



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. 32, s. 2026
Date: August 17, 2026
To: All School Heads
Mathematics Coaches
All Others Concerned
Subject: District Mathematics Fair

As per DM. no. 316 s., 2026 titled 2026 Division mathematics Fair and 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)** for school year 2026-2027 on the following schedules, with the theme, *"Driven by Math, powered by AI: Empowering Minds to Innovate, Adapt, and Lead"*.

Date	level	Venue
September 4, 2026	Key stage 2	San Ildefonso North District

1. 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 End of term of the fiscal year 2026.
2. 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. Private Schools are encouraged to participate in this competition. At the elementary level, they can join through the District Level. Coordination with the Public Schools district Supervisors must be sought for smooth conduct of the competition.
5. The schedule of activities is as follows

District Level

Events	Category/KS 1	Date	Venue
Math Quiz Bee	1 per grade level (Grades 4-6)	September 4, 2026	Gabaldon Building



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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!

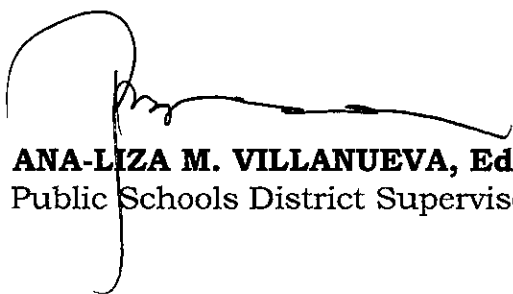


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Sudoku Super Challenge	1 Participant (any from KS 2)		Ma'am Carol V. Perez
Rubik's Speed Cubing	1 Participant (any from KS 2)		Sir Bong Centeno
Shout Video Competition	1 video to be submitted on the day of the competition (for 1 minute only) by the coach		District Office

- Participation in the 2026 District Mathematics Fair is Voluntary and strictly observe the instructional blocks under three-term school calendar and to ensure that participation in this event does not disrupt schedule instructional time, in compliance with the provision of DepEd Order (DO) No. 09, s, 2026, titled *Guidelines on the Implementation of the Three-term School calendar in Basic Education and Activities*, and DO 09, 2025, titled *Instituting Measures to Increase Engaged Time on-Task and Ensuring Compliance*, there with
- 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
- Top 5 winners in each level and their respective coaches will receive a Certificate of Recognition and a Certificate of Participation for non- winners.
- The top 1 winner in each event categories will compete in the Division Mathematics Fair on September 10, 2026, as per RM no. 280,s 2026.
- The following enclosures are attached:
 - Enclosure no. 1: Program of Activities,
 - Enclosure no. 2: Contest Administration and Proctors of the District level
 - Enclosure no3.: General Guidelines on the Conduct of 2026 DMF
 - Enclosure no. 4: Guidelines of Different Events/Games
 - Enclosure no. 5: Parental consent form
- Immediate and wide dissemination of this letter is hereby enjoined.


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



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Enclosure No. 1 to District Letter No 0 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. 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 2026-2027.
- D. All participants and coaches must be endorsed/recommended by their respective School heads.
- 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 4)	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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Enclosure No. 4 of District Letter No., s. 2026

**Guidelines of the different Events/Games
Math Quiz Bee**

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

Category	Mode of Delivery	No. of Learner Participant	No. of Teacher-Coach (per grade level)	Time Allotment
Math Quiz Bee (Grade 4-6)	Pen and Paper Test	1 per grade level	1	120 minutes

CATEGORY	Individual Academic Competition
KEY STAGE	Key Stage -2
NO. OF PARTICIPANT/S	One (1) learner per grade level per school
TIME ALLOTMENT	Grade 4-6: 2 hours (31 items)
DESCRIPTION	The Math Quiz is an individual academic competition that aims to assess and strengthen learners' mastery of mathematical concepts, skills, and processes across all grade levels. It features competency-based questions covering lessons from Term1-3 and is designed to develop accuracy, logical reasoning, and problem-solving skills. The activity provides learners with a platform to demonstrate mathematical proficiency under timed conditions while promoting healthy academic competition, critical thinking, and appreciation of Mathematics as a vital tool for lifelong learning and real world application.

TECHNICAL SPECIFICATIONS
EVENT RULES AND MECHANICS
Nature of the Contest The Math Quiz Bee is an individual academic competition. Each EDDIS/School shall be represented by one (1) learner per grade level.
Coverage of Questions All test questions shall be competency-based and shall cover Mathematics lessons from Term 1 to 3, aligned with the current curriculum standards.



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- The proctor tells the contestants that only the final answers must be written on a separate answer sheet with their given code. All solutions shall be placed on the scratch papers, which should also be turned over to the proctors together with the test paper.
 - Contestants are not allowed to bring a cellphone, iPad, iPod, camera, calculator, laptop computer, smartwatches, or other gadgets inside the testing room.
 - If any student submits the paper before the time, the proctor shall accept it and ask the contestant to leave the classroom. The proctor shall collect all papers when the time is up and will not allow any extension.
 - The papers shall be corrected using the answer keys provided. Answer keys shall only be opened just before correction begins. Each correct answer merits one point.
 - The first, second, third, fourth, and fifth place winners will be determined by ranking each contestant's score. In case of ties for these places, tie-breaking questions will be administered by the proctor with the aid of the assigned supervisor.
 - 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 (assigned Supervisors) for their judgment and pronouncement. The decision of the Contest Committee is final and unappealable.
-
- Only the top 1 winner from each grade level shall advance to the Division-Level Mathematics Fair. Each District shall identify and endorse its official representatives. Selection shall be based on learners' performance and ranking during the qualifying round.



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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-Coa1 hour and 30 minutes	Time Allotment
Elementary Key Stage 2	In-person	1	1	1 hour and 35 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 35 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 20 minutes for the 1st round, 30 minutes for the 2nd round, and 45 minutes for the final round to answer 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.												
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 will answer 2 puzzles for each round with variants and time allotment per round. There will be no elimination of contestants in any of the given round.													
<table><tr><th>Round</th><th>Sudoku Variant</th><th>Time allotment</th></tr><tr><td>1</td><td>Standard/Classic Sudoku</td><td>20mins</td></tr><tr><td>2</td><td>Diagonal Sudoku</td><td>30mins</td></tr><tr><td>3</td><td>Killer and Samurai Sudoku</td><td>45mins</td></tr></table>		Round	Sudoku Variant	Time allotment	1	Standard/Classic Sudoku	20mins	2	Diagonal Sudoku	30mins	3	Killer and Samurai Sudoku	45mins
Round	Sudoku Variant	Time allotment											
1	Standard/Classic Sudoku	20mins											
2	Diagonal Sudoku	30mins											
3	Killer and Samurai Sudoku	45mins											
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.													



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Bonus Points for Speed

Speed (Submitted the correct answer in the shortest time)	Points
1	10
2	8
3	6
4	4
5-21	2

- The puzzles shall be corrected using the answer keys provided. Answer keys shall only be opened just before correction begins.
- 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.
- In determining the top scorers, the sum of the scores in every round of each contestant shall be added.
- The first, second, and third through fifth place winners will be determined by ranking each contestant's score.

Tie Break Guidelines

- 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.
- For a complete puzzle:** In case of a tie, the puzzler who finished the puzzle in the shortest total time will be the winner.
- 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



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**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 2-4
NO.OF PARTICIPANT/S	1 teacher per School
TIME ALLOTMENT	1 minute
PERFORMANCE STANDARD	Learners are able to conceptualize, produce, and present a creative math-themed shout-out video that effectively promotes appreciation, motivation, or awareness of Mathematics by demonstrating clarity of expression, mathematical relevance, creativity, teamwork, and responsible use of media, following the given theme, technical requirements, and ethical standards.
21 ST CENTURY SKILL/S	• Critical Thinking and Problem Solving • Creativity and Innovation • Communication Skills • Collaboration and Teamwork • Media and Information Literacy
CREATIVE INDUSTRIES DOMAIN	• Educational Media • Digital Content Creation • Communication Arts
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	



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A. MATERIALS, TOOLS, AND EQUIPMENT	Smartphone, tablet, or digital camera Basic video editing application/ software Tripod or stable stand (optional) Printed or digital math visuals (charts, formulas, props -optional)
B. VENUE	San Ildefonso Elementary School
CRITERIA FOR JUDGING	• Relevance to the Mathematical Contents - 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 regional entries, with one (1) entry per schools division. 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 should be but not limited to: • Highlight the importance, beauty, and fun of Mathematics; • Include a math-related message, chant, yell, choreography or creative shout-out; and • Promote positive values such as teamwork, perseverance, and love for learning. 5. The video may be presented in English, Filipino, or a combination. Subtitles may be added when necessary for clarity. 6. All entries must be original, not AI-generated, and not previously submitted to any other competition or platform. 7. The video must be saved in MP4 or MOV format, in landscape orientation, with clear audio and visuals 8. 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. 9. Entries containing inappropriate language, gestures, or content contrary to school policies shall be automatically disqualified. 10. Videos must be submitted a week before in the official submission link. File Name Format: Schools Name Math Shoutout Video 11. Failure to comply with any of the above rules shall result in the disqualification. 12. 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	1 in KS2	1 in KS2	120 min

Rubik’s Speed Cubing Competition

CATEGORY	Rubik's Speed Cubing
KEY STAGE	KS 2
NO.OF PARTICIPANT/S	20
TIME ALLOTMENT	120 min
PERFORMANCE STANDARD	• Applies logical and sequential thinking to solve Rubik's Cube correctly • Demonstrate solving speed, accuracy, and efficiency through repeated practice. • Display discipline, focus, and sportsmanship during timed challenges. • Reflects on performance to improve strategies and identify areas for improvement.
21 st CENTURY SKILL/S	• Critical Thinking - Analyzing patterns, algorithms, and problem-solving steps • Creativity- Discovering alternative solving strategies and personal techniques • Collaboration - Sharing tips, coaching peers, and group challenges • Communication - Explaining algorithms and solving processes • Digital literacy - Using online tutorials, timers, and apps responsibly.
CREATIVE INDUSTRIES DOMAIN	• Design & Innovation - Algorithm creation, cube mechanics • Education & Training - Instructional strategies, peer Teaching • Media & Digital Content-Tutorials, competition, and



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	documentation • Sports & Recreation - Competitive cubing events and exhibitions • Technology & Gaming - Digital simulations and puzzle - based learning.
DESCRIPTION	Rubi.k's Speed Cubing is a three-dimensional (3D) combination puzzle invented by Erno 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 to use the magnetic LED Rubik's cube.
TECHNICAL SPECIFICATIONS	
A. MATERIALS, TOOLS AND EQUIPMENT	• Any 3 x 3 non-magnetic Rubik's cube can be used • Magic Cube Speed Timer; • Laptop, (Google Sheet, for entering (visible) scores • Notes Pen
B. VENUE	• San Ildefonso Elementary School
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. Prior to 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)	



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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, 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 soon. 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. After completing/ solving the cube, contestants must place down the Rubik's carefully. Any contestant who place down the Rubik's Cube in a manner that causes it to slide, resulting in any part of the cube becoming misaligned or partially turned after each round shall be dealt with as follows:

- **First Offense:** The attempt shall be recorded as the **maximum allowable time** for specific round, and the contestant shall receive an **official warning**.
- **Second Offense:** The contestant shall be **disqualified** from the competition.

Note: Contestants are expected to always handle the Rubik's Cube with due care. Any action that causes the cube to become misaligned may be subject to this rule, as determined by the Contest Committee.



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Prior to the start of the competition, The Contest Committee shall demonstrate, show and clearly explain what constitutes a misaligned or partially turned Rubik's Cube after placement. The Committee's demonstration and Interpretation shall serve as the official basis for the implementation of this rule.

13. 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.
14. To preserve the integrity, fairness, and orderly conduct of the competition, only the members of the Technical Working Group (TWG), contest committee, contestants, shall be allowed inside the contest venue during the conduct of the event.

Non-members of the TWG and unauthorized individuals are strictly prohibited from entering the contest venue or from interrupting, questioning, or interfering with the proceedings while the competition is in progress.

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 unappealable.

Number of Certificates

	Learners	Coaches
KS 2	20	20

Certificates of Participation (participants/coaches) – 40

Certificates of Recognition (coaches and contestants/winners) - 10

Certificate of Recognition of TWG -



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Enclosure No. 5 of District letter No. _____, s. 2026

Parental Consent Form

Activity:

Date: _____

Venue: _____

To whom it may concern,

I, _____, the parent/guardian of _____, a student of _____ at _____, give my full consent for my child to participate in the district I mathematics Fair on _

I understand that this event offers a valuable opportunity for my child to showcase their mathematical skills and engage in friendly competition with peers from other schools.

Acknowledgement of Event Details:

- **Activity:** District Mathematics Fair
- **Date:** _____

Medical Information:

I have indicated below any relevant medical conditions, allergies, or special needs that event organizers and school staff should be aware of:

Emergency Contact

Name: _____

Contact Number: _____

I understand that the school and event organizers will take reasonable measures to ensure the safety of all participants. However, I acknowledge that unforeseen incidents may occur, and I agree not to hold the school or event organizers liable for any such incidents beyond their control.

Parent/Guardian's Name: _____ Signature: _____

Date: _____



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#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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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!