

2020 GULF COAST ODYSSEY OF THE MIND TOURNAMENTS

1. **TOURNAMENT TEAM “REGISTRATION” PROCEDURES** – On the day of tournament, a **COACH** must “register” the team before the team competes. 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 – LONGSHOT SOLUTION	RED
2 – NET WORKING	GREEN
3 – THE EFFECTIVE DETECTIVE	YELLOW
4 – BALSA LIMBO	PURPLE
5 – GIBBERISH OR NOT	BLUE
6 - Primary: FASHION BUG	ORANGE
Spontaneous	MULTICOLOR
Bathrooms & Other Important Places	BEIGE/TAN

2. **MEETING THE TEAM** – Please make sure each family knows 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.gcodyssey.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 A CHARGE FOR PARKING: \$2.00. Please ask families to have correct change. We will have prizes for a drawing where people can drop their parking tickets for a chance to win. We will only charge till 11:00am. Please make sure the map is given to all families and remind them frequently that parking will require extra time and effort. The front lot will be for handicapped 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. No one can park back by the “tent city” or stadium.
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.** Last 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 lots of 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 this year. Teams can bring food and drinks if they wish, but remember to clean up after yourselves. The attached “Tent Guidelines” must be followed. **NO GRILLING IS ALLOWED ON CAMPUS.** Any damage to the ground or sidewalk will have to be financially covered by the team at fault.
6. **BASIC SEQUENCE:** (Some items may be out of order for your team.)
 - a. Coach “registers” the team in the cafeteria. Picks up packet.
 - b. Team meets and chooses a “base/headquarters” to store props, set up coolers, practice, etc.
 - c. Coach and team go over info in coach packet and make decisions necessary about expectations for the day.
 - d. 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.
 - e. Visit spontaneous check-in so all know where it is.
 - f. View other performances to support other teams from school and to gather ideas on creative solutions for future reference.
 - g. Change into costumes if necessary. Unload props if not already done.
 - h. Team practices long term presentation and double checks paperwork. **No feedback or tips from non-team members.**
 - i. 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.
 - j. 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.
 - k. 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.
 - l. Structure teams report to weigh-in one hour prior to scheduled competition time.
 - m. Coach gives timekeeper the **COACH LONGTERM SCORE PICK UP AND CHECKLIST** card.
 - n. 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.
 - o. Clear the site quickly and completely. Adults may help clean up and should do so if it keeps the schedule moving.
 - p. Before leaving the site, make sure you know when to return to pick up scores. Also be sure the team receives its participation pins.
 - q. 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.
 - r. 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.

- s. 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.
 - 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 OMER'S Fest. Inflatables are for division 1 and young division 2 only. 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 AND RECYCLING** – Pasco County Schools insists that we reduce our trash footprint. Props and backdrops should go home with the team for disposal. We are recycling bottles and cans, so those will have specialized containers. LOOK FOR THEM. 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 6:00 to 8:00pm. 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.

FASHION BUG 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) All team members participate in the spontaneous room rather than a maximum of five like the competitive teams.
- 2) Feedback is given to the coaches in the form of stars rather than points. Coaches pick up the feedback shortly after the team performs.
- 3) Coaches also receive feedback on the team's spontaneous performance, something competitive teams don't receive.
- 4) There is a separate awards ceremony for primary teams. Every team member will receive a ribbon.
- 5) 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.
- 6) 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.
- 7) There is no additional tournament fee for primary teams who go to state.
- 8) 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.
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" are not allowed on campus.
- 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.

SPONTANEOUS & LONG-TERM PROBLEM PROCEDURES

What to do when competing at an Odyssey of the Mind tournament.

▷ **THE HOLDING ROOM:** You will see a Spontaneous competition time on the tournament schedule. Report to the area marked Spontaneous Holding Room 10 minutes before your scheduled time. One coach may accompany you. Here, one team member will register the team by telling the judge your long-term problem, division, and membership name and number. All of you will wait in the Holding Room until a judge escorts you to the competition room. Your coach will remain in a designated area until you are finished. If you haven't already decided, your team should decide which members will compete depending on the type of problem.

▷ **ENTERING SPONTANEOUS:** Every team member may enter the room; however, only five will compete. The judge will tell you the type of problem you will solve: hands-on, verbal, or verbal/hands-on. The members competing will go where directed. If your team has five or fewer members everyone must compete. Those not participating can stay and watch or leave the room. If staying but not participating, they must not talk, signal, or intervene. If that happens, they will be asked to leave while time continues.

▷ **STARTING SPONTANEOUS:** You will get a copy of the problem for reference. The judges will then read your problem aloud – be sure to listen carefully because each problem has its own set of rules. Then, the judge will say “Begin” and time starts. You may ask questions, but your time will continue. Judges will make every attempt to clarify the problem to make sure you understand what it requires; but, judges cannot help you solve the problem. Judges will also interrupt you if they cannot hear you during a verbal or combination problem.

▷ **THE FASTEST FEW MINUTES:** Once you have finished your problem, leave the room quietly and meet your coach! While it is exciting to complete Spontaneous, it is important not to discuss the problem with others outside of your team until after World Finals. Spontaneous problems are not subject to the grievance process; but if you have a concern, someone from your team should ask to speak to the Spontaneous Problem Captain, who will then speak with the judges and the entire team, if necessary.

~Joy Kurtz, International Spontaneous Problem Captain.

Be sure to read these procedures before competing. Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, type of floor, etc. Read the problem carefully as well for any problem-specific procedures. Remember to relax, have fun, and be creative. Good luck!

▷ **THE CHECK-IN AREA** location will be marked at your tournament. This is where you will meet at least 15 minutes before you are scheduled to compete. Bring everything you need for competition and your paperwork: four completed copies of the Style Form and Team list Form; and one copy of your Cost Form, Outside Assistance Form, clarifications specific to your solution, and any other paperwork listed in the long-term problem. Remember, if you don't have your Team List Form, there will be extras on hand.

▷ **THE STAGING AREA JUDGE** will check that your paperwork and membership sign is in order, that you are wearing foot coverings, and that your props are safe to use. The SA Judge will pass your paperwork to the Timekeeper, who will then pass it on to the rest of the judges. Feel free to ask questions! The SA judge will also explain to your coach how and when to pick up your scores, and where to sit during the performance.

▷ **THE STAGING AREA** is where you will wait to compete. Once the SA Judge finishes checking your paperwork, you must move all of your competition materials into this area as quickly as possible. (Depending on your tournament location, this may be the same place.) Others can help you; however, once everything is in the Staging Area, no one can assist you until your performance ends.

▷ **THE TIMEKEEPER** will meet you in the Staging Area. The timekeeper will introduce you to the audience and ask that all cell phones and electronic devices are turned off. The Timekeeper will announce if you are allowing flash photography and/or video recording of the presentation. No one, including the Timekeeper is allowed to read a description of your solution, but you may do so during competition time if you wish.

▷ **THOSE MAGIC WORDS!** Once the clock starts and the Timekeeper announces “Team Begin,” you will have eight minutes to set up your props and present your solution to the judges. At the end of the eight minutes, judges will call “Time” unless you are in Problem 3 or 5. In these problems, the judge will call time after one minute of overtime. An overtime penalty will be assessed, but teams are still scored for items presented during that time. There is no overtime in problems 1, 2, and 4. All activity must stop at the end of the 8-minute time period.

▷ **WHEW...COMPETITION ENDS.** Once your presentation is over, the judges will meet with you to ask questions or ask for a demonstration. Here's your chance to show off any special aspects of your solution. Once you are finished, you must quickly clear the competition site, leaving it clean and dry for the next team. Others may assist you. Make sure to bring any clean-up materials you may need. There will be a three prong electrical outlet for use, but you must bring any extension cords or adapters as needed.

▷ **SCORES:** The Head Judge will review the team's raw long-term score and any penalties with your coach. After the review, coaches have 30 minutes to return if any questions arise.

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 2020?

Region: Gulf Coast					
	Primary	Division I	Division II	Division III	Total
Problem 1	0	4	2	1	7
Problem 2	0	4	3	2	9
Problem 3	0	6	3	7	16
Problem 4	0	6	4	0	10
Problem 5	0	2	3	3	8
Primary	4	0	0	0	4
Total	4	22	15	13	54

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. The Regional Director of the specific region or the Association Director for State will assemble the Tribunal per the procedures below. **A Tribunal will convene only if it involves a rule interpretation question or an irregular procedure.**

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 and team members (if available) are to remain available (outside the Tribunal) to answer questions if requested. The chair of the Tribunal will give you the tribunal decision. You should remain outside the Tribunal for this decision and questions, as appropriate.

Once the Tribunal has made a decision, that decision will be final, unless further information, not available at this time, comes to light (per the *Odyssey of the Mind Program Guide*). If there is additional information it must be submitted to the Regional Director for Region or the Association Director for State for their final ruling. No video can be presented to support either position.

Members of Tribunals:

Regional Tournament:

- Regional Director will select Chair from Regional Board (not Regional Director or affiliated Problem Captain);
- One (1) visiting State Board member, and if not present a non affiliated Regional board member; and
- One (1) non affiliated Problem Captain (Regional or State Problem Captain)

State Tournament:

- State Problem Director will serve as Chair; if not present at the tournament the Assistant Association Director will serve as Chair;
- One (1) non affiliated State Problem Captain; and
- One (1) non affiliated Regional Director

Procedures:

- Only Tribunal members are in the tribunal room at all times during the session. Problem Captain, coach, and team will be brought in separately by Tribunal as needed.
- The Tribunal's job is to determine the Spirit of the Problem as the guideline for a decision. "What was intended".
 - Review the written Intervention form.
 - Refer to the *Odyssey of the Mind Program Guide* as needed.
 - Review the Long Term Problem specific to the issue.
- 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.
 - Be available to answer questions as requested by the Tribunal.
- Tribunal Chair will write the decision to share with the Regional Director or Association Director and personally discuss it with the Team Coach.

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 2:00pm 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):

Gulf Coast Odyssey of the Mind Regional Tournament
 Saturday, February 29, 2020
 Cypress Creek Middle/High School

Schedule for the Day

7:00am	Team Registration begins	Cafeteria
6:45am – 3:00pm	Volunteer Check-in	Cafeteria
8:00am – 4:30pm	Team Competitions	Various locations
7:00am – 3:00pm	Souvenir Sales	Cafeteria
9:00am – 3:00pm	Food Sales	Cafeteria
10:00am – 3:00pm	OMER'S Fest	Inflatables - Fields
2:30 pm	PRIMARY TEAM PARTY	Cafeteria
5:15pm	Team Representatives Line Up	Outside Gym
5:45pm	Awards Ceremony**	Gym
After Awards	Score Distribution	Gym Lobby
After Awards	Meeting for Coaches Going To State	Cafeteria
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.gcodyssey.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.