

Long-Term & Spontaneous Problem Procedures

Spontaneous Problem Procedures

✓ **The Holding Room:** you will see a Spontaneous competition time on the schedule. Report to the area marked *Spontaneous Holding Room* 10 minutes before your scheduled time. One coach may accompany you. Here, one team member will register the team by giving the judge your long-term problem, division, and membership name and number. You will wait in the Holding Room until a judge escorts you to the competition room. Your coach will remain in a designated area until you are finished.

✓ **Entering Spontaneous:** Everyone on your team may enter the room, however, only five will compete. The judge will tell you what type of problem you will solve: hands-on, verbal, or verbal/hands-on. You will have one minute to decide what five team members will compete. If your team has five or fewer members everyone must compete. Those not participating can stay and watch or leave the room. If staying but not participating, you must not talk, signal, or intervene. If that happens, you will be asked to leave while time continues.

✓ **Starting Spontaneous:** The judges will read your problem aloud — be sure to listen carefully because each problem has its own set of rules. Once the judge finishes reading, you will get a copy of the problem for reference. Then, the judge will say “Begin” and time starts. You may ask questions, but your time will continue. Sometimes the judge may tell you that they cannot answer their specific question, but will refer you to the problem. Judges will make every attempt to clarify the problem to make sure you understand what the problem requires; but, judges cannot help you solve the problem. The only time judges will interrupt you is if they cannot hear your response.

✓ **Competition is over:** leave the room quietly and meet your coach! While it is exciting to complete Spontaneous, it is important not to discuss the problem with others outside of your team until after the competition. Spontaneous problems are not subject to the grievance process; but if you have a concern, someone from your team should ask to speak to the Spontaneous Problem Captain, who will then speak with the judges and the entire team, if necessary.

~ Joy Kurtz, International Spontaneous Problem Captain

Going to competition can be intimidating, so it is important to prepare yourselves for what will actually occur at your tournament. Be sure to read these procedures for competing in Long-Term and Spontaneous problems. Just remember to relax, have fun, and be creative. Good luck!

Long-Term Problem Procedures

✓ **The Check-in Area:** location will be marked at your tournament. This is where you will meet 15 minutes before you are scheduled to compete. Bring everything you need to compete: **four completed copies** of the Style Form, Cost Form, Outside Assistance Form, Team Required List Form, clarifications specific to the team’s solution, and any other paperwork listed in the long-term problem, along everything needed for your problem solution. Remember, if you don’t have your team list form, there will be extras on-hand.

✓ **The Staging Area Judge:** will check that your paperwork and membership sign is in order, that you are wearing foot coverings, and that all your props are safe. The SA Judge will pass your paperwork to the Timekeeper, who will then pass it on to the rest of the judges for you. Feel free to ask questions! The SA judge will also explain to your coach how and when to pick up your scores, and where to sit during the presentation.

✓ **The Staging Area:** is where you will wait to compete. Once the SA Judge finishes checking your paperwork in the Check-In area, you will have three minutes to move all of your competition materials into this area. (Depending on the tournament location, these may be in the same spot.) Others can help you, however, once everything is in the Staging Area, no one can assist you until after your performance.

✓ **The Timekeeper:** will meet you in the Staging Area once the three minutes have passed. The timekeeper will introduce you to the audience and ask that all cell phones and electronic devices are turned off. The Timekeeper will announce if you are allowing flash photography and/or video recording of the presentation. No one, including the Timekeeper is allowed to read a description of your solution, but you may do so during competition time if you wish.

✓ **Those Magic Words!** Once the Timekeeper announces “Team Begin,” you will have eight minutes to set up your props, and present your solution to the judges. At the end of the eight minutes, judges will call “Time.” An overtime penalty will be given to any team who takes longer. In problems 3 and 5 the judges will stop the performance after one minute of overtime.

✓ **Whew. . .Competition ends:** once your presentation is over, the judges will meet with you to ask questions or ask for a demonstration. Here’s your chance to show off any special aspects of your solution. Once you are finished with the judges, you must quickly clear the competition site, leaving it clean and dry for the next team. Others may assist you now. Make sure to bring any clean-up materials you may need. There will be a three-prong electrical outlet for use, but you must bring any extension chords or adapters needed.

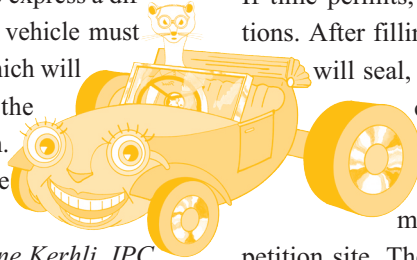
✓ **The Scores:** The Head Judge will go over the team’s raw long-term score and any penalties with the coach. After the review, the coach has 30 minutes to return if any additional concerns arise.

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Long-Term Problem Procedures (continued from page 3):

Problem 1: Ooh-Motional Vehicle

The Staging Area Judge will collect the team’s paperwork. The team must move its vehicle completely within the 4’ x 6’ Start Area. The team returns to the Staging Area. Once time begins, the vehicle will leave the Start Area showing the first emotion. The vehicle will display a total of four emotions changing to express a different emotion at each of the three stops. The vehicle must travel in reverse for one of the required trips which will be portrayed as part of the reaction to the encounter that causes the change in emotion. The team will present a theme that includes the vehicle traveling and changing emotion.



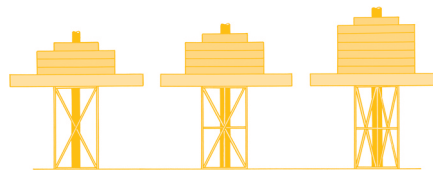
~ Wayne Kerhli, IPC

Problem 4: You Make the Call

Before its scheduled competition time, the team or a team member must report to the weigh-in site, where the structure will be measured, weighed and checked for rule infractions.

This will determine the weight category the structure will be in. If time permits, the team may make corrections of any infractions. After filling out the weigh-in checklist, a Weigh-in Judge will seal, mark and store the structure in a team-supplied container or paper bag supplied by the tournament director. Approximately 20 minutes before its scheduled competition time, the team must pick up the structure and take it to the competition site. The coach and other team members will report to the competition site 15 minutes before the team’s scheduled time with anything else needed for the long-term problem solution.

At the staging area, the Staging Area Judge will remove the weigh-in checklist. The team informs the judge whether Style will continue after the structure breaks. Division I or II adult assistants must be identified in the staging area and will remain with the team throughout the long-term solution. It must be apparent to the judges that when the adult is assisting in weight placement a team member is supporting at least 50 percent of each weight being handled. It also must be apparent that the team is selecting each weight being used.

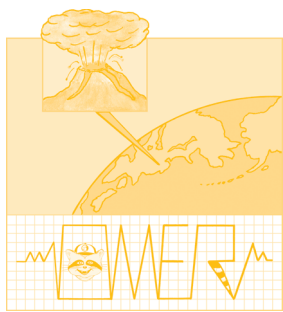


The only people allowed inside the testing area during the long-term solution are the team members, judges, and adult assistants, if used.

Style may take place at any time during the 8-minute competition.

When the long-term solution is completed, all wood from the crushed structure or the whole structure, if it does not break, must be placed in a paper bag and returned to the weigh-in site by a designated judge. The structure may be inspected again at the weigh-in site.

~Dan Semenza, IPC



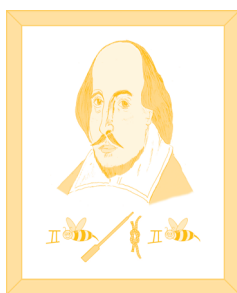
Problem 2: Weird Science

The competition site is a minimum of 10’ x 15’ (3 m x 4.6 m) but may be larger. If space permits, teams may perform or place equipment, props, etc. outside the 10’ x 15’ area. Nothing can be placed on the competition site until time begins.

If a drop-off exists beyond the site dimensions, a caution line may be taped 30” from the edge. This will serve as a warning, not a boundary.

The team will have 8 minutes to present its performance, which includes a team of scientists, the team-created device and two samples. The performance will include the appearance of traveling and a report on their findings.

~ Carol Biros, IPC



Problem 3: To Be Or Not To Be

The competition site will be a minimum of 7’ x 10’ (2.1m x 3m) and will not be marked. It may be larger if space permits. Teams may perform and/or place equipment, props etc. outside the 7’ x 10’ area. If a drop off exists beyond the site dimensions, a caution line may be taped 30”

from the edge of the drop-off. This will serve as a warning, not a boundary. Teams must supply their own extension cords and outlet adapters if needed.

Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, etc. Best of luck!

~ Matt Lopez, IPC

Problem 5: Odyssey Angels

The competition site will be a minimum of 7’ x 10’ (2.1m x 3m) and will not be marked. It may be larger if space permits. Teams may perform and/or place equipment, props etc. outside the 7’ x 10’ area. If a drop-off exists beyond the site dimensions, a caution line may be taped 30” from the edge. This will serve as a warning, not a boundary. ~Sharlene Smith, IPC