

Problem 1 = Vehicle Problem = "Nature Trail'R"

- I. Read through the problem
 - A. Read through the problem with your team – several times! The coach and the team must know the problem very well – the “problem” not the “synopsis”. Read, and re-read at meetings. Make sure everyone understands all aspects of the problem.
 1. Spirit of the Problem and Creative Emphases
 2. Limitations (time limit?)
 3. Site, set-up
 4. Scoring
 5. Style
 6. Forms
 7. Clarifications (understand procedure)
 8. Membership sign
 9. Penalties & Outside Assistance
- II. Rules – Program Guide
 - A. Read the program guide, but pay particular attention to Chapter 5 – Program Rules
 1. Assisting teams with props, scenery, etc.
 2. Weapons – and stuff that looks like a weapon
 3. Audio visual stuff
 4. Safety issues
 5. Foot coverings
 6. Damage to the floor
 7. Batteries
 8. Copyrights and Trademarks
 9. Penalty categories
 10. Cost
 1. Assigned value items
 2. Items exempt from cost
- III. Developing Long Term Solutions
 - A. Assist the team in necessary research
 - B. Help the team focus on the most important aspects of the problem. If there is a question, refer to the scoring.
 - C. Developing a story
 1. Beginning, middle, end.
 2. Makes sense
 3. Fills the time. Minimize dead time.
 - D. Divide dramatic tasks
 1. Set and props
 2. Scenery
 3. Costumes
 4. Music
 5. Script
 - E. Technical aspects
 1. Develop hypotheses
 2. Build and analyze models
 3. Build and test full size

- F. Practice, practice, practice
 1. Use a stopwatch. Shoot for 7 1/2 minutes
 2. Videotape and self-critique
 3. Audiences (?)
 4. Follow competition format (“Team are you ready? Begin”)
 5. Develop stage presence
- G. Brainstorm disasters and make a plan
 1. Use spontaneous practices to plan for disasters
 2. Electricity fails
 3. Member forgets lines
 4. Prop falls over
 5. Emergency kit for competition day (what goes in it?)
- IV. Clarifications
 - A. Submit via www.odysseyofthemind.com web site. If you have any question in your mind if a solution is “legal” or not, submit a clarification and ask. No other teams can see your question or OotM’s answer.
- V. Tournament Day
- VI. Outside Assistance
 1. Most common penalties at tournaments. Can be up to -100 points!!!
 2. Team needs to design solutions they can build – at their skill level. NOT ok to have someone else do work with tools that are unsafe for the team to use.
 3. Ideas must be the team’s – no one else’s
 4. Prop, vehicle, structure, etc. – all cutting, shaping, nailing, gluing, assembly, repair, etc. MUST be done by the team – no one else can help!
 5. Paying someone (and including cost on Cost Form) to do some custom work IS outside assistance
 6. Tournament day – ok to carry props, scenery, etc. to competition site, up stairs, through doors. Team MUST assemble, make all repairs, etc.
 7. Makeup – team members must put on themselves or each other – no parent/coach help!
 - B. What’s a coach to do that’s NOT outside assistance?
 1. Make sure they know and stick to the problem
 2. Make sure they stick to the rules (describe outside assistance to them in detail)
 3. Monitor cost
 4. Take notes or make sure they take notes
 5. Keep them on task. Plan a timeline, plan the process.
 6. Get them the stuff they need. (where does the \$ come from?)
 7. Get them help (people to teach them general principles and “how-to”). Walk through Lowe’s, see a play and walk backstage, go to garage sales, etc.
 8. Teach them skills – how to cut a 2x4 with a hand saw, how to sew a costume together, how to solder electrical connections, how to use tools safely.
 9. Psychologist, referee, nanny, CEO, slave driver, project manager, friend

- VII. Yahoo Groups: odysseyworld
 - A. Great place to ask other coaches around the country and world for advice.
- VIII. The coach is NOT responsible for how the team does. As they say in professional sports, you want to put your team in a position where they can succeed. Then it's up to them.

Notes: