

2026 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 - Golf Putt

Participants will get 3 attempts to putt a golf ball into a hole. They can't putt another ball until the previous ball has gone into or past the hole. As soon as they get one ball in or after 3 attempts they should proceed to their math problem. The hole will be approximately 1 meter away from the ball for all grades.

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 - Fishing for Numbers

There will be a plastic bin filled with water and 20 ping pong balls numbered 1 to 20. Using a scoop (strainer), participants will have to fish out a specific set of ping pong balls as follows:

- Grade 2 - numbers 1 to 5
- Grade 3 - 5 even numbered balls from 1 to 10

- Grade 4 - 5 odd numbered balls from 10 to 20
- Grade 5 - any 5 balls that are prime numbers from 1 to 20

There will be a small bucket for them to place retrieved balls. Balls do not have to be pulled out one at a time. When they think they have finished, the referee will make sure they have pulled the correct balls. If they have not, the incorrect balls will be placed back in the bin and they will have to continue until they have the correct 5 balls. There is a 3 minute time limit on this activity. If the student has not pulled the correct 5 balls within 3 minutes, they will be instructed to continue on to their math problem.

Station 4 - Football Throw

Participants will get 3 attempts to get 1 small foam football into a square cutout on a standing target. The square is approximately 10" x 10" and the center is approximately 27" from the ground. They can't throw another football until the previous one has landed on the ground (near the target) or in the hole. They may throw the ball anyway they like. After they get 1 ball in the hole or all 3 footballs have been thrown, they can proceed to their math problem. Second and third grade teams will be throwing from approximately 2 meters away and fourth and fifth grade teams will be throwing from approximately 2.5 meters away.

Station 5 - Number Card Matching

There will be 10 cards face down on the table. This is similar to the game of memory but they will be matching numeric digits with the corresponding number word (for example, 1 and one). They can only flip over two cards at a time. If they are a match, they place them in the box. If they are not a match, they need to flip both cards back over in approximately the same position as they were. They continue flipping 2 cards at a time until they have matched all 5 pairs. The numbers used on the cards will be between 1 and 10 for grades 2 and 3 and between 20 and 70 for grades 4 and 5. Participants are not allowed to turn the cards or math problem over while they are waiting for their teammates to complete their activities and need to wait until they are instructed to go. There will be a chair available. Participants can stand or sit on the chair, whichever they prefer. The math problem for this station will be completed on the table and they should indicate to the timekeeper/referee when they have finished by placing their problem sheet in the box on the table.

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 or kneel down, pick up their clipboard and pencil, and start their problem. 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!