

2006 Odyssey of the Mind World Finals

Coaches' and Officials' Problem

BOMBS AWAY!

A. The Problem

Your problem is to design and build a device that will propel tennis balls through the air and into a target container. You will compete in rounds against other competitors.

B. Limitations

1. The device:
 - a. must be an original design built by the contestant. It may include commercially produced parts and the team members can help.
 - b. must be safe in its design and the way it operates. If it is judged to pose potential harm to people or the competition site it will be prohibited.
 - c. is only allowed to be touched/operated by one person during the competition. Nothing else may launch, propel, or guide the tennis balls.
 - d. must be less than 3' (.91 m) wide when time begins (measured perpendicular to the target).
 - e. may launch the tennis balls one at a time or all at once. You may alter the tennis balls as long as they remain recognizable. However, nothing may be added to the tennis balls that could harm a person if it were to hit them. Each tennis ball must have your name on it.
2. Using the device:
 - a. The device must be completely behind one of the Start Lines when time begins.
 - b. At any time after time begins, the device may move beyond the Start Line. (Your device is not required to travel, but it may.)
 - c. The device must launch the tennis balls before any part of it breaks the vertical plane of the foul line. The foul line will be 10' (3 m) from the start line.
 - d. Once a ball is launched it must not be connected to the device in any way and nothing may help guide, steer, or stop it.
 - e. You may control your device any way you wish until it reaches the foul line. However, you must remain entirely behind the start line until time ends for that round.
 - f. The target will be an empty trashcan located 25' from the start line. The trashcan will be approximately 24" tall with a round opening approximately 18" in diameter. The trashcan will not be adhered to the floor.

C. The Competition

1. You will be assigned a number when you register at the competition site. When your number is announced you must bring your device and tennis balls to the Start Line. You may not practice on the site at any time including before the competition begins.
2. Each round will last one minute.
3. A judge will blow a whistle to begin the round. You have 10 seconds to start your device. After 10 seconds the whistle will be blown again and your device must be functioning in a visible manner. You may continue to operate it, but you cannot start it after 10 seconds have passed.
4. When a minute has passed the round will be stopped. If any of your tennis balls have not been launched before time ends, they will not count.
5. Anyone who successfully gets a ball in the container will advance in the competition and continue until a champion is determined. In the final round, the contestant that has the most tennis balls in the target when time ends will win. If there is a tie the more creative solution will win.

D. Awards

1. Trophies will be awarded for 1st, 2nd, and 3rd place in both Coaches and Officials divisions.
2. A trophy will be awarded to the person with most outstanding STYLE. Every contestant is eligible, even those who place 1st, 2nd, or 3rd.



Coaches Competition Registration Form
Friday, May 26 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 24, 2006** to: Odyssey of the Mind World Finals, c/o CCI, 1325
Route 130 S., Suite F, Gloucester City, NJ 08030 or fax to: **(856) 456-7008**.