

COACHES & OFFICIALS PROBLEM

CASTING AWAY

A. The Problem

Your problem is to design and create three “fish” and a device that you will use to retrieve the fish from the “water” and into your “boat.”

B. Limitations

1. Your retrieval device must:
 - a. be original, however, it may include commercially produced parts.
 - b. must not touch the floor or anything touching the floor outside of the boat when the start whistle is blown.
 - c. all or part of the device may touch the floor outside of the boat in order to retrieve the fish. Nothing else may be used to solve the problem.
 - d. be safe in its design and use. It must not include anything sharp that can harm yourself or others and must not be able to damage the floor. If it is judged to pose potential harm to anyone or the competition site, it will be prohibited. See *2009-10 Odyssey of the Mind Program Guide* pages 39-40.
2. Your fish must:
 - a. be team-created and can complement the retrieval device's design. One fish must be marked 5, one marked 15 and one marked 25.
 - b. each fit inside a common shoe box that can be closed with one or more fish inside.
 - c. have the same appearance and shape when they are used for score as they do when they are in the box.
 - d. be placed so they are completely in the “water.”
 - e. be retrieved one at a time.

C. The Competition

1. You will be assigned a number when you register at the competition site.
2. You will line up according to number and place your retrieval device behind the boat line and place your fish anywhere you wish behind the water line.
3. The boat and water will be marked as taped lines. They will be 20' apart.
4. Retrieving the fish:
 - a. You will get three attempts to retrieve your fish. The fish may be retrieved in any order.

- b. A judge will blow a whistle to start your first attempt. You will have 30 seconds for the attempt to be completed.
- c. A judge will blow the whistle to start the next two attempts and you will have 30 seconds for each of those to be completed.
- d. You must stay behind the boat line at all times after the first whistle is blown. You must not retrieve any part of your device, a fish, or adjust the fish after the first attempt starts.
- e. Nothing but the device must touch the fish until it crosses the boat line. Once it centers the boat (crosses the line) you can disconnect it from the device.

D. Awards

1. You will be scored as follows:
 - a. You will receive the score marked on the fish for each fish successfully retrieved.
 - b. In the event of a tie the audience will choose the winner through applause. Bring your cheering section!
2. Trophies will be awarded for 1st, 2nd, and 3rd place.
3. A trophy will be awarded to the person with the most outstanding STYLE. In this problem, Style will be the appearance of the competitor, the fish, and the retrieval device. Every contestant is eligible, even those who place 1st, 2nd, or 3rd in competition.

Notes: Teams can cross the boat line between attempts to make adjustments to their device or to move fish that did not make it into the boat back to behind the water line.



East Lansing, MI



Coaches Competition Registration Form

Friday, May 28 at Breslin Center

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

Participant's Name and State:

1. _____

2. _____

3. _____

If coach, membership name and number: _____

Return this form by **April 30, 2010** to: Odyssey of the Mind World Finals, c/o CCI,
406 Ganttown Road, Sewell, NJ 08080 or fax to: **(856) 256-2798**.