



Republic of the Philippines
Department of Education
NATIONAL CAPITAL REGION
SCHOOLS DIVISION OFFICE OF MUNTINLUPA CITY

Office of the Schools Division
Superintendent

SEP 15 2026

MEMORANDUM

**DIRECTIVES FOR THE KICK-OFF CEREMONY OF THE
2026 SCOUTING MONTH**

To: Assistant Schools Division Superintendent
Chief Education Supervisor, Curriculum Implementation Division
Chief Education Supervisor, School Governance and Operations Division
Public and Private Elementary and Secondary School Principals / OICs
All Others Concerned

1. Attached is the BSP Regional Memorandum from Manuel G. Isidoro III, Youth Development Officer V, Regional Coordination Office, dated August 27, 2026, on the above-captioned title, the contents of which are self-explanatory, for the information and guidance of all concerned.
2. For inquiries and clarification, please get in touch with the BSP Coordinator, Mr. Eduardo L. Kondo, Project Development Officer II (DRRM), Schools Division Office of Muntinlupa, at 0966-524-0873
3. Immediate and wide dissemination of this Memorandum is desired.

For:

VIOLETA M. GONZALES CESO VI
Schools Division Superintendent

By:


ATTY. ERNESS FAITH REGACHO-ESPANTO
Attorney III
Officer-in-Charge

Encl.: As stated

References: As stated

To be indicated in the Perpetual Index
Under the following subjects:

SAFETY EDUCATION COMMUNICATIONS

ELK/DM/DIRECTIVES FOR THE KICK-OFF CEREMONY OF THE 2026 SCOUTING MONTH
375 /September 15, 2026

UN-2026-375



Student Center for Life Skills Bldg., Centennial Ave, Brgy. Tunasan, Muntinlupa City
84237560, 84237561, 84237562
sdo.muntinlupa@gmail.com / sdo.muntinlupa@deped.gov.ph
deped-muntinlupa.com

5600-395



BOY SCOUTS OF THE PHILIPPINES

181 Natividad Almeda Lopez St., Ermita, Manila
(632) 8527 8317 to 19
bsp@scouts.gov.ph
www.scouts.gov.ph

"Laging Handa"

27 August 2026

MEMORANDUM

TO : **MANUEL G. ISIDORO III**
Youth Development Officer V
Regional Coordination Office - NCR

SUBJECT : **DIRECTIVES FOR THE KICK-OFF CEREMONY OF THE 2026 SCOUTING MONTH**

1. In line with the celebration of the Scouting Month this October 2026 the Boy Scouts of the Philippines – National Office in partnership with the Philippine Amusement and Entertainment Corporation will hold the Scouting Month Kick-Off Ceremony on October 3, 2026 (Saturday) from 8:00AM to 4:00PM at the Ayala Malls Manila Bay, Main Activity Area.
2. As part of the Kick-Off Ceremony, a Scout Skills Competition and Fancy Drill Competition will be conducted to be participated in by different local councils in the National Capital Region.
3. In support of this event, you are hereby instructed to organize scout units that will participate in the following events:

Scout Skills Competition (Troop): Designed specifically as a Troop activity, this tests a troop's skill mastery, adherence to Scouting ideals, and team coordination. Participating troops must complete a series of timed, station-based challenges designed to test their core competencies, problem-solving abilities, and unit cohesion.

3.1. Knot Tying Relay

Game Mechanics:

Points 100
Team Members 8 (1 Patrol)
Time 5 Minutes

- 3.1.1. **Setup:** Eight (8) face-down cards—each printed with one basic knot — are placed at the station baseline.
- 3.1.2. **Execution:** On the marshal's signal, the participating Scout sprints from the starting line to the card station, draws one card, and ties the corresponding knot.
- 3.1.3. **Completion:** The Scout runs back to the starting line. The process repeats until all 8 cards are drawn and the corresponding knot tied.



3.1.4. **Winning Condition:** The participant or patrol that accurately ties all 8 knots in the shortest time wins.

3.1.5. **Scoring Guidelines:** Patrols can earn a maximum score of **10 points** based on accuracy and completion time:

- **Proper knot tied (1 Point):** A properly tied knot earns 1 point, with a maximum of 8 points being earned.
- **Course Completion (2 Points):** Finishing the rally within the prescribed time limit awards **1 point**. In the event that they finish first, an extra **1 point** shall be awarded to them.
- The patrol with the highest net score will be declared the winner of the Knot tying Relay.

3.2. Bandaging and Transporting Relay

Game Mechanics:

Time : 10 mins.
Member : 7 Scouts + 1 Victim

3.2.1. **The Start:** Patrols line up single-file behind the starting line. The first Scout from each patrol draws a Job Card indicating the specific bandage to be performed on the victim (e.g., Head Bandage).

3.2.2. **Running to the Station:** On the starting signal, the first Scout runs to their bandage station, perform the appropriate bandage based on the job card provided.

3.2.3. **Passing the Tag:** Once the bandages is completed, the Scout runs back to the base line and tags the hand of the next teammate.

3.2.4. **Relay Cycle:** The next Scout draws a new Job Card and repeats the process. This continues sequentially until the last Scout completes the bandage, there will be **four (4)** bandages in total to be done on the victim.

3.2.5. **Finishing the Game:** Once all 4 bandages are done on the victim, the 3 remaining scouts must craft an improvised stretcher which the patrol will use to transport the victim from point A to point B while a cup of water is placed on top of the victim to test the stability of their transport.

3.2.6. Scoring System:

Each patrol starts with a baseline score of 10 Points.

Standard Score: 10 Points

- **1 point for each correct bandage (max of 4 points)**
- **3 points for the improvised stretcher (1 point deduct for incorrect execution)**
- **2 points for the finishing the transport without spilling water on the victim (stability)**
- **1 point for finishing within the time period**

The patrol with the highest final score after all deductions wins

3.3 Signaling Relay (WIGWAG)

Game Mechanics:

Time : 5 mins.
Member : 6 Scouts receiver 2 Scout Message Sender

3.3.1. **Team Composition:** Each Patrol assigns **2 Message Sender** and **6 Message Decoders**.

3.3.2. **Distance:** The Senders are positioned at a signaling station 10 meters away from the Decoders.

3.3.3. **Equipment:** 1 pair of Wigwag signal flags per patrol, plus writing materials for the decoders.

3.3.4. **Positioning:** The Sender stands at the designated signaling marker 10 meters away, while the Decoders line up at the receiving base line.

3.3.5. **Transmission of Word 1:** On the starting signal, the Sender transmits the first 2-word message using standard Wigwag flag signaling.

3.3.6. **Decoding Word 1:** The 1st Decoder reads and writes down the first word transmitted by the Sender.

3.3.7. **Transmission of Word 2:** Once the first word is completed, the 2nd Decoder steps up to read and write down the second word signaled by the Sender.

3.3.8. **Team Verification:** The 3rd Decoder assists in compiling and double-checking the full 2-word message written on their answer sheet.

3.3.9. **Submission & Finish:** As soon as both words are decoded, the team runs to present their written message to the umpire for official verification and time tracking.

3.3.10. **Scoring & Penalties:**

Accuracy: 8 points
Time: 2 points

- **Base Score:** 10 Points
- **Accuracy Penalty:** -1 point for every incorrect or misspelled letter in the decoded message.
- **Incomplete Message:** -1 point if a word is missing or unreadable.
- **Time Deduction:** -1 point for every 20 seconds taken beyond the target completion time.

3.4. Rescue Line Throw

Game Mechanics:

Time : 10 mins.
Member : 8 Scouts

3.4.1. Each patrol stands on a designated area.

3.4.2. They are given a rescue line that they will use to simulate a rescue scenario.

3.4.3. At a certain distance, there are "rings" that each have a corresponding score. Each ring corresponds to 50, 30, and 10 points.

3.4.4. At the sound of the whistle, each member will take turns throwing the rescue line to the "rings".

3.4.5. Each time the rescue line lands inside the "rings" the corresponding point is awarded to them.

3.4.6. Scoring & Penalties:

Patrol with the highest number of points at the end of the time limit wins.

Scout Skills Competition (Outfit/Senior Scout Section): the competition is designed to test the life skills of senior scouts during practical real-life scenarios such as emergency communications and emergency response.

1. Signaling Relay (SEMAPHORE)

Mechanics:

Time : 5 mins.
Member : 6 Scouts receiver 2 Scout Message Sender

3.5.1. **Team Composition:** Each Crew assigns **2 Message Senders** and **6 Message Decoders**.

3.5.2. **Distance:** The Sender is positioned at a signaling station 10 meters away from the Decoders.

3.5.3. **Equipment:** 2 pairs of Semaphore signal flags per crew, plus writing materials for the decoders.

3.5.4. **Positioning:** The Sender stands at the designated signaling marker 10 meters away, while the Decoders line up at the receiving base line.

3.5.5. **Transmission of Word 1:** On the starting signal, the Sender transmits the first 2-word message using standard Wigwag flag signaling.

3.5.6. **Decoding Word 1:** The 1st Decoder reads and writes down the first word transmitted by the Sender.

3.5.7. **Transmission of Word 2:** Once the first word is completed, the 2nd Decoder steps up to read and write down the second word signaled by the 2nd Sender.

3.5.8. **Team Verification:** The 3rd Decoder assists in compiling and double-checking the full 2-word message written on their answer sheet.

3.5.9. **Submission & Finish:** This continues until time runs out.

3.5.10. **Scoring & Penalties:**

Accuracy: 8 points
Time: 2 points

- **Base Score:** 10 Points
- **Accuracy Penalty: -1 points** for every incorrect or misspelled letter in the decoded message.
- **Incomplete Message: -1 points** if a word is missing or unreadable.

- **Time Deduction: -1 point** for every **20 seconds** taken beyond the target completion time.

3.6. Camp Gadget Making

Game Mechanics:

Points 10

Team Members 8 (1 Crew)

Time 15 Minutes

- 3.6.1. **Setup:** a set of bamboo spars are spread across the play field, enough to construct a specified typical camp gadget.
- 3.6.2. **Execution:** On the marshal's signal, the participating Scouts sprints from the starting line to the play field, draws one card, and construct their selected camp gadget.
- 3.6.3. **Completion:** Upon completion, the crew shouts their crew yell, indicating to the judges that they are finished with their task.
- 3.6.4. **Winning Condition:** The crew that accurately completes the camp gadget in the shortest time wins.
- 3.6.5. **Scoring Guidelines:** Patrols can earn a maximum score of **10 points** based on accuracy and completion time:
- 3.6.6. **Proper assembly (8 Points):** a deduction of 1 point per incorrect lashing/hitch used shall be deducted from the total 8 points that they can earn.
- 3.6.7. **Course Completion (2 Points):** Finishing the rally within the prescribed time limit awards **1 point**. In the event that they finish first, an extra **1 point** shall be awarded to them.

The crew with the highest net score will be declared the winner of the Camp Gadget Making.

3.7. Mass Casualty Incident:

Game Mechanics:

- 3.7.1. **Team Size:** Each team consists of **13 Scouts**:

- **8 First Responders:** Assess, administer first aid, and transport the casualties.
- **5 Victims:** Act as injured casualties displaying various degrees of simulated trauma.

- 3.7.2. **Duration:** Teams are given **10 minutes** to assess, treat, and safely transport all 5 victims.

Game Instructions:

- 3.7.3. **Scenario Briefing:** The 5 victim Scouts are positioned at the disaster scene, each assigned a specific scenario with varying degrees of injuries.
- 3.7.4. **The Signal:** On the starting signal, the 8 First Responders enter the scenario area to begin triage, assessment, and medical intervention.
- 3.7.5. **Assessment & First Aid:** Responders must properly assess each victim's condition, prioritize treatment (triage), and apply correct first-aid techniques for their specific injuries.
- 3.7.6. **Transfer & Transport:** Once stabilized, responders must safely transfer victims onto stretchers and transport them to the designated casualty collection point (base station).
- 3.7.7. **Completion:** The scenario ends when all 5 victims have been stabilized, loaded, and transported safely back to base, or when the 10-minute timer expires.

3.7.8. Scoring System

Base Score: 20 Points

The evaluation is broken down into three main performance areas:

Category	Maximum Points	Evaluation Criteria
First Aid & Assessment	8 Points	Proper victim assessment, triage prioritization, and accurate medical treatment.
Transfer & Transport	8 Points	Safe stretcher loading techniques, head/spine stabilization, and casualty transport.
Response Time	4 Points	Efficient workflow and completing the full scenario within the 20-minute limit.

Penalty Deductions

- **Incorrect Assessment: –1 point** for every misdiagnosed injury or incorrect triage priority.
- **Incorrect First Aid: –1 point** for every improperly applied bandage, splint, or treatment procedure.
- **Unsafe Stretcher Transfer: –1 point** for improper loading, lack of support, or unsafe handling when moving a victim onto a stretcher.
- **Unsafe Transport: –1 point** for dropping a stretcher, running recklessly, or improper transport positioning.
- **Time / Delay Penalty: –1 point** for late response, delayed treatment, or exceeding the 10-minute time limit.

Winning Condition

The team that earns the **highest total score** after all deductions are calculated will be declared the **Mass Casualty Incident Champion**.

3.8. Rescue Line Throw

Game Mechanics:

Time : 10 mins.
Member : 8 Scouts

- 3.8.1. Each crew stands on a designated area.
- 3.8.2. They are given a rescue line that they will use to simulate a rescue scenario.
- 3.8.3. At a certain distance, there are "rings" that each have a corresponding score. Each ring corresponds to 50, 30, and 10 points.
- 3.8.4. At the sound of the whistle, each member will take turns throwing the rescue line to the "rings".
- 3.8.5. Each time the rescue line lands inside the "rings" the corresponding point is awarded to them.
- 3.8.6. Scoring & Penalties:

Crew with the highest number of points at the end of the time limit wins.

3.9. FANCY DRILL COMPETITION

It is a synchronized marching and exhibition event commonly held during major Scouting gatherings, council jamborees, and milestone anniversaries.

Unlike a standard military or school-based silent drill, a Scout fancy drill blends traditional military-style marching commands with creative, high-energy choreography, intricate formations, and showmanship.

Mechanics:

- 3.9.1. **The Team Structure:** A competing team typically consists of a troop or outfit—often ranging from 32 to 40 Scouts—led by a Senior Patrol Leader (SPL), or Senior Crew Leader (SCL) who acts as the commander.
- 3.9.2. **The Routine & Time Limit:** Performances shall last between 3 to 5 minutes ONLY (inclusive of entrance and exit). Units will be penalized if they fall short or go over the designated time frame.
- 3.9.3. **Commands and Musical Accompaniment:** The unit commander must project strong, clear oral commands to direct the troop/outfit. They may incorporate recorded, taped, or live musical accompaniment to match the rhythm of their marching patterns.
- 3.9.4. **Uniform and Presentation:** Participants are expected to wear their complete Scout uniforms (Type A). Add-ons like council berets, gloved hands, or flags shall be allowed to elevate the visual presentation; however, the use of swords, rifles or other military paraphernalia shall not be allowed.
- 3.9.5. **Criteria for Judging:**

Uniform and Appearance: 20 Points

Points are awarded for overall neatness and the correct, complete wearing of the prescribed Scout Type A uniform.

- **Bonus Points:** An additional 0.5 points will be awarded for each approved accessory worn correctly:
 - Beret
 - Flag
 - Gloves
 - Waste sash

Precision and Synchronization 30 points a deduction of 1 point for every unsynchronized movement of the Troop/Crew

Complexity and Variety of Commands 30 points the difficulty level of the movements, featuring rapid transitions between complex geometric formations (e.g., lines, blocks, diagonals, and converging shapes).

Time Execution: 20 Points

Each team is allotted a maximum of **5 minutes** to complete their performance, inclusive of both entrance and exit. A penalty of **2 points** will be deducted for every minute exceeded.

Declaration of Winners: The competing units—the top three from the Troop and top three from the Outfit—that achieve the highest total score after all deductions are applied shall be declared the winners of the fancy drill competition.

Winners:

Scout Skills Competition (Troop Section):

Knot Tying Relay

- 1st Place
- 2nd Place
- 3rd Place

Bandaging and Transport Relay

- 1st Place
- 2nd Place
- 3rd Place

Signaling (Wigwag)

- 1st Place
- 2nd Place
- 3rd Place

Rescue Line Throw

- 1st Place
- 2nd Place
- 3rd Place

Fancy Drill (Troop Section)

- 1st Place
- 2nd Place
- 3rd Place

Scout Skills Competition (Outfit Section):

Signaling (Semaphore)

- 1st Place
- 2nd Place
- 3rd Place

Mass Casualty Incident (MCI)

- 1st Place
- 2nd Place
- 3rd Place

Camp Gadget Making

- 1st Place
- 2nd Place
- 3rd Place

Rescue Line Throw

- 1st Place
- 2nd Place
- 3rd Place

Fancy Drill (Outfit Section)

- 1st Place
- 2nd Place
- 3rd Place

Overall Winners:

The Troop and Outfit teams achieving the highest combined overall scores will be declared the overall Champions of the **2026 National Kick-Off Ceremony Scout Skills Competition** while the winners for the **Fancy Drill Competition** shall be selected from among the competitors in the Troop and Outfit category.

Scout Skills Competition (Troop)

- **Overall Champion**
- **1st Runner Up**
- **2nd Runner Up**

Fancy Drill Competition (Troop)

- **Overall Champion**
- **1st Runner Up**
- **2nd Runner Up**

Scout Skills Competition (Outfit)

- **Overall Champion**
- **1st Runner Up**
- **2nd Runner Up**

Fancy Drill Competition (Outfit)

- **Overall Champion**
- **1st Runner Up**
- **2nd Runner Up**

Please note that participants to the scout skills competition and fancy drill competition may come from different units within the council, however, the participants in the scout skills competition should come from the same scout unit.

4. For questions, clarifications, or administrative support regarding this directive, please contact **Vincent Niño N. Fabella**, Project Evaluation Officer IV, via email at vnnfabella@scouts.gov.ph.
5. For your compliance and appropriate action.

Atty. CEDRICK G. TRAIN
Secretary General

