



## PROBLEM PROCEDURES FOR ODY-SEE-ING SOUNDS

At some tournaments a pre-staging area may be designated outside the performance room. Approximately 15 minutes before the scheduled time, the team is called by the Staging Area Judge. All team members and the coach will proceed to the designated area with all problem solutions, props, background scenery, membership sign, and any team-provided equipment. The team will present two copies of its Style Form, a Material Values Form, Outside Assistance Form, Problem Clarifications (if any), and two copies of the list asked for in B.10 of the problem. The Staging Area Judge will check for clarity then pass the paperwork on to the Timekeeper, who will pass it on to the Problem and Style Judges. The Staging Area Judge will check the devices for safety and potential floor damage, complete the Staging Area Checklist and indicate any penalties on the checklist. All team questions will be answered at this time.

The team members and coach will be given 3 minutes to clear the pre-staging area and proceed to the Staging Area adjacent to the competition site. Anyone may assist in this movement. At this time, the judge will give a final explanation about the competition site, answer additional questions and explain the procedure for obtaining the team's long-term raw score. Then the Staging Area Judge will ask the coach to sit in the designated seat. After this, no one may assist the team members in any way until their presentation is completed.

Once the Timekeeper is introduced to the team, he/she will introduce the team to the audience, ask that pagers, cellular phones and other electronic devices be turned off and announce if the team will allow videotaping and/or flash photography. When the Timekeeper says "Begin," time begins and the team has 8 minutes for setup, Style and the problem solution. If no pre-staging area was used, the team must clear the Staging Area within 3 minutes after time begins.

The competition site will be a 6' x 10' taped area (SEE) within a 10' x 14' (minimum) area. There will be a three-prong electrical outlet available, but the team will provide any extension cords or adapters needed. The Timekeeper will call time at the end of the 8 minutes and the team must stop. Judges will meet with team members to discuss their solution, ask questions or for demonstrations, then indicate to the team that it must quickly remove its solution. The team is responsible for bringing materials to clean up any mess so the area is clean and dry for the next team.

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

-- Alice McRae,

*International Problem Captain*

