



Republic of the Philippines
Department of Education
REGION VII - CENTRAL VISAYAS
DIVISION OF CITY SCHOOLS - TAGBILARAN CITY

Office of the Schools Division Superintendent

DIVISION MEMORANDUM

July 9, 2025

No. 423 , s. 2025

REQUEST FOR PARTICIPATION IN THE REGIONAL DRRM OLYMPICS 2025

TO: Assistant Schools Division Superintendent
Chief, CID and SGOD
All Public Elementary and Secondary School Heads
All Others Concerned

1. Attached is Regional Memorandum No. 0684 s. 2025 titled “**REGIONAL DISASTER RISK REDUCTION (DRR) OLYMPICS, TREE RESILIENCE AND SYMPOSIUM ON WHAT TO DO BEFORE, DURING AND AFTER EMERGENCIES/DISASTER**”, for the information and guidance of all concerned.
2. In line with the continuous effort to strengthen disaster preparedness and resilience among schools, this Office is pleased to invite interested Elementary and Secondary Schools to participate in the Regional DRRM Olympics on **July 25-26, 2025**, at DepEd Ecotech Center, Sudlon, Lahug, Cebu City.
3. Please refer to the enclosed memorandum for the list of events per category and the contest mechanics for more information.
4. Participants shall be granted service credits or compensatory time-off on days rendered on weekends and holidays in accordance with Joint Circular No. 2 s. 2025 of the Civil Service Commission (CSC) and Department of Budget and Management (DBM).
5. Participating delegates from SDO Tagbilaran City will be provided with accommodation and meals for the entire duration of the activity, starting with dinner on July 25, 2025 and concluding with PM snacks on July 26, 2025.
6. Per diem, transportation and other related expenses shall be chargeable against the Division Disaster Preparedness and Response Program (DPRP) funds for Division personnel and the School MOOE for School personnel and participants, or any local available funds, subject to the usual accounting and auditing rules and regulations.



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Republic of the Philippines
Department of Education
 REGION VII - CENTRAL VISAYAS

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DATE: 7/8/2025

Office of the Regional Director

received SGOD: [Signature]
 7/8/25 @ 10:05 am
 07 JUL 2025

REGIONAL MEMORANDUM

No. 068 s. 2025

REGIONAL DISASTER RISK REDUCTION (DRR) OLYMPICS, TREE RESILIENCE AND SYMPOSIUM ON WHAT TO DO BEFORE, DURING AND AFTER EMERGENCIES/DISASTER

To: Schools Division Superintendents
 Region and Division DRRM Coordinators
 All Others Concerned

1. The Philippines including Central Visayas, is highly vulnerable to natural and human-induced hazards such as typhoons, earthquakes, floods, fires, and landslides. This reality calls for increased awareness, preparedness, and proactive engagement of communities, especially in schools to reduce disaster risks and build resilience.
2. To address this, the DepEd Region VII will conduct a series of activities like Regional Disaster Risk Reduction (DRR) Olympics, Tree Resilience Planting Activity, and Symposium on Emergency Preparedness which are designed as multi-component initiatives that promote active participation, knowledge enhancement, and environmental stewardship among learners, teachers, and community stakeholders.
3. These activities aim to:
 - Promote a culture of safety, resilience, and preparedness in schools and communities.
 - Enhance the disaster response capacity of learners, teachers, and DRRM focal persons.
 - Strengthen environmental awareness through climate-resilient initiatives.
 - Provide inclusive and engaging avenues for capacity-building aligned with DepEd's DRRM framework.
 - Contribute to the holistic well-being and safety of learners through proactive disaster education.
4. This initiative aligns with DepEd's mission to deliver quality, inclusive, safe, and resilient education services. It supports the objectives of the DRRM in Basic Education Framework and the Sendai Framework for Disaster Risk Reduction by embedding risk awareness in schools through creative and experiential learning.
5. In view thereof, this Office, through the Education Support Services Division (ESSD), will conduct the DRRM Olympics on **July 25-26, 2025**, at DepEd Ecotech Center, Sudlon, Lahug, Cebu City with the following knowledge and skills to be contested by the Division participants:



Doña M. Gaisano St., Sudlon, Lahug, Cebu City
 Telephone Number: 639773295904 local 700



DepEd Tayo Region VII



region7.deped.gov.ph



Certificate No. PMP 0345
 24 01 0244

Category	Event	No. of Players	No. of Chaperons	Total Participants
Elementary Level	DRR Board Games-Snake and Ladder	2	1	3
	Master of Disaster (Millionaires Game)	3	1	4
	Emergency Cooking	3	1	4
	DRR Slogan Contest	1	1	2
Sub-Total		9	4	13
Secondary Level (Junior and Senior High School)	DRR, CCAM and EiE Quiz bee	2	1	3
	First Aid Relay Contest	10	1	11
	Water Bucket Relay	5	1	6
	Poster Making Contest	1	1	2
	Fire Fighting Contest	6	1	7
Sub-Total		23	5	29
Grand Total				42

6. The following are the total number of learners, chaperons, contest administrators and members of technical working group from Region and Division personnel and partners:

Office	Learner Participants	Chaperons	Division Youth Formation Coordinator	Division DRRM Coordinator	Total No. of Participants
RO and Partners					42
Bogo	33	9	1	1	44
Bohol	33	9	1	1	44
Carcar City	33	9	1	1	44
Cebu	33	9	1	1	44
Cebu City	33	9	1	1	44
City of Naga	33	9	1	1	44
Danao City	33	9	1	1	44
Lapu-lapu City	33	9	1	1	44
Mandaue City	33	9	1	1	44
Tagbilaran City	33	9	1	1	44
Talisay City	33	9	1	1	44
Toledo City	33	9	1	1	44
Total					570

7. All Division DRRM Coordinators will serve as technical working committee (contest administrators and assistant contest administrators), while regional personnel and partners also served as members of the technical working committees and judges.
8. Participants shall be granted service credits or compensatory time-off on days rendered on weekends and holidays in accordance with Joint Circular No. 2 s, 2025 of the Civil Service Commission (CSC) and Department of Budget and Management (DBM).
9. The head of delegation must ensure that all materials needed of their respective players, waiver and parents' consent and other requirements stipulated on DO 66 s. 2017/ guidelines in the conduct of On-Off Campus activities are fully complied.
10. Delegates coming from Bogu City, Bohol, Carcar City, Tagbilaran City and Toledo City Divisions will be provided with food (dinner) and accommodation on July 25, 2025, if they opt to arrive early and be able to confirm their participation a week before the activity.
11. Transportation expenses of all participants coming from schools and Division Offices shall be chargeable against MOOE or any locally available funds or Division Disaster Preparedness and Response Program (DPRP) funds, while accommodation and food on July 25-26, 2025 (breakfast, AM and PM snacks and lunch), supplies, and advocacy t/shirts, prizes, honoraria of the non-DepEd facilitators are chargeable against DPRP (NBC-592) subject to the usual accounting and auditing rules and regulations.
12. Division DRRM Coordinators of all SDOs are required to submit a confirmation slip together with students- participants' Parental Consent and Waiver Form on or before July 18, 2025 to Mr. Ranilo L. Edar at ranilo.edar@deped.gov.ph.
13. Attached are the indicative program, contest mechanics, board of Judges, and contest administrators. For questions or clarifications, you may contact Mr. Ranilo L. Edar through his mobile phone no. 09171566073.



SALUSTIANO T. JIMENEZ JD, EdD, CESO III
Director IV
Regional Director

**REGIONAL DRRM OLYMPICS, TREE RESILIENCE AND
SYMPOSIUM ON HOW TO RESPOND BEFORE, DURING AND
AFTER EMERGENCIES/DISASTER**

DepEd Ecotech Center, Sudlon, Lahug, Cebu City
July 25-26, 2025

INDICATIVE PROGRAM

DATE AND TIME	TOPIC/ACTIVITY	PERSONS INVOLVED/RESOURCE SPEAKER
July 25, 2025		
6:00-7:00 AM	Arrival and Registration of the Division DRRM Coordinators (Contest Administrator and Assistant Contest Administrator)	Secretariat
7:00-8:00 AM	Breakfast	Ecotech
8:00-5:00 PM	Preparation of all materials needed to be used for the contest	Contest Administrators and Assistant Contest Administrators/Technical Working Committees
5:00-6:00 PM	Arrival and Registration of the Participants from Bogo City, Bohol, Carcar City, Tagbilaran City and Toledo City	Registration Committee
6:00-7:00 PM	Dinner	Ecotech
July 26, 2025		
4:00 AM	Wake-up Call on the above-mentioned Delegation	TWG
5:00-5:30 AM	Breakfast (Bogo City, Bohol, Carcar City, Tagbilaran City, Toledo City)	Ecotech
PART I		
5:00-6:00 AM	Briefing for Tree Growing and Clean-up Activities on the above-mentioned Division	Mr. Ranilo L. Edar
6:00-7:00 AM	Tree Growing and Clean-up (Simultaneous)	Mr. Ranilo L. Edar Ecotech
	Arrival, Registration and Breakfast of the Delegates coming from Cebu, Cebu City, City of Naga, Danao City, Lapulapu City, Mandaue City and Talisay City	Registration Committee
PART II		
7:00-7:45 AM	"Lakbay Para Kahandaan" (by Division in alphabetical order)	Parade Committee
PART III		
7:45-8:00 AM	Prepositioning of the Delegates by Division at Plenary Hall (Annex Dining area)	Ecotech

8:00-8:20 AM	Opening Program	
8:20-9:20 AM	How to Respond Before, During and After the Hydrometeorological Hazards,	PAGASA Visayas
9:20-10:00 AM	How to Respond Before, During and after earthquake, fire, landslide and other hazards	Office of Civil Defense 7
PART IV		
10:00	Declaration of DRRM Olympics	RD Salustiano T. Jimenez, EdD, JD, CESO III Regional Director
10:00 AM- 3:00 PM	ELEMENTARY LEVEL 1. DRR BOARD GAMES - SNAKE & LADDER 2. MASTER OF DISASTER (MILLIONNAIRE'S GAME) 3. EMERGENCY COOKING 4. DRR SLOGAN CONTEST	Contest Administrators/ Judges
	SECONDARY LEVEL (Junior and Senior High School) 1. DRR-CCAM, EIE QUIZ BEE 2. FIRST AID RELAY CONTEST 3. WATER BUCKET RELAY 4. POSTER MAKING CONTEST 5. FIRE FIGHTING CONTEST	
3:00-4:00 PM	Awarding, Ways Forward and Closing Program	Recognition Committee/Mr. Ranilo L. Edar

LIST OF EVENTS AND MECHANICS

ELEMENTARY LEVEL

1. DRR BOARD GAMES - SNAKE & LADDER

Materials:

Dice, Human-Sized Board (Tarpaulin)
Pieces, DRR Related (Questionnaires)

Number of Players: 2 (1 player who will act as a piece, the other will be the one to roll the dice)

Game Procedure:

1. Player will roll the dice one by one and move forward that dice's number of space.
2. The first player to reach the goal is the winner.

GOOD HABITS	BAD HABITS
Cleaning the mess after a disaster	Cutting Trees
Listening to radio	Leaving chargers plugged in
Planting Trees	Throwing away garbage
Medical Treatment	Lack of first aid kit
Washing hands	Leaving tap water running
Family meeting	Leaving tap water running

3. Indicate these habits by illustration and let the players guess what the habit is about.
4. BONUS SPACE: Evacuation Center, indicating it is a safe place: The player can answer, she/he can roll the dice again.
5. A snake's tail indicates not good action/s or behavior. The player has to say what behavior related to DRR the picture shows and explain why that behavior is not good and give a solution to communicate to change behavior then step down to the snake's head.
7. A ladder's bottom indicates good action/behavior. The player has to say what behavior is related to DRR the picture show and explain why that behavior is good and then climb up to the ladder's top.

2. MASTER OF DISASTER (MILLIONNAIRE'S GAME)

Materials : Dice, Human-Sized Board, Pieces
Play Money and Cards

Number of Player/s : 3 players per Division

GAME PROCEDURE:

1. There will be 3 players for each team (Division) 1 dicer, 1 banker, and 1 stepper(piece).
2. Players start with PHP 8,000.00(Play Money)
3. The rest of the money and cards are kept in the disaster resource center
4. Each team takes turns throwing the dice and follows the instructions given in the card or on the board
5. You don't get an additional chance if you throw at six

6. You get double chances if you throw at one.
The team that is left with the maximum amount of money wins the game
7. Please see the attached rules for more information about the game.

3. EMERGENCY COOKING

OBJECTIVES:

- a.) To give importance to food as a means of survival during disasters
- b.) To utilize available resources within the locality.

Materials:

- 2 used long folders white
- 2 empty tin cans (upper can and lower can)
- banana leaves
- Banana strips (bani sa saging) to be used as a tie
- ½ cup of rice
- 500 ml of water
- Used clean cloth as a potholder

Mechanics:

- Participants will be composed of 3 members in the group, preferably grades 4&5
- The participants will bring 2 long white folders and scissors. The folders will be cut into strips (1/2inch). Other materials will be provided by the facilitators.
- The participants will be given 5 minutes to prepare their materials.
- A "GO" signal will be given to signify the start of the game.
- All finished products will be judged respectively based on the given criteria.

CRITERIA	Weight
Doneness (Cooked Just Right)	40%
Skills and Technique Used	30%
Speed and Accuracy	30%
TOTAL	100%

Note: Follow the procedure in cooking using cans as shown in the picture below:



UPPER CAN

LOWER CAN



Caution: "The tin can will become hot. Handle it with care."

4. SLOGAN CONTEST

Materials:

1. Marker (Pentel Pen)
2. Pencil
3. ½ illustration board (to be provided by the organizers)
4. crayons (cray pas)

MECHANICS:

- Each participant should create a slogan that can be written either in English or Filipino.
- Each entry should not be more than 120 characters and should revolve around the theme: "Bantayog ng Katatagan at ang Pagbubuklod sa Layuning Kahandaan"
- All entries must be original and owned by the participant.
- Only 1 participant will represent per Division. The winning entry will be determined using the following criteria:

- 25% Creativity
- 40% Relevance to the theme
- 30% Originality
- 5% Overall impact

The time allocated is 2 hours.

JUNIOR HIGH SCHOOL COMPETITIONS

1. DRR-CCAM, EIE QUIZ BEE

GENERAL INSTRUCTION:

1. The contest is open to all Junior High School and Senior High School students in the division.
2. Each Division will send two (2) contestants, specifically the winners during the Division-level contest
3. Students must wear their respective school ID and P.E. uniform/DRRM Olympic advocacy T/shirts during the contest.
4. No registration fee will be collected from the contestants.
5. The coverage of the quiz bee is focused on Disaster Risk Reduction Education and Management, Climate Change Adaptation and Mitigation, and Education in Emergencies with legal basis and DepEd Orders.

CONTEST MECHANICS

1. Two members for each participating Division to proceed with the contest.
2. Chaperons are given areas where they can observe the contest and are not allowed to go near within the participant's seats.
3. The quiz bee is divided into 3 rounds:
 - a.) Easy 5 questions, 100 points
 - b.) Average 5 questions, 300 points
 - c.) Difficult 5 questions, 500 points
4. The Quiz Master/Host will read each question twice.
5. Contestants are given 10 seconds to write their respective answers on their illustration boards.
6. At the end of each given time, a bell will signal indicating the contestants to stop and be required to raise their answers. Proctors and checkers will validate the answer, and Scorer will record the corresponding points in each correct answer.
7. Contestants must write their answers in CAPITAL LETTERS only. Misspelled answers are considered wrong.
8. Once the answers have been checked, the Quiz Master will announce the correct answer and correct spelling.
9. There will be no penalty for any wrong answers.
10. Any contestant caught in the act of cheating, or any form of dishonesty shall automatically be disqualified.
11. In the case of ties, a tiebreaker question will be given, and the winner will be determined on a first-to-score basis.
12. The Coach is the only authorized person to protest as to the accuracy of an answer/question. Protest must be solved with the committee before proceeding with the next question.
13. Winners will be declared champion, 1st runner up, 2nd runner up, and 3rd runner up.
14. The committee's decision is final and unappealable.

2. FIRST AID RELAY CONTEST

GAME OBJECTIVES:

1. Apply the knowledge and skills in Splinting, Bandaging and Carrying Techniques through a relay game.
2. Value teamwork in carrying out the different tasks
3. Fostering spirit of volunteerism.
4. Presence of mind under pressure.

NUMBER OF PLAYERS: 6 players and 3 patients per Division

1. BANDAGE & SPLINTING RELAY

- Materials: triangular bandage for each district representative
- Procedure:
 1. Each group selects a representative who acts as an injured victim. The three players will form a single line 15 meters away from the victim.
 2. An envelope will be given to each member with the instructions on a particular scenario to be performed in a bandage/splint that they need to apply to the victim.
 3. The envelope will be opened by each member once the referee gives the "GO" signal. After each member has performed the bandage/splinting to the victim, he will directly return to the line being the last person.
- Scoring: Each group that correctly ties the bandage/splint gets a point. The first group to run back to their respective group in the shortest period of time scores an additional point. (less time)

2. FIRST AID CARRY RELAY

- Materials: Training Cone that serve as posts

- Procedure:

1. The group lined up in relay fashion, pfacing a single turnaround post located 15 feet away.
 2. Two persons from each group shall carry the first "injured victim" using Two-Person Carry around the turnaround post and back to the starting line.
 3. Next two persons will carry the second "injured victim" using the Four-Handed Seat Carry around the turnaround post and back to the starting line.
 4. The next person carries the third "injured victim" using a One-Person Carry around the turnaround post and back to the starting line.
 5. If at any time an "injured victim" touches the ground, the person carrying this "injured victim" must stop, reform their carry and continue.
- Scoring: The first group to make a complete circuit with the three "injured victims" scores wins.

3. STRETCHER RELAY

- Materials: two sturdy, 6-foot poles, one blanket, one inflated balloon for each group, Diagram for Makeshift Stretcher

- Procedure:

1. The groups line up in relay formation with the blanket and two poles.
 2. One member is designated as an "injured victim" and lies on the ground twenty-five feet away at the rescue point.
 3. On signal, two members serving as stretcher carriers run up from the starting line with the blanket and two poles.
 4. When they reach the rescue point, they make a stretcher and put their "injured victim" on it.
 5. When ready, they will lift the stretcher, and an in-charge (or judge) places the inflated balloon on the "injured victim".
 6. The carriers transport the "injured victim" to the starting line without letting the balloon fall off.
 7. If it does, they must return to the rescue point and try again. The "injured victim" may not hold onto the balloon.
 8. At the starting line, the carriers lift the "injured victim" off.
- **Scoring: The group that most carefully transports their "injured Victim" to the starting line in the least amount of time, wins.**

All scores will be combined and the group who can gather the greatest number of points from the different relays wins the game.

3. FIRE FIGHTING CONTEST

NUMBER OF PLAYERS: 5 players from each Division

The Firefighting games are composed of several stations. The representative must complete the different tasks from each station in the shortest possible time.

Station # 1 – Wear Your PPE

Personal Protective Equipment (PPE) will be placed in front of each group. Their task is to wear the PPE in the shortest possible time. It must be completed from head to toe. As soon as they finish wearing their PPE, they can now proceed to the next station.

Station # 2 – Obstacle running

In this station, the players must run through tires while wearing their PPEs. They must pass through the tires and crawl underneath the wires. The players must pass through this obstacle before they can proceed to the next station.

Station # 3 – Hose Throwing, Fire Suppression and Hose Rolling

Using the hose, the player must throw it to the open ground. Connect the hose to the fire engine. Then, he/she must aim the nozzle of the hose at the fire as the water spurts out. After the fire has been suppressed, the player will keep and roll the hose back.

The first group who can finish the obstacle in the shortest period of time wins the game.

4. WATER BUCKET RELAY-SECONDARY LEVEL

OBJECTIVES:

- a.) Transport a bucket filled with water from one drum to the other bucket.
- b.) Promote teamwork in transporting water as applied during Fire Emergency.
- c.) Foster camaraderie and volunteerism during disasters.

MATERIALS NEEDED:

- 1 Bucket per group
- 2 small water drums (1 in front and 1 at the back)
- 10 handkerchiefs or cravats (for blind fold)
- 1 meter stick

MECHANICS:

1. Every Division must have 6 Junior and Senior High School Members, specifically the winners from the Division level contest.
2. Players must wear proper attire, preferably P.E. uniform or group uniform during the game/DRR Olympics advocacy T/shirt. No PE attire, No Play.

GAME DURATION: 5 minutes

GAME INSTRUCTION

1. The players will form a single lane with drum filled water at the beginning and empty bucket.
2. The team will transport the bucket filled with water from the first player to the other, going to the other side of an empty drum (at the rear). In transporting the filled bucket to the other players on the lane, it will pass while in blind fold.
3. All players are blindfolded with the use of cravats and the player handling the bucket will shout (water) to pass to another player while transporting the bucket.
4. Within 5 minutes, the team must fill the water drum at rear end as much as they can.
5. One blow of whistle signifies GO signal and starts the game. While two blows will signify STOP and end of the game.
6. The team with most water (to be check using the meter stick) in the water drum at the rear end will be declared as the winner.

5. POSTER MAKING CONTEST

Materials:

1. Marker (Pentel Pen)
2. Pencil
3. ½ illustration board (to be provided by the division)
4. crayons(craypas)

MECHAN"KUMIKILOS para

sa Kahandaan, Kaligtasan, at Katatagan".ICS:

Theme: Will be given during the contest.

Criteria for Judging:40% Adherence to the theme

❖ 30% Creativity and Presentation

❖ 30% Originality\

❖

1. One contestant per district (total of 10 participants for the division level)
2. 1/2 illustration board, crayons (materials provided on the district)
3. For the Division level Materials will be provided by the organizers.

Time allocated 3 hours