



NCOM Central Region

Regional Co-Directors:

Bart Austin.....704-534-4197

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February 15, 2018

Dear Coaches:

We are looking forward to seeing your team compete in the Central Region Odyssey of the Mind Tournament to be held at Wingate University on March 3, 2018. The NC Odyssey of the Mind Central Region is pleased to have an opportunity to host this unique educational experience for all your teams.

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.

Please note that the ***Team or Individual Ranatra Fusca Award*** winners will advance to State Finals independent of their overall final team ranking. As in past years, all first and second place teams from each problem and division (including any ties in first or second place) will also advance to State Finals. This year our State Finals will be held at Wingate University, the same as our Regional Tournament, on Saturday, March 24th.

Go to <http://central.ncom.org> to download detailed maps of the campus and floor plans of competition areas. If you have competed at Wingate University in the past you will note lots of changes to the campus as they have recently completed a large construction project to Cuddy Arena and the surrounding 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 one of us. Good luck to you and your team.

Sincerely,

*Bart Austin,
Dick Raley, and
Doris Barahona-Burton*
Central Region Tournament Co-Directors

**NC Odyssey of the Mind
CENTRAL REGION COMPETITION
Wingate University
Saturday, March 1, 2018**

**Registration
7:30-10:00 a.m.
Dickson- Palmer Center**

**Competitions
8:20 a.m. - 2:40 p.m.**

Problem 1 – Triathlon Travels:

McGee Health Center - All Divisions

Problem 2 – Emoji, Speak for Yourself:

Cuddy Arena - All Divisions

Problem 3 – Classics...Mockumentary! Seriously?:

Batte-Recital Hall – Division 1

Batte-Main Auditorium - Divisions 2 & 3

Problem 4 – Animal House:

Dickson-Palmer Center- Aerobics Room - All Divisions

Problem 5 – A Stellar Hangout:

Batte-Vocal Hall – Division 1

Austin Auditorium - Division 2 & 3

Primary -- We're Cooking Now:

*Dickson-Palmer Center - Helms Forum (Long Term and
Spontaneous)*

Spontaneous - Problems 1-5:

Burris Building

Closing Ceremony - Cuddy Arena

Pre-Awards Activities Including Hat Parade - 3:30 PM - 4:30 PM

Awards Ceremony - 4:30 PM – 6:00 PM

ARRIVAL PROCEDURES AND REGISTRATION:

Coaches: Pick up Team Registration packets between 7:30 and 10:00 AM on Saturday, March 3th, 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. Please remember not to 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. *We recommend that you leave your props and costumes locked in your vehicle until prior to competition time.*

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 will let us know that you have arrived and are ready to compete in the tournament. The packet will include a "Coach" sticker, programs for each member of the team, participation certificates, and any pertinent last-minute information.

Preordered meal vouchers should also be picked up at the Registration table when you pick up your packet.

SAFETY AND SPORTSMANSHIP:

An adult must be with the team at all times. This goes a long way towards assuring that your team members are safe and are adhering to good sportsmanship guidelines.

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. We recommend that each team bring extra adult supervision so the team members always have a chaperone.

We hope that competition day will be a beautiful day. If it is, you and your team will have an opportunity to sit outside and enjoy the beautiful surroundings. Encourage your team members to bring balls, Frisbees, games, books, cards, etc. for their entertainment during "down time." 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 and that we are all guests on the Wingate campus.

Please help us keep everyone safe: Security is difficult when dealing with large groups of 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, hover boards, or scooters are allowed. Please 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.

Major emergencies: Call the Wingate Campus Police, or call the Wingate's Dickson-Palmer Center Office at 704 233-8000 or the Wingate Police at 911. Red light phones around campus are to be used for the purpose of reporting emergency situations only.

FOOD SERVICE:

Harris Dining Hall (Meal Vouchers or Cash): 10:30 am – 1:30pm
(No picnic lunches or non-paying guests allowed in Harris Dining Hall)

Cuddy Arena Snack Bar: 10:30 am – 6:00pm

Starbucks (Dickson-Palmer Center) 7:00am – 7:00pm

LONG-TERM PROBLEM PROCEDURES:

General Information: 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 could damage the facilities. Lift props into position; do not slide. Please be aware that, **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.**

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):

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 on your team, including parents and other team related individuals, 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. **In all of our competitions, the decisions of the judges are final.**

Clarifications: We will use clarifications published by Odyssey of the Mind national website on or before **February 17, 2018**.

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.*

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 posted around campus which will indicate the sites for each problem and division. You will also receive a tournament program when you check in at Registration which has a marked map of the campus.

Go to the Check-In area at your site at least 20 minutes before your performance time. When you arrive at Check-In, you should be in costumes and have all your problem solution materials with you. 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 judge where the coach should report 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.

Problem 4 "Ready, Set, Balsa, Build" Special Instructions:

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.

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 from 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 committee and/or the team.** The Tribunal Committee’s final decision will be presented to the team and coach immediately after a closed session by the tribunal committee. This closed session will take place immediately following the tribunal meeting with the team, coach and problem captain.

Please Note: A “Request for Problem Intervention” will be accepted ONLY within 30 minutes after the time recorded on the long-term score sheet

SPONTANEOUS PROBLEM PROCEDURES:

- Be at your spontaneous problem site twenty minutes before you are to compete.
- Only the team members and coaches may 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.
- After the spontaneous competition, the team will be escorted out of 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, you will have given them an advantage by providing them with an opportunity to think of solutions ahead of time. 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.

Hat Parade: Our yearly Hat Parade will be judged during the pre-awards activities between 3:30 and 5:30 pm. Prizes for the best hats in several categories will be awarded. More information can be found here: <http://central.ncom.org> we encourage your teams to participate in this activity.

AWARDS CEREMONY

The Awards Ceremony: will be held in the Cuddy Arena at 3:30 pm.

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.***

Out of respect for all the teams, judges and volunteers that participated in the tournament, please stay for the entire 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.

NOMINATIONS FOR COACH OF THE YEAR:

Only school principals or representatives of your organization's management make nominations for Coach of the Year. Your team members, team parents or other involved people may give the form on the next page to the school principal or organization representative to be completed and returned to an NCOM official through mail (the address is below) by March 4th or be delivered to the Registration Desk on competition day in a sealed envelope.

THE TOURNAMENT WILL GO ON REGARDLESS OF THE WEATHER

Have a great day and good luck to your teams.

This form is for the school principal to complete.

2018 Central Region COACH OF THE YEAR AWARD

To the Principal or Representative: Each year a Central Region Odyssey of the Mind Coach is selected as "Coach of the Year". Please nominate a coach from your school if you feel he/she has extended him/herself beyond expectations in coaching a team or teams. Please highlight the coach's characteristics that make him/her the "best in our region." Return this form to the Registration Desk in Dickson Palmer on March 3rd.

NCOM Central Region COACH OF THE YEAR Nomination

Coach's Name _____

School/Organization _____

Team Problem and Division _____

Our NCOM Coach is a very special person because he/she has done the following extra things that seem to us to be more than a coach really needs to do:

1 _____

2 _____

3 _____

4 _____

5 _____

Attach any additional information you think may be of interest to our selection committee.

Principal or Rep. Signature

Principal or Rep. Name