



Republic of the Philippines
Department of Education

NATIONAL CAPITAL REGION
SCHOOLS DIVISION OFFICE OF MUNTINLUPA CITY

Office of the Schools Division
Superintendent

FEB 26 2025

Advisory No. 015 s.2025

February 26, 2025, 2025

In compliance with Deped Order (DO) No. 8, S. 2013
This advisory is issued for the information of Deped officials,
Personnel/staff, as well as the concerned public.

INVITATION TO THE “3rd ANNUAL QUANTUM CLASH: GAME ON! LEVEL UP WITH MATH AND PHYSICS”

Attached is a letter from Fredric Anthony S. Ebuna President, Math and Physics Collaborative Society, dated February 18, 2025, on the above- mentioned title, content of which is self-explanatory, for the information and guidance of all concerned.

Participation of public and private schools shall be subject to the no-disruption of classes policy 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.

Handwritten initials

015
AD-2025-015



Student Center for Life Skills Bldg., Centennial Ave, Brgy. Tunasan, Muntinlupa City
8805-9935, 8805-9940
sdo.muntinlupa@gmail.com
deped-muntinlupa.com

015

TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES
Manila Campus



February 18, 2025

DR. VIOLETA M. GONZALES, CESO VI
Schools Division Superintendent
Deped Division of City Schools Muntinlupa

Dear Dr. GONZALES

Good day!

The Technological Institute of the Philippines-Manila will conduct the "3rd Annual Quantum Clash: Game On! Level Up with Math and Physics" on the 14th of March 2025 from 8:00 AM to 5:00 PM at the PE Center, Casal Building of TIP Manila. This is to fulfill its annual tradition to pave ways for the incoming college students to showcase their skills and knowledge in the field of Physics and Mathematics.

In this regard, may we request for an endorsement from your office for the said activity to the public and private high schools of your division. As promised, provided below was the official Registration form together with the event guidelines for your reference.

Official Registration Link: <https://forms.gle/mXxW8KqjqdV91Na9A>

3rd Annual QuantumClash Guidelines:


https://drive.google.com/drive/folders/1LbrQ6PHgL_Hzb49FXwieZkoEzdVim9vZ?usp=sharing

See you on March 14!

Sincerely,


Luisa Althea P. Pestañas
Vice President, Math and Physics Collaborative Society

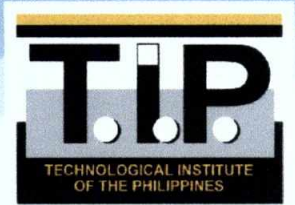

Eng. Arturo O. Sudlon
Manager, Student Recruitment Office


Engr. Nelor Jane R. Laguna-Agustin
Department Chair, Math and Physics Department





**TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES – MANILA
MATH AND PHYSICS COLLABORATIVE SOCIETY
363 P. CASAL ST., QUIAPO, MANILA**



3rd Annual Quantum Clash: Game On! Level Up with Math and Physics

MECHANICS OF THE CONTEST

ELIGIBILITY

The “3rd Annual Quantum Clash: Game On! Level Up with Math and Physics” of Technological Institute of the Philippines - Manila (MPCS – TIP Manila) is open to all currently enrolled Grade 12 students.

DESCRIPTION

Acknowledging the significance of math and physics in technology, daily applications, and the overall education of youth, T.I.P. - Manila has arranged this secondary school student competition with the goal of fostering their critical thinking abilities.

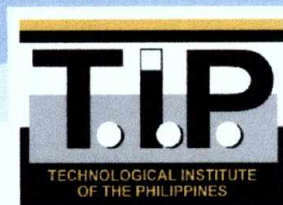
THE GENERAL GUIDELINES

I. REGISTRATION

- a. Willing participants are to fill out the registration form to successfully be an official participant of the competition. The deadline of the participation form is on March 5, 2025 at 5:00 pm.
- b. Each team must provide and pass the following requirements through the registration form:
 - Scanned Official School ID (back to back)
 - Certificate of Enrolment (School Registration Form)
 - Scanned Official ID of Attending Coach (back to back)
- c. Schools taking part in the competition may bring student spectators along with the contestants and substitutes, as long as the list of additional students' names are submitted to the Math and Physics Collaborative Society of T.I.P. - Manila through the link provided below before the scheduled date together with their waivers.



**TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES – MANILA
MATH AND PHYSICS COLLABORATIVE SOCIETY
363 P. CASAL ST., QUIAPO, MANILA**



- d. The competition is scheduled to take place on March 14, 2025 (Friday) at 8 AM in the Casal Campus of Technological Institute of the Philippines - Manila, situated at 363 P. Casal Street, Quiapo, Manila.
- e. Upon arrival, the registered schools, along with their student spectators, should log in with their names, school name, email account, and signature on a written registration form in front of the gate where they will be received for the purpose of contact tracing.
- f. The spectators must be a bonafide student or faculty from the said schools. They must bring an ID to prove identity and wear their school uniform.

II. PARTICIPANTS

- a. All contestants are advised to be at the contest venue at least thirty (30) minutes before the start of the program and are required to register.
- b. Each team must consist of one (1) coach, along with five (5) participants that are all currently enrolled as grade 12 students.
- c. The participants are required to bring their school uniform and P.E. uniform that will be used for them to wear during the event.

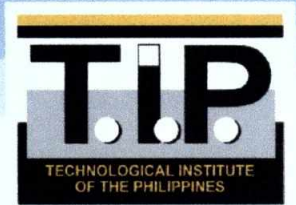
III. COMPETITION PROPER

There will be two (2) major competition stages throughout the contest:

1. The Quantumania: (A digitized group quiz show where 3 participants per team are going to compete with their wits and knowledge about Mathematics and Physics)
2. The Quantum Rush (An experimental show that consists of stations where the 5 participants per team are going to perform experimentations with the application of Physics)



**TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES – MANILA
MATH AND PHYSICS COLLABORATIVE SOCIETY
363 P. CASAL ST., QUIAPO, MANILA**



A. THE QUANTUMANIA

Objectives:

1. To entice the students to expand their skills and knowledge in Mathematics and Physics
2. To educate and motivate individuals to engage with and appreciate the significance of Mathematics and Physics in various aspects of their lives

GENERAL RULES AND MECHANICS OF THE QUANTUMANIA

Participant Requirements:

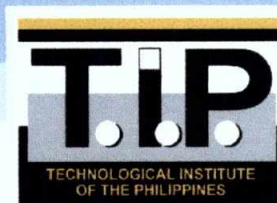
1. Only three (3) out of six (6) contestants are allowed to compete in the Quantum Mania. One (1) substitute is allowed for each team together with one (1) coach.
2. Contestants should attend the venue in their **Official School Uniform or PE uniform and school ID.**

Quiz Show Proper:

1. All registered teams will be participating in this stage of the competition. Each team will be called one-by-one to sit in their designated seats. Only three (3) participants and one (1) reserve will be allowed to compete in case of unforeseen events.
2. The Quantumania will be divided into three (3) rounds: Easy, Average, Difficult.
3. Substitutions are permitted only at the conclusion of each round (easy, average, difficult) of the quiz show within 3 minutes only; otherwise, substitution will not be considered.
4. There will be a total of 22 questions in this stage: 10 for the easy round, 7 for the average round, and 5 for the difficult round. Each question has its corresponding points according to the round they belong to: One (1) point for easy, three (3) points for average, and five (5) points for difficulty.
5. The quiz masters shall read the questions TWICE, that will also be flashed on the screen. The participants may only start writing and solving once the quiz masters give the GO signal. The participants must submit their answers on time. Failure to adhere to this rule will lead to non-acceptance of answers.



**TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES – MANILA
MATH AND PHYSICS COLLABORATIVE SOCIETY
363 P. CASAL ST., QUIAPO, MANILA**



6. Each round will have a designated time limit: 30 seconds for easy round questions, 1 minute for average round questions, and 2 minutes for difficult round questions.
7. All final answers must always be in their simplest form and must always be in four (4) decimal places when decimal numbers are being asked. Answers must be given in exact value (meaning, fractional form for rational numbers, while for irrational numbers, express the answer in radical form, or in terms of π , e , or the likes) with the corresponding unit unless otherwise stated in the problem. If a question asks for a name or author, the answer must be in full name or proper writing of name. All answers not following this rule shall be considered incorrect.
8. Only non-programmable calculators are allowed. List of non-programmable calculators are as follows:

a. Casio Scientific Calculators

Fx-95MS	Fx-122S	Fx-350HA	Fx-82ES PLUS
Fx-100D	Fx-220	Fx-350MS	Fx-85MS
Fx-100MS	Fx-250HC	Fx-350TL	Fx-85W
Fx-100S	Fx-260	Fx-570AD	Fx-901
Fx-100W	Fx-300W	Fx-570MS	Fx-911W
Fx-115MS	Fx-350D	Fx-570S	Fx-991S
Fx-115S	Fx-350ES PLUS	Fx-570w	Fx-991W
Fx-115WA	Fx-350EX	Fx-82EX	

b. Canon Scientific Calculators

F-502	F-710	F-718SG	F-720i
F-502G	F-718S	F-718SGA	F-760S
F-604	F-718SA	F-720	F-789SGA (with transparent casing)

c. Sharp Scientific Calculators

EL-500W	EL-506W	EL-510R	EL-531XH
EL-501V	EL-509D	EL-520G	EL-531W
EL-501W	EL-509R	EL-520VA	EL-546L
EL-501X	EL-509V	EL-520W	EL-546VA
EL-506P	EL-509W	EL-520X	EL-556G
EL-506V	EL-509X	EL-531VH	EL-W531TH-WH (with transparent casing)



**TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES – MANILA
MATH AND PHYSICS COLLABORATIVE SOCIETY
363 P. CASAL ST., QUIAPO, MANILA**



d. Hewlett-Packard Scientific Calculators

HP 9S	HP 10S	HP 30S	HP Smartcalc 300S
-------	--------	--------	-------------------

e. Citizen Scientific Calculators

SR-135N	SR-260N	SR-270N	SR-270X	SR-281N
---------	---------	---------	---------	---------

f. Aurora Scientific Calculators

AX-501	AX-528BL	AX-595TV	AX-597W	AX-600S
--------	----------	----------	---------	---------

g. Olympia Scientific Calculators

LCD 8110	LCD 9210	ES-570MS	ES-570ES PLUS (with transparent casing)
----------	----------	----------	---

h. Texas Instruments Scientific Calculators

TI-30XA	TI-30XIIS	TI-30XS	TI-34	TI-36X PRO
---------	-----------	---------	-------	------------

i. Other Brands

KARCE KC-S991	KARCE KC-S3500
PORPO YH-105	PORPO YH-106
TAKSUN TS-98MS	TAKSUN TS-2000

Please take note that the organizers will inspect and reset the calculators of the participants during registration before the start of the event.

9. Any question or query about the correctness of the answers should be raised before the start of the next question. Any protest must be supported with reliable references. If protest is said once the next question is announced, it will be considered invalid.
10. The organizer's have the right to disqualify any participating team before, during, or after the event if disobedience to the rules are observed.
11. The judge's decision regarding the challenged answers are final and irrevocable. 12. Unforeseen circumstances that are not covered by the rule will be resolved at the discretion of the organizers.
13. The top three (3) teams that will garner the most points during this part of the event will be awarded as the Quantumania Winners.



**TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES – MANILA
MATH AND PHYSICS COLLABORATIVE SOCIETY
363 P. CASAL ST., QUIAPO, MANILA**



14. Twenty-five (25) finalists will advance to the Quantum Rush, their progression determined by the scores they attain during this part (Quantumania) of the competition.
15. In the event of multiple teams competing in the clincher round, a ranking process will be initiated. The participating teams will be given a set of five (5) questions during the clincher round. Following their performance in these questions, the top teams that meet the criteria for filling the twenty-five (25) available slots will advance in the competition. If another clincher arises, the same process will be repeated.

MECHANICS OF THE GAME:

The table below showcases the time allotment, equivalent points, and the use of calculators per each round.

ROUND	TIME ALLOTMENT	POINT GIVEN	CALCULATOR
Easy	30 seconds	One (1)	Not Allowed
Average	60 seconds	Three (3)	Allowed
Difficult	120 seconds	Five (5)	Allowed

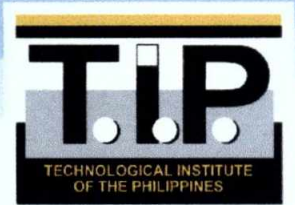
GENERAL RULES AND MECHANICS OF THE QUANTUM RUSH

Objectives:

1. To showcase the fun and interactive side of Physics through engaging experiments and challenges that appeal to students.
2. To captivate and educate audiences by presenting Physics principles in an entertaining and accessible manner. Through dynamic demonstrations, interactive activities, and engaging explanations, we aim to ignite curiosity, demystify Physics, and foster a genuine appreciation for the fundamental laws that govern the universe.



**TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES – MANILA
MATH AND PHYSICS COLLABORATIVE SOCIETY
363 P. CASAL ST., QUIAPO, MANILA**



Participant Requirements:

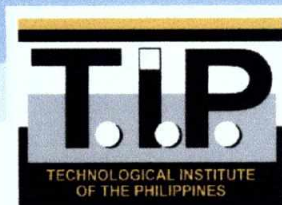
1. All five (5) contestants and one (1) coach are allowed to compete in the experimental show.
2. Contestants should attend the venue in their **Type B or PE uniform** with a **school ID**.
3. Contestants are advised to bring spare clothes, as certain experiments may result in their shirts getting wet/dirty.

MECHANICS OF THE QUANTUM LEAP:

1. Quantum Leap would be in the format of The Amazing Race; teams would compete by completing various physics-based experiments. Each team will test the participants' knowledge and critical thinking, as well as their team work.
2. The event will be themed around an arcade and transform each station into a very colorful amusement park with different sections designed to represent various ride attractions. Each section will have its unique elements, inspired by the classic arcade games and theme park rides.
3. At each station, participants must complete a series of physics-based experiments to advance in the competition. Successfully overcoming these experiments will bring them closer to the final stage.
4. A total of fifty (50) designated teams made up of three (3) players each is eligible to be involved in the competition in this round. That way, no one is privileged, and everybody competes by the rules and regulations.
5. The teams will have a personalized map that identifies each of the 15 stations located only at Casal Campus that they should "visit". At each station, teams will find an experiment/challenge for which they must complete. In addition, two (2) secret stations will offer bonus experiments and they will be only marked but no number tracker on it.
6. Station masters will offer a briefing on the experiment, providing participants with insights into the principles they will be applying during the course of the experiment.
7. Once the experiment is introduced, teams must conduct the experiment under the guidelines/rubrics at the station set by the station master along with the station members, which then will determine how many points their team shall gain upon succeeding the task.
8. Each station materials shall be provided and distributed in predetermined quantities for each team. As long as the fundamental principle of the task are not altered, teams will not be penalized if they do not use all the provided materials.
9. After completing an experiment at a station, regardless of success, the Station Master will provide the team with a ticket. This ticket acts as a pass, granting the team permission to move on to the next station.



**TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES – MANILA
MATH AND PHYSICS COLLABORATIVE SOCIETY
363 P. CASAL ST., QUIAPO, MANILA**



10. If a team fails to complete a task at a station, the Station Master will assign them a 5-minute hold at a "Penalty Station." This penalty time will give the team a brief pause before they can proceed to the next station.
11. After completing the 8th station, each team will take a mandatory 10-minute break before moving on to the next station. During this time, participants can relax, grab a snack, use the restroom, plan their next steps, or even explore the area in search of the hidden unmapped stations.
12. During this break, stations are not permitted to accept any teams before their 10-minute break time has ended. The station masters will oversee and ensure that this rule is strictly followed.
13. Teams can choose to visit the two unmapped bonus stations at any time, as long as it doesn't conflict with their required 10-minute break. These stations have no specific guidelines, and the points awarded—either 5 or 20—depend on whether the experiment is successfully completed. If the task is not finished, there are no penalties, but the team will receive 5 points for discovering the hidden station.
14. After completing all the tasks, teams will make their way back to the PE Center, where they will be required to submit the total points they have accumulated throughout the competition. This will mark the final step before the scores are tallied and the winners are determined.
15. The team that accumulates the highest total points across all stages of the Quantum Leap competition will be recognized as the event's ultimate winner and name as the arcade aces.

RESTRICTIONS:

1. Prohibited Items: Participants are not allowed to bring sharp and flammable objects inside the campus. Lighters or matches needed for experiments will be provided by the event organizers.
2. Smoking Materials: The bringing and usage of smoking materials, including cigarettes or vapes, are strictly prohibited within the school premises.
3. No Sabotage: Sabotaging other groups is strictly prohibited. The aim is to maintain a positive and clean show environment for everyone involved.
4. Restrictions on External Materials: Participants, including coaches and spectators, are prohibited from using external materials, books, or electronic devices during the experimental show to ensure fair competition and assess their knowledge without external assistance.



**TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES – MANILA
MATH AND PHYSICS COLLABORATIVE SOCIETY
363 P. CASAL ST., QUIAPO, MANILA**



PENALTY:

Violating any of the restrictions will result in immediate disqualification without prior warning. Any organizer has the authority to issue a disqualification to a team found in violation of the specified restrictions.

IV. PROGRAM FLOW

ACTIVITY	TIME ALLOTTED
REGISTRATION	8:00 AM– 8:20 AM
OPENING CEREMONIES PRESENTATION OF PARTICIPATING SCHOOLS	8:20 AM– 9:00 AM
PRESENTATION OF QUANTUMANIA GUIDELINES AND MECHANICS	9:00 A.M. 9:10 A.M.
QUANTUMANIA	9:10 A.M. 11:10 AM
ANNOUNCEMENT OF 25 QUALIFIERS FOR QUANTUM RUSH	11:10 A.M. 11:20 A.M
CAMPUS TOUR AND LUNCH BREAK	11:20 A.M.- 12:35 A.M
PRESENTATION OF QUANTUM RUSH GUIDELINES AND MECHANICS	12:35 1:00 P.M.
QUANTUM RUSH	1:00 P.M. 4:00 P.M
AWARDING OF CERTIFICATES OF PARTICIPATION	4:00 P.M.- 4:30 P.M



**TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES – MANILA
MATH AND PHYSICS COLLABORATIVE SOCIETY
363 P. CASAL ST., QUIAPO, MANILA**



ANNOUNCEMENT OF OVERALL WINNERS	4:30 P.M.- 4:45 P.M.
CLOSING CEREMONIES	4:45 P.M.- 5:00 P.M

V. DECLARATION OF WINNERS

FOR QUANTUMANIA:

1. The team that garnered the highest marks shall be declared as the winner.
2. In cases of a tie in the final tally, clincher questions will be raised to break the tie.
3. The first, second and third-highest scorers shall be declared as the Champion, 1st Runner-Up and 2nd Runner-Up, respectively.

FOR QUANTUM RUSH AND OVERALL QUANTUM CLASH WINNER:

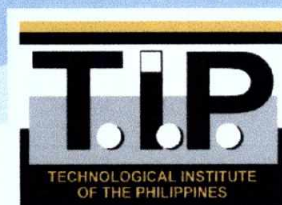
1. The team that garnered the most points in the experimental round will be recognized (not the overall winner of the contest).
2. The team that garnered the most points (cumulative: points in Quantumania + points garnered in Quantum Leap) shall be declared the winner of the contest.
3. In cases of a tie in the final tally, clincher questions will be raised to break the tie.
4. The first, second and third-highest scorers shall be declared as the Champion, 1st Runner-Up and 2nd Runner-Up, respectively.

VI. AWARDS AND PRIZES

All participants shall be given Certificates of Participation. Cash Prizes, Certificates, and Medals await the winners.



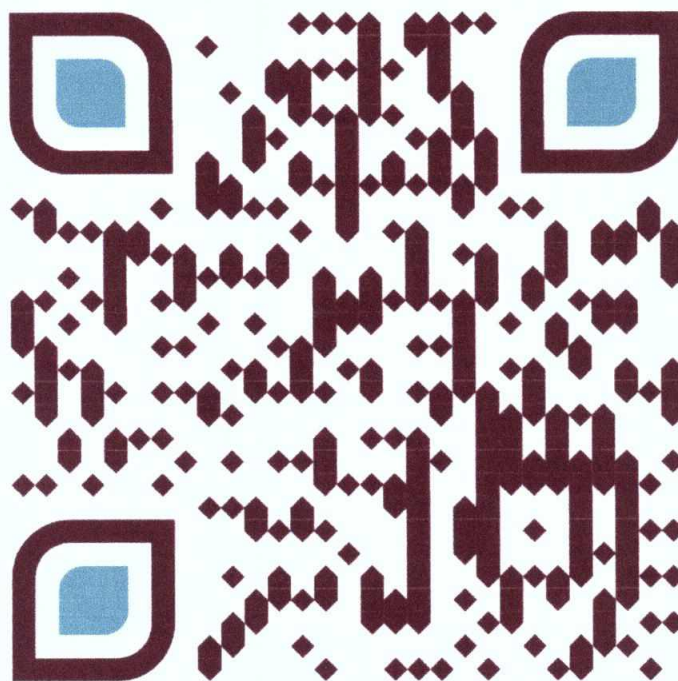
**TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES – MANILA
MATH AND PHYSICS COLLABORATIVE SOCIETY
363 P. CASAL ST., QUIAPO, MANILA**



FOR OVERALL QUANTUM CLASH WINNER:

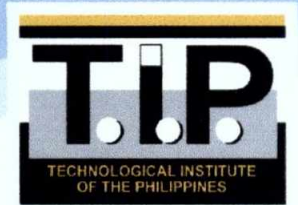
AWARD	PRIZES
Champion	Cash Prize, 100% Discount for One Semester in T.I.P. Manila, Trophy, Gold Medals, and Certificate
1st Runner-Up	Cash Prize, 75% Discount for One Semester in T.I.P. Manila , Trophy, Silver Medals, and Certificate.
2nd Runner-Up	Cash Prize, 50% Discount for One Semester in T.I.P. Manila, Trophy, Bronze Medals, and Certificate.

REGISTRATION LINK: <https://forms.gle/bw5Ncz722pqCPad18>

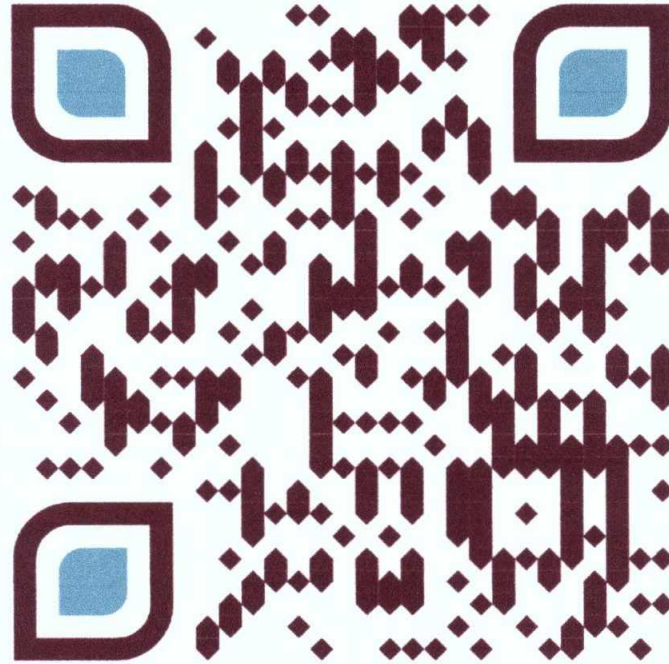




TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES – MANILA
MATH AND PHYSICS COLLABORATIVE SOCIETY
363 P. CASAL ST., QUIAPO, MANILA



EVALUATION LINK: <https://forms.gle/uBjCv7rV7w21bEDu8>



Prepared By:

FREDRIC ANTHONY EBUNA

President, Math and Physics Collaborative Society

Noted By:

ENGR. RAFFY V. GARCIA

Adviser, Math and Physics Collaborative Society

Approved By:

ENGR. NELOR JANE AGUSTIN

Chairperson, Math and Physics Department



SDO Muntinlupa <sdo.muntinlupa@gmail.com>

3rd Annual Quantum Clash: Game On! Level Up with Math and Physics

1 message

Bon Jovi De Vera <deverabja.sro@tip.edu.ph>

Tue, Feb 18, 2025 at 3:44 PM

To: DepEd Muntinlupa <sdo.muntinlupa@gmail.com>

Cc: garciarv02.mp@tip.edu.ph, mpcstipmanila@gmail.com, Admissions Manila <admissions.manila@tip.edu.ph>

Good day!

As we have communicated before, the **Technological Institute of the Philippines-Manila** will conduct the **"3rd Annual Quantum Clash: Game On! Level Up with Math and Physics"** on the **14th of March 2025** to fulfill its annual tradition to pave ways the incoming college students to showcase their skills and knowledge in the field of Physics and Mathematics.

As promised, provided below was the official Registration form together with the event guidelines for your reference.

Official Registration Link: <https://forms.gle/mXxW8KgjgdV91Na9A>

3rd Annual QuantumClash Guidelines: https://drive.google.com/drive/folders/1LbrQ6PHgL_Hzb49FXwieZkoEzdVim9vZ?usp=sharing

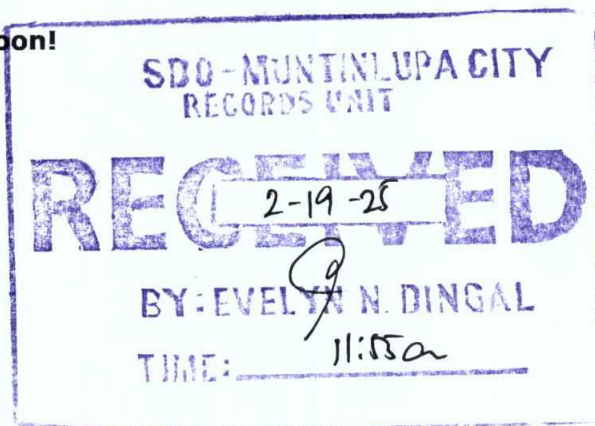
See you on March 14!

Level Up! The Clash Begins Soon!

Sincerely,

FREDRIC ANTHONY S. EBUÑA
President, Math and Physics Collaborative Society

—
BON JOVI A. DE VERA
Staff | Student Recruitment Office
Technological Institute of the Philippines - Manila
Tel. no. 8-7362580
Cell. no. 09551867882



*The contents of this email message and any attachments **thereto** are intended solely for the addressee(s) and may contain confidential and/or privileged information and may be legally protected from disclosure. If you are not the intended recipient of this message or their agent, or if this message has been addressed to you in error, please immediately **notify** the sender by reply email and delete this message and **its** attachments. Any unauthorized use, dissemination, copying, or storage of this message or its attachments **is subject to criminal and civil liability** under the Data Privacy Act of 2012 (RA 10173) and the Intellectual Property Code of the Philippines (RA 8293), as may be applicable.*

3 attachments



3RD ANNUAL QUANTUM CLASH.png
842K

Deped Division of City Schools Muntinlupa.pdf
313K

514



3rd Annual Quantum Clash - Guideline.pdf

760K