

# *Coaches' and Officials' Problem*

## **SMILES DOWN THE AISLE**

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### **A. The Problem**

Your problem is to design, create and wear a costume intended to make people laugh. Each participant will be judged on the appearance and presentation of the costume as they “smile down the aisle.”

### **B. Limitations**

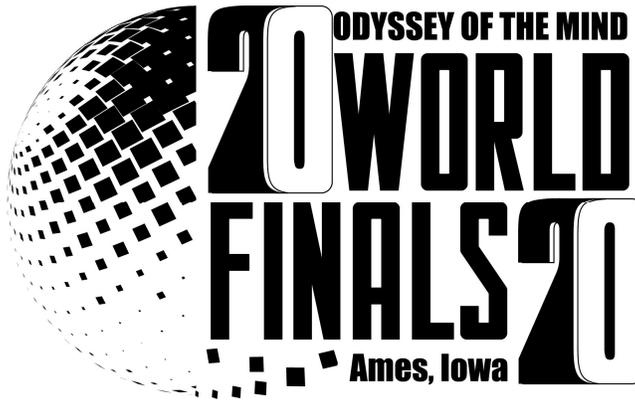
1. The costume must:
  - a. be original, however, it may include commercially produced parts.
  - b. not include components that are supported by the floor or something resting on the floor. The costume may touch the floor as long as the floor is not supporting it in any way.
  - c. must be worn by the competitor. Other people (and only people!), including team members, co-coaches, officials, etc. may wear the costume along with the competitor or may wear different costumes that will not be scored.
  - d. 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, it will be prohibited.
2. Everything you wear and the way you act during the presentation will be considered for score including cosmetics, apparel, eyewear, movement, etc. You may use props that will be considered when scoring.
3. Nothing can be given or thrown to the judges or audience at any time. No part of the costume or its presentation can cause damage or harm to the competition site as described in the *2019-20 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 your number is announced you move to the Wait Line in costume.
3. A judge will blow a whistle to start that round.
4. Demonstrating the Costume:
  - a. Competitors will walk one at a time from behind the Wait Line down the Aisle and across the Showcase Line. Any marking in the Aisle is a guide and not a boundary.
  - b. When every competitor in that group is across the Showcase Line a judge will send you, one at a time, back down the aisle to the Wait Line.
5. Qualifying rounds will be run as needed with finalists advancing at each stage.

### **D. Scoring**

1. Your costume will be rated by how creative and unexpected it looks, how you present it, and the audience reaction. Scoring will be determined as follows:
  - (a) Crowd response = 50% (We recommend you bring your cheering section!)
  - (b) Trio of Judges = 50% (Cannot be bribed at any price. Please, don't test this!)
2. Trophies will be awarded for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place. A trophy will be awarded to the person with 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 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup>.



**Coaches Competition Registration**  
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.)  
**(walk-in competitors will be accepted)**

**Participant's Name and State:**

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

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

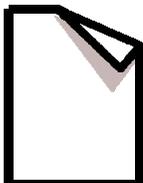
3. \_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_

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

Fax this form by **May 1st** to: **(856) 256-2798**.  
Or email the information to: [pressroom@odysseyofthemind.com](mailto:pressroom@odysseyofthemind.com).

After May 1<sup>st</sup> drop off at WF Registration!



**Download the Coaches & Officials Problem at**  
**[www.odysseyofthemind.com/wf2020!](http://www.odysseyofthemind.com/wf2020!)**