Movin’ On Up: Training for Advancing Coaches
March 9, 2022
Register for the PA State Tournament by March

1. Confirm your registration on the OotM website -> Members Area-> Team Login. (When you registered for Regionals you received a login & password email from “webguy.”)
2. You may update the “schedule” and “disability” section with any conflicts or issues.
3. Registration is $100 per team.
   1. Pay online using Paypal (there is a $3 convenience fee for this)
   2. Or, mail checks to: Josh Zorich, 98 Logan Road, Bethel Park, PA 15102.
4. Deadline to register without an upcharge is March 19.
5. Each team must bring a LT Judge. Spont Judges are shared within a school district:
   1. The # of Spont Judges your district needs depends on the # of teams advancing.
   2. All Judges must have gone to Judge Training and worked as a judge this year.
   3. For Judge issues, contact your State Long Term or State Spontaneous Problem Captain and your RD.
Logistics

1. Book your hotel now, if you haven’t already (hint: look for one with a pool!)
2. Transportation (Do you need a truck? Who will drive the props? And the kids?)
3. Talk to parents about money: Do you need a fundraiser?
Preparing your Team

1. Take some time off — parents need to see their kids again.
2. Talk to your team about priorities. Are they “done” or are they “in it to win it”?
3. You have a month to improve your skit. You can change anything!
4. If you have fewer than 7 kids, you can still add team members.
5. Watch a video of the skit. Discuss what went well & what didn’t. Did the audience react?
6. Analyze your scores:
   1. Eliminate penalties and zero scores
   2. Focus on anything that scored below ~70%
   3. Don’t count on “getting away with” something again
   4. Rethink your Style items (Can you make them more intentional or add a theme?)
8. Examine & revise your forms for clarity, then make new copies. Update your Cost Form.
9. Read that problem AGAIN. It’s easy to lose track of key details during revisions.
10. Don’t forget Spontaneous!
The Tournament Itself

1. Nearly identical to Regionals... but the competition is up a notch.
2. There will be 12+ teams in every Problem/Division.
3. Familiarize yourself with the area (Where is the nearest Walmart/Home Depot?).
4. The Awards Ceremony is the same as at Regionals, but bigger.
5. First & Second Place & Ranatra Fusca winners advance to World Finals!

PA State Odyssey of the Mind Finals
April 2, 2022
Lock Haven University
3.5 hours away
Virtual Awards: Sunday April 3 – in the evening

https://paodyssey.com/

https://paodyssey.square.site/s/shop

PIN STORE – ODYSSEY MERCH
go through WPA so we get the profit
Feedback from 2022

1. Read your problem again – some teams didn’t have a sign, for example
2. Go over your paperwork.
   1. Especially cost form – you won’t have the same expenses on stage
   2. Especially Style – know the difference between Creative & Artistic
3. Have the team decide what is important to let the judges know when they talk to them after they compete. You can make an impact on your score even during this period.
You keep placing 3rd or 4th at Regionals and can’t figure out the difference between you and 2nd place... You’re always 1st in Long Term or Style but never manage to move on... You’ve made it to States for the last 2 years but a trip to Worlds seems a long way off... What’s going on? Well, in Odyssey terms – You’re Stuck!

When a team has been together for a while, you start to feel, as the coach, that they “get it.” They know how to analyze the problem and think outside the box. Their solutions show creativity and flair. But somehow, you still feel stuck. Getting to the next level feels like an unattainable goal. It doesn’t have to if you are committed to breaking a few bad habits and pushing harder - in the right direction. Take a look at the ideas listed below. Your challenge is to adopt 2 or 3 of these – right now - or 4 or 5 by the end of the year. Incorporate all of them into your coaching. Adjust based on your team... You never know where they will take you.
Part I: Be a Better Coach - when you get better... they’ll get better

1. Build a framework of expectations:

Have the team define each problem element by the core of what it is asking. Make a list or draw a diagram of these elements. Use that as a framework - a check point - through which all ideas are challenged/approved. When you refer to the framework, there’s no outside assistance and things are less likely to be taken personally.
2. Create standards for team self-assessment:

Instill a habit of assessment against a set of standards. Do we have time for this? Resources? Is it being scored? Will it fit through the door? Continually challenge what they create against their framework of elements. Ask: What else can we do? Did we do what the core of the element was asking? What will the judges think?
3. Let go of your great idea!

Be the Master of the Framework, remind the team what is incomplete... Regroup kids so different strength are collaborating... Pass a prop along if someone’s hitting a road block... Create activities which build teamwork and confidence. Stop trying to get them to read the great idea in your mind. **If you give them a framework in which to create—their ideas will surpass yours!**
1. Analyze the scores:

Calculate the % of each of your Regional scores. Everything that’s below 76% - fix it! If you want to place at worlds, fix everything that below 83%. How? Go back to the wording of the problem. Get to the core of the elements. Don’t be swayed by cool ideas. Find a cool idea that completely solves the criteria.
Part II: Analyze your work
don’t take it personally, just make it better!

2. Analyze the video:

First time through, watch it to get the giggles out. Second time through, find your critical and artistic eye. (It might just be one or two kids on the team who can do this.)

Look at the blocking – is it chaotic, boring, confusing?

Look at the props – are things on stage proportional, interesting, unusual?

What posture do you take as an observer watching your performance – sitting back casually watching dialog or sitting on the edge of your seat waiting for more? **Determine the reaction you want the audience to have and give it to them!**
Part III: Create better ideas
don’t settle for typical.

1. **STOP VOTING!** When brainstorming, stop coming to an idea (or a concept or a theme or a notion) and deciding it’s time to vote. Voting gives teammates ownership of an idea. (It’s hard to let go of an idea you own!) And voting leads to compromise. Use brainstorming techniques where ideas build on each other – not where parallel ideas compete with each other. **Don’t stop until the whole room erupts with laughter and everyone say, “THAT’S IT!!”**
Part III: Create better ideas
don’t settle for typical.

2. Style’s not an afterthought!
Fight for all 50 points.
__#5 in Style means your 4 other style elements have to be meaningful in the performance, not just cool. Fight for those 10 points!

__Carefully consider the wording of your 2 free choice elements and exactly what you are telling the judges to observe. Fight for those 20 points!

__Know exactly what the other 2 style elements are looking for and do that. Fight for those 20 points!

Put yourself in the shoes of the judge walking up to check out your Style. Ask yourself: Am I intrigued? Do I have to ask follow up questions to fully understand what you did? Does it look different/surprising up close than it did from the audience? If you’re not answering YES to these questions, then you’re not giving your style judges enough to look at.
Part III: Create better ideas
don’t settle for typical.

3. **Get Inspired!** Create something bigger than the problem – AKA have a theme. When your team is ready to go to worlds, they’re ready to have a theme. A theme is the extra layers you add on top of solving the problem. Successful themes are inspired not conjured up. They elicit intrigue and emotion. It’s not a thing… It’s a concept. Go on a field trip, do research. **Aim to recreate the emotion associated with something that inspires you!**
Part IV: Take Time Out – do something other than Long Term

1. **Run through** - a smooth performance tells the judges where to look and how to respond.

Plot out how things are brought on stage from different directions, with an extension cord from different parts of the stage, consider where your judges are sitting (LT and Style) and play to them specifically.
Part IV: Take Time Out – do something other than Long Term

2. Don’t neglect paperwork – it’s your time to sell, sell, sell. Use the paperwork to “tell” the judges why you’re so amazing and why you expertly solved the problem. Fill them in on facts and details you discovered through research. Choose your wording intentionally.
Part IV: Take Time Out – do something other than Long Term

3. Spontaneous can absolutely make or break you – practice, practice, practice. Be strategic. Learn to identify what verbal answers are really worth. Learn to do the math in determining how to get the most points out of a hands on. When timing responses during practice, chart how many responses are creative/common in each minute.

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<thead>
<tr>
<th>Hands-on Scoring:</th>
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</thead>
<tbody>
<tr>
<td>Structure Scoring:</td>
</tr>
<tr>
<td>1 golf ball - 10 points;</td>
</tr>
<tr>
<td>2 golf balls - 25 points;</td>
</tr>
<tr>
<td>3 golf balls - 50 points;</td>
</tr>
<tr>
<td>4 golf balls - 100 points</td>
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<tr>
<td>Creativity of bridge: 1 - 10 points</td>
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<tr>
<td>Teamwork: 1 - 10 points</td>
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<td>25 points for completing the tower.</td>
</tr>
<tr>
<td>5 points for each golf ball supported.</td>
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</tr>
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Verbal math to find the true value of each answer:
35 responses X 5 creative points = 175 max points.
• 175 raw points = 100 calibrated points. 50 .57 calibrated points = 1 raw point.
• 50 raw points = 100 calibrated points, then 2 calibrated points = 1 raw point.
Good Luck!
We’re Rooting for you!