

## **Coach's Timeline – Making it to Tournament Day**

### **November/December**

- 1) Read the synopsis of each problem.
- 2) Briefly introduce each of the problems to your team.
- 3) Have them pick one or, if they are split, two problems.
- 4) Read the FULL PROBLEM with your team.
- 5) Re-read the FULL PROBLEM with your team.
- 6) Ask the team if they have questions and clarify what you can. Some rules/requirements may seem ambiguous. Get the team to discuss these challenges.
- 7) Have the team discuss Theme/Solution ideas. This should be an organic process. Ask questions but don't give answers. Challenge the team to do research.
- 8) Discuss scoring with the team. Odyssey rewards creativity. Challenge the team to evaluate their solution for creativity.
- 9) Introduce Spontaneous problems. This can be a fun way to start meetings and get the creative juices flowing.
- 10) Scavenger Hunt. Individually or as a team have team members find "props" and supplies and bring them to meetings.
- 11) Get the team to start writing their script. If they have trouble getting started writing have them act out what they would do and have a team member (not you) write down what they say and do.
- 12) Have the team rehearse their skit.
- 13) Get commitment from family member/friend/co-worker to be your Odyssey judge. NOTE: If they have a child in the tournament they WILL NOT get to see their child perform.

### **January/February**

- 1) Re-read the FULL PROBLEM with your team. This is a good time to fix anything about the teams solution that might result in penalties/reduction of score.
- 2) Check the Odyssey websites for Clarifications. You should do this frequently, especially as you get closer to tournament.
- 3) If you identify problems with their solution have the team read the problem again. Ask them if there is anything about their solution they would change. Have the team alter their solution if they identify a problem and as they see fit.
- 4) Get the team working on scenery. If necessary, organize a shopping trip for supplies but make sure the team chooses what is purchased.
- 5) Practice Spontaneous problems, often.
- 6) Have the team practice their skit.

### **March**

- 1) Start to panic. Just kidding...sort of.
- 2) Plan on multiple meetings per week.
- 3) It's not unusual for most of the scenery/prop/skit work to be done during the last 2 weeks before tournament.
- 4) Check for any last minute clarifications, right up to tournament week.
- 5) Get all of your paperwork together. The team, not you, must fill out the forms.