

Pentathlon Virtual Format

- Pentathlon will now consist of 4 rounds with 4 questions per round (Rounds A, B, C, D)
 - Students will rename themselves based on which round they are competing in
 - If competing in first round, rename themselves team number followed by round (ex. 10A)
 - If competing in more than one round, it will be 10AD (competing in first and last round)
- Each team will be taken into a breakout room along with one judge
- The students will still have to do a physical activity and then answer questions
 - The physical activity will be something they can do at home in place and not require any sorts of materials (some examples include, but not limited to, 20 jumping jacks, running in place for 30 seconds, 10 squats, etc.)
 - Judge should be able to see the students doing the physical activity clearly
 - Judge has discretion to tell a student to start over if they are not doing the activity properly
- Once the judge sees that the two students for the round have both completed the pre-determined physical activity, the judge will show the first question on their screen
- **The two students will verbally converse with each other to come to ONE final answer**
 - Once they have decided on an answer, they will **verbally** tell the judge their final answer and the judge will note it down
 - To save time and ease, there will **NOT** be a Google Form; the judge will write the answers down
- After they have given a final answer for the question, the judge will flip to the next question, and the process will repeat until the 4 questions are over
- Students cannot pass a question and come back to it
 - They must give an answer in order for the judge to move to the next question
 - There is no negative marking so they should guess if they are uncertain
- Because the other team members will also be in the same breakout room and see the questions, the judge will be monitoring them as well
 - **If another student blurts out an answer or makes any indication of giving some sort of signal or hint, the question will be disqualified and the team is subject to disqualification from the event**
 - Coaches, please make sure the students are aware of this; the other students need to be sitting still and should practice muting themselves
 - **Since this is not the actual in-person event and we don't want a lot of distracting noise, it is also best to eliminate any sort of cheering which can distract the two students answering questions as well as the judge**

- After the two students for the round have answered their four questions, the judge will give the signal for the next two students to start their physical activity
- The judge will be keeping time and time ends when the four rounds are over
- The team chooses their order; judges do NOT take part in this
 - Make sure students have chosen order prior to event day

Example

Team #10 with 8 students is taken into a breakout room with John, who is the judge.

The two students in the first round rename themselves 10A, the two students in the second round are 10B, two students in the third round are 10C, and the two students in the fourth round are 10D.

The physical activities are as follows:

- first round: 20 jumping jacks
- second round: 10 squats
- third round: running in place for 30 seconds
- fourth round: 10 frog jumps

Team example:

- Judge John says “go” and time begins.
- 10A and 10A do 20 jumping jacks. Once they both complete, John will show question #1. They both verbally discuss it on the call and both decide the answer is C. They tell John “our answer is C.” John will then move to question #2. This continues until question #4.
- After 10A and 10A give the answer to question #4, John will tell 10B and 10B they can start their squats. After they both complete their squats, judge John will show question #5, and the process continues all the way until the end...
- After 10D and 10D finish answering question #16, John will end time.

Teams should practice in the similar manner to the above example.