

# 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?)
7. Keep rehearsing the skit: A smooth performance impresses judges.
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.

## Movin' On Up: Training for Advancing Coaches

By Susan Rosati

You keep placing 3<sup>rd</sup> or 4<sup>th</sup> at Regionals and can't figure out the difference between you and 2<sup>nd</sup> place... You're always 1<sup>st</sup> 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!

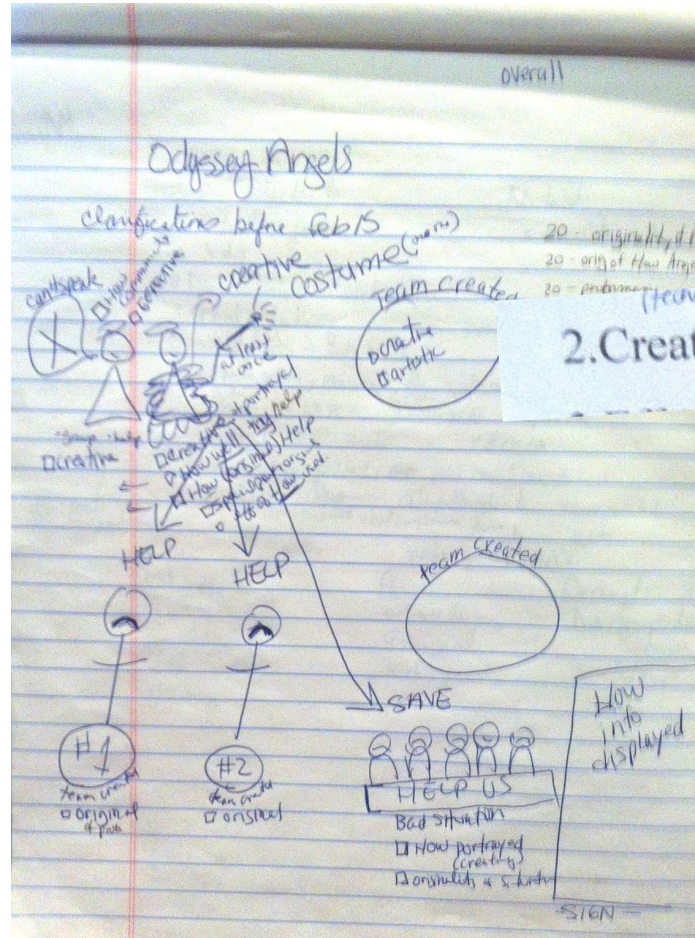
When a team has been together for a while, you start to feel, as the coach, that they “get it.” They know how to analyze the problem and think outside the box. Their solutions show creativity and flair. But somehow, you still feel stuck. Getting to the next level feels like an unattainable goal. It doesn't 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.



- 4 copies of style - 1 of Cost - 1 outside + all clarifications
- 4 copies of B/4 list - Clean up Supplies
- Requirements
1. Creativity of how scene changes -10- (technical, original, components)
  2. Creativity of how costume changes is made -15
  3. Effectiveness of trap door -10- (in performance char appear to pass through it)
  4. Overall effectiveness of comedic theatric style Sign -15
  5. Overall effectiveness of musical theater -15 (use more than 1 element)
  6. Creativity of how sign displays ref info -10- (info)
  7. Impact of consequences taking easy way -15
  8. Originality of dilemma -10
  11. Visual effectiveness of Conscience character -10- (persuade Hamlet to decide)
  12. Free Choice -10- (overs)
  13. Free Choice -10- (state)
  14. State: to blank..., con presents easy choice +1, attempts Hamlet to make a decision, easy +1 other are presented; scene change; costume change; trapdoor; musical presented; comedic style; emphasis on dilemma - \$125, - original/humorous - only to discover it was not easy at all -
- prop Tower Costume Change
- trapdoor
- Stamp
- Consueva Costumes
- ovens
- pres
- work. char Change
- trapdoor
- Comedy Script



## Part I: Be a Better Coach - when you get better... they'll get better

### 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?

4 copies of style - 1 of cost - 1 outside + all clarifications  
4 copies of B/A list - clean up puppets

Requirements

1. Creativity of how scene changes -10- (technical, visual, conceptual)  
2. Creativity of how costume changes is made -15  
3. Effectiveness of trap door -10- (in performance, char appear to pass through it)  
4. Overall effectiveness of comedic theatric style -15  
5. Overall effectiveness of musical theater -15- (use more than 1 element)  
6. Creativity of how sign displays reg info -10-  
7. Impact of consequences taking easy way -15  
8. Originality of dilemma -10- (each option with own set of consequences)  
9. Effect of Hamlet -15  
10. Creativity of portrayal of conscience char. -10-  
11. Visual effectiveness of Conscience character -10- (persuade Hamlet to decide)  
12. Free Choice -10- (others: )  
13. Free Choice -10-  
14. Overall eff of 4 style Ele -10-  
15. State: to blank..., con presents easy choice +1, attempts Hamlet to make a decision, easy +1 other are presented; scene change; costume change; trapdoor; musical presented; comedic style;

emphases on dilemma - \$125, -  
original/humorous - only to discover it was not easy at all -

prop  
Tower  
Costume change  
trapdoor  
Stomp  
Sign  
Conscience  
Costumes  
ovens  
Pies  
Bake shop  
Lair  
Contests  
Comedy  
Script





## Part II: Analyze your work

don't take it personally, just make it better!

### 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.**

POINTS SCORED (* = objective score)	
83% 16.67	1. Creativity of the overall
91% 13.67	2. Quality of the performance
80 8	3. The Replica
68% 10.33	a. How closely it resembles (3 to 10 pts)
86% 13	b. Artistic Quality of the Replica
83 8.33	4. The three works of art
80 8	a. Overall artistic quality
83 8.33	b. Creativity of how they are incorporated
66% 10	c. Creativity of how they are used
76.7% 7.67	5. The two characters
80 8	a. Creativity of the characters
80 8	b. Effectiveness of the characters
80 8	6. The quest to find the
75.5 11.33	

Average	
8.00	Costume Monsoon
8.00	Prop
8.33	Sign
9.67	Perspective
8.67	
42.67	

OM HS 2013

Regional Results: Overall: 86.5%

70%

❖ Art: creativity of how they disappear

80%

❖ Replica: how closely resembled  
❖ 2 characters: creativity of their portrayal  
❖ Quest: creativity of how the characters find  
❖ Movement: overall creativity  
❖ Movement: effectiveness in performance  
❖ Something worn: monsoon costume  
❖ Something used: pocket knife  
❖ Sign: 8.33

86%

❖ Quality of performance  
❖ Replica: artistic quality  
❖ Art: overall artistic quality  
❖ 2 characters: effectiveness of their role  
❖ 2 songs: effectiveness in performance  
❖ Overall Effect Style: 8.67  
❖ Style average: 85%

90%

❖ Creativity of overall performance  
❖ Art: creativity of how they incorporated  
❖ Quest: originality of how portrayed  
❖ Perspective: 9.67

Comments: creative use of set, smooth execution, well staged, great opening - d, sound and set worked esp well in bay, very creat use of props, cool scene underground scenes, very impressive, strength of team, nice swimming - shadow and creative, great scenery, terrific to use items in multiple ways, replica rule, replica beautiful, great sound effects, well staged, nice integration of transformed, wire lady epitome of OM creativity, shadow art well executed and



## 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.**

#### Style Category (Team fills in #1 to #4)

1. water bottles: creatively using the bottles, caps and wrappers to create sound effects which connect the acting and movement of the play.
2. duck on coral with colorful gloves and paint swatches as feathers. the duck realistically sits on top of a bed of bright coral.
3. the magical vision of pippi in a real boat gliding across the water in a land made just for her.
4. the visual impact of a performance which continuously flows: the people, set, and sound effects create a moving spectacle.

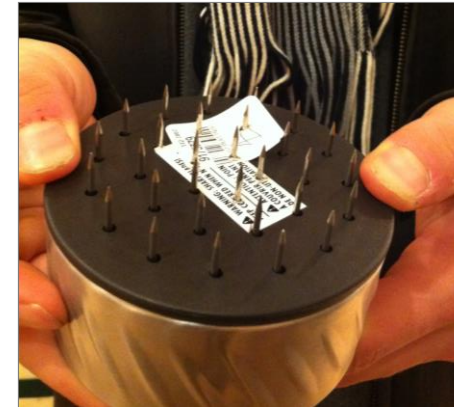
5. Overall effect of the four Style elements in the performance

Briefly tell how the four Style elements combine to enhance the performance. **or type and use only the space below.**

each element, the sound effects, large costume, continuous choreography creates a performance energy.

### 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!**



*Go on a field trip. Here, the movement of common toys inspire a theme of creating things that surprise - the unexpected.*

## 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.**

2. The completed phrase describing the dilemma:

To sell out or not to sell out

3. A brief description of the trapdoor:

The (reverse) trapdoor is the passage way from the imaginary world back  
It is the backdrop of the bake shop and the baking contest which brings th  
the real world.

When it will be used:

At the end of the bed time story (near the end of our performance), the tr  
contest wall) will transition the children from the fantasy world of the sto  
world, prompted by their mother saying “Children, children, time for bed

4. A brief description of the scene change to be scored:

The scene change to be scored is from Madvillain's stone tower to the tree ho  
— garden area: Columns will fall to open up a colorful, tropical scene. Integrat  
flowers will pop out of the stone wall – all elements were embedded in the fi  
revealed in the second.

5. A brief description of the costume change to be scored:

One costume changes multi

7. The comedic style the team will be scored for and when it will appear in the performance:

Shakespearean Comedy appears throughout our performance in the form of Mistaken  
Identity (apprentice/minion,) males dressing as females, unexpected plot twists, easily  
changed emotions, the use of stock characters – the villain, the dim-wit, and especially the  
ending with a happy ending as all characters get their way and many get married.

During the baking competition, the Madvillain, the Master Baker, and the n  
— participate in this visually stimulating number which reinforces the conflict  
villain and the baker.

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changed emotions, the use of stock characters – the villain, the dim-wit, and

*Tell them what they might not know*

## 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.

### Hands-on Scoring:

#### Structure Scoring:

1 golf ball- 10 points;  
2 golf balls - 25 points;  
3 golf balls - 50 points;  
4 golf balls - 100 points

Creativity of bridge: 1 - 10 points

Teamwork: 1 - 10 points

### Hands-on Scoring:

#### Structure Scoring:

25 points for completing the tower.  
5 points for each golf ball supported.

Creativity of tower: 1 - 25 points

Teamwork: 1 - 25 points

### 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. SO .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!

