



# Odyssey of the Mind Virginia Regions 14 and 16

## Tournament Day Preparation for New Coaches

# Overview

- Tournament details
- What to bring
- Long-term problem procedures
- Spontaneous problem procedures
- Scoring
- Awards & Banner Ceremony
- Coach's next steps

# Tournament Details

## Region 14 (Catoclin)

- February 29<sup>th</sup>
- Independence High School, Ashburn
- Team registration begins 7:00 a.m. in main foyer

## Region 16 (Dulles)

- March 14<sup>th</sup>
- Riverside High School, Leesburg
- Team registration begins 7:00 a.m. in main foyer

# What to Bring

- Membership number information (card or copy)
  - MUST know membership number, problem name, and team identifier
- Your team, props, costumes, membership sign
- Long-term problem forms (suggest bringing a backup set)
- Team and parent contact info (cell phone numbers)
- Copy of team's problem
- Copy of program guide
- Helpers to load/unload/watch long term problem materials
- Long-term problem emergency kit
  - Team determines what's included
- First Aid Kit

# What to Bring: Competition Paperwork

- Registration
  - ✓ Membership name & number
  - ✓ Emergency contact form for each team member
  
- Long-term Forms
  - ✓ Clarifications (*team specific, if applicable*)
  - ✓ Team List
  - ✓ Outside Assistance Form
  - ✓ Cost Form (*no cost, assigned value, proportionate*)
  - ✓ Style Form (*check order of Style items in problem*)

# Competition Paperwork: Cost Form

- The team should include every item worn, displayed, or used during the 8-minute performance of their solution
  - No cost (exempt)
    - Example: Recycled materials, foot coverings
  - Assigned value
    - Example: Musical instruments, 3D printing
  - Proportionate
    - Example: Consumable items – full can of paint, or half?
  - Reasonable
    - Example: Purchased new or borrowed from the dress-up box?

*Refer to the Program Guide page 47*

# Competition Paperwork: Style Form

- The team must identify the Style items to be scored during the performance of their long-term solution
  - List them in the order identified in the Problem!
    1. and 2. Mandatory
      1. Example: Creativity of showing a change in time
      2. Example: Artistic quality of a prop used by the narrator
    3. and 4. Free choice of team
      3. Example: what isn't earning a score in the long-term problem?
      4. Example: what element does the team just love?
    5. Overall effect (description)
      5. Example: a paragraph written by the team describing how their chosen Style elements combine to make their amazing solution unique

*Refer to the Program Guide page 23*

# Long-Term Problem Procedures: Staging

- **Coach**
  - Escorts team to check-in area at least 20 minutes prior to competition time
  - Ensures team has required forms
- **Staging judge**
  - Reviews paperwork/forms
  - Verifies team sign is in order *(Refer to the Program Guide page 44)*
  - Confirms team is wearing proper foot coverings
  - Advises coach where and when to pick up scores
  - Escorts team into Staging area to await competition
  - Parents may assist team in moving props into Staging area



# Long-Term Problem Procedures: Timekeeper

- **Timekeeper**

- Meets team in Staging area
- Advises coaches of designated coaches' seats
- Introduces team to audience and judges
- Asks that all cell phones and noise making devices be silenced
- Announces if team is allowing photography and/or video recording of their presentation
- Asks team if they are ready to begin
- Says, "Time Begins" and starts stop watch for 8-minute performance
- Announces "Time" after 8 minutes
  - If team is not finished team will receive overtime penalty
  - Problems 3 and 5 are allowed to continue one minute while accruing penalty points

# Long-Term Problem Procedures: Team

## • Team

- Sets up props
- Presents solution to judges
- Ends performance with previously identified team specific method
- Answers judges' questions
- Removes props quickly; others may help
- Cleans up competition site for next competing team
  - Others may help
  - Must provide own cleaning supplies
  - Unclean site garners penalty points

# Long-Term Problem Procedures: Judging

- Primary teams receive complimentary “sticky notes” and ribbons upon problem completion-NO SCORES
- Coaches of Divisions I, II, & III teams receive Long-Term and Style scores as previously directed by Staging Area judge
  - Scores generally not ready earlier than 30 minutes after performance ends
  - Head judge explains team’s raw scores and any penalties assessed
  - Spontaneous scores are not available until after the awards ceremony

# Spontaneous Procedures

- Follow signs to spontaneous check-in area
- Arrive 10 minutes early (team and one coach)
- Know team identification info, especially team number
- Remind team spontaneous competition area is a quiet zone
  - Escort volunteer takes team from holding area to competition site
    - Divisions I, II, & III coaches are **NOT ALLOWED** into problem site to observe team
    - Primary coaches **ARE ALLOWED** into problem site to observe team
  - Escort returns team to holding area upon problem completion
- Remind team spontaneous problem **IS NOT TO BE DISCUSSED** with **ANYONE** until after World Competition in May

# Scoring

- Divisions I, II, and III are scored
  - Coach should pick up raw scores (and sticky notes!) from Head Judge @ 1 hour after performance
    - Long-term solution (200 points) and Style (50 points) are scored separately
    - Final scores within a Problem and Division are weighted against the day's high score within that competition
    - Spontaneous scores are available after the closing ceremony
    - Penalties are assessed against the Long-term weighted score

# Scoring Dispute

- Coach has just 30 minutes to return to head judge with score questions
  - If team feels they have received an incorrect score on an Objective item, coach may file Tribunal paperwork
    - Obtain paperwork from tournament director (contact through information desk)
    - File paperwork within 30 minutes of picking up score outlining the specific scoring concern explaining why team feels their solution should have been scored differently
    - Delivers completed tribunal form to the tournament director

# Scoring Dispute - Tribunal

- Consists of a group of board members
- Reviews questions that cannot be resolved by the head judge or problem captain
- Does not guarantee a team's score will be adjusted
- Confers with judges
- Reviews all available information
- Makes a final decision
- Informs coach of decision

# Awards Ceremony and Banner Parade

- Line-up begins in hallways outside gymnasium at 5:40
  - School locations annotated on walls in alphabetical order
  - Volunteers on hand to assist
- Ceremony begins at 6 p.m. with banner parade
  - Announces each participating school as they enter the gymnasium
    - School representatives may carry school's official banner or hand crafted banner
    - School representatives DO NOT NEED to carry a banner



# Awards Ceremony and Banner Parade (continued)

- Awards ceremony
  - Includes guest speaker
  - Announces
    - First, second and third place positions for all problems in Divisions I, II, & III
    - Any Ranatra Fusca award winners
    - Any Omer award winners
  - Generally concludes by 7:15
- Primary teams are welcome and encouraged to attend

# Coach's Next Steps: Confirm Scheduling

- Review schedule (released about two weeks prior)
- Identify any schedule conflicts and submit (ASAP)
  
- Confirm judge has been trained (February 15<sup>th</sup>)
  - No judge = no score
- Confirm volunteer is still available to volunteer

# Coach's Next Steps: Prepare Long-Term Solution

- Review problem requirements and program guide with team
  - Remember the Membership Sign!
- Check for long-term problem clarifications
- Have team practice long-term solution
  - More practice = calmer nerves

# Coach's Next Steps: Plan for Competition

- Practice Spontaneous problems (all types)
- Ensure team completes the required paperwork
  - Div I coaches may act as scribe for the team
- Organize transportation for team/props/costumes to competition site
- Create and distribute tournament day Game Plan

# Game Plan Contents

- Long-term competition details (time/location for parents) – include problem # and name when inviting audience members
- Do's and Don'ts
  - Include reminders about Outside Assistance and Unsportsmanlike Conduct
- Meet up time and location, transportation
- Spontaneous competition time (no spectators)
- Lunch plan  
(off site, parent brings, buy on site-site dependent, kids pack)
- Other long-term problems your team wants to see  
(where and when)
- Awards ceremony details

Questions ?