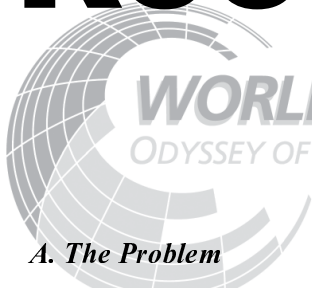


Room to



GROW

A. The Problem

Your problem is to design, create, and wear a costume that changes size so that multiple people can wear it at the same time. The costume will be worn by one team member and then grow to fit as many people as possible.

B. Limitations

1. The costume:
 - a. must be original, however, it may include commercially produced parts.
 - b. must 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.
 - c. must be one costume worn by one competitor, then change to fit as many people as possible. The additional people can include team members, co-coaches, officials, parents, siblings, audience members, etc. When more than one person is wearing the costume, it must always be connected by costume materials.
 - d. can be anything you wish and can appear to be multiple items as long as the costume as a whole remains connected at all times.
 - e. must be worn by the original competitor at all times. You may add or remove components when you make your change. (Tiebreakers will be determined by how little is added or removed.)
 - f. must 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 or the competition site, it will be prohibited. See *2012-03 Odyssey of the Mind Program Guide*.
2. Everything counts toward the appearance of the costume including cosmetics, apparel, eyewear, etc., and the entire costume will be judged for creativity.
3. You will expand your costume in front of an audience so you must make sure your appearance is never inappropriate.

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 **Start Line** in costume. Anyone that will be added to the costume can wait at the opposite line.
3. A judge will blow a whistle to indicate that it's time to demonstrate the costume.
4. Demonstrating the Costume:
 - a. Competitors will walk one at a time from behind the **Start Line** down the **Runway Line** and across the **Grow Line**. The Runway Line is a guide and not a boundary. The distance between lines will be approximately 35'.
 - b. Once a competitor reaches the Grow Line, you will signal to the rest of your team that it's time to "grow." You will have 30 seconds to add as many people as possible to your costume. Then everyone in the costume will walk back to the Start Line together.
5. Qualifying rounds will run as needed, with finalists advancing at each stage.

D. Awards

1. Your costume will be rated by how creative it looks in each version, the impact of the change, and the creativity of how it is designed to grow. Scoring will be determined as follows:
 - a. Crowd response = 50%
 - b. Trio of Judges = 50%
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 how well you make yourself stand out from the rest. Every contestant is eligible, even those who place 1st, 2nd, or 3rd.



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.)

Participant's Name and State:

1. _____

2. _____

3. _____

If coach, membership name and number: _____

Return this form by **April 26, 2013** to: Odyssey of the Mind World Finals, c/o CCI, 406 Ganttown Road, Sewell NJ, 08080 or fax to: **(856) 256-2798**.