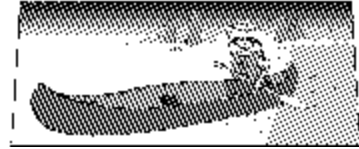


PROBLEM PROCEDURES FOR PROBLEM 2: **OMER'S EARTHLY ADVENTURES**



A pre-staging area may be designated outside the performance area at some tournaments. Approximately 15 minutes before the scheduled time, the Staging Area Judge will call the team members and coaches into the Staging Area. Team members and coaches will have 3 minutes to clear the pre-staging area, if used, and proceed to the staging area.

Teams should have completed copies of the following forms: (2) Style Forms, Material Values Form, Outside Assistance Form, any clarifications specific to the team's solution, and the list as designated in the long-term problem.

Team members must have all items needed for their problem solution with them in the staging area. The Staging Area Judge will check for clarity and completion of all paperwork then pass it to the Timekeeper, who will distribute it to the Problem and Style Judges. The Staging Area Judge will then check all props for safety, team members' foot coverings, and the membership sign. The team members are given an opportunity to ask questions. The Staging Area Judge will explain the procedure for picking up the long-term raw score to the coaches/team captain.

The Staging Area Judge will dismiss the coaches to designated seating, if provided. After that, no one may assist the team in any way until the presentation is completed. The Timekeeper is introduced to the team and then introduces the team to the audience. The Timekeeper will ask that pagers, cellular

phones and other electronic devices be turned off and announce whether the team will allow flash photography and/or videotaping of their presentation.

When the Timekeeper says, "Begin," time begins and the team has 8 minutes for setup, Style and the problem solution. The team must clear the staging area within 3 minutes after time begins. The competition site is a minimum of 7' x 10' (2.1 m x 3m). The floor will not be marked and, if space permits, teams may perform and/or place equipment outside the 7' x 10' area. A three-prong electrical outlet will be available, but teams should bring their own extension cords and adapter, if needed.

The Timekeeper will call time at the end of 8 minutes and the team must stop. If the team's solution is completed before the 8 minutes, it must signal the judges that it is finished. Judges will meet with all team members to discuss the solution, ask questions or request demonstrations. The team will then quickly remove its solution. It is the team's responsibility to bring materials to clean up any mess so the competition area is clean and dry for the next competing team. Others may help with cleanup.

Unless otherwise indicated, the Head Judge reviews with the coach or Division III/IV team captain the team's long-term raw score and any penalties as soon as the score is compiled. Style scores are not given to the team. The coach/team captain then has 30 minutes to return if any additional questions or concerns arise. *

-- Alice McRae, International Problem Captain

