

PROBLEM PROCEDURES FOR Wild.Winged.Wonders.



At some tournaments a pre-staging area is designated outside the performance site. Approximately 15 minutes before the team's scheduled competition time, the Staging Area Judge will call for the team and greet all team members and the coaches. The Staging Area Judges will direct them with the materials needed for their long-term problem solution and Style, membership sign(s) and paperwork to enter the pre-staging area (if used). The team gives the Staging Area Judge all of the forms, including the Outside Assistance Form, two Style Forms (three at World Finals), the Materials Values Form, any specific Problem Clarifications it has received, and two copies of the list asked for in B, 14 of the problem. The Staging Area Judge reviews the paperwork for clarity, then passes it to the Timekeeper, who will give it to the Problem and Style Judges. The Staging Area Judge will check the team's foot coverings and will inspect the membership sign(s), if available at that time. When the Staging Area Judge has completed the checklist and answered team questions, the team and coach will be given 3 minutes to clear the pre-staging area and proceed to the staging area adjacent to the 7' x 10' (minimum) competition site. Anyone may assist in this movement.

At this time the Timekeeper greets the team, gives a final explanation of the performance area, if needed, answers any team questions and asks the team how it will signal the judges when its performance is finished. The Timekeeper explains the procedure for picking up the long-term raw score, including penalties. Any non-performing team members and the coaches are then dismissed and invited to sit in designates chairs, if provided. After this, no one may assist the long-term members in any way until the presentation is completed. The Timekeeper determines that the judges and team

are ready. The Timekeeper then introduces the team to the audience, asking for cell phones, pagers, and other such devices to be turned off and announces whether or not the team has given permission for videotaping and/or flash photography. When the Timekeeper says, "Begin," time begins and the team proceeds with its setup, Style and problem solution. If a pre-staging area was used, the team must clear the staging area within 3 minutes after time begins.

The Timekeeper will not call time, but an overtime penalty will be assessed if the team takes more than 8 minutes. When the team is finished, it must signal the judges. The judges will then meet with team members to discuss their solution, ask questions or ask for a demonstration. At this time the team may point out any special aspects of its solution. The three required works of art, the commemorative memento, the costume scored in Style, 2 and any other items scored in Style should be available for the judges to view. The judges will then indicate that the team should quickly remove its solution. Others may help with the cleanup. 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, after the score is compiled. The Head Judge may have a sign indicating when the scores are ready for each team. If this is not available, the coach should inquire when and where this review will take place. The coach/team captain then has 30 minutes to return if any additional questions or concerns arise.

-- Rita Sleeman,
International Problem Captain