

2025 Pentathlon Event Details

All the teams will be given a review of the course before they begin. The video preview and the descriptions below are a general idea of how the event will be run. Keep in mind that some things may be modified to accommodate the event space on that day. The Event Supervisors and volunteers will do everything possible to ensure the students have a fun and fair experience. Remember, this is supposed to be a fun low intensity event!

Station 1 - Ball Carry

At the starting line, the participant must pick up a small soccer ball and place it between their legs. They must then walk from point A to point B (indicated on the course) and drop the ball. They must then pick up a new ball and place it between their legs and walk back to the starting line where they drop that ball and pick up a new ball and finally proceed back to point B (now the finish line). If at any time they drop the ball, they must pick it up and place it between their legs and continue. If it rolls away, the timekeeper will quickly retrieve it for them. If they drop the ball, they do **not** have to start back at the line they started from.

Station 2 - Ring Toss

Participants will get 3 attempts to get a ring on one of the posts. They will only be allowed to pick up and hold one ring at a time. Rings must be thrown one at a time and they can't throw a new ring until the previous ring has landed on the floor or on a post. If they get a ring on any of the 5 posts, they can move onto their math problem. If they get a ring on the center post (with a red cap), they will get a deduction of 10 seconds from the total team completion time. Therefore, if a participant lands a ring on any post, it will be their decision whether to move to the math problem or continue to try to get a ring on the center post for the bonus deduction. Only one deduction will be allowed. For example, if the participant lands a ring on the center post on the first try, they will be instructed to move right to their math problem. If they get a ring on one of the other posts (with a blue cap) on either their first or second attempt, they can move right to the math problem or try again for the center post and bonus deduction.

For second and third graders the front posts will be approximately 1.5 meters away and for fourth and fifth graders the front posts will be approximately 2 meters away.

Station 3 - Scooter

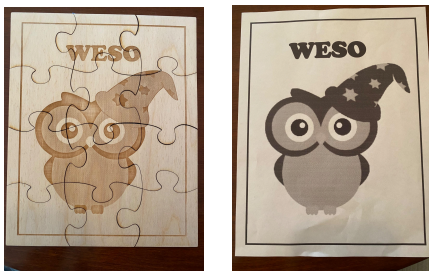
The participant must sit on the scooter and proceed around 4 cones. There will be taped arrows to identify the path. The participant can move face forward or backward as long as they are sitting on the scooter. Participants are not allowed to kneel on the scooter.

Station 4 - Memory Test

At the starting line the participant will be shown a bin with several objects in it. They need to memorize what the objects are and then proceed to a bin containing multiple items. From that bin they need to find the items that match the items they were initially shown and bring them back to the original bin to make sure they have the correct items. If they are missing an item or have an incorrect item, they need to return to the stock bin to retrieve the correct item(s). This back and forth will continue until they have matched the set of original items. The items will be a variety of random items such as beads, pins, plastic eggs and many other things. The number of items they will need to match will increase in number by grade. 2nd grade - 2, 3rd grade - 3, 4th grade - 4, 5th grade - 5. The items in the bin will be covered until it is their turn to go.

Station 5 - WESO Jigsaw Puzzle

There will be a 12 piece wooden jigsaw puzzle with the image of the WESO Owl on the table. The puzzle pieces will be covered until it is their turn to go. The participant must complete the puzzle in order to proceed to their math problem. All the pieces will be "face up" on the table and there will be a picture of the completed puzzle. The participant can solve the puzzle standing or sitting. The puzzle is approximately 20 x 25 cm. There will be a maximum time of 3 minutes to complete the puzzle. If the puzzle is not completed within the maximum time, they will be directed to proceed to the math problem.



Problem Solving Stations

The first 4 problem solving stations will be on the floor in a taped off square. Participants will not be penalized for moving beyond the area but they are expected to sit in the general area. There will be a facedown clipboard with their problem on a piece of paper.

When they get there they should sit down, pick up their clipboard and pencil, and start their problem. Alternatively, they can flip the clipboard over and work on the problem on the floor. The time keeper will turn the 1 minute sand timer over so they can gauge how much time they have to finish. They can use any space on the paper they wish to work out their problem if needed, as long as their final answer is in the correct spot (or matching lines are drawn, blanks are filled in, etc.). When they have completed their problem or when one minute has elapsed, participants should put their clipboard on the ground or say they are done and the timekeeper will signal to the next participant to start. Participants will not be allowed to continue working after the time has elapsed. If they have an answer written on the paper, it will be graded. All problems are randomly placed at each station for each team and represent a variety of difficulty levels. All problems have been screened and approved by 2 different elementary teachers of the appropriate grade level and determined to be reasonably solved within the 1 minute time frame.

General

All teams will be given a brief review of the set-up before they start. It is expected that they will know which activity they are each doing before they arrive. They will be placed at the starting line for each activity. The timekeeper/referee will signal to each participant when it is their turn to go. When the teammate next to them is working on their math problem, the next participant should look forward and is not allowed to help their teammate with their problem. When they are finished with their portion of the event, each participant should return to the starting line and wait for the rest of their teammates to finish.

At all times, the participants should follow the instructions and guidance of the timekeeper/referees and the event supervisors. Event supervisors have the authority to impose time penalties on any actions that they believe are in violation of the spirit or guidelines of the event. In the rare event that the team needs to rerun the course (this did not happen at all last year), the participants will be given a different math problem than the one they were given the first time. All teams will be given support and encouragement as the goal of this event is to be a fun and positive experience!