

Fun Day Information for Coaches

Once we get to the school, we will receive the printed schedule for the day. Find your team (listed by the Fun Day name you submitted on the registration form) on the schedule to figure out the general flow of the day. This schedule will also be projected on the front walls of the Nutrition Center and as the day progresses, they mark off those teams who have completed their problem. By keeping tabs on this, you will always have a feel for how quickly your team will be called upon for their next problem. In the past, teams have had five problems to complete before the end of the day.

When your team is called, a Volunteer will escort the kids to the competition room. You may go with them only as far as the handoff to the volunteer. (Note: last year they allowed one coach to watch their team during one spontaneous problem). After that, you have to wait in the Nutrition Center until they get back.

You can usually tell by the team's demeanor as they walk back to you how they did. This will be your only source of feedback until after the scores are tallied; **we are not allowed to discuss the details of the problem at this point**– this is to prevent another team from overhearing and having an advantage. Make sure you inform your kids of this very important event rule. It is strictly enforced. Since it is also enforced at Regionals, it serves as a good practice at Fun Day.

For Div I, II and III, only 5 participants are allowed to participate in each problem. For those with more than 5 team members, it is up to your team to decide who does which type of problem. Regardless of the method you choose, definitely decide ahead of time. Some of the methods are:

- * Let the kids decide
- * Based on skill
- * Random names out of box

When the team enters the competition room, they will be told what type of Spontaneous Problem it is (Verbal, Verbal Hands-On, or Hands-On). At that point, the team members not doing that type of problem sit out. They will have 1 minute to get this sorted. It should only take seconds if they are prepared – HAVE YOUR TEAM MEMBERS PREPARED FOR THIS. For the new and/or younger teams, make sure that this doesn't become stressful. Everyone should get the experience and everyone should contribute to the team's performance. To ease the process, one simple approach is to decide on who will sit out per turn regardless of problem type. This way

each time they go in the competition room, they already know who will sit out and don't have any in-room decisions to make.

For the experienced and/or older teams, the aspect of competition is a bigger factor. Strategies more so come into play with respect to who will do which type of problem. Nonetheless, this event should be a fun learning experience for all USC OMers.

After scores are tallied and trophies presented per Division, coaches are invited to the scoring room to pick up their team's packet. This packet contains the scoring sheets from each of the 5 problems, the written problems and any comments the judges made regarding your team's performance or behavior. Sometimes notes are detailed with info such as "the girl wearing glasses was most creative" while other comments leave room for investigation, such as "loud in hallway".

The most important paper is the overall scoring sheet that lists by problem and by team in your division, the raw and by percentage scoring so that you can see where your team ranked.

As far as conduct is concerned, we expect everyone to be mindful that we are representing USC. Behavior, demeanor and manners all count in the competition room, waiting in the nutrition center and on the bus. It is also a good idea to remind your team that roaming is not advisable. Teams should remain together with their coach (s). When going to the restroom, an adult should escort young team members and older OMers should go with a buddy. Finally, when trophies are awarded, let's demonstrate good sportsmanship regardless of outcome. We applaud all participants realizing that everyone wins in Odyssey!