



Republic of the Philippines
Department of Education
Region V
SCHOOLS DIVISION OF SORSOGON

ADVISORY

(Addendum/Corrigendum to Div. Memo No. 334 s. 2025 Re: Division Mathematics Festival for Elementary
(January 6, 2026)

To: Assistant Schools Division Superintendent
Chief, CID & SGOD
Education Program Supervisors/Division Coordinators
Public Schools District Supervisors & OIC – PSDS
Heads, Public Elementary Schools
All Others Concerned

1. Relative to the conduct of the Division Mathematics Festival for Elementary, this office informs all concerned about the updated Mechanics, Guidelines and Criteria for the different events of the above – mentioned activity.
2. Attached to this memorandum is the updated Mechanics, Guidelines and Criteria for your reference.
3. For information and guidance of all concerned.

jl /
JOSE L. DONCILLO, CESO V
Schools Division Superintendent *jl*



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**DIVISION MATHEMATICS FESTIVAL for ELEMENTARY
MECHANICS, GUIDELINES AND CRITERIA**

DAMATH

1. The in-game toss coin decides the player that makes the first move.
2. The two players alternately take turn in moving a piece. (Pass is not allowed.)
3. Touch move shall be observed in the game. A player who touches a chip is required to move that chip unless it is illegal to do so.
4. After making a move, a player shall record this move in one scoresheet.
5. Only one scoresheet will be used by the players in the game.
6. Each player is only allowed one minute to move including the recording of the move and score in the scoresheet.
7. If the computation and recording of the scores in the scoresheet is incorrect, the score will be forfeited.
8. A warning is given to a player by the arbiter if No move is made after one minute, and consequently he is force to move a chip.
9. Continuous violation of this rule #7 will disqualify the player even if he is leading in the scoresheet at the time of the violation. 4th violation means disqualification.
10. All move should be in the forward direction except in taking a chip (forward or backward) or if a chip is already a "dama".
11. A chip is declared "dama" when it stops in the following squares of the opposing player: (1,0), (3,0), (5,0), (7,0). Likewise, a chip of the opposing player is declared "dama" when it stops in the following squares: (0,7), (2,7), (4,7), (6,7).
12. Once a piece is declared a "dama", it could slide diagonally forward or backward in any vacant square provided no opposing piece blocks it. It could take a piece or pieces and doubles the score.
13. Similarly, if an ordinary chip takes a "dama" or a "dama" takes another "dama", the score in both situations is doubled.
14. A player can take one chip or more than one chip with the required option to take the greater number of chips.
15. Between a "dama" taking a chip and a chip taking another chip, the former is obliged. Between a "dama" taking a chip and a "dama" eating 2 or more chips, the latter prevails.
16. "dama" chip should be identified by encircling the chip in the scoresheet.
17. The game ends after the 20 minutes.
18. The game also ends if:
 - a. The moves are repetitive
 - b. The player has no more move
 - c. A player has no more chip





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19. The remaining chip or chips of a player is added to his total score algebraically.
20. If the remaining chip is a "dama", the value of the chip is doubled.
21. The player with the greater accumulated total wins the game.
22. The player may or may not use a calculator.
23. Only players are allowed to raise a question during the game through the arbiter and should be solved immediately.
24. No questions will be entertained after the game.
25. Arbiter is always right in his decisions.

Table 1: Starting Position of the Damaths

Counting Damaths						
1	10	7	2	5		
12	4	11	8			

Whole Damaths						
0	9	6	1	4		
11	3	10	7			

Fraction Damaths						
$\frac{1}{10}$	$\frac{10}{10}$	$\frac{7}{10}$	$\frac{2}{10}$	$\frac{5}{10}$		
$\frac{12}{10}$	$\frac{4}{10}$	$\frac{9}{10}$	$\frac{11}{10}$	$\frac{8}{10}$	$\frac{6}{10}$	$\frac{3}{10}$



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Binary Damaths

1	0	1	0	1
1	0	1	0	0
1	0	1	1	0

Table 2: DAMATH BOARD

	0	1	2	3	4	5	6	7
7	×	÷	-	+				7
6	÷	×	+	-				6
5	-	+	×	÷				5
4	+	-	÷	×				4
	0	1	2	3	4	5	6	7
7	+	-	÷	+				7
6	÷	+	-	+				6
5	-	+	×	÷				5
4	+	-	÷	×				4
	0	1	2	3	4	5	6	7

	0	1	2	3	4	5	6	7
7	+	-	÷	+				7
6	÷	+	-	+				6
5	-	+	×	÷				5
4	+	-	÷	×				4
	0	1	2	3	4	5	6	7
7	+	-	÷	+				7
6	÷	+	-	+				6
5	-	+	×	÷				5
4	+	-	÷	×				4
	0	1	2	3	4	5	6	7



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Table 3: **DAMATHS SCORESHEET**

Name of Player:			Name of Player:		
Move	Score	Total	Move	Score	Total

Player's Signature:

Win Lose

Player's Signature:

Win Lose





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MATH POSTER
Guidelines and Mechanics

1. Each participating school should submit one entry only.
2. The poster must illustrate, relate and emphasize the theme.
3. All artwork must be done on the spot.
4. The poster must be done in free-hand using the following materials (provided by the participant)
 - a. 1/8 size illustration board
 - b. Pencil
 - c. Marker
 - d. Crayons/oil pastel (primary colors plus black)
5. Only the entry number is allowed on the poster, no other identifying marks.
6. All art work must be completed within the allotted time of two (2) hours.

Creativity	40%
Originality	30%
Relevance to the theme	30%
Total	100%

MATH JINGLE
Guidelines and Mechanics

1. Each participating school/district is required to submit one (1) entry only.
2. Each group shall consist of a minimum of five (5) and a maximum of 10 pupils.
3. The entry must be an original composition and will use one tune.
4. The group shall observe creativity and frugality by recycling materials for their costume and props.
5. Performance on stage is given a time limit of 4 – 7 minutes which includes the entrance and exit of the participants. A point shall be deducted for every exceeding minute.
6. The winners shall be chosen by the panel of judges based on the following criteria:

Creativity/Originality/choreography	30%
Musicality	25%
Audience Impact	10%
Volume and Blending of Voice	15%
Costume and Make-Up	10%
Stage Presence	10%
7. The judge's decision is final and irrevocable.





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**MathTULA (Math Spoken Word Poetry)
Mechanics and Guidelines**

1. Spoken Word Poetry is a performance art that is word based. It is a writing that is meant to be spoken or delivered with emotions to an audience. It is an oral art that focuses on the art of word play, rhythm, improvisation, intonation and voice inflection.
2. The spoken word poetry piece must be an original composition. It could be written in English or in Filipino but not in Taglish.
3. The piece must be related to the theme and must not contain any malicious and offensive language or content.
4. Each contestant is given 3 – 5 minutes to recite or deliver his piece. In such cases, the participant does not meet the minimum time (3mins) requirement, ten points (10 points) will be deducted from the score. Likewise, if the participant will go over the prescribed maximum time allotment (5mins), it will also be deducted ten points (10pts).
5. Sounds, instrumental or music background is allowed to complement the delivery. No deduction shall be made if the contestant pts not to have a musical background.
6. In this competition, each participant will be judged twice. The piece they made and how they deliver it.
7. The judge's decision is final and irrevocable.

Criteria for the Poem:

Content	- 50%
Creativity, Style and Originality	- 30%
Coherence of form and structure	- 20%
Total	- 100%

Criteria for the Performance:

Poise and Spontaneity of the performance	- 30%
Intonation, poetic expression and a clear insight	
Into the poet's intention	- 20%
Memorization, clarity of words and diction	- 50%
Total	100%



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NumbeRace
Mechanics and Guidelines

COMPONENT AREA	MATHEMATICS AND PROBLEM SOLVING	
KEY STAGE	Key Stage Two (2) Grades 4 to 6	
NO. OF PARTICIPANT/S	2 students per team (choose participants from Key Stage 2; only one learner per grade level is allowed, e.g. the team is composed of 1 Grade 4 and 1 Grade 6 learner)	
TIME ALLOTMENT	1.75 hours total Elimination round: 45 minutes Final round: 60 minutes	
PERFORMANCE STANDARD	<p>The learners:</p> <ul style="list-style-type: none"> • demonstrate proficiency in applying mathematical concepts to solve authentic real-world challenges; • exhibit analytical and strategic thinking skills in approaching complex mathematical problems; • manifest effective communication and collaborative skills in mathematical discourse and team problem solving; and • show mastery in integrating concepts across various mathematical domains (Number & Number Sense, Measurement and Geometry, Data and Probability) in practical applications. 	
21ST CENTURY SKILL/S	Critical Thinking and Problem Solving Collaboration and Communication Digital literacy	
DESCRIPTION	NumbeRace is a two-phase mathematical adventure competition designed for Grades 4-6 learners that combines physical exploration, mathematical investigation, and problem-solving in real-world contexts	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> • Basic calculator • Measuring tools (ruler, tape measure) • Writing materials 	To be provided by the event organizers: <ul style="list-style-type: none"> • Team identification badges • Station markers and QR code printouts • Scoring sheets and evaluation forms
	Digital device for QR codes (if allowed by organizers) <ul style="list-style-type: none"> • Safety equipment (as specified in orientation) 	Investigation tools and materials <ul style="list-style-type: none"> • Data collection forms • Emergency and first aid equipment • Digital tracking system



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	• Maps and route guides
B. VENUE	School grounds or designated competition area with: <ul style="list-style-type: none">• Multiple checkpoint stations• Investigation areas• Presentation space• Rest areas and first aid stationsEmergency assembly points
CRITERIA FOR JUDGING	Accuracy (60%) and speed (40%)
EVENT RULES AND MECHANICS	
<p>A. Pre-Competition Requirements</p> <p>1. Teams must complete registration two (2) weeks before the event Registration Process (2 Weeks Before)</p> <ul style="list-style-type: none">• Submission of Regional Team Registration Forms including the following: Region number and name Division/Schools Division Office Name of Regional Mathematics Supervisor Name of Division Mathematics Supervisor• Team Composition Details:<ul style="list-style-type: none">o Official team name representing the regiono Grade levels of members (one each from Grades 4-6)o Certified true copy of school records proving grade levelsRegional team coach/adviser information with designation• Regional Endorsement Requirements:<ul style="list-style-type: none">o Endorsement letter from Regional Directoro Certification from Schools Division Superintendento Regional screening competition resultso Proof of winning at division and regional levels <p>2. Mandatory orientation session 1 week before the competition proper 2-hour mandatory session covering:</p> <ul style="list-style-type: none">• Competition mechanics• Safety protocols• Equipment usage• Scoring system• Emergency procedures Hands-on practice activities Q&A portion Equipment familiarization <p>3. Practice Session (3 Days Before the competition proper</p> <ul style="list-style-type: none">• Mini challenges• Equipment testing• Route familiarization• Team strategy development	



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4. Equipment and Documentation Verification

- Pre-Event Documentation Checklist:
 - Team Registration Form
 - Individual Participant Forms
 - Medical Certificates
 - Consent Forms
 - Equipment Checklist
- Equipment Inspection:
 - Basic calculator
 - Measuring tools
 - Writing materials
 - Digital devices (if allowed)

Competition Structure

Elimination Round (This may be done in batches if the space is limited.)

- Individuals and teams navigate through multiple stations
- Solve challenges at each station:
 - Station 1: Individual Challenge
 - Station 2: Individual Challenge
 - Stations 3 to 5: Team Challenges
- They cannot proceed to the next station unless correct answers are given and confirmed by their team manager.
- Representatives may ask to be replaced when they cannot answer the challenge assigned to them. There will be an additional 30-second penalty for the replacement.
- Half of the number of teams with the lowest scores will be eliminated.
- Final Round (This may be done in batches if the space is limited.)
 - Teams will go through team challenges from Stations 6 to 10. There will be no individual challenges in the final round.
 - Apply mathematical concepts and analyze real-world data
 - Develop mathematical solutions and solve problems
 - Present solutions and findings
- The highest possible score for stations 1 to 9 is 50 points, with a standard deduction of 3 points for the next player/team who will finish successfully. The highest possible score for station 10 is 30 points following the presentation rubric.

Safety and Compliance

General Safety Protocols

- Teams must stay within designated safe zones
- Mandatory use of specified safety equipment
- Access to water stations and rest areas
- Compliance with station-specific safety guidelines



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Supervision and Support

- Station Masters present at each checkpoint
- Medical team on standby throughout the competition
- Safety Officer overseeing all activities
- Technical support team for digital components Emergency Response Procedures
- Medical emergency response protocol
- Weather emergency contingency plans
- Technical failure backup systems
- Lost team search and recovery procedure Incident Management
- Immediate reporting to Safety Officer
- Documentation through incident report forms
- Implementation of appropriate response measures
- Post-incident analysis and documentation

D. Scoring and Awards

Scoring System Implementation

- Digital real-time scoring through station verification
- Individual judge scoring followed by panel consensus
- Final verification by Head Judge and Technical Committee

Award Categories

- Main Awards:
 - Overall Champion (Trophy + Certificates)
 - First Runner-up (Medals + Certificates)
 - Second Runner-up (Medals + Certificates)
- Special Awards:
 - Best Navigation Team
 - Outstanding Investigation
 - Excellence in Calculation
 - Innovation Award
 - Team Spirit Award
- Recognition:
 - Certificates of participation for all competing students
 - Certificates of appreciation for all coaches

E. Documentation Requirements

1. Team registration forms
2. Medical and consent forms
3. Competition worksheets
4. Final presentation materials



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Sample Challenge:

Challenge	Instructions
Step by Step (Individual)	<ol style="list-style-type: none">1. The player will measure the perimeter of an area using his/her foot.2. The number of steps will be multiplied by the measure of his/her foot in cm.3. The player who got the correct answer in the shortest time will get the highest score.
Sudoku (Individual)	
Tangram (Individual)	
Angle Hunt (Team)	<ol style="list-style-type: none">1. Given ten (10) minutes, the team will look for objects in the surroundings that demonstrate right, acute, and obtuse angles.2. The team with the highest number of correct answers in the fastest time will get the highest score.
Number Ninja (Team)	<ol style="list-style-type: none">1. Number sentences are written on the steps.2. The players must step on the number sentence with the least to greatest answer.3. If there is any number touched out of sequence, a penalty time is added. (+10 secs)4. The players may assist their teammates when moving from one step to the next step.5. The timer begins as soon as the first-person steps in and stops when the last person crosses over the last step.
Game of Fifteen (Team)	<ol style="list-style-type: none">1. In this station, the teams* will play against each other. (*2-4 teams)2. Each team will be given number cards labeled from 1 to 10.3. They will play in a 6x6 square. Players take turns to place a number onto the grid.4. The first team that gets a sum of fifteen (15) in a straight line of three numbers (vertically, horizontally, or diagonally) will get the highest score.
Digit Cards (Team)	<ol style="list-style-type: none">1. Players will be given a random of 4-digit number.2. They will answer a set of questions (minimum of 5 questions) using the numbers provided.



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	<p>For example: Given number: 1234 Write the largest number: _____ Possible answer: 4,321 Write the largest prime number: _____ Possible answer: 1,231 3. The team who got the correct answers in the fastest time will get the highest score.</p>
Treasure Hunt (Team)	<ol style="list-style-type: none">1. The players will find hidden treasures that contain clues to solve the puzzle.2. The fastest team who solved the puzzle will get the highest score.
Survival Challenge (Team)	<ol style="list-style-type: none">1. Each team will be given Php 1000 and will be shown a list of grocery items.2. If there is a calamity, which of the following items will they purchase for them to survive for two weeks.3. The first team to maximize their money will get the highest score.
Presentation (Team)	<ol style="list-style-type: none">1. The team will be given 3-5 minutes to present and justify their answer in the survival challenge.2. The judges will evaluate the presentation based on the reasoning and completeness of the details provided during the presentation.



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PRESENTATION RUBRIC:

	Excellent (9-10 points)	Good (6-8 points)	Fair (3-5 points)	Needs Improvement (0-2 points)	Score
Delivery (30%)	Holds the attention of the entire audience with the use of direct eye contact, seldom looking at notes	Consistent use of direct eye contact with the audience, but still pauses to check notes	Displays minimal eye contact with the audience, while reading mostly from the notes	Holds no eye contact with audience, as the entire report is read from notes	
Content/ Organization (40%)	Demonstrates full knowledge by presenting details with explanations and elaboration Provides clear purpose and statements, examples and facts, and/or statistics or evidences	At ease with presenting details without much elaboration Provides a somewhat clear purpose and statements, examples and facts, and/or statistics or evidences	Uncomfortable with presenting information and is able to present details but without elaboration Provides weak purpose and statements, examples and facts, and/or statistics or evidences	Does not have a grasp of details during the presentation, cannot elaborate the information presented Provides weak or no support of details in their answers; gives insufficient supporting facts or evidences	
Expression and Audience Connection (30%)	Demonstrates strong enthusiasm about topic during entire presentation Raises audience understanding and awareness of the situation	Shows some enthusiastic feelings about topic Raises audience understanding and awareness of most points	Shows little or mixed feelings about the topic being presented Raises audience understanding and knowledge of some points	Shows no interest in the topic presented Fails to provide understanding of knowledge of topic	
TOTAL SCORE AND FEEDBACK					



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PARENTAL CONSENT AND WAIVER/RELEASE FORM

As the parent or guardian of the child named below, I hereby give my full consent and approval for my child to participate in the Division Mathematics Festival for Elementary. I understand that there are certain risks of injury inherent in the conduct of the said activity, as well as in traveling and other related activities incidental to my child's participation, and I am willing to assume these risks on behalf of my child. I hereby certify that my child is fully capable of participating in the _____ (name of event) and that my child is healthy and has no physical or mental disabilities or infirmities that would restrict full participation in the said event and other activities incidental thereto.

In addition to giving my full consent for my child's participation, I do hereby waive, release and hold harmless the Department of Education, supervisors and coordinators, coaches, organizers and members of the Regional Technical Working Group of and from any and all rights and claims for damage resulting from injury that may be suffered by my child in the normal course of participation in _____ (name of event) and the activities incidental thereto.

Name of Child

Date of Birth

Sex

Address:

Please list any physical limitations (allergies, hearing, sight, etc.)

I certify that I have read the Parental Consent and Waiver/Release Form and fully understand its terms and conditions.

Signature over Printed Name of Parent/Guardian

Date

CP Number

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Search for Mr. & Ms. Batang MathTinik 2025
Guidelines & Mechanics

GUIDELINES

1. The Search for Mr. & Ms. Batang MathTinik 2025 aims to showcase the learners' confidence, mathematical creativity, academic excellence, and character.
2. Each municipality shall select two (2) representatives, one male and one female who are enrolled in the schools in Schools Division of Sorsogon.
3. The competition shall have two categories, Mr. & Ms Batang MathTinik. The representative shall compete against each other.

MECHANICS

Competition Proper:

1. PRODUCTION NUMBER

Contestants will perform a short, lively presentation showcasing confidence, grace, and stage presence.

Guidelines:

1. Group performance; contestants introduce themselves after the routine.
2. Movements should be simple, child-friendly, and appropriate.
3. A maximum of 1 minute introduction is allotted for each candidate.

Criteria for Judging

Stage Presence & Confidence –	30%
Energy & Enthusiasm –	25%
Coordination & Timing –	25%
Audience Impact –	20%
Total –	100%



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2. MATH CREATIVE ATTIRE

Contestants wear an attire inspired by shapes, numbers, operations, patterns, fractals, geometry, or math symbols. Costumes must be made with recyclable materials.

Guidelines:

1. The costume must reflect a mathematical concept.
2. Attire must remain child-appropriate and safe (no sharp objects).
3. Contestant will give a short 1-2 sentence voice-over description of the concept behind the attire.

Criteria for Judging:

Creativity & Originality –	30%
Relevance to Mathematics –	30%
Craftsmanship –	20%
Cost Efficient –	10%
Bearing –	10%
Total –	100%

3. UNIFORM ATTIRE

Contestants wear their complete school uniform, promoting simplicity, neatness, and discipline.

Guidelines:

1. Uniform must be clean, complete, and well-ironed.
2. Contestant must present a 10-15 second walk on stage.
3. Emphasis on posture, neat grooming, and deportment.

Criteria for Judging:

Neatness & Grooming –	40%
Confidence & Poise –	30%
Walk & Bearing –	20%
Overall Presentation –	10%
Total –	100%



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Interview:

Candidates will choose a number corresponding to a word or picture about mathematics. They will be given 1 minute to discuss the word or picture.

Criteria for Judging:

Content (Relevance of the Answer) –	60%
Fluency –	15%
Alertness –	15%
Poise and Projection –	10%
Total –	100%

4. FORMAL ATTIRE

Contestants modeling elegantly, showcasing their style, poise, and confidence.

Guidelines

1. Contestants wear age-appropriate formal wear.
2. Walk should show poise, elegance, and confidence.

Criteria for Formal Attire

Poise & Bearing –	40%
Elegance & Appropriateness of Attire –	30%
Stage Presence –	20%
Overall Impact –	10%
Total –	100%

After the Formal Attire Competition, Special awards will be handed out. The Top 5 contestants will be chosen based on these criteria: Accumulated scores from the three exposures and casual interview. The Top 5 contestants with the highest rank (1-5) will be automatically declared as the semi-finalist.



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Best in Formal Attire



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Final Round: Question and Answer Portion:

Questions will be related to math appreciation, logic, character, or school values. In the final round, the scores will be refreshed to zero.

Time limit: 50 seconds to answer.

Criteria for Judging:

Content of Answer / Relevance –	50%
Clarity & Organization of Thought –	20%
Confidence & Delivery –	20%
Poise and Projection	10%
Total –	100%

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

TITLES & SPECIAL AWARDS

Main Titles:

- Mr. Batang MathTinik 2025
- Ms. Batang MathTinik 2025
- 1st Runners Up
- 2nd Runners Up
- 3rd Runners Up
- 4th Runners Up

Special Awards:

- Best in Production Number
- Best in Uniform Attire
- Best in Math Creative Attire
- Best in Formal Attire

