



Republic of the Philippines
Department of Education
Region XII
Schools Division Office of Tacurong City

February 23, 2026

DIVISION MEMORANDUM
OSDS-2026- 038

PARTICIPATION IN THE 2026 NATIONAL WOMEN'S MONTH CELEBRATION

TO: Assistant Schools Division Superintendent
Chiefs of CID and SGOD
Cluster Heads/School Heads
Schools Division Office Personnel
Teaching and Non-Teaching Personnel
All Others Concerned
This Division

1. The City Government of Tacurong through the City of Tacurong Council for the Development of Women (CTCDW) will be holding series of activities in celebration of the **2026 National Women's Month** with the theme, "**WE for Gender Equality and Inclusive Society,**" and these years' sub-theme, "**Lead like the Babaylans, Filipinas!**"
2. Among the highlights of activities are the Womenlympics Year 2 (Volleyball, Table Tennis, Pickle Ball, Dart, Basketball Shoot-out, Scrabble, Chess, Word Factory), and Thanksgiving Mass.
3. Identified players/participants to the different competitions shall attend the Opening Program of Womenlympics Year 2 on March 9, 2026. School heads, school-based none-teaching and division office personnel are enjoined to participate in the Thanksgiving Mass at the Tacurong Cultural Sports Center on the same date.
4. Advocacy T-shirt shall be provided to all identified players/participants charged to local/school funds (for school personnel) and Division GAD fund for SDO personnel.
5. Further, all teachers and non-teaching personnel are advised to wear purple outfit on all Wednesdays of March to signify support for women's empowerment and gender equality.
6. Men employees are enjoined to support all the activities during the month-long celebration.



Address: Alunan Highway, Poblacion, Tacurong City 9800
Telephone Numbers: (064)-562-4880; 0919-065-6425
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Website: depedtacurong.org



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7. All expenses to be incurred by the SDO and school-based participants during the month-long celebration shall be charged to GAD Fund/MOOE/local funds subject to accounting and auditing rules and regulations.
8. Attached are the list of activities and participants, contest guidelines, criteria and advocacy T-shirt design for reference.
9. There will be Division initiated activities during the culmination program. A separate advisory shall be issued as regards the said activity.
10. Immediate dissemination and compliance of this Memorandum is desired.


GILDO G. MOSQUEDA, CEO VI
School Division Superintendent

Enclosure: As stated.

Reference: RA 6949; PCW Memorandum Circular No. 2025-01, Invitation Letter from LGU Tacurong

Allotment:

To be included in the Perpetual Index under
CELBRATION WELFARE WOMEN'S MONTH

JCAT/DM/ Participation in the 2026 National Women's Month Celebration/February 23, 2026



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Enclosure No. 1 of DM OSDS- 038

GAD Focal Person – JENNIFER CLAIRE A. TAYAG – Administrative Officer IV

ATTENDANCE

1. JESSELLE ANNE L. BARROGA
2. ELLEN ROSE L. BADE

FOOD COMMITTEE

1. CHATRYN MAE L. SERON
2. SHARON MAY S. ZAMBRA
3. LEONORA R. PO
4. PAULO MIGUEL SEGURA
5. REY MARK PAMA

WOMEN'S MONTH LIST OF GAMES AND LIST OF PLAYERS:

A. VOLLEYBALL

1. Geosalyn Macailing
2. Glaiza S. Dasmariñas
3. Monalyn Lopez
4. Chinnie B. Quibuyen
5. Adelpa A. Abenoja
6. Merry Queen Quines
7. Grace Pamposa
8. Roselle Carvajal
9. Ma. Lina Toring
10. Chatryn Mae L. Seron
11. Sharon May S. Zambra
12. Charlene Lamonte

COACH: RICHARD B. ALCOS

B. PICKLE BALL (DOUBLES)

1. Angelie M. Gumban
2. Ariele B. Pelegrino
3. Ellen Rose L. Bade
4. Leonora R. Po

C. DART (SINGLES)

1. Angelie M. Gumban
2. Catherine M. Lozano

D. BASKETBALL SHOOT-OUT (SINGLES)

1. Glaiza S. Dasmariñas
2. Charlene Lamonte

E. MIND GAMES

E.1 Scrabble

1. Clarise G. Fabrigar
2. Connie G. Paclibar

E.3 Word Factory

1. Krizle Rosales
2. Rodna Rival

E.2 Chess

1. Jesselle Anne Barroga
2. Charieben Sebastian





February 10, 2026

MR. GILDO G. MOSQUEDA, CEO VI

Schools Division Superintendent
City Schools Division of Tacurong
City of Tacurong

Dear SDS Mosqueda:

This coming March 2026, the City of Tacurong, spearheaded by the City of Tacurong Council for the Development of Women (CTCDW), will once again join the nation in celebrating National Women's Month (NWM). Anchored on the recurring 2022–2028 theme, "*WE for Gender Equality and Inclusive Society*," and this year's sub-theme, "*Lead like the Babaylans, Filipinas!*", the 2026 celebration aims to 1) Reclaim pre-colonial values of gender balance 2) Highlight the leadership qualities of the Babaylans: wisdom, empathy, and moral guidance and 3) Encourage Filipino women to lead in various sectors, including governance, peace, security, and economic development.

In this regard, we are respectfully inviting your agency to actively participate in the activities organized for the 2026 National Women's Month Celebration this March.

For your reference, please find attached the schedule of activities and the guidelines for the various contests.

To confirm your participation in the contest(s), kindly message the CTCDW Secretariat of your intent to participate at **0920-918-0499 (Laila S. Gulmayo-Pelaez)** on or before **Monday, February 23, 2026**. The official submission of entry forms may follow thereafter.

Your presence and active participation will greatly contribute to the success of this meaningful celebration.

Thank you, and we look forward to your positive response.

Truly yours,


LINA O. MONTILLA, Ph.D.
City Mayor

NATIONAL WOMEN'S MONTH CELEBRATION

Recurring NWMC theme for 2023-2028: "WE for Gender Equality and an Inclusive Society"
2026 Sub-theme: "Lead like the Babaylans, Filipinas!"

SCHEDULE OF ACTIVITIES

DATE	ACTIVITY
March 6 , 2026	NWM Kick-off- c/o agencies/barangays
March 1-8, 2026	10% Discount for Services to Women of Participating Establishment (Salon, Etc) <i>Implementation of Ordinance No. 030 S. of 2020</i>
March 4,11,18,& 25, 2026	Purple Wednesdays Wear anything purple on all the Wednesdays of March to signify support for women's empowerment and gender equality
March 9-11, 2026 Venue: Tacurong Cultural and Sports Center	NWM Program Womenlympics 2026 Products Exhibit/Booth <u>Day 1 (March 9, 2026)</u> 7:30 am : Mass 9:00 am : National Women's Month Program 10:00 am : Womenlympics Year 2 1) Volleyball <ul style="list-style-type: none"> • Inter Agency • Inter-Barangay 2) Table Tennis (Singles/Open) 3) Pickle Ball (Doubles/Open) 4) Dart (Singles/Open) 5) Basketball Shoot-out (Singles/Open) 6) Mind Games <ul style="list-style-type: none"> • Scrabble • Chess • Word Factory <u>Day 2 (March 10, 2026)</u> - Continuation of Games <u>Day 3 (March 11, 2026)</u> - Continuation of Games - Closing Program - Awarding - Bingo Bonanza/Raffle
March 17, 2026	GAD to know activity (GAD Forum)
March 27, 2026	NWM Provincial Culmination <ul style="list-style-type: none"> • Gandang Nanay • Products Exhibit • Variety Show • <i>Contest Guidelines yet to be provided by the PSWDO</i>

Links:

PCW Memorandum Circular No. 2026-02:

Guide for the 2026 National Women's Month Celebration: <https://pcw.gov.ph/pcw-memorandum-circular-no-2026-02-guide-for-the-2026-national-womens-month-celebration/>

T-shirt design link:

https://drive.google.com/drive/folders/14LzSNJOrmigjZB3FY_rkoibSUEJXobFS

Streamer design link:

<https://drive.google.com/drive/folders/1lHnx4A5VUwYdfO8tUnq98acvEYDXS7Cj>

NATIONAL WOMEN'S MONTH CELEBRATION
Tacurong Cultural and Sports Center
March 9-11, 2026
WOMENLYMPICS
INTER-BARANGAY/AGENCY VOLLEYBALL TOURNAMENT GUIDELINES

1. The Inter-Barangay/Agency Volleyball Tournament in the city of Tacurong is a competition for all Women Members aging 22-59 years old.
2. Players should be a bona fide registered citizen and member of women of their respective barangay in the city of Tacurong they are representing and must be duly certified by the Barangay Chairman.
3. All participating teams have no limit on the number of players.
4. Libero designation is optional. Teams may designate different libero(s) every match.
5. During the game only the players can play on that game and must be entered in the score sheet, based on the submitted list of players.
6. Team Captains to flip coin before the game to determine choice of the serve, receive or side.
7. Any teams failed to report fifteen (15) minutes of the scheduled time shall be considered loss by default.
8. Players must wear appropriate playing attire.
9. The system of the game is round robin for barangay category and round robin by bracket for Agency category.
10. The scoring format is 1 to 25 points and 2 out of 3 system.
11. For Barangay Category, more wins will be declared as champion, in case of tie, win over the other will be applied. In case of triple -tie, points sysem will prevail.
12. In every match, submit maximum of twelve (12) official players, both barangay and agency category.
13. For Agency, Top 1 of each bracket will play for the Championship round, and the top 2 will play for the 3rd placer. And, still 2 out of 3 system will be applied.
14. PRIZES : (Both Barangay and Agency)

Champion : P 10,000.00
1st Runner-up P 7,000.00
2nd Runner-up P 5,000.00
Consolation P 2,000.00 each

Prepared by:

Conformed:

GENE P. LAMERY
Tournament In-charge

Barangay/Agency Coach or Team Captain

TABLE TENNIS RULES AND REGULATIONS

Scoring

- Winner is the first to 11 points
- If the score is 10-10, the game continues until one of the players has gained a lead of 2 points
- Points are won irrespective of who has served
- Matches can be the best of 3 out of 5 games.

Serving

- The ball must first bounce on your side and then on your opponent's side of the table
- If the ball touches the net and goes over, it's a 'let' – retake the serve
- If the ball hits the net and doesn't go over, or flies off the table without bouncing on your opponent's side, you lose the point
- There are no second serves
- The ball should rest freely on the open palm of the server, above the level of the table
- The ball should be projected vertically (at least 16cm)
- In singles you can serve from anywhere and to anywhere on the table
- Change servers every 2 points
- If the score reaches 10-10 change server every point

The Net Assembly

The net assembly shall consist of the net, its suspension, and the supporting posts, including the clamps attaching them to the table. The net shall be suspended by a cord attached at each end to an upright post 15.25cm high, the outside limits of the post being 15.25cm outside the sideline. The top of the net, along its entire length, shall be 15.25cm above the playing surface. The bottom of the net, along its entire length, shall be as close as possible to the playing surface and the ends of the net shall be attached to the supporting posts from top to bottom.

A Point

Unless the rally is a let, a player shall score a point:

- If an opponent fails to make a correct service;
- If an opponent fails to make a correct return;
- If, after he or she has made a service or a return, the ball touches anything other than the net assembly before being struck by an opponent;
- If the ball passes over his or her court or beyond his or her end line without touching his or her court, after being struck by an opponent;
- If an opponent obstructs the ball;
- If an opponent deliberately strikes the ball twice in succession;
- If an opponent strikes the ball with a side of the racket blade whose surface does not comply with the requirements of 2.4.3, 2.4.4 and 2.4.5;
- If an opponent, or anything an opponent wears or carries, moves the playing surface;
- If an opponent, or anything an opponent wears or carries, touches the net assembly;
- If an opponent's free hand touches the playing surface;
- If a doubles opponent strikes the ball out of the sequence established by the first server and first receiver;
- As provided under the expedite system (2.15.4).
- If both players or pairs are in a wheelchair due to a physical disability and
- His or her opponent does not maintain a minimum contact with the seat or cushion(s), with the back of the thigh, when the ball is struck;

- His or her opponent touches the table with either hand before striking the ball;
- His or her opponent's footrest or foot touches the floor during play.
- As provided under the order of play (2.8.3).

The Service

Service shall start with the ball resting freely on the open palm of the server's stationary free hand. The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck. As the ball is falling the server shall strike it so that it touches first his or her court and then, after passing over or around the net assembly, touches directly the receiver's court; in doubles, the ball shall touch successively the right half court of server and receiver. From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by the server or his or her doubles partner or by anything they wear or carry. As soon as the ball has been projected, the server's free arm and hand shall be removed from the space between the ball and the net.

The space between the ball and the net is defined by the ball, the net and its indefinite upward extension. It is the responsibility of the player to serve so that the umpire or the assistant umpire can be satisfied that he or she complies with the requirements of the Laws, and either may decide that a service is incorrect. If either the umpire or the assistant umpire is not sure about the legality of a service he or she may, on the first occasion in a match, interrupt play and warn the server; but any subsequent service by that player or his or her doubles partner which is not clearly legal shall be considered incorrect. Exceptionally, the umpire may relax the requirements for a correct service where he or she is satisfied that compliance is prevented by physical disability.

***ADDITIONAL RULES ***

- Game Category : Single Women
- Each Team can have 1 or more players. However, Player/Players substitution is/are not allowed when the game officially starts. If the player/players is/are by any means would have to withdraw and cannot continue with the game, the other player/players wins/win the game by default.
- Players will provide their own rackets.
- Competing teams will be divided into two(2) bracket.
- A Single Round-Robin or all-play-all will be followed for elimination (each player/players will play against every other player/players).
 - Top 1 on each bracket will play the Championship match.
 - In Case of tie, Point system will be followed.

*Schedule of games (to be arranged)

*Location of games (to be arranged)

4 Team Round Robin

Team	Wins	Losses
1.		
2.		
3.		
4.		

Round 1	Round 2	Round 3
2 vs 1	4 vs 2	4 vs 1
3 vs 4	1 vs 3	2 vs 3

MIND GAMES MECHANICS AND GUIDELINES

A. SCHEDULE:

Date : _____

Venue: _____

B. Composition of Players

Name of Event	Required Number of Player
1. Scrabble	1
2. Word factory	1
3. Chess	1

Note:

1. Each agency/organization may assign alternate players for each event at their discretion.
2. Each player is allowed to participate in only one event.
3. All games will be conducted simultaneously.
4. Each team must submit their final list of players, including alternate if there is any, **on or before** _____. Kindly coordinate and submit the list to _____

C. Type of Elimination (All Games): Single Elimination

RULES OF THE GAME:

1. SCRABBLE

1. There will be one (1) player per agency/organization.
2. Each game shall be played by 4 players representing the agency/organization
3. At the start of the game
A set of 100 tiles is each marked with a letter and a point value. The tiles are put in a closed container or placed face-down on the table so that their letters are out of sight. Each player has a tile holder, known as a "rack," for holding letters to be played, which is empty at the start of the game.
4. Play sequence shall be determined by drawing a single letter tile from the bag (or, if there is no bag, from the tiles which have been laid face-down on the table). Whichever player has the letter closest to the beginning of the alphabet goes first. A blank tile is better than an "A". These tiles are placed into the bag once more.

Note: If there are two players who draw the same letter, and that letter is the closest to "A" of all letters drawn, then the players who draw same letter shall throw back their tiles and draw another tile at random, repeating this process

until a single player wins the draw. After the first player takes a turn, the player to her or his left shall take a turn, and this process shall proceed in a clockwise direction around the board.

5. Each player begins their turn by drawing seven tiles apiece from the bag in the order in which they will play.
6. An official scorer and timer shall be designated to the game. The official timer shall announce "Start" to signal the beginning of the player's turn and "Time" to signal the end of the turn. Also, timer shall give a 10 seconds warning prior to the end of the player's turn if the player has not yet placed his tiles by that time.

For the first play, the time shall start after the first player has completely drawn and placed the seven tiles on his/her rack.

7. The first word score. The first player shall place a word on the star square at the center of the board. This star acts as a double word score during the first player's turn.
8. Words may be placed horizontally or vertically, not diagonally.
9. A player is allowed a maximum of one (1) minute to place his/her word on the board. After placement, the player shall immediately calculate and announce his score. The timer shall start for the next in turn after score announcement.
10. **Scoring:** The score received for a turn is based upon the point values that appear on each tile used to make a word, and is modified based on any bonus squares that are covered by the letters that are newly-placed during that turn. Found below are the kinds of bonus squares indicated on the board.
 - a. Double Letter Score: The letter point value is doubled.
 - b. Double Word Score: The word score is multiplied by two.
 - c. Triple Letter Score: The letter point value is tripled.
 - d. Triple Word Score: The word score is multiplied by three.
11. After each turn, a player shall get new set of tiles from the bag in replacement of the used tiles. Each player is appropriated with seven (7) tiles.
12. The order of the play shall be in a clockwise direction starting from the player who was determined as the 1st player.
13. A player may pass at any time.
14. **Fifty Point Bonus.** A player who used up all tiles in one turn shall get a 50-point bonus. In a scenario where the player is holding less than seven (7) tiles as no more tile is left on stash, the player will not get the 50-bonus point if he/she used up all tiles for that turn.
15. The game ends if there are no more letters left in the bag and a player had used up all of his/her remaining letters during his/her turn

16. Tallying of score

- Each player counts the points on the tiles left remaining in their rack. The total point value of the remaining tiles on the rack will be deducted from the final score of the player holding it.
- The player who ended the game and who therefore has no more tiles remaining is given a bonus that is added to his final score.
- The bonus is the total of all points of all remaining players with tiles left on their racks.

17. Acceptable words are those found in the Collins official scrabble word list (www.collinsdictionary.com) except for words that are abbreviations, prefixes and suffixes. Also, words that require a hyphen or an apostrophe or those spelled with a capital letter cannot be used.

18. **Challenging words.** To challenge the word played by an opponent is legal subject to the following

- Only the next-turn player can challenge a word. Player shall declare the challenge to a placed word immediately after the opponent player's turn
- The time shall be paused and the scrabble board covered
- Challenged word shall be immediately proven by the player and verified by the official together with the challenger. Collins official scrabble word list shall be used as official reference.
- If challenged word is proven existing and correct, scoring shall apply. As penalty, challenger shall lose his turn
- If challenged word is proven non-existent and unacceptable, the tiles shall be returned to the rack of the player and he lose his turn
- The game shall immediately resume after verification of the word.

2. WORD FACTORY

1. Each agency/organization shall be composed of one (1) player.
2. Each game shall be played by two players.
3. There will be 3 sets per game. The team who wins in three sets shall win the game.
4. All letters in a word must touch in sequence vertical, horizontal, or diagonal. You cannot skip letters.
5. A letter cannot be used two times or more
6. Words can go in any direction
7. Words must be 4 letters or more.
8. Plurals are allowed.
9. Player shall write words individually on the paper. Adding -s, -er, -ed, -er, -est to singular form of the word or to a root word is not allowed.

Acceptable:
start

Not Acceptable:
start – s/er or start (s) / (er)

starts
starter

10. If a word appears two times, it can only be counted once.
11. Any word found in a dictionary is allowed. (reference: Collins dictionary)
12. Words within words are allowed. (i.e., HEATER: heat, eater)
13. Names, abbreviations and contractions are not allowed.
14. The "qu" cube counts as 2 letters.
15. Words shall be written legibly by the player. "Legibly" shall mean readable to the official assigned to the game. Words not legible shall not earn a score.
16. During play, players shall not move the tray or the letter cubes.
17. When the timer runs out, everyone must stop writing. Words completed after the designated time shall not earn a score.
18. In the scoring phase, each player reads off his or her list of discovered words. If a word appears on more than one players list, it doesn't count for all players and must be crossed out.
19. Scoring: 4=1 5=2 6=3 7=5 8 or more=11
20. For all words remaining after duplicates have been eliminated, points are awarded based on the length of the word.
21. The winner is the team whose point total is highest, with any ties typically broken by the team with longest word. If tie again, another set shall be played.
22. **Challenging words.** To challenge the word played by an opponent is legal subject to the following
 - Player shall declare the challenge to a word during the reading of the list of discovered word by the opponent.
 - Challenged word shall be immediately proven by the player before carrying on with reading of his list and verified by the official together with the challenger. Collins dictionary shall be used as official reference.
 - If challenged word is proven existing and correct, scoring shall apply. As penalty, challenger shall earn a deduction of the same score.
 - If challenged word is proven non-existent and unacceptable, the word shall be crossed out and shall not earn a score. As penalty, player shall earn a deduction equivalent to the score of the word if scoring was applicable.

3. CHESS

1. Each agency/organization shall be composed of one (1) player.
2. Each game shall be played by two players.
3. Pieces and Function

Chess Piece	Move
King	One space in any direction (forward, backward, sideways, or diagonally)

Queen	As far as she can go in any direction (forward, backward, sideways, or diagonally)
Rook	As far as it can go forward, backward, or sideways
Bishop	As far as it can go diagonally
Knight	Two squares in one direction (forward, backward, or sideways) and one more square at a 90-degree angle
Pawn	Only moves forward one space, but captures one space diagonally

4. Special Rules

Promotion:

If a Pawn reaches the opposite side of the board, it can be promoted to any piece (even one that has not yet been captured).

En Passant:

If a Pawn's first move of two spaces lands it directly next to an opponent's Pawn, the opponent has the option of capturing the Pawn as it passes. If it chooses to capture, the opposing Pawn advances diagonally as it would have if the first Pawn had initially moved only one space. If the opponent chooses not to capture on the turn immediately after the two-square jump, s/he cannot capture afterward, even if the pawn hasn't moved forward

Castling:

This can be done on the Rook's and the King's first move only. If no other pieces are in between them or could potentially move between them, the King is moved two spaces closer to the Rook. The Rook is then placed on the opposite side of the King. The King cannot be in check or pass through check when performing this move.

5. Moving and capturing:

- White moves first followed by black. Piece color shall be decided by coin flip/toss.
- Players shall continue taking turns using only their own pieces until the game ends. A turn shall consist of a single act of either moving or capturing.
- Touch-move rule shall apply as follows:
 - If player touches a piece intending to move it, he/she shall move it.
 - If player touches opponent's piece intending to capture it, he/she shall capture it.
 - If player moves a piece from one square to another and remove his/her hand from it, he/she must leave it where it is.
 - Exception: if the king of the player is under check and he/she moves a different piece.
- He/She must undo the move and is obliged to move the king.
- When a piece is moved, it is relocated in the center of a different square.
- Player shall only capture an opponent's piece, not their own.

- When a chess piece is captured, it is removed from the board and replaced by the attacking piece
 - Captures are optional. The exception is when the king is in jeopardy and the only way to save him is to capture a threatening piece.
6. Each player is allowed a maximum of thirty (30) minutes to finish the game.
 7. Use of chess clock.
 - Clock shall be placed at the right side of the player with black pieces.
 - Clock shall be set to allow 30 min play for each player.
 - Before the "white" player starts, the "black" player shall hit the clock
 - Player shall hit the clock immediately after his move.
 - If player exceeds their total available time, he/she shall lose the game.
 - If player runs out of time, his/her opponent shall point it out.
 8. A tournament director shall be designated to the event to assist players in the event of any problem or question A TD will generally not interfere with the game. It is up to the player to make a claim. If player thinks that a TD has ruled incorrectly concerning the game, he/she may ask for another TD and make an appeal immediately.
 9. Must be played with an Arbiter.
 10. The game ends:
 - Checkmate
 - Stale mate: There is no legal move an opponent can make when it is his or her turn to move.
 - The fifty-move rule: If a piece has not been captured or a pawn moved in fifty moves then a player can declare a draw on his or her turn.
 - Both sides agree to a draw.
 - Neither side has enough pieces left to setup a checkmate.