

# AIMING HIGH WITH SUPER STYLE

## A. The Problem

The problem is for your team to design, build, and operate a device that will propel balls so they stick to an elevated target that will be raised higher and higher as the competition goes on. Each round the most successful teams will advance and one unsuccessful team that demonstrates “Super Style” will advance.

## B. Limitations

1. The Device:
  - a. must be designed, built and operated by one person or a team of people. A coach or official must be part of the entry to count.
  - b. must be original, however, it may include commercially-produced parts. The part (or parts) that propel the balls is not allowed to be an unaltered, commercially produced item made for shooting balls.
  - c. is not allowed to use AC current and must comply with the general rules of the Program Guide.
  - d. must be safe in its design. If it is judged to pose potential harm to anyone or the competition site, it will be prohibited. See the *2015-16 Odyssey of the Mind Program Guide*.
  - e. must fit through a standard doorway. No part of the device may be within 15 feet of the target when it is being used to launch a ball.
  - f. will launch up to three Ping Pong balls per round. Launched balls cannot be retrieved until the end of the round. Teams must provide three standard balls. The Ping Pong balls:
    - (1) must be marked so they are easy to identify and return to the contestants.
    - (2) may have materials added/attached to them as long as they do not alter the ball or present a hazard.
    - (3) must look like an undamaged Ping Pong ball after the competition in order to qualify. This means that any materials added to it must be removed and when looking at the ball it looks like a round, unbroken/undented ball.
2. The Target:
  - a. will be a felt 4' x 4' fabric with a bull's-eye in the middle. Both sides of the target count for score.
  - b. will be provided by the Tournament Director.
  - c. will start 20' off the ground and will be raised 5' per round.

## C. The Competition

1. Entries will be assigned a number when registering at the competition site.
2. When a team's number is announced it must move to the Start Line with its device.
3. A judge will blow a whistle to indicate that it's time to launch the balls and again when time is up. Teams will have 90 seconds to launch three balls.
4. Any team that successfully has one or more balls stick anywhere on the target will advance to the next round. The bull's eye will be a tie-breaker only.
5. All of the teams that were unsuccessful will have a Super Style Demonstration. They will have 5 to 10 seconds to show off to the audience. The team judged to have the most Super Style will advance to the next round. Super Style rules are as follows:
  - a. Only one team will advance to the next round based on Super Style.
  - b. Each round there will be a Super Style opportunity to advance unless it is a tie-breaking round.
  - c. Entries must be based on one real animal, or a combination of real animals.
  - d. Each team must have a name and a motto. The judge will announce the team by name and say its motto. Teams may change their names and mottoes as the competition advances.
  - e. Audience applause along with judges' observations will determine the Super Style team for each round. The same team may advance in more than one round.
6. If the competition goes to a third round, or beyond, teams will advance based on the number of balls that stick to the target. Of course, in each round a Super Style will advance.
7. Rounds will continue as needed. In the final round, the ball closest to the bulls-eye will win.

## D. Awards

1. Trophies will be awarded for 1st, 2nd, and 3rd place.
2. A trophy will be awarded to the team with the most outstanding SUPER STYLE. This will be awarded to the entry that has the most creative/popular costume. Every contestant is eligible, even those who place 1st, 2nd, or 3rd or advance through the Super Style challenge.



**Coaches Competition Registration Form**  
Friday, May 27 at Hilton Coliseum

**Coaches & Officials Competition at 8 p.m.** (or immediately following Graduation – participants should report to Hilton Coliseum at 7:45 p.m. Graduation is usually ending around this time, please be respectful of the ceremony as you prepare for the competition)

**Participant's Name and State:**

1. \_\_\_\_\_  
\_\_\_\_\_
2. \_\_\_\_\_  
\_\_\_\_\_
3. \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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

Return this form by **April 29** to: Odyssey of the Mind World Finals, c/o CCI, 406 Ganttown Road, Sewell NJ, 08080 or fax to: **(856) 256-2798**.