

Republic of the Philippines Department of Education National Capital Region Schools Division Office of Muntinlupa City

JUN 23 2023

Advisory No. 205, s. 2023

June 21, 2023, In compliance with DepEd Order No. 8, s. 2013 This advisory is issued for the information of DepEd officials, personnel/staff, as well as the concerned public.

"MAIBA TAYA!" (PROPAGATING TRADITIONAL FILIPINO GAMES)

Attached is a letter from MS. SARAH P. BENDANA, Tourism, Culture, and the Arts Department, dated June 13, 2023, re: "MAIBA TAYA!" (PROPAGATING TRADITIONAL FILIPINO GAMES), contents of which are self-explanatory, for the information and guidance of all concerned.

Participation in public and private schools shall be subject to the No-Disruption-of-Classes Policy of the Department, stipulated in DepEd Order No. 9, s. 2005, entitled *Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance Therewith.*

Moreover, schools are reminded of the "No Collection and No Selling of Tickets Policy" stipulated in DepEd Order Nos. 19 and 40, s. 2008 and RA Nos. 4206 and 5546.

EVANGELINE P. LADINES, CESO V Schools Division Superintendent

ECE/ "MAIBA TAYA!" (PROPAGATING TRADITIONAL FILIPINO GAMES

June 21, 2023/205



 Student Center for Life Skills Bldg., Centennial Ave, Brgy Tunasan, Muntinlupa City
(02) 8805 - 9935, (02) 8805 - 9940

🗟 sdo.muntinlupa@gmail.com



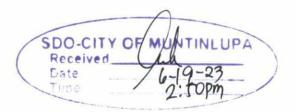


Republic of the Philippines CITY GOVERNMENT OF MUNTINLUPA Museo ng Muntinlupa



13 June 2023

Ms. EVANGELINE P. LADINES CESO V Schools Division Superintendent Schools Divisions Office - Muntinlupa



Dear Ms. LADINES,

Mabuhay! Museo ng Muntinlupa would like to extend its sincerest gratitude to your good office for your continued support and trust, which enabled us to carry out exceptional programs and events in our operations after the pandemic.

It is our pleasure to share with you that the Museo ng Muntinlupa will be hosting a program entitled **"Maiba Taya! (Propagating Traditional Filipino Games)** on June 24, 2023, 4:00 PM at the **Baseball Field, Sports Complex.** This activity aims to help children to appreciate our social customs and values through a relay game of our traditional games. This program is in line with the celebration of Heritage Month in partnership with the **Magna Kultura Foundation**, an education-for-development NGO conducting Community Development programs. The Foundation engages communities with educational, cultural, and social entrepreneurial programs with the aim of improving the well-being of Filipino citizens.

In connection to this, we would like to invite **10 students** per **Elementary School in District 1 ages 9-12 years** old to be a part of the said program. Attached is the program flow and the mechanics for said event.

Should you have any concerns, you may reach us at 8256-3128 or 0928 347 7816 and kindly look for Ms. Angelene or Ms. Michell. Thank you very much for your undying support.

Sincerely,

Tourism, Culture and the Arts Department

Noted by:

A. CACHUELA ENGR, A

Officer-In-Charge Tourism, Culture and the Arts Department



Centennial Avenue, Barangay Tunasan, Muntinlupa City, Philippines 1773



EVENT DAY INFORMATION SHEET

In connection with the forth coming event, please fill-up the form with your information.

Event Title :

Date of Event :

Venue :

Time / Duration :

(pls. specify time period --- i.e. half day / whole day or / morning or afternoon)

Number of Participants

#

Number of Teams

#

TEAM COLOR / NAME		TEAM CAPTAIN	NO. OF PLAYERS
1			
2			
3			
4			
5			
6			
7			
8			

SUBMITTED BY:

(Name and Company Designation)

DATE SUBMITTED:

SPORTS FEST GAME ACTIVITIES







GAME ONE



Team Members form a long line, holding-on to each other's hand. 10 Without breaking each others hand-grip, they SLIP THE HULA-

HOOP from one person to the other, from start to finish. The team to make the hoop come back to the starting line WINS.





AN OBSTACLE RELAY RACE Player pass thru a variety of Pinoy games as obstacles: PATH 1: PIKO STEP-NO

PATH 2 : LIMBO ROCK PATH 3: WALIS-BILIS

GAME TWO

The race is timed. Players run from the starting line and go thru each hurdle; then, from the turn-around point, players go back to the starting line before the next runner's turn.

20 RUNNERS PER TEAM



GAME THREE **6** PLAYERS PER TEAM

PLAYERS SPIN THE HULA HOOP **ONE-AT-A-TIME**

SPINS ARE TIMED **BY OFFICIAL TIMERS**



10 PLAYERS

2 Swingers and

GAME FIVE



8 Standby Jumpers TEAM GOAL : To gain as many jumps in 60 seconds SCORING = ONE POINT PER JUMP FOR EACH PLAYER THE MORE PLAYERS JUMP TOGETHER,

THE MORE POINTS CAN BE ATTAINED PER SECOND Maximum of 4 PLAYERS may jump ALL TOGETHER, within 60 secs.



GAME SEVEN



OFFICIATION RULES IF THE OFFENSE PLAYER IS TAGGED

BY THE DEFENSE PLAYER, THERE IS NO CHANGE COURT; ONLY TAGGED PLAYER GETS OFF THE COURT. DEFENSE PLAYERS MUST HAVE BOTH FEET ON THE LINE TAGGING THE ATTACK TEAM.

HOME BASE





15 PLAYERS PER TEAM

15 PLAYERS 10 ATTACK

15 DEFENSE

A relay where players form a long line & pass the ball from one player to the next up to the end of the line; and players at the end of the line run toward the starting line; then repeat the pass ball relay until the last player complete the run. The team with the best time WINS.



GAME SIX



THE GOAL IS TO ELIMINATE ALL THE DEFENSE PLAYERS AT THE **CENTER WITHIN TWO (2) MINS.**

SCORING OFFENSE DEFENSE **5 POINTS** per

After 2 Minutes, Defense team gains Defense Player Hit 10 POINTS per Player left un-hit

GAME EIGHT 18 PLAYERS DIVIDED INTO RERANG **20 Runners** 2 Tinik Baka AN OBSTACLE RELAY RACE **RACE PATH** PATH No. 1: Luksong Tinik PATH No. 2: Chinese Garter PATH No. 3: Luksong Baka TEAM THAT FINISHES WITH THE BEST TIME GAINS THE FOLLOWING SCORE-POINTS, THEN MINUS DE-MERITS







1. TEAMS SIZE & ORGANIZATION

- 1.1. 4 to 8 Teams may be organized, and can be distinguished by colored uniforms or arm bands.
- 1.2. Each team may comprise of mixed males/females.
- 1.3. Each team must assign a 1 Team Captain and 2 co-captains.

TEAMS MAY BE REPRESENTED BY TEAM COLORS

RED YELLOW BLUE GREEN or any distinguishing color

TEAMS MAY WEAR COLORED T-SHIRT, OR HEAD BANDS OR ARM-BANDS

2. GAMES ACTIVITIES

The games activities are comprise of selected Larong Pinoy Games that are conducted as Individual team games, inter-team matches and relay races. The games are officiated by Game Marshals using the official Larong Pinoy Rules.

MAGNA KULTURA WILL PREPARE THE MATERIALS & LOGISTICS FOR THE TOURNAMENT.

- Program Script and Emcee (EVENT HOSTING)
- Game Materials & Ground Equipment
- Game Referees, Marshals, Score Tabulators
- Game Mechanics Manual for Team Captains
- Tournament Rules & Regulations
- Team Registration Forms & Score Sheets









Magna Kultura Foundation is the National Organizer of Palarong Pinoy Mini-Olympic Tournaments.

All games are conducted using the Official Tournament Rule Book of the Traditional Filipino Street Games that defines the general rules of each and every game; with referees, with the right game equipment, and the official ground marker and proper measurements of the tournament playing field.

Palarong Pinoy games are one-of-a-kind sports fest event that is fun and engaging. It is organized like a real mini-Olympics event that challenges team competition.

Magna Kultura Foundation is committed to the revival of the Traditional Filipino Games amidst the modern age of technology; reintroducing the games among youth and adults in schools, communities and among private organizations who are using the games as a fun Pinoy Olympic event.

















The Pinoy games are conducted like real Mini-Olympic games: featuring popular Filipino Street Games like Patintero, Luksong Lubid, Luksong Tinik, Luksong Baka and other Pinoy games that are bundled into relay race hurdles that challenges team competition.

While these are street-games type of activities, it is fun and competitive because it is organized with a tournament system, game flow procedures, game mechanics and tournament rules for every game; with referees, scorers, timers, tabulators; supplied with all game materials and field ground markers. On top of these, the event includes program scripting and emcee hosting, with live annotation of the action during the games.

Magna Kultura organizes everything, hassle-free on the event day; so that the Museo ng Mintinlupa sports committee can sit back, relax, and watch the Sportsfest unfold with a Mini-Olympic flavoer.

