



**“Do’s and Don’ts” and “What to do on Tournament Day?”**

**Here is a list of Don’ts**

- Do not bring (or wear) any of the following items: Scooters, skates, Heeleys, skateboards, etc. – anything with wheels
- Do not leave trash lying around; pick-up after yourself
- Do not wander around other parts of the buildings other than those areas marked for Odyssey of the Mind.
- Do not ask your child what the problem was for Spontaneous. They are not allowed to tell you. Don’t put them in an uncomfortable position.
- Do not dig into the ground– no canopies or tents with stakes; no sun umbrella’s
- Do not dispose of any props at the school
- Do not let your child wander the campus alone
- No playing on stairs or elevators

**Here is a list of Do’s:**

- HAVE FUN! That’s what OotM is all about
- Spend time watching other teams perform and other problems performed
- Pick-up after yourself and if you see trash floating around or lying around, pick it up, too. We want to be invited back!
- Bring a book, some good music, a blanket

Remind your children that they should be on their best behaviour. Penalties can be assessed for teams that are generally disruptive, going places they should not be, violating rules, or defacing or causing damage to property.

**All Adults (including Coaches, Parents, grandparents, teachers, etc.):**

- Team members in all performance rooms (Long Term and Spontaneous), you must collect **all cell phones, blackberry’s, pagers, any electronic devices.**

**NO STUDENT CAN WEAR A WATCH or A TIMING DEVICE OF ANY KIND!!**



**A word about spontaneous**....do not ask your child what question or problem was given during their spontaneous competition. They will be told not to tell anyone and by the rules of the completion, that information should not be shared until after all teams -- worldwide -- have competed. The same spontaneous problems or questions are used around the globe. In this day of the Internet, word travels quickly. If this information gets out, it creates an unfair advantage.

**I am a worker for our team, when am I working and where?**

- Remember, this is important and teams can incur penalties for workers not fulfilling this responsibility. Show up on time for your worker slot!
- It really doesn't matter who the worker is, as long as there is a worker to fulfill the appointed time slot.
- Workers have to be 16 years of age or older.

**As a parent, what will we do all day?**

- Plan to watch your child perform his/her long-term problem. We are not allowed to watch spontaneous but we will follow them to Spontaneous and cheer them as they go in and as they come out!
- Plan to watch the other teams in your same problem perform. It is always interesting to see how other teams solve the same problem.