

2011 ESO TOURNAMENT DETAILS

Since this tournament is to test students' knowledge and understanding of scientific concepts, we encourage your team to prepare and practice beforehand. If you'd like to make this a more spontaneous experience, we know your students will still enjoy themselves, but please do not be disappointed that this is not a "come and learn" activity with full explanations of principles and techniques.

There may be close to 300 students at this fast paced tournament (not including the coaches, parents, spectators and volunteers), so this crowd can be a bit overwhelming for many younger pupils. Some students may need to be reminded to enjoy the experience and not get too stressed out over the competitive factor.

RULES

The event rules may be found on the SW Washington Science Olympiad website at <http://www.clark.edu/special/scienceolympiad> under Elementary Science Olympiad.

COACHES MANUAL

This year we have developed a Coaches Manual to help prepare for the events. It is chock full of details beyond the official rules, helpful hints, explanations, important concepts, and possible exercises. It was distributed at the Coaches Clinic and may be found online at <http://www.clark.edu/special/scienceolympiad/elementary.php>.

TEAMS/GROUPS

- Your Team number can be found on the Team Schedule which will be available in early November. It will be emailed to each coach and posted online.
- Your Team should be divided as evenly as possible into five Groups as described in the rules. You are responsible for assigning students to each of these Groups and labeling them A, B, C, D, E. For example, Team #1 will be composed of Groups 1A, 1B, 1C, 1D, and 1E. Students will be required to know their Team number/Group letter at each event. Students within the same Group are allowed and encouraged to talk to each other when they are working together in an event.
- Students must remain in the same Group for all five events. The entire Team of 5 Groups will rotate together from event to event. We do NOT need to have a list of which students are in which Group.
- If you have a smaller Team (fewer than 10), you have the option of making fewer Groups. For example, if you have only 6 students, you could have:
 - 4 Groups of 1, plus 1 Group of 2, OR
 - 3 Groups of 2, OR
 - 2 Groups of 3

Having fewer than 5 Groups will impact the Team scoring, but students will still have the opportunity of working as a team and having fun, too.

COACH CHECK-IN

- Coach Check-in is in the lobby of the Foster Hall (FHL) from 8:00-8:40 AM. Please be aware that if all the coaches show up at 8:30, it's going to be difficult to take care of everyone on time. Your students do not need to be with you to check in.
- We will give each coach a sign on a stick with your Team number to carry throughout the day and a packet which includes a map, schedule, nametags for students, coach nametag, pen, participation ribbons and certificate.
- We will collect your completed Code of Ethics and Roster form. This form requires the signatures of each Team member, coach and principal, so it is prudent to get it done BEFORE the tournament. A blank Code of Ethics and Roster is available on page 3 of the Tournament Registration Packet and also at <http://www.clark.edu/special/scienceolympiad/elementary.php>.
- The nametags are blank so allow an extra bit of time or recruit a parent to help fill them out and distribute them. Students will find it helpful to have their Team/Group written on their nametag. There will also be a coaches nametag which is important for you to wear so that event supervisors and shepherds can identify you.

BASIC SCHEDULE

The basic schedule is included in the rules and more details will be available on the Team Schedule.

- Teams may begin assembling from 8:00 to 8:45 AM in Foster Hall (FHL). Students check in with their coaches inside the hall and not with tournament officials. There will be signs to help students and coaches find each other. Please be aware that it will be rather crowded since Foster Hall is not as large as rooms we have had access to in the past.
- The tournament will begin at 8:45 with a very brief welcome and introduction of the “shepherds.”
- Because the rooms are in different buildings on campus, each set of four Teams that rotate through the events together will have a Clark College student who will act as a “shepherd” throughout the morning to escort you from event to event. These sets of four Teams are each noted by a different color on the Team Schedule and should be remembered by the coach. The shepherd will have a sign on a stick to help guide the Teams. To ease crowd control and traffic, the shepherd may take you on a different route than you would normally choose.
- Your school's specific schedule (which event/room in which time slot) is listed on the Team Schedule. If your school has more than one Team, they will be kept together in the same room at the same time.
- The schedule allows a bit more time for the first two events so that our event supervisors can adjust their procedures, but rest assured that the students in all the sessions will be given the same amount of time for the portion that involves them.
- Teams will return to the Foster Hall when the final event finishes at 11:35. Due to space limitations, this closing time will be short and not include award presentations. (If your Team chooses to skip this time, that is okay.) An email will be sent out to all the coaches on Saturday afternoon with the results of the top place teams in each event.

All ribbons, certificates and prizes will be delivered to your school on Monday, November 21.

- If you have students that can't be there for the entire time, they can attend part of the tournament. They will, however, miss out on the events in which their Team is participating while they are gone, and they cannot "make them up." There will be someone who will stay in the lobby of the Foster Hall to redirect any late arrivers or visitors.
- You can find a map of the Clark campus at <http://www.clark.edu/maps/>.
- We will try hard to stay on schedule. Your patience and flexibility is much appreciated as this tournament involves hundreds of students, coaches, parents and volunteers moving from place to place through crowded areas in a minimal amount of time.

OPEN / CLOSED EVENTS

- Due to room size restrictions, some of our events are "open" and some are "closed." "Open" means that spectators (parents, visitors, etc.) are allowed to watch in designated areas. "Closed" means that only coaches are allowed in the testing room.
- We appreciate your supervision of the students, however, coaches will not be able to help or give explanations to their students during testing. Spectators at open events are also only allowed to observe and not directly help the students in any way while an event is in process.
- This is a breakdown of which events are which.
 - Bamboozling Boxes, Paper Rockets: open
 - Barge Building, Metric Mastery: closed due to room size
 - Pondering Powders: closed due to room size and clothing requirements
- For parents who wish to remain on campus during the tournament, there are several options. Foster Hall and its lobby will remain open for the entire time as a warm dry place to hang out. For parents who wish to accompany the team around campus, we suggest comfortable walking shoes. For closed events in the SCI and APH buildings, they may wait outside the event rooms or in APH 108 which is very close by. Keep in mind that no food is allowed any lab room, including APH 108.

PHOTO RELEASE

- Clark College would like to photograph this tournament, but is very careful about using pictures of young students. This is where we'll need your help with obtaining permission. Instead of collecting permission signatures from each and every parent, we suggest an exclusion route.
- A sample permission form could be worded like this:

*Your son/daughter may be photographed as part of the 2011 Elementary Science Olympiad (ESO). Photos may appear in print and electronic materials for the ESO and/or Clark College. If you do **NOT** wish to have your child photographed, please sign here.*
- When you check in as a coach, please provide a list of students whose photographs may NOT be used. In an effort to be as discrete as possible, we will give you stickers to put on their nametags, and we will share the list with the photographer. These

students without photo permission may be photographed, but the images will not be available for use.

- We encourage parents to take candid photos, because each time a child is prompted to “smile,” they are distracted from their task and lose valuable time.

EQUIPMENT

- Students should bring their own pencils to use at the tournament.
- There are several items that pertain to Pondering Powders.
 - Clark College policy requires everyone (students, coaches, and volunteers) in the chemistry labs to wear long pants and closed toed shoes. This will be strictly enforced. Students who are not dressed properly may not participate in Pondering Powders, but they will be able to participate in all other events.
 - Students will be required to wear safety goggles that have a rating of at least ANSI Z87 for Pondering Powders. If they do not bring their own, the event supervisor will provide them, along with individual alcohol wipes so that students may sanitize them before use. If you do bring your own, please mark it clearly with your name.
 - Each Group needs to bring one magnifying glass (or jeweler’s lope) and one conductivity tester/probe to complete their Pondering Powder tests. Parts and instructions for five conductivity testers were included in each team’s Starter Kit. Each Group has the option of bringing one chart describing the powders’ reactions. This chart may be no larger than one side of an 8.5” by 11” piece of paper and must be completed before attending the tournament. For more information, please read the Rules and/or Coaches Manual.