

Buccaneer Bay Odyssey of the Mind Tournament Checklist

Forms for Tournament Day

As the coach, make sure that you have the following forms for the team to turn in at the Long Term site to the Staging Official (also known as Team Check-in). Include the following. (All these forms are available on the Internet for you to print out. They can be obtained at the National www.odysseyofthemind.com or Regional www.BucBay.com webpage.

1. 1 copy of the **Outside Assistance form** (to be signed by each team member and coach(s))
2. 4 copies of the **Style form** (Make sure it has specific items listed as "Free Choice". They cannot be what is already being scored in Long Term solution).
3. 3 copies of the **Materials Value form**
4. 4 copies of "Required List". All Long-Term problems, but structure, have this "list".
5. **Clarification form.** This form is to be used by the team if they have a special question, which cannot be answered by reading the problem. It has to be filled out by the team mailed in for a response, or it may be sent in via e-mail.
6. **Give two complete sets of the above listed items to someone you can trust, in case you, the coach, cannot locate your copies.**

REMINDER:

- **ALL standard school rules and policies** that are in effect during school hours, will be enforced throughout Tournament Day. *We can and will issue penalties* based on any lack of adherence to the School District of Hillsborough County rules and policies.
- **All cell phones (& any noise makers), watches and camera MUST** be collected and given to someone to hold while students are performing their long term solution and during spontaneous.
- **Keep the Spontaneous problem confidential!!** All teams competing in the same problem and division have the same Spontaneous problem. Teams are on the honor system to keep the problem confidential until **AFTER** World Finals. Your team can be penalized for discussing the Spontaneous problem outside of the Spontaneous room.
- Courtesy to other teams, **teams should be quiet and non-disruptive** when they are near a Long Term performance area or the Spontaneous competition area. As teams walk around the tournament they should not touch other team's props/scenery/costumes/etc. Rowdy behavior and/or damaging another team's items may result in a penalty to your team.
- Skateboards, roller blades and all other types of "roller" shoes are prohibited at this site.
- Temporary "easy up" type of shelters may be placed on grass areas around the building only. Stakes or poles may not be driven into the ground as there are underground irrigation and utility/IT lines around the campus.
- All props and problem solution materials must be removed from the venue by the teams.
- Whatever you bring to the campus, you **MUST** take back with you.
- No one is allowed on 2nd floor, unless specifically escorted by an official.

Wrapping It Up

- ✓ In some (not all) problems, the team needs to signal the Judges that the performance is over (read the rules specific to your problem under B, usually the last numbered item. Sometimes referred to as the "List".
- ✓ Make sure you have 4 copies of the "List" if problem
- ✓ Like the beginning, the end is important. Experienced teams find a "creative" way.
- ✓ Tell it to the Judge!
- ✓ After the performance ends, the judges will talk to the team and ask them questions about their solution. This is a part of the solution. Let the team know to expect it and practice it with them.
- ✓ Don't forget the Membership Sign...

What Setup Time?

- Don't make the mistake of neglecting to figure in set-up time.
- What happens if something goes wrong during setup?
- Who handles what tasks during setup?
- Is it better to have a complicated setup, or a simple setup and more performance time?
- Is there something someone can do during setup to start the performance?
- ✓ Time does not stop if the team encounters a problem (except for medical emergencies).