



# *Coaches & Officials Problem*

# **One Small Step**

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## **A. The Problem**

Not only is it the 40<sup>th</sup> anniversary of World Finals, but it is the 50<sup>th</sup> anniversary of the moon landing. That was a great moment in history showcasing the importance of creative problem solving and teamwork.

Now, we want you to create an original great moment. Your problem is to create a costume and a special effect representing a new “giant leap for mankind.” A description of the giant leap will be read as you demonstrate the costume by taking “small steps” towards a landing.

## **B. Limitations**

1. You can work individually or in a group as a single entrant.
2. The costume must represent a giant leap. It can be an achievement, a change, an invention—anything you wish, real or imaginary. It can change appearance while you travel to help show the “leap.”
3. Each entrant will create a description of the costume and the “giant leap” it represents. It will be presented while the costume is being demonstrated. This description will be read by the team and must be no more than 3 minutes long. It can be pre-recorded or presented live. A microphone will be provided.
4. The costume and theme cannot identify a specific living person.
5. When you arrive at the end of the course, there must be a special effect indicating that you have landed. The special effect can be anything you wish, but it must be noticeable to the judges and the audience.

6. No part of the costume or special effect can cause damage or harm to the competition site as described in the *2018-19 Odyssey of the Mind Program Guide*.

## **C. The Competition**

1. You will be assigned a number when you register at the competition site.
2. When a judge calls your number, you will move from behind the taped Start Line and walk to the taped Landing Area. As you display your costume/giant leap to the audience, the description of the giant leap will be read by a member of the team or a recording played into the microphone. The special effect must take place once you enter the Landing Area.
3. Each entrant will demonstrate its solution one at a time. When all entrants have completed their demonstration, there will be a parade around the course of all of the costumes in the order they performed and the winner’s determined.

## **D. Awards**

1. Trophies will be awarded for 1st, 2nd, and 3rd place as determined by judges and audience reaction to your costume and special effect.
2. A trophy will be awarded to the entrant with the favorite “giant leap” as determined by the judges.



**Coaches Competition Registration Form**  
Friday, May 24 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.)  
**(walk-in competitors will be accepted)**

**Participant's Name and State:**

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

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

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

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

Return this form by **April 26** to: Odyssey of the Mind World Finals, c/o CCI, 406 Ganttown Road, Sewell NJ, 08080 or fax to: **(856) 256-2798**.