarity of Message and Delivery - 20% • Video Quality and Technical Presentation - 25%
EVENT RULES AND MECHANICS	
1. The competition is open to official school entries, with one (1) entry per school. 2. Video recording must be done within the school premises. 3. Each entry shall submit a shout-out video with a maximum length of one (1) minute. 4. The video content must: • Highlight the importance, beauty, and fun of Mathematics. • Include a math-related message, chant, jingle, or creative shout-out • Promote positive values such as teamwork, perseverance, and love for learning 5. Video recording must be done within the school premises. 7. The video may be presented in English, Filipino, or a combination. Subtitles may be added when necessary for clarity. 8. All entries must be original, not AI-generated, and not previously submitted to any other competition or platform. 9. The video must be saved in MP4 or MOV format, in landscape orientation, with clear audio and visuals. 10. The use of background music, graphics, and effects is allowed, provided that these elements do not overpower the main message and are free from copyright issues or properly credited. 11. Entries containing inappropriate language, gestures, or content contrary to school policies shall be automatically disqualified. 13. Videos must be uploaded to the link when the contest starts. File Name Format: Schools, School District Name ,Math Shout Out Video 14. Failure to comply with any of the above rules shall result in the deduction of points or disqualification, subject to the discretion of the screening committee. 15. The decision of the Board of Judges is final and irrevocable	



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CRITERIA FOR JUDGING (100%)

Criteria	Description	Percentage
Accuracy & Relevance of Math Content	The math message is correct, meaningful, and clearly highlights the importance, beauty, and fun of Mathematics	30%
Creativity & Originality	The video shows originality in concept, script, and presentation. The shoutout, chant, or jingle is engaging and creative.	25%
Clarity of Message & Delivery	The message is well-organized and easy to understand. Voice, pacing, and expression are clear and appropriate.	20%
Video Quality & Technical Presentation	Audio and visuals are clear. Proper framing, lighting, and simple editing enhance the overall presentation.	25%
TOTAL		100%



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MATH SHOUT-OUT VIDEO COMPETITION – SCORE SHEET

Schools Division: _____

Judge: _____

Criteria	Description	Max Score	Score
Accuracy & Relevance of Math Content	The math message is correct, meaningful, and highlights the importance, beauty, and fun of Mathematics.	30%	
Creativity & Originality	The video concept, script, and presentation are original, engaging, and creative.	25%	
Clarity of Message & Delivery	The message is clear and easy to understand, voice, pacing, and expressions are effective.	20%	
Video Quality & Technical Presentation	Audio and visuals are clear and proper framing, lighting, and editing are observed.	25%	
TOTAL		100%	

Judge's Signature: _____



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**Implementing Guidelines
On Rubik's Speed Cubing**

The categories, components, number of learner-participants and teacher-coaches, and time allotment for per division are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Rubik's Speed Cubing	In - Person	20	20	120 min

Rubik's Speed Cubing Competition

CATEGORY	Rubik's Speed Cubing
KEY STAGE	KS 2
NO. OF PARTICIPANT/S	6
TIME ALLOTMENT	120 min
DESCRIPTION	Rubik's Speed Cubing is a three-dimensional (3D) combination puzzle invented by Ernő Rubik, originally called the Magic Cube. The contest requires participants to recognize patterns and apply algorithms, thereby enhancing problem-solving skills and logical thinking. Contestants shall solve the Rubik's Cube as efficiently and quickly as possible. Note: The participants are prohibited from using the magnetic LED Rubik's cube.



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TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	• 5 pcs Rubik's Cube (3x3): (https://www.lazada.com.ph/products/fuzao-competition-ready-smooth-beginners-educational-toy-i5294181126-s31527824683.html?dsource=share&laz_share_info=2386781706_0_100_500552480294_2386783706_null&laz_token=b5403e37cd91c1ed1edb6e6ad3448ef38&exlaz=e_02ORYuONKp7Gi_p8qo24MCZFmNCmP6gU%2FnnWa525VociCXvTKdNAtBZ9M7OhatOZKzRRrDZgMHzeuMScOJ7o6d%2FuxtDhefxtiD3WnASlas1Y%3D&sub_aff_id=social_share&sub_id2=2386781706&sub_id3=500552480294&sub_id6=CPI_EXLAZ) • FUZAO Exclusively for Competitions) • Magic Cube Speed Timer; Laptop, (Google Sheet, for entering (visible) scores • Notes • Pen	Number of Rooms : 5
B. VENUE	San Ildefonso Bulacan	
C. EVENT RULES AND MECHANICS		
1. All contestants should be at the designated venue at least fifteen (15) minutes before the contest starts. Late contestants without valid reasons shall be disqualified. Before the start of the contest, all Rubik's Cubes will undergo inspection by the committee. The inspection period will last for 15 minutes. 2. The Rubik's Cube Challenge is composed of four (4) rounds. 3. A contestant is allotted a maximum of 15 seconds per round to inspect the puzzle. 4. The time starts immediately after the chairman of the committee announces the "GO" signal. The timer stops when the contestant has completely solved the puzzle. A facilitator will be assigned to record each contestant's speed in solving the Rubik's Cube puzzle. 5. The score for the competition shall be as follows: Warm Up: 1 cube, all faces of the same color, no one eliminated 1st crack (Round 1) : 2 cubes, all faces of the same color, contestant/s will be eliminated if they do not achieve the goal (maximum of 1 minute) 2nd crack (Round 2) : 3 cubes, all faces of the same color, contestant/s will be eliminated if they do not achieve the goal (maximum of 2 minutes) 3rd crack (Round 3) : 4 cubes, all faces of the same color, contestant/s will be eliminated if they do not achieve the goal (maximum of 3 minutes) 4th crack (Final Round) : 5 cubes, all faces of the same color. (maximum of 4 minutes) 6. If a puzzle defect occurs during an attempt, the contestant may choose either to repair the defect and continue the attempt or to stop the attempt. However,		



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- the contestant is no longer allowed to continue if he/she happened to place down the Rubik's cube before the puzzle was solved.
7. The time of each contestant will be recorded and ranked based on the time consumed in solving the puzzle for every round. The contestant **who is disqualified** in each round will receive the lowest possible rank for that round.
 8. In **1st crack (Round 1)**, the contestants will solve two (2) Rubik's Cubes. In this round, the qualifiers will be given the chance to rearrange the cubes of their contestants (i.e. Rank 1 contestant will scramble the Rubik's cubes to be solved by the Rank 2 contestant and vice versa, the Rank 3 contestant will scramble the Rubik's cubes to be solved by the Rank 4 contestant and vice versa, and so on). Each contestant is allowed a maximum of 15 seconds per cube to scramble their contestant's cubes.
 9. In **2nd crack (Round 2)**, the contestants will solve three (3) Rubik's Cubes. Scrambling of the Rubik's Cubes will follow the same procedure as that of Round 2.
 10. In **3rd crack (Round 3)**, the contestants will solve four (4) Rubik's Cubes. Scrambling of the Rubik's Cubes will follow the same procedure as that of Round 2.
 11. In **4th crack (Final round)**, the contestants will solve five (5) Rubik's Cube. At the end of four (4) rounds, the composite rank will be computed to determine the winner of the contest.
 12. In case of a tie in the composite rank, the **total time consumed** by the contestants in the four rounds will be the basis for the determination of the winner of the contest. The fastest Rubik's Cube solver will prevail.
 13. In any event that a situation arises which is not covered by these rules or mechanics, it will be referred to the members of the Contest Committee for their judgment and pronouncement. The decision of the Contest Committee is final and unappealable.