

COACHES & OFFICIALS PROBLEM

REVERSABILITY

A. The Problem

Your problem is to design, create, and wear a reversible costume. The costume will have a different appearance when it is worn in reverse.

B. Limitations

- The costume must:
 - be original, however, it may include commercially produced parts.
 - not include components that are supported by the floor or something resting on the floor. The costume may touch the floor as long as the floor is not supporting it.
 - be worn in both versions. You may add or remove components when you make your change. (Tiebreakers will be determined by how little is added or removed.)
 - must be on costume worn by the competitor. Other people (and only people!), including team members, co-coaches, officials, etc. may wear the costume along with the competitor. If more than one person is wearing the costume, it must be connected by costume materials.
 - be safe in its design. For example, your costume isn't allowed to have AC power. If it is judged to pose potential harm to anyone or the competition site, it will be prohibited. See *2008-09 Odyssey of the Mind Program Guide* pages 40-41.
- Everything counts toward the appearance of the costume including cosmetics, apparel, eyewear, etc., and the entire costume will be judged for creativity.
- You will reverse your costume in front of an audience so you must make sure your appearance is never inappropriate. Reversing a costume is not literal. Any change will be accepted, but the creativity of the reversal is considered in scoring.

C. The Competition

- You will be assigned a number when you register at the competition site.
- When your number is announced you move to the Wait Line in costume.
- A judge will blow a whistle to start that round.

4. Demonstrating the Costume:

- Competitors will walk one at a time from behind the **Wait Line** down the **Runway Line** and across the **Showcase Line**. The Runway Line is a guide and not a boundary.
- When every competitor in that group is across the Showcase Line a judge will send you, one at a time, back across the Runway Line to the Wait Line.
- While walking to the Wait Line you will reverse your costume. You must not stop moving toward the Wait Line. Remember when designing your costume that you will be moving while reversing your costume and it should be able to be changed safely.

5. Qualifying rounds will run as needed, with finalists advancing at each stage.

D. Awards

- Your costume will be rated by how creative it looks in each version, the impact of the reversal, and the creativity of the way it is reversed. Scoring will be determined as follows:
 - Crowd response = 50% (We recommend you bring your cheering section!)
 - Trio of Judges = 50% (Cannot be bribed at any price. Please, don't test this!)
- Trophies will be awarded for 1st, 2nd, and 3rd place.
- A trophy will be awarded to the person with the most outstanding STYLE. In this problem, Style will be how well you make yourself stand out from the rest. Every contestant is eligible, even those who place 1st, 2nd, or 3rd.





Coaches Competition Registration Form

Friday, May 29 at Hilton Coliseum

Coaches & Officials Competition at 8 p.m. (or immediately after Graduation – participants should report to Hilton Coliseum at 7:45 p.m.)

Participant's Name and State:

1. _____

2. _____

3. _____

If coach, membership name and number: _____

Return this form by **April 27, 2009** to: Odyssey of the Mind World Finals, c/o CCI, 406 Ganttown Road, Sewell NJ, 08080 or fax to: **(856) 256-2798**.