



MISSION POSSIBLE: ULTIMATE COMBO ADVENTURE

Think Fast • Move Smart • Win Together!

**GRADE
4 & 5**
RECREATIONAL
COMBINATION
EVENT

EVENTS FOR PRELIMS

LEVEL 1 TRUST TRAIL



RULES

- One participant will be blindfolded.
- The partner must guide them through a designated pathway using verbal instructions only.

VIOLATIONS:

- Removing blindfold.
- Physical contact.
- Leaving the pathway.

SCORING

Successful completion of the pathway – 5 Points.

The Lane Umpire's decision shall be final and binding in all matters related to the event.

LEVEL 2 SCOOT & SLIDE ADVENTURE



RULES

- Participants move forward while seated in a low position using four wooden blocks/plates.
- Hands and feet must remain on the blocks throughout the activity.
- Partner may reposition the blocks.

VIOLATIONS:

- Standing up.
- Touching ground with any body part.
- Leaving the assigned lane.
- Holding hands or receiving help.

SCORING

Successful completion of the course – 5 Points.

The Lane Umpire's decision shall be final and binding in all matters related to the event.

LEVEL 3 BACK-TO-BACK HARMONY



RULES

- Both participants work together to balance a ball between their backs while moving towards the next station.

VIOLATIONS:

- Touching the ball with hands.
- Dropping the ball.
- Lane violations.

SCORING

Successful reaching of the next station – 5 Points.

The Lane Umpire's decision shall be final and binding in all matters related to the event.

LEVEL 4 EMOJI EXPRESS



RULES

- Participants observe an emoji chart for 10 seconds and recreate the sequence accurately.

VIOLATIONS:

- Receiving hints.
- Using notes or written material.
- Recreating incorrect sequence.

SCORING

Correct recreation of the emoji sequence – 5 Points.

The Lane Umpire's decision shall be final and binding in all matters related to the event.

LEVEL 5 RING RUSH RELAY



RULES

- One partner collects rings, other places them on cones.
- Teams must complete the task as quickly and accurately as possible.

VIOLATIONS:

- Throwing rings.
- Skipping cones.
- Receiving outside assistance.

SCORING

Successful completion of the relay – 5 Points.

The Lane Umpire's decision shall be final and binding in all matters related to the event.

EVENT DETAILS (PAIR CHALLENGES)

- Category : Recreational Track Event
- Classes : Grade 4 & Grade 5
- Format : Combination Event (Pair Challenges)
- Number of Lanes : 3
- Lane Width : 1.22 m
- Number of Levels : 5
- Scoring Method : Point-Based Ranking System
- Qualification Method : Heat-wise Selection (if required)

The Lane Umpire's decision shall be final and binding in all matters related to the event.

GENERAL RULES

1. Combination Event consisting of Pair Challenges.
2. Pair levels require both participants to work together.
3. Combined performance determines final ranking.
4. Lane width: 1.22 to 1.25 meters.
5. Levels must be attempted in order.
6. Teams must remain in assigned lanes.
7. Points awarded after each level.
8. Scores are accumulated.
9. Highest total score wins.
10. Preliminary heats may be conducted if required.
11. Teams must complete a level before proceeding.
12. Officials' decisions are final and binding.

LANE LAYOUT



GENERAL SCORING SYSTEM

Successful completion of a level and qualifying for the next level – 5 Points.

Highest cumulative score wins.

POSITION	POINTS
1 st Place	5 Points
2 nd Place	3 Points



ONE TEAM, MANY CHALLENGES, ENDLESS MEMORIES.



DARE • TRY • ACHIEVE

EVENTS FOR SEMIFINALS

LEVEL
1

TWIN-STEP SPRINT



RULES

- One leg of each partner shall be securely tied together.
- Partners must run in coordination and remain connected throughout the race.
- If participants lose balance, they may resume the race from the same position.

VIOLATIONS

- Untying or loosening the leg tie during the race.
- Deliberately removing the tie.
- Obstructing or interfering with another team.

SCORING

- 1st Place – 5 Points

The Lane Umpire's decision shall be final in all cases.

LEVEL
2

HOOP HEROES RELAY



RULES

- Partners must hold hands throughout the event.
- The hoop must be passed from one partner to the other without releasing hands.
- Participants must move together towards the finish line.

VIOLATIONS

- Releasing hands during the challenge.
- Skipping the hoop transfer.
- Leaving the assigned lane.

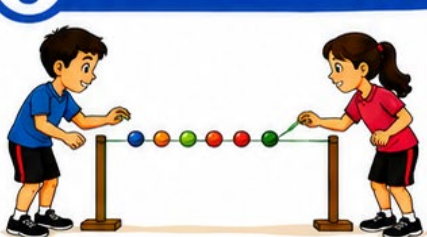
SCORING

- 1st Place – 5 Points

The Lane Umpire's decision shall be final in all cases.

LEVEL
3

BALL BOND CHALLENGE



RULES

- Both participants stand facing each other.
- A sticky tape is fixed between two tables.
- Participants take balls from the tray and stick them onto the tape one by one.
- No holding or touching the tape during the activity.
- The team should stick the given ball as soon as possible.

VIOLATIONS

- Touching or holding the tape.
- Balls falling due to improper placement.
- Crossing the designated activity area.
- Receiving assistance from others.

SCORING

- 1st Completion without violation – 5 Points

The Lane Umpire's decision shall be final in all cases.

EVENTS FOR FINALS

LEVEL
1

TOWER TITANS



RULES

- Teams shall collect the designated cups/blocks and construct a stable tower within the minimum possible time.

VIOLATIONS

- Using unauthorized materials.
- Interfering with another team's tower or playing area.
- Receiving outside assistance.
- Failure to follow officials' instructions.

SCORING

- Successfully constructing a stable tower within the minimum possible time and move to the next level – 5 Points.

The Lane Umpire's decision shall be final and binding in all matters related to the event.

LEVEL
2

BRAINVITA CHALLENGE



RULES

- Both participants shall work together to solve the Brainvita (Marble Solitaire) board.
- Marbles may only be removed through valid jumps.
- Participants must follow standard Brainvita rules.
- The objective is to finish with the minimum number of marbles remaining.

VIOLATIONS

- Making illegal moves.
- Resetting the board without permission.
- Receiving hints or assistance.
- Failure to follow officials' instructions.

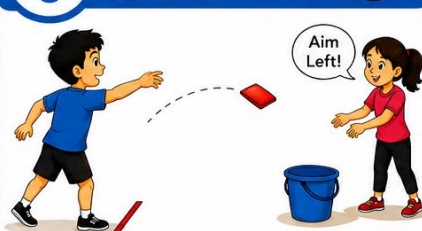
SCORING

- 1 Marble Remaining – 5 Points
- 2 Marbles Remaining – 3 Points
- 3 Marbles Remaining – 1 Point

The Lane Umpire's decision shall be final and binding in all matters related to the event.

LEVEL
3

TARGET TOSS DUO (PAIR EVENT)



RULES

- One participant shall stand at the designated throwing line and attempt to toss bean bags into a target bucket.
- The second participant shall stand behind the target bucket and guide the thrower using verbal instructions only.
- Each team shall be allotted three (3) attempts.
- The guiding participant must remain behind the target bucket throughout the challenge.
- Physical assistance or demonstrations are not permitted.

VIOLATIONS

- Moving away from the designated guiding position.
- Providing physical assistance.
- Crossing the throwing line.
- Receiving outside assistance.

SCORING

- Three Successful Throws – 5 Points
- Two Successful Throws – 3 Points
- One Successful Throw – 1 Point

The Lane Umpire's decision shall be final and binding in all matters related to the event.

SEMIFINALS MAY BE CONDUCTED BASED ON THE NUMBER OF PARTICIPATING TEAMS.