

SPONTANEOUS & LONG-TERM PROBLEM PROCEDURES

What to do when competing at an Odyssey of the Mind tournament.

▷ **THE HOLDING ROOM:** you will see a Spontaneous competition time on the tournament schedule. Report to the area marked Spontaneous Holding Room 10 minutes before your scheduled time. One coach may accompany you. Here, one team member will register the team by telling the judge your long-term problem, division, and membership name and number. You will wait in the Holding Room until a judge escorts you to the competition room. Your coach will remain in a designated area until you are finished. If you haven't already decided, your team should pick which members will compete in each type of problem.

▷ **ENTERING SPONTANEOUS:** Everyone on your team may enter the room; however, only five will compete. The judge will tell you what type of problem you will solve: hands-on, verbal, or verbal/hands-on. The members competing will go where directed. If your team has five or fewer members everyone must compete. Those not participating can stay or watch or leave the room. If staying but not participating, you must not talk, signal, or intervene. If that happens, you will be asked to leave while time continues.

▷ **STARTING SPONTANEOUS:** The judges will read your problem aloud – be sure to listen carefully because each problem has its own set of rules. **You will also get a copy of the problem for reference before it is read.** Then, the judge will say "Begin" and time starts. You may ask questions, but your time will continue. Judges will make every attempt to clarify the problem to make sure you understand what it requires; but, judges cannot help you solve the problem. Judges will also interrupt you if they cannot hear your response during a verbal problem.

▷ **THE FASTEST FEW MINUTES:** once you have finished your problem, leave the room quietly and meet your coach! While it is exciting to complete Spontaneous, it is important not to discuss the problem with others outside of your team until after World Finals. Spontaneous problems are not subject to the grievance process; but if you have a concern, someone from your team should ask to speak to the Spontaneous Problem Captain, who will then speak with the judges and the entire team, if necessary.

~Joy Kurtz, International Spontaneous Problem Captain.

Be sure to read these procedures for competing in Long-Term and Spontaneous problems. Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, type of floor, etc. Remember to relax, have fun, and be creative. Good luck!

Please note items in bold: These have been updated since the fall printing.

▷ **THE CHECK-IN AREA:** location will be marked at your tournament. This is where you will meet 15 minutes before you are scheduled to compete. Bring everything you need to compete and your paperwork: four completed copies of the Style Form, Cost Form, Outside Assistance Form, Team Required List Form, clarifications specific to your solution, and any other paperwork listed in the long-term problem. Remember, if you don't have your Team List Form, there will be extras on hand.

▷ **THE STAGING AREA JUDGE:** will check that your paperwork and membership sign is in order, that you are wearing foot coverings, and that all your props are safe. The SA Judge will pass your paperwork to the Timekeeper, who will then pass it on to the rest of the judges for you. Feel free to ask questions! The SA judge will also explain to your coach how and when to pick up your scores, and where to sit during the performance.

▷ **THE STAGING AREA:** is where you will wait to compete. Once the SA Judge finishes checking your paperwork, you must move all of your competition materials into this area as quickly as possible. (Depending on your tournament location, this may be the same place.) Others can help you; however, once everything is in the Staging Area, no one can assist you until after your performance.

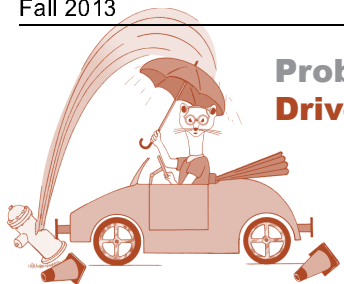
▷ **THE TIMEKEEPER:** will meet you in the Staging Area. The timekeeper will introduce you to the audience and ask that all cell phones and electronic devices are turned off. The Timekeeper will announce if you are allowing flash photography and/or video recording of the presentation. No one, including the Timekeeper is allowed to read a description of your solution, but you may do so during competition time if you wish.

▷ **THOSE MAGIC WORDS!** Once the Timekeeper announces "Team Begin" you will have eight minutes to set up your props and present your solution to the judges. At the end of the eight minutes, judges will call "Time." An overtime penalty will be given to any team who takes longer. In problems 3 and 5 the judges will stop the performance after one minute of overtime. Teams will be scored for items presented during overtime in these two problems. **There is no overtime in problems 1, 2, & 4. All activity must stop at the end of the 8-minute time period.**

▷ **WHEW...COMPETITION ENDS:** Once your presentation is over, the judges will meet with you to ask questions or ask for a demonstration. Here's your chance to show off any special aspects of your solution. Once you are finished with the judges, you must quickly clear the competition site, leaving it clean and dry for the next team. Others may assist you now. Make sure to bring any clean-up materials you may need. There will be a three prong electrical outlet for use, but you must bring any extension cords or adapters as needed.

▷ **THE SCORES:** The head judge will go over the team's raw long-term score and any penalties with your coach. After the review, coaches have 30 minutes to return if any questions arise.

LONG TERM PROBLEM PROCEDURES (CONTINUED FROM PAGE 3)



Problem 1: Driver's Test

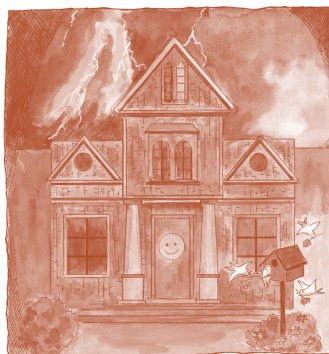
The team must place its vehicle completely within the 4' x 6' rectangle for measurement by the Staging Area Judge.

Once time begins, the team will attempt the Driver's Test, completion of tasks, travel in forward and reverse, encounter the directional signal and use a GPS. The team will present a theme that incorporates the running of the vehicle, the Driver's Test, the Student Driver Character, and the GPS.

~Wayne Kehrli, IPC

Problem 2: The Not-So-Haunted House

The competition site is a minimum of 10' x 20' (3m x 6m) but may be larger if space permits. Teams may perform or place equipment, props, etc. outside the 10' x 20' area. Nothing can be placed on the competition site until time begins.



If a drop off exists beyond the site dimensions, a caution line may be taped 30" from the edge of the drop-off. This will serve as a warning not a boundary.

All parts of the team's solution must fit through a standard 28" x 78" doorway (.71m x 1.98m).

The team will have 8 minutes to present their performance. The cost limit for this problem is \$145 (US).

~Carol Biros, IPC

Problem 3: Classics. . . It's How We Rule



The competition site will be a minimum of 7' x 10' (2.1m x 3m) and will not be marked. It may be larger if space permits. Teams may perform and/or place equipment, props etc. outside the 7' x 10' area. If a drop off exists beyond the site dimensions, a caution line may be taped 30" from the edge of the drop off. This will serve as a warning, not a boundary. A three-prong electrical outlet will be provided. Teams must supply their own extension cords and outlet adapters if needed.

Teams are also expected to provide a safe floor covering if dancing, scenery movement, or any other action may damage the floor.

Teams are also reminded make sure they have all paperwork in order before going to the staging area 15 minutes before they are scheduled to compete. This includes Style, Cost, Outside Assistance forms, team-specific clarifications, the team list, and documentation of the Historic Royal Court.

Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, type of floor, etc.

~Matt Lopez, IPC

Problem 4: The Stackable Structure

Before its scheduled competition time, the team or a team member must report to the weigh-in site with its structure to be checked for rule infractions. If time permits, the team may make corrections. After filling out the weigh-in checklist, the judge will seal, mark, and store the structure in a bag supplied by the tournament director.

Approximately 20 minutes before its scheduled competition, a team member will pick up the structure and proceed to the competition site with the rest of the team and its coach. At the Staging Area, the judge will remove the weigh-in checklist and ask the team if judging for Style should continue after the structure breaks.

If an adult assistant is used in Division I or II, he or she must be identified in Staging and will remain with the team throughout its presentation. It must be apparent to the judges that when the adult is assistant in weight placement that a team member is selecting the weights used and supporting at least half of the weight being handled.

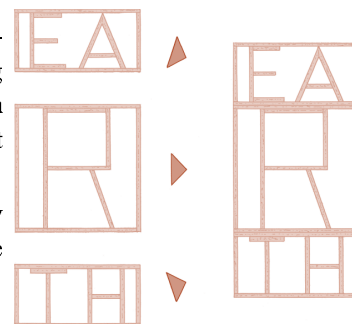
Once time begins, the team can show the components integrated into the artistic representation of Earth and then weight placement can begin.

The only people allowed inside the tester area during the presentation are the team members, judges, and adult assistants, if used.

Style may take place at any time during the 8-minute competition time.

When the solution is completed, all wood from the structure must be placed in a bag and be returned to the weigh-in site by a designated judge in case any questions arise.

~Dan Semenza, IPC



Problem 5: Seeing is Believing

The competition site will be a minimum of 7' x 10' (2.1m x 3m), larger if possible. Teams may perform and/or place equipment, props, etc. outside the 7' x 10' area. If a drop-off exists beyond the site dimensions, a caution line may be taped 30" from the edge. This will serve as a warning, not a boundary.

Teams must supply their own extension cords, outlet adapters (if needed), and cleanup materials if necessary. Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, floor coverings, etc.

Best of luck to all teams!

~Sharlene Smith, IPC

