



ISU-C MATHEMATICAL SOCIETY

February 5, 2025

Benjamin D. Paragas, PhD, CESO III
Regional Director
DepEd Regional Office 02
Carig, Tuguegarao City, Cagayan

DepEd Regional Office No. 02



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Dear Sir,

Greetings in the name of the service and of the Lord!

On behalf of the ISU-C Mathematical Society, we are writing to inform you about the comeback of the Regional Sipnayan Quiz Bee which will be held on March 21, 2025, at Andaya Multipurpose Gym, Isabela State University- Cabagan. This quiz bee is designed to promote academic excellence, foster healthy competition, and encourage students to develop a love for learning mathematics.

We would like to formally invite the Grade 7 and Grade 10 students under your jurisdiction to participate in this event. The quiz bee will cover Algebra, trigonometry, and geometry, providing an excellent opportunity for students to showcase their knowledge, enhance their critical thinking skills, and represent their schools in a friendly and challenging competition.

We kindly request your support in encouraging student participation. We believe this event will not only benefit the students but also contribute to the growth of academic initiatives within region 02.

Please see the attached files for the guidelines of the Regional Sipnayan Quiz Bee. Should you need any further information, please do not hesitate to contact the ISU-C Mathematical Society through the official Facebook page- Mathematical Society ISU-C.

Thank you for your attention to this matter.

Sincerely,

Rodrigo A. Lugo Jr.
President, ISU-C Mathematical Society

Noted by:

Jaylord P. Manaut
Adviser, ISU-C Mathematical Society

Koni Bernadette T. Bancud
Co-Adviser, ISU-C Mathematical Society



February 10, 2025

To: **ALL SCHOOLS DIVISION SUPERINTENDENTS**

In view of this activity, this Office reiterates that the participation of the public and the private schools is voluntary and shall be subject to the guidelines on the Conduct of Co-Curricular and Off-Campus Activities for public and private schools stipulated in DO 66, s. 2017, adherence to DO 9, s. 2005 on time-on-task policy and subject to no- collection policy as stated in Section 3 of RA 5546 and DO 19, s. 2008.

For information, dissemination and appropriate action.

BENJAMIN D. PARAGAS PhD, CESO III
Director IV/Regional Director

CLMD/ovc/ird

MEMORANDUM	Date: <u>02-17-25</u>	Released (Records): <u>ucp</u>
To: <input checked="" type="checkbox"/> PSDS/DICs	<input type="checkbox"/> Elem/Sec School Heads	
<input type="checkbox"/> Private Schools	<input type="checkbox"/> Others:	
For: <input checked="" type="checkbox"/> Information	<input checked="" type="checkbox"/> Dissemination	
<input type="checkbox"/> Guidance	<input type="checkbox"/> Strict Compliance	
ORLANDO E. MANUEL PhD., CESO V Schools Division Superintendent		
By: <input type="checkbox"/> [] <input type="checkbox"/> [] <input type="checkbox"/> [] <input type="checkbox"/> [] <input type="checkbox"/> []	Signature:	



ISU-C MATHEMATICAL SOCIETY

SIPNAYAN WEEK CELEBRATION 2025

"The Intersection of Mathematics and Artistic Expression: Unveiling the Patterns of Creativity"

I. Rationale

The concept of The Intersection of Mathematics and Artistic Expression embodies how mathematical principles, such as symmetry, fractals, and the Golden ratio, not only inform but also inspire artistic creativity. Just as an art piece combines diverse elements to form a harmonious whole, mathematics thrives on the synergy of creativity and precision. By intertwining imaginative problem-solving approaches with the rigor of pattern analysis, a rich tapestry of mathematical exploration emerges.

The Sipnayan Week Celebration aims to create a vibrant platform for showcasing mathematical talents and organizing competitions to engage participants in various mathematical activities. This highlights the universal language of mathematics and its relevance across various disciplines and cultures. It provides an opportunity to showcase the beauty, creativity, and practical applications of mathematics in everyday life.

This pivotal event promotes mathematics education, fosters a love for numbers, and enhances problem-solving skills among students and educators. This celebration is an opportunity to showcase the diversity of mathematics, from its fundamental principles rooted from patterns to its creative applications that inspire innovation.

By celebrating Sipnayan Week Celebration on March, it also recognizes the contributions of the Mathematicians around the world, coinciding with the International Day of Mathematics (IDM) on March 14th, underscoring the importance of diversity and inclusion in the field. The celebration encourages people to engage with mathematics through activities, events, and educational initiatives, fostering a deeper appreciation and understanding of its importance in shaping the world.

II. Objectives

This activity aims to:

- **Promote Mathematical Literacy:** Raise awareness about the importance of mathematical literacy in achieving SDG 4 (Quality Education) by organizing different activities aimed at enhancing mathematical skills among students.
- **Encourage Mathematical Creativity:** Inspire creativity and curiosity in mathematics among students through interactive competitions.

- **Promote Collaborations:** Foster a spirit of collaboration among participants, highlighting the importance of working together to solve complex problems.
- **Empowering Mathematicians:** The celebration recognizes and honors the contributions of all the Mathematicians.

III. Target Date of Implementation

This activity will be conducted on March 20 to 21, 2025. On March 20, the activity will be conducted face-to-face at Andaya Multi-purpose Gymnasium starting from 8 am until 5 pm. On March 21, the second day of the celebration, the Regional Siphayan Quiz Bee will take place at the ISU-C Andaya Multipurpose Gymnasium at exactly 9 am to 5 pm.

IV. Target Participants

This activity will target the bonified students at the College of Education from the different programs, namely: Bachelor of Secondary Education, Bachelor of Elementary Education, Bachelor of Physical Education, Bachelor of Technology and Livelihood Education, and Bachelor of Childhood Education. This also targets the Junior students at the different Secondary schools in Region 2.

V. Implementing Strategies

This activity will be presented to the dean of the College of Education and the director of the Office of the Student Affairs and Services. A permit will be provided to secure the implementation and conduct of the activity. Announcements for the said event will be posted on the official Facebook page of the organization; room-to-room announcements will be conducted as well. Further, the participants, members and the officers of the organization will be excused from their classes at the time of the said event.

VI. Monitoring and Evaluation

The event will be monitored and spearheaded by the ISU-C Mathematical Society Officers as well as its members, with the supervision of the ISU-C Mathematical Society Advisers, Mathematics Faculty, and Dean of the College of Education.

VII. Flow of the Activities

Date and Time	Activity	Persons Involved
March 20, 2025		
7:00 AM - 8:00 AM	Checking of Attendance	ISU-C MathSoc Officers
8:00 AM - 9:30 AM	Opening Program	ISU-C MathSoc Officers, Faculty, and Students
9:30 AM - 12:30 PM	Event Proper (Contested Activities, Simultaneous)	ISU-C MathSoc Officers, Faculty, and Students

	<ul style="list-style-type: none"> ➤ Poster Making ➤ Wowwowwin Quiz Show ➤ NumBo ➤ Inter-College Chess Tournament 	
12:30 PM – 1:00 PM	Lunch Break	
1:00 PM – 4:00 PM	Event Proper <ul style="list-style-type: none"> ➤ Inter-College Sipnayan Quiz Bee 	ISU-C MathSoc Officers, BSEd Mathematics Major

Date and Time	Activity	Persons Involved
March 21, 2025		
7:00 AM – 9:00 AM	Registration of the Participants	ISU-C MathSoc Officers
9:30 AM – 12:00 PM	Event Proper <ul style="list-style-type: none"> ➤ Regional Sipnayan Quiz Bee 2025 Qualifying Exam 	ISU-C MathSoc Officers
12:00 PM – 1:00 PM	Lunch Break	
1:00 PM – 3:00 PM	Event Proper <ul style="list-style-type: none"> ➤ Traditional Quiz Bee (Grade 7) 	ISU-C MathSoc Advisers
3:00 PM – 5:00 PM	Event Proper <ul style="list-style-type: none"> ➤ Traditional Quiz Bee (Grade 10) ➤ Awarding Ceremony 	ISU-C MathSoc Officers

VII. Contested Activities

A. Poster Making Contest

Guidelines:

1. The poster making contest is one of the contests during the Sipnayan Week Celebration 2025 with the theme **“The Intersection of Mathematics and Artistic Expression: Unveiling the Patterns of Creativity”**
2. This contest is open to all bonafide students at College of Education of Isabela State University.
3. All participants must register to the facilitator amounting to 10 pesos.
4. The poster must illustrate, interpret and emphasize on the importance of Mathematics in our society, circulating the theme **“The Intersection of Mathematics and Artistic Expression: Unveiling the Patterns of Creativity”**.
5. A ¼ white cartolina will be provided to each participant. Other materials such as pencil, oil pastel, marker, etc. is not provided.

6. The poster must be original and uniquely made by the participants.
7. The posters are governed by laws and regulations concerning R.A 8293 or the Intellectual Property Code.
8. All participants will be given 2 hours to complete their artwork.
9. All entries will be judged by the Board of Judges.
10. The decision of the judges is final and irrevocable.
11. Winners will be announced during the awarding ceremony.

Rubrics:

CATEGORY	SCORE (%)
Relevance to the theme	30%
Creativity	25%
Accuracy of patterns and designs	25%
Visual impact/ creativity	20%
TOTAL	100%

B. Wowwowwin Math Show

Guidelines:

1. The Wowwowwin Math Show is one of the contests during the Sipnayan Week Celebration 2025 with the theme **“The Intersection of Mathematics and Artistic Expression: Unveiling the Patterns of Creativity”**
2. This activity is open to all bonafide students at College of Education of Isabela State University.
3. All participants must register to the facilitator amounting to 10 pesos.
4. The wowwowwin quiz show questions will circulate on the general knowledge questions in Mathematics.
5. Participants will choose the correct answer from the given choices, M, A, T, A or H.
6. Participants will be at the back while reading the question. The facilitator will signal them by saying “go” before going to their selected answer.
7. Only the participants who went to the correct answer will move to the next round.
8. In event of a tie, a tie breaker question will be provided.

C. Numbo

Guidelines:

1. The NumBo is one of the contests during the Sipnayan Week Celebration 2025 with the theme **“The Intersection of Mathematics and Artistic Expression: Unveiling the Patterns of Creativity”**
2. Each player can buy three (3) cards for only 10 pesos, they can use these cards in the whole duration of the game. players can buy as many cards as they want.

3. Each NumBo card contains a grid of numbers. These numbers will be randomly distributed within a certain range of numbers.
4. A caller will randomly select numbers from the pool (1 to 75) and announce it. The process continues until a player gets the winning pattern.
5. The player who gets the winning pattern- vertical, horizontal, diagonal, and overall, should shout NumBo!
6. After shouting, the caller will verify the winning card.
7. After a win, new round begins for another pattern. Players clear their cards of any markings from the previous round.

D. Inter-College Chess Tournament

1. The Chess Tournament is one of the contests during the Sipnayan Week Celebration 2025 with the theme **“The Intersection of Mathematics and Artistic Expression: Unveiling the Patterns of Creativity”**
2. Participants will come from the College of Education, the College of Agricultural Science and Technology, the College of Business Management, the College of Forestry and Environmental Sciences, the College of Criminal Justice Education, the College of Communication and Social Studies, the College of Sciences, the College of Computing Studies and Information and Communication Technology, and the College of Engineering.
3. Each college must have two (2) participants; one for board one (1) and one (1) for board 2.
4. All participants should register to the organizer. The registration fee will cost Php 100.00 each.

Game Rules

- Interference by any players, parents, teachers or other spectators will not be accepted under any circumstances – this includes trying to help players by correcting illegal moves or pointing out a player has forgotten to press their clock.
- Stalling is a tactic that is not allowed for games without clocks.
- If players have any problems, they need to raise their hand, and an arbiter will assist them.
- A team who's giving unsolicited advice or assistance to his teammate while the game is in progress shall lose their match.
- Playing area shall be the official clock during the tournament.

Guidelines

- Single elimination or Double elimination tournament (it depends in the number of participants)
- Participants decide who is to play white, and black. (Flip a coin. Reach an agreement.)

- Each player will have a 15-minute time limit (30 minutes total).
- Player should not touch the clock except for pushing the button after making a move or to straighten it.
- Players must have at least a basic understanding of chess.
- legal moves must be called by either player the moment they happen to be properly claimed.
- Before play begins, both players should inspect the position of the pieces and setting of the clock since once each side has made a move all claims for correcting either are null and void.
- illegal moves unnoticed by both players cannot be corrected afterwards
- A game is won by the player who has mated the opponent's king, whose opponent resigns, or whose opponent runs out of time.
- A game is a draw by agreement, 3 move repetition (notation required), or stalemate.
- In case of a dispute, either player may pause the clock, and summon the
- Tournament facilitators or Arbiter. In any unclear situation, the Tf or Arbiter will consider the testimony of both players and the testimony of any unbiased and reliable witnesses before rendering a decision. Illegal moves or cheating will receive a warning, time loss, or a forfeit.
- Spectators, including players in other matches, many do not speak about or otherwise interfere in a gameplay spectator interferes in any way the TD or Arbiter may cancel the game and rule a new game be played. He may expel the offending person from the playing room. Calling illegal moves or stopped timers is the responsibility of the two players and the TD or the Arbiter will not do so.
- Only a Tf or the Arbiter may rule that a clock is defective and authorize a clock change.
- Excessive banging of pieces or clock will not be tolerated, and the offending player may be penalized with a loss of time.
- The Tf or the Arbiter shall be the one to resolve any situation not covered by these rules
- Players, coaches and spectators are not allowed to make post-game analysis, play against other coaches, spectators, players or discuss finished or unfinished games within the playing area
- Players who have finished their games should leave the playing area immediately after submitting their score sheets.
- Players must observe proper dress code while playing. The use of slippers, short, pants and sandos are prohibited.
- Using of mobile phones and other means of electronic communications are strictly prohibited while the game is ongoing, especially for the players. A player who will violate this rule shall be disqualified.

ILLEGAL MOVES

- Major Offenses: Wrong movement of piece, exposing the king to an attack.
- capturing opponent's king and non-replacement of piece after pawn promotion.
- Minor Offenses: Using two hands in making a move; displacement of piece/s on the chess boards.

PENALTIES

Major Offenses:

- 1st offense addition of two minutes to the opponent's time
- 2nd offense loss of game

Minor Offenses:

- 1st offense warning
- 2nd offense addition of two minutes to the opponent's time
- 3rd offense loss of game
- The Arbiter or Tournament Director can apply one or more of the following penalties:

- A. Warning
- B. Declaring the game to be lost
- C. Increasing the remaining time of the opponent
- D. Reducing the remaining time of the offending player
- E. Expulsion from the event

TOURNAMENTS OFFICIALS AND APPEALS COMMITTEE

- A. The decision of the Chief Arbiter on a Point of Law is Final.
- Further, all other matters not covered in the rules shall be decided by the organizers who reserves the right to amend or alter any provision of the above-mentioned
- Rules and Regulation for the success and interest of the friendly tournament.

E. Inter-College Sipnayan Quiz Bee

Guidelines:

1. The Invitational Mathematics Quiz Bee is one of the contests that is part of Sipnayan Week Celebration 2024, "**The Intersection of Mathematics and Artistic Expression: Unveiling the Patterns of Creativity**".
2. This contest is open to all bonafide students at the Isabela State University Cabagan Campus.
3. Participants will come from the College of Education, the College of Agricultural Science and Technology, the College of Business Management, the College of Forestry and Environmental Sciences, the College of Criminal Justice Education, the College of Communication and Social

Studies, the College of Sciences, the College of Computing Studies and Information and Communication Technology, and the College of Engineering.

4. Each participating college must have two (2) teams; each team is composed of three (3) members.
5. Each team should register to the organizer. The registration fee will cost Php 150.00.
6. The Mathematics Quiz Bee will include questions covering the history of mathematics, algebra, probability and statistics, number theory, calculus, trigonometry, and geometry.
7. Each contestant will be provided cardboard for their final answer and scratch papers. On the cardboard, the team's number is indicated.
8. The quiz bee will have three rounds of different difficulties: easy, average, and difficulties. The easy and average rounds shall consist of 10 questions. Further, the difficult round shall consist of five questions.
9. Each round shall have the following point allocations and time limits:
 - Easy Round** shall have 1 point in each question with a time limit of 10 seconds.
 - Average Round** shall have 3 points in each question with a time limit of 20 seconds.
 - Difficult Round** shall have 5 points in each question with a time limit of 60 seconds.
10. The quiz master will read each question twice. The teams are allowed to start answering while the question is read. After the allotted time for each question, the teams will be asked to stop writing and to raise their answers in front of the panel of judges. The quizmaster shall then publicly announce the answer and announce the teams that got the correct answer.
11. Complaints should be aired by the contestant only before the next question is read. The decision of the panel of judges is final and irrevocable.
12. Wrong spellings and illegible answers are considered incorrect. Final answers must be written legibly.
13. At the end of each round, scores will be added together with the scores of the previous round.
14. At the end of the difficult round, scores from the previous rounds will be added to the cores of the said round. The team with the highest score will be declared the champion and the winner. The second and third highest score earners will be declared 1st Runner-up and 2nd Runner-up, respectively.
15. In case of a tie, a clincher question(s) will be drawn. The Clincher Round will be a do-or-die round. The first contestant to gain a point over the other shall be considered the winner in the tiebreaker.
16. Any violation of the aforementioned rules and regulations will result in forfeiture of titles, prizes, and privileges awarded to the team concerned.

F. Regional Sipnayan Quiz Bee

Guidelines:


1. The Regional Sipnayan Quiz Bee is one of the contests during the Sipnayan Week Celebration 2025 with the theme **"The Intersection of Mathematics and Artistic Expression: Unveiling the Patterns of Creativity"**
2. This activity is open to all Secondary Schools in Region 2.
3. Each team should pre-register to the posted link in the official FB page of the organization until March 7, 2025. The registration fee will cost Php 1000.00.
4. Teams may also register at Andaya Multi-purpose Hall, Isabela State University- Cabagan Campus on March 21, 2025, to the organizer. The registration fee will cost Php 1200.00 per team. The registration is open from **7:30 A.M to 9:30 A.M only**.
5. There should be two (2) teams per school. Each team must be composed of 3 students from Grade 7 and 3 students from Grade 10.
6. The Regional Sipnayan Quiz Bee will include questions covering Algebra, trigonometry, and geometry.
7. All participants will take a 25-item questions individually for 1 hour and 30 minutes in the morning.
8. Participants are not allowed to use any tools for computation. Only pencil and a clear white paper is allowed.
9. After answering, facilitators will collect their answer sheets and will immediately check by the ISUC MathSoc Advisers.
10. The two (2) highest scores in each team will be representing their team in the traditional quiz bee.
11. The two (2) highest scores of each team will be added together. Only the first ten (10) highest combined score will be moving to the next round of the competition.
12. The students who will move to the next level will be posted on the official Facebook page of the organization and will also be posted outside the Andaya or will be announce after checking.
13. The traditional quiz bee for Grade 7 will begin at exactly **1 PM to 3 PM**. For Grade 10 traditional quiz bee will begin at exactly **3 PM to 5PM**.
14. Each team will be given a cardboard for their final answer.
15. The traditional quiz bee will have 3 rounds of different difficulties: easy, average, and difficult. The easy and average round shall consist of 10 questions. Further, the difficult round shall consist of 5 questions.
16. Each round shall have the following point allocations and time limits:
Easy Round shall have 1 point in each question with a time limit of 15 seconds.

Average Round shall have 3 points in each question with a time limit of 30 seconds.

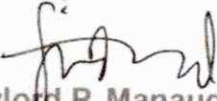
Difficult Round shall have 5 points in each question with a time limit of 60 seconds.


17. The quizmaster will read the questions twice. The teams are allowed to start answering while the question is read. After the allotted time for each question, the teams will be asked to stop writing and raise their answers in front of the panel of judges. The quizmaster shall then publicly announce the answer. Facilitators will check each team's answer, then announce the teams who got the correct answer.
18. Complaints should be raised by the contestants only before the next question is read. The decision of the board is final and irrevocable.
19. Wrong spelling, incomplete and illegible answers are considered incorrect. Final answers must be written legibly.
20. At the end of the difficult round, scores from each round will be added together. The team with the highest score will be declared the Regional Sipnayan Quiz Bee 2025 champion and will receive a certificate, a medal and a cash prize. The second and the third highest scores will be declared as the 1st and 2nd runners up, respectively, and will receive a certificate, a medal, and a cash prize.
21. In case of a tie, a clincher question(s) will be drawn to break the tie. The first team to answer the question correctly shall be considered as the winner of the tiebreaker.
22. Any violation of the rules and regulations will result in forfeiture of titles, prizes, and privileges awarded to the team concerned.

Prepared by:


Rodrigo A. Lugo Jr.
President, ISU-C Mathematical Society

Noted by:


Jaylord P. Manaud
Adviser, ISU-C Mathematical Society


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Co-Adviser, ISU-C Mathematical Society