

# NC Odyssey of the Mind, Eastern Region

## 2016 Tournament Competition Rules

1. Teams and coaches must follow the Odyssey of the Mind™ Program Guide. Any rule in a Long-Term problem takes precedence over the Odyssey of the Mind Program Guide. Clarifications take precedence over Long-Term problem rules. All policies of the Wake Technical Community College System must be followed, including those regarding weapons, percussions, and explosives. If you have questions concerning specific policies, contact the Tournament Director.
2. Team members **must remain at all times with a coach or adult chaperone** who is responsible for the students' care and behavior.
3. Team members, coaches, and guests are expected to exhibit good sportsmanship at all times before, during and after competition. Compliment and encourage all teams and volunteers! Celebrate and rejoice in everyone's efforts. No coach, team member, parent, or spectator may complain about another team. Inappropriate behavior by any associated person may result in an "Unsportsmanlike Conduct" score deduction for a team. Officials may assess such a score deduction at any time before, during or after the tournament.
4. The score room, judges' administrative areas, spontaneous competition areas, and officials' hospitality areas are **OFF LIMITS**. These areas are restricted to tournament officials.
5. Our tournament officials, judges, and volunteers all donate their time and spend hours of hard work to provide teams with a wonderful opportunity to demonstrate their solutions. Judges have been certified through a day-long training session and many are experienced at judging regional, NC State, and World Finals competitions. Their focus is on evaluation, celebration and fairness to all competitors. Please remember to RESPECT and THANK them!
6. When each team arrives on campus, a coach, or Div III team captain, **must** check in and pick up a packet. The packet for each team is at the Info Desk in the Student Services Building (SSB). A team does not need to pick up the packet before spontaneous if the spontaneous competition is scheduled first.
7. Teams must report to their long-term problem site 30 to 45 minutes before they are scheduled to weigh-in (for P4) or compete. Teams must report to the spontaneous check-in desk 15 minutes before they are scheduled to compete. If your long-term site happens to be running behind and will cause the team to be late for spontaneous, please do not panic. Complete the long-term problem and report to spontaneous as soon as possible and the team will be allowed to compete.
8. Food and drink are allowed **only** in designated areas. Please make sure that you clean up after yourselves and use the appropriate trash containers for your discards.
9. Team rankings will remain confidential until the conclusion of the Award Ceremonies. There will not be any paper copy of the results available. All results from all problems will be posted online ([www.ncome.org](http://www.ncome.org)) as soon as possible after the award ceremonies.
10. The **Wake Tech** campus must be left in the condition we found it. Furniture must be returned to its original position. Trash must be in the intended receptacles, and **ALL PROPS, COSTUMES, AND PROBLEM SOLUTIONS MUST BE TAKEN HOME**. The school does not have the resources to dispose of materials no longer wanted by the teams.

## Long-Term Problem

1. Doors at competition sites will be closed during performances. No one will be admitted once a team has begun to perform. Please instruct parents and spectators to wait quietly outside in this circumstance. When teams gather outside venues, be respectful of other team performances.
2. Teams may not use walls, curtains, chalkboards, furnishings etc. at the competition sites in their problem solutions.
3. Teams should be prepared to perform on any floor surface. Floors must not be damaged. Judges will stop any activity they believe to be dangerous or will cause damage to the floor. Score deductions ranging from -15 to -200 points will be assessed depending on the severity of the damage. Memberships are financially liable for damages.
4. Teams may bring props to the site no earlier than 45 minutes prior to their scheduled performance time.
5. Video cameras may be used during the long-term competition only with the permission of the Head Judge and the competing team. If permitted, they must be used without extra lights and without disturbing the competition in any way. Video recordings **ARE NOT ALLOWED** to be used to make judging decisions. Flash cameras may not be used during performances. Spectator cameras must always remain outside the physical competition boundaries. Video recording or taking pictures of any judging materials is prohibited and may result in an unsportsmanlike conduct penalty.
6. General Clarifications issued after Feb 20, 2016 will not be enforced at the 2016 Eastern Region Tournament. If your team has a “team specific clarification”, it **must** be presented to the staging area judge **PRIOR** to your team’s long-term performance. Reviewing all clarifications is a team’s responsibility (See the procedures outlined in the Program Guide.)
7. After a performance, the judging team will talk with all team members. The judges may wish to examine problem solution materials and props. Coaches, parents, and spectators should NOT approach the team until the Head Judge indicates that props and scenery may be removed. At that time, anyone may help the team remove their props and help with cleanup! This would be a good time to thank the judges!
8. Approximately 30 minutes after the team’s long term performance, a coach should return to pick up a copy of the score sheet with the RAW long term scores and a page with comments from the judges. This is picked up during a conference with the head judge. Often there is a list of teams with scores ready to pick up posted at the venue. The head judge will explain entries on the score sheet and note the time the score sheet is given to the coach. After receiving the team’s scores, the coach has 30 minutes to review the score sheet and if necessary may return and speak with the head judge. There is additional information about this process in the Program Guide. Spontaneous scores will not be released until after the tournament award ceremonies.
9. If the coach does not return to pick up the score sheet within 30 minutes after it is available, the head judge will release the scores to the score room and they will become official. In that case, the score sheet may not be available until after the tournament award ceremonies.
10. Only a coach or division III team captain may discuss a scoring element on the team’s score sheet with the head judge. Parents, division I or II team members or spectators are not to approach any official concerning competition rulings. If necessary, the Problem Captain (PC)

will be consulted. If a question involves an interpretation of the rules that cannot be resolved, the coach may request a "Tribunal" be convened to review the rule interpretation. This is done by completing a tribunal request form explaining the team's rule interpretation. This form is available from the Head Judge or PC. PLEASE NOTE: Subjective scores of judges (scoring values) are never elements that can be taken to a tribunal. A tribunal, assembled by the Regional Director, will consist of three persons who have a thorough knowledge of the rules. The tribunal will review the rule in question and, if necessary, talk with the team members and/or judges involved. Once the tribunal makes a decision, its decision is final.

## **Spontaneous Competition**

1. When teams report to spontaneous, one (only) coach has the option to accompany their team to the holding room. This coach will stay in the holding room until the team is called to go to their spontaneous competition. Coaches are not permitted in any spontaneous cool-down areas. Only five team members will be allowed to compete in Spontaneous.
2. Keep the spontaneous problem a secret! Team members may NOT talk about their spontaneous problem to anyone (including family and coaches) after they leave the cool-down room until after all the awards ceremonies are completed. Following the tournament, they may talk to their coach and family at home, but they should not talk about it publicly, especially over the Internet. The same spontaneous problems may be used at Odyssey of the Mind competitions all over the world as much as a month following our competition.

## **Score Calculations**

There are three areas that are scored: Long-Term – 200 maximum points; Style – 50 maximum points; Spontaneous – 100 maximum points. All long-term "problem" judges' scores are averaged together. For objective score items (score items where "something" either happens or it doesn't), all judges must agree. All style judges' scores are averaged together. In spontaneous, all judges must agree on the number of responses (if applicable) and scores are then averaged together. All these scores are considered "RAW" scores. Coaches pick up from the long-term Head Judge, a score sheet with the "RAW" scores for their team's long-term and style scores about 30 minutes or so after the team competes. Spontaneous scores are not released until after the end of the competition.

After "RAW" scores are available for all teams in a competition, the scoring program will adjust "RAW" scores to "CALCULATED" scores by stretching the highest "RAW" score in each competition to 200 points for long-term, 50 points for style, and 100 points for spontaneous. The factor used to multiply the highest "RAW" score is then applied to the comparable scores of all other teams in that competition. All three calculated scores are added together to give a total team "CALCULATED" score. Any penalty is deducted from the total "CALCULATED" score. These final "CALCULATED" scores are then used to rank teams. Teams whose total "CALCULATED" scores are closer than one point to each other are considered "tied" for placings. All teams ranked in first or second place are invited to the State Tournament at Wingate University near Charlotte on April 2<sup>nd</sup>.