12 September 2007

Dear Facilitator,

Congratulations to you and your team on winning your discipline and division at the Victorian State Finals Tournament. TOM Canberra is looking forward to welcoming you to the Australasian-Pacific Final on Saturday 20th October 2007.

Contained in this package is the following important information, which should be read carefully:

- Australasian Pacific Finals Information and Program
- Team Nomination Form
- Health Information Form

What we need from you:

1. **Team Nomination Form**
   Please complete the form legibly to ensure all names are spelt correctly in programs and on certificates. A room supervisor MUST be nominated. The completed form should be faxed or mailed to the Victorian TOM Office to arrive no later than **Friday 21st September**. To assist with room allocation, please also indicate the gender of the students on the form.

2. **Individual Health Form**
   Please complete a health form for each team member and for the two accompanying adults. The completed forms should be faxed or mailed to the Victorian TOM Office to arrive no later than **Friday 21st September**.

3. **Your travel arrangements to and from Canberra**
   Please advise the Victorian TOM Office of your team’s travel arrangements, including arrival and departure times, method of travel, flight details etc. Note that excursions to Parliament House, National Museum, Questacon and the Australian War Memorial have been included in the program. Flights or transport home should be arranged for after lunch on Sunday 21st October.

We are looking forward to seeing you in October!

Kind regards,

[Signature]

Victorian Director
Tournament of Minds (Vic) Inc.
Australasian Pacific Finals 2007
Welcome to the Australian Capital Territory

Date for National Final: Saturday 20th October 2007

Venue for National Final: The Australian National University

Accommodation & Meals: The Hotel Heritage, 203 Goyder Street, Narrabundah. The Victorian team will be accommodated in twin share hotel rooms. Accommodation includes breakfast, cut lunch and dinner. A vegetarian menu is available. All meals are al-a-carte style. A morning tea consisting of a bottle of water, a fruit bar and a bag of chips will be provided to each team member on Saturday 20th October.

Travel: Whilst in the ACT, travel will be provided for all listed excursions and transfers to and from the airport. Travel for any other excursions you wish to organise will be at your team’s expense.

Victorian teams are to arrange their own transport to and from Canberra. We encourage schools to arrive in Canberra on the Thursday afternoon or evening. Please advise the Victorian TOM Office of your team’s travel arrangements, including arrival and departure times, flight details etc.

Attractions and Activities: Some group activities have been included in the program. However we have left some free time in the program for groups to visit other attractions. We recommend the following attractions:
- The Royal Australian Mint
- Cockington Green
- National Film and Sound Archives
- The National Gallery
- Telstra Tower

Costs: Schools are to pay for their own travel to and from the Australasian Pacific Finals. Schools will be billed after the event for their share of the accommodation, food, travel, t-shirt and excursions. As a rough indication only, we estimate this to be around $350 per person.
Program

Thursday 18th October
- Teams arrive in Canberra – buses to pick up teams from the airport and transfer to the Hotel Heritage.
- Accommodation at the Hotel Heritage
- Free time for activities
- Dinner – Hotel Heritage

Friday 19th October
7.30am - Breakfast at Hotel Heritage
Bus to pick up students for National Museum (No Charge)
9:10am Group 1 - Vision Theatre 9:30am - 9:45am (NSW, NT & Singapore)
9:20am Group 2 - Vision Theatre 9:45am -10:00am (Victoria and WA)
9:40am Group 3 - Vision Theatre 10am - 10:15 (SA, Queensland & Tasmania)
12.30pm - Lunch supplied by the Hotel Heritage
1:30pm - Bus to pick up students for Parliament House
2.30pm - Opening Ceremony at the Parliament House
3.30pm - Activities at Parliament House
5.30pm - 6.00pm - Bus back to Hotel Heritage
6.30pm - Dinner at Hotel Heritage

Saturday 20th October
6.30am - Breakfast at Hotel Heritage
7.15am - Bus to pick up students for the ANU
8.30am - Welcome Address
8.50am - Students taken to rooms for lock down
9.00am - Three Hour Challenge Commences
12.10pm - Challenge time concludes
12.15pm - Lunch (Supplied by Hotel Heritage)
1.00pm - Presentations Commence
4.00pm - Presentations Conclude
4.30pm - Entertainment in the Hall, followed by Presentation Ceremony
5.00pm - Presentation Ceremony Commences
6.00pm - Buses to pick up students and deliver to Questacon (like Scienceworks)
6.30pm - Dinner on the lawns on Lake Burley Griffin foreshore
7pm - Free time in Questacon
9.00pm - Questacon Concludes – Buses back to Hotel Heritage

**Sunday 21st October**

7.30am - Breakfast at Hotel Heritage
Bus to pick students up for the Australian War Memorial
9.30am - Group 1 - 15 minute Introductory Talk in Education centre (Tasmania, Singapore and NT)
9:45am - Group 2 (WA, Queensland)
9:45am - Group 3 (NSW, Vic &SA)
11.00am - Buses return to Hotel Heritage
Lunch at Hotel Heritage
12.00pm - Teams begin to leave
9.00am - Directors Meeting to commence
4.00pm - Directors Meeting concludes
**AUSTRALASIAN-PACIFIC FINAL 2007**

**TEAM NOMINATION FORM**

This Team Nomination Form must arrive at the Victorian TOM Office no later than 
Friday 21st September 2007

Name of School: _______________________________________________________________

Address: _____________________________________________________________________
_____________________________________________________________________________

Telephone: ______________________  Fax: ______________________________

Team Facilitator: __________________________________

Home Phone No: ______________________  Mobile: _______________________

Name of Room Supervisor (must be over 18 years) ____________________________________

<table>
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<tr>
<th>Primary Division: Team Member’s Full Name (Please print)</th>
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Challenge Discipline (please circle):  LL   SS   ME   AT

<table>
<thead>
<tr>
<th>Secondary Division: Team Member’s Full Name (Please print)</th>
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<td>1. Year ___  ___________________________________________</td>
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</table>

Challenge Discipline (please circle):  LL   SS   ME   AT

I declare that the person named as “Room Supervisor” has had a Police Check and/or a Working with Children Card.

_________________________________________________________  (School Principal)

Victorian TOM Office: Fax 9818 8344
Name: _______________________________________________________                  Age:  __________

School:    _______________________________________________________               State:  VICTORIA

Home Phone No:   ________________________________        Mobile:  ____________________________

Discipline (please circle):           LL          SS         ME       AT

1. The following adult(s) will be attending the Australasian-Pacific Final Day with my child:
   _________________________________________________________________

2. Emergency contact for Saturday 20th October 2007
   Name: _____________________________      Contact: __________________________

3. Has your child had any sickness within the last two months? Yes ☐       No ☐
   Details: _________________________________________________________________

4. Date of last tetanus injection ________________________________________________

5. Does your child have any allergies?            Yes ☐       No ☐
   Details: _________________________________________________________________

6. Does your child suffer from asthma?          Yes ☐       No ☐
   Details: _________________________________________________________________

7. Does your child require any special care?   Yes ☐       No ☐
   Details: _________________________________________________________________
   _________________________________________________________________
   _________________________________________________________________
8. List any medication your child is presently taking and will need to take into the “Preparation Room”. Please list appropriate information regarding dosage and frequency:
   Details: _________________________________________________________________
   ________________________________________________________________

9. List any medication to which your child is known to be allergic:
   Details: ________________________________________________________________
   ________________________________________________________________

10. Medicare Number: _______________________________________________________
11. Private Health Fund: ______________________________________________________
12. Membership Number: _____________________________________________________
13. In the event of an emergency I authorise that appropriate action be taken to ensure that my child receives immediate medical support.
14. During the Finals, photos of participants may be taken as part of event media coverage, State/Territory team photos, or as a testimony to the Finals to appear on the Tournament of Minds website.

   I do ☐ / do not ☐ wish photographs of my child to be taken and/or displayed.

Name: _________________________________ (Parent / Guardian)
Signature: _______________________________ (Parent / Guardian)
Date: ______________________________
AUSTRALASIAN- PACIFIC FINAL 2007

TEAMS’ INSTRUCTION MANUAL

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Appendix 1: Presentation Summary Form

All team members and facilitators need to be familiar with the Australian Final Instruction Manual prior to Tournament Day. Please photocopy the appropriate parts for each team member.
I TOURNAMENT OBJECTIVES

The purpose of Tournament of Minds is to give students the opportunity to participate in collaborative and creative activities involving challenging problems that demand experimentation and reward divergent thinking.

On Tournament Day teams of seven students will be required to solve a three hour and a spontaneous challenge.

OBJECTIVES:

1. To provide the challenge of real open-ended problems.
2. To develop creative problem-solving approaches and techniques.
3. To foster co-operative learning and teamwork.
4. To promote knowledge and appreciation of self and others.
5. To encourage experimentation and risk taking.
6. To expand and reward creative and divergent thinking.
7. To stimulate a spirit of enquiry and a love of learning.
8. To develop enterprise.
9. To celebrate excellence.

Tournament of Minds recognises that learning should be motivating, enjoyable and rewarding. Accordingly, judges are supportive of the efforts of all participating teams and students.

A basic principle of Tournament of Minds is team effort.
AUSTRALASIAN-PACIFIC FINAL: 20th October 2007

Teams' Schedule

Saturday 20th October

8:00 am Team Registration (in Manning Clark Building)

8:20 am Opening Address. All teams and accompanying adults assemble in Theatre 1, Manning Clark Building ANU.

8:40 am Teams will be shown to their preparation room for the three hours allotted to work on a new Long Term Challenge

9:00 am - 12:10 pm Preparation of Three Hour Challenge solution
Response to Spontaneous Challenge

12:10 pm Teams taken to props storage rooms to store props. Collect lunch. Teams then break for lunch. Facilitators will be informed as to where they will eat lunch.

1:00 pm Teams presenting at 1:20 collect costumes and props and report to presentation room.

1:15 pm All other teams to be seated with facilitators in presentation venue.

1:20 - 4:20 pm Presentation of Three Hour Challenge solutions. Upon completion of each team’s challenge solution they are to remain in their room to watch the rest of the presentations.

(Timetables will be issued on Tournament Day)

4:30 - 5:00 pm Entertainment in the Sports and Recreation Gymnasium – ANU

5:00 pm Awards Ceremony in the Sports and Recreation Gymnasium – ANU

6:30 pm Dinner on the lawns on Lake Burley Griffin foreshore

7:00 pm Free time at Questacon

9:00 pm Buses depart from Questacon for Hotel Heritage Narrabundah
II AUSTRALASIAN-PACIFIC FINAL PROCEDURES

1. REGISTRATION OF WINNING STATE OR TERRITORY TEAMS

1.1 TEAM FACILITATORS are to complete the Australasian-Pacific Final Team Nomination Form and fax to your State or Territory Director by Friday 21ST September 2007.

1.2 HEALTH FORMS are to be photocopied, completed and mailed to your State or Territory Director by Friday 21ST September 2007. Please collect all Health Forms together and return in the one envelope. DO NOT FAX HEALTH FORMS.

2. VENUE FOR AUSTRALASIAN-PACIFIC FINAL

The 2007 Australasian-Pacific Final will be held at Australian National University on Saturday 20th October 2007.

3. TRAVEL OF STATE TEAMS TO THE ACT

Travel arrangements to and from ACT are as determined by your State or Territory Director. No school may make individual accommodation or travel arrangements. Accommodation and travel arrangements of parents and supporters are the responsibility of individuals.

4. ACCOMMODATION OF STATE TEAMS

Accommodation in ACT will be at the Hotel Heritage Narrabundah.

5. CLOTHING FOR STATE TEAMS

As you have been invited to participate in the Australasian-Pacific Final as part of your State team, your State T-shirt must be worn to all official Tournament functions. No individual school uniforms or sponsored apparel are to be worn.

6. MORNING TEA

Morning tea and lunch will be provided. Team members who need any special dietary requirements must notify the Tournament Director on the Team Nomination Form and bring this special morning tea on Tournament Day.

7. MEDICAL NEEDS

Any special medical needs of team members must be clearly identified on the Health Form and any medication/medical requirements taken to Tournament Day.

8. PRACTICE THREE HOUR CHALLENGES

These will be provided by your State or Territory Director.
III THREE HOUR CHALLENGE

Generally those rules applying to Regional and State Tournaments also apply to the Australasian-Pacific Final

1. DISCIPLINES

The challenge disciplines are the same as for Regional Tournaments:

- Language Literature
- Social Sciences
- Maths Engineering
- Applied Technology

2. THE CHALLENGE

You will receive your three hour Challenge in the discipline in which you were placed first in your State Final on the morning of the Australasian-Pacific Final. You will also receive a box of materials which includes four copies of the Challenge and all the materials which you may use in your solution.

No materials may be taken into the preparation room other than special medical or dietary requirements.

2A Applied Technology Challenge

At the Australasian-Pacific Final teams will combine their CD/DVD component (animation) of their solution with a NEW scenario. Teams will have three hours to complete the process, along with all other disciplines, before presenting their solution in the afternoon.

3. TEAM MEMBERSHIP

Each team must consist of the SAME team members that won the Regional and/or State Final. NO SUBSTITUTION is allowed. If one or more team members are sick or unavailable, you must present with a team reduced by that number of members. No penalty will be applied.

The minimum number of team members is five (5).

4. AUDIENCE

Friends, relatives and other participants are encouraged to view the Three Hour Challenge presentation.

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Program booklets containing a synopsis of the Three Hour Challenge will be available on the day, so that parents and friends can follow the Challenge solution. A map directing visitors to the various venues will be included.
5. FORMS

5.1 Presentation Skills Form

You must complete the Presentation Skills Form during the Three Hour preparation time. This form is the same as that used for your Regional and State Tournament apart from the choice of Multimedia for Math Engineering, Language Literature, and Social Science. Applied Technology will not have the Multimedia option, as this already forms part of the category challenge. You do not need to choose the same categories as you did at the Regional/State Final.

5.2 Presentation Summary Form

You must complete one copy of the Presentation Summary Form (a sample is included as Appendix I) giving a summary of your presentation. It will then be forwarded to the judges to ensure that no changes are made after completion of your Three Hour preparation time.

5.3 Your Presentation Skills Form, Presentation Summary Form and four copies of your Challenge must be handed to your Room Supervisor before you leave your preparation room.

6. RULES

6.1 Should a team member have a disability, it is your responsibility to notify the Tournament Director on the Team Nomination Form as to the nature of the disability and any special arrangements necessary.

6.2 Ready made clothing worn during your presentation must be your State or Territory T-shirt together with shorts, jeans, skirt, tracksuit pants or tights. You must wear this clothing in the usual manner and it must not be used in any other way as costumes or props.

6.3 The total preparation time for finding a solution and preparing your presentation will be 3 hours 10 minutes. This allows for the 10 minutes required for your Spontaneous Challenge response.

During this time:
- a room supervisor will be present for legal and safety requirements
- a panel of Spontaneous Challenge Judges will visit your room and judge your Spontaneous Challenge. Your approximate Spontaneous Challenge time will be in your bag of materials. All teams will have completed their Spontaneous Challenge by at least 45 minutes before the end of the 3 hour 10 minute preparation time. The room supervisor will leave the room at this time.
- a Tournament Official can be contacted for any challenge clarifications by placing the provided marker outside your door

6.4 You will be provided with a box of materials that you may use to make costumes and props. Allowable materials are strictly limited to those in the box, but there is no obligation to use them all. The box may not be used.
6.5 In the Maths Engineering Challenge, materials from Table 2 may be used to make costumes and props. However, only the materials from Table 1 may be used in the construction of your device.

6.6 You are not to use any of the packaging materials for costumes and props or in the construction of your M/E device (eg box or roll from alfoil, whole roll of masking tape including cardboard spool etc).

6.7 A Three Hour Challenge Presentation timetable for your discipline will be in your box of materials. This information will be available to supporters on Tournament day.

6.8 After 3 hours and 10 minutes, all preparation must cease and you must leave the room.

- Your Room Supervisor will collect your Presentation Skills Form, Presentation Summary Form and the 4 copies of your Challenge. These will be handed to ToM officials so that judges will have a chance to look at your summary before your presentation.

- Place all your rubbish in the bin. Return any unused materials to the box and check all supplies are marked off. Place your costumes, props and all scripts in the marked plastic bag (your Maths Engineering device need not be placed in the bag).

- Your Room Supervisor will escort the team with your bag and box of unused materials to your Props Room where your costumes and props will be stored. Please place your bag in the area designated for your school.

- Your Room Supervisor will hand both your Forms and all copies of the Challenge to the Tournament Official at your Prop Room.

- This area will be locked and you will not be able to touch your bag until you are called to get ready for your presentation 20 minutes before your presentation time.

6.9 You are to collect your team’s lunch box from the Tournament official. You are then free to join your facilitator and parents for lunch until the start of the presentation period. The lunch break may not be used for any further work on your solution or rehearsal. Volunteers will be walking around to ensure this is adhered to.

6.10 The timetable for your Three Hour Challenge presentation will be in your box of materials and in the Tournament Day program.

6.11 Your team must be seated in your Presentation Venue at least 5 minutes before the first presentation is due to start. You collect and gather your costumes and props when your school name is called just before the presentation of the team performing before you. The team performing first may get their costumes and props 20 minutes before your presentation time. Facilitators and parents may not be with you at this time.

© Tournament of Minds Inc 2007
You may not use this 20 minutes waiting time as additional rehearsal time, though you may put your costumes on.

6.12 A performance area of approximately 3m x 3m will be marked. If your performance area is to be a different size or shape, you will be notified in your given challenge. Team members who are performing must be inside this marked area.

6.13 The judges will indicate to the team when the performance time is to begin.

6.14 The total time for setting up, performing the Challenge solution and clearing away is ten (10) minutes. A warning will be given at 9 minutes and all performances will be stopped at the ten minute point. All props and backdrops should be removed and all team members have left the performance area at that time.

6.14a Applied Technology team will have an extra 10 minutes to set up and test the equipment supplied.

6.15 All 7 team members should be involved in your solution presentation. A minimum of 4 members must be present in the designated performance area from the moment your team starts the presentation until the last person has left the performance area. This includes times during scene changes.

6.16 The following items will be provided at the site:

- a panel and attaching clips for backdrops
- a table and 2 chairs
- **Applied Technology only** – Projector and Screen

These may be used within the performance area during your presentation.

6.17 During your presentation, you may ask for audience involvement, eg: applause, boos or laughter. However, if it appears that the audience is involved in more than a general way, ie specific dialogue between you and a member of the audience, an Outside Assistance penalty may be given.

6.18 No profanity is permitted. This is subject to the judges' interpretation.

6.19 Lack of sensitivity to gender, colour, religion or culture will be penalised.

6.20 Except for illness or toilet visits, you must remain in your own discipline Presentation Venue until the completion of the last presentation in your discipline. The room compere will indicate to you when the afternoon’s proceedings are complete. Team members found outside the room during this time will incur a penalty for their team.

6.21 After your performance, please dispose of all your costumes and props. Please do not leave them in the Presentation Venue or lying around the grounds outside.

6.22 **Safety precautions must be observed at all times.**
6.23 **No food or drink** is to be taken into any of the Presentation Venues.

6.24 Lights cannot be adjusted in the Presentation Venues.

6.25 The Three Hour Challenge is scored out of 270 points.
   (Prescribed Total = 160. Presentation Skills = 60. Bonus points = 50)

6.26 Bonus points will be allocated for the following:

1. All props and costumes made by team members from allowable materials listed 10 points
2. Required written materials (performance summary, presentation skills form etc) submitted 10 points
3. All team members played a meaningful part/role in the solution and presentation 15 points
4. Minimum of four team members in the performance area at all times 10 points
5. Presentation area cleared to the satisfaction of the judges 5 points

**Maximum possible** 50 points

---

Your preparation time finishes after the allocated 3 hours and 10 minutes. We trust you not to practise any part of your presentation or to discuss your solution further, either between yourselves or with your facilitator or parents.
IV  SPONTANEOUS CHALLENGE

The team presenting the Spontaneous Challenge must be comprised of all the team members presenting the Three Hour Challenge.

RULES

1. The Spontaneous Challenge judges will visit you in your Presentation Room some time during the morning. Be prepared for this interruption to your preparation. The approximate time of this visit will be in the box of materials you receive for your Three Hour Challenge. All teams will have completed their Spontaneous Challenge at least 45 minutes before the end of the 3 hours 10 minutes preparation time.

2. No spectators, facilitators, parents or media may view this activity.

3. The Spontaneous Challenge will not be revealed until presented to you by the judges. Each primary and secondary team will be given the same Challenge.

4. You may not use any materials in your room except your watch for solving the Spontaneous Challenge. The judges will provide pencils and paper and any other materials you may need.

5. All Spontaneous Challenges will allow team discussion time before the response time.

6. Unless otherwise specified, a copy of the Challenge will be given to you.

7. The Challenge will state how to respond and which team members are to respond.

8. Once your response time has begun it cannot be stopped.

9. During your response time, no further discussion is allowed.

10. You must present your answers in a manner which the judges can understand.

11. Unless otherwise specified, there are no points given for the presentation of your responses.

12. The Spontaneous Challenge is scored out of 150 points.
V DISCIPLINE PROCEDURES

1. REASONS FOR DISCIPLINARY ACTION

1.1 Copyright violation.
1.2 Serious or multiple unsporting conduct penalties given by judges.
1.3 Substitution of any of the original seven team members.
1.4 Unauthorised outside assistance.
1.5 Practising or working on your Challenge solution after the three-hour time limit.

You must be sure that you receive no assistance with the Three Hour challenge solution during the lunch break or whilst other teams are presenting.

Any violation of the rules will incur disciplinary action.

2. DISCIPLINARY ACTION

The following penalties may be imposed by the Tournament Director for violation of the Tournament rules:

2.1 Up to 50 points may be deducted from a team’s score.
2.2 If the behaviour persists or is extreme, a team may be disqualified from the current Tournament.

Penalties will be determined by the Australian Tournament Director whose decision is final.
VI AWARDS

Both the Three-Hour and Spontaneous Challenges are performed as a team.

1. All team members and facilitators will receive a Certificate of Participation.

2. Winners in each discipline within each division will be determined by the total combined Three Hour and Spontaneous Challenge Scores.

3. Members of winning teams will receive a certificate and medallion. Winning teams will receive a Perpetual Trophy and a Trophy for their school. Please ensure that the Perpetual Trophy is returned to your State Director before the Australasian-Pacific Final of the following year.

4. Tournament Honours certificates and medallions will be presented to teams who perform with distinction.

5. Spirit of Tournament awards are made at the discretion of the Tournament Director on the recommendation of the Judges. Team members receiving a Special Award will receive a certificate.

6. All judges' decisions are final.
VII GUIDELINES FOR FACILITATORS

1. TEAM NOMINATION FORMS

Teams representing their State, Territory or country at the Australasian-Pacific Final must return their Team Nomination Form and Health Forms to their State or Territory Director by the due dates as indicated on the forms.

2. ON TOURNAMENT DAY

2.1 Upon arrival on Australasian-Pacific Tournament Day, the team’s facilitator is to register his or her own team at the Registration Desk. They do not need to be accompanied by the team members.

2.2 The Facilitator or accompanying adult should sit in the theatre with his/her own team.

2.3 During the preparation time, each facilitator will be allocated another team from another state for whom they will act as room supervisor.

2.4 After the Preparation time, meet your team and collect your team’s lunch box and team programmes. Encourage your team to relax over lunch, ready for their active afternoon.

It is the responsibility of all team members and the facilitator to ensure that the team receives no outside assistance during the lunch break or whilst other teams are presenting. There should be no further discussion about the team's solution or rehearsal of any part of the presentation once the three-hour preparation time is over.

2.5 After lunch, the team presenting first may collect their costumes and props at 1:00.

2.6 Please ensure that your team is seated in their Presentation Venue at 1:15.

2.7 Team members are expected to remain in their discipline Presentation venue to watch the other teams present their solutions before and after their own timetabled presentation. Please see Page 7 - Item 6.20.

2.8 You should encourage and support your team whilst they enjoy the challenges and excitement of the Australasian-Pacific Final and you should encourage them to respond supportively to the performances of other participating teams.

2.9 After the presentations, accompany your team to the Award Ceremony.

2.10 You are requested to prepare your teams with the necessary skills to accept acknowledgements appropriately should they win an award. At the Awards Ceremony, shaking the hands of the members of other award winning teams is appropriate; demonstrations of any extreme nature such as war cries are not. Winners are expected to acknowledge the achievements of others.

2.11 Any inquiries may be made to your State or Territory Director.
3 ROOM SUPERVISION DUTIES

To ensure the safety of all participating students, an adult must supervise each team during their Three Hour preparation time. This adult may be a facilitator or designated adult from another participating team.

Please ensure that the name of the person acting as Room Supervisor for your team is entered on your Team Registration Form.

3.1 Report to the Room Supervisor’s Registration Desk (down from the Team Registrations) at 8am. You will then be taken to the Room Supervisor’s Briefing. If you are the only adult travelling with your team, then a Tournament Official will supervise your team until you join them in the Official Welcome.

3.2 Collect team, when instructed, from the Official Welcome.

3.3 Accompany the team to the assigned room (guides will help direct you).

3.4 Allow the team to enter the room. They may rearrange the furniture, etc, but must not touch the box of challenge requisites until you instruct them to do so.

3.5 Please collect any bags that team members may have and store them during the preparation time. These should not be accessed during the three hours, except in the case of an emergency. Ask them to switch off mobile phones (as you should do with yours). Please ensure that any special dietary requirements and known medical requirements are removed at the beginning of the 3-hour preparation time.

3.6 You can give the team the instruction to start between 8:50 and 9:00 am. Take careful note of the time as you must stop the team exactly three hours and ten minutes later.

3.7 Once the team has started, settle yourself quietly in the corner. Your job is to ensure the safety of the team. You must not assist or interfere with the team in any other way. Even if the team requests your help, you must decline.

3.8 You may give students permission to go to the toilet.

3.9 If a problem arises that requires the assistance of a Tournament Official, please place the marker provided outside the door. A TOM representative will arrive shortly to help.

3.10 If there is a medical emergency, render all possible assistance and call for help.

3.11 When the judges arrive to conduct the Spontaneous Challenge, leave the room. During the next ten minutes take the opportunity to stretch your legs / go to the toilet before resuming your supervision.

3.12 Give the team a reminder when half an hour remains (11:30 – 11:40 am)

3.13 When ten minutes remain, remind the team of the time and that they must return the room to its original state. Ensure that all rubbish is in the bin and all other materials are in the box.
3.14 When the time is up, collect Presentation Skills Form & Presentation Summaries and 4 copies of the Challenge, then take the team plus their prop bag to the prop room as per the map you will receive at the Room Supervisors’ briefing. Hand the team’s forms to the Tournament Official at the room. You are then free to meet your school’s team for lunch.
APPENDIX I
Presentation Summary Form

School Name: ................................................................. State/Territory: .........................

Discipline:  LL  ME  SS  AT  Division:  Primary / Secondary
(please circle)

Please write a brief summary of your presentation of the Challenge solution.
Tournament of Minds

PRESENTATION SKILLS
FORM II

Name of School: .................................................................

Teams must select TWO of the following, each of which will carry 0-20 points (total maximum 40 points). In addition points will be awarded to your team’s overall dramatic performance 0-20 points.

Total possible points = 60.

- Puppets
- Masks
- Mime / Nonverbal Communication
- Verse / Song
- Sound Effects / Soundscapes
- Magic Tricks
- Clowning
- Dance / Creative Movement
- Speech Style / Language / Accent
- Costumes / Props / Sets
- Genre – eg soap opera, western, opera, thriller, science fiction, film noir etc
- Humour – ie. slapstick, farce, absurd, melodrama, physical

PRESENTATION SKILLS
(Team to complete)  Possible Points

1. ................................................................. 0-20 points

In 50 words or less
- Explain why you have used this dramatic technique.
- How does the technique enhance the communication of your solution to the audience?

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PRESENTATION SKILLS
(Team to complete)  Possible Points

2. ................................................................. 0-20 points

In 50 words or less
- Explain why you have used this dramatic technique.
- How does the technique enhance the communication of your solution to the audience?

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Overall Dramatic Performance 0-20 points

Total Presentation Skills Points Awarded
PRESENTATION SKILLS

Name of School: St Sampletown College

Discipline: LL ME SS AT

Teams must select TWO of the following, each of which will carry 0-20 points (total maximum 40 points). In addition points will be awarded to your team’s overall dramatic performance 0-20 points.

Total possible points = 60.

- Puppets
- Masks
- Mime / Nonverbal Communication
- Verse / Song
- Sound Effects / Soundscapes
- Magic Tricks
- Clowning
- Dance / Creative Movement
- Speech Style / Language / Accent
- Costumes / Props / Sets
- Genre – eg soap opera, western, opera, thriller, science fiction, film noir etc
- Humour – ie. slapstick, farce, absurd, melodrama, physical

PRESENTATION SKILLS

2. Non Verbal Communication......

0-20 points

In 50 words or less

- Explain why you have used this dramatic technique.
- How does the technique enhance the communication of your solution to the audience?

Our team has used non verbal communication. We chose this performance skill as it shows the feelings of lack of power for some characters in the scene. Also, more characters can express themselves and stay involved in the scene. This also allows our team to show variety in emotions adding interest and meaning to the performance.

PRESENTATION SKILLS

2. Soundscapes............................... 0-20 points

In 50 words or less

- Explain why you have used this dramatic technique.
- How does the technique enhance the communication of your solution to the audience?

We feel that the characters of Lady Macbeth, the face in Eduard Munch’s The Scream and Disney’s Eeyore experience deep seated feelings of isolation and fear. We have chosen to represent this with a series of soundscapes that come into effect when these characters are prominent in the scene. This reminds the audience of the elements that these characters have in common with each other, and with the natural sounds we have selected.

Overall Dramatic Performance 0-20 points

Total Presentation Skills Points Awarded