



Republic of the Philippines  
**Department of Education**

**REGION XI**

**SCHOOLS DIVISION OF DIGOS CITY**

**OFFICE OF THE SCHOOLS DIVISION SUPERINTENDENT**

**DIVISION MEMORANDUM**

SGOD-2025- 570

To : Assistant Schools Division Superintendent  
Chief Education Supervisors, CID and SGOD  
All Non-Teaching Personnel  
All Elementary and Secondary School Heads  
All Others Concerned

Subject : **CONDUCT OF THE 2025 BASKOG – “LAKAS, SIGLA, PAGKAKAISA  
— MATATAG NA SERBISYO”**

Date : September 4, 2025

In celebration of the **125th Philippine Civil Service Anniversary (PCSA)** this September, the **National Employees Union (NEU) – DepEd Digos City** will launch the **2025 BASKOG “Lakas, Sigla, Pagkakaisa — Matatag Na Serbisyo”**, a sports and wellness program designed to promote **physical fitness, mental well-being, and camaraderie** among non-teaching personnel. This initiative recognizes the importance of holistic health and provides a meaningful break from daily work routines through **friendly competition and team-building activities**.

The activity will be conducted on **September 12–13** and **October 10–11, 2025**, at the **Digos City National High School – Covered Court**.

Games and Activities:

- Cheering/Yells Competition
- Crazy Basketball (Men & Women)
- Basketball (Men)
- Volleyball (Men/Women)
- Badminton (Doubles/Mixed Doubles)
- E-Sports (Mobile Legend)
- Board Games (Word Factory, Scrabble, Chess)
- Dance Competition (Rural Dance)
- Vocal Solo & Duet
- Amazing Race

### Participating Teams:

1. **Red Dragon** (Team Leader: Melanie P. Estacio, PhD., CESO VI)
2. **Blue Eagles** (Team Leader: Maria Genevieve T. Francisquete, CESO VI)
3. **Orange Lions** (Team Leader: Sollie B Oliver, JD, MATE)
4. **Green Gators** (Team Leader: Beverly S. Daugdaug, EdD)

Schedule of the games/events are as follows:

Date	Event/ Games
<b>Day 1</b> Sept. 12, 2025 (Friday)	<i>Morning:</i> <ul style="list-style-type: none"><li>- Eucharistic Celebration</li><li>- Opening Program</li><li>- Cheers and Yells</li></ul> <i>Afternoon:</i> <ul style="list-style-type: none"><li>- Crazy Basketball (up to Championship)</li></ul>
<b>Day 2</b> Sept. 13, 2025 (Saturday)	Volleyball Girls Basketball Boys Table Tennis (Morning)
<b>Day 3</b> Oct. 10, 2025 (Friday)	<i>Morning:</i> <ul style="list-style-type: none"><li>- Badminton</li><li>- Volleyball (Boys)</li></ul> <i>Afternoon</i> <ul style="list-style-type: none"><li>- Amazing Race</li><li>- Board Games (Word Factory, Scrabble, Chess)</li><li>- E-Sport (Mobile Legends)</li></ul>
<b>Day 4</b> Oct. 11, 2025 (Saturday)	<i>Morning</i> <ul style="list-style-type: none"><li>- Volleyball Boys (Championship)</li><li>- Volleyball Girls (Championship)</li><li>- Basketball Boys (Championship)</li></ul> <i>Afternoon</i> <ul style="list-style-type: none"><li>- Song Solo</li><li>- Duet</li><li>- Rural Dance</li><li>- Awarding</li></ul>

For **efficient facilitation**, each team is required to **encode their list of players** through the following link: <https://tinyurl.com/4vbjh7ac>. The **deadline** for submission is **September 10, 2025, at 12:00 NN**.

### Point System for Each Event:

- First Place – 10 points
- Second Place – 7 points
- Third Place – 5 points
- Fourth Place – 2 points

The **NEU Officers, TWG, and Logistics Committee** shall prepare the playing venues, including the **DiCNHS Covered Court**, on **September 11, 2025, from 8:00 AM to 5:00 PM**.

Attached are the **list of team members, Technical Working Group (TWG) members, and mechanics**. These documents will assist in the smooth facilitation of each event.

Personnel participating in the Rural Dance (per team), along with their dance trainers, may conduct practice sessions according to the following schedule:

- Sept. 13, 2025 – 8:00am to 5:00pm
- Sept. 18 & 19, 2025 – 3:00pm to 5:00pm
- Sept. 20, 2025 – 8:00am to 5:00pm
- Sept. 25 & 26, 2025 – 3:00pm to 5:00pm
- Sept. 27, 2025 – 8:00am to 5:00pm
- Oct. 1 & 2, 2025 – 3:00pm to 5:00pm
- Oct. 4, 2025 – 8:00am to 5:00pm
- Oct. 8, 9, & 10, 2025 – 8:00am to 5:00pm

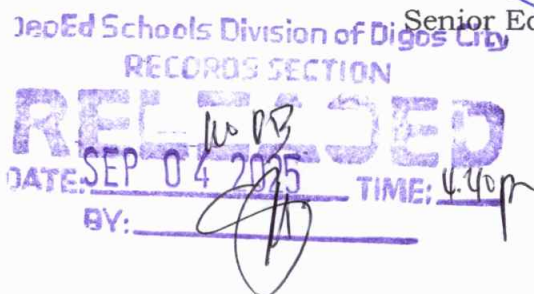
Service credits will be granted to all teacher participants, while Compensatory Overtime Credits (COC) will be granted to non-teaching personnel for the services rendered during Saturday and Sunday (per DepEd No. 53, s. 2023).

Immediate dissemination of this memorandum is desired.

For and in the absence of the SDS:

  
**PETER-JASON C. SENARILLOS**

Senior Education Program Specialist  
Office-In-Charge



Enclosed: As stated.  
SGOD/SEPS/PJS



**A. NEU Officers (2024-2027)**

President	: Eleser D. Mateo
Vice President	: Peter-Jason C. Senarillos
Secretary	: Ma. Bernadette V. Pagayon
Treasurer	: Sheena A. Asarak
Auditor	: Ivy R. Donato
Business Manager	: Regie Clemente
Sgt. at Arms	: Danilo M. Ebol, Jr. and Arvin B. Diacosta
TA (Sports)	: Jeryl Meriones

**B. Technical Working Group:**

<b>Event</b>	<b>Members</b>
Basketball	Michael Timtim – Chairperson (DICNHS) Members: <ol style="list-style-type: none"> <li>1. Ranel Lou R. Montefalcon - RMCES</li> <li>2. Raul T. Baron - RMCES</li> <li>3. Rodolfo II M. Osorno - RMCES</li> <li>4. Ricaredo V. Gabrillo - I. Abalayan ES</li> <li>5. Glent Ian Delima - DICNHS</li> <li>6. Hazel Anne N. Cahiles - DICNHS</li> </ol>
Volleyball	Jonathan Almacin – Chairperson, Volleyball (Balabag ES) Members: <ol style="list-style-type: none"> <li>1. Christian P. Granada - G. Reusora CES</li> <li>2. Grenalyn T. Granada - G. Reusora CES</li> <li>3. Rene L. Eran - Rizal CES</li> <li>4. Janet B. Claro - F. Alferez ES</li> <li>5. Denzel B. Aquino - Igpit NHS</li> <li>6. Pedro L. Roble - F. Alferez ES</li> <li>7. Jeryl Meriones - SGOD</li> <li>8. Marlon M. Mercader - DICNHS</li> <li>9. Tessie Jimenez - P. Garcia ES</li> </ol>
Badminton	Eduardo Paller, Jr. – Chairperson (P. Basalan ES) Members: <ol style="list-style-type: none"> <li>1. Yancy Bacugan - DICNHS</li> <li>2. Arnie Montaner - DICNHS</li> <li>3. Myrell Movida - R. Saplala ES</li> <li>4. Jimuel Quiday - F. Alferez ES</li> <li>5. Boots Liwayway Relampago - RMCES</li> <li>6. Greco Dasmariñas - DCCES</li> </ol>
Amazing Race	Robin Charles Ramos - Chairperson, (Digos City SHS) Members: <i>Teachers-Advisers</i> <ol style="list-style-type: none"> <li>1. Charlton Jessimar A. Ypil, T-III, Balabag NHS</li> <li>2. May Rose N. Nuñez, DiCNHS - Aplaya Extension High School</li> <li>3. Giefren Love B. Añabeza, SpST - I, Ruparan NHS</li> <li>4. Johnryl B. Garzon, SpST-I, KNHS</li> <li>5. Mary Grace T. Masola- GNHS</li> <li>6. Kane Eloisa Pascua-San Roque NHS</li> </ol> <i>Student Officers</i> <ol style="list-style-type: none"> <li>7. Reshel Mae S. Miñoza, Digos City Senior High School</li> <li>8. Casey L. Acosta, Balabag NHS</li> <li>9. Neshra S. Alan, DiCNHS - Aplaya Extension High School</li> <li>10. Alexis Muñoz, Ruparan NHS</li> <li>11. Kris Irah B. Cagalitan, KNHS</li> </ol>

	12. Jiyong Ray H. Gonzales-GNHS 13. Ann Julyn Bacamante-San Roque NHS 14. Nizer Kient Navarroza, DiCNHS
Table Tennis	Joel Cartajena – Chairperson, (Igpit ES) Members: 1. Gime De Mesa (San Miguel ES) 2. JB Monteza (Igpit NHS) 3. Charisse Limpangog (Aplaya ES) 4. Jessa Mae T. Bade (Don Mariano Marcos ES)
Rural Dance Trainers	Marvie Grace Carillo - Chairperson (DICNHS) – Green Gator Members: 1. Lilybeth Sayson (DICNHS) – Red Dragons 2. Krisha Relampago (DICNHS) – Red Dragons 3. Johannes Sabio (DICNHS) – Blue Eagles 4. Mary Florabill Mahinay (DICNHS) – Blue Eagles 5. Ara Mae Irada (DICNHS) - Green Gator 6. Marivic Alburo (DICNHS) – Orange Lion 7. Arlene Bacamante (DICNHS) – Orange Lion
Chess	Melvin Anthony Sabio – Chairperson, (DiCNHS) Members: 1. Enrique Cabalquinto - San Miguel ES 2. BJ Bactung - Badiang ES
E-Sports (Mobile Legends)	Kim Dela Cruz – Chairperson, (DiCNHS) Members: 1. Hueannt Jose M. Bardoquillo (DiCNHS) 2. Hunter Zeke D. Quisumbing (DiCNHS) 3. Gennrick L. Pajaron (DiCNHS) 4. Charles Joshua Cabardo (DiCNHS) 5. Charles Wayne Jumawan (DiCNHS) 6. John Valen Cris Arnado (DiCNHS)

### C. Logistics Committee:

1. Francis Jude Alcomendras (Team Leader)
2. Guy Mara-Asin
3. Joel Estomo
4. Renante Pantonial
5. Domingo Espacio
6. Renil Concoles

**TEAM : ORANGE LIONS**

**LEADER: SOLLIE B. OLIVER**

1	Albino, Tiffany	31	Paller Jr, Eduardo
2	Alcala, April Rose	32	Pantonial, Renante
3	Alcomendras, Francis Jude	33	Porto, Aimee Amor
4	Aperocho, Rosario	34	Ranara, Geraldine
5	Asarak, Jasmine	35	Rosalita, Mary Sol
6	Asarak, Sheena	36	Salanga, Joven Anthony
7	Ortiz, Irene	37	Salinas Jr, Gervasio
8	Baritua, Janice	38	Salise, Juvy
9	Bohol, Marife	39	Sayson, Rex
10	Cabrella, Jem Boy	40	Senarillos, Peter-Jayson
11	Campomayor, Melacres	41	Sucayre, Juvic
12	Castanares, Julius	42	Tagulao, Rae
13	Cervantes, Lloyd	43	Tambilawan, Lea Nina
14	Clemente, Regie	44	Tizon, Alan
15	Corpuz, Radee King	45	Torres, Mae Laarni
16	Dalumatan, Marylove	46	Umalay, Rodgilyn
17	De Mesa, Rofelia	47	Uy, Cecile
18	Devesfruto, King	48	Villagonzalo, Angelito
19	Diamante, Rosario	49	Yamomo, Kristel Joy
20	Enanoria, May Abeguila	50	Meriones, Jeryl S.
21	Evarretta, Karyl	51	JENNIFER UY
22	Gevera, Cesar Jr	52	Gilbuena, Jolina Rose
23	Granada, Jerwin	53	Dumas, Rossiel Ann B.
24	Lucero, Jessica	54	Chicote, Aurelio G.
25	Monserate, Lovely	55	Mahusay, Prince Vincent C.
26	Monserate, Reyzen	56	Obenza, Nilo P.
27	Nacua, Inda	57	Tura, Genamie T.
28	Nahine, Hadley	58	Borlado, Nannette
29	Nahine, Jona Moilereen	59	Bagando, Chindy
30	Oliva, Cherry Rossette	60	Gallardo, Maria Florinel
		61	Genita, Japhet Algen

**TEAM : BLUE EAGLE**

**LEADER: MARIA GENEVIEVE T. FRANCISQUETE**

1	Aguilar, Joejie	32	Pagayon, Ma. Bernadette
2	Alcasid, Aldvin Jan	33	Penas, Dhelmie Christine
3	Almacin, Jonathan	34	Rabaya, Bonafe Cathrine
4	Arevalo, De Jean	35	Sagolili, Maria Layda
5	Bisaga Jr, Angel	36	Salboro, Merilyn
6	Bohol, Cherrie Anne	37	Samonte, Mylene
7	Cabural, Jay Paul	38	Sanoy, Daisy Jane
8	Calipayan, Renato	39	Sayson, Eugene
9	Calva, Ethel	40	Senires, Leilani
10	Cardines, Jayson	41	Solon, Helena
11	Catib, Mayla	42	Sosas, Liberty
12	Concoles, Renil	43	Tungal, Lorna
13	Dedace, Ronald	44	Cabardo, Lovely M.
14	Donato, Ivy Rose	45	Quirante, Lyra Jade J.
15	Duran, Ina Abigail	46	Jabay, Daniel
16	Escaner, Gwendolyn Mara	47	Salomon, Christine Joy
17	Estomo, Joel	48	Eballe, Gemro
18	Flores, Maria	49	Magbanua, Sarah
19	Galaraga, Lily	50	Rivas, Recyl
20	Gonzaga, Cherry Lyne	51	Francia, Reil
21	Hairil, Norwenda	52	GONZALES, ANNA MARIE
22	Juezan, Ida	53	QUIÑONES, ELIZABETH FUENTES
23	Jumawan, Antonia	54	Bernales, Rogelio U.
24	Lapaz, Zoraya	55	Deluao, Arman C.
25	Lucero, Nelson	56	Manapol, Roxel James M.
26	Marata, Evangeline	57	Paglinawan, Jobert
27	Maravilles, Jose Israel	58	PELLETERO, BEA
28	Marzon, Prince Alfred	59	DE GUIA, MICHELLE DACALLOS
29	Mateo, Eleser	60	MAURIN, RUSSEL KEVIN TAGAO
30	Nacua, Edsel	61	Mara-asin, Guy
31	Ortiz, Manne James	62	Balorio, Jessie



**TEAM : GREEN GATORS**

**LEADER: BEVERLY S. DAUGDAUG**

1	Acedilla, Danica	34	Lagare, Sushmita Sarh Joy
2	Adam, Elecel	35	Loyola, Qumran
3	Alde, Ferna Renira	36	Magdadaro, Glory Jene
4	Alejandro, Airon	37	Malahay, Allen Joseph
5	Alquizar, Janice	38	Orge, Divina
6	Altamera, Chariss	39	Pagayon, Rodel
7	Amigo, Diana Grace	40	Pascual, Stephen
8	Arnaez-Llaban, Clarisse Joy	41	Pogoy, Rachel
9	Baddiri, Alseman	42	Rellon, Jonathan
10	Balingit, Myhrra Faye	43	Rojo, Nino Vincent
11	Bengil, Jessrael	44	Rubion, Noba
12	Bongcayao, Rizalien Jane	45	Sy, Zandria
13	Cabardo, Daynie Beth	46	Tabalba, Ethel
14	Cardines, Juvy	47	Tagalog, Demi Moore
15	Carillo, Neil Michael	48	Taporoc Jr, Jose
16	Cartajena, Joel	49	Vergara, Jerick
17	Castanares, Mark	50	Ymalay, Alnie
18	Comaingking, Juvy	51	ALBITE, JAQUILYN J.
19	Dalope, Myracel	52	CARVAJAL, GABRIELLE
20	Dedace, Beth	53	Banzon, Shannen Mheca
21	Deiparine, Rebecca Lorelie	54	Maranga, Loreto
22	Diacosta, Arvin Balbutin	55	Quimada, Apple Grace E.
23	Durano, Frances Millicent	56	JOMARIE DUMAICUS
24	Ebol Jr., Danilo	57	FUENTES, MICAH ARAUNE
25	Espacio, Dominador	58	MAGDAYAO, ROWENA MIRAL
26	Estomo, Glorina	59	Johndelle Dave B. Hernan
27	Evarretta, Ruben	60	Cariquitan, Precious
28	Fernandez, AL	61	Emmanuel Frederick Alcoba
29	Gayud, Rotsen Ray	62	Escalona, Heidi
30	Gloria, Norbelith	63	Igcalinos, Emily
31	Gundaya, Eleora Cecilia	64	Obenza, Archemedes
32	Heramiz, Tita	65	Entero, Roldan
33	Ibanez, Mariflor		



**TEAM : RED DRAGON**

**LEADER: MELANIE P. ESTACIO**

1	Alcaide, Roseter	31	Mabini, Mark Jayson
2	Andales, Mario	32	Magdadaro, Ferdinand
3	Andrade, Nedyamar	33	Miralles, Alma
4	Barsalote, Aldin Jr	34	Moral, Claire Marriz
5	Baulete, Joy	35	Niones, Joan
6	Becamon, Dann	36	Obenza, Marilyn
7	Bejarin, Kristin Marie	37	Padillo, Marvin
8	Beterbo, Marichu	38	Pillerin, Clarence
9	Bongcayao, Neil	39	Pius, Genie
10	Camingawan, John Paul	40	Pius, Carlito
11	Casilac, Rotshen	41	Rebosquillo, Marjun
12	Casono, Eljane	42	Rebosquillo, Queen Kris Antonnette
13	Cedeno, Raquel	43	Repollo, Arlen
14	Chiong, Aleli	44	Rosima, Rowelem
15	De Guzman, Abdul Gapor	45	Salazar, Maria Leonora
16	Deiparine, Peter Paul	46	Sayson, Sheila Mae
17	Dealgue, Mary Ann	47	Solatorio, Esperedion
18	Dugasan, Geralyn	48	Tampico, Maureen
19	Enanoria, Yvonna	49	Timon, Elvie
20	Endar, Jave	50	Villaluna, Rizza
21	Fortun, Mary Joy	51	Zambara Vincent
22	Gebana, Jayson	52	BAJENTING, BEATRIX PEARL B.
23	Gomito, Joel	53	Arcaya, Aimee A.
24	Gonzales, Giselle	54	Camunas, Emma A.
25	Iglesias, Jay-Ar	55	Mabo, Romel T.
26	Jaum, Jacqueline	56	Morastel, Lovely P.
27	Lacid, Narelhind	57	Tagalog, Estephen
28	Lasib, Chona	58	MA. LOURDES J. CABALUNA
29	Loma, Aljun Jay	59	ROLAND S. TANGOG
30	Luayon, Lermalyn	60	Anoba, Hyacinth L.
		61	Ivy Solano

## CRAZY BASKETBALL MECHANICS

### 1. Team Composition

- The team will be composed of 12 players.
- Each team must always have **5 players** on the court.
- Line-up requirement: **2 Girls + 3 Boys**.
- Substitutions are allowed, but the gender ratio (2 girls, 3 boys) must always be maintained.

### 2. Roles and Restrictions

#### Girls:

- Only girl players are **allowed to shoot** the ball.
- Can **dribble, pass, and receive passes** from teammates.
- Can **defend only the opposing girls**.

#### Boys:

- Can **pass, receive passes, rebound, and intercept passes**.
- **Not allowed to shoot**.
- Cannot defend a girl who is dribbling the ball.
- Can **defend only boys** during passing and positioning.
- May **rebound or steal passes**, but cannot directly guard a girl in possession.

### 3. Scoring

- Only baskets made by girls count.
- Standard basketball scoring applies:
  - **2 points** – field goal inside the arc.
  - **3 points** – shot beyond the arc.
  - **1 point** – free throw.

### 4. Game Duration

- The game consists of **2 quarters**, each **10 minutes running time** (clock stops only for official timeouts or emergencies).
- **Halftime break**: 5 minutes.

### 5. Possession & Restart

- Game begins with a **jump ball between two girls**.
- After the initial jump, the **alternating possession rule** applies.
- After each score, the opposing team gains possession from the **baseline**.

### 6. Violations & Fouls

- Standard basketball violations apply.

**BASKOG 2025  
BASKETBALL BOYS  
SIMPLIFIED BASKETBALL MECHANICS & GUIDELINES**

**1. Teams & Game Setup**

- A team shall be composed of not more than 15 team members and a coach. Each team has **5 players** on the court.
- Game is divided into **4 quarters (8 minutes for 1<sup>st</sup>-3<sup>rd</sup> quarter, running time and 10 minutes for the 4<sup>th</sup> quarter, stop clock.**
- The game starts with a **jump ball** at center court.

**2. Playing the Game**

- Players **dribble** the ball to move.
- You can pass, shoot, or dribble but **no double dribbling** allowed.
- Once the ball crosses midcourt, it **cannot be returned to the backcourt** (backcourt violation).
- Players cannot stay in the **key (paint) for more than 3 seconds** on offense.

**3. Scoring**

- **2 points** for shots inside the 3-point line.
- **3 points** for shots beyond the 3-point line.
- **1 point** for each successful free throw.

**4. Equipment/Materials**

- The SIZE of the BALL for the Secondary Boys shall be **size 7.**

**5. Time Rules**

- Team must attempt a shot within **24 seconds** (shot clock).
- Must advance the ball past midcourt within **8 seconds.**
- The ball must hit the rim to reset the shot clock.
- Shot clock resets to **14 seconds** on offensive rebounds (in some cases)

**6. Fouls & Free Throws**

- Players can commit up to **5 personal fouls** before fouling out.
- After **4 team fouls** in a quarter, opponents get free throws on non-shooting fouls.
- Fouls during a shot attempt result in **free throws.**

**7. Violations, Penalties**

The official FIBA Rules shall apply.

**8. Substitutions**



The official FIBA Rules or NORMAL substitution procedures shall apply.

### **9. Tournament Format / Mode of Play:**

A double-elimination tournament shall be applied where each of the four teams must lose twice to be eliminated. The format features a winner's bracket and a loser's bracket; after a team loses a match, they drop to the loser's bracket for a second chance, and only losing a second time results in elimination. The winners from both the winner's and loser's brackets then meet in championship round to determine the champion.

### **Final Rankings:**

- **1st place:** Champion (winner of final or deciding game)
- **2nd place:** Runner-up (loser of final or deciding game)
- **3rd place:** Loser of Losers Bracket Final
- **4th place:** Loser of Losers Bracket Semi-Final (first eliminated team)

## **BASKOG 2025 – Volleyball Competition**

### **1. Overview**

- **Type:** BASKOG 2025 Tournament
- **Eligibility:**
  - Players must be from the Four Teams (four colors)  
**Orange Lions –**  
**Blue Eagles –**  
**Green Gators –**  
**Red Dragons –**
  - Volleyball Tournament manager and officiating officials who are members of BASKOG can join and play the game competition.
- **Format:** Single Elimination
- **Categories are:**
  - 6 on 6 Men and women

### **2. Team Composition**

- 6 to 12 players per team (incomplete team during schedule is forfeit, in 10mins allotted )

### **3. Match Structure :**

#### **Single Elimination Round**

Game 1 Team 1 vs. Team 2

Game 2 team 3 vs Team 4

Game 3 (Fighting 3<sup>rd</sup>) Losser of Game 1 vs. Losser of Game 2

Game 4 (Fighting for Championship) Winner of Game 1 vs. Winner of Game 2

No twicw to beatmatch

Note: Draw lots will be done per event/categories

### **4. Scoring**

- Scoring of 1 – 25 per set will be applied in all matches. Team leads 2 points win the set/match, (23-25, 24-26)
- This Scoring will be applied in the elimination and final round

**BASKOG 2025 – Badminton Competition**  
**@Bstar Recreation Center, Digos City**

**1. Overview**

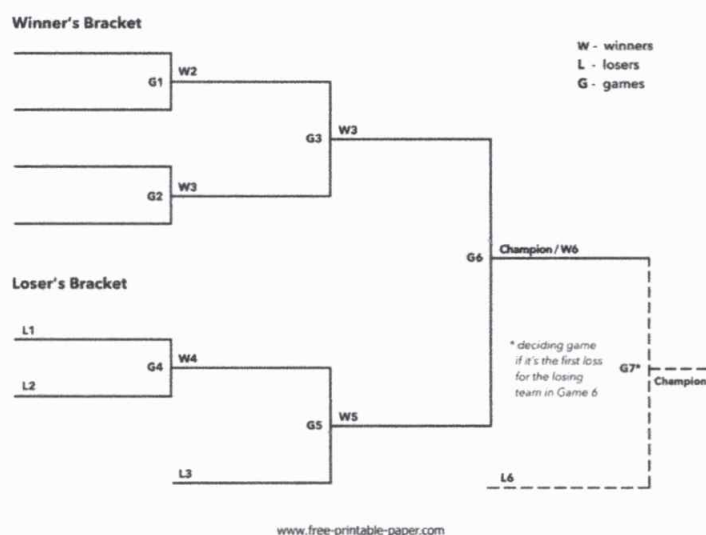
- **Type:** Annual Badminton Team Tournament
- **Eligibility:** Players must be from the Four Teams (four colors)
- **Format:** Double Elimination
- **Categories are:**
  - Men's Doubles**
  - Women's Doubles**
  - Mixed Doubles**

**2. Team Composition**

- Exactly **4 players per team** (2 male, 2 female) to play MD, WD and XD.

**3. Match Structure**

**4 Team Double Elimination Bracket**



Note: Draw lots will be done per event/categories

**4. Scoring**

- Scoring of 1-31 will be applied in all matches. "Interval" and "change ends" will happen by the time score

**5. Timeline**

Timeline	
Deadline for the submission of Entries	September _____, 2025
Tournament Proper	September _____, 2025

**6. Point System**

Categories	Champion (10 points)	1 <sup>st</sup> Runner-Up (7 points)	2 <sup>nd</sup> Runner-Up (4 points)	3 <sup>rd</sup> Runner-Up (2 points)
MD				
WD				
XD				

**Summary:**

**Orange Lions –**  
**Blue Eagles –**  
**Green Gators –**  
**Red Dragons -**



# Mechanics of the Table Tennis Event

(Mixed Doubles & Singles – 4 Teams)

## 1. Participants

- Each school/team shall be represented by **4 players**:
  - **2 males and 2 females** (to form singles & mixed doubles entries).
- Teams: Team A, Team B, Team C, Team D

## 2. Events

- **Singles (Boys & Girls)**
  - One male representative plays in the **Boys' Singles** category.
  - One female representative plays in the **Girls' Singles** category.
- **Mixed Doubles**
  - One male and one female representative team up for **Mixed Doubles**.

## 3. Format of Play

- **Knockout / Single-elimination system** with 4 teams (Semifinals → Finals).
- Option: Use **Double-Elimination** if time permits.

### A. Singles (Boys & Girls separately)

- **Semifinals:**
  - Match S1: Team A vs Team B
  - Match S2: Team C vs Team D
- **Finals:** Winners of S1 & S2 play for **Gold & Silver**.
- Losers of S1 & S2 play for **3rd place**.

### B. Mixed Doubles

- **Semifinals:**
  - Match D1: Team A vs Team B
  - Match D2: Team C vs Team D
- **Finals:** Winners of D1 & D2 play for **Gold & Silver**.
- Losers of D1 & D2 play for **3rd place**.

## 4. Match Rules

- **Best of 5 games** (first to 3 wins).

- Each game is played to **11 points**, must win by 2 points.
- **Service alternates every 2 points**; at 10–10, alternate every 1 point.
- **Change of sides** after each game; in deciding game, switch sides when a player/team first reaches 5 points.
- **Mixed Doubles Rule:** Service must alternate between partners; receiver alternates as well.

## 5. Scoring & Ranking

- **1st Place (Champion):** Finals winner.
- **2nd Place:** Finals loser.
- **3rd Place:** Winner of the 3rd place playoff.
- **4th Place:** Loser of the 3rd place playoff.

## **MECHANICS AND GUIDELINES AMAZING RACE**

### **I. General Guidelines**

#### **1. Participants**

All non-teaching personnel of the Schools Division of Digos City, including SDS, ASDS, EPS, PSDS, School Heads, and office staff. Participants shall be grouped into 4 teams with 10 members each.

#### **2. Team Identity**

Each team must create a banner (part of the challenge), and cheer as part of the opening challenge. Teams are encouraged to wear color-coded shirts (e.g., red, blue, green, orange).

#### **3. Flow of the Race**

Teams must accomplish a series of challenges in stations spread across the venue. After completing each challenge, teams will receive a clue leading them to the next station. The first team to finish all stations and complete the Final Task will be declared the winner.

#### **4. Safety and Conduct**

Activities are designed to be fun, light, and non-hazardous. Participants must follow the instructions of station facilitators. Respect, teamwork, and sportsmanship are expected at all times.

#### **5. Point System and Awards**

Points are cumulative across stations. In case of a tie, the Final Challenge result will serve as the tiebreaker.

Points Schedule per station:

1<sup>st</sup> – 50 points

2<sup>nd</sup> – 40 points

3<sup>rd</sup> – 30 points

4<sup>th</sup> – 20 points

The team with the highest total points will be declared Champion. Other teams will be declared as 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Place, respectively.

Note: Mechanics of the Games to be played per station will be instructed during the event.



## **BASKOG 2025: Solo Singing Competition**

### **Mechanics and Criteria**

#### **Mechanics**

1. The competition is open to all DepEd personnel officially registered under BASKUG 2025.
2. Each participant may perform one (1) song only.
3. Songs may be from any genre (OPM, pop, classical, folk, ballad, jazz, rock, etc.) but must be appropriate for a general audience.
4. Participants must submit the title of their chosen song to the contest committee at least 2-weeks prior to the event to avoid duplication of pieces.
5. Contestants may sing with minus-one accompaniment, or live instrumentals. Live accompaniment must be arranged by the contestant.
6. The maximum performance time is 5 minutes. Exceeding the time limit may result in point deductions.
7. Each participant is given only 2 minutes of preparation time; any excess will be subject to a deduction from the final score
8. Contestants are encouraged to wear appropriate attire that reflects the mood of their chosen piece.
9. Any form of lewd, offensive, or politically motivated performance will lead to disqualification.
10. Judges' decisions are final and irrevocable.

#### **Criteria for Judging**

Criteria	Description	Percentage
Vocal Quality & Technique	Pitch accuracy, tone quality, breathing control, diction, and dynamics	40%
Musicality & Interpretation	Expression, phrasing, timing, emotional connection, and artistry	30%
Stage Presence & Confidence	Audience connection, poise, confidence, and overall impact	30%
TOTAL		100%

## **BASKOG 2025: Duet Singing Competition**

### **Mechanics and Criteria**

#### **Mechanics**

1. The competition is open to all DepEd personnel officially registered under BASKUG 2025.
2. Each duet is composed of two (2) participants only.
3. Each pair may perform one (1) song only.
4. Songs may be from any genre (OPM, pop, classical, folk, ballad, jazz, rock, etc.) but must be appropriate for a general audience.
5. Contestants must submit the title of their chosen song to the contest committee atleast 2weeks prior to the event to avoid duplication.
6. Participants may sing with minus-one accompaniment, or live instrumentals. Live accompaniment must be arranged by the contestants.
7. The maximum performance time is 6 minutes. Exceeding the time limit will result in point deductions.
8. Each duet is given only 2 minutes of preparation time before performing; any excess will be subject to deduction from the final score.
9. Contestants are encouraged to wear appropriate attire that complements their chosen song.
10. Any form of lewd, offensive, or politically motivated performance will lead to disqualification.
11. Judges' decisions are final and irrevocable.

#### **Criteria for Judging**

Criteria	Description	Percentage
Vocal Quality & Technique	Pitch accuracy, tone quality, blending of voices, breathing control, diction, and dynamics	40%
Musicality & Interpretation	Harmony, phrasing, timing, expression, and emotional connection	40%
Stage Presence & Teamwork	Coordination, rapport between partners, poise, confidence, and overall impact	20%
TOTAL		100%

**BASKOG 2025**  
**RURAL FOLKDANCE COMPETITION 2025**

**A. GENERAL GUIDELINES:**

- Guidelines and criteria of traditional rural dances, requiring appropriate costumes, and prohibiting use of pyrotechnics, or hazardous props.
- At least 10-16 participants including props men.
- Only canned music is allowed.
- Each group are allowed to have 30 seconds to 1 minute dance introduction if there is.
- Only 1 music is allowed for each group so the introduction of each dance will also depict of the music of team's repertoire.
- Penalty for using other music as introduction is 5 points deduction in each judge's final score.
- We will apply the ranking system for judging.
- Final result of each judge's is final and irrevocable.
- Any violation to the aforementioned rule's/guidelines. Penalties will be deducted from the total average of the group from every judge. TBD -

**B. CRITERIA FOR JUDGING:**

1. PERFORMANCE AND EXECUTION 30%
  - a. skill and mastery – dancer's ability to execute steps and formations with precision and skill.
  - b. synchronization – The group's ability to move together in unison.
  - c. Technical Proficiency – The overall cleanliness and smoothness of the movements.
2. MUSIC AND COSTUME 20%
  - a. The use of appropriate music and costumes that represent the dance.
3. CHOREOGRAPHY 30%
  - a. Flow – The logical progression of movements and formations within the choreography.
4. PERFORMANCE QUALITY AND STAGE PRESENCE 20%
  - a. showmanship – The dancer's confidence, energy, and how they connect with the audience.
  - b. Characterization – The ability to embody the spirit and story of the dance.
  - c. Overall Impact – The total impression the performance leaves on the judges and audience.

ENTRY #	CRITERIA FOR JUDGING					
	PERFORMANCE AND EXECUTION 30%	MUSIC AND COSTUME 20%	CHOREOGRAPHY 30%	PERFORMANCE QUALITY AND STAGE PRESENCE 20%	TOTAL	RANK
ENTRY 1						
ENTRY 2						
ENTRY 3						
ENTRY 4						

\_\_\_\_\_  
JUDGE 1

\_\_\_\_\_  
JUDGE 2

\_\_\_\_\_  
JUDGE 3



**BASKOG 2025**  
**Event: YELLS AND CHEERS**

**Mechanics:**

1. All team members are required to participate in the competition.
2. Each group/team must perform with a minimum duration of 1 minute and a maximum of 2 minutes, including entrance and exit. Performances exceeding this limit will result in a deduction of 1 point from the consolidated total score.
3. The use of vulgar or inappropriate language is strictly prohibited and may result in disqualification.
4. The use of body movements, lifts, and tosses is permitted, provided that it does not endanger any participant.
5. The use of drums and other musical instruments is allowed. Note: Yells or chants must be audible and must not be overpowered by the sound of the instruments.
6. The use of props is allowed, as long as they do not obstruct subsequent performers. All performers are expected to clear the performance area immediately after their presentation.
7. The criteria for judging are as follows:

<i>Criteria</i>	<i>%</i>
Performance delivery (mastery and synchronization, projection and confidence, team spirit and unity)	50%
Entertainment (Variations of formation, creativity, props and sound accompaniment)	20%
Audibility and Volume (clarity of yells)	30%
<b>TOTAL</b>	<b>100%</b>

# WORD FACTORY

## MECHANICS AND GUIDELINES:

- **There will be two players per team.**
  - **There will be two players per team: one player for Game 1 and one player for Game 2.**
  - **Each game will consist of 3 rounds.**
  - **The final score for each player will be the sum of their scores from the three rounds.**
  - **The scores of the players from Game 1 and Game 2 will be ranked.**

## OBJECTIVE:

To list, within 3 minutes, as many words of the highest point value as you can find among the random assortment of letters in the cube grid.

## START OF GAME:

Each player searches for words that can be constructed from the letters of sequentially adjacent cubes, where "adjacent" cubes are those horizontally, vertically, and diagonally neighboring. Words must be at least three letters long, may include singular and plural (or other derived forms) separately, but may not use the same letter cube more than once per word. Each player records all the words he or she finds by writing on a private sheet of paper. After three minutes have elapsed, all players must immediately stop writing and the game enters the scoring phase.

## SCORING:

In the scoring phase, each player reads off his or her list of discovered words. If two or more players wrote the same word, it is removed from all players' lists. Any player may challenge the validity of a word, in which case a previously nominated dictionary is used to verify or refute it. For all words remaining after duplicates have been eliminated, points are awarded based on the length of the word. The winner is the player whose point total is highest, with any ties typically broken by count of long words.

One cube is printed with "Qu." This is because Q is nearly always followed by U in English words (see exceptions), and if there were a Q in Boggle, it would be challenging to use if a U did not, by chance, appear next to it. For the purposes of scoring Qu counts as two letters: squid would score two points (for a five-letter word) despite being formed from a chain of only four cubes.

NO. OF LETTERS	3	4	5	6	7	8	or more
POINTS	1	1	2	3	5	11	

## TYPES OF WORDS ALLOWED:

Any words (noun, verb, adjective, adverb, etc.), plural of, form of, or tense is acceptable as long as it can be found in a standard English dictionary. Proper nouns (Smith, Ohio, France, etc.) are **NOT** allowed. Words within words are also permissible: spare, spa, par, are, spar, pare.

## THINGS TO REMEMBER:

- Multiple meanings of the same spelling do not earn multiple credit. For example, the word t-e-a-r for rip or cry counts only once.
- The same word found by a player in different areas of the grid may not be counted for multiple credit.
- The QU counts as two letters.
- Both the M and the W have a line under them.
- The Z has a line under it and should not be read as an N.
- You get full credit for both the singular and plural of a noun – as long as you wrote down both. Ex. OIL and OILS.



## **SCRABBLE**

### **MECHANICS:**

- **There will be two players per team.**
- **There will be simultaneous play in two boards. Each board will be played by the players from each team.**
- **To determine the winners, the scores of the players from both boards will be ranked.**

### **Starting the Game**

- Without looking at any of the tiles in the bag, players will take one tile. The player that has the letter that is closest to "A" will begin the game. A blank tile will win the start of the game.
- Every player will start their turn by drawing seven tiles from the Scrabble bag. There are three options during any turn. The player can place a word, they can exchange tiles for new tiles or they can choose to pass.
- When a player chooses to exchange tiles, they can choose to exchange one or all of the tiles they currently hold. After tiles are exchanged, the turn is over and players will have to wait until their next turn to place a word on the board.
- Players can choose to pass at any time. They will forfeit that turn and hope to be able to play the next time. If any player passes two times in a row, the game will end and the one with the highest score will win.

### **The First Word Score**

- When the game begins, the first player will place their word on the star spin in the center of the board. The star is a double square and will offer a double word score. All players following will build their words off of this word, extending the game to other squares on the board.
- Play continues in a clockwise direction around the Scrabble board.

### **Replacing Scrabble Tiles**

- Once tiles are played on the board, players will draw new tiles to replace those. Players will always have seven tiles during the game. Drawing tiles is always done without looking into the bag so that the letters are always unknown.

### **The Fifty Point Bonus**

- Exciting rewards can come when players use all seven tiles to create a word on the board. When this happens, players will receive a 50 point bonus, in addition to the value of the word. If the game is near the end and players are not holding seven tiles, they do not get the bonus for using all of their tiles. This is only collected for seven letter words placed.

### **The End of a Scrabble Game**

- Once all tiles are gone from the bag and a single player has placed all of their tiles, the game will end and the player with the highest score wins.

### **Extra Point Values (Double/Triple Letter Score, Double/Triple Word Score)**

- **One Single Use** - When using the extra point squares on the board, they can only be used one time. If a player places a word here, it cannot be used as a multiplier by placing another word on the same square.



### **Tallying Scrabble Scores**

- Blank tiles will have no point values.
- When the game ends, each player will count all points that are remaining on their tiles that have not been played. This amount will be deducted from the final score.
- An added bonus is awarded to the player that ended the game and has no remaining tiles. The tile values of all remaining players will be added to the score of the player who is out of tiles to produce the final score for the game.
- The Scrabble player with the highest score after all final scores is tallied wins.

### **Accepted Scrabble Words**

- Any word that is found in a standard English dictionary can be used in the game of Scrabble.
- There are some words that are not allowed to be played and these include suffixes, prefixes, acronyms and abbreviations. Any word that requires the use of a hyphen or apostrophe cannot be played in the game. Any word that required the use of a capital letter is not allowed (Proper noun).

**BASKOG 2025**  
**Mobile Legend (E-Sports)**

**Mechanics:**

The ML Tournament consists of only an upper bracket, and the 2 teams that lost in the first round will be fighting for 3rd place. The first two winners will be fighting for champion/ 1st place. The rounds will be played in a best of 3, so the first team to win twice will be announced as the winner. the game will be played in a private "Custom" game

**Participants: 5 main players + 1 substitute (per team)**

**Rules:**

1. No verbal trash talking.
2. Spamming emotes and recall are allowed.
3. Pausing the game requires the FF. Reasons:
  - emergency calls or any cases of emergency (where the participants are needed)
  - slow internet connection
  - gadget malfunctions
  - pauses are allowed however it is only limited to 3 pauses with a maximum of 5 minutes.
4. Chatting (All/Team Chat) isn't allowed.
5. Substitutions are allowed; it requires the FF. reasons:
  - In an emergency event (where the participants are needed)
6. Any form of cheating (auto aim, map hack, bug exploitation, etc.) isn't allowed.
7. Re-drafting is strictly prohibited.