



TEAM INFORMATION SHEET

Buccaneer Bay Regional Tournament

Saturday, February 18, 2017

Dunedin Highland Middle School (70 Patricia Avenue, Dunedin)

Date: _____

Dear Supporter of our Odyssey of the Mind Team:

We are competing in

Problem: _____ Division: _____

Presentation Time: _____ You need to be there at: _____

Room: _____

You need to be there and ready to enter the facility before we enter. At most sites, the performance room doors will be closed to spectators upon our entry, and no one will be allowed to enter or exit the room during our performance. Please be there to cheer us on.

The secret, spontaneous problem portion of our competition is scheduled. You will not be able to view the spontaneous competition, but knowing that you are just as anxious to find out how we did, as we are to tell you, means a lot to us. Please help us keep the area outside the Spontaneous Rooms as quiet as possible. We want it very quiet outside, so we can concentrate on our solution.

Spontaneous Time: _____ Meet us at: _____

Please meet us after spontaneous here _____ at _____.

We will receive awards at the awards ceremony. It is scheduled to start at approximately 6:00 p.m. in the **stadium or gym (inclement weather)**. We will be there to cheer on all of the students who creatively solved their problems, because we are all winners!!! If we move forward to our State Tournament, we will have to stay a little while after competition to find out what will happen there. State Tournament is on April 8, 2017 at the University of Central Florida, Orlando.

By the way, if you want to help us, you can carry our props (carefully) around the facilities. If you notice that our hair is messy or we have a broken prop, let us know that we might want to check something out, but please let us do it ourselves! We believe that all teams have done their own work, and we want to do our own work as well. (That will keep us free from Outside Assistance and penalties!)

Thank you for supporting our efforts this year!

P.S. from the Coach: