

# COACHES & OFFICIALS PROBLEM

## *Closest to the Pin*

### **A. The Problem**

Your problem is to create a device that will propel a plastic golf ball through the air and into a target.

### **B. Limitations**

1. Your “golf club” device:
  - a. must be original, however, it may include commercially produced parts.
  - b. must propel a golf ball into the air from behind a line and have it come to rest in a target.
  - c. must 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 *2010-11 Odyssey of the Mind Program Guide* pages 39-40.
  - d. must not cross the Start Line at any time.
  - e. may include indirect human power. For example, just like a golfer swings a club, you may provide energy for your device if you wish.
2. The target:
  - a. will be a 3-ft taped square.
  - b. will be 25 ft away from the Start Line.
  - c. will be resting on the floor.
  - d. will have a flag in the middle to represent the “pin” in golf.
3. The ball:
  - a. must be a lightweight plastic golf ball. You may use your own or you may use one provided at the competition.
  - b. will be at rest on an artificial grass surface, you are not allowed to move it by hand. For example, you are not allowed to load it into or onto your device.
  - c. must become airborne after being hit by the device.
  - d. must come to rest in the target.

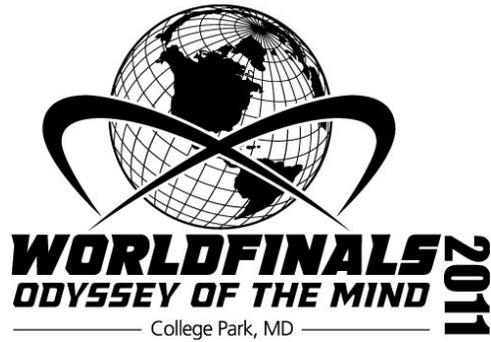
### **C. The Competition**

1. You will be assigned a number and given a ball when you register at the competition site.
2. After you receive your number, you will take a seat until a judge directs you otherwise.
3. Then, you will line up according to number with your golf club device and ball behind the taped line.
4. Hitting the golf ball:
  - a. A judge will blow a whistle to start the game of golf.
  - c. Competitors and devices must stay behind the taped line at all times after the official round begins.
  - d. Nothing but the device must touch the ball when attempting score.

### **D. Awards**

1. You will be scored as follows:
  - a. The team who is closest to the “pin” will win.
  - 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 and the golf club device. Every contestant is eligible, even those who place 1st, 2nd, or 3rd in competition.





## Coaches Competition Registration Form

Sunday, May 29 at Cole Field House

**Coaches & Officials Competition at 8 p.m.** (or immediately after Graduation – participants should report to Cole Field House at 7:45 p.m.)

**Participant's Name and State:**

1. \_\_\_\_\_  
\_\_\_\_\_

2. \_\_\_\_\_  
\_\_\_\_\_

3. \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**If coach, membership name and number:** \_\_\_\_\_

Return this form by **April 29, 2011** to: Odyssey of the Mind World Finals, c/o CCI,  
406 Ganttown Road, Sewell, NJ 08080 or fax to: **(856) 256-2798**.