

2024 GULF COAST ODYSSEY OF THE MIND TOURNAMENTS

1. **TOURNAMENT COACH CHECK-IN PROCEDURES** – On the day of tournament, a **COACH** must “CHECK-IN” before the team competes. Team check-in happens at the competition site prior to scheduled competition time. First the coach will pick up a COLORED CONTACT CARD. Each color represents a different problem (see below). The card will have the coach’s name, membership name and number, and team’s problem already printed on it. The coach will provide one or more cell phone numbers we can use to notify the team if a problem arises such as penalizing the team for a worker/judge not showing up, a score correction, etc. After completing the card, the coach will trade the card for the team’s registration packet. The packet will contain information about awards seating, last minute site changes, etc. Please read the information and share it with your team and their families.

Color Code for the Tournament Signs:

1 – DRIVE-IN MOVIE	RED
2 – AI TECH-NO-ART	PURPLE
3 – OPENING NIGHT ANTICS	YELLOW
4 – DEEP SPACE STRUCTURE	GREEN
5 – ROCKING WORLD DETOUR	BLUE
6 - Primary: THE NIGHT LIFE	ORANGE
SPONTANEOUS	MULTICOLOR
Bathrooms & Other Important Places	BEIGE/TAN

2. **MEETING THE TEAM** – Please make sure each family knows SPECIFICALLY where and when to meet the coach. Use the page in this packet or one like it. It is available on the regional website at www.gcodysey.com on our Coach page. We spend a lot of time each year dealing with confused parents and kids who don’t know where to go. **If the parent is leaving, YOU, the coach, are responsible for the team member until you return him/her to the parent.**
3. **PARKING** – THERE IS NO CHARGE FOR PARKING this year. Please make sure the map is given to all families and remind them frequently that parking may require extra time and effort. The front lot will be for handicapped, judges and Prop Drop off. There are only a few spaces in that lot. Judges have a special parking pass that should be on the dash of the car. The area for trailer parking is meant for longer vehicles (like one with a trailer) that need school-bus sized slots.
4. **TOURNAMENT DAY INFO:** - Food and souvenirs will be sold, but you can bring your own coolers, E-Z ups, chairs, etc. **TENTS/E-Z UPS CAN ONLY BE PITCHED AS MARKED ON THE MAP AND MUST BE TIED DOWN.** One year it was windy and people were hurt by flying canopies. Teams can come and go from the campus, but parking is a consideration – it may be difficult at times. The day is a **long** one, and the tournament will provide activities, but you may want to bring cards, games, etc. Remember, we are at a school and with teams, props, visitors, etc., it will be crowded. Stake out some space and assign a parent to “watch the props.” Make it your headquarters for the day and designate some key check in times if you allow the team to divide and travel apart (division 2 and 3 mostly). **PENALTIES WILL APPLY FOR TEAMS CAUGHT IN ANY OFF LIMITS AREA AS MARKED ON THE MAP.**

5. The region is selling food and drinks. Teams can bring food and drinks if they wish, but remember to clean up after yourselves. **NO GRILLING IS ALLOWED ON CAMPUS.** Any damage to the ground, sidewalks, or buildings will have to be financially covered by the team at fault.
6. **BASIC SEQUENCE:** (Some items may be out of order for your team.)
- Coach "CHECKS IN" the team in the cafeteria. Picks up packet.
 - Team meets and chooses a "base/headquarters" to store props, set up coolers, practice, etc. **NOT ON SIDEWALKS! NOT AGAINST THE BUILDINGS!**
 - Coach and team go over info in coach packet and make decisions necessary about expectations for the day.
 - Coach and team visit competition site to watch other teams; note team entrances, procedures, etc. **TEAM** makes adjustments in their presentation based on what they see.
 - Visit spontaneous check-in so all know where it is.
 - View other performances to support other teams from school and to gather ideas on creative solutions for future reference.
 - Change into costumes if necessary. Unload props if not already done.
 - Team practices long term presentation and double checks paperwork. **No feedback or tips from non-team members.**
 - Non-team members can carry props, but may not fix, straighten, or assemble them. Teams and audiences OFTEN have separate entrances. If adults help carry props to the team check in area, they need to put them down and then go to the audience entrance. They will not be allowed to enter through the staging area. Only coaches and teams enter through the staging area.
 - Practice spontaneous. Show up at spontaneous check-in 15 minutes before scheduled time. Give spontaneous card with team member names on it. Coach collects and holds all cell phones from the team. Make sure all are on silent.
 - Make sure after spontaneous, the team NEVER mentions TO ANYONE any part of the problem. They should not even discuss it among themselves until two weeks after the tournament.
 - Show up at problem check in area 20 minutes before scheduled time. Team answers staging area judge's questions, **NOT THE COACH.** Coach collects and holds all cell phones from the team. Make sure all are on silent.
 - Structure teams report to weigh-in one hour prior to scheduled competition time.
 - Coach gives timekeeper the **COACH LONGTERM SCORE PICK UP AND CHECKLIST** card. (Even primary does this.)
 - After the presentation, the judges will talk to the kids. Coaches and parents stay seated until the judges announce that they can help clear the site. All video and photography must stop while judges question the team members.
 - Clear the site quickly and completely. Adults may help clean up and should do so if it keeps the schedule moving.
 - Before leaving the site, make sure you know when to return to pick up scores. Also be sure the team receives its participation pins.
 - Return to the site as instructed. Meet with the head judge who will go over the raw long-term and style scores with you. Make sure you've received the team's participation pins.
 - Take the scores to the team. Discuss them and stress they are just numbers. They may be the highest given all day or the lowest or a mixture. They mean nothing till combined with the spontaneous scores, which remain unknown until after the awards ceremony. If the team questions a specific score or penalty and wants clarification for it, **YOU HAVE**

30 MINUTES AFTER RECEIVING SCORES to bring the question to the head judge's attention. He/she will talk with you and possibly return to the judging team for more information. The Problem Captain may be brought into the discussion. If you and the team are not satisfied with the judging team's explanation or feel you were penalized unfairly, you may ask for a **TRIBUNAL**. Try to find Freda and talk to her before you take this step. Full tribunal directions are in this packet.

- t. Several times throughout the day check the TEAM PENALTY/CONTACT BOARD. If your team's name is on it, find out why. If we have to change a score or penalize a team for a worker/judge no-show, you need to know it and fix the situation.
 - u. Repack your props and enjoy. Shop at sales, watch other teams, eat, and have fun.
 - v. Attend the awards ceremony to see the scholarship winners and to feel like a winner for solving the problem!
7. **TRASH**– Pasco County Schools insists that we reduce our trash footprint. Props and backdrops should go home with the team for disposal. Each “tent site” is expected to collect and bag its own trash. We will have bags for you if needed. Several of our volunteers will be assigned to trash monitoring. They will take your filled trash bags to the dumpsters. **TEAMS CAN ACCESS THE DUMPSTERS AT ANY TIME.** If a trashcan is filled, do NOT stack trash next to it. Clean up after yourselves in the restrooms. If you make a mess putting on glitter, makeup, etc., clean it up. Bathrooms have hand dryers, not paper towels, so bring some or a towel to clean up.
8. **BANNERS** – Each SCHOOL (not team, not membership) should create/provide a banner for the Odyssey awards ceremony. **THIS IS NOT THE MEMBERSHIP SIGN REQUIRED BY THE PROBLEM.** It should be NO larger than four (4) feet wide by five (5) feet tall. It must have the school's name in large letters that can be seen from a distance. It may have other decorations or information, and be any color, fabric, material, etc. that the school deems appropriate. For those schools that don't make or forget to bring their banner, paper and markers will be provided to make one onsite the day of the tournament.
9. **PARADE OF CHAMPIONS** – BEFORE the awards ceremony, each school will designate TWO banner carriers to bring in the school's banner during the awards ceremony. An adult can help the carriers get the banner to the line up outside the gym. The banner carriers will parade in front of the audience and then take the banner to where their membership is sitting. Fold it up and keep with the membership during the ceremony.
10. **Check the website weekly between now and tournament.** Any breaking news will be posted there. Email Freda with questions: fabercro@pasco.k12.fl.us. Need her day of tournament: 813-924-0850 (texting works well).

Awards Ceremony follows the tournament by a couple of hours. Best guess is 4:30 to 6:30pm. Please make sure the team attends. It's our best chance of helping them ALL feel like winners. **DO NOT LET ANYONE PREJUDGE THE TEAM AND ASSUME THEY WON'T BE GOING ON TO STATE.**

THE NIGHT LIFE TEAMS – SPECIAL INFORMATION

The point of the Odyssey primary program is to train young creative problem solvers in all the expectations and rules of Odyssey of the Mind without the pressure of competition. Primary teams do everything the bigger kids do with a few exceptions:

- 1) Feedback is given to the coaches in the form of stars rather than points. Coaches pick up the feedback shortly after the team performs.
- 2) Coaches also receive feedback on the team's spontaneous performance, something competitive teams don't receive.
- 3) There is a separate awards ceremony for primary teams. Every team member will receive a ribbon.
- 4) Teams who want to go to state put their team slip in the dolphin box. The orange slip of paper will be paperclipped to the outside of the registration packet that coaches pick up in the morning. Just print the coaches' names on the paper and put it in the dolphin box located at information. This must be done prior to the beginning of the PRIMARY PARTY.
- 5) After all teams are called and given their ribbons (and cookies!) a drawing is held to determine the primary teams that will represent the Gulf Coast Region at the state tournament in Orlando. Coaches of those teams must meet with Freda as soon as the party is over to complete paperwork and get information.
- 6) There is no additional tournament fee for primary teams who go to state.
- 7) After the primary party, primary teams can go home. If they attend the main awards ceremony, they sit in the stands, not on the floor with the older teams.

So what's the same? Everything else:

- ⇒ NO OUTSIDE ASSISTANCE ALLOWED. The kids solve and do it all.
- ⇒ All paperwork is required: style (4 copies), outside assistance (1), cost form (1), team required list (4 copies)
- ⇒ All team members get a participation pin.
- ⇒ Adults can help carry props. They can't put them together or give direction on how to do so.

T-MINUS THREE WEEKS OR SO AND COUNTING

WHAT TO DO BETWEEN NOW AND THEN in no particular order

1. Practice spontaneous.
2. Play the What If? game OFTEN.
3. Re-read the problem.
4. Start the paperwork: gather receipts, choose style categories, etc.
5. Schedule the after – tournament party.
6. Have a parent meeting to go over tournament day expectations and schedule.
MAKE SURE THEY UNDERSTAND SCORING AND HOW TEAMS ARE CHOSEN TO GO ON TO STATE.
7. Choose a banner carrier.
8. Make or locate banner (last year's?).
9. Check in with worker and judge. Thank them, and make sure they're going to be there as scheduled.
10. Practice spontaneous. Make sure you know the new procedure!
11. Re-read the problem.
12. Self score using scoring section of problem.
13. Practice spontaneous.
14. Prepare an emergency repair kit.
15. Make a list of what to bring; add to it at each meeting.
16. Update meeting schedule if necessary.
17. Re-read the problem.
18. Check for clarifications weekly, daily if possible.
19. Check the Gulf Coast website for updates.
20. Finish paperwork. Make copies. Create spare sets.
21. Play the What If? Game.
22. Practice, practice, practice.
23. Meet with families to go over tournament expectations, parking, schedule, etc.
24. Invite the principal, the neighbors, everyone to come and watch. Spread the word about Odyssey fun. Alert the media!

What to Bring to the Tournament – advice from coaches

Well, there's no point in bringing your mind --- you'll just lose it before the day's over. J. Donna in Atlanta

Team members? and a bottle of aspirin, plus money for souvenirs and snacks. And then there's all that paperwork stuff too...
Pat E

We post a large index card the last couple of weeks prior to competition with the heading "First Aid Kit". As the kids think of items they might need they list them on the card. About two days before the tournament a team member packs the items on the list into a small cosmetic suitcase purchased from Goodwill. This puts the responsibility on the team members. It also helps them think about what worst case scenarios may arise and how they will handle them. Our team always takes their first aid kit to the pre-staging area. Because they have packed the kit they know where to look for needed items and can get them out quickly. Their kit has saved them more than once!

I make my own coach's first aid kit: team member's emergency contact information, extra film, camera/flash battery, bottle of water, Advil, my good luck penny! :-), Kleenex (tears of pride or happiness that it's all over?)
Mary Rutherford, North Carolina Odyssey of the Mind

Photocopy of forms the team intends to turn in plus a set of blank forms in case they need to modify what is on a form. For instance, if the prop they had listed on the style form gets run over in the parking lot and they need to substitute something else. Send the extra copy of completed forms in a separate car.

We usually had an extra power cord in the car. The problem captain is supposed to supply that, but it may not be as long as you want. (or may not be there). ALWAYS have a copy of the problem, current clarifications, and Program Guide. IMHO any coach at a tournament without these is a sloppy coach.

Spare batteries and chargers if appropriate. All the spare "fix it" stuff for last minute repairs; string, wire, tape, glue, glue gun. It was usually a team project to collect and pack their emergency repair kit. If something broke, they knew what was in the kit; coach was not even consulted. This helped them think immediately of how to fix the problem. - Tom

The first thing to have is a checklist of what you're bringing. Besides that, a couple of extra copies of all the forms... some filled out and some blank. My team would usually also

bring photos and their working drawings or props, backdrops, etc. to share with the judges after the performance. On a related note... the coach may want to let the kids and parents know that souvenirs will (generally) be available for sale.

#1 Has to be duct-tape. We always brought along a box of spares and tools, plus assorted tape. Snacks are always good too!

Tim Perkins

We never forget our "first aid" kit - duct tape, pipe cleaners, glue, string, scissors, anything you think you may even remotely need to fix up anything.

And those forms...I'm happy to see I'm not the only one to have several sets... AND I also send at least one set in a different car with another set of parents. And DO NOT forget ANY clarifications your team sent for. A couple days before the tournament, we make out a checklist of things we need to bring. It helps, because in the 24 hours before a competition, your brain stops working! And one last thing - which I'm sure all of you will remember - your enormous pride you have for your team....what a great feeling! Good luck to all of you!

Linda from PA

What To Bring:

Some years we have had "one last run through" in the driveway and then loaded all that material in the cars so we didn't forget a prop. With our technical teams, we bring a tool box that has the usual tools they might need and some spare parts in case something gets bumped (it always does) on the way. For Balsa, they try to have a spare structure, some spare wood and quick drying glue, and a hair dryer to warm it up before weigh in.

Most teams have team (or school) t-shirts, a banner for the opening, and snacks (unless the band is selling stuff at the tourney). If you don't, the kids might feel left out. In our state, each team must also bring a cake for the state sponsored cake walk (helps with costs and the kids "eat it up").

Paperwork - Several sets are needed. They will lose at least one set, they will turn one set in and it may get lost there, if there is a later dispute they want to see a set and then you want the last set so there is something to refer to in preparing a set for the next level. Also, bring some blank forms to help out the new teams you meet (happens at every tournament).

Chuck

SHARE THIS INFORMATION WITH YOUR TEAM!

TOP TWENTY QUESTIONS TO ASK YOUR TEAM IN THE WEEK BEFORE THE TOURNAMENT

20. Have you filled out a Cost Form and do we have photocopies of any receipts and at least one (plus one more “back-up”) copy of the form?
19. Have you filled out the Style Form and made 4-6 photocopies (4 copies + auxiliary back-ups)?
18. Have you two copies of the Outside Assistance form (1 copy + back-up)?
17. Do you have any other required lists (as specified in some problems) and extra copies?
16. Do you have any team clarifications you need to give the judges? Have you made copies?
15. Is the team membership sign “legal” and will it (they) be visible the entire performance?
14. Do all parents (and family members) know how to get to the tournament and what time to arrive?
13. Do we have a camera to take pictures? Would a team member like to be in charge of that?
12. How can you be sure you won’t go overtime?
11. What if the scenery (or props) fall down?
10. What if someone forgets his/her lines?
9. Who is going to do a verbal spontaneous problem?
8. Who is going to do a hands-on spontaneous problem? Verbal/hands-on?
7. Do we have a master packing/To Do list and a person in charge of making sure everything we need, including the fix-it kit, arrives at the tournament on time?
6. Does everyone (including family planning to attend) know our schedule?
5. Do you all have watches you can wear, if possible, that will not “beep” during spontaneous?
4. How can we show our Odyssey of the Mind spirit and good sportsmanship?
3. Do all parents understand the Outside Assistance rules (including on Tournament Day?)
2. Does everyone know that our team is a great team and you are all winners, because you have won knowledge, skills and abilities that you will keep all your lives?
1. And lastly, Coach, two questions for YOU: have you planned a party or reward one day soon for this group that has worked so hard all year? And have you planned a rest period for yourself the day after the Tournament?? Take a good look at how far this team has come and then remind yourself that it is the process, not the score on the day of the Meet, which they will remember FOREVER.

Odyssey of the Mind Coaches & Judges Share “Things I Wish Someone Had Told Me”

“I wish someone had told me that team members always pull through the day of competition. They face any problem they encounter on that day, as a team and with a maturity that makes you forget all the stress and all the bad moments you had. The way they behave themselves on competition day makes you, as a coach, so proud that you figure: ‘All these months were not so bad after all, I can do this again next year!’”

“That there's nothing mysterious about Spontaneous. It seemed so secretive and scary to the kids. The judges are all volunteers and folks just like the coaches. A copy of the problem is placed on the table for the kids to read and use as reference and if a solution does not break the rules of conduct for Odyssey of the Mind and is not specifically prohibited by the problem, go for it.”

“I wish I knew how important practicing spontaneous is. The difference between places at competition can be very directly related to how well a team does in spontaneous!”

“I wish I knew most of the actual work gets done in the last couple of weeks. For years I gave up every Saturday until last year when I was coaching two teams. They each got every other weekend and both got done on time.”

“I am a Spontaneous Judge. It breaks my heart to see the kids so frightened to be in the presence of the "THE SPONTANEOUS JUDGES" As a Judge I always do everything I can to get the kids relaxed before we start. At worlds last year I had a pink flamingo finger puppet sitting on my clipboard. If there were kids who needed it Phyllis would give them a little peck on the cheek (she got a work out). Judges are there because we love kids; we don't get any pay except the joy of seeing so many creative kids doing such amazing things. For me that is payment in full!”

“If I could suggest something for all new coaches and especially coaches for Division 1 teams. Please don't let the fact that you can't be with them get you nervous and upset, the kids will pick up on that and go into the spontaneous area with all of your worries added to their own.”

“As so many people have said, you need to practice all types of spontaneous problems on a regular basis. Get your team comfortable with the idea of thinking on their feet, and don't forget that many Spontaneous problems have a score for teamwork. If they have never competed be sure to tell them what to expect once they are in the room with the judges. When you practice don't forget selecting their five participating team members. It would be outside assistance for the coach to make this decision in advance. Let them figure it out as part of your practice sessions. (a hint on practice: nothing builds confidence like success. When they fail to solve a practice problem, let them try again.)”

“Assure them that while spontaneous is an adventure into the unknown, that is just part of what makes it spontaneous. Please remember that we as judges want every team to do their very best; we will do our best to be fair and consistent in our judgments. The best thing you can do is prepare them well, and smile when they go! ”

“I consider sportsmanlike conduct towards the other members of the team an essential part of teamwork. Spontaneous can be nerve-wracking for members who have to sit patiently while a team member is stuck (mind goes blank).”

“Don't forget there is an award for competitors/teams who exhibit extraordinary "Omership", to coin a word. Those who exhibit all (or a good portion) of the qualities OotM hopes to instill and/or draw out in a participant qualify to be nominated for OMER's Award.” Anyone can put in a nomination.

“It breaks my heart to see teams who obviously just don't "get it" and try to perform at each other's throats. A relaxed attitude and a pleasant, heartfelt smile of encouragement from a team member goes a lot farther towards breaking a brain cramp than glares and impatient sighs.”

“One thing I wish I had known as a first-year coach last year was that the coaches should pick up their team scores within a half hour after the scores are posted. I coached two teams last year. After the awards ceremony, I picked up our envelopes with the final scores and found a mistake on the first team's score sheet...a mistake I could have had corrected if I had known about doing that. At least I learned from my mistake and won't be making the same mistake this year!!”

“Knowledge of the scoring process (not only what's in the "rule book" but actually understanding HOW scoring happens) is one of the most critical things a coach and team can learn.”

Interpreting your RAW Qualifying Tournament Scores:

You will receive long term, spontaneous and style RAW scores, meaning that they are not scored in relation to the other teams. What does a score of 5 out of 10 mean? Is that a bad score?

Five out of 10 does not necessarily mean that your team did poorly on the task. It is critical to view the score from the Judges point of view.

Scoring Scale: If a category is 1-10 **some judges** will mentally use a grid that looks like this-

- 1- totally missed the mark
- 3- needs a lot of work
- 5- is ok
- 7- is pretty good
- 10- outstanding

However, **some** judges will not award a 10 because if they see a better solution later in the days judging they have nowhere to go! They can't give an 11.

If your team receives a score of less than half the available score, then they should concentrate on those items if going on to the next level.

How do you help your team figure out where to spend their time?

1. Work backwards from the scoring grid for your problem. Take a look at each score and check it against your tournament raw score. Then ask these questions about each of those low scoring items:
 - Was this item so unfinished that the judges were unable to score it properly?
 - Did we completely misunderstand what we were supposed to have done?
 - Did the judges understand what we were presenting?
 - Were the forms clearly written so that the judges knew exactly what we wanted judged?
 - Did we explain to the judges anything they may have missed?
2. READ the Program Guide for explanations
 - Spirit of the Problem
 - Over-time
 - Copyright
 - Membership sign
 - Forms (what you need is listed in your problem and don't forget the form in B13 (required list) (even though it says you 'should' provide it – do it! It makes the judges job that much easier) Structure teams do NOT have a required list.
 - Rules that Apply to all Problems: things you can and cannot do

Some of your low scores can be avoided if, when reading the scoring grid and problem you ensure that you look up any words that are *italicized*. These words have specific Odyssey of

the Mind definitions that will be found in the Glossary at the end of your problem and/or in the Program Guide Glossary.

A reminder about Outside Assistance: Watching other teams perform has hopefully helped your team understand how Odyssey looks and inspired everyone to improve their solution, but don't COPY anything you saw as that would be outside assistance. In any case just because you saw another team do something doesn't mean that it's 'right' - you never know - the team may have received a penalty for what they did.

IMPORTANT INFORMATION FOR ALL

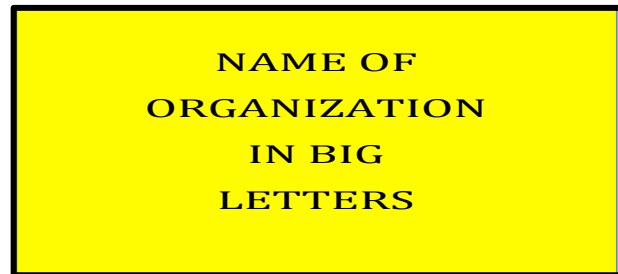
- No manipulation of lights is allowed at regional or state tournament.
- All weapon-like props must look UNQUESTIONABLY FAKE.
- No roller skates (wheels) on humans; vehicles, yes; humans, no.
- "Hover Boards" and DRONES are not allowed on campus.
- No confetti allowed; streamers only in performances
- Weigh-in takes time; check in about 45 minutes early.
- Designs for next year's state pins are being solicited from the kids. If you have an idea, submit it to the Regional Director by April 1.
- Team introductions must be done from the staging area and may not exceed 30 seconds. Keep it brief; impact on schedule is noticeable.
- CELL PHONES – COLLECT THEM AND TURN THEM OFF FROM THE TIME YOUR TEAM ENTERS STAGING UNTIL DONE PERFORMING.
- Relax, they'll get it together in time.

SCHOOL BANNERS

We start the awards ceremony with a celebration of champions, which showcases every organization that sends a team to competition. Each main **MEMBERSHIP** (not team, not B or C memberships) should create a banner for the Odyssey awards ceremony.

- ★ It should be NO larger than four (4) feet wide by five (5) feet tall.
- ★ It must have the **MEMBERSHIP'S** name in **LARGE** letters that can be seen from a distance.

It may have other decorations or information, and be any color, fabric, material, etc. that the school deems appropriate.



Banners will be hand carried by one to two team members during the opening of the awards ceremony. They will NOT be displayed on holders as in years past. The banner will stay with the membership.

For those memberships that don't create or forget to bring their banner, paper and markers will be provided to make one onsite the day of the tournament. Please decide the banner carriers prior to the day of tournament.

STATE TOURNAMENT ELIGIBILITY

FORMULA TO DETERMINE THE NUMBER OF TEAMS INVITED TO STATE:

1. Determine the total number of teams for each problem/division in the state.
2. Determine the total number of teams invited to the State Tournament for each problem/division based on a maximum number of 18 teams per problem/division, except as described in step 8 below.
3. Divide the number of teams calculated in step 1 into the number of teams per region for each problem/division.
4. Using the numbers determined in step 3, multiply these numbers by the total number of teams invited to the State Tournament.
5. This will equal the number of teams from each region invited to the State Tournament. All First-Place teams from each region will be invited to the State Tournament. (For each of the long-term problems, the number of teams invited to the State Tournament is based on the number of teams participating in that problem and division.)
6. In addition, a region which has more than one judging team for a single problem/division as described in the Judging Teams section of these Standing Rules shall have its allocation adjusted upward to ensure an equal number of teams advance from each group.
7. **In addition to the teams invited to State based on score placement, competitive teams and individuals on competitive teams receiving a Ranatra Fusca Award in either the long-term problem or spontaneous will be invited to the State Tournament.** In the event that a Primary team receives a Ranatra Fusca Award it will not affect the eligibility of those teams to advance to the State Tournament.
8. In the event that the number of teams statewide registering for a single problem/division is at least 15% of the total statewide registration among competitive teams (excluding Primary teams), there shall be a second Judging Team established at the state tournament for that problem/division, and the maximum number of teams invited to the State Tournament for that problem/division ONLY is 36. Otherwise, all other State Tournament Eligibility rules remain the same.

HOW MANY TEAMS CAN WE SEND TO STATE IN 2024?

Region: Gulf Coast						
		Primary	Div I	Div II	Div III	Total
Problem 1	Drive-In Movie	0	4	0	4	8
Problem 2	AI Tech-No-Art	0	4	1	1	6
Problem 3	Opening Night Antics	0	3	2	5	10
Problem 4	Deep Space Structure	0	2	2	2	6
Problem 5	Rocking World Detour	0	5	2	5	12
Primary	The Night Life	3	0	0	0	3
Total		3	18	7	17	45

Florida Odyssey of the Mind Association, Inc.
REQUEST FOR PROBLEM INTERVENTION

General Procedures:

If you cannot resolve on-site problem concerns regarding rule interpretation or irregular procedures with the Head Judge and Problem Captain, you may use the following form to ask for a tribunal review. Please prepare it carefully, stating clearly what your specific concerns are. Be very specific as this document will be the basis for the Tribunal. When you have stated your concern(s), return this form to the Head Judge or Problem Captain. (**Note: No request will be considered unless it is signed by the Problem Captain.**)

The Judges' Role:

Upon receiving a completed Request for Problem Intervention form, the Problem Captain will sign it and deliver it to the Regional Director at a regional tournament or the Association Director at the State Tournament, who will assemble the Tribunal Panel per the procedures outlined in the Standing Rules. **A Tribunal will proceed only after the Tribunal Panel has determined, based on this form, whether it is being asked to consider a rule interpretation question or an irregular procedure. Per the *Odyssey of the Mind Program Guide*, a Tribunal will not consider subjective scoring questions or factual questions concerning the team's solution** (e.g. whether or not a task was completed).

The Coach's Role:

Once you submit a Request for Problem Intervention form to the Head Judge or Problem Captain, you will be notified by the Problem Captain or Tribunal Chair where and when the Tribunal will be held. The coach (or Team Captain for Division III or Division IV teams) is to remain available (outside the designated area of the Tribunal) to answer questions and to be advised of the decision delivered by the chair of the Tribunal.

Once the Tribunal has made a decision, that decision will be final, unless further information not available at the time the decision is rendered comes to light (per the *Odyssey of the Mind Program Guide*). Such information must be submitted to the Regional Director or the Association Director for their final ruling. As a Tribunal cannot determine facts like whether a vehicle crossed a line or whether a task was accomplished, any video presented will be for context only, and not to dispute a determination of the judging team as to these elements.

Procedures:

- Only Tribunal Panel members are in the tribunal room at all times during the session. The Problem Captain and coach or Team Captain will be brought in separately by the Tribunal Panel as needed. If a Tribunal is convened, the Problem Captain will notify the score room and the Regional Director or the Association Director, as applicable, immediately.
- The Tribunal's job is to determine the Spirit of the Problem as the guideline for a decision.
 - Review the written Problem Intervention form.
 - Refer to the *Odyssey of the Mind Program Guide* as needed.
 - Review the Long Term Problem specific to the issue.
- The Tribunal Panel is composed of three members:
 - At the State Tournament:
 - The Chair (State Problem Director, or Assistant Association Director if the State Problem Director is unavailable)
 - One non-affiliated State Problem Captain
 - One non-affiliated Regional Director
 - At a Regional Tournament:
 - The Chair (a regional board member, other than the Regional Director or affiliated Regional Problem Captain, appointed by the Regional Director)
 - One visiting State Board Member (or, if unavailable, one non-affiliated regional board member)
 - One non-affiliated Problem Captain (State or Regional)
- Affiliated Problem Captain or State Problem Captain will remain available to:
 - Answer questions asked by the Tribunal
 - Present appropriate clarifications or other information requested by the Tribunal.
- Coach and Team Members:

- Clearly write your concerns as requested by the Tribunal. Remember this document will be used as the basis for the Tribunal inquest and decision, and new arguments may not be added later, unless new information comes to light as set forth above.
- Be available to answer questions as requested by the Tribunal.
- The Tribunal Panel will hear information in the following order:
 - After convening, the Tribunal Panel will review this form to determine whether the issue raised is something that can be decided by a Tribunal. If not, they will notify the Coach/Team Captain, the score room and the Regional Director or Association Director and disband.
 - The Tribunal Panel will then hear information and argument from the Coach or Team Captain (or, at the Tribunal Panel's option, from team members) for an allotted period of time which should not exceed **10 minutes**. This includes time for the Coach or Team Captain to explain the situation and the team's interpretation of the rule. After the team's position is detailed, the Tribunal Panel will then have the opportunity to ask questions of the Coach/Team Captain, or team members, as may be necessary to clarify the team's position.
 - The Tribunal Panel will then hear information and argument from the Head Judge for the same period of time allotted for the team's presentation, which should not exceed **10 minutes**. During this time the Head Judge must present the judges' interpretation of the specific rule and the basis in the Problem or Program Guide for that interpretation.
 - If there are relevant differences in the Coach/Team Captain's presentation of the facts and the facts observed by the Head Judge, the Tribunal Panel may ask either for additional clarification. There will not be additional time for arguments or discussion of rule interpretation.
 - The Tribunal Panel will deliberate and come to a conclusion promptly (in most cases, no more than 20 minutes) after hearing the issue at hand.
- The Tribunal Chair will write the decision to share with the Regional Director or Association Director and personally discuss it with the Team Coach. A copy of the written decision will be provided to the Score Room.

Examples:

- The judging team awarded 0 score for a scoring category that said the Hunter character must look for a machine but not recognize it. The team presented a solution where the Hunter character looked for and found the machine, but thought the machine was another hunter. The team believes it should be awarded score. This issue is acceptable for a Tribunal to decide (rule interpretation).
- The judging team assessed a penalty because a team member touched the vehicle while it was in a zone where it was required to operate without being touched by a team member. The team believes that the vehicle was outside of that zone when the touch occurred. This issue is not appropriate for a Tribunal (whether or not something was in a certain area).
- The judging team awarded 3 out of 10 points for the creativity of a required dispute. The team believes that their solution was highly creative. This issue is not appropriate for a Tribunal (subjective score).
- The judging team awarded 0 score for a required character because the team did not adequately describe the character on their Team List Form, and the Staging Area Judge did not notice the omission and give the team a chance to correct it. The team agrees they forgot to list the character, but they identified the character to a Style Judge after the performance. This issue is acceptable for a Tribunal to decide (irregular procedure).

(Please complete the Problem Intervention Form on the next page and submit it to the Head Judge or Problem Captain.)



Tournament Day Testing Procedure

Problem 4 – Deep Space Structure

Weigh-in:

- 1) At least 60 minutes before its performance time, **or at some competitions a designated specific time per C2 (teams should check with their tournament director)**, the team will report to weigh-in and must bring their structure and, if used, their glue. The structure will be weighed and measured by team members for limitations under B6 thru B9 as directed by Weigh-in officials. (C2 and C4).
- 2) If needed to meet specifications teams will be given an opportunity to make corrections under C3. Corrections must be completed no less than 20 minutes before their scheduled performance time.
- 3) During weigh-in if the team decides to substitute a second or backup structure for the first one submitted, time for weigh-in will continue from the initial check-in time. Time does **not** start over.
- 4) At the conclusion of the structure being certified for weight testing and at the direction of officials, the team will place the structure into a judging team provided paper bag or a team provided container approved by officials, and attach the Weigh-in Checklist. (C4)
- 5) The structure will remain with Weigh-in officials until a team member accompanied by an official returns to retrieve the structure.
- 6) After the performance officials will return the structure to weigh-in. (B9)

Staging:

- 7) The team is **not** allowed to remove the Weigh-In Checklist from the structure bag or container until directed by a staging area official. (C5). Teams will be reminded that Weight-Held officials will communicate with the team, and in D1 and D2 the adult assistant if one is used, during the performance for safety concerns and as needed regarding structure testing limitations or procedures.

Testing:

- 8) At any point after the Timekeeper announces "Team Begin" the team may start their performance and test the structure.
- 9) The team is allowed to touch and adjust the structure while placing the Crusher Board on it and while placing the 1st metal weight onto the Crusher Board. They are not allowed to touch the structure once the team begins to place additional weights. (C11). Weight-held officials may speak to team members (and the adult assistant in Divisions 1 and 2) during the process of placing weights.

If you want to nominate someone for an OMER's AWARD, complete this form and email it to Freda prior to tournament or turn it in before 1:00pm on tournament day. What you write in the "Reason for Nomination" section **will be read aloud** at the Award's Ceremony.

OMER'S AWARD NOMINATION FORM

Long-term Problem _____

Division _____ Membership Name _____

Member Number _____ City _____

Judges _____

NOMINATION FOR:

Circle one: **LONG-TERM** **SPONTANEOUS** **OTHER**

Circle one: **TEAM** **INDIVIDUAL**

NAME OF TEAM OR INDIVIDUAL:

NOMINATION MADE BY:

Circle one:

LONG-TERM JUDGE(S) **SPONTANEOUS JUDGE(S)** **OTHER** **OFFICIAL**

May be given to coaches, team members, parents, officials or others who serve as positive examples or role models through their actions and words, or to team members who exhibit exceptional skill, as opposed to creativity. It is awarded to individuals who exemplify the spirit and philosophy of the Odyssey of the Mind, or to teams/team members who exhibit exceptional talent, outstanding sportsmanship, and/or astounding teamwork.

Reason for Nomination (PLEASE PRINT OR WRITE CLEARLY):



In-Person Competition Procedures



WHO WILL COMPETE:

ALL team members (up to 7) are encouraged to participate. This will apply to verbal, verbal/hands-on, and hands-on problems.



VERBAL & VERBAL/HANDS-ON PROBLEMS:

There will be a limited number of TEAM responses. Responses will be tracked using “tokens” that are randomly scattered on the table to start the problem. “Tokens” could be plastic discs, poker chips, coins, etc



GIVING RESPONSES:

Team members will select a token, place it in a container, and give a response. Team members may respond in any order. Individual team members may give as many or as few responses as the team wishes.

For ALL TYPES of problems, team members should listen closely to the directions for their specific problem.

Questions?

Contact spontaneous@odysseyofthemind.com



Changes for 2023-2024

1. Chapter II/Under Community Groups:

(page 15)

Established community groups and **businesses** such as Rotary, church groups, libraries, etc. may purchase a membership under the group's name. ~~A community group may not be organized for the sole purpose of competing in Odyssey of the Mind, that is, it must have an established mission other than participating in the program.~~

2. Chapter V Rules that apply to all problems

- Rule #15/pg 37 sentence added at end: This is subject to change according to rules at different tournament site locations. If there's a question about part of a solution, teams should ask the Tournament Director if something is allowed or disallowed at the venue.
- Rule #17/pg 38 Drones added.
- New Rule added #28: The use of Artificial Intelligence (AI) technology for any part of a team's solution is considered Outside Assistance.
- Assigning Cost now #29.
- Exempt items/pg 44 paragraph:
These must be listed along with everything else on the Cost Form but with \$0 assigned to it. ~~Anything not listed below that is used in the presentation of the team's solution must be shown on the Cost Form.~~
- Penalty Categories: Incorrect or Missing Membership sign new point deduction noted (Incorrect -2, Missing -5)
- Over Time Limit new point deduction noted (-1 point for every 2 seconds or fraction thereof)

3. Glossary

Self-contained definition slightly amended – every aspect of a required component is independent of anything external. For example, if a self-contained item must travel, all parts of the item will travel – unless AC power is **specifically allowed in the problem's limitations**. If a team uses AC power, the cord providing the energy is allowed to remain plugged in and does not need to move as part of the solution. The cord does not count towards score.

4. Basic Updating

Any other area with a date/year was updated and the Spirit Award Winner was changed to 2023 Winner Dr. Lisa Hackney.

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Prohibited Items

(Program Guide, pgs. 34-40)

Prohibited Items

The following items are prohibited per the Program Guide. Teams will not be allowed to bring these items into the competition site or include them in their solution.

Page 34

Real Animals

Page 35

Items to be thrown into the audience

Nudity, profanity, vulgarity, violent acts, and ethnic/racial slurs

National anthems or official pledges

Page 36-37

Weapons or team-created replicas of weapons that are easily mistaken for real weapons

Page 38

Items that may damage the facility or cause injury to anyone

Unsafe chemicals & reactions (including Mentos candy with soda)

Lighter-than-air balloons (e.g. helium) that are not sufficiently tethered and/or weighted down

Drones

Excessively hot or cold items (including dry ice)

Items that leave residue (some types of fire extinguishers, some types of fog machines, etc.)

Internal combustion engines

Flammable fuels

Page 39

Smoke bombs or similar items

Fires of any form (including lighted candles and sparklers)

Liquids that can stain or cause other floor damage

Emergency response alerts (i.e. fire/smoke alarm)

Hoverboards

E-cigarettes and Vape Pens

Capacitors for batteries

Page 40

Permitted batteries are only those that are unmodified, commercially produced sealed batteries. The combined measurement of any commercially produced battery, battery pack or battery charger is limited to 15". See Program Guide for more details.

Exempt Items

(Program Guide, pg. 44-45)

Exempt items

Certain items are exempt from being counted in the cost as long as they remain intact and are used for their intended purpose. These are items considered accessible to all teams without a cost associated with them. They are limited to the following items. These must be listed along with everything else on the Cost Form but with \$0 assigned to it.

- (1) **Extension cords and multiple plugs.**
- (2) **Batteries.**
- (3) **Chairs, stools, tables and desks.**
- (4) **Jewelry** such as **wristwatches, earrings, rings, etc., and street clothes that do not enhance the solution or contribute to a costume.** Remember, if a team is wearing identical street clothes such as matching shirts, they would count towards cost because they appear to be a uniform, therefore enhancing the solution.
- (5) **Problem-specific shirts sold by CCI at www.odysseyofthemind.com/shop.**
- (6) **Trash items** - items that are usually discarded such as cardboard cartons, milk containers and scraps of wood that may be altered from their original state are exempt from cost. Used materials that are recyclable and have value such as a deposit are considered trash materials and are exempt from cost.
- (7) **Tool kit** - Tools used as intended to build and/or repair any part of the solution that do not enhance the performance. For example, a screwdriver used to repair a prop is exempt unless the appearance of the screwdriver and/or the way the screwdriver is used enhances the performance. The tool kit must be in the Staging Area when time begins and may be used on the competition site for setting up the performance or for repairs. If, at any time, their appearance or the way they are used positively impacts the performance they are no longer exempt and the team will receive a Spirit of the Problem penalty.

Note: Items such as storage bins, casters, or dollies may be used to move props from the Staging Area to the competition site, as long as they are not used in the presentation. They must be removed immediately after the item they are moving is placed in the competition area. If they are not, their cost will count in the problem solution.

Safety items exemptions

The following safety items are exempt from cost:

- (1) Personal prescription items of team members such as eyeglasses and hearing aids.
- (2) Floor coverings, such as drop cloths, that are used only to protect the floor, or mats used to prevent injury to a team member.
- (3) Required foot coverings that are worn as they are commercially produced. If anything is added to the foot coverings, the value of the additions must be counted. This exemption does not apply to shoes with built-in wheels. These must be counted in the cost and must also be approved for use in the competition facility by the Tournament Director.
- (4) Safety glasses

Assigned Value Items

(Program Guide, pg. 44)

Assigned value items

The following items must be intact and used for their intended purpose. If they are decorated, the cost of the decorations will be in addition to the assigned value. The following list shows the categories of items and their assigned value.

- (1) Commercially produced musical instrument and its case, including **required** peripherals such as a stand, amplifier, and speakers.
VALUE: \$5 or actual cost if less.
- (2) Any type of audio or video recorder or player and speakers to hear the sounds if applicable.
VALUE: \$5 or actual cost if less. A phone playing sounds through Bluetooth speakers is also \$5.
- (3) Audiovisual cart.
VALUE: \$5 or actual cost if less.
- (4) Laptop or desktop computer system (including monitor, keyboard and connecting cables). Smartphones are considered computers.
VALUE: \$10 or actual cost if less.
- (5) Projector of any type.
VALUE: \$10 or actual cost if less.
- (6) Television set or monitor (not used in conjunction with a computer).
VALUE: \$10 or actual cost if less.
- (7) 3-D Printed Items: 50 cents for every ounce of printed plastic.
- (8) Robotic controller: \$20



MENU

Hamburger	\$5.00
Hamburger Meal	\$6.00
<i>Includes Burger, Drink and Chips</i>	
Cheeseburger	\$5.00
Cheeseburger Meal	\$6.00
<i>Includes Burger, Drink and Chips</i>	
Hot Dog	\$4.00
Hot Dog Meal	\$5.00
<i>Includes Hot Dog, Drink and Chips</i>	
Pizza by the slice	\$2.00
Drinks:	
<i>Soda, Juice</i>	\$1.50
<i>Coffee, Water</i>	\$1.00
Bagel w/cream cheese	\$1.50
Muffins – 2 pack	\$1.50
Fruit	\$1.50
Chips	\$1.50
Cookies	\$1.50

2024 GULF COAST ODYSSEY OF THE MIND REGIONAL TOURNAMENT

Name	mem#	team	div	LT Time	Spon. Time
ACADEMY AT THE LAKES	17709	1: DRIVE-IN MOVIE	3	8:30 AM	10:30 AM
ACADEMY AT THE LAKES	17709	2: AI TECH-NO-ART	3	12:40 PM	10:10 AM
ACADEMY AT THE LAKES	17709	3: OPENING NIGHT ANTICS	3	11:00 AM	9:00 AM
ACADEMY AT THE LAKES	17709	5: ROCKING WORLD DETOUR	3	10:00 AM	1:30 PM
ANCLOTE ELE SCH	31296	2: AI TECH-NO-ART	1	9:30 AM	12:50 PM
ANCLOTE ELE SCH	31296	3: OPENING NIGHT ANTICS	1	11:00 AM	8:40 AM
ANCLOTE ELE SCH	31296	5: ROCKING WORLD DETOUR	1	10:20 AM	8:40 AM
ANGELINE ACADEMY OF INNOVATION	50361	3: OPENING NIGHT ANTICS	2	10:00 AM	8:00 AM
CHARLES S RUSHE MIDDLE SCHOOL	37265	4: DEEP SPACE STRUCTURE	2	9:30 AM	1:10 PM
CHARLES S RUSHE MIDDLE SCHOOL	37265	5: ROCKING WORLD DETOUR	2	11:00 AM	1:50 PM
CLASSICAL PREPARATORY SCHOOL	45287	3: OPENING NIGHT ANTICS	2	8:30 AM	11:10 AM
CLASSICAL PREPARATORY SCHOOL	45287	4: DEEP SPACE STRUCTURE	3	10:00 AM	8:00 AM
CONNERTON ELEMENTARY SCHOOL	39750	1: DRIVE-IN MOVIE	1	1:40 PM	10:50 AM
CONNERTON ELEMENTARY SCHOOL	39750	2: AI TECH-NO-ART	1	11:00 AM	9:20 AM
CONNERTON ELEMENTARY SCHOOL	39750	5: ROCKING WORLD DETOUR	1	9:00 AM	1:10 PM
CONNERTON ELEMENTARY SCHOOL	39750	6: THE NIGHT LIFE	1	12:40 PM	9:50 AM
DAYSPRING ACADEMY A	32078	1: DRIVE-IN MOVIE	1	1:20 PM	10:30 AM
DAYSPRING ACADEMY A	32078	2: AI TECH-NO-ART	1	10:00 AM	8:00 AM
DAYSPRING ACADEMY A	32078	3: OPENING NIGHT ANTICS	1	8:30 AM	12:30 PM
DAYSPRING ACADEMY A	32078	3: OPENING NIGHT ANTICS	2	9:00 AM	12:50 PM
DAYSPRING ACADEMY A	32078	3: OPENING NIGHT ANTICS	3	10:40 AM	8:40 AM
DAYSPRING ACADEMY A	32078	5: ROCKING WORLD DETOUR	1	8:00 AM	10:50 AM
DAYSPRING ACADEMY A	32078	5: ROCKING WORLD DETOUR	3	10:20 AM	8:20 AM
DAYSPRING ACADEMY A	32078	5: ROCKING WORLD DETOUR	2	12:40 PM	9:00 AM
DAYSPRING ACADEMY A	32078	6: THE NIGHT LIFE	1	9:30 AM	1:10 PM
DAYSPRING ACADEMY B	41381	3: OPENING NIGHT ANTICS	3	12:20 PM	9:50 AM
DAYSPRING ACADEMY B	41381	3: OPENING NIGHT ANTICS	1	1:00 PM	10:50 AM
DAYSPRING ACADEMY B	41381	5: ROCKING WORLD DETOUR	2	11:20 AM	8:00 AM
DAYSPRING ACADEMY B	41381	5: ROCKING WORLD DETOUR	1	1:40 PM	10:30 AM
DAYSPRING ACADEMY B	41381	6: THE NIGHT LIFE	1	11:00 AM	8:20 AM
DEER PARK ELEMENTARY SCHOOL	24142	1: DRIVE-IN MOVIE	1	2:00 PM	11:10 AM
DEER PARK ELEMENTARY SCHOOL	24142	5: ROCKING WORLD DETOUR	1	10:00 AM	8:20 AM
DENHAM OAKS ELEMENTARY SCH	31383	3: OPENING NIGHT ANTICS	1	10:40 AM	9:20 AM
HUDSON H S	5991	5: ROCKING WORLD DETOUR	3	9:30 AM	1:10 PM
LACOOCHEE ELEMENTARY SCHOOL	48918	5: ROCKING WORLD DETOUR	1	11:20 AM	9:00 AM
LAKE MYRTLE ELEMENTARY SCHOOL	1714	3: OPENING NIGHT ANTICS	1	9:30 AM	1:30 PM
LAKE MYRTLE ELEMENTARY SCHOOL	1714	6: THE NIGHT LIFE	1	10:40 AM	12:30 PM
LONGLEAF ELEMENTARY SCHOOL	35962	1: DRIVE-IN MOVIE	1	1:00 PM	9:50 AM
LONGLEAF ELEMENTARY SCHOOL	35962	5: ROCKING WORLD DETOUR	1	11:00 AM	12:50 PM
NEW RIVER ELEMENTARY SCH	37289	2: AI TECH-NO-ART	1	10:40 AM	1:50 PM
NEW RIVER ELEMENTARY SCH	37289	4: DEEP SPACE STRUCTURE	1	11:20 AM	9:20 AM
NEW RIVER ELEMENTARY SCH	37289	5: ROCKING WORLD DETOUR	1	9:40 AM	1:30 PM
PASCO ESCHOOL	50269	4: DEEP SPACE STRUCTURE	1	10:40 AM	1:50 PM

2024 GULF COAST ODYSSEY OF THE MIND REGIONAL TOURNAMENT

Name	mem#	team	div	LT Time	Spon. Time
PASCO HIGH SCHOOL	4108	1: DRIVE-IN MOVIE	3	9:00 AM	10:50 AM
PASCO HIGH SCHOOL	4108	3: OPENING NIGHT ANTICS	3	1:00 PM	10:30 AM
PINE VIEW MIDDLE SCHOOL	2896	5: ROCKING WORLD DETOUR	2	1:00 PM	10:10 AM
PINEVIEW ELEMENTARY SCHOOL	33738	1: DRIVE-IN MOVIE	1	12:40 PM	9:20 AM
PINEVIEW ELEMENTARY SCHOOL	33738	5: ROCKING WORLD DETOUR	1	11:40 AM	9:20 AM
PINEVIEW ELEMENTARY SCHOOL #1	33738	6: THE NIGHT LIFE	1	10:00 AM	12:50 PM
PINEVIEW ELEMENTARY SCHOOL #2	33738	6: THE NIGHT LIFE	1	9:00 AM	1:30 PM
REFUGE RANCH ANIMAL SAN INC.	49003	5: ROCKING WORLD DETOUR	3	9:00 AM	11:10 AM
RIVER RIDGE MIDDLE SCHOOL	10167	2: AI TECH-NO-ART	2	12:20 PM	8:40 AM
RIVER RIDGE MIDDLE SCHOOL	10167	4: DEEP SPACE STRUCTURE	2	8:30 AM	12:30 PM
SAN ANTONIO ELEMENTARY SCHOOL	35207	3: OPENING NIGHT ANTICS	1	9:00 AM	1:10 PM
SAN ANTONIO ELEMENTARY SCHOOL	35207	4: DEEP SPACE STRUCTURE	1	11:00 AM	2:10 PM
SAN ANTONIO ELEMENTARY SCHOOL	35207	5: ROCKING WORLD DETOUR	1	1:00 PM	9:50 AM
SEVEN SPRINGS MID SCH	26001	3: OPENING NIGHT ANTICS	2	10:20 AM	9:00 AM
STARKEY RANCH K-8 SCH	48919	1: DRIVE-IN MOVIE	1	11:00 AM	2:10 PM
STARKEY RANCH K-8 SCH	48919	2: AI TECH-NO-ART	1	9:00 AM	12:30 PM
STARKEY RANCH K-8 SCH	48919	3: OPENING NIGHT ANTICS	2	9:30 AM	1:50 PM
STARKEY RANCH K-8 SCH	48919	3: OPENING NIGHT ANTICS	1	10:00 AM	8:20 AM
STARKEY RANCH K-8 SCH	48919	5: ROCKING WORLD DETOUR	1	1:20 PM	10:10 AM
STARKEY RANCH K-8 SCH #1	48919	6: THE NIGHT LIFE	1	11:20 AM	8:40 AM
STARKEY RANCH K-8 SCH #2	48919	6: THE NIGHT LIFE	1	1:00 PM	9:00 AM
THOMAS E. WEIGHTMAN MID SCH	11463	4: DEEP SPACE STRUCTURE	2	9:00 AM	12:50 PM
TRINITY ELEM SCH	33039	1: DRIVE-IN MOVIE	1	10:40 AM	1:30 PM
TRINITY ELEM SCH	33039	3: OPENING NIGHT ANTICS	1	12:20 PM	9:50 AM
TRINITY ELEM SCH	33039	5: ROCKING WORLD DETOUR	1	8:30 AM	11:10 AM
VINTAGE GREYHOUND AUCTIONS	49528	1: DRIVE-IN MOVIE	3	9:30 AM	11:10 AM
VINTAGE GREYHOUND AUCTIONS	49528	3: OPENING NIGHT ANTICS	3	12:40 PM	10:10 AM
VINTAGE GREYHOUND AUCTIONS	49528	4: DEEP SPACE STRUCTURE	3	10:20 AM	12:30 PM
WENDELL KRINN TECH H S	48606	5: ROCKING WORLD DETOUR	3	8:30 AM	10:50 AM
WESLEY CHAPEL ELEMENTARY SCH	33095	1: DRIVE-IN MOVIE	1	11:20 AM	8:20 AM
WESLEY CHAPEL ELEMENTARY SCH	33095	3: OPENING NIGHT ANTICS	1	12:40 PM	10:30 AM
WESLEY CHAPEL HIGH SCHOOL	30584	1: DRIVE-IN MOVIE	3	10:00 AM	8:00 AM

Gulf Coast Odyssey of the Mind Regional Tournament
Saturday, March 2, 2024
T.E. Weightman Middle School

Schedule for the Day

7:00am	Coach Check-in begins	Cafeteria
6:45am – 2:00pm	Volunteer Check-in	Cafeteria
8:00am – 3:00pm	Team Competitions	Various locations
7:00am – 3:00pm	Souvenir Sales	Cafeteria
9:00am – 3:00pm	Food Sales	Cafeteria
9:00am – 3:00pm	Bounce Houses	Soccer Fields
2:00 pm	PRIMARY TEAM PARTY	Commons
3:30 – 4:30pm	Dance Party	Gym
4:00pm	Team Representatives Line Up	Outside Gym
4:30pm	Awards Ceremony**	Gym
After Awards	Meeting for Coaches Going To State	Media
After Awards	Meeting for Teams Going to State	Gym

**Awards Ceremony start time depends on competition schedule smoothness, lasts two hours.

Our Membership name is:_____

Coach's Name:_____ Phone:_____

Coach's Name:_____ Phone:_____

We are competing in the problem: _____ in Division ____ at (time) _____.

The team will meet at (place) _____ at (time) _____.

Please note: Once the doors are closed, no one may enter the competition room. If you're going to be late, please call the coach as soon as possible.

Our spontaneous time is at _____. No one may enter with the team or discuss it with them afterwards, so please don't ask.

Please come prepared for a LONG day. Feel free to bring lawn chairs, coolers (no alcoholic beverages), food, etc. **Smoking is not allowed anywhere on the campus.** Food and beverages will be sold as well as souvenirs. Please keep the campus clean. No food or drink is allowed in the competition sites. Unless you've made other arrangements with the coach, it is understood that **families are responsible for their children at the tournament.**

The regional website (www.gcodyyssey.com) has driving directions and a map of the school. Please note that competition sites may have separate entrances for teams and spectators. REMEMBER THAT OUTSIDE ASSISTANCE IS STRICTLY ENFORCED. YOU CAN HELP US CARRY PROPS, BUT THAT IS ALL. Thanks for letting the team shine.

A – CAFETERIA:
 - TEAM & WORKER REGISTRATION
 - INFORMATION
 - SOUVENIR & FOOD SALES

B – PRIMARY PARTY (2:00 PM)
C – COACH'S HOSPITALITY (NO kids allowed)
D – JUDGES' ONLY DINING
E – PROP DROP OFF/PICK UP
F – AWARDS CEREMONY (4:00 – 6:00pm)

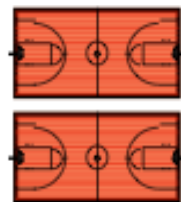
1 – DRIVE-IN MOVIE (GYM – RED)
2 – AI TECH-NO-ART (PURPLE)
3 – OPENING NIGHT ANTICS (YELLOW)
4a – DEEP SPACE STRUCTURE? (GREEN)
4b – DEEP SPACE STRUCTURE? (GREEN)
5 – ROCKING WORLD DETOUR (BLUE)
6 – THE NIGHTT LIFE (ORANGE)
S – SPONTANEOUS (MULTI-COLORED)

★ - RESTROOMS
 ♥ - Okay for Canopies
 ⊙ - STAY OUT! OFF LIMITS!

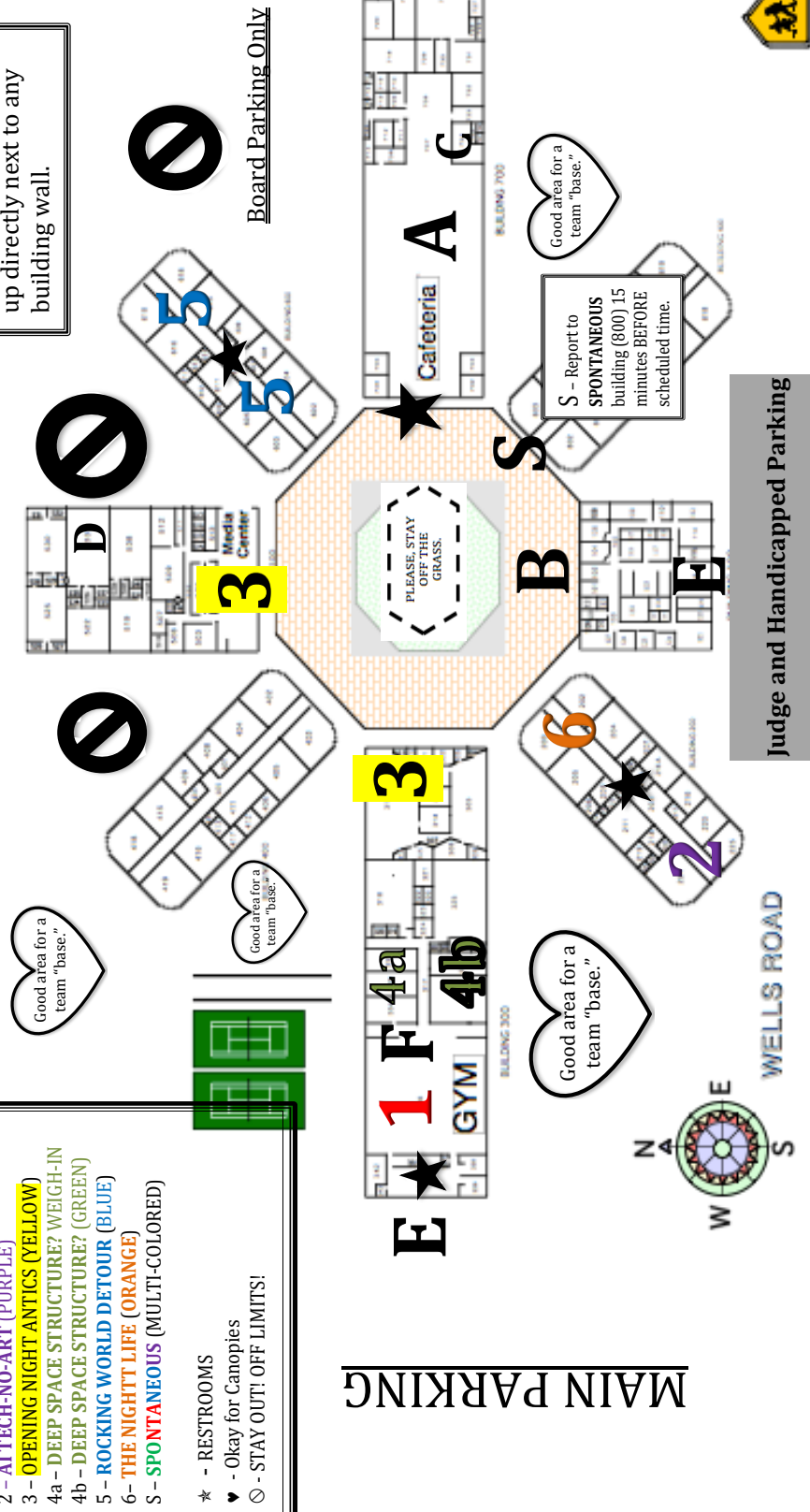
**T.E. WEIGHTMAN
MIDDLE SCHOOL**

PLEASE, keep ALL sidewalks free of chairs, props, etc. Do NOT set up directly next to any building wall.

BOUNCE HOUSES



Teams and spectators have separate entrances. Look for signs.



MAIN PARKING

