



DEPARTMENT OF EDUCATION

**DIVISION OF CEBU PROVINCE**

SUDLON, LAHUG, CEBU CITY



December 6, 2018

DIVISION MEMORANDUM

No. 872 s. 2018

**GUIDELINES ON THE CONDUCT OF THE LARONG PINOY  
FOR THE 2019 PALARONG PAMBANSA**

To: Assistant Superintendents  
Chiefs, CID/SGOD  
Education Program Supervisors/Coordinators  
District Supervisors/OICs  
Elementary and Secondary School Heads

1. Attached is Regional Memorandum No. 0918, s. 2018 informing the field on the Guidelines on the Conduct of the Larong Pinoy for the 2019 Palarong Pambansa.
2. Refer to the guidelines for details.
3. Immediate and wide dissemination of this Memorandum is desired.

  
**RHEA MAR A. ANGTUD Ed. D., CESO VI**  
Schools Division Superintendent





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REPUBLIKA NG PILIPINAS  
REPUBLIC OF THE PHILIPPINES  
KAGAWARAN NG EDUKASYON  
DEPARTMENT OF EDUCATION  
REHIYON VII, GITNANG VISAYAS  
REGION VII, CENTRAL VISAYAS  
Sudlon, Lahug, Cebu City



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
**REGIONAL MEMORANDUM**

No. 0918, s. 2018

**GUIDELINES ON THE CONDUCT OF THE LARONG PINOY FOR THE 2019 PALARONG PAMBANSA**

To: Schools Division/City Superintendents  
Officers-in-Charge of Regular and Interim Divisions  
All School Heads

1. For the information and guidance of all concerned, attached is DepEd Unnumbered Memorandum from the Office of Assistant Secretary Atty. Revsee A. Escobedo, Secretary-General, Palarong Pambansa dated November 27, 2018, entitled, "Guidelines on the Conduct of the Larong Pinoy for the 2019 Palarong Pambansa", which is self explanatory.
2. For details, refer to the attached communication.
3. Immediate dissemination of this Memorandum is desired.

  
JULIET A. JERUTA, PH.D., CESO IV  
Director IV 

ESSD  
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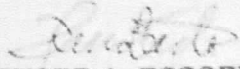
Office of the Director (ORDir), Tel. Nos.: (032) 231-1433; 231-1309; 414-7399; 414-7325; Office of the Assistant Director, Tel. No.: (032) 255-4542  
Field Technical Assistance Division (FTAD), Tel. Nos.: (032) 414-7324 Curriculum Learning Management Division (CLMD), Tel. Nos.: (032) 414-7323  
Quality Assurance Division (QAD), Tel. Nos.: (032) 231-1071 Human Resource Development Division (HRDD), Tel. No.: (032) 255-5239  
Education Support Services Division (ESSD), Tel. No.: (032) 254-7062 Planning, Policy and Research Division (PPRD), Tel. Nos.: (032) 233-9030;  
414-7065 Administrative Division, Tel. Nos.: (032) 414-7326; 414-4367; 414-7366; 414-7322; 414-4367  
Finance Division, Tel. Nos.: (032) 256-2375; 253-8061; 414-7321



**Tanggapan ng Kawaksing Kalihim**  
Office of the Assistant Secretary

**MEMORANDUM**

**TO :** REGIONAL DIRECTORS  
ASSISTANT REGIONAL DIRECTORS  
BUREAU/SERVICE DIRECTORS  
SCHOOLS DIVISION SUPERINTENDENTS  
ASSISTANT SCHOOLS DIVISION SUPERINTENDENTS  
REGIONAL SPORTS OFFICERS

**FROM :**   
Atty. REVSEE A. ESCOBEDO  
Assistant Secretary  
Secretary-General, Palarong Pambansa

**SUBJECT :** GUIDELINES ON THE CONDUCT OF THE *LARONG PINOY* FOR  
THE 2019 PALARONG PAMBANSA

**DATE :** November 26, 2018

1. In line with the proposal to play *Larong Pinoy* which will be a side event to the 2019 *Palarong Pambansa* to be held in Davao City, the following are the guidelines on the conduct of the aforementioned event:

**i. Competing Teams**

- Team A : Regional Directors and Assistant Regional Directors
- Team B : Schools Division Superintendents and Assistant Schools Division Superintendents
- Team C : Regional Sports Officers and Technical Officials
- Team D : Members of the EXECOM and Bureau/Service Directors

**ii. Games to be Played**

**a. PATINTERO**

Mechanics of the Game:

1. A team is composed of 6 players (3 male and 3 female). There will be an assigned scorer and the timekeeper. The objective of a team is to accumulate as many points by passing the lines without being tagged. A defensive team is called line guard while an offensive team is called the passer.
2. The game is started with toss of a coin. Whoever wins becomes the passer.
3. A time limit of two minutes is given to each team to score.

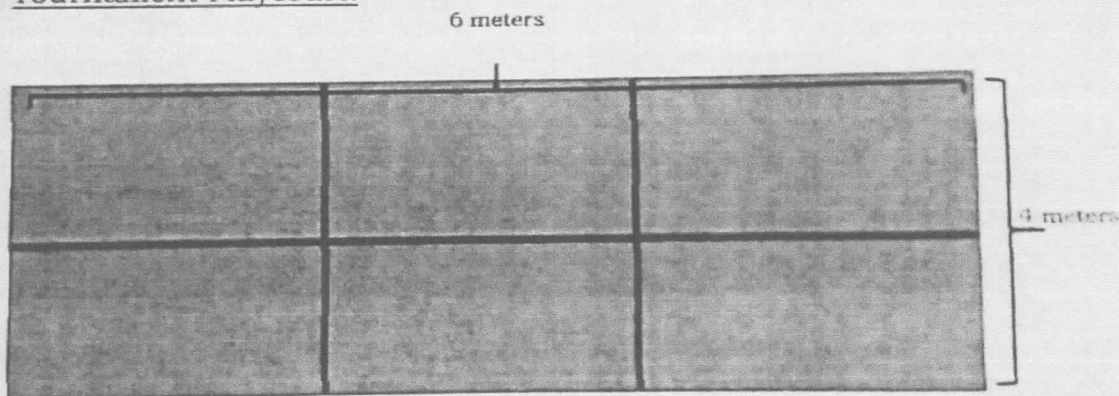
Office of the Assistant Secretary for Project Management, BHRD, and Field Operations  
Department of Education, Central Office, Merced Avenue, Pasig City (Room 515, Mabini Building)  
Tel. No. (02) 631 84 92 Fax No. (02) 633 53 13  
Email: ase@ppmo@deped.gov.ph

4. Once the limit elapses, the line guards assume the positions of the passer, and vice-versa.
5. Passers are supposed to cross the lines from the starting point and back.
6. Four line guards are positioned on the vertical line, one on the horizontal line of the court and another one as substitute/alternate. Their feet should always be on the line.
7. Line guards tag the passer with powdered hands.
8. If any of the passer is tagged, the line guard immediately assumes the position of passer even if the 2-minute limit has not elapsed.
9. Time limit: 2 minutes x 3 attempts per team.

System of Scoring:

From Entry Point	From Exit Point
First line - 1 pt.	Fourth line - 2 pt.
Second line - 2 pts	Third line - 3 pts.
Third line - 2 pts	Second line - 3 pts.
Fourth line - 2 pts	First line - 5 pts.

Tournament Playcourt:



b. TUG OF WAR

Objective of the Game:

Tug of War match will be completed in a best of three format, and win the match by winning at least two of the three pulls in the match. Each team has a mark on their end of the rope 4m from the center. Within each pull, the objective is to win by pulling the opposition and the opposition's 4m marker towards the center so that the mark passes the center line, resulting in a win.

Players and Equipment:

Each team consists of 8 players (4 male and 4 female), all of whom cooperate to pull the rope. Despite looking like quite a simple sport, there is some technicality to it, with team members utilizing a rhythm to help pull the rope in an effective way. This is done with the help of a 'driver', who is not a member of the team but is in-charge.



like a coach and they give orders of when to pull and when to rest from the sidelines.

The rope is the most important piece of equipment and this should be approximately 11cm in circumference and should be at least 33.5m long with plain, whipped ends. Other pieces of equipment that participants may use include specialist boots, back, elbow and knee supports as well as belts to support the back. The game is started with toss of a coin. Whoever wins becomes the passer.

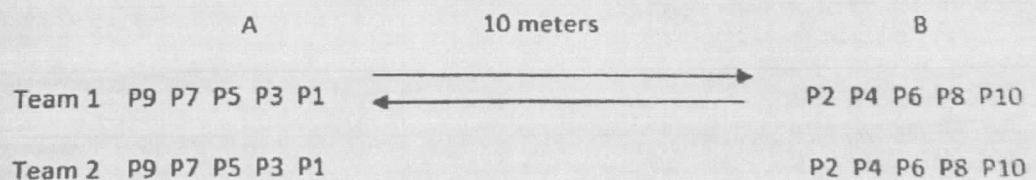
Mechanics of the Game:

1. Each team consists of eight (8) players.
2. The mass of the eight players combined must not weigh more than 20 kilos than the combined mass of the opposing team.
3. The rope used should be of a circumference of approximately 11 cm and should be marked in the middle with a centre line as well as two marks that should be placed 4m from the centre line.
4. At the start of the pull, the centre line of the rope should be immediately above line marked on the ground.
5. Both teams pull the rope, the winner being the team who manage to pull the mark on the rope closest to their opponents over the centre line.
6. The rope must be pulled underarm and nobody's elbow must go below the knee, otherwise a foul will be called.
7. Matches are often a best of three pull, the winner winning two out of the three pulls.

c. SACK RACE

Mechanics of the Game:

1. Start with 10 people per team (5 male and 5 female); 5 people on each side of the field.



2. Place an empty sack in front of the starting half.
3. When the facilitator gives the signal to begin the race, the first person goes into the sack and hops towards the other side of the team and tag the next player in line.
4. If within the activity the participant falls off or gets out of the sack that person has to make the trip again.
5. Continue until the team finishes. The first team to the finish line wins.

d. KADANG KADANG

Mechanics of the Game:

1. The game will be a relay type of race.
2. Six (3 male and 3 female) players will represent each team.

3. The game uses coconut shell split into half and each half is attached to a string.
4. At a signal of "GET SET", the players stand at the starting line with their coconut shells.
5. At a signal of "GO", the players mount their coconut shells and start walking through a turning point and back to the starting line. The distance from the starting line to turning point is 10 meters.
6. The player must cross the starting line and hand the coconut shells to the next player in line.
7. A player who falls off the coconut shell will automatically repeat from the starting line.
8. In case the coconut shell break, a replacement will be provided (depending on availability).
9. The team that finishes first, wins the game.

2. For more information and inquiries, all concerned may contact the Bureau of Learner Support Services–School Sports Division (BLSS–SSD) at telephone number (02) 632-0260 or through email address: [blss.ssd@deped.gov.ph](mailto:blss.ssd@deped.gov.ph).

3. Immediate and wide dissemination of this Memorandum is desired.