DIVISION MEMORANDUM
No. 50 s. 2018

DRRM MIDYEAR PLANNING/WORKSHOP cum 2018 DRRM OLYMPICS

To: OIC - Assistant Schools Division Superintendent
    OIC-Chief Curriculum Implementation Division
    OIC-Chief Schools Governance and Operations Division
    Public Schools District Supervisors
    All Elementary and Secondary School Principals
    School Disaster Coordinators
    All Others Concerned

1. Pursuant to Republic Act (RA) No. 10121 entitled The Philippine Disaster Risk Reduction and Management Act of 2010, mandates all national government agencies to institutionalize policies, structures, coordination mechanisms and programs with continuing budget appropriation on Disaster Risk Reduction and Management (DRRM) from national to local levels. DepEd Order No. 50, s.2011 entitled Creation of Disaster Risk Reduction and Management Office (DRRMO), mandates the said office to initiate and spearhead the establishment of mechanisms which prepare, guarantee protection and increase resiliency of the Department of Education (DepEd) constituents in the face of disaster and to institutionalize the culture of safety at all levels, to systematize protection of education investments and to ensure continued delivery of quality education services.

   The Division Disaster Risk Reduction and Management (DDRRM) in compliance with Executive Order No. 29, s.2017 during which the community and other stakeholders are educated on disaster awareness and preparedness. A month long campaign on disaster risk reduction and management (DRRM) is conducted to ensure that every Filipino citizen is aware of the various DRRM programs provided by the government. With this the conduct of a culminating activity will be held on July 26, 2018 at Cainta Elementary School.

2. The celebration aims to:
   a. Promote awareness on disaster risk reduction and management through different contest, that will increase/enhance learner’s knowledge on preparedness, prevention and mitigation during emergency situation;
   b. Develop among students the responsibility of being prepared and ready to respond to disasters;
   c. Internalize the value of preparedness and willingness to help in times of emergencies.

3. Participants to the DRRM Olympics were pre-selected by the organizing committee to represent the Division of Antipolo City.

4. Participants/contestants and coaches are advised to bring their own provisions of food for snacks and lunch.
5. There will be a meeting of the working committee on July 25, 2018 1:00pm at Cainta Elementary School.

6. Attached herewith are the following enclosures for your reference;
   Enclosure 1 – Guidelines, Mechanics and Criteria for judging the DRRM Olympics 2018
   Enclosure 2 – Working Committee
   Enclosure 3 - Participants

7. Widest dissemination and participation of all concerned to this activity is enjoined.

Dr. ROMMEL C. BAUTISTA, CESO V
Schools Division Superintendent
Enclosure 1:

GUIDELINES, MECHANICS AND CRITERIA FOR JUDGING THE DRRM OLYMPICS 2018

ELEMENTARY AND SECONDARY LEVELS

OBJECTIVES

This year’s conduct of the Division DRRM Olympics in celebration of the National Disaster Resilience Month aims to promote safety and resilience building in the community specifically in the school setting.

Specifically, it aims to:

- Increase the awareness of students and teachers in DRRM by means of activities and games.
- Emphasize the importance of disaster risk reduction and management
- Motivate schools to integrate DRRM programs and projects in their respective area.
- Promote safe and hazard free school environment

REGISTRATION

The list of official contestants to this Olympics must be submitted to the Division Office a week before the contest date via electronic mail (drrom.ante@gmail.com) per municipality while the hard copy must be given to the registration committee during the activity.

CODE OF CONDUCT

The contestants/ participants, school representatives, parents and spectators are expected to display honesty, courtesy, politeness, patience, respect toward others and good sportsmanship at all times during the Olympics.

DRESS CODE

The contestant must wear their complete uniform / PE uniform during the contest.

SUPERVISION

It is the teacher-coach’s responsibility to provide adequate supervision for the students at all times during the Olympics.

PROTEST

In case of protest, it is the responsibility of the coach or school official to pose any question relating to the contest.

The question should be referred to the contest officials in any orderly, quiet manner by going directly to the official’s table.
A protest must be made before the affected contestant would have received his/her next point/score in the contest.

The judges and the contest official's decision is final and irrevocable.

QUIZ BEE
(Category: ES, JHS, and SHS)
1. The coverage of the quiz bee includes First Aid and General Knowledge on Disaster (Local and International).

2. It is open to all Grades 4-6 pupils for the elementary level, Grades 6-10 for the secondary level and SHS Level (Gr 11 - 12) for SHS Level, each group will have three (3) representatives and is composed of 1 student per grade level except SHS category.

3. The group will write their answers at the black part of the illustration board or white board.

4. All groups will answer the same set of questions in writing. Before the question is read, the group must raise their markers or chalk.

5. There will be three (3) categories in the competition namely: Easy Round, Average Round and the Final Round.

6. The easy round has seven (7) questions worth 2 points, the average round has nine (9) questions worth 3 points and in the final round has seven (7) questions worth 5 points.

7. Time limits for each round are as follow:
   
   Easy round: 20 seconds
   
   Average round: 30 seconds
   
   Final round: 45 seconds

8. The questions will be read by the quizmaster twice.

9. After the second (2nd) reading, the Quizmaster shall say “go”. only then the groups be allowed to write their answers. Automatically, the time-limit will begin with the word “go” by the Quizmaster.

10. After the time-limit, the whistle or buzzer is blown by the time-keeper. The groups must stop writing and must raise their answer boards.

11. The Quizmaster shall read and verify the groups answer.

12. The group who gets the highest number of points is automatically declared the champion or the runner-up as the case may be.
13. Queries about the questions and/or answers for each round should be heard by the board of judges.

14. Decisions made by the board of judges are final.

ABSTRACT PAINTING, POSTER AND SLOGAN MAKING CONTEST

1. All participants must be at the venue at least 30 minutes prior to the scheduled contest briefing.

2. Abstract painting is open for Junior High School and/or Senior High School student, one (1) representative each municipality.

3. Poster and slogan making is open for Elementary student, one (1) representative per municipality respectively.

4. A 10-minute break shall be provided to the participants after the contest briefing.

5. Once the contest starts, no participant shall be allowed to enter or leave the contest venue for whichever reason or purpose. Only assigned marshals are allowed to enter therein.

6. The Abstract painting, poster and slogan making must expound on the theme: "KATATAGAN SA KALAMIDAD, AY MAKAKAMTN KAPAG SAPAT ANG KAAALAM SA KAHANDAAN".

7. Abstract painting is to be completed within 3 hours in designated venues together with assigned marshals.

8. Poster and slogans are to be completed within 1 hour and 30 minutes in designated venues together with assigned marshals.

9. For poster and slogans, each representative shall be given ½ illustration board and shall bring his/her own sets of oil pastels.

10. For canvass painting, each representative shall be given 2 ft. x 3 ft. canvass and shall bring their own sets of paints.

11. Assigned marshals shall have the authority to confiscate other media otherwise indicated. Confiscated media shall be returned after the contest proper.
12. For purpose of anonymity, the artist’s real name, school, and/or other contact details must only appear in the registration form and in the document which shall be signed before the start of the contest proper.

13. The use of mobile phones and/or other e-devices is prohibited during the contest proper.

14. All winning artworks shall be a property of DepEdAntipolo.

15. Upon submission of the artworks, contestants need to sign a document containing all the contestants’ names, assigned serials, slogans and a waiver. The contestants may leave the room as they submit their artworks to the assigned marshals.

16. Entries will be judged on the following criteria:
   - Overall presentation (creativity, harmony, etc.) - 50%
   - Relevance to the theme - 35%
   - Originality - 15%
   TOTAL: 100%

FLOTATION DEVICE MAKING CONTEST
Category: Secondary Level

1. All participants must be at the venue at least 30 minutes prior to the scheduled contest briefing. If a participant comes late before the briefing at the specified venue, he/she shall be disqualified.

2. It is open for Junior High School and Senior high school, five (5) representatives for group level and two (2) representative for solo level respectively.

3. Each school will bring the materials they will need to the contest venue (note that the device must be made from recyclable materials. Below is the allowed materials for the contest:

<table>
<thead>
<tr>
<th>ITEM</th>
<th>QTY. (maximum of)</th>
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<tbody>
<tr>
<td>Bamboo Pole with a minimum of 2 inch and a maximum of 6 inch diameter</td>
<td>60 ft.</td>
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<tr>
<td>Fish/Poultry net</td>
<td>-</td>
</tr>
<tr>
<td>Jersey Strap/Rope</td>
<td>5 kg.</td>
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<tr>
<td>This will be provided by the Office</td>
<td></td>
</tr>
</tbody>
</table>

Plastic Bottles
- 300 ml
- 500 ml
- 1 Liters
- 1.5 / 1.75 / 2.0 Liters
- 4 or 6 Liters

50
50
50
50
50

"EDUKASYONG TAPAT AT SAPAT PARA SA LAHAT"
4. Use of additional materials may result to a disqualification of entry.
5. Each group will be given 4 hours to complete the device.
6. The floatation device must be able to carry the weight of four (4) adults for Group Level and one (1) adult for Solo Level.
7. The floatation device will be tested by the contestants in a swimming pool.
8. Entries will be judged on the following criteria:
   - Easy Usage - 15%
   - Over-all visual impact - 20%
   - Timeliness - 10%
   - Efficacy - 25%
   - Durability - 30%
   **TOTAL** 100%
9. Decisions made by the board of judges are final.

**FIRE OUT GAME RELAY**

**Elementary and Secondary Level**

1. Members of the team must be a bona fide student of the municipality they are representing.
2. It is open to Grades 6 pupils for the elementary level, Grades 7-12 for the secondary level respectively.
3. The team shall consist of three (3) members.
4. Each team will draw a number to determine the order of the performance at the time of registration.
5. Each member of the team shall wear a personal protective equipment.
6. The main task of each team member is to extinguish the fire in a fire pit using a 1.5 L of Coke, bucket of water, and bucket of sand.
7. Members shall fall in line before the game begins.
8. The first member of the team will be the first one to extinguish the fire using the 1.5 L of Coke.
9. After the fire is out completely on the first container, he/she will have to tap and give the personal protective equipment to his/her teammate and repeat the process using the other fire extinguishing materials until the last member finished the task.
10. The team with the fastest time to extinguish the fire shall be declared as the 1st place and
the second and third fastest time shall be declared second and third place respectively.
11. No practicing will be allowed on the field before the beginning of the contest.
12. Decisions made by the board of judges are final and irrevocable.

BANDAGING AND TRANSPORT OF PATIENT RELAY GAME

Category: Elementary and Secondary Level

1. Scenarios will be prepared by the Philippine Red Cross and/or DepEd Nurses.
2. Competition events with their respective weight will be as follows:

<table>
<thead>
<tr>
<th>EVENT/SCENARIO</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cardiopulmonary Resuscitation</td>
<td>30 %</td>
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<tr>
<td>Adult CPR for Lay Rescuer (1 rescuer technique)</td>
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<tr>
<td>Adult CPR for Lay Rescuer (take over technique)</td>
<td></td>
</tr>
<tr>
<td>Situational Analysis and Application</td>
<td>40 %</td>
</tr>
<tr>
<td>Bleeding Control and Bandaging</td>
<td></td>
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<tr>
<td>Immobilization &amp; Splinting</td>
<td></td>
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<tr>
<td>Spine-Board Management</td>
<td></td>
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<tr>
<td>Relays</td>
<td>30 %</td>
</tr>
<tr>
<td>Bandaging Relay</td>
<td></td>
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<tr>
<td>Transfer Relay</td>
<td></td>
</tr>
</tbody>
</table>

3. Only 6 members per team, including a team leader (TL) will be allowed to play in an event /
station. Remaining member/s (reserved of stand-by players) will have to stay at the holding area
during every hit.

4. Remaining members can play or participate in the next hit provided that they have to maintain
the same allowable number of members per team. TL must inform the marshal at the holding
area before the next scheduled hit. No replacement will be allowed once the team is out of the
holding area.
5. Prior to start of each event, all competing teams scheduled for the event are required to form a single line at the designated STARTING LINE/POINT.

6. In the event that a member/s got injured during the game, the following must be applied:

6.1 PRC assigned first aiders will assess initially and provide care after the hit for injuries not requiring immediate intervention.

6.2 If the person is obviously injured and cannot continue the hit and/or the team leader requests for First Aid assistance through the umpire, that specific station/problem of the team will be stopped. The team score for that particular problem will depend on the performance that they have done before the game was stopped.

6.3 No replacement will be allowed for that specific hit.

6.4 If ever the injured person requires further treatment, chapter representative will be requested to discuss the required additional management (i.e. transport to hospital, etc.). The person will automatically be out of the game.

6.5 If the injured does not require further management, he/she has the option to continue or not to play for the next hit.

6.6 If the injured person wishes to continue playing for the next hit, he/she must sign a waiver. In the event that the injury is aggravated during the hit or it compromises his/her condition and the safety of the co-members and/or the victim, he/she will be recommended to step-out of the playing area by the first aider thru the umpire during or after the hit.

6.7 For Relay, injured player/s much reach the starting point (if not seriously injured) either by himself or with the help of other team members before the next player can proceed to the next problem/questions unless 6.2 applies. Points will be given to the technique the injured person has completed.

7. To ensure the safety of the victims and bystanders – maximum care must be emphasized at all times. Misconduct of the patient (ABC compromised) including bystander/s will be deducted one (1) point for that particular problem. In case of serious mishandling of patient/bystanders or valid complaint (e.g. dropped, got hurt or harmed), this particular station will be stopped and the remaining problem will get zero (0) score. Under any circumstances, the “patient / bystander” must be protected from harm.

8. A maximum of ten (10) minutes will be allotted for a team to perform each event/problem.

9. The umpire will be in charge of issuing the go signal to start and finish the game by using a whistle or louder signal. There will be a maximum of 5-minute interval between hits. Intervals can be shortened as needed.
10. Time of finish of event/station is recorded once the team goes back and all team members' raises both hands beyond the starting point/line and shouted their teams' name.

11. Once the ten(10)-minute signal sounds off from the umpire, all team members, finished or not shall go back to their respective starting lines.

12. The team with the best time(shortest time to finish) will be given a 2-point bonus for each hit in Situational Analysis and Application, and Relay events. The tabulator/s will determine the best time.

13. Non-competing members including Coaches/ Trainers will be given designated areas.

14. For accurate and fair judging, two(2) judges will be assigned to each station. Aside from their main role as a judge, one of the judges will be a timer to record the team’s time for that particular station and the other judge will act as a physician during endorsement. A master timer(umpire) will keep track of the 10-minute time for each hit.

15. All teams must bring with them their first aid kits, blankets, documentation paper, ball pens, etc. If the game has already started, nobody is allowed to get out of the playing area for whatever reason including getting additional supplies and equipment.

16. No protest will be entertained. However, comments and/or suggestions are welcome for future competitions.

17. The team which garnered the highest score/points will be declared as Champion, 2nd highest points – 1st Runner up, etc.

18. The decision of the Board of Judges is final and irrevocable.

Note: This mechanics are property of Philippine Red Cross

DEPED ANTIPolo MAKE YOUR OWN DRRM STORYBOOK COMPETITION
Category: Elementary Level

The Make Your Own Story Book competition is an opportunity for students to create an original narrative presented as a picture or story book

1. Contestant/s must be currently enrolled in public elementary school within the Division of Rizal, the team must be composed of maximum of five (5) representatives for each level with one (1) teacher-coach.

2. Create a picture or story book that tells an ORIGINAL STORY about Disaster Risk Reduction Management using original text and illustrations
3. Include the conventions of book production – back and front covers, title page, blurb and author/illustrator’s profile
4. Book is well bound
5. Handwritten or typed text
6. Photos must be taken by the students
7. Illustrations must be original and must be produced by the students. Medium of art creation is open (Photoshop, Adobe Illustrator, coloring pencils, crayons, water color, etc.).
8. Original illustrations and photos can be scanned
9. The maximum word limit is 800 to 1200 words
10. The story:
   a. Must be an original work of the author.
   b. Can be written in either Filipino/Tagalog or English.
   c. Must be within the reading comprehension of Grade 3 students.
   d. Must have a significant lesson on Disaster Risk Management, and a strong narrative voice.
11. The manuscript
   a. Must be type or handwritten on an 8½ x 11 inches bond paper, with approximately one inch margins on all sides, the page numbers must appear consecutively at the center of the bottom margin of each page
   b. Must be submitted in triplicate, with a soft copy available (saved in a CD).
   c. Must be placed on a short brown envelop for submission, on the lower left corner of which is written the title of the story.
12. Criteria for Judging – the following criteria shall be used by the judges in evaluating and judging the entries to determine the winners
   a. CONTENT – 60%
      Subject or topic – must be creative, novel or contemporary, fully explored and developed
      Plot – must be creative, novel or contemporary, fully explored and developed
   b. TREATMENT – 20%
      Language – must be within the vocabulary range of readers
Comprehensibility – writing must be within the understanding of readers
Fun and enjoyment must be derived from reading the story

**c. DISASTER RISK MANAGEMENT VALUES – 20 %**
- Insight – must be distinct, fully explored, developed and transmitted to the reader

13. No artist assistance or use of images from the web or any other third-party is permissible
14. Submission of entries must be one (1) week before the Olympics.
15. Entries must be submitted via e-mail (drmm.antipolo@gmail.com) with a subject: DRRM
16. Decisions made by the board of judges are final.

**VIDEO-MAKING CONTEST**

Category: Secondary Level

1. Each entry shall be a short story mainly focus on the set theme – “KATATAGAN SA KALAMIDAD AY MAKAKAMTAN KAPAG SAPAT ANG KAAALAM SA KAHANDAAN”.
2. The length of the video should not exceed 360 seconds (six minutes).
3. Each video must have 4 to 10 student-members as lead actors and coach by a teacher that may work together on the project.
4. The student-members may come from different schools within the same district.
5. Any kind of multimedia / video-editing software (Adobe Premiere, Sony Vegas Pro, Proshow Producer, Movie Maker, Adobe After Effects, Particle Illusion, etc) can be use.
6. The entry must be an original work.
7. The school and the contestant is 100% responsible for all production costs of the video.
8. All submissions must not violate copyright laws or use brand names/logos. The DepEdAntipolo will not be held responsible for any laws broken, violations, etc.
9. All entries will become property of DepEdAntipolo.
10. Disrespectful language or personal attacks on people or organizations are prohibited.
11. Those who are not part of the team may assist in the production of the video and can be the actors or cameramen. Only the team members are allowed to edit and render the video.
12. Submission of entries must be one (1) week before the Olympics via e-mail (drmm.antipolo@gmail.com) with a subject: “VIDEO-MAKING CONTEST – Name of Municipality”.

13. Winners will be announced on July 26, 2018 at Cainta ES Auditorium.

14. Entries will be judged according to the given criteria.

- Creativity and Originality – 30%
- Adherence to the theme – 30%
- Entertainment value – 15%
- Technical Execution – 15%
- Video Quality – 10%
- Total – 100%

15. The judges’ decision is final and irrevocable.

JINGLE-MAKING CONTEST

Elementary Level

1. Each entry must focus on the set theme – “KATATAGAN SA KALAMIDAD AY MAKAKAMTAN KAPAG SAPAT ANG KAAALAM SA KAHANDAAN”.

2. The length of the video should not exceed 240 seconds (4 minutes).

3. The school may form at least four (4) up to ten (10) student to represent the municipality.

4. Member/s of the team must be a bona fide elementary student of the municipality they are representing.

5. Jingle entries must be originally written by the student/s. No part of the lyrics can be copied from lines of other songs or infringe on any copyright or other rights of any third party. The organizers shall not be held liable from and against any claims inconsistent with aforementioned.

6. Entry must be in .mp3 format (minus one and plus one) and should be submitted via electronic mail (drmm.antipolo@gmail.com) with a subject “SONG WRITING CONTEST – Name of Municipality” one (1) week before the date of Olympics.

7. Disrespectful language or personal attacks on people or organizations are prohibited.

8. Winners will be announced on July 26, 2018 at Cainta ES Auditorium.

9. Top three winners will be invited to perform at the awarding ceremony of the Olympics.

10. Entries will be judged according to the given criteria.

- Creativity and Originality – 30%
- Adherence to the theme – 30%
• Lyrics – 15%
• Melody – 15%
• Over-all impact – 10%

Total – 100%

11. The judges’ decision is final and irrevocable.
<table>
<thead>
<tr>
<th>EVENTS</th>
<th>FACILITATOR</th>
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<tbody>
<tr>
<td>Abstract Painting</td>
<td>Zosimo Bongtiwon</td>
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<td>Jeric De Guzman</td>
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<td>Dante Manuel</td>
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<td>Quiz Bee</td>
<td>Michel Bravo</td>
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<td>Ariel Alagao</td>
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<td>Gennallos</td>
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<td>Bandaging &amp; Transport Relay</td>
<td>Joseph Buena</td>
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<td>Imee Olivar</td>
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<td>Igmedeo Villanueva</td>
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<td>Video Making</td>
<td>Joseph Buena</td>
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<td>Karen Grace Del Mundo</td>
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<td>Mark Francis Senido</td>
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<td>Floatation Device</td>
<td>Ronald Mendoza</td>
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<td>Lanhlan Abantaio</td>
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<td>Martin Jade Regno</td>
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<tr>
<td>Fire Out Game</td>
<td>Wes dela Cruz</td>
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<td>Rene Tolentino</td>
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<td>Renato Dapena</td>
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<tr>
<td>Poster/Slogan Making</td>
<td>Merinda Cielo</td>
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<td></td>
<td>Cristina Cuizon</td>
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<td>Richard Emmanuel Vidal</td>
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<td>Jingle Making Contest</td>
<td>Jimmy Fernandez</td>
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<td>Jayson Ubina</td>
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<td>Norman Maranan</td>
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<td>Food and Refreshments</td>
<td>Marlon Urmanita</td>
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<td>Regina Tolomia</td>
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<td>Medical Team</td>
<td>Division of Antipolo Nurses</td>
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<td>Tabulation Committee</td>
<td>Nova Silguera</td>
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<td>Richard Batalon</td>
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<td>Maria Bianca Reyes</td>
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<td>Events</td>
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<tr>
<td>Abstract Painting</td>
<td>Mambugan NHS</td>
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<tr>
<td>Quiz Bee</td>
<td>ANHS – JHS/SHS</td>
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<td>Muntindilaw NHS– JHS/SHS</td>
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<td>MBES 1</td>
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<td>Bandaging &amp; Transport Relay</td>
<td>Muntindilaw NHS</td>
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<td>San Isidro NHS</td>
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<td>Mambugan NHS</td>
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<td>Video Making</td>
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<tr>
<td>Jingle Making Contest</td>
<td>San Isidro ES</td>
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Note:
- In Quiz Bee ANHS will train grades 9, 10 and 12 while Muntindilaw NHS will train grade 8 and 11.
- Bandaging and Transport Relay Muntindilaw will provide 3 students, San Isidro NHS 2 students and Mambugan NHS 2 students.
- Quiz Bee Elementary Pena Main ES will train Grade 4 & 5 while Sapinit will train grade 6.
- Jingle Contest Inuman ES and Peace Village will share the participants.