Republic of the Philippines
Department of Education
REGION VIII
SCHOOLS DIVISION OF NORTHERN SAMAR

August 18, 2026

DIVISION MEMORANDUM No. 330, s. 2026

2026 DIVISION FESTIVAL OF TALENTS

To: Assistant Schools Division Superintendent
Chief Education Supervisors
EPS, District and School Heads
TWGs, Coaches and Contestants
Elem. & Sec. Public and Private Schools
All Others Concerned

1. DepEd-Northern Samar, through the Curriculum Implementation Division (CID) announces the conduct of the **2026 DIVISION FESTIVAL OF TALENTS** (DFoT) to be held at Catarman, Northern Samar on September 5-7, 2026 with the theme; *"Youthful Creativity, Cultural Brilliance: Crafting a Bright Future in the Creative Industries";*

2. This activity aims to;
   a. Provide learners with a platform to develop and showcase their skills, talents, and competencies aligned with the creative industries, fostering innovation, entrepreneurship and appreciation for local arts and culture;
   b. Ensure inclusive and equitable participation of learners from Special Needs Education (SNEd), Alternative Learning System (ALS), Indigenous People Education (IPEd), and Madrasah Education Program (MEP) and Special Curricular Programs, enrolled in both public and private schools from Key Stage 1-4, providing them equal opportunity to exhibit their talents in the creative arts; and
   c. Strengthen partnerships among schools and local government units to support talent development and community enrichment.

3. Attached are the List of Technical Working Groups, Guidelines and Mechanics of Contests of the different learning areas. Here are the following venues for every learning area:

LEARNING AREA	VENUE	EPS IN-CHARGE
ENGLISH	Catarman SPEd Center	Dr. Felix J. Ladeño
FILIPINO		Dr. Myra L. Bato
SNEd		Dr. Dionesia Mercader
MAPEH	Catarman-1 CES	Mr. Omar O. Ty

Address: Mabini St., Brgy. Acacia, Catarman, 6400, Northern Samar
Telephone Nos: (055) 500 1020
Email Address: northernsamar@deped.gov.ph
Division Official Website: https://northernsamar.deped.gov.ph

TVL/TLE	Bobon School of Phil. Craftsmen	Dr. Lucila R. Balondo Dr. Ruel C. Castillo
ARAL. PAN.	Catarman-2 CES	Mr. Rudel C. Lutao
MUSABAQAH		Mrs. Eva A. Baldoza

4. Expected participants to this activity are the CHAMPION CONTESTANTS & COACHES during their District FoT for elementary and School FoT for secondary levels. Every district/secondary school shall register an amount of One Hundred Pesos (Php100.00) per participant to the Division Casher's Office attached the Registration Form on August 24 to September 4, 2026. This will defray expenses to be incurred during the conduct of 2026 DFoT and RFoT.

5. Here is the Activity Matrix for your guidance:

Date & Time	Activity	Venue	In-Charge
Sept.5 8AM-12NN	Arrival of DFoT Participants to the Billeting Schools	1st District (Elem.) at Catarman -1 CES 2nd District (Elem.) at Catarman-2 CES All Secondary School Participants at Catarman NHS	Catarman-1,2,3 PIC,SH,Teachers & Non-teaching Personnel
	Submission of Registration Form	CID Office	All EPS and DFoT TWG
1:00 PM	SOLIDARITY CONFERENCE	St. Michael Academy	All EPS and Science TWG
3:00 PM	PARADE	Sacred Heart Plaza	All EPS and DFoT TWG
4:00 PM	OPENING PROGRAM	Catarman Freedom Park	All EPS and MAPEH TWG
Sept.7	CLOSING PROGRAM/AWARDING	Catarman Freedom Park	All EPS, LR Team and Filipino TWG

6. Food and accommodation of region and division FoT teams together with their TWGs will be charged to the DFoT registration while supplies and materials during the activity will be charged to CID funds. Participants' food, contest materials, and transportation expenses to be incurred during DFoT shall be charged to school MOOE, LGU-SEF, or other funds subject to the usual accounting and auditing rules and regulations;

7. This Memorandum serves as the Travel Authority of the CID personnel, TWGs and participants;

8. For guidance of all concerned.

GAUDENCIO C. ALJIBE, JR., PhD, CESO V
Schools Division Superintendent

DepEd Northern Samar
RELEASED
By:
Date: 19 AUG 2026

DFOT Program Management Team

Schools Division Superintendent	Dr. Gaudencio C. Aljibe Jr., CESO V
Asst. Schools Division Superintendent	Dr. Rey F. Bulawan
Asst. Schools Division Superintendent	Dr. Antonio P. Delos Reyes, CESO VI
SGOD Chief	Dr. Noe M. Hermosilla
CID Chief	Dr. Sylvia D. Villanueva
DFOT Focal Person	Dr. Emily M. Adraya, EPS-Math
	Dr. Nelida M. Lobos, EPS-Science
	Dr. Felix J. Ladeño, EPS-English
	Dr. Alex B. Rejuso, EPS-Values Ed.
	Dr. Lucila R. Balondo, EPS-TVL/TLE
	Mr. Omar O. Ty, EPS-MAPEH
	Dr. Myra L. Bato, EPS-Filipino
	Dr. Dionesia A. Mercader,EPS-Kindergarten
	Dr. Nestor B. Ada, EPS-LR
	Mr. Rudel C. Lutao, EPS-AP
	Dr. Ruel Castillo, Div. Coor-TVL/TLE

Division Festival of Talents (DFOT) TWGs

1. Joy Saniano
2. Nestle De Asis
3. Roberto Galono
4. Arnio Saludario
5. Janette Cerbito
6. Mary Ann Tacmo
7. Mary Jane Aguirre
8. Francisco Botaire Jr.
9. Cecilia Doria
10. Esther Dela Cruz
11. Ma. Teresa Urbano
12. Joey Tadeo
13. Arnel Pajares
14. Arnoldo Rosales
15. Myla Adiaton
16. Elena Flores
17. Elvira Ortenero
18. Analyne Balero
19. Meda Bandal
20. Geraldine Rejuso

Araling Panlipunan TWGs	English TWGs
1. Ricky Credo	1. Edison Adlawan
2. Florenda Cascaño	2. Julien Tiza Madronio
3. Maribel Guevara	3. Rhodora Borja
4. Madanie Catamora	4. Micheal Jay Morales
5. Renato Casuco	5. Arvin Lebico
6. Imelda Zubiaga	6. Beatrice Olmedo
7. Niza Frances	7. Merrylou Niegas
8. Jocelyn de Alca	8. Roseller Demolar
9. Ramon Lobos	9. Edilito Diaz
10. Jester Ditche	10. Ely de Silva

Republic of the Philippines

Department of Education

REGION VIII

SCHOOLS DIVISION OF NORTHERN SAMAR

SNED TWGs	Filipino TWGs	
1. Roseller Demolar	1. Eduardo Macayayong	11. Nilo Añonuevo
2. Mayflor Rapsing	2. Edd Vincent Tortoles	12. Ian Doncillo
3. Mildred A. Romines	3. Wilmar Sumalisid	13. Vicky Catubig
4. May L. Rebadomia	4. Ron Verano	14. John Micheal Baluyot
5. Genesis Desucatan	5. Vicky R. Catubig	15. Roslyn Navallo
6. Myraflor Regulacion	6. Rhina D. Chan	16. Marisa Aleria
7. Ginalyn De Guia	7. Marilou Delorino	17. Paul Rubenecia
8. Lilian P. Modrigo	8. Anthony Rubenecia	
9. Lourdes Triscia Delorino	9. Milen Esteria	
10. Harry Florano-	10. Christian P. Ejercito	

Musabaqah TWGs	TECHNOLYMPICS TWGs
1. Diana B. Tejero	1. Alma Solayao
2. Michael M. Pascua	2. John Delorino
3. Dolores F. Mandrilla	3. Venancio Albasin Jr
4. Roel M. Cerbito	4. Racquel Perfas
5. Rio E. Diano	5. Zoraida Bulosan
6. Jonard D. Beconia	6. Venus Malobago
	7. Epigenia Po
	8. Geana Lingling

SINING TANGHALAN TECHNICAL WORKING GROUP (TWGs)

Committee	Focal Persons
Overall Chairman	Omar O. Ty
Secretariat	Christopher Stanley M. Manalo, Josefer C. Dula Bernalyn E. Gimena, Gigi P. Cornico, Imelda T. Tipay
Pinasayaw	Chairman: Dr. Racquel G. Perfas Co chairman: Riza Salazar-Paredes Members: Ryan C. Lamberte Lyndel Qeency L. Marabe Jonathan Francis T. Espina
CineMunti	Chairman: Ruth B. Capaz Co chairman: Argie L. Ty Members: Liliosa P. Moreno Nemia S. Lagrimas Emily Pajac
Likhawitan	Chairman: Ruel L. Ortenero Co chairman: Roque M. Galdones Members: Ailie C. Chua Mario D. Malobagp Elmer B. Gamba

Adress: Mabini St., Brgy. Acacia, Catarman, 6400, Northern Samar
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Division Official Website: northernsamardivision@deped.gov.ph

Enclosure No. 1 to Division Memorandum No. 330 s. 2026

ADVOCACY PITCH
English Learning Area

KEY STAGE	Key Stages 3 and 4 (Grades 7 to 12)	
NO. OF PARTICIPANTS	Two (2) learner-participants per school Two (2) teacher-coaches per school	
TIME ALLOTMENT	126 minutes	
PERFORMANCE STANDARD	The learners skillfully deliver a speech for a special occasion through utilizing effective verbal and non-verbal strategies and ICT resources.	
21ST- CENTURY SKILLS	Communication skills Information, Media and Technology Skills Learning and Innovation Skills Life and Career Skills	
CREATIVE INDUSTRIES DOMAIN	Publishing and Printed Media Performing Arts	
DESCRIPTION	**Advocacy Pitch** is an NFOT contest that evaluates learner-participants ability to deliver a compelling pitch using verbal and non-verbal communication strategies. They utilize ICT resources and visual aids to enhance the clarity and persuasive impact of their message.	
CAREER PATHWAYS	This contest develops key communication, presentation, and ICT skills essential across industries. By strengthening public speaking, critical thinking, digital literacy, and persuasive advocacy, it prepares learners for real-world roles in leadership, education, business, community engagement, and other communication-driven fields.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND, EQUIPMENT	**To be provided by the learner-participants:** • Laptop with MS Power point 2010 or latest version and adobe In-design • Lapels (*Wireless, Body Pack, maximum of 40W)* & batteries • Flash Drive (32 gb)	**To be provided by the Technical Committee:** • Projector / LED Screen/TV (for the contest room and for the viewers outside of the contest room) • Extension • HDMI/VGA Cables • Flash Drives • A4 Bond Paper Substance 100 gsm

		• Flaglets (yellow, green and red) • Stopwatch / Timer • Printer
B. VENUE	Catarman SPED Center	

CRITERIA FOR JUDGING

Product/ Performance	Criteria	Points	Weight%
Pitching	Analysis and content.	45	**70%**
	Organization	30	
	Delivery	25	
	Total	**100**	
15-slide Powerpoint Presentation	Focus and Clarity	25	**10%**
	Visual Effectiveness	25	
	Credibility and Attribution	10	
	Technical Aspects and Readability	15	
	Overall Craftsmanship	25	
	Total	**100**	
Tri-Fold Brochure	Panel Layout and Structural Accuracy	10	**20%**
	Content Organization and Flow	40	
	Visual Consistency and Branding	25	
	Typography and Readability	10	
	Layout, Balance and Margins	15	
	Total	**100**	
Total			**100%**

RUBRICS *Refer to 2026 NFOT Memorandum*

MECHANICS

Pre-event

A. The Advocacy Pitch is open to all learners from Key Stages 3 and 4 (Grades 7 to 12) who are officially enrolled in public and private elementary and secondary schools and CLCs. Each school shall register one (1) team composed of two (2) learner-participants and two (2) teacher-coaches.

B. Each team shall bring two (2) laptops with respective chargers and one (1) flash drive.

C. A mandatory technical inspection of all laptops and flash drive shall be conducted a day before the contest. The Technical Committee shall place the inspected laptops in the Holding Room. The flash drives shall be collected where digital copies of contest materials shall be stored.

D. Drawing of lots shall be done thirty (30) minutes prior to the contest.

E. The Learner-participants shall wear corporate attire during the contest.

During the Event

A. Each team shall be given a running time of 120 minutes from Phases 1-4

Phase I – Text Immersion (30 Minutes)

1. Three (3) sets of grade-level appropriate informational texts, from which each team shall choose only one set to work on shall be provided by the Technical Committee in the Holding Room. Each team shall also receive random graphics stored in the flash drive. This shall be retrieved from them before their presentation.
2. The team shall be given thirty (30) minutes to read the texts.

Phase II – Topic Outlining (20 Minutes)

1. *Each team shall be given twenty (20) minutes to outline their presentation, both PowerPoint (PPT) and brochure, using laptops.*

Phase III – Presentation Preparation (60 Minutes)

1. *Preparation of PPT and brochure shall be done simultaneously.*

2. *For the PowerPoint Presentation*
   a. *Each team shall us MS PowerPoint applying the presentation standards and utilizing available text resource like images, graphics, or any symbol found in the MS PowerPoint.*
   b. *Each team shall prepare the script based on the PowerPoint presentation.*
   c. *Each presentation is timed five (5) minutes and shall be limited to 16 slides only. Each slide shall be automatically timed twenty (20) seconds. The final slide should contain the caption "Thank you" which shall be the cue for the teams to stop.*
   d. *Each team is given sixty (60) minutes to prepare, rehearse, and finalize their output.*
   e. *Each team shall save the file using the filename format: Entry Number Event Contest Code (**ex: 01_AP_PPT**)*
   f. *The Technical Committee shall collect the flash drive and ensure that the saved file is working and ready for presentation. Once saved, the team shall not be allowed to open their laptops.*
3. *For the Brochure*
   a. *Each team shall use InDesign, Published, MS PowerPoint, and/or Photoshop for the layout of the tri-fold brochure.*
   b. *Each team shall prepare one tri-fold brochure in landscape layout using the A4 paper. The brochure shall contain the (1) advocacy title, (2) problem description, (3) evidence from the readings, (4) proposed actions, (5) expected impact, and (6) team information without any identifying marks. It shall be clearly organized, and visually appealing, using only the materials provided during the preparation period.*
   c. *Each team shall save the file in the PDF using the filename format: Entry Number_Event Contest Code (**ex: 01_AP_Brochure**).*
   d. *Each team shall print the brochure in (5) copies to be distributed randomly to the audience during the pitching time.*
   e. *Each team shall not be allowed to use laptops after the allotted preparation time.*

4. *Designated time shall be allocated for learner-participants to print materials, strictly adhering to the cue established by the Technical Committee. Printing time shall not be included in the preparation time.*

Phase IV – Final Rehearsal (10 Minutes)

1. *Before the delivery, all teams shall be given ten (10) minutes for technical check and rehearsal in the Holding Room.*
2. *The Technical Committee shall allow the teams to use the laptops again during the final rehearsal, each team, guided by the Technical Committee, shall immediately proceed to the presentation room.*

Phase V – Presentation Proper (6 Minutes)

1. Before the delivery, each team shall be given (1) minute for technical check.
2. Distribution of the brochure shall be done during the presentation.
3. Each team shall present in five (5) minutes.
4. The slide presentation shall play automatically for five (5) minutes, and the team shall deliver their pitch synchronized with the auto-timed slides. Manual slide-clicking is not allowed. Both team members shall speak during the presentation, but they may divide speaking roles according to their preference. Clear teamwork, coherent delivery, and strong connection to the reading texts are expected.
5. The Technical Committee shall use color-coded flags to manage time during the slide presentation:
    - **green flag** to signal the start of the presentation.
    - **yellow flag** to indicate that only 2 minutes remain; and
    - **red flag** to signal that the time is up.
6. The Technical Committee timer shall serve as the official and definitive timekeeper for the event.

After the Event

1. Upon completion of the performance, learner-participants shall be required to exit the stage in an orderly manner and proceed directly to the designated holding area. The Technical Committee shall escort the team off the stage.
2. The Technical Committee shall collect the printed brochures and direct the participants to retrieve the laptops and flash drives placed in the preparation area.
3. Each brochure shall be judged after the performance on the stage.
4. Results shall be announced during the Awarding Ceremony.

Enclosure No. ____ to Division Memorandum No. ____ , s. 2026

LITERARY CUP
English Learning Area

KEY STAGE	Key Stage 2 (Grade 6) Key Stages 3 and 4 (Grades 7-12)	
NO. OF PARTICIPANTS	Three (3) learner-participants per team; *one (1) Grade 6 learner;* *one (1) Grades 4 to 10 visually-impaired learner; and* *one (1) Junior/Senior High School visual artist-learner* Three (3) teacher-coaches per team: *two (2) for Grade 6 and Junior/Senior High School learners; and* *one (1) for visually-impaired learner* Each municipality is allowed to send a maximum of two (2) teams.	
TIME ALLOTMENT	300 minutes preparation and production 120 minutes presentation (5 minutes per team)	
PERFORMANCE STANDARD	The learner uses speaking skills and strategies appropriately to communicate ideas into varied theme-based tasks (Oral language); uses knowledge of stress and intonation of speech to appropriately evaluate the speaker's intention, purpose and meaning (fluency); uses linguistic cues to appropriately construct meaning from a variety of texts for a variety of purposes (reading comprehension); and publishes texts using appropriate text types for a variety of audiences and purposes (reading and composition). In addition, the learner creates visual compositions based on modern concepts of art-making using cartoons/comics, graphic designs and advertisements and diverse masterpieces of new styles responding to global changes and social media, and executes techniques and skills, as well as the proper use of materials, tools, equipment, and facilities in mounting creative works, in reference to the mapped creative industries in their specific communities as defined by relevant laws within the local and global contexts.	
21ST- CENTURY SKILLS	Communication Skills Learning and Innovation Skills	
CREATIVE INDUSTRIES DOMAIN	Publishing and Printed Media Performing Arts Visual Arts Domains	
DESCRIPTION	**Literary Cup** is an NFOT contest that evaluates a team's ability to comprehend an open-ended narrative and generate an original resolution. Learner-participants utilize narrative reconstruction, summarization, and inferencing skills to produce a unified output through a timed oral performance.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND, EQUIPMENT	**To be provided by the learner-participants:** *For Visual learner-artists:*	**To be provided by the Technical Committee:** • Timer and flaglets • Strips of paper for drawing of lots

	• Paint Brushes and/or sponges. • Art Mixing Plate • Canvas 36 x 48 inches • Acrylic (acri-latex) paint in primary colors: toluidine red, thalo blue, hansa or external yellow, white (1/4 liter of each color) • Newspapers/Manila Paper • Painting Easels (1 per team) • Popsicle sticks for mixing paint *For Visual impaired learner:* • Laptop with charger loaded with screen reader, and sound effect and music libraries.	• Number identifier • Sound system *(for the sound effects and musical background during competition, and orientation and awarding)* • Extension cords • Certificates • Pencils • Erasers • Ball Pens • Folders • Calculators • Bond Papers • Holding area, preparation area, and contest area • Signages *(e.g., Preparation Area, Holding Area, and Contest Area)* • Wall Clock (Preparation Area) • Copy of the open-ended (unresolved) narrative text
B. VENUE	Catarman SPED Center	

CRITERIA FOR JUDGING

Criteria	Percentage
Narrative Accuracy, Coherence, and Logic (Measures faithfulness to the original characters/setting. Evaluates the logical flow form the unresolved text to the new ending across text, sound effects and musical background, and the visual canvas.)	**25%**
Creativity and Quality of the Constructed Ending (Evaluates originality and emotional impact of the resolution. Includes the "WOW Factor" of the artwork.)	**25%**
Visual Arts Synthesis & Artistic Skill (Evaluates technical skill of the artist, how the artwork supports the narrative "showing" what is told, and the use of symbolism/metaphor.)	**20%**
Delivery, Storytelling, and Music and Team Synergy (Measures speech clarity, pacing and engagement. Assesses how well the visual art, sound effects and musical background and the story are integrated and in-sync during the 5-minute showcase.)	**25%**
Overall Impact and Stage Presence (Assess the team's ability to leave a strong impression and maintain composure.)	**5%**
TOTAL	**100%**

RUBRICS	*Refer to 2026 NFOT Memorandum*

MECHANICS

Pre-event

1. **Literacy Cup** is open to all Key Stages 2 to 4 learners who are officially enrolled in public and private schools. Each municipality is allowed to register at least two (2) teams. Each team is composed of three (3) members, composed of two (2) learner participants from Grade 4 to 12 and one (1) visually impaired learner-participant *(Learner with functional limitation of the eye(s), ranging from low vision to total blindness).* These learners-participants shall be accompanied by three (3) teacher-coaches per team (two (2) for Grades 4 to 12 learners; and one (1) for visually impaired learner).

2. Each team shall bring one (1) laptop with a respective charger for the sound effects and musical background.

3. A mandatory technical inspection of all laptops and flash drive shall be conducted a day before the contest. The Technical Committee shall place the inspected laptops in the Preparation Room.

4. Drawing of lots shall be done thirty (30) minutes prior to the contest.

5. The learner-participants shall wear a **plain white T-shirt with no prints or designs,** paired with maong pants. Accessories, costumes, props, or themed clothing are not allowed.

During the Event

6. Each team shall be given a copy (digital and print) of the open-ended (unresolved) narrative text containing **350-400 words**, along with other materials. This copy shall be provided by the Technical Committee.
7. Each team shall have a **300-minutes planning and production period (5 hours inclusive of lunch** to be provided by each team**)**, during which the team shall read and analyze the given text, identify the important events and character actions, conceptualize, and produce their collaborative presentation inclusive of:
    a. a written story ending *(Grade 6 and Junior/ Senior High School learner);*
    b. a digital copy of the ending *(visually impaired learner)*; and
    c. a 36 x 48-inch canvas painting depicting the ending *(high school learner-artist)*
8. The teams are strictly prohibited from using dictionaries or any external reference materials, mobile phones, and other gadgets except for a laptop to be used for the sound effects and musical background with no internet connectivity.
9. The actual production shall be done by the designated learners in a collaborative manner:
    a. story retelling *(elementary learner)*
    b. sound effects and musical background *(visually impaired learner)*
    c. painting *(high school visual learner-artist)*
10. At the end of the 300 minutes, the Technical Committee shall collect the following:
    a. Copy of the narrative text;
    b. Written story ending;
    c. Painted story ending in canvass and easel; and
    d. All notes from the team.
11. The painting shall be displayed on stage during the delivery of the story ending.

12. Before stepping onto the stage, each team shall be called by the Technical Committee according to the official order of presentation. Once called, the team shall immediately proceed to the Contest Room.
13. Each team has **five (5) minutes** to retell the story and present their original ending with sound effects and musical background. The retelling shall accurately follow the events in the provided text and shall be delivered in the contestant's own words (non-verbatim), and without deviating from the established plot.
14. The elementary learner shall retell the whole story and without holding any written material, copies of the narrative text, cue cards, or notes. All performance contents shall come from comprehension and recall.
15. The junior high school visual artist-learner shall use the painting to visually support the narration while the elementary visually-impaired learner shall be in-charge of the sound effects and musical background using a laptop.
16. For time signals, the Technical Committee shall use flaglets:
    a. **Green flag** to signal the start of the presentation;
    b. **Yellow flag** to indicate that only 2 minutes remain; and
    c. **Red flag** to signal that time is up

After the event

17. Upon the completion of the performance, the team shall exit the stage and proceed directly to the designated holding area. Technical Committee shall escort them off the stage.

18. Results shall be announced during the awarding ceremony.

Additional Notes:

Accommodations for visually-impaired learners before, during, and after the contest:

- *Allow or provide a guide.*
- *Provide clear verbal instructions.*
- *To support equitable participation, visually-impaired learners shall be provided an additional 10-15 minutes of technical preparation time before the delivery of Literary Cup (see adjusted time allotment for planning and production in No. 7 provision.*
- *Provide accessible digital copies of contest guidelines, instructions, and time cues.*
- *Use auditory signals for time management (e.g., bells, audible countdown cues).*
- *Permit headset or earphones before, during, and after the performance.*
- *permit assistive technology (e.g., laptop with screen reader for preparing sound effects and musical backgrounds, etc.)*

Context for providing Reasonable Accommodations:

RA 11650 section 4 (q), reasonable accommodations refer to the necessary and appropriate modification and adjustments not imposing a disproportionate or undue burden, where needed in a particular case, to ensure learners with disabilities the enjoyment or exercises on an equal basis with others of all human rights and fundamental freedoms including their right to quality education.

(Enclosure No. ___ to DepEd Memorandum No. s. 2027)

PinaSayaw (MAPEH – Sining Tanghalan)

KEY STAGE	Grades 7-10 (Key Stage Three (3)); and Grades 11-12 (Key Stage Four (4))
NO. OF PARTICIPANT/S PER REGION	14 learner-participants 1 FEMALE teacher-coach 1 MALE teacher-coach
TIME ALLOTMENT	Showcase: Five (5) minutes from the start of the first note to the last note of the music. 1 minute entrance and1 minute exit shall be allotted for each team.
PERFORMANCE STANDARD	**PEH 7**- Participates in dance activities that promote community wellness, safe body mechanics, and expressive movement. **PEH 8** - Engages in dance creation that considers both aesthetic (artistic) and wellness **PEH 9 –** Demonstrates technical precision and expressive quality in performance. **PEH 10 -** Demonstrates responsible participation and leadership in dance production, valuing both artistic excellence and community well-being. **SPA 7- FOLK DANCE & BALLET STRAND** • exhibits skills in different dance forms/genres. • performs basic dance movement combinations *(locomotor and non-locomotor)* about space. • creates basic movement combinations using the elements of dance under the movement framework of Rudolph Laban • creates movement combinations inspired by the local cultural experiences and/or a regional dance. **SPA 8 - FOLK DANCE STRAND** • showcases and skillfully perform selected local and national dances. **SPA 8 - BALLET STRAND** • Correctly performs some ballet steps and movements using the principles of classical ballet. • performs contemporary dance movements using the Cunningham technique. • showcases and skillfully perform selected classical/contemporary dances. **SPA 9 - DANCE – FOLK DANCE STRAND** • performs at least three (3) dances from different countries. • interprets at least one (1) Philippine or foreign dance literature. **SPA 9- DANCE – BALLET STRAND** • creates dance pieces utilizing the modern dance technique. • creates a collaborative ballet dance composition according to a "thematic concept."

SPA 10- DANCE – FOLK DANCE & BALLET STRAND

- prepares a design for mounting a dance production.
- organizes appropriate production rehearsal for the dance production.
- Develop an understanding of quality dance production.

VALUES EDUCATION 7

- Naisasagawa ng mag-aaral ang pansariling pagtugon sa panahon ng kalamidad upang malinang ang kahandaan.
- Naisasagawa ng mag-aaral ang sariling paraan bilang bahagi ng pagtupad sa tungkulin ng pamilyang kinabibilangan sa bayan bilang tanda ng nasyonalismo.
- Naisasagawa ng mag-aaral ang mga malikhaing paraan bilang tugon sa mga suliranin ng bayan gamit ang glokalisasyon bilang tanda ng pagiging malikhain.

VALUES EDUCATION 8

- Naisasagawa ng mag-aaral ang mga katangian ng Pilipino bilang kapuwa mamamayan ng daigdig upang malinang ang pakikiisa.
- Naisasagawa ng mag-aaral ang mga paraan ng pangangalaga sa mga hayop katuwang ang kapuwa upang malinang ang pagiging mapagmalasakit.

VALUES EDUCATION 9

- Naisasagawa ng mag-aaral ang sariling paraan ng pananagutan ng pamilya sa pangangalaga at pagpapayaman ng kalikasan bilang tanda ng pagiging mabuting katiwala.
- Naisasagawa ng mag-aaral ang mga paraan sa pagpapaunlad ng gawi sa pagtangkilik sa mga serbisyo, talento, at produktong gawang Pilipino bilang tanda ng nasyonalismo.

VALUES EDUCATION 10

- Naisasagawa ng mga mag-aaral ang sariling pagtugon sa mga isyung pangkalikasan tungo sa sustenableng pag-unlad bilang tanda ng pagiging mabuting katiwala

ARALING PANLIPUNAN 7

- Nakapagsasagawa ng pagtatanghal na nagpapahalaga sa nasyonalismo at pagkabansa ng Pilipinas at Timog Silangang Asya sa konteksto ng kolonyalismo

ARALING PANLIPUNAN 8

	• Nakagagawa ng pananaliksik na nakapagtataya sa mga napapanahong isyu at usapin sa sariling komunidad na nagpapakita ng pagtugon bilang mapanagutang mamamayan ng bansa at daigdig **ARALING PANLIPUNAN 9** • Nakapagbibigay ng panukala/suhestiyon sa pagpapabuti ng mga sektor ng ekonomiya at mga patakarang pang-ekonomiya **ARALING PANLIPUNAN 10** • Nakabubuo ng angkop na plano sa pagtugon sa hamong pangkapaligiran **SHS CREATIVE INDUSTRIES – DANCE** • The learners execute Dance techniques, skills, and proper use of space and facilities in mounting a creative work based on the mapped creative industries in their specific communities, as defined by relevant laws within local and global contexts
21ST CENTURY SKILL/S	Creativity, Critical Thinking, Collaboration, Problem Solving, Communication, and Leadership
CREATIVE INDUSTRIES DOMAIN	Create, Produce, and Manage artistic and cultural outputs professionally
CAREER PATHWAYS	Performing Arts, Arts and Design/Creative Industries, Education and Training Tourism, and Cultural and Events Management **International Competitions:** *World of Dance (WOD), Hip Hop International (HHI)-World Hip Hop Championship*
DESCRIPTION	**PinaSayaw** is a NFOT contest that showcases "transformational dance," challenging student-artists to resolve local and global social issues through the lens of Filipino values and choreography fusing classical, contemporary, folk, and modern genres into a powerful narrative. By enforcing a strict "no-props" and "no-lifts" policy, the contest prioritizes raw technical mastery and artistic expression to prepare student-artists for professional careers in the global creative industries.

TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	**To be provided by learner-participants, if any:** • Costumes (No Props) • Music for Exhibition	**To be provided by the Technical Committee:** • 6 pcs Two-way radio for the NTWG/TWG *(optional)* • Lights and sound system for Showcase • Speakers to be installed in strategic areas during the dance parade

		• LED wall during the showcase • Tables and chairs for judges and TWGs • Extension cords for the TWG table • Stopwatch • Signboards
B. VENUE	Catarman Freedom Park	

C. CRITERIA FOR JUDGING

Criteria	Percentage
Artistic Interpretation/Expression (Ability to convey the theme, mood or story of the dance; emotional engagement and expressiveness	40%
Choreography & Creativity (Originality of movement, transitions and overall compositions	30%
Technique & Execution (Mastery of the dance movements, posture, balance, control and precision)	20%
Costume and Music	10%
Total	**100%**

MECHANICS

Pre-Event:

A. Registration & Documentation

1. Teams must submit a complete official entry form and other documents on or before the deadline.
2. Each participating group is represented by 14 dancers and 2 teacher-coaches (1 male and 1 female coach).

B. Orientation & Briefing

1. Mandatory orientations shall be held separately from the rest of the contingent for judges and coaches before the conduct of the contest.
2. Organizers shall explain ground rules, and the detailed judging criteria.

C. Technical Walkthrough

1. Teams shall have a scheduled rehearsal to familiarize themselves with the performance area and dance floor.
2. Drawing of Lots: The official sequence or order of performance shall be determined during this session.
3. The dance area shall be clearly marked, and marshals shall be assigned to guide the teams.

During the Event:

A. Dance Mechanics

1. During the grand opening parade, all learner-participants shall join the contingent doing simple movements or routines.
2. During the showcase, teams must remain within the designated venue at all times.
3. Each team shall be called on stage with their assigned group number.
4. Time shall start soon as the first note of the music plays. Time shall stop soon as the last note of the music stops.
5. Dance routines must be transformational, showcasing a fusion of two or more styles (e.g. ballet, contemporary, jazz, hip-hop, folk, or neo-ethnic).

6. Movements, attire, music, chants or symbols taken from indigenous cultural communities shall adhere to DepEd Order No. 51, s. 2014. Certification stating the permission of the Indigenous Cultural Community (ICC) shall be submitted together with other documentary requirements.
7. Groups may use music of their choice.

B. Costumes & Props

1. Props are STRICTLY PROHIBITED.
2. Attached accessories to the costume (parts of the outfit) may be used for creative interpretation.
3. Costume changes are prohibited during the exhibition. Aesthetic variations (like flipping a skirt or loosening a garment) are allowed only if they are part of the original outfit.

C. Safety & Prohibitions

⚠ DISQUALIFICATION: Any violation of the following prohibitions shall result in immediate disqualification:

1. No tossing, lifting, and mounting of dancers. (*Lifting defined as any movement where one partner's feet leave the floor while being supported or propelled by another dancer.)*
2. No flammable materials (fireworks, pyrotechnics, etc.).
3. No live animals.
4. No pre-set stages or external props.

D. Time Limits & Penalties

1. The time limit shall be strictly enforced. Five (5) minutes from the start of the first note to the last note of the music. 1 minute entrance and1 minute exit shall be allotted for each team.
2. Deductions: A 1-point deduction from the general average shall be imposed for every minute exceeding the time limit. (1 second to 60 seconds = 1 point deduction)

E. Safety Protocols

1. Standby medics shall be available throughout the event.
2. Marshals and organizers shall monitor the crowd and ensure the performance area remains clear.

After the Event

1. All learner-participants and teacher-coaches shall receive invaluable insights and feedback from the panel of experts to improve the teaching and learning of the contest's target learning competencies.
2. The top five (5) winners shall be announced during the Awarding and Closing Ceremonies.
3. Organizers and teams must ensure the cleanliness and safety of the venue immediately following the performances.
4. Judges shall provide Technical Assistance (TA), feedback, and a cliniquing session to help learners, and coaches improve their craft which will be held the day after of the contest.
5. Scores shall be officially tabulated and verified by the technical committee.
6. The decision of the Board of Judges is final and irrevocable.

(Enclosure No. ___ to DepEd Memorandum No. s. 2027)

Scoring Rubrics for PINASAYAW
**** For use at the school level only***

Criteria (Observable Behavior)	Scale			
	4 (Excellent)	**3 (Very Satisfactory)**	**2 (Satisfactory)**	**1 (Needs Improvement)**
Thematic Interpretation: Social Issues & Filipino Values	Masterful narrative addressing a social issue; Filipino values are seamlessly integrated as a clear, powerful solution.	Strong narrative on a social issue; Filipino values are clearly presented as a solution with minor gaps in depth.	Social issue is identifiable; Filipino values are present but the connection to the solution is simple.	Vague connection to social issues; Filipino values feel forced or are not clearly used as a solution.
Choreography & Creative Fusion	Exceptional "transformational" fusion of genres; innovative use of space and formations; highly original storytelling through movement.	Clear and well-structured fusion of genres; creative formations and effective use of the performance area.	Standard fusion of styles; choreography is consistent but relies on familiar or predictable patterns.	Weak attempt at genre fusion; choreography is repetitive and lacks creative exploration of space.
Technical Execution & Body Purity (No Props/Lifts)	Flawless technique, control, and timing; demonstrates extreme physical discipline and mastery without relying on props or lifts.	High level of technical skill and coordination; consistent control with very minimal lapses in timing.	Acceptable execution; movements are synchronized but lack the sharpness or control of higher levels.	Frequent technical errors; poor timing and noticeable lack of physical control or discipline.
Music & Costume Synergy	Music choice and costume design (including attached accessories) perfectly amplify the theme and transformational styles.	Music and costume are highly appropriate and support the creative vision of the performance.	Music and costume are relevant but provide standard or minimal support to the overall impact.	Music or costume choice clashes with the theme; lacks aesthetic cohesion.
Total Points (100)				

(Enclosure No. ___ to DepEd Memorandum No. s. 2027)

CineMunti (MAPEH – Sining Tanghalan)

KEY STAGE	Key Stage 3 (Grades 7 to 10) and Key Stage 4 (Grades 11 to 12)
NO. OF PARTICIPANT/S PER REGION	**Six (6) learner-participants:** • One (1) learner-participant for scriptwriting from Key Stages 3 to 4; • One (1) learner-participant for movie poster from Key Stages 3 to 4; • Two (2) learner-participants for filmmaking from Key Stages 3 to 4; and • Two (2) learner-participants for main acting from Key Stages 3 to 4 **Two (2) teacher-coaches:** • One (1) male teacher-coach; and • One (1) female teacher-coach
TIME ALLOTMENT	**Pre-production** Day 1: 8:00 a.m. -12:00 p.m. Team Orientation, Pre-production Planning, and Scriptwriting (240 minutes) **Video Shoot, Editing, Synopsis Writing and Movie Poster Making** Day 2: 8:00 a.m. -12:00 p.m. Team Video Shoot (240 minutes) 1:00 p.m. - 6:00 p.m. Movie Poster Making (300 minutes) 2:00 p.m. - 6:00 p.m. Video Editing and Rendering (240 minutes) *Note: Should there be technical difficulties during rendering, the PMT shall determine additional time.* **Film Showing and Judging of Entries** Day 3: 9:00 a.m. - 2:00 p.m. Film Showing and Awarding of Special Citations (300 minutes)
PERFORMANCE STANDARD	**SPA Theater 7** • The learner performs creative pieces using body movements and vocal improvisations in the integrated arts process that exhibit understanding of the different elements of artistic expressions and principles of organization. • The learner performs tasks and activities in the pre-production phase based on the criteria set. **MAPEH Grade 7** • The learner produces creative works about contemporary and emerging popular music and arts of the Philippines and selected Southeast Asian

countries using relevant concepts, processes, techniques, and/or practices

MAPEH Grade 8

- The learner integrates relevant concepts, techniques, processes, and/or practices of emerging and contemporary Asian popular music and arts in the production of one's creative work.

MAPEH Grade 9

- The learner produces creative works about emerging popular music and arts of the world and their cultural influences using available technology-based mediums or indigenized materials in relation to Filipino culture and identity.

MAPEH Grade 10

- The learner utilizes digital/available technologies in a collaborative creative work.

SPA MEDIA ARTS G10-Q4

- The teacher produces a short film that integrates the various techniques and principles of filmmaking

SHS CREATIVE INDUSTRIES – MEDIA ARTS
The learners apply media arts techniques and skills, as well as the proper use of digital tools, equipment, and platforms, in producing a creative media output, with reference to the mapped creative industries in their specific communities, as defined by relevant laws within local and global contexts.

SHS CREATIVE INDUSTRIES – THEATER ARTS
The learners apply theater techniques and skills and the proper use of materials, tools, equipment, and facilities in mounting a creative work with reference to the mapped creative industries in their specific communities as defined by relevant laws within local and global contexts.

SHS CREATIVE INDUSTRIES – VISUAL ARTS
The learners execute techniques and skills in Visual Arts, as well as the proper use of materials, tools, equipment, and facilities in the production of creative works, with reference to the mapped creative industries in their specific communities, as defined by relevant laws within the local and global contexts.

SHS CREATIVE INDUSTRIES – LITERARY ARTS
The learners apply literary techniques and skills in producing creative written works for print and other media

	platforms, with reference to the mapped creative industries in their specific communities, as defined by relevant laws in local and global contexts.	
21ST CENTURY SKILL/S	1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy	
CREATIVE INDUSTRIES DOMAIN	Performing Arts, Creative Services, and Audiovisual Media	
CAREER PATHWAYS	Director, Actors, Video Editor, Scriptwriter, Cinematographer, Illustrator, etc.	
DESCRIPTION	The **CineMunti** is an NFOT contest that combines "Cine," short for cinema, with "Munti," representing short film, perfectly encapsulating the competition's essence of creating concise cinematic works while demonstrating multilingual proficiency. This contest where learner-participants showcase their skills in filmmaking—including acting, directing, scriptwriting, and illustrating. In this event, teams collaborate to produce and present an original short film with a movie bill.	
TECHNICAL SPECIFICATIONS		
D. MATERIALS, TOOLS, AND EQUIPMENT	**To be provided by learner-participants, if any:** **Film Making Component:** • laptop/s or computers with video editing software • digital cameras or video cameras with computer cable for file transfer • Cellphones • camera tripod • extension cord/s • other tools and equipment for video editing **Movie Poster Making** • brushes • sponge • pencil • eraser	**To be provided by the Technical Committee:** • Copy of the script • NFOT shirt for learner-participant • 1 ream A4 size bond paper • 10 pcs long folders • Pencils • Black Ballpens • One (1) HD video camera • Memory card for video camera • One (1) unit TV Monitor • Cable connectors for camera to TV monitor for holding area • Portable sound system • wireless Microphones

		• 1 USB flash drive (128GB) • 2 Cling wrap rolls/ stretch films (30cm x 400-500m; 20 microns) • Marshals assigned per regional team for safety and security • Acrylic paint (1 pint of each thalo blue, canary yellow, toluidine red, and 1 quart flat white) • 1 Easel per team (Total of 18 Easels) • 1 Primed canvass in frame size 2x3 feet per team (18 pcs)
E. VENUE	**Day 1:** Hall for Team Orientation, Pre-production Planning, and Scriptwriting **Day 2:** (a) Film location in a safe public space such as tourist attraction, city square, market, festival, or any other crowded scenic location for video shoot. (b) Computer laboratory with desktop computers that can accommodate participants for the video editing and rendering. **Day 3:** Hall that can accommodate participants Film Showing and Presentation. Same venue to be used for Awarding of Special Citations.	
F. CRITERIA FOR JUDGING		

Criteria	Percentage
Story and Content (Relevance to the theme; engaging narrative; clear message)	**25%**
Cinematography and Editing (Controlled camera work; clear sound quality; composition and framing; originality and creativity; flawless editing; readability of text; focus of shots)	**25%**
Screenplay (Visual and auditory clarity; effective dialogue; coherent structure)	**15%**
Acting Skills (Clear portrayal of character; believable performance; emotional authenticity)	**15%**
Visual Artistic Merit (Aesthetic value of the **movie poster**; creative	**10%**

	use of color palette, symbolism, and visual motifs; unique illustrative style and composition that elevates the poster's design.)	
	Illustration of the Story (How effectively the **movie poster** captures and translates the core narrative, mood, and underlying themes of the film into a single, compelling promotional image.)	**5%**
	Technique and Difficulty (Level of technical skill, execution, and complexity demonstrated in the poster's illustration, typography placement, and overall graphic design.)	**5%**
	Total	**100%**

MECHANICS

Pre-Event: Registration and Pre-Production Planning (Day 0-1)

Team Composition and Eligibility

1. Each team shall consist of six (6) learner-participants only.
2. The team shall be composed of:
   - One (1) learner-participant for scriptwriting from Key Stages 3 to 4;
   - One (1) learner-participant for movie poster from Key Stages 3 to 4;
   - Two (2) learner-participants for filmmaking from Key Stages 3 to 4; and
   - Two (2) learner-participants for main acting from Key Stages 3 to 4
3. All learner-participants must be currently officially enrolled in school during the conduct of the division and region level of the contest.
4. They must have no professional filmmaking experience and must not have received any national or international awards related to filmmaking.

Registration and Orientation (Day 0)

1. All teams must report one (1) hour early for registration.
2. All laptops shall be inspected and sealed to ensure that there are no pre-existing files, scripts, videos, or translation applications.
3. The official theme of the short film shall be announced during the orientation.

Scriptwriting and Pre-Production (Day 1)

1. After the theme is announced, all teams shall begin scriptwriting and pre-production planning.
2. The short film shall be original and must strictly follow the given theme.
3. The entire script shall be written in Filipino, English, or Local Language with translation.
4. All teams shall plan the storyline, scenes, locations, and roles during the morning session.
5. All scripts and production plans shall be submitted to the Technical Committee by 12:00 noon.
6. All teams shall wear plain white shirts and jeans on Day 1.

During the Event:

Video Production and Movie Poster Making (Day 2 Movie Poster Making, Shooting, and Editing)

Filming (Day 2 – Morning)

1. All filming shall be conducted on-site from 8:00 to 12:00 noon.
2. All teams shall use their own film equipment.
3. The use of drones is strictly prohibited.
4. At least 80% of the footage must be recorded during the event.
5. Up to twenty (20%) of the footage may be used from royalty-free stock sources.
6. All teams shall report to the designated filming area, confirm their filming schedule, and meet their assigned marshals before commencing any video production.
7. All teams shall shoot all scenes according to their submitted script and production plan within designated campus boundaries/filming zones, establishing shots, character dialogue, action sequences, and B-roll footage.
8. All teams shall respect private property, obtain permission before filming in specific locations, maintain safety protocols during all activities, and shall NOT disrupt ongoing classes, school activities, or film in restricted areas.
9. All teams shall handle all equipment responsibly, report damages immediately, and shall NOT use copyrighted music or materials without permission, ensuring all content adheres to royalty-free standards.
10. All teams shall wear plain white shirts and jeans, unless costumes are needed.
11. All members of the official team may be part of the film.
12. Extra characters (e.g. crowd, street vendors, etc.) may be allowed but only when they are individuals from the actual film location and are not counted as part of the delegation.

Editing and Post-Production (Day 2 – Afternoon)

1. Film editing shall start from 2:00 pm to 6:00 pm.
2. All teams shall edit their films using their laptop or the provided desktop computers.
3. English subtitles shall be complete and synchronized with the dialogue, accurate in meaning, and clearly readable on screen.
4. The finished film shall have a running time of four (4) to five (5) minutes.
5. The total running time, including opening and end credits, shall not exceed six (6) minutes and thirty (30) seconds

Movie Poster Making

1. Movie Poster Making shall start from 1:00 pm to 6:00 pm.
2. Learner-participants are given 5 hours to finish their output.
3. Participants may be accompanied by one (1) teacher-coach. However, teacher-coaches are only allowed to assist them during the setting up of materials during the event.
4. Materials such as canvass, paint (primary colors), and easels for the movie poster will be distributed by the PMT before the start of the poster making.
5. The participants should clearly show the main concept following the script of the film and should be labeled with the film title only.
6. Participants must come on time. However, late participants shall still be accommodated but time shall not be extended.

Film Presentation and Judging (Day 3)

1. Each team shall present completed short film to the panel of experts and audience.
2. Learner-participants shall wear NFOT shirt during the Film exhibition and will be introduced onstage before the film is shown.
3. The panel of experts shall give constructive insights and feedback after all films have been shown.

After the Event:

Awards and Results

1. Special Citation Awards shall include:
   - Best Story (Script)
   - Best Director
   - Best Actor/Actress
   - Best Cinematography
   - Best Movie Poster
2. The Top Five (5) Winners of the Best Picture Award shall be announced during the NFOT Awarding and Closing Ceremonies.
3. The decision of the panel of experts shall be final and irrevocable.

Role of Teacher-Coaches

1. Teacher-coaches shall supervise and manage learners throughout the contest.
2. Teacher-coaches may assist in coordinating and securing equipment.
3. Teacher-coaches shall not participate in scriptwriting, filming, acting, editing, subtitling, language correction or translation, or movie poster making.
4. Teacher-coaches shall not influence the creative or technical decisions of the team.

Scoring Rubrics for CineMunti – BEST PICTURE

Criteria (Observable Behavior)	Scale			
	4 (Excellent)	3 (Very Satisfactory)	2 (Satisfactory)	1 (Needs Improvement)
Story and Content (Relevance to the theme; engaging narrative; clear message) (20 pts)	Highly relevant theme; compelling narrative with powerful message; exceptional audience engagement	Relevant theme; strong narrative with clear message; engaging presentation	Adequately relevant; acceptable narrative; message present and comprehensible	Weak relevance; unclear narrative; vague or confusing message
Cinematography and Editing (Controlled camera work; clear sound quality; composition and framing;	Masterful camera control; crystal clear sound; perfect composition; highly original; flawless editing;	Controlled camera work; clear sound quality; strong composition; creative approach; effective	Adequate camera work; acceptable sound; basic composition; decent editing; mostly in focus	Poor camera control; unclear sound; weak composition; rough editing; frequent focus issues

originality and creativity; flawless editing; readability of text; focus of shots) (20 pts)	sharp focus throughout	editing; good focus		
Screenplay (Visual and auditory clarity; effective dialogue; coherent structure) (10 pts)	Exceptional clarity in storytelling; brilliant dialogue; perfect narrative structure; seamless flow of scenes	Strong clarity; effective and natural dialogue; coherent structure; good narrative flow	Adequate clarity; functional dialogue; basic structure with acceptable progression	Weak clarity; poor or unnatural dialogue; unclear structure; disjointed flow
Acting Skills (Clear portrayal of character; believable performance; emotional authenticity) (10 pts)	Exceptional character portrayal; completely believable performances; deeply authentic emotions; captivating screen presence	Clear character portrayal; believable performances; genuine emotions; strong presence	Adequate portrayal; mostly believable; acceptable emotional range; decent presence	Weak character portrayal; unconvincing performances; forced or artificial emotions
Visual Artistic Merit (Aesthetic value of the **movie poster**; creative use of color palette, symbolism, and visual motifs; unique illustrative style and composition that elevates the poster's design.)	Highly impressive and visually compelling poster; excellent use of color, symbolism, and visual motifs; shows a distinct illustrative style and well-balanced composition that strongly elevates the film's identity.	Visually appealing poster; effective use of color, symbolism, and visual motifs; shows creativity and a clear artistic style with good composition.	Acceptable visual appeal; uses color, symbolism, or visual motifs in a basic way; composition is generally clear but may lack strong artistic impact.	Limited visual appeal; weak or unclear use of color, symbolism, and visual motifs; composition appears unbalanced, unfinished, or lacking in artistic direction.
Illustration of the Story (How effectively the **movie poster** captures and translates the core narrative, mood, and underlying themes of the film into a single, compelling	Poster clearly and powerfully captures the film's core narrative, mood, and theme in a compelling promotional image.	Poster effectively reflects the film's story, mood, and theme, with only minor gaps in visual storytelling.	Poster shows a general connection to the film's story and mood but does not fully capture the central theme or message.	Poster has weak connection to the film's story, mood, or theme; the promotional image is unclear or not convincing.

promotional image.)				
Technique and Difficulty (Level of technical skill, execution, and complexity demonstrated in the poster's illustration, typography placement, and overall graphic design.)	Demonstrates excellent technical skill, refined execution, and high level of complexity in illustration, typography placement, and overall graphic design.	Demonstrates good technical skill and execution; illustration, typography, and design elements are generally well-handled.	Demonstrates adequate technical skill; execution is understandable but may show minor issues in illustration, typography, or layout.	Demonstrates limited technical skill; execution is weak, with noticeable issues in illustration, typography placement, or overall design.
Total Points (28)				

Likhawitan (MAPEH – Sining Tanghalan

KEY STAGE	Key Stage 3 (Grades 7 to 10) Key Stage 4 (Grades 11 to 12)
NO. OF PARTICIPANT/S PER REGION	**Three (3) Learner-participants** • Three (3) learner-participants (Grades 7 to 12) **One (1) Teacher-coach** 1 teacher-coach
TIME ALLOTMENT	**Music Composition (Day 1):** 9:00 a.m. - 2:00 p.m. • Songwriting – music, chords and lyrics on MS Word (English/Filipino/local language with translation), (300 minutes inclusive of lunch) **Sound Check and Performance (Day 2):** 8:00 a.m. - 10:00 a.m. • Sound check for music performance (120 minutes) 10:00 a.m. - 12:00 p.m. Performance and judging (120 minutes)
PERFORMANCE STANDARD	**MAPEH** **Grade 7** • The learners create works based on relevant concepts, processes, techniques, and/or practices used in selected representative contemporary and emerging works of the Philippines and selected Southeast Asian countries in the production of their creative works.

	Grade 8 • The learners produce integrated creative works by using relevant emerging and contemporary concepts, techniques, processes, and/or practices in selected Asian representations of popular cultures. **Grade 9** • The learners produce creative works about emerging popular Music and Arts of the world and their cultural influences using available technology-based mediums or indigenized materials in relation to Filipino culture and identity. **Grade 10** • The learners produce creative works based on relevant literature, emerging concepts, techniques, processes, and practices in Philippine creative industries in their locality in relation to ones intended career. **SPA** **Grade 7** • The learners produce creative musical works that contain rhythmic and melodic concepts that reflect their cultural background • The learners produce creative musical works showcasing basic skills that reflect values of local/regional celebrations and festivals, incorporating music technologies **Grade 8** • The learners produce musical works reflecting musical concepts and skills from a community heritage, integrating music technologies **Grade 9** • The learners present musical works reflecting Western-inspired music with music technology in a planned, staged performance **Grade 10** • The learners produce creative musical works approaching music industry standards that show core Filipino values, socio-cultural, and practical relevance through effective use of available music technologies • The learners produce collaborative, creative musical works approaching music industry standards relevant to the trends, challenges, and current issues in the creative music industry

	• The learners review music skills approaching music industry standards in collaborative creative musical works that show core Filipino values, socio-cultural, and practical relevance through effective use of available music technologies in staging a music performance **SHS Creative Industries (Music)** • The learners execute music techniques, skills, and proper use of materials, tools, equipment, and facilities in mounting creative works related to the mapped creative industries in their specific communities as defined by relevant laws within local and global contexts.
21ST CENTURY SKILL/S	1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy
CREATIVE INDUSTRIES DOMAIN	Audiovisual Media Performing Arts Creative Services
CAREER PATHWAYS	Music Industry: *Composer/ Song Writer, Performer, Musical Director/ Conductor, Sound Engineer, Music Producer, Music Journalist, Instrumentalist, Music arranger, Audio Content Creator, Music Educator* **International Competitions:** The Voice, Got Talent, World Championship of Performing Arts (WCOPA)
DESCRIPTION	**Likhawitan** is an NFOT contest that challenges learner-participants to demonstrate their artistry through on-the-spot songwriting and music performance. The term "Likhawitan" is derived from the Filipino words "likha" (create), "awit" (song), and "awitan" (singing), embodying the essence of creative musical composition and performance. This contest integrates songwriting, music performance and music technology skills.
TECHNICAL SPECIFICATIONS	
G. MATERIALS, TOOLS, AND EQUIPMENT	**To be provided by learner-participants, if any:** • Acoustic guitar (with or without output jack) • Output jack cable • Laptop with MS Office **To be provided by the Technical Committee:** • NFOT shirt for learner-participant • 1 ream A4 size bond paper • One (1) Printer with scanner • 10 pcs long

		folders (for scoresheets and lyric sheets) • 20 pcs Pencils • 15 pcs Black Ballpens • sound system • amplifiers for music instruments • 3 wireless microphones • 1 wired microphone • 4 mic stands • 2 music stands • Laptop for judges' tabulation
H. VENUE	One (1) hall for songwriting and encoding One (1) hall that can accommodate participants for the event proper;	
I. CRITERIA FOR JUDGING		

Criteria	Percentage
Lyrics (Theme, Narrative, Message, Depth)	**25%**
Music (Melody, Rhythm, Harmony)	**25%**
Music Production (Instrumentation and chord progression)	**25%**
Vocal Quality (Technique, Tone, Pitch)	**10%**
Originality (Uniqueness of concept)	**10%**
Showmanship (Interpretation, Impact)	**5%**
Total	**100%**

MECHANICS

Pre-Event (Day 0):

1. Team Composition and Eligibility:
   a. Each team shall consist of three (3) learner-participants only.
   b. All learner-participants must be currently officially enrolled in school.
   c. One (1) learner from the team will play the guitar. Guitarist may be allowed to sing with the team.
   d. All members of the team shall participate in the songwriting process and performance.
   e. All learner-participants must have no professional recording experience, international awards, or membership in professional music groups.
2. Laptops shall be inspected by the PMT during the registration and will be sealed with cling wrap.

3. After the registration, the learner-participants shall draw their lot to determine their performance sequence.

During the Event:

Day 1: Songwriting and Encoding

1. The theme of the contest shall be announced. Based on the theme, the teams shall compose an original song (any genre) and shall encode the lyrics and chords using MS Office.
2. Lyrics shall be written in **English, Filipino, or any local language**, provided that the lyrics adhere to a bilingual composition. For judging purposes, an English translation of all lyrics in local language must be written beside the line enclosed in parenthesis. Please note that **AI-generated lyrics and music are strictly prohibited.**
3. Teacher-coaches shall serve strictly as observers and must not interfere with the music composition, translation, or production process at any point during the contest.
4. Teams must submit the printed copies of the composition (chords and lyrics) to the Technical Committee by 5:00 p.m.
5. Teams shall wear plain white T-shirt/NFOT T-shirt and dark colored pants to avoid regional identification.

Day 2: Sound check & Performance

8:00 a.m. – 10:00 a.m. (Sound check)

1. Teams shall practice their music performance using the sound system.
2. They shall wear plain white T-shirt/NFOT T-shirt and dark colored pants to avoid regional identification.
3. They shall complete their vocal warm-ups prior to their scheduled rehearsal time.

10:00 a.m. – 12:00 p.m. (Performance)

1. No props or instrument enhancers shall be allowed during the performance. A violation of this provision shall incur a five (5)-point deduction to the total score.
2. Guitars shall either be connected with line-in cable or used with wired microphone and mic stand.
3. The song performance shall not exceed five (5) minutes, including entrance and exit. A one (1) point deduction from the general average score shall be made for every 30-second extension.

After the Event:

Awards and Results

1. The top five (5) winners of the Best Song Composition shall be announced during the Awarding and Closing Ceremonies.
2. All learner-participants and teacher-coaches shall attend the mandatory feedback and cliniquing session with the panel of experts.
3. The panel of experts' decision is final and irrevocable.

(Enclosure No. ___ to DepEd Memorandum No. s. 2027)

Scoring Rubrics for Likhawitan

Criteria (Observable Behavior)	Scale			
	4 (Excellent)	3 (Very Satisfactory)	2 (Satisfactory)	1 (Needs Improvement)
Lyrics (Theme, Narrative, Message, Depth)	Lyrics are profound, perfectly aligned with the theme, and tell a compelling story.	Strong connection to theme; clear narrative and meaningful message.	Relevant to the theme; message is clear but narrative may be simple.	Weak connection to theme; message is unclear or repetitive.
Music (Arrangement, Melody, Rhythm, Harmony)	Exceptional melody and arrangement; rhythm and harmony are flawless and creative.	Well-structured melody and arrangement; very consistent rhythm.	Pleasant melody; standard arrangement; minor rhythmic inconsistencies.	Weak melodic structure; arrangement feels thin or disorganized.
Vocal Quality (Technique, Tone, Pitch)	Outstanding pitch, tone, and harmony; professional-level vocal control.	Very good vocal technique; strong harmonies with minimal flaws.	Good vocal ability; occasional pitch issues or thin harmonies.	Significant pitch or tone issues; harmonies are weak or clashing.
Originality (Uniqueness of concept)	The song is highly original, with a fresh concept, distinctive lyrics, and a melody that clearly reflects the songwriter's own creative expression.	The song shows strong originality in its idea, lyrics, and melody, with only minimal resemblance to common musical patterns.	The song has some original elements, but parts of the lyrics, melody, or structure sound familiar or predictable.	The song shows limited originality and relies heavily on common ideas, familiar expressions, or ordinary melodic patterns.
Showmanship (Interpretation, Impact)	Captivating presence; powerful emotional connection and audience impact.	Strong stage presence; believable and effective interpretation.	Decent presence; performance is steady but lacks high energy.	Limited stage presence; lacks emotional connection to the song.
Total Points (20pts)				

....end ...mapeh sining tanghalan...

(Enclosure No. 2 to DepEd Memorandum No. s. 2027)

DokyuWento

YUGTONG KINABIBILANGAN	Ikatlong Yugto (Baitang 10)
BILANG NG MGA KALAHOK	Tatlong (3) Mag-aaral mula sa Yugto 3 (Baitang 10) at Isang (1) Tagapagsanay
LAANG ORAS	6 na oras: (2) oras sa pagsusuri ng mga teksto, pananaliksik at pagbuo ng iskrip at apat (4) na oras sa pagbuo ng tatlo hanggang limang (3-5) minutong video at iba pang teknikal na kailanganin
PAMANTAYAN SA PAGGANAP	Nakabubuo ang mga mag-aaral ng sariling multimodal na presentasyon (DokyuWento) na nagpapakita ng kasanayang komunikatibo, malikhaing pagsasalaysay, mapanuring pag-unawa, at etikal na pananagutan sa pagpapahayag ng makatotohanan, angkop, at napapanahong impormasyon tungkol sa isang paksa para sa tiyak na layunin at target na babasa na kapaki-pakinabang sa pagganap bilang makabansa at global na mamamayan.
IKA-21 SIGLONG KASANAYAN	Komunikasyon, Pagkamalikhain, Kritikal/Mapanuring Pag-iisip, at Kasanayan sa ICT/Digital Skills
DOMEYN SA CREATIVE INDUSTRIES	Performing, Audio-Visual and Digital Domain
DESKRIPSIYON	Ang DokyuWento ay timpalak ng NFOT na naglalayong gamitin ang Wikang Filipino sa malikhaing pagpapahayag ng mga karanasan ng mga Pilipino sa pamamagitan ng paggawa ng dokumentaryo, habang pinauunlad ang kasanayan sa pananaliksik, pagsasalaysay, at kritikal na pag-iisip. Nilalayon nitong mapahalagahan ang wika, kultura, at mga usaping panlipunan sa pamamagitan ng pagbuo ng tatlo hanggang limang (3-5) minutong dokyumentaryo tungkol sa isang tiyak at napapanahong paksa.
TUNGUHING KARERA	*Multimedia* at *Creative Production* *Journalism*, *Communication*, at *Media Community Development*, at *Social Work Public Relations*

TECHNICAL SPECIFICATIONS		
1. MGA MATERYAL, KAGAMITAN, KASANGKAPAN,	**Dadalhin ng mga kalahok:** mobile phone, tripod/gimbal, wireless lapel, power bank, at	**Galing sa Tagapamahala:** • Kaugnay na mga suplay at materyal para sa pagtatanghal

<table>
<tr><td>AT IBA PANG KAUGNAY</td><td>cord na akma sa laptop para sa paglipat ng file.

Technical Specifications ng Mobile Phone (minimum)
8 GB RAM
128 storage
8-12 core processor
1080p-4k camera resolution capable to install video editing applications like Capcut (free) and Adobe Premier Rush Adobe license from DepEd, and iMovie</td><td>Kaugnay na artikulo, batas, balita, mga saliksik, at iba pang teksto (1 kopya sa bawat miyembro ng pangkat)
orasan at flaglets
Mga opisyal na papel sa pagtatala ng marka
Audio Visual system
mga sertipiko
mga lapis
mga ballpen mga folder
bond paper
holding area, silid ng paghahanda at silid paligsahan
laptop</td></tr>
<tr><td>2. LUGAR NA PAGGAGANAPAN</td><td colspan="2">1. Silid kung saan bubuoin ang storyboard at/o konsepto ng DokyuWento. Mahalagang komportable ang mga mag-aaral na makapag-isip at hindi siksikan ang silid.

2. Ang lugar na gaganapan ay maingat na pipiliin ng Program Management Team (PMT) ayon sa kaangkupan ng paksang ibibigay. Siguraduhing ligtas sa mga kalahok ang pipiliing lugar.

3. Auditorium o Function Hall, lugar kung saan panonoorin ang DokyuWento</td></tr>
<tr><td>3. MGA PAMANTAYAN SA PAGTATANGHAL</td><td colspan="2"><table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td>Nilalaman
Angkop ang natukoy na paksa mula sa mga ibinigay na teksto at may malinaw na batayan.
Holistiko at maayos ang pagkakabuo ng DokyuWento: May Hook na maaaring nagpapakita ng tanong, estadistika, o nakakagulat na impormasyon; Malinaw ang ugnayan ng mga konsepto at kaisipan; at Angkop at tumpak ang mga salitang ginamit.</td><td>45%</td></tr><tr><td>Kalidad/Presentasyon
Mabisa at malikhain ang paggamit ng wika;
Natatangi ang teknik na ginamit;
Angkop ang daloy ng ideya;
Gumamit ng visual effects hal. video transition/ animation; at
May orihinalidad</td><td>30 %</td></tr></table></td></tr>
</table>

Bisang Pandamdamin • Nakapanghihikayat at kapana-panabik ang bawat daloy • Naipakikita ang empatiya at responsableng pananaw	**20%**
Nakasunod sa Takdang Oras • Naipasa sa takdang oras • Nakasunod sa tatlo o limang (3-5) minutong DokyuWento	**5%**
Kabuoan	**100%**

MEKANISMO NG TIMPALAK

Bago ang Pagganap

1. Bawat rehiyon ay magpaparehistro ng tatlong (3) kalahok mula sa Baitang 10 at isang (1) tagapagsanay mula sa publiko o pribadong paaralan.

2. Puting T-shirt (walang pagkakakilanlan ng paaralan/ sangay/ rehiyon) at maong na pantalon ang suot ng mga kalahok.

3. Isang araw bago ang timpalak, magsasagawa ng pag-inspeksiyon ang PMT sa mga *mobile phone* kung ito ay sumunod sa mga teknikal na kahingian ng timpalak gayundin ang iba pang pangangailangan. Dapat tiyaking *fully charge* ang mga *mobile phone* bago ibigay sa Tagapamahala. Pagkatapos ng inspeksiyon, dapat i-*off* ang mga *mobile phone* para maka-*save* ng *battery*. Bilang tanda, lalagyan din ito ng bilang ng kalahok. Ibibigay lamang ito sa oras ng pagsisimula ng patimpalak.

4. Sakaling ipagkakaloob ng Tagapamahala ang gagamiting *gadget*, tiyakin ang *compatibility* nito (gaya ng *tripod/gimbal, wireless lapel, power bank*, at *cord* na akma sa laptop para sa paglipat ng *file*) sa ibinigay na *gadget*.

5. Tandaan na ang lahat ng gagamiting kagamitan ay nararapat na pasok sa *technical specification* na itinakda ng Kagawaran. Ang paggamit ng mga *applications* na may *ready-made templates* ay mahigpit na pinagbabawal at maaaring maging dahilan ng deskalipikado ng kalahok.

6. Ang oryentasyong ng *video* ay nararapat na naka-*landscape*.

Habang Gumaganap

1. Sa silid-hintayan, ibibigay ng PMT ang sipi ng babasahing teksto, na may tiyak na kaangkupan sa bawat miyembro ng pangkat gaya ng artikulo, batas, balita, mga saliksik at iba pang teksto na magiging hanguan ng paksa para sa bubuoing DokyuWento.

2. Ilalaan ang dalawang (2) oras sa itinakdang silid upang basahin at suriin ang mga teksto. Pagkatapos matukoy ang paksa, susulat ang kalahok ng balangkas ng konsepto, iskrip o *storyboard*. Maaaring gumamit ng panulat at papel na ibibigay ng PMT.

3. Ang natitirang apat (4) na oras ay ilalaan sa pag-*shoot* at pag-*edit* na gaganapin sa isang maluwang na silid-paligsahan/lugar. Dito, malayang makagagalaw ang mga kalahok upang mag-*shoot* at mag-*interview* ng kanilang bubuoing DokyuWento. Hindi pahihintulutan ang pakikipag-usap

ng mga kalahok sa kapuwa kalahok maging sa kanilang tagapagsanay. Hindi maaaring lumapit ang mga tagapagsanay sa mga kalahok na mag-aaral ngunit pinahihintulutan ang pakikipanayam sa ibang lokal. Kung sakaling walang mahanap na lokal na maaaring makapanayam, ang miyembro ng pangkat ay maaaring gumanap bilang kinakapanayam. Sa timpalak, bibigyan lamang ang mga kalahok ng anim (6) na oras para buoin ang DokyuWento. Sa pagbuo dapat walang ibang *application* ang *mobile phone* na gagamitin maliban sa Capcut, Adobe Premiere Rush, o iMovie.

4. Magmumula lamang sa PMT ang mga pagpipilian at gagamiting *sound effects*, *video clips*, at *sound beds* at HINDI dapat gumamit ang mga kalahok ng *internet connection* o *mobile data* sa pagbuo nito.

5. Itataas ng PMT ang berdeng flaglet tanda ng pagsisimula ng kanilang pagshoot. Malayang magagamit ng mga kalahok ang apat (4) na oras sa pagkuha ng larawan at *video*, pag-*shoot*, at pag-*edit*. Itataas ang kahel na *flaglet* bilang hudyat sa nalalabing tatlumpung (30) minuto. Ang bidyo na gagawin ay maaaring tatlo hanggang limang (3-5) minuto. Sa huling sampung minuto, itataas ng PMT ang pulang *flaglet* hudyat ng pagsasapinal at pag-*save* ng *video*. Mahigpit na ipinapaalala na ang pag-*save* ng *file* ay bahagi ng kabuoang oras. Ibabawas sa probisyon sa pamantayan na: Nakasunod sa Takdang Oras sa mga minutong huli sa pagpasa

Labis na Oras sa Pagpasa	Kabawasan
1-10 segundo	1 puntos
11-20 segundo	2 puntos
21-30 segundo	3 puntos
31-40 segundo	4 puntos
41-pataas	5 puntos

6. Sa hudyat ng PMT, sabay-sabay na ipapasa ang lahat ng *mobile phones*.
7. Ililipat ng PMT sa itinakdang laptop ang lahat ng nabuong video.

Pagkatapos ng Pagganap

1. Sa itinakdang oras, ipanonood ang lahat ng nabuong *video* sa isang silid paligsahan ayon sa pagkakasunod-sunod. Bibigyan ito ng kapasiyahan ayon sa rubric. Magbibigay din ng *feedback* ang mga hurado para sa higit pang pagpapaunlad ng mga kasanayang nililinang kaugnay sa timpalak.
2. Ang mga Dokyuwento na lalampas sa itinakdang limang (5) minuto ay magkakaroon ng kabawasan ng puntos ayon sa rubric.
3. Bukod sa limang mananalo, bibigyan ng espesyal na pagkilala ang tatlong DokyuWento ayon sa kapasiyahan ng mga hurado. Ang mga parangal na igagawad ay ang mga sumusunod:
   - ❖ DokyuArtEsta - parangal para sa pinakamahusay sa pagganap ng karakter
   - ❖ DokyuTagapagdaloy - parangal para sa pinakamahusay na pagsasalaysay
   - ❖ DokyuTeki - parangal para sa pinakamahusay na gawaing teknikal

10. Ang desisyon ng hurado ay pinal at hindi mapasusubalian.

(Enclosure No. 2 to DepEd Memorandum No. s. 2027)

Scoring Rubrics para sa Dokyuwento

Kategorya	4- Napakahusay	3- Mahusay	2- Katamtamang Husay	1-Kailangan pang Paghusayin
Nilalaman	May angkop na paksa mula sa teksto na may malinaw at mahusay na batayan. Ang DokyuWento ay holistiko at maayos na nabuo: may epektibong hook (hal. tanong/estadistika); lubos na malinaw ang ugnayan ng konsepto; at angkop ang lahat ng salitang ginamit.	May angkop na paksa na may batayan. Ang DokyuWento ay holistiko at maayos ang pagkakabuo: may hook; malinaw ang ugnayan ng konsepto; at karamihan ay angkop ang mga salitang ginamit.	May bahagyang angkop na paksa na may batayan. Ang DokyuWento ay may hook ngunit mahina; may ilang hindi malinaw na ugnayan o iilan lamang ang angkop na mga salitang ginamit.	Hindi angkop ang detalye sa paksang napili o walang batayan: hindi holistiko; walang hook; at hindi malinaw ang ugnayan o hindi angkop ang mga salitang ginamit.
Kalidad/ Presentasyon	Lubos na mabisa at malikhain ang wika; natatangi at orihinal na teknik; perpektong daloy ng ideya; may epektibong *visual effects* (hal. video transition/ animation).	Mabisa at malikhain ang wika; may natatanging teknik; maayos ang daloy; gumamit ng *visual effects* ngunit hindi lubos na epektibo sa madla.	Bahagyang mabisa ang wika; karaniwang teknik ang ginamit; hindi laging angkop ang daloy; may *visual effects* ngunit hindi akma.	Hindi mabisa ang wika; walang orihinal na teknik; hindi maayos ang daloy; walang *visual effects.*
Bisang Pandam-damin	Lubos na Nakapanghihikayat at kapana-panabik ang bawat daloy; malinaw na naipakita ang empatiya at responsablen	Nakapanghihi-kayat at kapana-panabik; naipakita ang empatiya at responsablen g pananaw at may katamtamang	Bahagyang nakapanghi-hikayat; may empatiya ngunit hindi lahat ng bahagi ay kapana-panabik o responsab-	Hindi nakapanghih ikayat; walang empatiya o responsablen g pananaw at walang dating sa manonood.

	g pananaw na may bisa sa manonood.	bisa sa manonood.	leng pananaw.	
Haba ng Oras ng Dokyuwento	Tatlo hanggang limang (3-5) minuto; perpekto ang pagsunod sa limitasyon.	Kulang sa tatlong (3) minuto o lampas sa limang (5) minuto; maayos ang pagsunod.	Lampas o kulang ng 11-20 segundo); hindi lubos na sumunod.	Lampas o kulang ng 21-pataas na segundo; hindi sumunod

Formula

$$Total\ Score = \left(\frac{A}{4} \times 45\right) + \left(\frac{B}{4} \times 30\right) + \left(\frac{C}{4} \times 20\right) + \left(\frac{D}{4} \times 5\right)$$

Example

$$Total\ Score = \left(\frac{3}{4} \times 45\right) + \left(\frac{4}{4} \times 30\right) + \left(\frac{3}{4} \times 20\right) + \left(\frac{2}{4} \times 5\right)$$

$$Total\ Score = 33.75 + 30 + 15 + 2.5 = 81.25$$

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