



Association Director

Randy Burton.....919 556-1515

Co-Regional Directors

Richard Raley.....704 544-1363

Bart Austin.....704 534-4197

Doris Barahona-Burton.....704-231-4374

March 20, 2014

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 Wingate University on April 5th, 2014. This year we are pleased to have an opportunity to host this unique educational experience for more than 150 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. 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.

As in past years, all first and second place teams from each problem and division, as well as all team and individual Ranatra Fusca awards will advance to the World Finals competition which will be held in Iowa State University on May 28th- May 30th.

Click this link <http://www.ncom.org/StateTournament/2014StateTournament.htm> to download detailed maps of the campus and floor plans of competition areas. If you feel you would like additional information about your competition area, do not ask Wingate staff or students for assistance. Please forward your questions to us.

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 any of us. Good luck to you and your team.

Sincerely,

Randy Burton

NCOM Association Director

**Bart Austin,
Dick Raley,
Doris Barahona-Burton**

State Finals Tournament Co-Directors

**NC Odyssey of the Mind
State Finals Competition
Wingate University
Saturday, April 5, 2014**

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

**Competitions
7:40 a.m. - 3:20 p.m.**

Problem 1 – Driver’s Test: Sanders- Sykes Gym - Div 1, 2 & 3

**Problem 2 – The Not-So-Haunted
House: Cuddy Arena - Div. 1
Austin Auditorium – Div 2 & 3**

**Problem 3 – It’s How We Rule: Hayes Building
First Floor - Div 2 & 3
Second Floor – Div 1**

**Problem 4 – The Stackable
Structure: Dickson- Palmer Center
Ames Turnout – Div. 2 & 3
Aerobics Room – Div 1**

**Problem 5 – Seeing Is Believing: Batte Center
Recital Hall - Div. 1
Auditorium - Div. 2 & 3**

Closing Ceremony - Cuddy Arena

**Pre-Awards Activities - 4:00 PM - 5:00 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 5th, at the Registration Desk in the Dickson-Palmer Center at Wingate University. There is no early pickup!

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. 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.

Any meal vouchers that you have ordered should be picked up at the Registration table when you pick up your packet.

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 Registration and Information Desk in the Dickson Palmer Center. 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 when 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 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 704-233-8255 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 (in Jefferson Clubhouse) ice cream, smoothies and drinks 11AM – 3PM
Cuddy Arena Snack bar 3:00 m – 6:00pm

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, 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 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 **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 specific form that can be downloaded from the online Member Area.

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 world competitions. The decisions of the judges are final.

Clarifications: We will use clarifications published by Odyssey of the Mind national website on or before March 29th, 2014. 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 “The Stackable Structure” 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 should be in costumes and have all your problem solution materials with you at this time. The pre-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 staging area and follow directions given by the Timekeeper. The coach(es) 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. 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.

Please Note: 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 posted online at the conclusion of the Awards Ceremony.

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 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 all regional tournaments in North Carolina and 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.

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://www.ncom.org/StateTournament/2014StateTournament.htm> we encourage your teams to participate in this activity.

We expect teams to stay for the entire ceremony. Final scores for your problem will be posted online immediately after the Awards Ceremony.

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.

THE TOURNAMENT WILL GO ON REGARDLESS OF THE WEATHER

Have a great day and good luck to your teams.