

NCOM State Finals Tournament
Tournament Information, Rules and Procedures
Appalachian State University (ASU)
Boone, NC
April 1, 2006

Congratulations!

You and your team are going to the NCOM State Tournament!

Please read the enclosed information and print out instructions and materials you will need for the tournament. Our NCOM State Tournament is sure to be an exciting event and we ask that you follow the procedures outlined in this Info-Pack to make it even more exciting and memorable for all of our well-deserving teams.

Please check the NCOM website regularly for new and updated information; no information will be mailed to you.

ODYSSEY OF THE MIND
State Tournament
April 1, 2006
Appalachian State University (ASU)

Events Schedule and Locations

6:30am-7:30am	Judges Check-in Per Problem Captain Instructions	
7:30am-11:00am	Team Registration Holmes Convocation Center Concourse	
8:00am-4:00pm	Competitions Problem 1: The Great Parade Problem 2: Tech Transfer Problem 3: Ancient Egypt Problem 4: Geometry Structure Problem 5: The Jungle Bloke Spontaneous	Quinn Center Welborn Cafeteria Holmes Convocation Center Holmes Convocation Center Arena Broyhill Music Center Duncan Hall
8:00am-4:00pm	Food / Concession Sales	Holmes Convocation Center Trivette Hall Welborn Food Court
9:00am-4:00pm	Souvenir Sales NCOM Museum	Holmes Convocation Center Holmes Convocation Center
3:30pm-5:00pm	Pre-awards Entertainment <i>3:30 PM - 4:15 PM See flyer included in your registration packet.</i> <i>4:15 PM - 4:45 PM Rob Jackson warm-up activities.</i> <i>4:45 PM - 5:00 PM Chris & Josh present video highlights of the day.</i>	Holmes Convocation Center Arena
5:00pm-6:30pm	Awards Ceremony	Holmes Convocation Center Arena

2006 NCOM STATE TOURNAMENT INFORMATION

The NCOM State Tournament requires over 250 judges and volunteers who have put in countless hours to make this an enjoyable experience. We hope all teams and coaches will have a unforgettable experience.

The tournament will go on regardless of the weather.

Thank you, Appalachian State University and the Boone Chamber of Commerce!

They have graciously donated the use of their facilities and we are their guests. PLEASE...

- **Keep the grounds and facilities clean. Put your trash IN trashcans.**
- **Do not put tape on walls, slide props on floors, use furnishings, or in any other way damage the facilities.**
- **Leave the space you use picked up, clean and as you found it.**
- **After the last teams have performed at the long-term competition sites, we request that audience members help us put the site back in order.**

Teams may receive penalties for Unsportsmanlike Conduct if areas are not cleared of trash or props are not properly discarded.

Maps

Directions to ASU, a campus map, Site Diagrams including Load/Unload Zones and Parking Lots are on the State Tournament link on the NCOM web page at <http://www.ncom.org>

Campus Parking

All Student/Faculty/Staff lots will be available. The Parking Deck will charge their normal fee. You must have a permit to park in a Handicapped zone.

Schedule

The Tournament Events Schedule and Locations and Team Long-Term and Spontaneous times are on the State Tournament link on the NCOM web page at <http://www.ncom.org>.

ASU Information

- The ASU Ambassadors organization will provide tours of the campus in the afternoon. More information will be available, as we get closer to tournament day.
- NCOM members may not go into campus dorms or apartments.
- ATM machines are on the north side of River St., half way between Holmes Hall and Varsity Gym.
 - You can visit the sights in Boone during your free time.

Emergency Number

Please call the ASU Campus Police at 828-262-8000 in the event of a family emergency. In order for tournament officials to locate the person, the caller must give the following information with their message: 1) Odyssey of the Mind membership name, 2) Name of school, 3) Name of coach, 4) Name of Odyssey of the Mind problem.

First Aid or Minor Medical Care

Medical personnel will be on staff at Holmes Convocation Center.

Medical Emergency or Other Emergency Situation

In the event of an emergency, call the campus police on 1-828-262-8000 or 911.

Lost and Found

Please turn in found items to the Souvenir Stand in Holmes Convocation Center. Items will be taken to the Awards Ceremony for collection. Items remaining after the Awards Ceremony will be taken to the ASU Lost and Found department.

Registration

You **must** register your team between 7:30am and 11:00am. Registration for all problems is on the concourse of Holmes Convocation Center. The Head Coach should pick up and sign for the team's packet. Please plan to arrive in plenty of time to register, locate sites and make preparations for your competition.

Food

Breakfast, lunch, snacks, and drinks will be available at concession stands in Holmes Convocation Center, Trivette Hall, Welborn Cafeteria and the numerous restaurants in Boone within walking distance or a short drive. **FOOD AND DRINKS ARE NOT PERMITTED IN COMPETITION SITES.**

Souvenir Sales

Odyssey of the Mind and NCOM souvenirs will be for sale in the souvenir stand on the concourse of Holmes Convocation Center. Pins, shirts, caps, visors, beanie hats, Omer puppets and backpacks will be for sale. Sale proceeds will benefit NCOM teams.

Tournament Judges and Officials

We will have experienced and well-trained judging teams who are looking forward to evaluating and enjoying your team's creative solutions. Many of our experienced judges have previously judged at regional, state and world competitions. Our tournament judges and officials are volunteers who give many hours of their time and they work very hard at being fair and consistent in their scoring of the problem's criteria. Sometimes a mistake is made; if brought to our attention, officials will make every effort to correct it. We expect all judges, officials and coaches will be treated with respect and civility. It is important that parents and supporters understand that coaches only may speak to the Problem Captian and/or Head judge on behalf of the team.

Awards Ceremony

The Pre-Awards activities will begin at 3:30 pm and the Awards Ceremony will begin at 5:00 pm in the Holmes Convocation Center Arena.

We have plenty of seating for the Awards Ceremony but we encourage all team members and coaches to sit in the lower levels.

Out of courtesy to all teams who have competed, please plan to stay for the entire Awards Ceremony.

Awards

Awards will be given to first, second and third place in each problem and division. Ranatra Fusca Creativity Awards will be given to teams or individuals for exceptional creativity or risk-taking. OMER's Award may be given to any team or team member whom tournament officials feel exemplifies the spirit and philosophy of Odyssey of the Mind.

Advancement to World Finals

First and second place teams will advance to the Odyssey of the Mind World Finals May 24 -27 at Iowa State University in Ames. In addition, teams that receive a "**Team Ranatra Fusca Award**" will be invited to World Finals. There will be a meeting for Coaches of teams advancing to World Finals in room 062 of the Convocation Center after the conclusion of the Awards Ceremony. **Come prepared to accept or decline your invitation to World Finals at this post tournament meeting.** Teams (especially 3rd place teams) should hold on to props in case we later determine that your team may advance to World Finals.

Results

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. Your team registration packet will include a coupon to exchange for the results from your problem and division. The results will also be posted on the NCOM website –

<http://www.ncom.org>

If you wish to receive the style judges' Averaged Style Score Sheet for style elements for your team, please do the following: Create a self-addressed envelope with one 39 -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. **Please turn this envelope in at the REGISTRATION DESK in Holmes Convocation Center.**

Questions??

Contact the Tournament Co-Director Barbara Parris barbaraparris@verizon.net or Betsy Adams, Association director at adamsbets@hotmail.com All tournament information will be on the NCOM web page – <http://www.ncom.org>. Once on the Home page, go to the State Tournament Block.

GOOD LUCK! HAVE FUN!

Thank you so much for the time, energy and talents you give to make this program possible for our children! We wish your team an enjoyable and memorable Odyssey of the Mind experience!

Barbara Parris and Lee Crisp
Tournament Co-Directors

Coaches: Please print out all tournament information and bring with you to the tournament. Make certain all team members and families have this information, too.

2006 NCOM STATE TOURNAMENT TOURNAMENT RULES AND PROCEDURES

Tournament officials wish to emphasize the following rules and procedures that will be in effect for the NCOM State Tournament. **It is important that you read these rules carefully and follow the procedures outlined.** We hope the information will be helpful in planning your day and making the competition go as smoothly as possible for your team. We appreciate your cooperation.

Teams and coaches must use the Problems, the Odyssey of the Mind School Program Guide and the General Competition Rules, Problem Procedures and Problem Clarifications to solve the problem and prepare for competition. The Problem Procedures and General Clarifications are also posted online at the Odyssey of the Mind web site <http://www.odysseyofthemind.com>.

- Learning and practicing good sportsmanship and manners are an important part of the Odyssey of the Mind experience. Coaches and parents are responsible for making certain all team members and supporters are aware they are representing their school and questionable behavior by one member will reflect on all of them.
- Be courteous to all teams who are competing.
- Be quiet in competition areas.
- ALL TEAMS ARE WINNERS! Even though only a few teams will go to the World Finals, all teams who participate are WINNERS because of the effort and skill it takes to put together a problem solution capable of being presented at the state competition.

Each team must have a coach who is 18 years of age or older at competition. If the coach cannot attend, please designate an adult age 18 or over to serve as coach and represent the team. (If Division III teams want to designate a team member as coach, that student must be age 18 or over.)

- **Team members must be with a coach or adult chaperone age 18 or older who is responsible for the students at all times.** You will have a lot of waiting time during the day; use it to observe other competitions. Team members may wish to bring a book, cards or quiet electronic games to help pass the time. If the weather is nice, your team can enjoy outdoor activities, too. You can also use this time to explore the downtown area in Boone, which is a short walk away.
- Security is difficult when dealing with this many people. Although Odyssey of the Mind participants are among the most honest folks around, please encourage your students to leave valuables, props and problem solutions locked in vehicles until needed. Teams leaving personal items, props and equipment in the prop or check in areas, sites, hallways or bathrooms do so at their own risk. We will not be responsible for lost, stolen or damaged articles.
- Competition sites, unless the building or room is locked, *may* be available for preview on Friday evening. Teams may *not* practice on the competition performance area. Registration packets will *not* be available Friday evening. Please do not ask anyone except Odyssey of the Mind officials any competition, problem or site questions. The staffs at the campuses do not know Odyssey of the Mind rules and cannot answer your questions.

Parking Regulations:

When you arrive, please park your vehicle in the parking lots indicated on the maps. Campus Security will enforce parking regulations. Do not park in Load/Unload areas for competition sites. Please do not leave any trash in any of the parking lots.

Registration: The team's head coach must pick up and sign for the Team Registration Packet at the registration table in Holmes Convocation Center between 7:30 and 11:00 am on Saturday.

- Please leave your props and costumes locked in your vehicle until it is time to prepare for your performance. You may temporarily park in the Load/Unload Zones at your competition site only when unloading and loading your competition material.

PERFORMANCE PROCEDURES:

- It is important that you carefully read the Procedures for your Problem -

[Long-Term Problem Procedures](#)

- ◆ [Before the Team Competes](#)
- ◆ [After The Team Competes](#)
- ◆ [Problem 1: The Great Parade](#)
- ◆ [Problem 2: Tech Transfer](#)
- ◆ [Problem 3: Ancient Egypt](#)
- ◆ [Problem 4: Geometry Structure](#)
- ◆ [Problem 5: The Jungle Bloke](#)

[Spontaneous Problem Procedures](#)

[Read More](#)

- **Balsa Structures for Problem 4 must be checked and weighed–in one hour before the scheduled long term time.** Two members of the structure team, including the structure builder, should report with the structure to the problem site weigh-in table. If time permits the team may make corrections of any infractions. Approved structures will be kept in a sealed bag/box or placed in the team's own protective container (if provided and if it can be sealed) at the Weigh-in site. The bag /container must remain sealed with the attached Weigh-in sheet until presented to the Staging Area Judge. Safety goggles must be worn by team members placing weights within the safety zone. Caution: Team members must be very careful moving around the tester and weights.
- Coaches, please remind your team and supporters that fixing hair, make-up, costumes, etc. by any person other than a team member is considered **Outside Assistance**. Teams may receive substantial penalties for this violation of the rules.

Video Cameras and Flash Photography: Video film *will not* be used to make judging decisions. Video cameras may be used during competition if:

- They are used with the permission of the team and coach.

- They are used without extra lights.
- They do not disturb the competition in any way.
- They always stay outside the competition boundaries.

Flash cameras may not be used during performances unless the team/coach has given permission.

- Props should be removed from the performance sites as soon as possible after the Long Term performance. Please take all props home. We can not dispose of them for you. **Please help our clean up crew by leaving the areas used by your team clean and picked up – especially the prop and Check-in rooms. All trash should be put in trash cans!**
- Only Coaches may discuss an issue with the Head Judge/Problem Captain at the Long Term site. A coach may only discuss issues about his/her own team and may not question judges regarding another team's solution. Outside assistance, irregularities and penalties may only be reported by tournament Officials and Judges.

Tribunal Procedures: When the long-term score is ready, the Head Judge will review the raw scores with the coach. The Head Judge will give the coach the pink copy of the score sheet, record the time and ask for the coach to initial the time. After reviewing the scores with the team, the coach should take any additional concerns or questions to the Head Judge within 30 minutes. Only Coaches may discuss a ruling with a Head Judge. If necessary, the Head Judge will refer the Coach to the Problem Captain, who will try to resolve the issue with the Coach. If the issue is not resolved to the coach's satisfaction and he/she believes correct procedures were not followed or a rule was not interpreted properly, he/she can request a Tribunal. The members of the tribunal will convene when a rule interpretation or a question of a procedure is involved; subjective decisions of the judges are not subject to tribunal review.

Problem Clarifications: General clarifications for all problems are available at <http://www.odysseyofthemind.com/clarifications.php>. General Problem Clarifications PUBLISHED on the Odyssey of the Mind website will be in effect for the State Tournament. If your team has a reply to a specific team clarification that was requested from Odyssey of the Mind, it must be presented to the judges before your competition begins. Clarifications supersede your Long Term problem rules and take precedence over the General Competition Rules published in the *Program Guide*.

- **ALL team members should report to the Spontaneous Check-in** in Duncan Hall 20 minutes before you are scheduled to compete. In order to insure that the right team is at the right Spontaneous problem/division, the team will be given a Spontaneous Card at Check-in that should be turned in to the Head Judge at your competition site.
- Do not allow your supporters to go to the Spontaneous Check-in site with the team. The Spontaneous Check-in area may be congested and we need to be QUIET in this area. Your parents and supporters may meet the team afterward at a location you have designated.

IMPORTANT. KEEP THE SPONTANEOUS PROBLEM A SECRET! Every team in your problem/division will have the same spontaneous problem and it is possible that teams in another long term problem may have the same spontaneous problem. TEAMS MUST NOT REVEAL OR DISCUSS THE NATURE OF THE SPONTANEOUS PROBLEM TO ANYONE UNTIL AFTER THE AWARDS CEREMONY. If you discuss the problem, other teams may inadvertently overhear your conversation. Since we often use the same problem for several divisions or problems, you never know who should not hear any information about your spontaneous problem. Your team can be heavily penalized or disqualified for this violation. Please be

aware that all association tournaments in the US will be using the same problems. Please tell your students NOT to discuss the spontaneous problems on the Internet.

General Competition Conditions

- Teams should be prepared to perform on any floor or surface.
- Floors must not be damaged. Judges will stop any activity they believe will damage the floor.
- Teams may not use walls, curtains, furnishings etc., at the competition sites in their problem solutions.
- Teams should remember that conditions at the competition site (such as team or audience noise in the gymnasium) may affect the quality of their problem solutions and should prepare accordingly.

TEAM COMPETITION CHECK-LIST

Use this checklist to be sure you bring everything required for competition.

Each team must have the following items:

_____ THREE COMPLETED copies of the Style Form *

_____ Completed Materials Value Form *

_____ Completed Outside Assistance Form * (Any Outside Assistance must be explained on the form)

_____ The reply to any Team-Specific Problem Clarifications* your team submitted to Odyssey of the Mind.

_____ Two copies of Required Lists* in team specific problems.

_____ All props, costumes, sets, etc. necessary to complete the problem solutions, except those items listed in the problem under "Tournament Director Will Provide."

_____ Any items listed in the problem, clarifications or *Program Guide* General Rules that the team must provide.

Recommended items include:

_____ A "Fix-it" Box for last minute repairs - with string, wire, duct tape, scissors, glue and glue gun, needle and thread, extra batteries, etc.

_____ Coaches' Survival Kit!

* KEEP EXTRA COPIES OF ALL COMPLETED PAPERWORK!