



COACHES & OFFICIALS PROBLEM

A. The Problem

Your problem is to design and build a device that extends as far as possible and safely drops a marker on the floor. The device that places the marker farthest from the foul line will win the competition.

B. Limitations

- The device:
 - must be an original design. It may include commercially produced parts and team members can help.
 - 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.
 - is allowed to be touched/operated by only one person during the competition. Only the device may move the marker.
 - must completely fit within a 2' x 2' x 3' closed container.
 - must be only one or two components. That is, only two components may be placed in the container. However, each component may be made up of many parts. For example, you may assemble four parts into one component and three into another component.
 - The components cannot consist of parts with the sole purpose of connecting parts in the individual component. For example, using string to “connect” pipes in order to make a single component.
 - must be carried to the competition site.
 - must be completely inside the taped lines when time begins.
 - when time begins the device may extend beyond the taped boundary lines, but its base must remain inside the lines.
- The Marker:
 - must include your name and state/country.
 - has to become detached from the device for score.
 - cannot be able to move on its own.
 - is allowed to touch the floor as the device moves it as long as it does not help the device extend.
 - must travel with the device. If the marker travels farther than the end of the device it will not count for score.
 - will be judged for creativity and distance traveled.

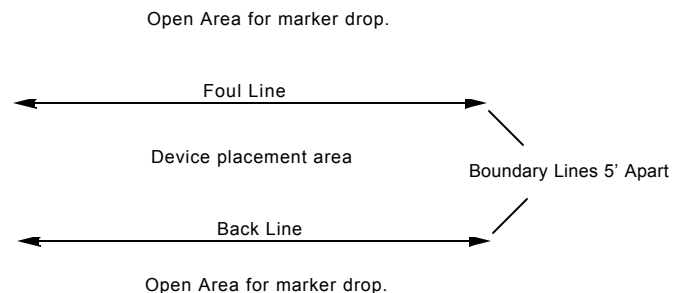
C. The Competition

- Teams will be assigned a number when registering at the competition site.
- When your number is announced you must bring your device and marker to the competition area. (Judges may check your solution here for size limitations.) This is anywhere between the two taped boundary lines, which will be 5' apart. (See Figure A.) The rest of the gym floor will be open for marker placement.
- You may not practice on the site at any time including before the competition begins.
- Judges will signal when to begin. At this time the device must begin to function in a visible manner. The judges will then signal after one minute has passed. At the one-minute signal you will have 30 seconds to finish dropping your marker. Judges will call time after 30 seconds.
- Extension chords cannot be used in the solution.
- The team whose marker is the farthest when time ends will win. If there is a tie the more creative marker will win.

D. Awards

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

Figure A. Competition Area



— Teams can place device anywhere within the two boundary lines, which will extend as far as the judges need.

— Markers can be placed anywhere outside of the start lines in order to receive score.



Coaches Competition Registration Form
Friday, May 25 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 23, 2007** 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**.