



**State Finals Tournament**  
**Wingate University, Wingate, NC**

*NCOM Association Director:*

**Richard Raley.....704 544-1363**

*State Tournament Co-Directors:*

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March 24, 2009

Dear Coaches:

We are looking forward to having your school compete in the NCOM State Finals to be held at Wingate University on April 4, 2009.

You will find a **MUST READ** packet of information attached to this letter that you will need to help you prepare your team for the Tournament. This will be our only formal communication to you prior to the tournament. Please be certain your team members and other coaches are aware of the information that pertains to them.

Go to <http://www.ncom.org/StateTournament/2009StateTournament.htm> to download detailed maps of the campus and floor plans of competition areas. If you still feel you must inspect your competition area, do **NOT** ask Wingate staff or students for assistance. Forward your questions to us.

**WEIGH IN TIMES FOR “Shock Waves” teams are ONE HOUR BEFORE THEIR LONG TERM TIMES.** Please make sure your structure team knows to report one hour before their long-term time for weigh-in.

The NC Odyssey of the Mind Central Region is pleased to have an opportunity to host this unique educational experience. With your cooperation, we will have a great tournament. This will be a very special day for each of you. Come and enjoy it! Although we can only have a certain number of official “winners,” just by competing in the tournament you and your team will have demonstrated that you have the special something that it takes to be a life-long winner.

If you have a question, please contact any of us. Good luck to you and your teams.

Sincerely,

**Dick Raley**

NCOM Association Director

**Randy Burton, Doris Barahona-Burton and Bart Austin**

State Tournament Co-Directors

**NC Odyssey of the Mind  
State Finals  
Wingate University  
Saturday, April 4, 2009**

**Registration  
7:00-10:00 a.m.  
Dickson-Palmer Student Center Lobby**

**NCOM Museum 9 a.m. – 3 p.m.  
Dickson-Palmer Center Helms Forum**

**Competitions  
8:00 a.m. - 2:40 p.m.**

**Problem 1 –Earth Trek: Sanders-Sykes Gym - Div. 1, 2 & 3**

**Problem 2 –Teach Yer Creature: Cuddy Arena - Div. 1, 2 & 3**

**Problem 3 – The Lost Labor  
Of Heracles: Hayes Building  
First Floor - Div. 1  
Second Floor - Div. 2 & 3**

**Problem 4 – Shock Waves: Dickson-Palmer Center  
Aerobatics Room – Div. 1  
Ames Turnout - Div. 2 & 3**

**Problem 5 – Superstition: Hayes Building  
Third Floor - Div. 1  
Baptist Church  
Fellowship Hall - Div 2  
Austin Auditorium  
Theater – Div 3**

**Closing Ceremony - Cuddy Arena  
Pre-Awards Activities - 4:00 PM - 5:00 PM  
Awards Ceremony - 5:00 PM - 6:15 PM**

**Coaches: Pick up Team Registration packets between 7:00 and 10:00 AM on Saturday, April 4th at the Registration Desk in the Dickson-Palmer Center at Wingate University. There is no early pickup!**

## **ARRIVAL PROCEDURES AND REGISTRATION**

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When you arrive at Wingate University, park your vehicle in the parking lots indicated on the map. Do not park in fire lanes, handicap spaces or parking spaces reserved for individuals; the campus police **will** give tickets. Some of the access roads to the competition buildings are very restricted so only vehicles that are loading or unloading props should stop for a short time in these areas. Leave your props and costumes locked in your vehicle. The coach must go to the registration desk in the Dickson-Palmer Center lobby to pick up the team's registration packet. Coaches will be asked to sign for the packet. It is our way of knowing that you have arrived and who has picked up the packet. The packet will include a "Coach" sticker, programs for each member of the team, any last minute information and participation certificates. **If you ordered meal vouchers, you will pick them up at the Registration table.**

## **SAFETY AND SPORTSMANSHIP**

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Please help us keep the campus clean. Make sure all of your props are removed from the campus when you leave. All team members are responsible for being aware of the behavior guidelines as indicated in the Program Guide. Please remind all team members they are representatives of your school as well as your team.

Team members should cheer for friends and remember good sportsmanship and manners at all times. Learning and practicing good sportsmanship is an important part of any Odyssey of the Mind experience. Please discuss this thoroughly with your team(s) and parents. Remind them that they are representing their school and positive and/or negative behavior by one member will reflect on all. We recognize that coaches cannot be with their teams at all times throughout the day, so each team should bring extra adult supervision. We hope that competition day will be a beautiful day. If it is, you and your team may want to sit outside and enjoy the beautiful surroundings. Your team is likely to have some "down time." Therefore, encourage your team members to bring games, books, cards, etc. for their entertainment. In addition, part of the Odyssey of the Mind experience is to take advantage of the opportunity to see other teams perform – in your problem or in others. Just as your team's solution is unique so are the many solutions presented by other teams. This is a wonderful opportunity for you team to witness the creativity of others and to continue the learning process provided by their participation in this program.

**~~~~~COACHES OR PARENTS MUST BE WITH THEIR TEAMS AT ALL TIMES~~~~~**

Security is difficult when we are dealing with this many people. Please encourage your students to leave valuables, props, and problem solutions **locked** in your vehicle. We are not responsible for lost, stolen or damaged articles. Because staging area spaces are small, plan to bring in your props and equipment shortly before your competition time and remove them immediately thereafter.

**NO inline skates, skateboards, bikes, sneaker-skates, or scooters are allowed. Stay off statues, art displays, trees, plants, rocks and the lake in the center campus.**

## ~~~~~ EMERGENCY PROCEDURES ~~~~~

Minor emergencies should be taken to the Registration / Information table in the Dickson - Palmer Student Center throughout the tournament.  
Report major emergencies to Wingate Campus Police, or call the Wingate's Dickson Palmer Center Office at 704 233-8000 or the Wingate Police at 911.  
Look for red light phones around campus.

## FOOD SERVICE

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**Harris Dining Hall (Meal Vouchers or Cash) 11:00 am – 2:00pm**  
**(No picnic lunches or non-paying guests allowed in Harris Dining Hall)**  
**Klondike Café and Grab n' Go (A La Carte Items in the Jefferson Clubhouse) 7:00 am – 3:00pm**  
**Cuddy Arena Snack bar 3:00 pm – 5:00pm**

## LONG-TERM PROBLEM

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Teams need to be prepared to carry their props up and down stairs as they go to their problem sites. Coaches and parents may help move props to the check-in area, the staging area and again to your vehicle after the long-term performance. Do not put anything on walls or do things that will damage the facilities. Lift props into position; do not slide. **Judges will stop any activity they believe will cause damage to any floor or wall whether it is during a performance or at any other time.**

**Necessary materials:** The team must have the following items ready to present to the Check-in judge. (It is recommended you have an EXTRA copy of all forms and keep them in a safe place.)

1. **Three** copies of the completed **Style Form**.
2. A completed **Cost Form**.
3. A completed **Outside Assistance Form**
4. Team Problem clarifications (if received)
5. All props, costumes, etc. necessary to complete the problem solution except those listed on the problem under "Tournament Director Will Provide"
6. Any items listed in the problem under "Team Must Provide"

**Judges:** Please remind everyone that our judges have been through a training session and are certified to judge the problem to which they have been assigned. Many have judged at previous regional, state and national competitions. The decisions of the judges are final. The teams and coaches are encouraged to go to the different problem sites to watch the competitions. Be sure to notice which doors are for spectators and which ones are for competing teams only.

**Clarifications:** We will use clarifications published by Odyssey of the Mind national on or before February 28, 2009. Bring copies of any team clarifications your team received.

**Recording a Performance:** Videotaping, photography or audio recording a performance is **prohibited** without prior permission of the team's coach. Permission status will be announced at the beginning of each performance.

~~~~~ **IMPORTANT INFORMATION for Problem 4 “Shock Waves” teams:** ~~~~~

At least one member of the team should present the team structure at the Weigh-in station at your site **ONE HOUR** before your competition time as indicated in the program schedule. After Weigh-In you will be allowed to correct any problems with the structure as long as you are ready to perform at your team’s scheduled time.

**Long-Term Problem Procedure:** Be certain you arrive at the correct problem site. Remember all problems have teams in all three divisions and all divisions are not necessarily in the same building. There will be signs around campus, which will indicate the sites for each problem and division. At least 20 minutes before your performance time, go to the check-In area at your site; you will be in costumes and you will have all your problem solution materials. The check-in judge will greet the team and is given the required paperwork by the team; he/she will ask a few questions and will check your props. After he/she finishes with the team, the team will proceed to the staging area and follow directions given by the timekeeper. The coach and any nonperforming team member(s) will be seated in a designated area during the performance. When the performance has ended, the non-performing team members (no coaches) may go onto the stage and the judges will talk with the team members and will dismiss them when they are finished.

**Once your competition is complete and the judges have finished talking to the Team:**

1. Anyone may help in the cleanup and removal of props.
2. The coach should remain near the competition area to receive the long-term raw score.\*
3. If the scoring is delayed, the coach should return to this area at the time designated by the head judge.
4. The head judge will give the coach a copy of the team’s long-term score sheet and discuss any questions he/she may have.
5. The head judge will record on the score sheet the time the coach received the score sheet.
6. The coach should go to a quiet area and review the score sheet with the team.
7. If the team members have any questions that the coach cannot explain, the coach must go back to the head judge **within 30 minutes of the recorded time** and ask for clarification.
8. Remember that all subjective decisions by the judges are final. However, if you have a procedural question please go back to the head judge and ask why something was done the way it was.

\*Unless the team is one of the first three to compete that day in which case the head judge will give the scores to the coach right after the first judges’ break. Coaches should ask the staging judges where they should go after the team’s performance in order to meet the head judge.

**Tribunal Procedures:** After the team completes the long-term performance, the coach will receive the long-term raw score from the head judge. After reviewing the scores with the head judge, the time will be recorded on the score sheet. The coach then has 30 minutes to review the score with the team; if a question about a procedure or a rule interpretation arises, the coach should return to the head judge for further discussion. **Remember procedures and rule interpretations can be questioned and clarified, while subjective judgments by the judges cannot.** If the coach, together with the judges and Problem Captain cannot resolve the question, the coach may be asked to complete a "Request for Problem Intervention" form, which is used to describe the question/problem. The problem captain will determine if it is a tribunal issue; if he/she determines it is, the form is sent to the Tribunal. The Tribunal will make the final decision. *A "Request for Problem Intervention" will be accepted **ONLY** within 30 minutes after the time recorded on the long-term score sheet.*

**Getting Your Scores Back:** The raw and weighted scores for all teams competing in your problem and division will be given to the coach of each team after the Awards Ceremony. The procedure for picking up these sheets will be found in the registration packet you pick up the morning of the competition. If you wish to receive the style judges' averages for style elements for your team, please do the following: Create a self-addressed envelope with one 42-cent stamp and on the back of the envelope put the name and school number of the team, problem and division and turn it in at the Registration Desk when you pick up your team packet. You will receive your team's worksheets within two weeks.

## **SPONTANEOUS PROBLEM PROCEDURES**

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Be at your spontaneous problem site twenty minutes before you are to compete. Only the competing team members and coaches are to go into the spontaneous building. The team should check in and will be escorted to a designated "holding room;" One coach may stay with the team while they are in the holding room. When it is the team's time to compete, they will be escorted to the competition room. At this time, the coach should leave the building with all of the teams belongings and wait for the team outside. If all 7 team members go to the competition room, then they are *strongly encouraged* to stay in the competition room while 5 members compete and 2 sit quietly in designated seats to observe as it is difficult for the judging team to escort them back through the building moments before the competition begins. After the spontaneous competition, the team will leave the building. Teams will not receive copies of judges raw scoring sheets. Overall scores will be included in the scores given to the coaches after the Awards Ceremony. There is no tribunal process for Spontaneous as all judging decisions are subjective and final. Any procedural questions should be brought to the attention of the Problem Captain by the competing team.

### **~~~~~ IMPORTANT: KEEP YOUR SPONTANEOUS PROBLEM A SECRET~~~~~**

*Every team in your problem/division will have the same spontaneous problem.* In addition, other problems and / or divisions may also have the *same* spontaneous problem. If another team hears what the spontaneous problem is before they compete, they will have an advantage because they will have enough time to think of solutions. It will hurt your team as well as the integrity of the Odyssey of the Mind program to share the problem with others. So, we ask that teams **do not discuss the spontaneous problem on the Wingate campus.**

Another caution: Please tell all students NOT to discuss the problems on the national compute bulletin boards or the Internet. The **same spontaneous problems will be used at all state tournaments in the USA and around the world so please do not discuss your problem with anyone.**

## THE AWARDS CEREMONY

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Cuddy Arena will be open for Awards seating as soon as Teach Yer Creature competition has concluded – Starting around 3:30 PM.

Pre-Award Ceremony activities will start at 4PM.

The Awards Ceremony will begin as close to 5:00 PM as possible.

The Awards Ceremony should be over around 6:15PM

World Finals Team Coaches will meet in room 209 for a short orientation meeting immediately following the awards ceremony. Coaches must attend this meeting to receive their team's World Finals packet and other important materials that are required to prepare to make the trip to Ames.

Final scores for your problem will be distributed after the Awards Ceremony. **Your team registration packet will include a coupon to exchange for the results from your problem and division.**

**Lost and Found:** Take found items to the Registration table in Dickson-Palmer Center. Items not claimed will be taken to the Awards Ceremony. The Tournament Director will take home any items remaining after the ceremony.