



Association Director

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Tournament Director

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March 12, 2017

Dear Coaches:

We are looking forward to seeing your team compete in the North Carolina Odyssey of the Mind State Tournament to be held at NC A&T State University on April 1, 2017. It's the 35th anniversary of NCOM and to help us celebrate, we are so pleased to have Dr. Sam Micklus, the founder of Odyssey of the Mind, and OMER join us for this exciting day for 128 teams from all 5 regions of North Carolina.

You will find a **MUST READ** packet of information attached to this letter that will help you prepare your team for the Tournament. Much of it will be procedures similar to your regional competitions, but a new campus, new performance sites, and new adventures await you in Greensboro, so please be certain your team members and other coaches are aware of the information that pertains to them.

As in past years, all first and second place teams from each problem and division, as well as all **Team and Individual Ranatra Fusca Award** winners will advance to the World Finals competition which will be held at Michigan State University on May 24th- May 27th.

Click this link <http://ncom.org/StateTournament/2017StateTournament.htm> to download detailed maps of the campus and floor plans of competition areas. We are extremely happy to be holding our tournament at this beautiful university and feel sure you will be pleased with the NC A&T welcome you will receive. However, if you feel you would like additional information about your competition area, do not ask the University staff or students for assistance. Please forward your questions to us. They are happy to host us, but we've got the information!

We hope that the day of the tournament will be a very special day for each of you. Competing in the tournament indicates that your team has already been exposed to the many rewards that come from being involved with Odyssey of the Mind. Remember, whether your team advances to the next level or not, they have already won by accepting the challenge that Odyssey of the Mind brings to all of its participants.

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

Sincerely,

Marj Moe

NCOM Association Director

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Randy Burton

State Finals Tournament Director

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**NC Odyssey of the Mind State Finals Competition
North Carolina A&T University
Saturday, April 1, 2017**

**Registration
Go to the Registration Desk at
Academic Classroom Building (ACB)
7:00 a.m. – 10:00 a.m.**

**Competitions
8:00 a.m. - 3:25 p.m.**

- Problem 1 – Catch Us If You Can: Moore Gym
All Divisions**
- Problem 2 – Odd-A-Bot: Academic Classroom Bldg.
Room 209 – Division 1
Room 308 – Divisions 2&3**
- Problem 3 – It's Time, OMER: Proctor Hall
Room 160 – Division 1
Academic Classroom Bldg.
Room 109 – Divisions 2 & 3**
- Problem 4 – Ready, Set, Balsa, BUILD! Corbett Gym
Upper Level - All Divisions**
- Problem 5 – A Superhero Cliffhanger: Academic Classroom Bldg.
Room 101 – Division 1
Room 107 – Division 2
Room 108 – Division 3**
- Spontaneous – Problems 1-5: Craig Hall &
General Classroom Bldg.**

**Closing Awards Ceremony – Corbett Gym
Pre-Awards Activities including Hat Parade - 4:00 PM
Awards Ceremony - 5:00 PM - 6:30 PM**

ARRIVAL PROCEDURES AND REGISTRATION

Coaches: Pick up Team Registration packets between 7:00 and 10:00 AM on Saturday, April 1st, at the Registration Desk in the lobby of the Academic Classroom Building (ACB) at NC A&T State University. There is no early pickup!

When you arrive at NC A&T 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 long-term problem site to pick up the team's registration packet. Coaches will be asked to sign for the packet. This is our way of knowing that you have arrived and have picked up the packet. The packet will include a "Coach" sticker, programs for each member of the team, participation certificates and any pertinent last minute information.

PASSPORT PROGRAM

In your registration packet you will find a passport for each of your team members. With this passport each team member is invited to visit other venues and see performances in all the problems. At each venue that a team member attends, they can get a sticker for having watched that performance. Once the team member has acquired a sticker from each of the 5 problems, they may claim a prize at the NCOM Souvenir Store located near Registration in the lobby of the Academic Classroom Building (ACB). The stickers will be given at each problem and every division. The team member(s) may choose which division, problem and performance they would like to attend. Please make sure that their coach or another adult accompanies team members when going from venue to venue.

SAFETY AND SPORTSMANSHIP

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

Learning and practicing good sportsmanship is an important part of any Odyssey of the Mind experience. Team members should cheer for friends and remember good sportsmanship and manners at all times. Please discuss this thoroughly with your team(s) and parents. Remind them that they are representing their school or organization and positive and/or negative behavior by one member will reflect on all team members. 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 your team to witness the creativity of others and to continue the learning process provided by their participation in this program.

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 that they are representatives of your school or organization as well as your team.

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. Staging area spaces are small so please 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 walls.

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

Minor emergencies should be taken to the Registration / Information table in the Academic Classroom Building (ACB) throughout the tournament. Campus Security officers will be on campus and available at all times. We will have 2 HAM radio clubs working with us at the venues and shadowing tournament officials. They will be able to contact the right people in an emergency.

Report major emergencies to NC A&T Police Dispatch at 336-334-7675

FOOD SERVICE

There is no food voucher program or pre-paid tickets for this tournament. The **Williams Dining Hall** is ready and willing to feed you & your team. They will institute their "Game Day" plans to accommodate us!

Outside Corbett Gym other food options will be available.

Souvenir Sales & NCOM Museum & Photo Opportunities

Souvenir Sales will be located in the lobby of the Academic Classroom Building near Registration. It's a good place to pick up a t-shirt, pin, or other Odyssey item.

The NCOM Museum will be located next door in the lobby of Proctor Hall. This year's mini museum highlights our rich 35 years history of Odyssey of the Mind in North Carolina.

During the pre-awards ceremony a slide show will be projected with pictures from throughout the day. Coaches are encouraged to take team pictures and send them to a number you will receive at Registration. Don't forget OMER and Dr. Sam Micklus will be all around the campus too. That would make another great team photo opportunity and wonderful Odyssey memory.

PARKING ON CAMPUS

All surface lots on campus are available for **free parking** during the tournament. The **parking deck**, conveniently located near many of our competition venues, does charge **a fee**. Please check the campus map for the parking locations best suited for your team.

LONG-TERM PROBLEM

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, to the final 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 staging judge. (It is recommended you have an EXTRA copy of all forms and keep them in a safe place.). Blank forms will be available at Registration if something doesn't make it to A&T!

1. **Four** copies of the completed **Style Form**.
2. A completed **Material Values Form**.
3. A completed **Outside Assistance Form**
4. Team specific Problem clarifications (if received)
5. All props, costumes, etc. necessary to complete the problem solution except those listed in the problem under "Tournament Director Will Provide"
6. Any items listed in the problem under "Team Must Provide"
7. Please Note: Your problem may require a **team required form** that can be downloaded from the online Member Area.

Judges

Please remind everyone that *our judges have been through training sessions and are certified to judge the problem to which they have been assigned*. All of them have already judged their problem at the regional tournaments and many of them are very experienced state and world competition judges. The decisions of the judges are final.

Clarifications: We will use clarifications published by Odyssey of the Mind national website on or before March 18th, 2017. Teams will not be held to any restrictions published after this date. However, teams that advance to World Finals will be held to these new clarifications. 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. The Timekeeper judge will announce at the beginning of each performance what the team allows.

IMPORTANT INFORMATION for Problem 4 "Ready, Set, Balsa, BUILD!" teams:

At least one member of the team should present the team structure at the Weigh-in station at your scheduled Weigh-In time indicated in the program schedule. It will be at least one hour to two hours before your scheduled long-term competition time. 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 45 minutes before your performance time, go to the Check-In area at your site.

Approximately 15-20 minutes before your scheduled performance time, you should be in costumes and have all your problem solution materials with you at this time. The Staging Judge will greet the team and will ask for 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 final staging area and follow directions given by the Timekeeper. Team coaches will be seated in a designated area during the performance. When the performance has ended, 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 will be given a time when to return to pick up the long-term raw score. *(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.)*
3. The head judge will text the coach when the team scores are ready as well as post their availability outside the venue. 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 it was done in a particular way.

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 an issue a tribunal can resolve; if he/she determines it is, the form will be sent for review by the Tribunal committee. A tribunal will be convened if the committee agrees that the dispute qualifies for consideration. **The whole team will be allowed to defend their position before the tribunal. The team coach and problem captain will be present to observe and can be asked for**

input by the tribunal and/or the team. The Tribunal's final decision will be presented to the team and coach immediately after a closed session following the tribunal proceedings. This closed session will take place immediately following the tribunal meeting with the team, coach and Problem Captain.

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

SPONTANEOUS PROBLEM PROCEDURES

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. When the team checks in they 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 team's 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 posted online after the conclusion of 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.

REMIND YOUR TEAM TO KEEP THEIR 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 the huge advantage of 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 NC A&T 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 all state tournaments in the United States and around the world so please do not discuss your problem with anyone.**

THE AWARDS CEREMONY

The Awards Ceremony will be held in the Corbett Gym at 5:00 pm. A pre-awards ceremony with music and other activities will begin at 4:00 pm.

Hat Parade: Our yearly Hat Parade will be judged during the pre-awards activities between 4 and 5 pm. Prizes for the best hats in several categories will be awarded. More information can be found here: <http://ncom.org/StateTournament/2017StateTournament.htm>
We encourage your teams to participate in this activity.

Out of respect for all the teams, judges and volunteers that participated in the tournament, please stay for the entire awards ceremony.

Lost and Found: Take found items to the Information Desk in Academic Classroom Building (ACB) lobby5. Items not claimed will be taken to the Awards Ceremony. The Tournament Director will take home any items remaining after the ceremony.

THE TOURNAMENT WILL GO ON REGARDLESS OF THE WEATHER

Have a great day and good luck to your teams.