

Event Supervisor Workshop

2024 New Mexico Science Olympiad

Competition Date & Time

February 24, 2024 (2/24/24)

Fully In-Person (no computers this year)

22 B Teams, 23 C Teams

Lunch is provided

Event Logistics

Rooms:

- We will be reaching out with assigned rooms to see if they work.
- If you plan to provide your own space, please let us know.
 - If you usually provide your own space, you can assume that we're planning it there.

Day-Of Schedule:

- See handout

Online Stuff

Scilympiad:

- NOT used for tests or check-in this year
- Still used for scoring
- Login or create an account so we can assign you to an event

Science Olympiad Training:

- Science Olympiad asks that all volunteers complete a short online training. The link/QR code is on the handout.

Materials & Printing

- Fill out the google form ASAP if you need anything;
- We have a google form for supply needs (more on next slide).
- We can order things, and have some materials on-hand from previous years

- Please send anything you need printed by Monday of tournament week (February 19th).

Volunteers & Tables/Chairs



- We will send out a form asking how many of each you need.
- Volunteers will be assigned one week before, so please send this in by February 12th.
 - We can also send in walk-in volunteers.
 - <https://forms.gle/NXaZGrr66VSbQcHx5>
- If you would like to meet with your volunteers ahead of time, let us know. We'll see if we can set up a meeting.
- We're loosely planning to assign volunteers based on area of study/expertise.
 - For chemistry lab events, we're hoping to assign volunteers that have experience in a chemistry lab.

Event Rules

THE EVENT RULES ARE EXTREMELY IMPORTANT

- How an event is run
- What is/isn't allowed

You want to read these **very** carefully.

Check on clarifications/FAQs on the soinc.org website. Links on handout.



See General Rules, Eye Protection & other Policies on www.soinc.org as they apply to every event.



TOWER

1. **DESCRIPTION:** Teams will design and build a Tower (Structure) meeting requirements specified in these rules to achieve the highest structural efficiency.

A TEAM OF UP TO: 2 **IMPOUND:** NO **EYE PROTECTION:** B **EVENT TIME:** 6 minutes

2. EVENT PARAMETERS:

- Each team is allowed to enter only one Structure, built prior to the competition.
- All participants must properly wear eye protection at all times. Teams without proper eye protection will be immediately informed and given a chance to obtain eye protection if time allows. Participants not wearing proper eye protection will not be allowed to compete and be placed in Tier 3.
- Participants may NOT bring any equipment such as levels or squares.
- The Event Supervisor will provide all Test Apparatus (see Section 6) and tools/materials for measurement. For virtual tournaments, the teams must supply all Test Apparatus that fully meets the requirements of Section 6, any deviations from Section 6 will be scored as a construction violation for the team.
- Carefully review the event specific FAQs for any further rule's clarification and guidance

3. CONSTRUCTION PARAMETERS:

- The Structure must be a single assembly with no separate, loose, sliding, or detachable pieces, constructed of wood, and bonded by adhesive. No other materials are permitted.
 - Wood is defined as the hard, fibrous substance making up the greater part of the stems, branches, trunks, and roots of trees beneath the bark. Wood does NOT include bark, particleboard, wood composites, bamboo or grasses, paper, commercially laminated wood (i.e. plywood), or members formed of sawdust, wood shavings, and adhesive. Wood may never be painted, soaked, or coated in glue, color enhanced, or have tape/preprinted/paper labels affixed. Ink barcodes or markings from the construction process may be left on the wood.
 - There are no limits on the cross-sectional sizes of individual pieces of wood. Wood may be laminated by the team without restriction.
 - Adhesive is a substance used to join two or more materials together and may be used only for this purpose. Any commercially available adhesive may be used (e.g., glue, cement, cyanoacrylate, epoxy, hot melt, polyurethane, and super glues). Adhesive tapes are not allowed.
- The Structure must span a 20 cm x 20 cm opening on a Test Base (6.a.) and may be placed on the Test Base surface in any orientation such that the loading chain is suspended within 2.5 cm of the center of the opening in the Test Base. Bonus Points (7.c.) can be obtained by designing the Tower to span a 29-cm diameter circle, centered on the 20 cm x 20 cm opening of the Test Base and holding 15.0 kg.
- The Structure must support the Loading Block (6.b.1.) a minimum of 50.0 cm (Division B) or 60.0 cm (Division C) above the Test Base. There is no maximum Tower height.
- The loading point on the Structure must be constructed to permit placement of the Loading Block (6.b.1.) on the tower and constructed such that only the Loading Block (6.b.1.) supports the chain and bucket.
- Participants must be able to answer questions regarding the design, construction, and operation of the structure per the Building Policy found on www.soinc.org.

4. DESIGN LOG:

- Division B - Design logs are optional and will not be scored.
- Division C - Teams may submit a Design Log of structures tested prior to competition and may earn a Log Book Multiplier if the log is complete.
 - A Design Log template is included in these rules and must be used for any submitted log.
 - A minimum number of unique structures should be tested and documented in the log prior to each tournament. The minimum number expected for each tournament is as follows:
 - (1) Invitational: 1
 - (2) Regional: 2
 - (3) State: 3
 - (4) National: 4

5. THE COMPETITION:

Part I: Check-In

- The team must present their Structure for inspection & measurement. The team must also submit their design log if they have one.

Day-Of

Check in at the Deju house at least an hour prior to your event start (or as much time in advance as you need to set up).

- Let us know if you have any special setup needs or extra help

At the start of your event, teams will begin checking in (more on next slide)

Run the event (more on the next slides)

Complete score counseling sheet and deliver scores to Deju house.

Student Check-In

- New this year! No more paper sign in or scilympiad.
- A volunteer will scan the barcode on a student's wristband to check them into an event.
- Students without a bracelet cannot compete; they have to get a replacement from Deju

Running Events

General:

- Be fair, stick to the rules. Conduct the event the same for all teams
- If a dispute arises, attempt to handle it with the team/coach. If it cannot be solved to satisfaction, the coach will file an appeal.

Tests/Labs:

- Handling team questions fairly
- Remind students to clean up (if applicable)

Make sure to end ON TIME! Students will have other events after, and can't stay longer.

Running Construction/Engineering Events

- Drop-in format: Teams come in as they can and test their device
- Try to be fast! Sometimes 9-3 isn't quite enough time...
- Accuracy is important when measuring performance
 - For stopwatch timing, it's ideal to have three timers
- Have a plan for evaluating devices at check-in or impound.
- You can ask questions about a device to ensure that it was constructed by a student on the team.
- As before, stick to the rules, and be fair.

- Spreadsheet and paper scoresheets available
 - Spreadsheets tend to be full of macros, may not agree with some computers.

Grading, Scoring, Penalties

- Scoring of any particular event is laid out in the rules.
- Test grading tips:
 - You'll want to grade FAST (Middle + High School is over 40 tests for B/C events)
 - Ask for volunteers to help if needed
 - Prepare an answer key
- Penalties:
 - apply the least restrictive penalty for rules infractions
 - The team coach must be notified **as soon as possible**
- **All ties must be broken.**
 - Sometimes laid out in the rules. For tests, tiebreaker questions are usually used.
 - In the case of an unbreakable tie, please let the person at score checkout know.

WE NEED SCORES IN BY 5PM FOR AWARDS.

Least Restrictive Penalty Examples

Infraction	Penalty / Reaction
Device presented for impounding does not meet event rules and specs	If impound time remains, competitors may modify device to bring into compliance without any penalty. Otherwise, penalty points or tiering issued per event rules.
Team caught practicing in prohibited facility prior to tournament	A few (5-10) points added to the overall team points total for violating the spirit of the competition.
A competitor's cell phone starts ringing during the competition	Competitor asked to bring the phone to the front of the room and turn it off without any other penalty.
A team brings 2 sheets of notes into an event with a 1 page of notes limit	If discovered near the beginning of the event, confiscation of the extra page without any other penalty. If near the end of the event, tiering below other teams.
A parent observing a team in an open event shouts advice to the team	Verbal warning to the parent after the initial incident without any other penalty. Subsequent incidents result in tiering below other teams.
A competitor becomes verbally abusive and threatens physical violence	Verbal warning to the competitor to calm down and be respectful. If the behavior continues, competitor DQed and coach notified of the situation.

Scoring Guidelines, Science Olympiad Inc., soinc.org/scoring-guidelines

Scoring Situations

Situation	Score	Ranking/Points
A team was able to compete, and able to be scored.	Raw score (e.g. test score, build algorithm, whatever is described in the rules).	Ranked based on raw scores. 1st, 2nd, 3rd, 4th, ...
A team came in and tried to compete, but couldn't (e.g. unsafe device) [RARE]	"P" (Participation)	Ranked as N (e.g. 22)
A team did not go to the event.	"NS" (No Show)	Ranked as $N+1$ (e.g. 23)
Team came to the event, and deliberately broke rules (e.g. misbehaving, cheating, etc.)	"DQ" (Disqualification)	Ranked as $N+2$ (e.g. 24)

Note: N is number of teams competing. For this example, we have 22.
Examples on *scoring guidelines* page.

Appeals & Disputes

If a team does not agree with a call you make, or believes that an event is not run according to the rules, they will file an appeal.

Some things to know:

- Disputes should be attempted to be resolved at the ES level first
 - That said, you don't need to fall behind so that a coach can argue endlessly.
- In the event of a material dispute (e.g. device), the team must leave the material in the event area. For build events, the device should always be left in the event room for a valid appeal.
- The **head coach** should file an appeal within one hour of the event.
- The arbitration team will determine an appropriate course of action.

Appeals & Disputes

While appeals are inevitable, it's best to design the event carefully, and stick to the rules and spirit of the problem in order to prevent disputes as best as we can.

Spirit Award

We pick a spirit award winner every year.

Nomination will be sent to you via google form.

Preparing Events

- Read rules carefully: know what to make/bring/create.
- See what resources Science Olympiad has made available to you
 - [Event Supervisor Webpage](#)
 - [Resources for Specific Events](#)
 - [Scoresheets for Some Events](#)
- Send us an email if you need anything or have any questions!

Preparing Tests/Labs

- Test needs to be long enough to get 22 distinct scores.
- Huge range of difficulty;
 - Some teams started studying last night,
 - At least one is going to the National competition.
- Guidelines for preparing events
 - On [Event Supervisor Workshop](#) page.
- Test Writing Recommendations/Resources:
 - Test writing guide on <https://soinc.org/officials/event-supervisors>.
- Sample tests available!
 - Test Exchange: [scioly.org/tests](https://www.scioly.org/tests), [scioly.org/wiki/index.php/2024_Test_Exchange](https://www.scioly.org/wiki/index.php/2024_Test_Exchange), [scioly.org/wiki/index.php/Test_Exchange_Archive](https://www.scioly.org/wiki/index.php/Test_Exchange_Archive)
 - We might be able to dig up a previous years' state test.
 - Previous national tests available (for purchase) on soinc.org.
- You can use the same test for B/C, with an addendum for Div C.

Preparing Tests/Labs

- Labs must be finishable in limited time.
 - 50 minute event, but these students should have been practicing.
 - Must be easily gradable.
 - Sample labs often included in sample tests.
- Tests should be **on paper** this year. We won't be using an online test platform.
 - We can print for you—just let us know that Monday!

Contact

If you have any questions, feel free to email all three of us:

- ann.hatch@nmt.edu
- sharon.sessions@nmt.edu
- rio.sessions@student.nmt.edu

(things are hectic the next few weeks, so cc'ing all three of us ensures you get a response).