

NCOM State Finals Tournament

Saturday, March 31st, 2012
Wingate University
220 North Camden Road,
Wingate, NC 28174

NCOM Association Director:
Doris Barahona-Burton
dbarahonaburton@gmail.com



Tom Hansen, Randy Burton, Marj Moe, Joyce Bocksnick, Co-Directors, NCOM State Tournament
Tom.Hansen.OotM@gmail.com, Randy.Burton@earthlink.com, MMoe@nc.rr.com, Bocknick@mindspring.com

March 18, 2012

Dear Coaches:

We are excited to welcome your team to the NC Odyssey of the Mind State Finals Tournament!

You, your team and your team parents will have a wonderful day of celebration at Wingate University! We have prepared everything we can think of to make sure your team has a great experience. In just two short weeks, we'll all be able to witness and enjoy the creative expression of your team's solution!

You will find material attached that you **MUST READ** prior to competing in the state tournament. Please read the information carefully and let us know if you have any questions!

Please make sure that all parents, co-coaches, school administrators and others that are involved with your program are notified of this information.

The State Tournament web site is available with the schedule for your team and with detailed maps of the campus and with floor plans of each competition site. The link is <http://www.ncom.org/StateTournament/2012StateTournament.htm>

Before or during competition, please do not ask Wingate staff or students for assistance – ask NC Odyssey of the Mind staff! We appreciate that Wingate University is our host and want to do our best to have a positive impact on their campus community!

Every team here has demonstrated excellence. See some performances and celebrate with all of us our state's wonderful and amazing creativity!

If you have any questions, please contact any of us. Good luck to you and your team!

Sincerely,

Tom Hansen, Randy Burton, Marj Moe, Joyce Bocksnick
NCOM State Finals Tournament Co-Directors

**NC Odyssey of the Mind
STATE FINALS COMPETITION
Wingate University
Saturday, March 31, 2012**

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

**Competitions
7:51 a.m. - 3:20 p.m.**

- Problem 1 – Ooh-Motional**
Vehicle: **Sanders- Sykes Gym** - *Div. 1, 2 & 3*
- Problem 2 – Weird Science:** **Cuddy Arena** - *Div. 1, 2 & 3*
- Problem 3 – To Be or Not to Be:** **Hayes Building**
First Floor – *Div. 1 & 3*
Second Floor – *Div. 2*
- Problem 4 – You Make the Call:** **Dickson- Palmer Center**
Aerobics Room – *Div. 1*
Ames Turnout – *Div. 2 & 3*
- Problem 5 – Odyssey Angels:** **Batte Center**
Auditorium - *Div. 1*
- Austin Auditorium** - *Div. 2 & 3*

Closing Ceremony - Cuddy Arena

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

**One Coach: Pick up Registration packet between 7 and 10AM on March 31ST.
Pick up is at the Registration Desk in the Dickson-Palmer Center.
There is no early pick up!**

ARRIVAL PROCEDURES AND REGISTRATION

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. One coach must go to the registration desk in the Dickson-Palmer Center lobby to pick up the team's registration packet. The coach will be asked to sign for the packet. This is our way of knowing that you have arrived and who has picked up the packet. The packet will include a "Coach" score pick up ticket, programs for each member of the team, participation certificates and any pertinent last minute information.

If you ordered meal vouchers, you will also pick them up at the Registration Table. (See the State Tournament web site to order meal vouchers.)

SAFETY AND SPORTSMANSHIP

~~~COACHES OR PARENTS MUST REMAIN WITH THEIR TEAMS AT ALL TIMES~~~

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 or organization as well as your team and Odyssey of the Mind.

Team members should be supportive of all teams and remember to practice good sportsmanship and good manners. Learning and practicing good sportsmanship is an important part of Odyssey of the Mind. Please discuss this thoroughly with your team(s) and parents. 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, 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.

SECURITY

Security is difficult when we are dealing with this many people. Please encourage your team members 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 stay out of the lake in center campus.

The score room, judges' administrative areas, spontaneous judging areas, and officials' hospitality areas are restricted to tournament officials ONLY.

~~~~~ EMERGENCY PROCEDURES ~~~~~

Minor emergencies can be taken to the Registration / Information table in the Dickson - Palmer Student Center. There will be first aid kits at each judging site.
Report major emergencies to Wingate Campus Police, or call the Wingate's Dickson Palmer Center Office at (704) 233-8255, (704) 218-9309 or the Wingate Police at 911.
Look for red light phones around campus.

FOOD SERVICE

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) **10:00 am – 3:00pm**

Cuddy Arena Snack bar **3:00 pm – 6:00pm**

LONG-TERM PROBLEM

Teams and coaches must follow the Odyssey of the Mind Program Guide. Any rule in a Long-Term problem takes precedence over the Odyssey of the Mind Program Guide. Clarifications take precedence over Long-Term problem rules. All policies of Wingate University must be followed, including those regarding weapons, percussions and explosives. If you have any questions concerning the specific policies of the school system, contact one of the Tournament Co-Directors.

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 pre-staging 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 are required to stop any activity they believe is dangerous or 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 pre-staging judge. (It is recommended you have an EXTRA copy of all forms and keep them in a safe place.). No blank forms will be available on campus.

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

Our Judges: Please remind everyone that our volunteer judges have thoroughly trained and are certified. Many have judged at the regional, and prior state and world competitions. Their focus is on celebration and fairness to all competitors. The decisions of the judges are final.

Clarifications: We will use clarifications published by Odyssey of the Mind national website on or before February 18, 2012. Bring copies of any team specific clarifications your team received.

Recording a Performance: Video and audio recording of a performance is **prohibited** without prior permission of the team. This includes both film and digital photographs.

Permission status will be announced at the beginning of each performance.

~~~~~ **IMPORTANT INFORMATION for Problem 4 “You Make the Call” teams:** ~~~~~

At least one member of the team should present the team structure at the Weigh-in station at your site **NO LATER THAN 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 Staging Judge will greet the team. The required paperwork will be given to the Staging Judge by the team. He or she will ask a few questions and will check your footcoverings and props. After he/she finishes with the team, the team will proceed to the line in 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.

Teams may not use walls, curtains, chalkboards, furnishings, etc. at the competition sites in their problem solutions.

When the performance has ended, the non-performing team members 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 approximately 40 minutes after the performance. *(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 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.)*
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.**
8. All subjective scoring by the judges are final and cannot be changed. However, if you have a procedural question or a rules interpretation question, please go back to the head judge and ask for more information.

## TRIBUNAL PROCEDURES:

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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 there is a question about a procedure or a rule interpretation, the coach should return to the Head Judge for more information. **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 an issue a tribunal can resolve; if he/she determines it is, the form is sent for review by the Tribunal committee. A tribunal will be convened if the committee agrees that the dispute qualifies for consideration. The Tribunal's final decision will be presented to the team and coach immediately after a closed session following the tribunal proceedings.

***Please Note: A "Request for Problem Intervention" will be accepted ONLY within 30 minutes after the time recorded on the long-term score sheet.***

### **Tribunal Change:**

**In past years, the coach represented the team in any tribunal proceedings. This year the whole team will participate in any tribunal. The coach and problem captain will be present to observe and can be asked for input by the tribunal and/or the team.**

**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.

## SPONTANEOUS PROBLEM PROCEDURES

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Be at your spontaneous problem site twenty minutes before you are to compete. Only the team members and coaches are to go into the spontaneous building. The team should check in and will be escorted to a "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. The 2 non-participating members must sit quietly to observe. After the spontaneous competition, the team will leave the building.

Teams will not receive copies of spontaneous score 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 extra 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. Therefore, we ask that teams not discuss the spontaneous problem on the Wingate campus. Please tell all students NOT to discuss the problems on online bulletin boards, blogs, or other Internet sites. **The same spontaneous problems will be presented at state tournaments in the USA and in tournaments around the world so please do not discuss your problem with anyone.**

THE AWARDS CEREMONY

The Awards Ceremony will be held in the Cuddy Arena at 5:00 pm.

Origami Contest

Join us in Cuddy Arena at 4PM and show off your Origami Skills! Using no more than seven sheets of 8 ½ by 11 inch paper, challenge your team to develop an origami structure or model. Want to go classic? Create a structure using classic origami figures – maybe a crane or lotus blossom. Want to go modern? Geometric shapes may catch your fancy. Or, maybe you want to wow us with something we have never seen before – any folded paper structure can be entered. Teams will be awarded for most creative structure and for showing the most team spirit in a structure. Create your structure ahead of time at home, or at the award ceremony. We will have some extra paper you can use – but you'll have to bring your own imagination. Come get your Origami on!!!

Picking Up Scores

We expect teams to stay for the entire ceremony. 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.

Advancing Teams

The first and second place teams will be invited to demonstrate their solutions at the Odyssey of the Mind World Finals tournament at Iowa State University at the end of May. There will be a short meeting for coaches of advancing teams after the awards ceremony.