



Exploring the World of Science

2023 Event Logistics Manual

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SCIENCE OLYMPIAD

2023 EVENT LOGISTICS MANUAL

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Introduction

So, you are going to be a Science Olympiad Event Supervisor or an Event Volunteer. Thank You and Congratulations! You are stepping into the role that has the most impact on participants' Science Olympiad experience during the competition while at the same time offering some of the best opportunities to share your STEM knowledge and passion with students.

To help you in this role there are several key sources of information that Science Olympiad produces you need to be aware of and review. First are the event rules. If you haven't done so already, you can access a digital copy of the rules for your Division [here](#) for free. All Event Supervisors are encouraged to review both the General Rules, found in the Rules Manuals and Appendix A of this book, and specific event rules found in the manual, as both rule sets apply to your event. Second, make sure to visit the official Science Olympiad web site (www.soinc.org) often for Clarifications/Rules Changes and Frequently Asked Questions that may apply to the event that you are to supervise. Also, on the web you can find additional information such as checklists, scoresheets, and guidelines about your event on its Event Page. Third, you have this Logistics Manual which provides highlights of key information concerning your event as well as some general pieces of advice and guidance that will help make your experience as an event supervisor easier and more enjoyable.

As an event supervisor, you are responsible for **all aspects** of the event including but not limited to:

- familiarity with event rules, General Rules, [Rules Clarifications](#) and [FAQ's](#) on the National website. Students/coaches will have read the rules many, many times. Be sure you have done the same thing;
- working with the tournament director and host site to ensure all equipment, tests, and materials needed to run the event are in hand;
- approving and setting up event space;
- printing scoresheets and any additional paperwork required for the event;
- if necessary, developing and printing copies of test and answer sheets for students and answer keys for volunteer graders;
- starting and ending the event on time; and,
- coordinating roles and activities of any volunteers assigned to your event.

If you have any questions about expenses and materials, volunteers, meals, tournament shirts or submitting materials (e.g.; tests, answer sheets) for copying or archiving you should contact your tournament director in advance of the tournament.

When it comes to the day of the tournament, we would advise you to:

- Check all equipment ahead of time. All equipment should be the same for teams and in working order.
- Give yourself ample time to set up for your event; if at all possible, try to set up event the day before.
- Make sure the event is run so ALL participants have the same conditions for competition.
- **Be Flexible-** participants are young, excited, and unfamiliar with campus. Whenever possible, let students compete even if they're late. But if they do arrive late, they should not be given extra time to finish. They should only finish what they can do in the time since arrival.
- Read over the rules and make sure you understand them. The students will know them very well!
- Familiarize yourself with the [Rules Clarifications](#) and [FAQ's](#); they apply to all states and all tournaments and originate at the national level.
- Make sure you understand how the scoring criteria work.
- Remember that the RULES, INCLUDING THE GENERAL RULES, RULES CLARIFICATIONS, and FAQ's, ALWAYS TAKE PRECEDENCE.
- If your event room has windows to the hall or in the door these windows should be covered.

Guidelines for Events with Written Tests

If your event should happen to feature a written test, please consider the following suggestions to facilitate a better testing experience and easier scoring.

- Write the event so that the questions, or activities, align to the event rules. Make sure to include a mix of difficulty within your activities so that about 15% of them are easy, 60% of them are of medium difficulty, and 25% are difficult. Event Supervisors who are looking for additional guidance should look at the Webb's Depth of Knowledge document posted on the Event Supervisors' page at <https://www.soinc.org/officials/event-supervisors>. This document associates question difficulty with the verbs used to describe the question task as well as provides example question stems for each degree of difficulty.
- Avoid questions that are overly tricky or delve into trivial topics. Difficult does not mean tricky or trivial.
- Arrange your test so that it has a cover sheet which identifies the Event Name, Division, and Tournament date.
- Follow the cover sheet with a page that contains instructions on how answers should be recorded, how much time the participants have to complete the test, if they may write on the test packet, and any resources they may or may not use. Questions should follow on subsequent pages. This arrangement will allow participants to look at the instructions and ask any questions they may have without seeing the test questions.
- Questions and pages all should be sequentially numbered so participants will notice if a page is missing.
- Follow good test and question organization and structure. For example, questions and answers should not cross pages. For multiple choice – indicate “Select best answer” or “All that apply”.
- Evenly space out, align, and size answer boxes where participants should write their responses.
- Make sure each question's point value reflects the information that you expect the participants to provide as an answer. For example, a question asking the participants to name the 3 bones found in the human ear should be worth 3 points with the correct name for each bone being worth a single point.
- Make sure to select questions so that no one can get every question correct. If several teams get every question correct, it is difficult to determine the final placement of a team.
- Have a header on each page which includes a space for the participants to write their team name and team number as well as their own names in case the pages separate.
- Have a footer that shows the page number and has space to record the total score for that page. Try to alternate the position left to right to make it easier to record the information on double-sided documents.
- Include a page at the end that has a place to record the totals from each page. This will facilitate calculating the sum of page totals and make it easier to find errors.
- Announce the amount of time left periodically (i.e., 30, 15, 10, 5 minutes).
- Provide staple pullers and staplers so that teams can separate events if they wish. Teams that separate the test should reassemble and staple them – missing pages are the responsibility of the team and not event staff.
- Use sign in sheets and check them to make sure that teams without grades did not show.

Guidelines for Events with Labs

If your event is best suited to be an experimental activity, or a rotation through a variety of laboratory stations, consider these suggestions to make sure participants have the best experience possible.

- Periodically notify teams of the amount of time remaining in the event.
- Make sure to provide instructions on how to clean up the laboratory space or laboratory stations.
- Model and enforce proper safety precautions and safety equipment usage.
- Prepare a rubric in advance to help you consistently score the participants' work.

Guidelines for Events with Labs (continued)

- Consider using an even number scale for your rubric (e.g.; 4 points, 6 points, or 8 points) to help avoid ties.
- Have a system for breaking all ties.
- Write an answer for essay questions that you consider ideal.
- Identify factors that make it ideal.
- Determine the number of points for an ideal score.
- Determine what constitutes awarding few points.
- If different people are grading the reports, it is recommended that the same person grades the same part of the test. Having different people grade the entire test often results in unfair grading and should be avoided if at all possible.
- Include as much hands-on application as possible.
- Ensure there is a place for names and team numbers on all paper testing materials.
- Once judging begins, if a student leaves the testing room for any reason, he/she cannot return.
- All activities must begin and end on time. Do not give any extra time as this could make students late for their next event and this practice will not be consistent for all teams.

Guidelines for Building Events

- Identify all materials and equipment needed to carry out activities or test/measure events.
- Any equipment or materials that are not specified in the rules for the students to bring **MUST** be supplied by the event supervisor.
- Let your tournament director know as soon as possible if there are items you need but are having difficulty sourcing on your own.
- Consider using painter's tape instead of masking tape for marking dimensions on floors as it is much easier to remove.
- Most building events specify tie breakers in their rules. If one is not specified, you will need to designate a tie breaker before the tournament.
- Make sure students have their team numbers and names on all devices. Handle the devices as little as possible to avoid accidental damage.
- Have a checklist of things to check for each team/device.
- Make sure you have sufficient time to judge devices and determine if there are any construction violations before teams compete.
- For devices that are required to fit in a 3-D box, having a physical box of the desired dimensions is a quick way of making this judgement.
- For events that have other specific dimensions, consider building a measuring scale out of pasteboard. Much easier than measuring the device with ruler/tape.
- Do not release times, distances, or other pertinent information prior to impounding.
- Begin as close as possible to the time indicated on the event schedule.
- Read and follow the event rules carefully.
- If a device is judged to have a construction violation, the team should be notified immediately as to the exact nature of the violation.
- As the Event Supervisor, decide if you will allow teams to make minor adjustments to devices to eliminate construction violations. Whatever you decide, please be consistent.
- Students may not confer with spectators or be coached in any way.
- Do not allow students to compete without proper safety equipment.
- Consider using the Score Sheets for your event made available on the [Science Olympiad Scoresheets page](#).

Guidelines for Building Events (continued)

- Check that only materials allowed by the rules are brought in by students.
- Once judging begins, if a student leaves the testing room for any reason, he/she cannot return.
- If a team fails to show up for its sign-up time for a legitimate reason, the Event Supervisor can (but does not have to) allow them to be judged during a different time slot.

Key Terms

Event Name: Indicates how the event should appear in programs, schedules, and awards ceremonies. It is followed by the Division or Divisions in which the event is currently being run.

Impound: Indicates if any items associated with the event need to be collected and sequestered prior to any events starting on tournament day. If Impound is required, this will require additional space to securely hold the impounded items. It will also require additional volunteers to manage and supervise Impound throughout the tournament.

Room Type: Describes the types of classroom spaces in which the event can be successfully run.

Estimated Hours of Prep Time (including set-up): This is an estimate of the amount of time required of an event supervisor to prepare the needed event materials and set up the event space prior to the arrival of participants at the tournament.

Minimum Suggested Supplies: This is a description of the minimal amount of materials that an event supervisor needs to have in order to successfully run the event at a tournament. It reflects the items listed in the Event Parameter, and other sections, of the Event Rules.

Helpers: Indicates how many adult volunteers, in addition to the Event Supervisor, are needed to successfully run the event. Depending upon the event, these Helpers do not necessarily need a specialized science background. Often times, a general science background and experience working with and supervising children will suffice. In some cases, when the event has two parts running simultaneously (e.g.; Sounds of Music, Machines) additional event supervisors are needed and are called out here.

Additional Notes: This section shares special notes and tips from experienced Event Supervisors, Tournament Directors and Rules Committee Members. Often you can find ideas that will improve the event and offer some time savings for new supervisors.

Notes on Scheduling Events

Try to schedule the following events as early as possible in the day to give Event Supervisors as much time as possible to score all student work:

- Experimental Design
- Disease Detectives
- Write It, Do It (WIDI)

Disease Detectives, Experimental Design, and WIDI are likely to have the same students participating in each event. If possible, try to not schedule all the events at same time for one team. Disease Detectives can probably be a bit more flexible.

It is recommended that device events should be scheduled using a sign-up system as opposed to allowing walk-ins because walk-ins tend to create large clusters of teams at the end of the day. Ideally these sign-ups would be done online, at least one week prior to the tournament. Tournament directors should consider activating sign ups on different days and different times to ensure that teams signing up have equal opportunity and access to sign-up for slots. If at all possible, arrange the sign-up process so that a single person from a team can sign-up participants for all events.



Notes on Resources & Supplies

For more Information about coaches and supervisor sets of bulk supplies for many events, see the official site for Science Olympiad-approved kits: Ward's Science -- <https://www.wardsci.com/scienceolympiad>. Early bird savings: Save 12% on your Ward's Science Olympiad Kit Order with the promo code – SOVIP2022 until 12/31/22.

For more information about obtaining probes, sensors, photogates, calculators and other tech, use the Texas Instruments Educator Loan Program:

http://education.ti.com/educationportal/sites/US/nonProductMulti/support_borrowtotechnology.html

Public Health Recommendations for Tournaments

In an effort to support our State Chapters and Tournament Directors ability to hold in-person, single location Science Olympiad tournaments in light of COVID-19 we have assembled this list of possible options that can be used to reduce the risk of a tournament attendee's (i.e., participant, coach, Event Supervisor, volunteer) exposure to COVID-19. This list is drawn from the best public guidance provided by doctors and public health officials but it is by no means comprehensive or guaranteed to prevent the spread of COVID-19 at an in-person, single location Science Olympiad tournament. Additionally, the recommendations provided here are not intended to override or replace guidelines and restrictions put in place by local, state, or federal officials. All Science Olympiad stakeholders (i.e., participant, coach, Event Supervisor, volunteer, Tournament Director, and State Director) are expected to follow the directions of their local, state, or federal officials.

In an effort to make this list of recommendations more usable, the recommendations have been grouped into three broad categories:

- Actions that Promote Safety, Tracking, & Transparency
 - These are general recommendations to create an overall safe atmosphere as well as establish protocols and actions in case a case of COVID-19 does occur within 14 days after the tournament.
- Actions that Limit Personal Exposure
 - These are recommendations that can limit the opportunity for individual exposure while at the tournament
- Actions that Limit Group Exposure
 - These are recommendations that can limit the opportunity for teams and large group exposure while at the tournament

It is expected that Tournament Directors will need to draw some, if not all, recommendations from each category in an effort to make sure everything possible is done to comply with local, state, or federal guidelines and restrictions.

Actions that Promote Safety, Tracking, & Transparency

- Have all Science Olympiad participants including Event Supervisors, Volunteers, and Tournament Staff submit a COVID-19 Wavier.
- Publish or share host steps, guidelines, and precautions to limit the spread of COVID-19 in advance of the tournament.
- All approved Science Olympiad attendees (e.g., participants, coaches, Event Supervisors, Volunteers, & Tournament staff) must wear a non-transferable ID (e.g., wristband, hand stamp).
- Conduct temperature checks of all attendees the morning of the tournament.
- Designate & label spaces and where participants and volunteers should stand.

- Do not have any “roaming” volunteers; everyone should have an assigned station and remain there for the duration of the tournament with the exception of designated breaks.
- Teams need to report the exact participants in each event at registration
 - There is no changing of participants allowed
- Have Event Supervisors and volunteers report any instances of COVID-19 positive tests within 14 days post tournament to the tournament director.
 - This notification should include any areas on the campus that the Event Supervisor or volunteer may have visited outside of their designated space while on campus.
- Have Teams report any instances of COVID-19 positive tests within 14 days post tournament to the tournament director.
 - This notification from a coach should be limited to informing the Tournament as to the impacted school as well as the events & times in which the affected individual participated.
- Tournament directors should plan on notifying coaches if any participants, Event Supervisors, or relevant volunteers test positive for COVID-19 within 14 days post tournament.
 - This should include identify which events & time periods are involved.
 - This notification should simply let the impacted teams know that a positive test has occurred but it should not include any details as to the participant, or participants, involved as well as their school.
 - Tournament directors need to ensure that during this notification all the rights to privacy afforded to the affected individual under the Health Insurance Portability and Accountability Act of 1996 (HIPAA) are provided.

Actions that Limit Personal Exposure

- All Science Olympiad attendees (i.e., participants, coaches, event supervisors, volunteers, and tournament staff) will wear a mask at all times.
 - Depending upon conditions consider allowing participants & coaches to take masks off within the confines of their homeroom.
 - Need to identify where event supervisors, volunteers, and tournament staff can safely remove masks.
- Teams are restricted to their designated homeroom or their event rooms.
 - Participants may not wander campus
- Hand sanitizer in all rooms
- No station event set-ups; no rotating in event rooms
- No shared items (e.g., tools, stopwatch, tape measure)
- No handshakes or physical contact between attendees
- No aligning teams directly across from each other at a lab bench
- Leave Event Room doors open during the event to allow air flow
- Split Core Knowledge, Lab and Hybrid Events across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- Use Science Fair boards to create barriers and isolate teams at desks during their events
- No tournament or host provided food for teams & participants
 - Teams must bring their own food

Actions that Limit Group Exposure

- Teams attending a tournament will be limited to 15 participants plus the minimum number of Adult chaperones required by their school

- This should make for 18 attendees/team
 - No parents will be allowed to attend the tournament
 - No spectators at the tournament
- Reduce the number of teams that are invited to attend a tournament
 - This should only be implemented as last resort
- Hold all Coaches' Briefings and other meeting virtually the night before the tournament
 - You may need a final virtual briefing the morning of the tournament
- No large group ceremonies
 - Conduct these virtually if at all
- Host only 1 Division at a time
 - This makes a single B/C tournament a multiple day event
- Adjust the tournament schedule to allow start and end times that don't require teams to overnight in a hotel if possible
 - Delay announcement of winners & distribution medals
 - Allows more time to score events & verify results
 - For example, tournament could run between 9 AM to 3 PM
- Limit homerooms to 1/floor if possible
 - Consider limiting to 1 homeroom/bathroom
- Stagger event start times by 5 to 10 minutes to limit foot traffic and maximize social distancing during transitions

Anatomy & Physiology (B & C)

Event Type: Core Knowledge

Impound: No

Room Type: Biology lab/room with flat tables

Estimated Prep Time (including set-up): 8-12 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 6; 3 would be proctors during the event; 3 would start grading once exams are available once testing is done everyone else would join in

Event Conflicts: None

Minimum Suggested Supplies

Microscopes and slides; models, pictures of organs or pictures of an individual suffering from a disease. If you have access to models, or dissected organs, consider using them instead of pictures.

Additional Notes

- This event is ideally done at stations; overheads and internet pictures may be used in a pinch.
- At least one station should include some actual data in graph or table form.
- Students should not be allowed to touch the specimens.
- Content of questions should focus on understanding how structure contributes to function, and how structures work together, rather than simple identification.
- Care should be taken that slides, pictures, samples and specimens are clearly and unambiguously marked with precise locations.
- Please be aware that many anatomical structures have more than one name so Keys or labels should contain all applicable names for a structure to allow proper grading.
- If using probeware, be sure to include directions for the participants on how to use the device.
- Additional guidance and resources for Event Supervisors may be found on the Event Pages for [Division B](#) and [Division C](#) at soinc.org.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tape measure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
 - Discontinue having teams rotate through a series of stations
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Anatomy & Physiology for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete an exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations (i.e., Satellite SO and mini SO) consider adding completion time as a tie breaker or scoring bonus.

Astronomy (C)

Event Type: Core Knowledge

Impound: No

Room Type: Large classroom with projection capabilities; large flat surfaces

Estimated Prep Time (including set-up): 8-12 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 5

Event Conflicts: Dynamic Planet

Minimum Suggested Supplies

Web/LCD projection capabilities, large projection screen; many different astronomy images

Additional Notes

- This event is ideally done as a group test with images projected for all to see.
- There should be more than 1 question for every image.
- Additional guidance and resources for Event Supervisors may be found on the [Event Page](https://www.atsoinc.org) at [soinc.org](https://www.atsoinc.org).

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
 - Discontinue having teams rotate through a series of stations
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Astronomy for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations (i.e., Satellite SO and mini SO) consider adding completion time as a tie breaker or scoring bonus.

Bio Process Lab (B)

Event Type: Lab

Impound: No

Room Type: Ideally a science lab but a large classroom with tables can work

Estimated Prep Time (including set-up): 10-12 hours to prepare the test; 1-2 hours to set-up the room

Ideal Number of Staff (Event Supervisor + Volunteers): 4

- Event Supervisor should administer the test and monitor the room
- Other volunteers assist the Event Supervisor with monitoring the room, managing participant movement, & resetting the space for the next session
- As completed tests become available volunteers can begin grading the exam.

Event Conflicts: Anatomy & Physiology, Disease Detectives, Food Science.

Minimum Suggested Supplies

Stopwatches, rulers, balances, pH meters, microscopes, samples or specimens (i.e. slides, pictures, diagrams, cells, animals) if appropriate, Written Test, Key, & Answer Sheets

Additional Notes

This event is best run as stations. The number of stations is at the discretion of the Event Supervisor, though there should be more stations than teams competing in the room each session. Some options to consider are 10-12 at 4 minutes/station, or 15 at 3min/station. Questions should be designed to challenge student understanding of basic biology content and process skills. Questions focused on utilizing lab skills in the application of their knowledge and problem solving are preferred. The biggest challenge is genuinely assessing students' process skills while conducting the competition fairly (i.e., ensuring there are sufficient equipment, reagents, samples etc. at each station for all teams). It is critical to develop a mechanism so stations are properly reset for each team to ensure competitive fairness.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - Do not use rotating stations; instead set teams up at their own work station where they have all the materials they need for the event.
 - This will require that the Event Supervisor provides the same set of materials for all times during a session.
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Bio Process Lab for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.

- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.
- For Satellite SO tournaments simplify the materials requirements to allow teams to compete equitably and safely or remove hands-on activities from this event. Teams should be notified at least two weeks prior to the tournament the materials they will be expected to have on hand in order to compete in the event.
- For mini SO tournaments, do not include hands-on activities as part of the event.

Bridge (B & C)

Event Type: Build

Impound: No

Room Type: Gym or room with tables

Estimated Prep Time (including set-up): 2-4 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 6

Event Conflicts: None

Minimum Suggested Supplies

- A Test Apparatus as described in the event rules Section 6. Test Apparatus. If at all possible, consider having more than one to accommodate a higher number of teams per session. If using multiple Test Apparatus, make sure to increase the number of the items that follow accordingly.
- Two 5-gallon plastic buckets with handle. One to hold the sand and another to suspend from the Bridge and fill with sand.
- A small (pint to quart size) scoop/cup to transfer sand to bucket
- Pair of bucket stabilizing sticks as described in the rules (6.e.)
- 15.1 Kg Sand
- A Loading Assembly as described in the rules (6.c.)
- A digital timer to measure the 6-minute event time
- Another bucket or bag to hold excess sand to replenish competition sand if/when it spills
- Scale to mass the Bridge (accurate to 0.01 grams) (up to 50 or 100 grams)
- Scale to mass sand bucket/chain system (hold at least 15.2 Kg) accurate to at least .1 Kg
- A level to make sure the attached Bridge is level

Additional Notes

Consider doing as a sign up and/or with multiple testing. Need to use sand and not cat litter. Sand must be dry! Additional guidance and resources for Event Supervisors may be found on the Event Pages for [Division B](#) and [Division C](#) at soinc.org.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - Leave Event Room doors open during the event to allow air flow
- For Satellite SO and mini SO tournaments consider using the following instructions to conduct Bridge via Zoom.
 - Administer the event via Zoom and provide the link to the participants through a platform like Scilympiad.
 - Participants do not need to be physically together during this event. If the participants are together in the same location they should follow all public health guidelines in effect for their community.
 - Participants should be prepared to talk about the materials used and the building process.
 - An adult (parent, coach, etc.) should be in the room with the participant during their competition time. This adult should avoid coaching the participants during the event.

- As participants login to the Zoom Room, please have them use the following system to name themselves: Team No – School Name (e.g., C11 – Empire). All teams should use their school name and not an abbreviation (Charlottesville not CHS) to ensure their team is credited appropriately.
- Teams will need to have access to a Test Apparatus and required testing equipment to participate in this event. Event Supervisors should allow appropriate approximations.
- Teams will also need two scales available at the testing location. One scale will need to weigh the Bridge and should be smaller and more precise (i.e.: a kitchen or food scale, electronic balance from school) The second scale should be larger and will weigh the sand and the bucket (i.e.; bathroom scale). Neither scale has to be expensive they just need to be precise and accurate. Luggage scales are too inaccurate and not allowed.
- Teams will also need to have two cameras available for the test. One should be a fixed position camera (laptop or iPad showing the testing apparatus). The volume on this device should be turned off. Your second camera should be a cell phone or other mobile device. A parent is allowed to hold this device (be the cameraman), but remember they are not allowed to coach the participants or offer advice.
- Teams should use the Bridge checklist found on the National website (soinc.org).
- Videos supporting this event can be found on the National website (soinc.org).

Can't Judge a Powder (B)

Event Type: Lab

Impound: No

Room Type: Chemistry Lab

Estimated Prep Time (including set-up): 10-20 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 6

Event Conflicts: Crime Busters

Minimum Suggested Supplies

The Event Supervisor needs to provide the following for every team: 1M NaOH solution, 1M HCl, 2 different writing instruments (i.e., two different colored pens, a pen & pencil), a waste container(s), and a 250 mL Distilled Water Wash Bottle.

In addition, the Event Supervisor needs to provide a sample of a general chemical code or household chemical to each team. Every team at the tournament should get the same amount of the same unknown to test.

Last but not least, the Event Supervisor should make available equipment (e.g., a Bunsen burner, flame loop, balance) as well as additional chemicals to allow teams to test their unknown sample.

Additional Notes

You will need many sets of reagents & supplies; a long prep time is associated with this event. There should be the same setup for each station and team. There are no heating tasks in this event.

At all times, the participants and supervisors need to use proper safety equipment. Participants will come with proper safety equipment.

For all Chemistry events see Supervisor Tips on <http://www.soinc.org/>.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tape measure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Can't Judge A Powder for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.

- For Satellite SO and mini SO tournaments, consider conducting this event as a “Dry Lab” where participants are given a test containing the data that they would normally have collected during the course of the event. This approach may be necessary to allow teams to compete equitably and safely.

Cell Biology (C)

Event Type: Core Knowledge

Impound: No

Room Type: Ideally a science lab but a large classroom with tables can work

Estimated Prep Time (including set-up): 10-12 hours to prepare the test; 1-2 hours to set-up the room

Ideal Number of Staff (Event Supervisor + Volunteers): 4

- Event Supervisor should administer the test and monitor the room
- Other volunteers assist the Event Supervisor with monitoring the room, managing participant movement, & resetting the space for the next session
- As completed tests become available volunteers can begin grading the exam.

Event Conflicts: Anatomy & Physiology, Disease Detectives, Forensics.

Minimum Suggested Supplies

Written Test, Key, & Answer Sheets; Stopwatches, rulers, balances, pH meters, microscopes, samples or specimens (i.e. slides, pictures, diagrams, cells, animals) if appropriate

Additional Notes

This event is best run as stations where participants interact with specimens, samples, or data to answer multiple questions. The number of stations is at the discretion of the Event Supervisor, though there should be more stations than teams competing in the room each session. Some options to consider are 10-12 at 4 minutes/station, or 15 at 3min/station. Questions should be designed to challenge student understanding of basic biology content and process skills. Questions focused on utilizing lab skills in the application of their knowledge and problem solving are preferred.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - Do not use rotating stations; instead set teams up at their own work station where they have all the materials they need for the event.
 - This will require that the Event Supervisor provides the same set of materials for all times during a session.
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Cell Biology for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.

- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.

Chemistry Lab (C)

Event Type: Hybrid

Impound: No

Room Type: Chemistry Lab

Estimated Prep Time (including set-up): 10-15 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 10

Event Conflicts: Forensics

Minimum Suggested Supplies

Appropriate chemicals for all; various types of glassware; proper disposal containers.

Additional Notes

Long set-up and prep; need many sets of reagents, ideally one for each group; be sure students and supervisors come with proper safety equipment. If using probes, students may need directions on how to use. Students may have 5 notes sheets.

FOR ALL CHEM EVENTS SEE SUPERVISOR TIPS on www.soinc.org.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - Do not use common stations; instead set teams up at their own work station where they have all the materials they need for the event.
 - This will require that the Event Supervisor provides the same set of materials for all times during a session.
 - No shared items (e.g., tools, stopwatch, tape measure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Chem Lab for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite SO tournaments simplify the materials requirements to allow teams to compete equitably and safely or remove hands-on activities from this event. Teams should be notified at least two weeks prior to the tournament the materials they will be expected to have on hand in order to compete in the event.
- For mini SO tournaments, do not include hands-on activities as part of the event.

Codebusters (B & C)

Event Type: Core Knowledge

Impound: No

Room Type: Typical classroom with chalk/whiteboard

Estimated Prep Time (including set-up): 8-10 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 5

Event Conflicts: None

Minimum Suggested Supplies

Written Test, Key, Answer Sheets; stopwatch(es) or stopwatch app on smartphone; stapler, and scrap paper

Additional Notes

For help preparing your test, please check out these resources:

- Test-Creation Tool: <https://toebes.com/codebusters>
- Test-Creation Tool Instructional Video: https://youtu.be/pcz_3ql8ebM

Event Preparation

You will need:

1. Sufficient copies of the test for all teams (one booklet per team). They don't need to be stapled.
2. Folders for each of the teams to hold the tests.
3. Multiple timers which have a lap function on them - ideally one per volunteer. The timer app on an iPhone or Android Phone that has a stopwatch function with lap function is sufficient.
4. Optionally, extra scrap paper for any team that needs it.

Before the event begins:

1. Practice starting the timers and using the lap function to record the times. Make sure volunteers understand how to use the lap function and are not accidentally stopping the timer completely.
2. Memorize the answer to the timed question.
3. Place one copy of the test for each team in the provided folders with the first page outside the folder (fastened with a paperclip, for example)
4. When specifying which cipher to use (as it is the first year for this event) it is recommended that you should provide enough information as to make the event accessible to all participants. For example, if you were to use an Aristocrats cipher with spelling errors you would identify it as such but not specify the number of errors. Similarly, a message encrypted using the Atbash cipher should indicate that the Atbash was used.

Running the Event

1. When the students enter the room, instruct them to sit down, DO NOT OPEN THE FOLDER, and put their names, school name and school number on the first page.
2. CRITICAL: Check to see that students have ONLY brought:
 - a. Something to write with (pencils, pens, erasers)
 - b. Five function calculators (addition, subtraction, multiplication, division, and usually square root). The calculator can have a simple memory store/recall function but must not have a modulus or other scientific and programmable functions. If their calculator doesn't meet these requirements, they may not use it.

3. Remind the teams that:
 - a. They do not have to fill in the frequency table. It is simply there as an aid to help them solve the cryptogram. It will not be graded.
 - b. They are not restricted to only the timed question during the first 10 minutes of the event. They can move on or split up the work if they would like.
 - c. They will need to staple their test booklets after the event is over.
 - d. Writing anything after "time is called" at the end can lead to a penalty or disqualification.
4. Instruct the students that if they answer the timed question within 10 minutes, they can be awarded a bonus if they solve the timed question with no more than 2 letters incorrect.
 - a. Let them know that you will announce when the 10-minute time is up. After the first 10 minutes, no additional bonus points will be awarded.
 - b. When they have a solution for the cryptogram they should raise their hand.
 - c. When you see a team raise their hand, hit the LAP function and head to the team.
 - d. Determine if their answer is correct (see next page for grading), If so, write the time on their score sheet.
 - e. If their score is incorrect (more than 2 letters incorrect), tell the team that the answer is wrong, but DO NOT tell them what is wrong. They can continue to work on the question and raise their hand again to be checked. A team has an unlimited number of attempts during the 10-minute bonus.
5. When the timers hit the 10-minute point, put away the timers, and announce that no bonus points will be awarded but the students can still solve the question for its fixed-point value.
6. When time is up, have the students put writing instruments down and put their answer pages back into the folder in the correct order.

How to grade

1. Teams can have up to two incorrect letters total on their cryptogram and still be correct. See the example below.

If the cryptogram was as shown:

Given Cryptogram - KZBAOF KFXMFXYF

Correct Response - SAMPLE SENTENCE

and the participants answered (underlined letters indicate mistakes)

Participant Response #1 - SAMPLE SENTENCE

then it counts as four mistakes (even though the mistake was only in the letter E) and the answer DOES NOT count. However, if they put

Participant Response #2 - SAMPUL SENTENCE

It is considered correct with two letter mistakes.

2. For questions which have a numeric answer (such as determining the a= and b= values or the RSA questions), no mistakes are allowed.
3. Teams do NOT have to fill in the frequency table. It is simply there as an aid to them solving the cryptogram. It WILL NOT be graded. It is included in the answer key as an aid to the grader.
4. When scoring the Baconian ciphers (with strange text or symbols), they can write the answer under the Baconian symbols or on the line provided. Note that you will see lots of As and Bs, but they are not graded as the answer, only what they put on the answer line.
5. As you score each question, if correct, put the number of incorrect letters (0, 1, or 2) next to the question number on the scoring page. Also, put the value for the question into the score column. If they get more than 2 letters wrong, subtract 100 points from the score until it would be zero. If a question is worth 240 points and they get 4 letters wrong, you would start with 240 points (for up to 2 letters wrong) and then subtract 100 points for the next two letters wrong ending up with a final score of 40 points for that

question. If they get 5 or more letters wrong on a 240-point question, they receive 0 points for that question. With a 650-point question, they could get 8 letters wrong and receive 50 points (2 free letters then $6 \times 100 = 600$ points off). Just put the incorrect cost deduction on the score sheet and subtract it from the value for the question. Under no circumstance should the score for any question be less than zero. Note that while the timed question must have 2 or fewer letters incorrect in order to get the timing bonus, a team solving the timed question after the 10 minutes passed would be accepted as correct with 3 incorrect letters receiving 100 points for the timed question.

6. If they correctly answered the timed question in 10-minutes or less with 2 or fewer letters incorrect, you need to compute the bonus time. Take the value for the minute from this first table below:

0:xx	2,160	1:xx	1,920	2:xx	1,680	3:xx	1,440	4:xx	1,200
5:xx	960	6:xx	720	7:xx	480	8:xx	240	9:xx	0

and then add the seconds value from this table:

x:0 0	240	x:00	236	x:00	232	x:00	228	x:00	224	x:00	220
x:0 6	216	x:06	212	x:06	208	x:06	204	x:06	200	x:06	196
x:1 2	192	x:12	188	x:12	184	x:12	180	x:12	176	x:12	172
x:1 8	168	x:18	164	x:18	160	x:18	156	x:18	152	x:18	148
x:2 4	144	x:24	140	x:24	136	x:24	132	x:24	128	x:24	124
x:3 0	120	x:30	116	x:30	112	x:30	108	x:30	104	x:30	100
x:3 6	96	x:36	92	x:36	88	x:36	84	x:36	80	x:36	76
x:4 2	72	x:42	68	x:42	64	x:42	60	x:42	56	x:42	52
x:4 8	48	x:48	44	x:48	40	x:48	36	x:48	32	x:48	28
x:5 4	24	x:54	20	x:54	16	x:54	12	x:54	8	x:54	4

For example, if they solved the time question at the 6:46 mark, you would add 720 (from the 6:xx entry in the first table) to 56 (from the X:46 entry in the second table) to get a bonus of 776. If they had solved it in exactly 4:00 minutes, you would add 1200 and 240 to get a bonus of 1440.

7. Add up all the scores and put the total on the bottom of the scoresheet.
8. You must break all ties. Indicate the tie breaker by adding .1 to the score of the team ahead. With multiple teams tied, you will add more. (i.e., if five teams all scored 200 points, the final scores that you would enter on the score sheet would be 200.4, 200.3, 200.2, 200.1 and 200.)
9. To determine how to break the tie, you need to look at the correctly answered questions in the order from the table generated with the test. If both teams answered the same (i.e., they answered the

the question with zero mistakes) then you go on to the next question. If one team had no mistakes and the other team had one mistake, then the team with no mistakes is ahead. Using the table below as an example, if one team answered question #8 (which is the highest value question) and another team didn't, the first team will be ahead.

Tie Breaker Order	Question #
1	12
2	8
3	7
4	6
5	17
6	5
7	11
8	14
9	4
10	18
11	15
12	3
13	Timed
14	19
15	16
16	20
17	13
18	10
19	9
20	2
21	1

10. If there is still a tie (typically when you have teams which answered either zero, one or two questions) then you will need to look at the tie breaker questions again and count the number of correctly answered letters. The team with the most correctly matched letters is to be ahead.

Additional guidance and resources for Event Supervisors may be found on the Events Pages for [Division B](#) and [Division C](#) at soinc.org.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Codebusters for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.

- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.

Crave the Wave (B)

Event Type: Core Knowledge

Impound: No

Room Type: A large classroom with tables, or similar type room

Estimated Prep Time (including set-up): 10-12 hours to prepare the test; 1-2 hours to set-up the room

Ideal Number of Staff (Event Supervisor + Volunteers): 4

- Event Supervisor should administer the test and monitor the room
- Other volunteers assist the Event Supervisor with monitoring the room, managing participant movement, & resetting the space for the next session
- As completed tests become available volunteers can begin grading the exam

Event Conflicts: Other Division B Physics Events

Minimum Suggested Supplies

Written Test, Key, & Answer Sheets, materials for stations (e.g.; wave tables, diagrams, light sources, prisms) if this format is chosen

Additional Notes

This event is best run as stations. The number of stations is at the discretion of the Event Supervisor, though there should be more stations than teams competing in the room each session. Some options to consider are 10-12 at 4 minutes/station, or 15 at 3min/station. Questions should be designed to challenge student understanding of both content and process skills. Questions focused on the application of knowledge and problem solving are preferred. It is critical to develop a mechanism so stations are properly reset for each team to ensure competitive fairness.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - Do not use rotating stations; instead set teams up at their own work station where they have all the materials they need for the event.
 - This will require that the Event Supervisor provides the same set of materials for all times during a session.
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Crave the Wave for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.

- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.
- For Satellite SO tournaments simplify the materials requirements to allow teams to compete equitably and safely or remove hands-on activities from this event. Teams should be notified at least two weeks prior to the tournament the materials they will be expected to have on hand in order to compete in the event.
- For mini SO tournaments, do not include hands-on activities as part of the event.

Crime Busters (B)

Event Type: Lab

Impound: No

Room Type: Chemistry Lab

Estimated Prep Time (including set-up): 10-20 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 6

Event Conflicts: Food Science

Minimum Suggested Supplies

Appropriate Chemistry lab supplies: Iodine reagent (Iodine dissolved in KI solution), 1M HCl, a waste container, thermometers, balances, reagents, usually at each station; chromatography supplies, pens; shoeprints. Hair, fabric and candles, plastics and density determining supplies. Distilled or ROI water for each team in wash bottle, unknowns.

Additional Notes

You will need many sets of reagents & supplies; a long prep time is associated with this event. There should be the same setup for each station and team. There are no heating tasks in this event.

You should consider using many different pens with black ink rather than different colored pens; consider a scenario in which any or none could be the perp; same size shoe prints but worn differently creates a different scenario. Test template, recipes for reagents, and other helpful hints available.

At all times, the participants and supervisors need to use proper safety equipment. Participants will come with proper safety equipment.

For all Chemistry events see Supervisor Tips on <http://www.soinc.org/>.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tape measure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Crime Busters for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.

- For Satellite SO and mini SO tournaments, consider conducting this event as a “Dry Lab” where participants are given a test containing the data that they would normally have collected during the course of the event. This approach may be necessary to allow teams to compete equitably and safely.

Detector Building (C)

Event Type: Hybrid

Impound: No

Room Type: Ideally a science lab but a classroom with large tables and easy water access and disposal can work as well

Estimated Prep Time (including set-up): 1-3 hours to prepare the test; 1-2 hours day of for room set-up

Ideal Number of Staff (Event Supervisor + Volunteers): 6

Event Conflicts: None

Minimum Suggested Supplies

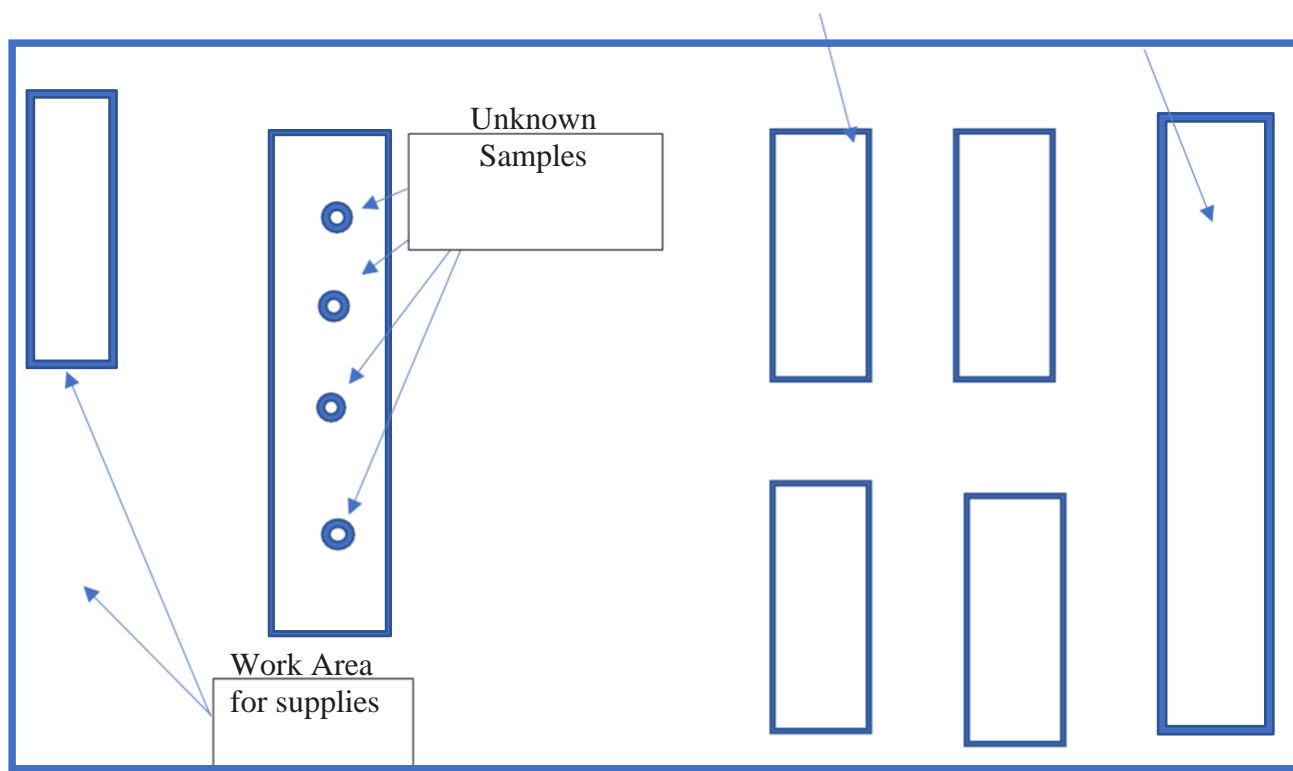
Written test, 3 samples of “unknown mass” for Regional Tournaments, and 4 samples of “unknown mass” for State/National Tournaments,

Additional Notes

I. Room Set-up

Participant Work Area

Device Storage Area



II. Suggestions to Running the Event

1. Room should have an impound area large enough to allow storage of devices without stacking.
2. The ideal number of volunteers is 4-5.
3. If time allows, evaluate journals prior to the team’s competition, if not possible the team may have to retrieve their journal later or leave a copy for the supervisor.
4. Do not post ranges for the LED colors until the room is secured and the round has begun.

5. Separate the unknown samples to be tested on the front table far enough apart to allow one and only one team at each station at a time.
6. Limit the time that a team can be allowed at each station to 3-5 minutes to allow adequate time to judge all the teams.
7. In advance of the tournament determine and record the actual mass of each sample (3 samples for Regionals, 4 samples for States/Nationals). During the testing period for each team, record the voltage and the force/mass as indicated by a digital display on or attached to their device, and the color of the LED light at each station. Do not show the team their results until they have completed all unknowns. No program modification is allowed once the team starts their evaluation at the front tables. (See Detector Building scoresheet)
8. Allow the teams to work on the written question anytime during the rotation.
9. If the device fails during the round, the team's score will be based on their score up to the point of failure and the team will be placed behind all of the teams who had devices that were able to complete all the tests.

Additional guidance and resources for Event Supervisors may be found on the [Event Page](#) at soinc.org.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tape measure)
 - No handshakes or physical contact between attendees
 - Event Supervisors should prepare appropriate identical unknowns for each team so teams can test their device at their station and not move around the room
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Detector Building for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite SO and mini SO tournaments separate the test taking and device testing portion of the events so that all teams take the test at the same time and teams can use self-scheduling to sign up to test their device.
- For Satellite SO and mini SO tournaments consider using the following instructions to conduct Detector Building via Zoom.
 - Submit all logs and materials in advance of the tournament to allow review and scoring. Consider making all links available through a platform like Scilympiad.

- All documents, images, and materials should be placed into a Google Folder with linksharing enabled.
- Teams submitted must include:
 - A top view of your device with all components labeled and purpose given.
 - A detailed description of the probe construction with pictures and listing all components.
 - A minimum of 10 raw calibration data points of voltage and corresponding forces/masses in a data table.
 - A scatter graph showing concentration on the Y axis and voltage on the X axis or a mathematical model superimposed on the data with the modeling equations shown
 - A copy of the device program with the above derived equation being used by the program.
 - The LEDs code included in the program that reflect the action values as required by the Event Supervisor; for example:
 - Red LED on for High Masses
 - Green LED on for Medium Masses (e.g.; values between the Red and Blue LEDs)
 - Blue LED on for Low Masses
- Both participants do not need to be physically together to compete in the event; though the participant who will be testing the device needs to have an adult present.
- The participants should each read all the instructions in advance of device testing. They should discuss staging and camera angles so that everything is available for the videographer to document.
- Prior to the tournament, the Event Supervisor should send the unknown concentrations so he or she can prepare the necessary samples for his or her team to use. Participants in this event, nor any other team members, should to know the unknown concentrations at any point prior to, during, or after the tournament. All Division C Teams at the Tournament should be emailed the same instructions.
- An adult (parent, coach, etc.) should be in the room with the participant during their competition time. This adult should avoid coaching the participants during the event.
- As participants login to the Zoom Room, please have them use the following system to name themselves: Team No – School Name (e.g., C11 – Empire). All teams should use their school name and not an abbreviation (Charlottesville not CHS) to ensure their team is credited appropriately.
- Teams will also need to have two cameras available for the test. One should be a fixed position camera (laptop or iPad showing the testing apparatus). The volume on this device should be turned off. Your second camera should be a cell phone or other mobile device. A parent is allowed to hold this device (be the cameraman), but remember they are not allowed to coach the participants or offer advice.
- Using the mobile camera the team should show:
 - Briefly show the parent or guardian who is providing adult supervision.
 - Show that the computer is not plugged into the wall.
 - Show the device does not draw power from a wall outlet.
 - Document the device works and show the LEDs respond differently to three different samples.
- On camera, the adult should share with the participants the actions that their device now needs perform. The participants now have 10-minutes to adjust their device's program. The device and any, and all interfaces, need to remain visible on the video during this 10-minute period.
- At no time should the participants have any knowledge of the unknown masses. After the students have reported their results the "unknown" masses should be weighed locally under the observation of the Event Supervisor.

- This period ends when 10 minutes have elapsed, or the participants begin testing of the first bath.
- The device should now be tested using the unknowns prepared by the coach.
- At each unknown the Participant should announce clearly and loudly “Mark these readings”. Then loudly and clearly announce the device reading for voltage and force/mass. While this is occurring, the videographer should capture:
 - The device reading for both voltage and force/mass.
 - The LED’s color announcing the color that is lit.
- Teams should use the Detector Building checklist found on the National website(soinc.org).

Disease Detectives (B & C)

Event Type: Core Knowledge

Impound: No

Room Type: Science Lab or Classroom

Estimated Prep Time (including set-up): 10-15 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 4

Event Conflicts: None

Minimum Suggested Supplies

1 copy of test/team, Answer sheet for quick grading, stapler, staple puller

Additional Notes

Competitors should not be expected to know facts such as latency or incubation periods or causative agents about diseases or conditions. These should be provided in background information or the body of the question. However, they should be able to recognize, use and interpret that information when given in different forms.

Minimize duplicate calculations as much as possible. Avoid having teams calculate risk ratios for 10 different items in an outbreak investigation. This unreasonably rewards or penalizes teams who are able or unable to do it. One or two should be adequate.

In developing short answer and short essay questions, it is a good idea to give some indication of just what the answer should look like. For example, “Person, place and time are key to descriptive epidemiology. Gender and age are two variables associated with person. Give two variables associated with place and two variables associated with time”.

The test associated with this event can take a long time to grade so consider scheduling this as the first event of the day; an alternative would be to recruit more volunteers than listed to serve as additional scorers. During the event, some graphs may be projected, but it is not a good idea for students who may need to return to them often.

The event has been run as stations with 10 or fewer teams in a laboratory setting. Stations were not order-dependent. Teams were given 3-4 minutes at each station. Stations requiring more time were duplicated so that teams just moved down but kept doing the same thing.

Additional guidance and resources for Event Supervisors may be found on the Event Pages for [Division B](#) and [Division C](#) at soinc.org. Many more resources, help, and information can be found at the [CDC website](http://www.cdc.gov).

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
 - Discontinue having teams rotate through a series of stations

- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Disease Detectives for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.

Dynamic Planet (B & C)

Event Type: Core Knowledge

Impound: No

Room Type: Large room with flat tables

Estimated Prep Time (including set-up): 10-15 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 4

Event Conflicts: Astronomy, Water Quality, Road Scholar, Meteorology

Minimum Suggested Supplies

Enough copies of tests; actual maps/photos/images; rulers.

Additional Notes

Consider including High quality maps—satellite, topographic, etc. May be projected on large screen; be sure to include scale with photos; always ask some questions about causes and predictions.

Additional guidance and resources for Event Supervisors may be found on the Event Pages for [Division B](#) and [Division C](#) at soinc.org.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
 - Discontinue having teams rotate through a series of stations
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Dynamic Planet for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.

Environmental Chemistry (C)

Event Type: Hybrid

Impound: No

Room Type: Chemistry Lab

Estimated Prep Time (including set-up): 10-15 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 10

Event Conflicts: Forensics

Minimum Suggested Supplies

Appropriate chemicals for all; various types of glassware; proper disposal containers.

Additional Notes

Long set-up and prep; need many sets of reagents, ideally one for each group; be sure students and supervisors come with proper safety equipment. If using probes, students may need directions on how to use. Students may use a binder of any size for this event.

FOR ALL CHEM EVENTS SEE SUPERVISOR TIPS on www.soinc.org.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - Do not use common stations; instead set teams up at their own work station where they have all the materials they need for the event.
 - This will require that the Event Supervisor provides the same set of materials for all times during a session.
 - No shared items (e.g., tools, stopwatch, tape measure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Environmental Chemistry for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite SO tournaments simplify the materials requirements to allow teams to compete equitably and safely or remove hands-on activities from this event. Teams should be notified at least two weeks prior to the tournament the materials they will be expected to have on hand in order to compete in the event. Please see Detector Building for example instructions on how this can be done using Zoom.
- For mini SO tournaments, do not include hands-on activities as part of the event.

Experimental Design (B & C)

Event Type: Lab

Impound: No

Room Type: 1-2 labs with tables are ideal but can also be run in classrooms if no chemicals are used.

Estimated Prep Time (including set-up): 10-20 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 6

Event Conflicts: Write It, Do It

Minimum Suggested Supplies

Many equal set ups, materials/problems can be anything; at minimum, each station may need rulers or timers or beakers. Copies of the report packet for each team.

Additional Notes

Long set up with one station per team; Long time to grade; should be scheduled as early event; be sure that each station has identical materials; problem can be anything, but try to give students some ideas such as “process X is influenced by 3 different factors a, b, c. Devise an experiment that shows effect of one of these. Vague instructions of the form “design and do an experiment” (with nothing else) should not be used.

Requires good scoring rubric; strongly consider using scoring rubric on [soinc.org](https://www.soinc.org). Graders should read pages describing scoring rubric. Have a grader meeting to discuss criteria prior to beginning grading of the reports and establish that there is more than one way to conduct an experiment. Use of appropriate units for many categories is essential. If multiple people are grading, consider having them only focus on one part of the report for all teams as opposed to grading the entire report for a few teams. This will promote more consistent and reliable grading.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Experimental Design for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same lab because of social distancing or quarantine/isolation have each partner complete a lab independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO tournaments, consider simplifying the materials requirements to allow teams to compete equitably and safely. Event Supervisors should email teams a list of material that students

Fast Facts (B)

Event Type: Core Knowledge

Impound: No

Room Type: Large room with tables to accommodate teams and plenty of space to separate teams

Estimated Prep Time (including set-up): 10-15 hours

Helpers: 4

Event Conflicts: None

Minimum Suggested Supplies

Writing implements, 3 scoresheets for each team and one timer- see rules

Additional Notes

Event supervisor will direct the event, a timer will time each round and 2 helpers are needed to score each round. When setting up the room make sure that teams are spaced apart sufficiently to allow teams to talk without disturbing or cluing each other. You may consider using an LCD projector and screen to show categories and event time.

When selecting your letter and category combinations do your best to make sure that every combination has at least one answer.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
 - Discontinue having teams rotate through a series of stations
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete an exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations (i.e., Satellite SO and mini SO) consider adding completion time as a tie breaker or scoring bonus.

Fermi Questions (C)

Event Type: Core Knowledge

Impound: No

Room Type: Sign up. Large room or gym with FLAT tables or floor. A large room with tables or desks to accommodate teams

Estimated Prep Time (including set-up): 2-4 hours

Helpers: 3-5

Event Conflicts: None

Minimum Suggested Supplies

Test questions, scoresheets and scrap paper for each team and one timer

Additional Notes

Event supervisor will direct the event, a timer will help collect the tests and scoresheets and 1 helper may be to help score each round.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
 - Discontinue having teams rotate through a series of stations
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete an exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations (i.e., Satellite SO and mini SO) consider adding completion time as a tie breaker or scoring bonus.

Flight (B & C)

Event Type: Build

Impound: No

Room Type: Gym, cafeteria, high "clean" ceiling, if possible, with no rafters

Estimated Prep Time (including set-up): 2-4 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 10

Event Conflicts: None

Minimum Suggested Supplies

Balance-gram to 0.01g, stop watches, metric rulers-1-meter, 30 cm, timer; frame to measure box dimensions

Additional Notes

Try to keep HVAC off; no entry or exit during flight. Consider having long expandable pole to get planes if stuck on rafters; separate area for spectators; if possible, work with the tournament director to provide room dimensions and type of room prior to the tournament to all teams.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
- For Satellite SO and mini SO tournaments consider using the following instructions to conduct Flight via Zoom.
 - Submit all logs and materials in advance of the tournament to allow review and scoring. Consider making all links available through a platform like Scilympiad.
 - All documents, images, and materials should be placed into a Google Folder with link sharing enabled. It is the team's responsibility to ensure that all documentation submitted is legible. Illegible Flight Logs (due to miniscule size or poorly handwritten) may be deemed incomplete.
 - Both participants do not need to be physically together to compete in the event; though the participant who will be testing the device needs to have an adult present.
 - An adult (parent, coach, etc.) should be in the room with the participants during their competition time. This adult should avoid coaching the participants during the event.
 - As participants login to the Zoom Room, please have them use the following system to name themselves: Team No – School Name (e.g., C11 – Empire). All teams should use their school name and not an abbreviation (Charlottesville not CHS) to ensure their team is credited appropriately.
 - Teams will also need to have two cameras available for the test. One should be a fixed position camera (laptop or iPad showing the testing apparatus). The volume on this device should be turned off. Your second camera should be a cell phone or other mobile device. A parent is allowed to hold this device (be the cameraman), but remember they are not allowed to coach the participants or offer advice. This cell phone should be used in the vertical, not horizontal, orientation.
 - Due to the importance of ceiling height to maximum flight times, times will be handicapped for ceiling height. On camera, provide the height of the ceiling in feet. For ceilings with exposed rafters, use height to the bottom of the rafters. Show the gym and explain briefly how and where you measured the height. Height handicap is per the following table:

Flight Ceiling Height Scoring Modifications

Ceiling Heights (feet)		Ceiling Heights (meters)		Correction Factor
From	To	From	To	
<	19.0'	<	5.791	1.000
19.0'	20' 11.99"	5.791	6.401	0.958
21.0'	22' 11.99"	6.401	7.010	0.918
23.0'	24' 11.99"	7.010	7.620	0.883
25.0'	26' 11.99"	7.620	8.229	0.852
27.0'	28' 11.99"	8.230	8.839	0.824
29.0'	30' 11.99"	8.839	9.449	0.799
31.0'	32' 11.99"	9.449	10.058	0.776
33.0'	34' 11.99"	10.508	10.668	0.756
35.0'	36' 11.99"	10.668	11.277	0.737
37.0'	38' 11.99"	11.278	11.887	0.719
39.0'	40' 11.99"	11.887	12.497	0.703
41.0'	42' 11.99"	12.497	13.106	0.687
43.0'	44' 11.99"	13.106	13.716	0.673
45.0'	46' 11.99"	13.716	14.325	0.660
47.0'	48' 11.99"	14.326	14.935	0.648
49.0'	50' 11.99"	14.935	15.545	0.636

- For ceilings higher than 51' the Multiplier = $3.6548 \times H^{-0.447}$ where H is in feet
- For ceilings higher than 15 m the Multiplier = $2.149 \times H^{-0.447}$ where H is in meters
- On camera, the team should show that they have conformed to all elements of 3. Construction Parameters particularly:
 - Plane mass
 - Box Dimensions
 - Propeller size
 - How the plane meets additional bonus scoring
- Confirming how the plane meets the dimensions and measure models while on a flat, darkersurface for contrast.
- The flying portion of the competition should be shown as if the team were competing in an in-person event. The flight portion should come after all the previous steps and include the following:
 - A demonstration that the capacitor is discharged
 - Clearly show all glider launches, follow glider through the flight and end of flight. Try notto lose the glider during its full flight period.
 - Make sure the student can be heard declaring if practice or official.
 - Feel free to show your timers, but the official times will be made by the Event Supervisors based on their observations.
- Teams should use the Flight checklist found on the National website (soinc.org). The completed checklist should be submitted after your Live flight(s) using the same procedures as your other documentation. Make sure to record flight times on the checklist as well.

- Other options for Satellite and mini SO tournaments, include:
 - For Satellite SO Tournaments, consider treating this event as a Trial Event as not all teams at a given tournament may have adequate space to appropriately test their aircraft.
 - For mini SO tournaments, require all teams to build and fly helicopters or discontinue this event as participants will not have adequate resourcesto appropriately or safely run Flight in a home setting.

Forensics (C)

Event Type: Lab

Impound: No

Room Type: Chemistry lab with gas connections in the hoods

Estimated Prep Time (including set-up): 10-15 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 4

Event Conflicts: Chem Lab

Minimum Suggested Supplies

Appropriate chemistry lab supplies: thermometers, cylinders, balances, reagents, usually at each station; chromatography supplies, pens; shoe prints, Iodine reagent (Iodine dissolved in KI solution), 2M HCl, 2M NaOH, Benedict's solution, (no more than 50 mL of each of the solutions) a hot water bath, a Bunsen burner or equivalent BTU heat source to perform flame tests, a waste container, microscope, chromatography materials, unknowns, and a wash bottle with distilled water (no more than 250 mL). Hair, fabric and candles, plastics and density determining supplies.

Additional Notes

Long prep; need many sets of reagents; better done with same setup for each station and team; consider using many different pens with black ink rather than different colored pens; consider a scenario in which any or none could be the prep; same size shoe prints but worn differently creates a different scenario. Test template, recipes for reagents, and other helpful hints available. Be sure students come with proper safety equipment. Be sure the event supervisors and helpers have proper safety equipment.

For all Chem Events see Supervisor Tips on www.soinc.org.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tape measure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Forensics for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.

- For Satellite SO and mini SO tournaments, consider conducting this event as a “Dry Lab” where participants are given a test containing the data that they would normally have collected during the course of the event. This approach may be necessary to allow teams to compete equitably and safely.

Forestry (B & C)

Event Type: Core Knowledge

Impound: No

Room Type: Biology lab or large room with flat tables

Estimated Prep Time (including set-up): 10-15 hours

Ideal Number of Staff (Event Supervisor + Volunteers):6

Event Conflicts: Rocks & Minerals

Minimum Suggested Supplies

Pictures or actual specimens; may be done as PowerPoint.

Additional Notes

Better run as stations with pictures or specimens if allowed in your state; classroom will need large projection screen; when using pictures, be sure to include scale for size; be certain to include some questions on economic importance, natural history, and ecology. Specimens should be used if at all possible. Area nature facilities are often good sources of specimens.

Additional guidance and resources for Event Supervisors may be found on the [Division B Event Page](#) or the [Division C Event Page](#) at soinc.org.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
 - Discontinue having teams rotate through a series of stations
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Ornithology for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete an exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.

Green Generation (B & C)

Event Type: Core Knowledge

Impound: No

Room Type: Ideally a science lab but a large classroom with tables can work

Estimated Prep Time (including set-up): 10-12 hours to prepare the test; 1-2 hours to set-up the room

Ideal Number of Staff (Event Supervisor + Volunteers): 4

- Event Supervisor should administer the test and monitor the room
- Other volunteers assist the Event Supervisor with monitoring the room, managing participant movement, & resetting the space for the next session
- As completed tests become available volunteers can begin grading the exam

Event Conflicts: Dynamic Planet

Minimum Suggested Supplies

Written Test, Key, & Answer Sheets; Stopwatches, rulers, samples or specimens (i.e., slides, pictures, diagrams, cells, animals) or other equipment if appropriate

Additional Notes

This event can be run as stations where participants could interact with specimens, samples, or data to answer multiple questions. The number of stations is at the discretion of the Event Supervisor, though there should be more stations than teams competing in the room each session. Some options to consider are 10-12 at 4 minutes/station, or 15 at 3min/station. Questions should be designed to challenge student understanding of basic biology content and process skills. Questions focused on utilizing lab skills in the application of their knowledge and problem solving are preferred.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - Do not use rotating stations; instead set teams up at their own work station where they have all the materials they need for the event.
 - This will require that the Event Supervisor provides the same set of materials for all times during a session.
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Green Generation for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.

- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.

It's About Time (C)

Event Type: Hybrid

Impound: Yes

Room Type: A large classroom with tables, or similar type room, with available sinks, or resources, to dispose of water. If another adjoining room is not available for impound, the competition room must also be large enough to accommodate impounding all the devices.

Estimated Prep Time (including set-up): 10-12 hours to prepare the test; ½ hour to set-up the room

Ideal Number of Staff (Event Supervisor + Volunteers): 8

- Event Supervisor should administer the test and monitor the room
- Six (6) Volunteers to form Two (2) Device Testing Teams
 - 1 person “in charge”, interacting with the Teams, timing and recording data
 - 2 additional timers
 - Additional 3-person teams can be added if necessary to accommodate the number of teams in a session
- One other volunteer to assist the Event Supervisor with monitoring the room
 - As completed tests become available the ES and volunteer can begin grading the exam

Event Conflicts: Other Division C Physics Events

Minimum Suggested Supplies

- Written Test, Key, & Answer Sheets
- Bucket to discard water (if no sinks) and paper towels
- 3 stopwatches for each device crew
- Meter stick
- Copies of the scoring checklist
- Pens
- Laptop for the scoring spreadsheet
- Broom and dustpan or a vacuum for end-of-day cleanup
- Stapler
- Script for volunteers testing devices so they say the same thing to all teams.

Additional Notes

Advance Preparations:

- Event Supervisor hides all clocks present in the room
- Event Supervisor is not in charge of providing sand, water, access to water
- Pre-select 2 different target intervals from the following ranges:
 - Regionals: 10.0 – 30.0 seconds
 - States: 10.0 – 45.0 seconds
 - Nationals: 10.0 – 60.0 seconds
- For impound, tape out an 80 cm x 80 cm square on the floor.

Impound:

- Device and all components integral to operation
- Design Log (including graphs/tables, device diagram, and digital fabrication information)

- Event Supervisor should check the size of the box at impound. Students do not have to set up their device (there is not time for it), but the Event Supervisor should question them about the device in order to anticipate a possible construction violation. If possible, students should be told of any construction violations so they can prepare to fix them during the test session. The Event Supervisor should be on the lookout for the following construction problems:
 - Electronics in the device
 - A device that requires manual intervention
 - Commercial parts in the device
 - A device that produces an improper signal or that does not produce a signal
 - A device with multiple signals or with a signal that is produced by multiple mechanisms
- If the device is too disassembled to see these potential construction problems, and if students brought a video (per rule 2e) to show the signal and a few seconds of the device's operation, then the ES may use that to aid in validating the construction of the device.

Test Session:

- Announce the two target intervals.
- Begin with 5 minutes for teams to setup their devices. If their device was not in compliance before, they may attempt to meet construction specs during this time. If they cannot meet specs, their device score does not count. If they can, they can test and will receive a penalty.
- Begin the written test: Students must have at least 20 minutes in the session to work on their written test

Device Testing:

- Have a device-testing crew rotate to the teams during the written test.
- If it is necessary to have teams bring their device over to the testing area(s), consider giving them the reconfiguration time to prepare their device for the first-time trial.
- The team will demonstrate the repeating signal.
- Do the time trials in order. A reconfiguration period must be given between each trial to set their device for the next trial:
 - Regionals: 90 seconds
 - States: 75 seconds
 - Nationals: 60 seconds
- Review results with team, move to next team.

A CRITICAL NOTE ABOUT STOPWATCH USE

- In a single trial, the device will emit a signal three times – hopefully at the interval stated by the judge. Timers will then record three times during each trial – one time for each signal.
- To do that, timers need to become familiar with and use the lap (or split) function on their stopwatch or phone.
- Stopwatch: When using the lap time on a stopwatch, only one lap time is viewable at a time. When the timer presses the lap time button, timing continues but the display halts to allow recording the time. The timer needs to quickly record each lap time before pressing the lap time button again to return to the view where the timing is ongoing in order to collect the next lap time.
- SmartPhone: Phone apps typically display each lap time collected without erasing the previous one. This means lap times need not be written down until the end of the trial. However, phone apps often do not show the cumulative time when the lap time is recorded; they show the time that has elapsed from the previous lap time.

- The lap times need to be cumulative, not individual, for the scoring. Different devices score lap times differently, so the SO scoring spreadsheet will need to be able to accommodate both cases.
- An example:
 - The target interval is 25.0 seconds. The device should signal at 25.0 seconds, 50.0 seconds, and 75.0 seconds. The device actually signals at 24.1 seconds, 51.1 seconds, and 70.1 seconds.
 - Timer 1 is using a stopwatch. He starts the time. He hits his lap button on the first signal and quickly writes down 24.1 seconds. He then hits the lap button again to return to the view where time is counting. He hits the lap button at the second signal and quickly writes down 51.1 seconds. He then hits the lap button again to return to the view where time is counting. He hits the stop button at the third signal and writes down 70.1 seconds.
 - Timer 2 is using her iPhone stopwatch. She starts the time. She hits the lap button at the first signal and it shows 24 seconds. She hits the lap button at the second signal and an additional lap time shows 27 seconds (the time from the last hit of the button). She hits it at the third signal and adds another lap time showing 19 seconds. The lap times don't disappear, so she can wait until the end to record them all.

ADVICE ON HANDLING COMMON PROBLEMS

- What if the device misses a signal?
 - The timers are timing the first three signals emitted no matter when emitted or how close to the target intervals.
 - Suppose the target interval is 25.0 seconds, so the device should signal at 25.0 seconds, 50.0 seconds, and 75.0 seconds. If the device actually signals at 24.1 seconds and 70.1 seconds, then these should be considered the first and second signals, with no third signal.
- What if a timer misses a signal?
 - If a timer misses a signal or otherwise fails to correctly time a signal, they can continue to time through the end of the trial.
 - In the spreadsheet, the ES should record the lap times for the signals the timer saw/heard in the proper columns and leave blank the one not seen/heard. If it is unclear which signal the timer missed, then the timers should compare their times to figure out which signal was missed.
- What if the students aren't ready for a run within the reconfiguration time given?
 - The reconfiguration time for students should be determined based on the level of the tournament (per rule 5.II.j) and how many teams need to be tested within a period. At lower-level tournaments, we recommend giving students as much reconfiguration time as tournament logistics can allow. However, there eventually must be a cut-off to stay on schedule. This time should be announced to the students at the beginning of the session.
 - If teams cannot set up in the reconfiguration time, then a zero is scored for the trial.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - Five teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Green Generation for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.

- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tiebreaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.
- For the Satellite and mini SO Tournament format the Device Testing should be separated from the Written Test so that all teams complete the Written Test at the same time and then self-schedule Device Testing.
 - Special Considerations for Event Supervisors in this format include, but are not limited to,:
 - Online program (i.e., Scilympiad) to deliver the Written Test
 - A virtual meeting (Zoom or Google Meet) with breakout rooms for Device Testing
 - Appropriate space at the school for the event location (Satellite – school, mini– participant’s home)
 - Highly Recommended – room with flat space for device setup
 - Recommended – access to water and with sinks to discard water
 - Opaque paper and masking tape to cover clocks
 - Meter Stick
 - A method for collecting a PDF of graphs and diagram. It is highly recommended to collect them ahead of the tournament and a Google form is the standard go-to method.
 - If you are using Zoom, this can be done during device testing in the chat.
 - A Google Form is another approach
 - Work with the Tournament Director to communicate tournament-specific expectations/rules to Teams. Some alterations might be such as:
 - The disassembled device does not need to fit in an 80 cm cube.
 - There is no need for a box with the team number on it.
 - The device should be assembled and ready to go when teams enter their self-scheduled Device Testing session. This takes the place of the 5-minute setup time.
 - There is no Impound required
 - Teams will need an adult present during Device Testing. This adult may hold the mobile camera but should not coach the team during Device Testing
 - An electronic copy (i.e., PDF) of their Design Log should either be submitted before Device Testing or be ready to submit in real time
 - Two video cameras (laptops, phones, etc.) able to log into the Zoom/Google Meet. One will be stationary, and one will be mobile.
 - During Device Testing:
 - A new volunteer, the virtual meeting coordinator, will be needed in the Satellite format.
 - Students and their adult representative log into Zoom/Google Meet, where they will be greeted by the It’s About Time virtual meeting coordinator. The coordinator will:
 - Ensure that students have an adult representative and coordinate with students to collect device diagram and copies of graphs and/or tables for scoring, if not submitted prior
 - Through the adult present, verify that all clocks, watches, any other time keeping devices have been removed, or disabled, so that they can no longer provide information to the Participant(s)

- Coordinate any signup changes.
 - Assign students to break-out rooms for device testing. There will be one breakout room for each testing crew.
- In the Breakout Room:
 - The Event Supervisor will do a construction check and notify the team whether their device is compliant.
 - The team will demonstrate the repeating signal.
 - The Event Supervisor will then announce the time intervals.
 - Teams will complete the time trials in order. A reconfiguration period must be given in between each trial to set their device for the next trial:
 - Regionals: 90 seconds
 - States: 75 seconds
 - Nationals: 60 seconds
 - Results will be reviewed with team and then they will leave the Breakout Room. The Event Supervisor prepares for the next team.
- Other options for Satellite and mini SO tournaments, include
 - consider treating this event as a Trial Event as not all teams at a given tournament may be able to meet conditions for Device Testing.
 - discontinue the Device Testing portion of the event as not all teams at a given tournament may be able to meet conditions for Device Testing.

Meteorology (B)

Event Type: Core Knowledge

Impound: No

Room Type: A large room with enough space, such as a large classroom with tables, for teams to work comfortably is ideal for the Meteorology event for either the Stationary Workstation or the Timed Station formats. A larger room will allow adequate spacing of teams from one another, minimize distractions from other teams and provide ease of movement.

For the Stationary Workstation format, larger tables will provide adequate room for teams to spread out maps and images.

For a Timed Station format, longer laboratory tables would be ideal as they encourage an ordered and systemized movement of teams from station to station. Be sure that the floor plan is free of obstructions that would hinder or confuse the movement of teams from one station to the next.

Estimated Prep Time (including set-up): 10-15 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 6

For a Stationary Workstation format, one or two volunteers would be helpful in setting up the event, checking-in and checking-out teams as well as for scoring events and event take-down.

For a Timed Station format, at least two or three volunteers would be needed to time stations and rotate students as well as for the activities mentioned above.

Event Conflicts: Dynamic Planet

Minimum Suggested Supplies

Enough copies of exam for each team; Actual weather maps from NOAA, charts

Whether you are using a Stationary Workstation or a Timed Station format, it is imperative that you standardize the resources that you provide. All resources that you provide MUST be the EXACT same as those provided to every other team in every session of your competition. This even applies to such minute things as the kinds of ruler you provide, the amount of string, the amount of time teams have to answer questions and even the kind of pencils each team uses. Standardization of event resources and conditions prevents accusations that some teams had 'better' resources for competition than others did.

For the Meteorology competition, you will likely use Images or sets of Images. If you are using 8.5x11" images, place each into its own sheet protector to minimize damage that may be caused by team handling of the images during competition. You can also laminate images of any size.

You should also provide rulers and protractors for teams to take measurements. Scrap paper for calculations or notes and pencils are also important items.

If you are using PowerPoint, or any other media to display images, be sure to have a computer and LCD projector available. It is also advisable to have a contact for any technology or laboratory issues that you may encounter prior to and during competition.

Additional Notes

Actual weather maps from NOAA, charts, etc. online are ideal; some images can be projected. Try to avoid creating a test that only has multiple-choice questions. Include questions that require some calculations or analysis where possible. Local TV weather people may be able to help, offer suggestions or provide images. Contact these folks many weeks in advance.

Additional guidance and resources for Event Supervisors may be found on the [Event Page](#) at soinc.org.

Meteorology may be run in one of the following formats:

Stationary Workstation

Teams are provided with all of the images, maps and other resources needed to complete the event at individual workstations for each team. Teams do not move from station to station and have the entire period of competition to complete the activities. You will need to provide enough materials for each workstation to accommodate the number of teams competing per session.

Advantages:

- Teams have flexibility in determining how much time they will devote to answering certain questions.
- You can ask more detailed, higher level questions or provide extended problem-solving activities.
- Less volunteers are needed to run the event

Disadvantages:

- You will need to provide multiple sets of materials for each workstation, which can be more expensive than using a single resource in a timed station format.

Timed Stations

Teams move from station to station answering one or more questions using a set of resources provided at each station. The amount of time to answer each question or set of questions is limited, and you must include enough time for all teams to visit every station. You will need to provide enough stations to accommodate the number of teams competing in each session. You will also need stopwatches and extra volunteers to help run the event.

Advantages:

- Event setup may be less expensive as all teams use a common resource provided at a single station.
- Moving from station to station provides teams with a variance of activity as they are not seated in one place for the entire period of competition.

Disadvantages:

- Teams have less flexibility in determining how much time they will devote to answering certain questions.
- It is more difficult to ask higher-level thinking questions or provide extended problem-solving activities in a timed station format.
- You will need more volunteers to help run the event.
- It is important to clearly communicate directions for moving from station to station, checkout and other event procedures to teams.

The format that is chosen should ultimately be based on your preferences, and any prior experience you have in running Science Olympiad events. You will also want to consider the Event Needs discussed in the previous sections including room type, the number of volunteers available to help you run the event, availability and cost of Meteorology images, maps, stereoscopes, LCD projectors and other equipment. You will also need to check the Tournament Schedule to ensure that you will have enough time to set up/take down your event should other events be scheduled at your location.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- Discontinue having teams rotate through a series of stations for all tournament formats.
- If not already allowed, each individual participant can have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the specific event rule for use during the competition to facilitate social distancing, isolation, and to prevent resource sharing. Personal sets of resource materials must meet all the criteria established in the specific event rule.

- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.

Remote Sensing (C)

Event Type: Core Knowledge

Impound: No

Room Type: A classroom with desks or tables

Estimated Prep Time (including set-up): 6 - 10 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 4

Event Conflicts: None

Minimum Suggested Supplies

Test, Answer Sheet, & Key

Additional Notes

None

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
 - Discontinue having teams rotate through a series of stations
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Reach for the Stars for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete an exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.

Road Scholar (B)

Event Type: Core Knowledge

Impound: No

Room Type: Large classroom with flat tables

Estimated Prep Time (including set-up): 10-15 hours for experienced people, 20-30 for novices

Ideal Number of Staff (Event Supervisor + Volunteers): 5

Event Conflicts: None

Minimum Suggested Supplies

Identical highway and topo map for all teams; topo symbol chart; identical questions for all teams; LARGE FLAT TABLES ARE ESSENTIAL

Additional Notes

Consider laminating topo symbol charts; make sure all have same maps; try to ask a variety of different kinds of questions; do not photo copy the topo (obtain from USGS). May consider laminating topo and road maps also.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
 - Discontinue having teams rotate through a series of stations
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Road Scholar for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete an exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.

Rocks & Minerals (B & C)

Event Type: Core Knowledge

Impound: No

Room Type: Lab or large classroom with flat tables

Estimated Prep Time (including set-up): Varies depending upon the actual event format; Event Supervisors should budget 10-15 hours to prepare the exam, but this may be longer if actual specimens are being acquired, and 1-2 hours to set-up the event room

Ideal Number of Staff (Event Supervisor + Volunteers): 6

- In person Tournament
 - 2 staff to administer station event with real specimens
 - 2-4 to grade, depending on number of teams
- Remote Tournament
 - 2 to monitor event and field questions
 - 2-4 to grade depending on number of teams.

Event Conflicts: Ornithology, Dynamic Planet, Road Scholar

Minimum Suggested Supplies

Many different kinds of rocks & mineral specimens, timing device (phone, stopwatch), tape, calculator.

Additional Notes

Stations with actual specimens; actual specimens are better than images; local mineral society or museums are often good sources of help.

If using actual specimens, choose ones that have obvious characteristics so that students are able to identify them. Make sure you use only specimens on official list for identification. For some specimens, such as fine-grained rocks, provide information about mineral content, etc. so that they can identify the specimen. Refer to the notes on the Rock & Mineral list and rules when developing questions and tasks. The 2022 rules provide much more detail about the topics than in the past. However, some of the topics are for C Division only, while others include guidelines that limit the specific characteristics that are required. When grading make sure to accept alternative names as indicated on the Rock & Mineral list. For some tasks, provide charts and graphics for students to interpret.

For remote format, it is imperative that images chosen show obvious characteristics. Particularly with remote format, it may be necessary to provide additional information, such as mineral properties or mineral composition of various rocks. For example, since students will not be examining real specimens, they would not be able to test the hardness of a mineral.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tape measure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour

- 6' between teams within the room
 - Discontinue having teams rotate through a series of stations
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Rocks & Minerals for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.



Roller Coaster (B)

Impound: Yes

Room Type: Gym or large room with floor space, may be carpeted; Impound at all tournaments

Estimated Prep Time (including set-up): 2-3 hours

Helpers: 3-5

Event Conflicts: None

Minimum Suggested Supplies

Several #2 unsharpened pencils with an unused eraser; Timers, Stopwatches, Clipboards, Protective eye wear for judges, metric tape measure.

Additional Notes

Impound for all tournaments; Consider a sign-up schedule; Note: During the team's 8 minutes, they may do as many practice runs before and between their scorable runs; but, they must start their official run before 8 minutes expire.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location and Satellite SO tournaments:
 - No shared items (e.g., tools, stopwatch, tape measure)
 - No handshakes or physical contact between attendees
- For Satellite SO and mini SO tournaments consider using the following instructions to conduct Mousetrap Vehicle via Zoom.
 - Submit all logs and materials in advance of the tournament to allow review and scoring. Consider making all links available through a platform like Scilympiad.
 - All documents, images, and materials should be placed into a Google Folder with link sharing enabled. It is the team's responsibility to ensure that all documentation submitted is legible. Illegible Flight Logs (due to miniscule size or poorly handwritten) may be deemed incomplete.
 - Both participants do not need to be physically together to compete in the event; though the participant who will be testing the device needs to have an adult present.
 - An adult (parent, coach, etc.) should be in the room with the participants during their competition time. This adult should avoid coaching the participants during the event.
 - As participants login to the Zoom Room, please have them use the following system to name themselves: Team No – School Name (e.g., B11 – Empire). All teams should use their school name and not an abbreviation (Charlottesville not CMS) to ensure their team is credited appropriately.
 - Teams will also need to have two cameras available for the test. One should be a fixed position camera (laptop or iPad showing the room set up). The volume on this device should be turned off. Your second camera should be a cell phone or other mobile device. A parent is allowed to hold this device (be the cameraman), but remember they are not allowed to coach the participants or offer advice. This cell phone should be used in the vertical, not horizontal, orientation.
 - Participants should introduce themselves and the adult present.
 - On camera, the team should show that they have conformed to all elements of 3. Construction Parameters by showing:

- the entire device from above
 - the entire device from the side
 - the device in the Ready-to-Run configuration so that the dimensions established in the Rules can be verified
- A ruler/tape measure **MUST** be visible in the above shots so that the dimensions/measurements can be clearly verified.
- After all the previous steps are completed, the Event Supervisors will announce the Target Time which will start the Event Time.
- There should be **NO** pre-work performed before the Event Time starts. Participants need to act if this tournament was a normal, in-person vehicle event, and the Event Supervisor finished their presentation to you and just said “Your 10 minutes begins now!”. This includes setting the brakes or mousetraps as well as placing the Vehicle on the Start Point.
- The Team’s actions including but not limited to working on device, placing the marble at the Start Point, starting the device **MUST** be clearly observed by the Event Supervisors.
- Teams should use the Roller Coaster checklist found on the National website (soinc.org). The completed checklist should be submitted after your Live run(s) using the same procedures as your other documentation.

Scrambler (C)

Impound: Yes

Room Type: Gym or large room with floor space, may be carpeted; Impound at all tournaments

Estimated Prep Time (including set-up): 2-3 hours

Helpers: 2-4

Event Conflicts: None

Minimum Suggested Supplies

Tape to mark the course, metric measuring tape, stop watches; large mass balance; unsharpened #2 wooden pencils with unused erasers, 2 grade A large eggs per team plus some extras, 30 cm measuring stick, photogate system (optional)

Additional Notes

Impound for all tournaments; Consider a sign-up schedule; Note: During the team's 8 minutes, they may do as many practice runs before and between their scorable runs; but, they must start their official run before 8 minutes expire.

Rope off the competition area to keep spectators away and do not tell the distance until all devices are impounded. Consider setting up two identical courses to test all teams in a timely fashion. If possible specify ahead of time the type of surface: vinyl, wood, tile, concrete. Try and avoid floors with seams a smooth surface for the length of the course is paramount.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location and Satellite SO tournaments:
 - No shared items (e.g., tools, stopwatch, tape measure)
 - No handshakes or physical contact between attendees
- For Satellite SO and mini SO tournaments consider using the following instructions to conduct Mousetrap Vehicle via Zoom.
 - Submit all logs and materials in advance of the tournament to allow review and scoring. Consider making all links available through a platform like Scilympiad.
 - All documents, images, and materials should be placed into a Google Folder with link sharing enabled. It is the team's responsibility to ensure that all documentation submitted is legible. Illegible Flight Logs (due to miniscule size or poorly handwritten) may be deemed incomplete.
 - Both participants do not need to be physically together to compete in the event; though the participant who will be testing the device needs to have an adult present.
 - An adult (parent, coach, etc.) should be in the room with the participants during their competition time. This adult should avoid coaching the participants during the event.
 - As participants login to the Zoom Room, please have them use the following system to name themselves: Team No – School Name (e.g., B11 – Empire). All teams should use their school name and not an abbreviation (Charlottesville not CMS) to ensure their team is credited appropriately.
 - Teams will also need to have two cameras available for the test. One should be a fixed position camera (laptop or iPad showing the room set up). The volume on this device should be turned off. Your second camera should be a cell phone or other mobile device. A parent is allowed to hold this device (be the cameraman), but remember they are not allowed to coach the participants or offer advice. This cell phone should be used in the vertical, not horizontal, orientation.

- Prior to their competition time, the team should set-up a Track in accordance to the published event rules. A diagram of the track can be found online on the Event Page at soinc.org. The Start Point should be clearly labelled in advance. The Target Point will be labelled after the distance is announced by the Event Supervisors. The Target Distance will be the same for all teams competing at a given Tournament.
- Participants should introduce themselves and the adult present.
- On camera, the team should show that they have conformed to all elements of 3. Construction Parameters by showing:
 - the entire device from above
 - the entire device from the side
 - the device in the Ready-to-Run configuration so that the dimensions established in the Rules can be verified
- A ruler/tape measure **MUST** be visible in the above shots so that the dimensions/measurements can be clearly verified.
- After all the previous steps are completed, the Event Supervisors will announce the Target Time which will start the Event Time.
- There should be **NO** pre-work performed before the Event Time starts. Participants need to act if this tournament was a normal, in-person vehicle event, and the Event Supervisor finished their presentation to you and just said “Your 10 minutes begins now!”. This includes setting the brakes or mousetraps as well as placing the Vehicle on the Start Point.
- The Team’s actions including but not limited to working on device, placing the marble at the Start Point, starting the device **MUST** be clearly observed by the Event Supervisors.
- Teams should use the Scrambler checklist found on the National website (soinc.org). The completed checklist should be submitted after your Live run(s) using the same procedures as your other documentation.

Solar System (B)

Event Type: Core Knowledge

Impound: No

Room Type: A classroom with desks or tables

Estimated Prep Time (including set-up): 6 - 10 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 4

Event Conflicts: None

Minimum Suggested Supplies

Large classroom with projection capabilities. PowerPoint will often suffice

Additional Notes

Equal time for each projection, etc.; probably best to run all teams at same time. May use sections of maps.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
 - Discontinue having teams rotate through a series of stations
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Reach for the Stars for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete an exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.

Sounds of Music (B)

Event Type: Hybrid

Impound: No

Room Type: One large room for the written test, two, or more, adjacent rooms for instrument testing

Estimated Prep Time (including set-up): 10-15 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 10

2 for each instrument testing room, 2-4 others in the examroom

Event Conflicts: None

Minimum Suggested Supplies

For instrument testing rooms (1 set per room): computer with pitch testing program downloaded from www.pascioly.org/sounds, USB microphone; stopwatch or timer, table to put instrument on since some sit on a table, 3-4 chairs, paper checklist for recording scores.

For exam room: Test, Answer Sheet, & Key, computer for Sounds of Music scoresheet, a way to measure instrument size (prebuilt box to maximum dimensions is the fastest method)

Additional Notes

Be careful with the timing of this event, you will need to complete the written test and the instrument in the allotted session time. Have participants go to test their instrument while the written test is being taken. Each instrument testing room can only handle about 7-8 teams per time slot.

The recommended pitch tuner is available free at www.pascioly.org/sounds.

Additional guidance and resources for Event Supervisors, including a forthcoming dedicated Event Supervisors Guide, may be found on the Event Page for [Division B](#) at soinc.org.

Instrument testing rooms must be quiet with little or no noise from hallways and HVAC system.

Students should be escorted from exam room to instrument testing room and back to exam room to prevent cheating. One student may continue to work on the test while the other plays the instrument. Instrument testing rooms and exam room should be close together to minimize lost time.

In-Person Guidelines

Venue

It is very important that this event be run using at least two rooms, one for the exam and at least one for instrument testing (for large tournaments, several instrument testing rooms may be required). One instrument testing room will be needed for each 7-8 teams in a time slot. Fewer teams should be scheduled in each timeslot if the people doing the pitch testing are not experienced. The instrument testing rooms should be away from outside noise that might interfere with measuring the pitch and volume of the instrument. A music practice room might work very well for instrument testing, but they are very small and may not accommodate three persons (one student, and the ES and an adult volunteer, and it may need to fit both students if both are needed to play the instrument). Remember that Science Olympiad has a “Never Alone” policy, so two adults need to be present in each instrument testing room.

The instrument testing room must be quiet. Please find a place in which no air handling equipment or HVAC is running to keep it quiet since it will affect measurements. Electric power should be available for the ES to plug in his/her phone and computer since they are used throughout the event.

Instrument Review

Please make sure no commercial parts are used in the instrument construction, except strings are permitted. Students may use digital manufacturing, such as 3D printed parts, that look like commercial parts (e.g., mouthpiece, valves, and other printed parts) but must adhere to digital manufacturing requirements in the rules. Event Supervisors are strongly encouraged to ask questions about the instrument construction to ensure the device was made by students on the current 15-person team and the rules about digital manufacturing were followed. The instrument may be completely digital manufactured as long as the rules were followed. The Design Log must contain information about the source of the digital manufacturing program, the device used, and a description of how everything was assembled.

It is recommended that the instrument size be checked in the exam room before leaving for an instrument testing room. The instrument size may be larger after assembled, which is another reason for building a box to check the size since all parts must fit into the box. All instrument sizes should be checked by the same person for consistency. The Event Supervisor may want to build a box that has the interior dimensions equal to the maximum size to quickly check the dimensions of the instrument before assembly.

Using the National Scoresheet

The Event Supervisor should use the checklist and scoresheet posted on the Science Olympiad National website (<https://www.soinc.org/scoresheets>), These documents will be available by the end of October. All Event Supervisors are encouraged to complete the checklist to ensure there is a written record of all data in case of errors in the scoresheet.

In-Person Instrument Pitch Testing

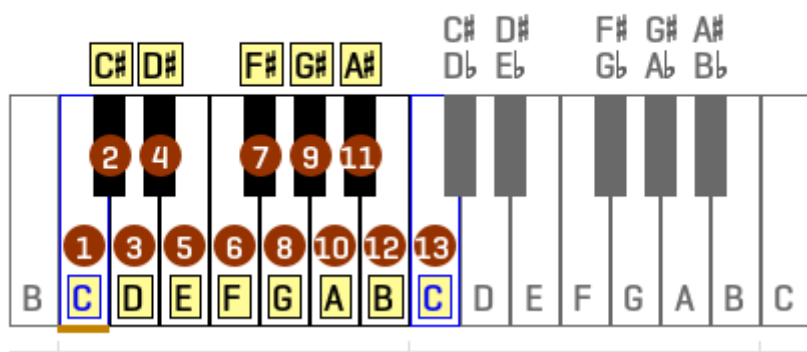
Each instrument testing room will need identical equipment to ensure consistency between rooms. This equipment includes a laptop, microphone, and stopwatch. The computer should be preloaded with the pitch testing program available free at www.pascioly.org/sounds. This is the best pitch tester available and is specifically made for this year's event. While many microphones are available, the one used at nationals will be the Neewer USB condenser microphone for Windows and Mac available from Amazon. It clamps to a table and comes with a scissors arm that makes it easy to adjust to different instruments. Please check your mike to make sure it picks up the whole range of possible notes (some mikes may not). The computer for the pitch scores must be positioned so that the students cannot see the screen and be able to make pitch adjustments while playing. If using more than one pitch testing room, I recommend the same people do the song scoring for all teams to have more consistency. Perhaps all testing rooms except one do pitch testing and one does all song scoring. I also recommend the pitch testing setups be compared prior to testing to insure consistency. For example, I use my trumpet to play notes for all setups to test simultaneously to make sure they are consistent with each other. If needed, change computers and/or microphones as needed.

The pitch testing program gives the cents deviation from the true pitch once you enter the starting scale. The cents should be recorded on the checklist available for Sounds of Music event on the national website. It is recommended that you record the cents in a way that the student does not know the value and take advantage of this information for future pitches.

The student must know the pitch (ex. F2 or F3) of tonic for their chromatic scale (if they do not, they receive a competition violation). The Event Supervisor will determine which 7 additional notes are required to be played after the tonic. The same 7 notes should be required from all teams (relative to the tonic regardless of scale). A chromatic scale technically has 12 notes, and each note is one degree, however we will use 13 notes with the 13th being the octave above the tonic. Using the C chromatic scale, C is 1st degree, C# is 2nd degree, D is 3rd degree, and so on.

See the figure below which shows this using the C chromatic scale as an example. The Event Supervisor must tell the students what these notes are and should use the note numbers. An example for choosing additional required notes is 2, 4, 6, 7, 9, 10, 13 (the ES does not need to specify C#, D#, etc). After announcing the required notes, the student may indicate which, if any, cannot be played and those notes will receive a zero score.

C chromatic scale



After playing the tonic (1st degree), the student should progress up to the next note required note. Continue for 8 notes total. The student must be ready to play the next note quickly to keep the event moving on time. The student may adjust the instrument for each pitch, but those adjustments should be rapid like a musician playing a song.

The penalty for the student failing to put his/her tuner away is called a construction violation instead of a competition violation because it results in a greater penalty. This is the intent of the Physics Committee. This gets recorded as a construction violation that is corrected (yes). When the Event Supervisor notices this, he/she should warn the student. If the tuner is not put away for the first note, the Event Supervisor gives the construction violation and then requires the student to put the tuner away or all other notes will be scored as skipped.

Any student who in the opinion of the Event Supervisor attempts to play more than one pitch should be warned and given another attempt to play a single pitch. Sliding through a bunch of notes is a violation of the spirit of this event. If the student repeats this same thing a second time, the score for that note should be zero (like if it is skipped). Students may not use vibrato or any pitch altering process and must attempt to play a single note for each of the eight notes in pitch testing.

Satellite Pitch Testing

Testing instruments in satellite mode may take longer than in person. Allow 15 minutes per team to debug the setup and gather the data. A coach or adult must be present with students during the Zoom session. The ES will also need a 2nd person present with them.

There are two approaches using live Zoom sessions.

The 1st method has the pitch tester running on a computer with the coach/adult present with the students. The coach runs the pitch tester and shares the screen so you can read the pitches from their computer. This method seems best because the sound is not transmitted over the internet but heard directly by computer running the pitch tester. However, there is a concern that the student may be able to see the screen or be given clues by someone else if not directly viewing the screen. Despite that, I still think this method is better since it is basically the same as doing it live.

The sound is picked up by the computer and the pitch tester shows the pitch. When the screen is shared, you can read the cents. This method also requires the microphone to be connected to both pitch tester and Zoom. This is the biggest problem to overcome and where the most time may be spent problem solving.

If sharing the microphone is a problem, another variation is to run the pitch tester on a cell phone facing the camera of the computer used for the Zoom session. A coach will have to operate the pitch tester on the cell phone.

The operation of the pitch tester should preferably be done by the Event Supervisor. The Event Supervisor can request control of the student computer (a feature of Zoom). This allows the Event Supervisor to operate the pitch tester. The coach can observe to verify that is all you do. I prefer this approach, but I am sure some will object to the Event Supervisor controlling the student computer. In that case, the coach will have to operate the pitch tester under the direction of the Event Supervisor.

The 2nd method is the reverse of the first. The pitch tester is run on the computer of the Event Supervisor and the pitch is transmitted over the internet. There are significant concerns about this method as there have been significant difficulties in getting it to function properly. If you do choose to try this approach, it is recommended that you do some prior testing and allow extra time in your schedule on tournament day.

Song Scoring

Any of the above methods can be used for the song for tournaments in Satellite format. Files that contain audio clips of the song excerpts ([link to files](#)) are available for Event Supervisors to use to learn the songs and help determine how to score each song excerpt.

Ask the students to play the appropriate song excerpt for the tournament level. They may not make adjustments to the instrument after pitch testing for this part of the event other than those normally associated with playing the song. Start the stopwatch when the student begins to play the song. They must complete the song in time limits. The student must maintain a consistent rhythm and the pitches must be the correct relative pitches for the song. The song score is a total of 25 points, five for playing in 25 seconds or less (time), five for rhythm, five for pitch accuracy, and five for the embellishments.

A. Time Scoring - The time limits are based on the tournament level. Subtract points for exceeding the time limit as stated in the rules.

B. Rhythm scoring - The rhythms as shown in the song excerpt must be played in the correct manner. A demo file is available for Event Supervisors to learn the correct rhythms. The Event Supervisor should use their judgment to determine the rhythm score. Recording the song so you can listen to it again is recommended so you will have it if needed. This will be a help at higher level tournaments. Rhythm should be judged based on the tempo the student begins using when the song is played. The rhythm score can be broken down as follows:

- 5 for very good rhythm (all similar notes identical in length and consistent tempo maintained throughout)
- 4 for slightly non-uniform rhythm (similar notes not completely uniform, tempo slightly not consistent throughout)
- 3 for more non-uniform rhythm (notes values not consistent, but still somewhat discernible, tempo not consistent)
- 2 for very non-uniform rhythm (note values very inconsistent, tempo erratic)
- 1 because there was something that did not deserve a 0
- 0 for extremely non-uniform rhythm (note values not at all consistent with the song, tempo extremely erratic).

C. Pitch scoring - The pitches of the notes in the song excerpt must be appropriate based on the judgement of the ES. Attempting to use a tuner to check the pitch is not likely to be successful since the notes may not be played long enough to register. Therefore, a tuner should not be used since there is no way to be consistent for all teams. The pitch should be based on the initial note played by the student. The pitch score is also broken down:

- 5 for very high-quality pitch (all pitches right on)
- 4 for high quality pitch (one note slightly off pitch)
- 3 for medium quality pitch (some notes slightly off pitch)
- 2 for just below medium quality pitch (a few notes off pitch)
- 1 low quality pitch (many notes off pitch)
- 0 poor quality pitch (song not recognizable or monotone).

D. Embellishments - Each song excerpt has 5 embellishments that are worth one point each. Check to make sure each embellishment is included as the song is played. Assign one point for each one correctly performed.

Written Exam

The written exam must include at least three questions from each of the five content areas listed in the rules, however exams must be longer than 15 questions. These questions do not have to have equal value but may if the Event Supervisor wants. However, the values may not skew the scores in such a way to significantly de-value any one of the content areas. It is recommended that the exam be at least 40-50 questions for regional tournaments and 60-70 for state tournaments to make it easier to distinguish the top teams. Students should be given the whole time period for the exam and that the Event Supervisor pulls students out of the exam for their instrument testing. One student may continue to work on the exam while the other student tests the instrument. If this process is used, the written exam should have more than the minimum required number of questions, but each content area should be covered approximately equally.

Design Log Scoring

1. Complete list of all materials used in the instrument. Review and ask questions to ensure the list is complete and accurate. Assign two points for a complete list. Assign one point if any item is missing from the list. Assign zero points if there is no list of materials.
2. Diagrams. The Design Log must include at least one diagram/picture that is labelled to indicate how different pitched notes are played. A figuring chart is adequate in most cases. Assign two points for a complete diagram/picture that shows how all 13 notes are played. Assign one point if any note is missing or it is not clear how each note is played. Assign zero points if no diagram/picture is included in the log.
3. Pitch accuracy tuning and adjustment. Review to see the history of how the instrument tuning was achieved for only one note. The Event Supervisor may choose which note if more than one is recorded. The log must include data to show pitch accuracy using a chromatic tuner and the measured pitch (either frequency or cents off) for various trials and designs. Assign two points for adequate records. Assign one point for inadequate records of the tuning mechanism and design changes. Assign zero points for no record of any pitch accuracy tuning or design changes.
4. Data for five trials. This refers to the adjustments made to tune a single pitch. It cannot be a calculation (like the calculation for pipe length for a certain frequency) because this ignores end corrections and other material factors that affect the exact pitch. It is something done to modify the instrument to achieve a correct pitch after originally designed or calculated. Assign two points for five trials. Assign 1 point for 1-4 trials. Assign zero points for zero trials. Note that it is not five trials if only one trial is done for five different notes.
5. Proper labeling. All pages of the log must include appropriate titles, team name, team number for the current tournament, and correct units. Each section of the Design Log must clearly identify one of required Log components (however, pitch accuracy testing and the five data points may be included in one section).

6. That means the log must include three sections: (1) list of materials, (2) diagrams(s) showing figuring and/or how the instrument is used to play different pitched notes, (3) discussion of pitch accuracy tuning and design changes. Assign two points if all the above is included. Assign one point if anything is missing. Assign zero points if none of the above is included in the log.
7. If digital manufacturing was used, there must be a section that includes the things stated in the rules: This is not worth any points but is critical for the Event Supervisor to determine the legality of the instrument. If this section is not included in the log and digital manufacturing was used, the instrument should be disqualified (students may still take the exam).
8. Students must provide documentation about any constructed part that might be confused with a professional instrument component, such as reeds, mouthpieces, etc. If the part was digitally manufactured, the info in part 7 above is adequate and no additional documentation is required. This section is not worth any points but needed to determine the legality of the constructed parts.

Competition Violations

Competition violations include the following:

- a. adjusting the instrument between pitch testing and song testing
- b. adjusting the instrument between pitching testing and bonus
- c. adjusting the instrument between song testing and bonus
- d. failure to inform the ES of a skipped note causing wrong data to be recorded in the checklist
- e. taking too much time between notes in pitch testing
- f. not knowing the octave number for the starting note in the pitch testing

Note Frequency Chart

	Octave 0	Octave 1	Octave 2	Octave 3	Octave 4	Octave 5	Octave 6	Octave 7	Octave 8
C	16.35	32.70	65.41	130.81	261.63	523.25	1046.50	2093.00	4186.01
C#	17.32	34.65	69.30	138.59	277.18	554.37	1108.73	2217.46	4434.92
D	18.35	36.71	73.42	146.83	293.66	587.33	1174.66	2349.32	4698.64
D#	19.45	38.89	77.78	155.56	311.13	622.25	1244.51	2489.02	4978.03
E	20.60	41.20	82.41	164.81	329.63	659.26	1318.51	2637.02	5274.04
F	21.83	43.65	87.31	174.61	349.23	698.46	1396.91	2793.83	5587.65
F#	23.12	46.25	92.50	185.00	369.99	739.99	1479.98	2959.96	5919.91
G	24.50	49.00	98.00	196.00	392.00	783.99	1567.98	3135.96	6271.93
G#	25.96	51.91	103.83	207.65	415.30	830.61	1661.22	3322.44	6644.88
A	27.50	55.00	110.00	220.00	440.00	880.00	1760.00	3520.00	7040.00
A#	29.14	58.27	116.54	233.08	466.16	932.33	1864.66	3729.31	7458.62
B	30.87	61.74	123.47	246.94	493.88	987.77	1975.53	3951.07	7902.13

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Sample Chromatic Scales

Key of C major

Tonic 2 3 4 5 6 7 8 9 10 11 12 13



Key of C# major

Tonic 2 3 4 5 6 7 8 9 10 11 12 13



Key of D major

Tonic 2 3 4 5 6 7 8 9 10 11 12 13



Key of E major

Tonic 2 3 4 5 6 7 8 9 10 11 12 13



Key of F major

Tonic 2 3 4 5 6 7 8 9 10 11 12 13



Key of G major

Tonic 2 3 4 5 6 7 8 9 10 11 12 13



Key of A major

Tonic 2 3 4 5 6 7 8 9 10 11 12 13



Key of G major

Tonic 2 3 4 5 6 7 8 9 10 11 12 13



Key of A♭ major

Tonic 2 3 4 5 6 7 8 9 10 11 12 13



Key of A major

Tonic 2 3 4 5 6 7 8 9 10 11 12 13



Key of B♭ major

Tonic 2 3 4 5 6 7 8 9 10 11 12 13



Key of B major

Tonic 2 3 4 5 6 7 8 9 10 11 12 13



Event Supervisors and Tournament Directors with questions should contact Dave Moyer via email at dmoyer@pascioly.org. **Coaches and participants with questions should submit them via the Science Olympiad FAQ system found online at soinc.org.**

Additional guidance and resources for Event Supervisors, may be found on the Sounds of Music Event Page at soinc.org.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room

- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for Sounds of Music for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.
- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.
- Other options for Satellite and mini SO tournaments, include:
 - consider treating this event as a Trial Event as not all teams at a given tournament may be able to meet conditions to test their instrument.
 - discontinue the instrument testing portion of this event as not all teams at a given tournament may be able to test their instruments.

Storm the Castle (B)

Event Type: Build

Impound: Yes

Room Type: Large room, with higher than normal ceilings, and ability to create open floor space (e.g., gym, theater stage, library, foyer)

Estimated Prep Time (including set-up): 2-4 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 10

Event Conflicts: None

Minimum Suggested Supplies

Projectiles, Counterweights (as described in the event Rules), Timers, Stopwatches, Clipboards, 5-Gallon Bucket(s), Protective eye wear for judges, Meter sticks, Metric tape measure, Painter's Tape, Brown Craft Paper

Additional Notes

Consider using Painter's Tape and/or Brown Craft Paper to mark launch area and any restricted zones (i.e., Impound)

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - Leave Event Room doors open during the event to allow air flow
- For Satellite SO and mini SO tournaments consider using the following instructions to conduct Storm the Castle as a self-scheduled event via Zoom, or another video conferencing platform, through a link made available to the participants through Scilympiad, or another platform.
 - For the video conference teams will need:
 - a mobile device (i.e.; cell phone or tablet) with video call capability; multiple mobile devices/cameras are allowed
 - an adult (i.e., parent, coach) with the participant(s) who may help hold the mobile device to allow the participant(s) to operate the device. This adult may be asked to answer questions about the device, help measure and verify operational features of the device, and should refrain from being an advocate for the team's performance or coaching the team.
 - the materials typically provided by the Event Supervisor (e.g., counterweights, 5-gallon bucket, tape measure, meter stick)
 - Participants do not need to be physically together during this event. If the participants are together in the same location they should follow all public health guidelines in effect for their community.
 - Participants should be prepared to talk about the materials used and the building process; though Event Supervisors may ask to speak to the adult if needed.
 - Participants should submit their Design Log in advance of the tournament as instructed by the Event Supervisor.

- As participants login to the Zoom Room, please ensure your name on the Zoom Room is as follows: Team No – School Name (e.g., B11 – Empire). All teams should use their schoolname and not an abbreviation (Charlottesville not CMS) to ensure your team is credited appropriately.
- Whomever (participant(s), or adult) is responsible for pointing the mobile device(s) so that the Event Supervisors are able to see the launch and landing of the projectile. Event Supervisors will use their discretion to determine the success of an action in the case that the action is not visible over video.
- Teams will learn the exact Target Distance and Counterweight once they have logged into the video conference. This will then start the Team's event clock.
- Participant(s) should let the Event Supervisors know when they're ready to launch. The Competition should then proceed as if the event was being conducted in person.
- Participant(s) may retrieve the projectile with permission from the Event Supervisor.
- Teams should use the Storm the Castle checklist found on the National website (soinc.org) to prepare for the event.
- Other options for Satellite and mini SO tournaments, include:
 - consider treating this event as a Trial Event as not all teams at a given tournament may be able to meet conditions for Device Testing.
 - discontinue the event as not all teams at a given tournament may be able to meet conditions for Device Testing.

Trajectory (C)

Event Type: Build

Impound: Yes

Room Type: Large room, with higher than normal ceilings, and ability to create open floor space (e.g., gym, theater stage, library, foyer)

Estimated Prep Time (including set-up): 2-4 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 10

Event Conflicts: None

Minimum Suggested Supplies

Projectiles, Timers, Stopwatches, Clipboards, 5-gallon Bucket, Protective eye wear for judges, Meter sticks, Metric tape measure, Painter's Tape, Brown Craft Paper

Additional Notes

Use the Painter's Tape and/or Brown Craft Paper to mark launch area and any restricted zones (i.e., Impound, Target Area)

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - Leave Event Room doors open during the event to allow air flow
- For Satellite SO and mini SO tournaments consider using the following instructions to conduct Trajectory as a self-scheduled event via Zoom, or another video conferencing platform, through a link made available to the participants through Scilympiad, or another platform.
 - For the video conference teams will need:
 - a mobile device (i.e.; cell phone or tablet) with video call capability; multiple mobile devices/cameras are allowed
 - an adult (i.e., parent, coach) with the participant(s) who may help hold the mobile device to allow the participant(s) to operate the device. This adult may be asked to answer questions about the device, help measure and verify operational features of the device, and should refrain from being an advocate for the team's performance or coaching the team.
 - the materials typically provided by the Event Supervisor (e.g., buckets, tape measure, meter stick)
 - Participants do not need to be physically together during this event. If the participants are together in the same location they should follow all public health guidelines in effect for their community.
 - Participants should be prepared to talk about the materials used and the building process; though Event Supervisors may ask to speak to the adult if needed.
 - Participants should submit their Design Log in advance of the tournament as instructed by the Event Supervisor.

- As participants login to the Zoom Room, please ensure your name on the Zoom Room is as follows: Team No – School Name (e.g., C11 – Empire). All teams should use their schoolname and not an abbreviation (Charlottesville not CHS) to ensure your team is credited appropriately.
- Whomever (participant(s), or adult) is responsible for pointing the mobile device(s) so that the Event Supervisors are able to see the launch and landing of the projectile. Event Supervisors will use their discretion to determine the success of an action in the case that the action is not visible over video.
- Teams will learn the exact Target locations once they have logged into the videoconference. This will then start the Team's event clock.
- Participant(s) should let the Event Supervisors know when they're ready to launch. The Competition should then proceed as if the event was being conducted in person.
- Participant(s) may retrieve the projectile with permission from the Event Supervisor.
- Teams should use the Trajectory checklist found on the National website (soinc.org) to prepare for the event.
- Other options for Satellite and mini SO tournaments, include:
 - consider treating this event as a Trial Event as not all teams at a given tournament may be able to meet conditions for Device Testing.
 - discontinue the event as not all teams at a given tournament may be able to meet conditions for Device Testing.

Wheeled Vehicle (B)

Impound: Yes

Room Type: Gym or large room with floor space, may be carpeted; Impound at all tournaments

Estimated Prep Time (including set-up): 2-3 hours

Helpers: 2-4

Event Conflicts: None

Minimum Suggested Supplies

Tape to mark the course, metric measuring tape, stop watches; large mass balance; unsharpened #2 wooden pencils with unused erasers, 30 cm measuring stick, photogate system (optional)

Additional Notes

Impound for all tournaments; Consider a sign-up schedule; Note: During the team's 8 minutes, they may do as many practice runs before and between their scorable runs; but, they must start their official run before 8 minutes expire.

Rope off the competition area to keep spectators away and do not tell the distance until all devices are impounded. Consider setting up two identical courses to test all teams in a timely fashion. If possible specify ahead of time the type of surface: vinyl, wood, tile, concrete. Try and avoid floors with seams a smooth surface for the length of the course is paramount.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location and Satellite SO tournaments:
 - No shared items (e.g., tools, stopwatch, tape measure)
 - No handshakes or physical contact between attendees
- For Satellite SO and mini SO tournaments consider using the following instructions to conduct Mousetrap Vehicle via Zoom.
 - Submit all logs and materials in advance of the tournament to allow review and scoring. Consider making all links available through a platform like Scilympiad.
 - All documents, images, and materials should be placed into a Google Folder with link sharing enabled. It is the team's responsibility to ensure that all documentation submitted is legible. Illegible Flight Logs (due to miniscule size or poorly handwritten) may be deemed incomplete.
 - Both participants do not need to be physically together to compete in the event; though the participant who will be testing the device needs to have an adult present.
 - An adult (parent, coach, etc.) should be in the room with the participants during their competition time. This adult should avoid coaching the participants during the event.
 - As participants login to the Zoom Room, please have them use the following system to name themselves: Team No – School Name (e.g., B11 – Empire). All teams should use their school name and not an abbreviation (Charlottesville not CMS) to ensure their team is credited appropriately.
 - Teams will also need to have two cameras available for the test. One should be a fixed position camera (laptop or iPad showing the room set up). The volume on this device should be turned off. Your second camera should be a cell phone or other mobile device. A parent is allowed to hold this device (be the cameraman), but remember they are not allowed to coach the participants or offer advice. This cell phone should be used in the vertical, not horizontal, orientation.

- Prior to their competition time, the team should set-up a Track in accordance to the published event rules. A diagram of the track can be found online on the Event Page at soinc.org. The Start Point should be clearly labelled in advance. The Target Point will be labelled after the distance is announced by the Event Supervisors. The Target Distance will be the same for all teams competing at a given Tournament.
- Participants should introduce themselves and the adult present.
- On camera, the team should show that they have conformed to all elements of 3. Construction Parameters by showing:
 - the entire device from above
 - the entire device from the side
 - the device in the Ready-to-Run configuration so that the dimensions established in the Rules can be verified
- A ruler/tape measure **MUST** be visible in the above shots so that the dimensions/measurements can be clearly verified.
- After all the previous steps are completed, the Event Supervisors will announce the Target Time which will start the Event Time.
- There should be **NO** pre-work performed before the Event Time starts. Participants need to act if this tournament was a normal, in-person vehicle event, and the Event Supervisor finished their presentation to you and just said “Your 10 minutes begins now!”. This includes setting the brakes or mousetraps as well as placing the Vehicle on the Start Point.
- The Team’s actions including but not limited to working on device, placing the marble at the Start Point, starting the device **MUST** be clearly observed by the Event Supervisors.
- Teams should use the Scrambler checklist found on the National website (soinc.org). The completed checklist should be submitted after your Live run(s) using the same procedures as your other documentation.

WiFi Lab (C)

Event Type: Hybrid

Impound: Yes

Room Type: A large classroom with tables

Estimated Prep Time (including set-up): 10-12 hours to prepare the test; 1-2 hours to set-up the room

Ideal Number of Staff (Event Supervisor + Volunteers): 9

- Event Supervisor should administer the test and monitor the room
- Six (6) Volunteers to form Two (2) Device Testing Teams
 - 1 person “in charge”, interacting with the Teams, timing and recording data
 - 2 additional timers
- Two (2) other volunteers assist the Event Supervisor with monitoring the room
 - As completed tests become available these volunteers can begin grading the exam
 - If only one Device Testing Team is needed these volunteers can be shifted to grading

Event Conflicts: Other Division C Physics Events

Minimum Suggested Supplies

- Written Test, Key, & Answer Sheets
- Stopwatch
- Meter stick
- Copies of the scoring checklist
- Pens
- Laptop for the scoring spreadsheet
- Receiver as described in the Rules (6.b.iv.)
- Transmitter as described in the Rules(6.b.i.)
- Backplane as described in the Rules(6.b.ii.)
- Appropriate adapters, cables, & wires (6.b.iii.)

Additional Notes

- Notify Teams of room dimensions at least two weeks before the tournament
- Set-up the Competition Area according to the Rules
- Make sure to test the Competition in advance according to 6.e.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- To facilitate social distancing, isolation, and to prevent resource sharing, allow each individual participant to have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the Rules for WiFi Lab for use during the competition. Personal sets of resource materials must meet all the criteria established in the Rules.

- If partners are unable to collaborate on the same exam because of social distancing or quarantine/isolation have each partner complete and exam independently and combine the scores to determine the final team score.
- For events conducted synchronously in multiple locations consider adding completion time as a tie breaker or scoring bonus.
- For Satellite and mini SO formats, ensure that questions require higher order thinking/analysis skills and avoid questions where Googling questions can determine the answer. Also, write longer exams (e.g.; 120+ questions) to ensure students competing remotely cannot simply google their answers.
- For the Satellite and mini SO Tournament formats the Device Testing should be separated from the Written Test so that all teams complete the Written Test at the same time and then self-schedule Device Testing. Written Test.
 - Special Considerations for Event Supervisors in this format include, but are not limited to,:
 - Online program (i.e., Scilympiad) to deliver the Written Test
 - A virtual meeting (Zoom or Google Meet) with breakout rooms for Device Testing
 - Appropriate space at the event location (Satellite – school, mini – participant’s home)
 - Highly Recommended – room with flat space for device setup
 - Recommended – access to water and with sinks to discard water
 - Opaque paper and masking tape to cover clocks
 - Meter Stick
 - A method for collecting a PDF of graphs and diagram.
 - If you are using Zoom, this can be done during device testing in the chat.
 - A Google Form is another approach
 - Work with the Tournament Director to communicate expectations/rules to Teams such as:
 - The Team will need the equipment described in Section 6. Competition Area in order to compete
 - The Team will need to use the equipment to set-up a Competition Area prior to their competition time.
 - There is no Impound required
 - Teams will need an adult present during Device Testing. This adult may hold the mobile camera but should not coach the team during Device Testing
 - An electronic copy (i.e., PDF) of their Design Log should either be submitted before Device Testing or be ready to submit in real time
 - Two video cameras (laptops, phones, etc.) able to log into the Zoom/Google Meet. One will be stationary, and one will be mobile.
 - During Device Testing:
 - Students and their adult representative log into Zoom/Google Meet, where they will be greeted by the It’s About Time virtual meeting coordinator. The coordinator will:
 - Ensure that students have an adult representative and coordinate with students to collect device diagram and copies of graphs and/or tables for scoring, if not submitted prior
 - Through the adult present, verify that all clocks, watches, any other time keeping devices have been removed, or disabled, so that they can no longer provide information to the Participant(s)
 - Coordinate any sign up changes.

- Assign students to break-out rooms for device testing. There will be one breakout room for each testing crew.
- In the Breakout Room:
 - The Event Supervisor will do a construction check and notify the team whether their device is compliant.
 - Teams will then show that their set-up works using 3.1 cm monopole antenna as described in 6.e.
 - If the Event Supervisor deems testing conditions sufficient the team will then test their antenna in accordance with the Rules as if this event was conducted in-person.
 - Results will be reviewed with team and then they will leave the Breakout Room. The Event Supervisor prepares for the next team.
- Other options for Satellite and mini SO tournaments, include:
 - consider treating this event as a Trial Event as not all teams at a given tournament may be able to meet conditions for Device Testing
 - discontinue the Device Testing portion of the event as not all teams at a given tournament may be able to meet conditions for Device Testing.

Write It Do It (B & C)

Event Type: Lab

Impound: No

Room Type: 2 adjacent large rooms with flat tables

Estimated Prep Time (including set-up): 12-20 hours

Ideal Number of Staff (Event Supervisor + Volunteers): 6

Event Conflicts: Experimental Design

Minimum Suggested Supplies

Various identical supply bags: corks, beads, paper clips, index cards, stickers, toys (Lincoln Logs, Legos, K'nex, blocks, etc.) In addition, coffee stirrers and coffee sleeves and different colored plastic eating utensils are good things to use. Use your imagination.

Additional Notes

Will need at least 1 model for every 4-5 teams. Make sure supply bags are uniform. Setting up bags and building structures requires much time; No spectators. Glass doors and windows to hallways should be covered. Develop good rubric for scoring.; 25-30 pieces should usually be maximum; do not make object too complicated for completion; experiment with different structures; office and craft stores are good source of supplies; long time to score so schedule early. With 25-30 pieces one can create 75 + points since many pieces will have orientation and attachment to evaluate.

Many people develop a scoring rubric with long phrases. Consider developing a rubric similar in form to what is used for Experimental Design. If one is talented with use of camera and cropping pictures, one can create a scoring rubric that show a few views of the object. At each junction, imbed a small box that can be used to check if connection, orientation, etc. is good. Done properly, one person can score 30 structures in an hour.

Be sure to record finish time of teams, since this is tie breaker criterion. Any creative person can be used to supervise this event. English and art people are often good for this event.

Additional Considerations for In-person, Single Location, Satellite SO & mini SO Tournaments

- For in-person, single location tournaments:
 - No shared items (e.g., tools, stopwatch, tapemeasure)
 - No handshakes or physical contact between attendees
 - No aligning teams directly across from each other at a lab bench
 - Leave Event Room doors open during the event to allow air flow
 - Split across two rooms to increase social distancing between teams
 - 5 teams/room/hour
 - 6' between teams within the room
- Options for Satellite and mini SO tournaments, include:
 - conduct the event using a format where the Teams are given a materials list in advance of the tournament that includes a mix of items that will be used to construct an object. This list should include multiple items that will not be used in order to hide what actually will be built. The Writer will log into the tournament platform (i.e., Scilympiad) and be shown the object constructed by the Event Supervisor in a series of images. He or she will then write the instructions as if in-person. These instructions will be given to the Doer. The Doer will then use the instructions prepared by his or her partner to build the object using materials from the list provided to the team in advance. At the end of the event, the Doer will submit a series of photos of the object he or she built to the Event Supervisor to be evaluated.

- Event Supervisors including an “indicator(s)” in their object which is nearly impossible to accurately describe how it is placed so that it can serve as an indicator of whether or not the team may have communicated with one another in a prohibited fashion.
- consider replacing Write It Do It with Write It CAD It which allows for a similar experience but entirely online using the rules and instructions posted on the event page at soinc.org.
- consider treating this event as a Trial Event as not all teams at a given tournament may have adequate resources or be appropriately supervised to run this event.

Appendix A

GENERAL RULES, CODE OF ETHICS, AND SPIRIT OF THE PROBLEM

The goal of competition is to give one's best effort while displaying honesty, integrity, and good sportsmanship. Everyone is expected to display courtesy and respect - see Science Olympiad Pledges. Teams are expected to make an honest effort to follow the rules and the spirit of the problem (not interpret the rules so they have an unfair advantage). Failure by a participant, coach, or guest to abide by these codes, accepted safety procedures, or rules below, may result in an assessment of penalty points or, in rare cases, disqualification by the tournament director from the event, the tournament, or future tournaments.

1. Actions and items (e.g., tools, notes, resources, supplies, electronics, etc.) are permitted, unless they are explicitly excluded in the rules, are unsafe, or violate the spirit of the problem.
2. While competing in an event, participants may not leave without the event supervisor's approval and must not receive any external assistance. All electronic devices capable of external communication as well as calculator applications on multipurpose devices (e.g., laptop, phone, tablet) are not permitted unless expressly permitted in the event rule or by an event supervisor. Cell phones, if not permitted, must be turned off. At the discretion of the event supervisor, participants may be required to place their cell phones in a designated location.
3. Participants, coaches and other adults are responsible for ensuring that any applicable school or Science Olympiad policy, law, or regulation is not broken. All Science Olympiad content such as policies, requirements, clarifications/changes and FAQs on www.soinc.org must be treated as if it were included in the printed rules.
4. All pre-built devices presented for judging must be constructed, impounded, and operated by one or more of the 15 current team members unless stated otherwise in the rules. If a device has been removed from the event area, appeals related to that device will not be considered.
5. Officials are encouraged to apply the least restrictive penalty for rules infractions - see examples in the Scoring Guidelines. Event supervisors must provide prompt notification of any penalty, disqualification or tier ranking.
6. State and regional tournament directors must notify teams of any site-dependent rule or other rule modification with as much notice as possible, ideally at least 30 days prior to the tournament.

Appendix B

COVID-19 PANDEMIC RULES MODIFICATIONS

The COVID-19 pandemic requires that some general modifications be made to the Event Rules listed in this manual in order to permit Science Olympiad competitions to continue in a way that reflects best public health, disease prevention, and personal safety practices. The following modifications may be applied by the Tournament Director, if necessary, for all Science Olympiad competitions, regardless of level (e.g., Invitational, Regional, State, National), or type (e.g., In-Person, Satellite SO, mini SO). If changes are made, the Tournament Director for the affected tournament will make an announcement to all participating teams as soon as possible.

1. If social distancing is being enforced, each individual participant can have a personal set of reference materials (e.g., binders, single sheets of paper), calculator, or other academic resource as specified in the specific event rule for use during the competition. Personal sets of resource materials must meet all the criteria established in the specific event rule. This does not apply to Recommended Lab Equipment for Division B or Division C Chemistry Events or tool kits for Build Events.
2. Given local conditions, participants may not be able to be in the same location as their partner during competition. Tournaments will allow designated partners to compete from separate locations and competing teams will only need one device for Build or Hybrid with Build Events.
3. At the discretion of the Tournament Director, portions of Hybrid Events containing hands-on activities as well as Build and Lab Events may be dropped from the tournament or be conducted as trial events.
4. At the discretion of the Tournament Director and Event Supervisors, completion time may be used as a tiebreaker for Core Knowledge and other events where a written or online test is used.

Appendix C

2023 Science Olympiad Calculator Guide

The following document was prepared to offer some guidance to teams as they select calculators for use in different Science Olympiad events. By no means are the calculators listed here inclusive of all possible calculators; instead they are offered as common examples. The decisions of the event supervisors will be final.

Class I - Stand-alone non-graphing, non-programmable, non-scientific 4-function or 5-function calculators

are the most basic type of calculators and often look like the one shown to the right. These calculators are limited to the four basic mathematics functions and sometimes square roots. These calculators can often be found at dollar stores.



Class II - Stand-alone non-programmable, non-graphing calculators look like the calculator to the right or simpler. There are hundreds of calculators in this category but some common examples include: CASIO FX-260, Sharp EL-501, and TI-30X.



Class III- Stand-alone, programmable, graphing calculators and **stand-alone non-graphing, programmable calculators**, often look like the calculator shown on the right. Some examples are: Casio 975 0/9850/9860, HP 40/50/PRIME, and TI 83/84/89/NSPIRE/VOYAGE.

To identify a stand-alone non-graphing, programmable calculators Are look for the presence of the 'EXE' button, the 'Prog' button, or a 'file' button. Examples include but are not limited to: Casio Super FXs, numerous older Casio models, and HP 35S. A calculator of this type with the buttons labeled is shown to the right.



PROG Button



EXE Button

Class IV - Calculator applications on multipurpose devices (e.g., laptop, phone, tablet, watch) are not allowed unless expressly permitted in the event rule.



2023 Science Olympiad Division B Calculator Guide

Revised (9/02/22)

Events	Type of Calculator Allowed				
	None	Class I	Class II	Class III	Class IV
Anatomy & Physiology		x	x		
Bio Process Lab	x				
Bridge		X	X	X	
Can't Judge A Powder	X				
Codebusters		X			
Crave the Wave		X	x	X	
Crime Busters		X	x		
Disease Detectives		X	x		
Dynamic Planet		X	X	X	
Experimental Design		X	X		
Fast Facts	X				
Flight	X				
Forestry	x				
Green Generation		x	X		
Meteorology		x	X	X	
Road Scholar		X	X		
Rocks & Minerals	X				
Roller Coaster	X				
Solar System	X				
Sounds of Music		X	X	X	
Storm the Castle		x	x	X	
Wheeled Vehicle		x	x	x	
Write It Do It	x				

2023 Science Olympiad Division C

Calculator Guide

Revised (9/02/22)

Events	Type of Calculator Allowed				
	None	Class I	Class II	Class III	Class IV
Anatomy & Physiology		x	X		
Astronomy		X	X	X	X
Bridge	X				
Cell Biology		X	X		
Chemistry Lab		X	X	X	
Codebusters		X			
Detector Building		X	X	X	
Disease Detectives		X	X		
Dynamic Planet		X	X	X	
Environmental Chemistry		X	X		
Experimental Design		X	X	X	
Fermi Questions	X				
Flight	X				
Forensics		X	X	X	
Forestry	X				
Green Generation		X	X		
It's About Time		X	X	X	
Remote Sensing		X	X		
Rocks & Minerals	X				
Scrambler		X	X	x	
Trajectory		X	X	X	
WiFi Lab		X	X	X	
Write It Do It	X				

Appendix D

Eye Protection Guide

This resource was created to help teams comply with the Science Olympiad Policy on Eye Protection adopted on July 29, 2015 and posted on the Science Olympiad Website (soinc.org).

Participant/Coach Responsibilities: Participants are responsible for providing their own protective eyewear. Science Olympiad is unable to determine the degree of hazard presented by equipment, materials and devices brought by the teams. Coaches must ensure the eye protection participants bring is adequate for the hazard. All protective eyewear must bear the manufacturer's mark Z87. At a tournament, teams without adequate eye protection will be given a chance to obtain eye protection if their assigned time permits. If required by the event, participants will not be allowed to compete without adequate eye protection. This is **non-negotiable**.

Corresponding Standards: Protective eyewear used in Science Olympiad must be manufactured to meet the American National Standards Institute (ANSI) standard applicable at its time of manufacture. The current standard is ANSI/ISEA Z87.1-2015. Competitors, coaches and event supervisors are not required to acquire a copy of the standard. The information in this document is sufficient to comply with current standards. Water is not a hazardous liquid and its use does not require protective eyewear unless it is under pressure or substances that create a hazard are added.

Compliant Eyewear Categories: If an event requires eye protection, the rules will identify one of these three categories. Compliance is simple as ABC:

CATEGORY A

- Description: Non-impact protection. They provide basic particle protection only
- Corresponding ANSI designation/required marking: Z87
- Examples: Safety glasses; Safety spectacles with side shields; and Particle protection goggles (these seal tightly to the face completely around the eyes and have direct vents around the sides, consisting of several small holes or a screen that can be seen through in a straight line)

CATEGORY B

- Description: Impact protection. They provide protection from a high inertia particle hazard (high mass or velocity)
- Corresponding ANSI designation/required marking: Z87+
- Example: High impact safety goggles

CATEGORY C

- Description: Indirect vent chemical/splash protection goggles. These seal tightly to the face completely around the eyes and have indirect vents constructed so that liquids do not have a direct path into the eye (or no vents at all). If you are able to see through the vent holes from one side to the other, they are NOT indirect vents
- Corresponding ANSI designation/required marking: Z87 (followed by D3 is the most modern designation but, it is not a requirement)
- Example: Indirect vent chemical/splash protection goggles

Examples of Non-Compliant Eyewear:

- Face shields/visors are secondary protective devices and are not approved in lieu of the primary eye protection devices below regardless of the type of vents they have.
- Prescription Glasses containing safety glass should not be confused with safety spectacles. "Safety glass" indicates the glass is made to minimize shattering when it breaks. Unless these glasses bear the Z87 mark they are not approved for use.

Notes:

1. A goggle that bears the Z87+ mark and is an indirect vent chemical/splash protection goggle will qualify for all three Categories A, B & C
2. VisorGogs do not seal completely to the face, but are acceptable as indirect vent chemical/splash protection goggles

Appendix E

Mathematics Guidelines for Event Supervisors

In addition to the various science and engineering topics that are identified in the rules, Science Olympiad participants will also need to have knowledge and skills in mathematics to successfully participate in many events. The following guidelines have been prepared to help Event Supervisors who may not regularly work with middle school (Division B) and high school (Division C) students target their expectations with regard to mathematical ability students may bring to events. Event Supervisors should keep in mind that most students in the United States do not take Algebra in 8th grade. According to the US Department of Education only 24% of middle school students will take this class and less than two-thirds of middle schools (59%) even offer this course¹. This does not mean that Algebra concepts, topics, and skills should not be part of Science Olympiad events, even in middle school (Division B). Science Olympiad participants are often an atypical student population with their interest in STEM pushing them into advanced mathematics earlier than most. What this does mean is that Event Supervisors should check with their Tournament Directors to get a sense of the students and schools that will be competing at a given tournament and ***whenever any test question can be written to require less mathematics it should be.***

Guidelines for Division B Mathematics

The mathematics knowledge of Division B participants is generally limited to what students learn in middle or junior high school. Therefore, Event Supervisors should create tests that assume students know no more than the following, which comprises a typical Algebra I curriculum together with basic geometry and a few other concepts. These limitations are particularly relevant for physics tests because that subject is especially mathematical.

Expressions:

- Evaluation of general algebraic expressions
- Interpretation of parentheses
- Order of operations

Equations: Simplifying and solving equations

Inequalities: Solving inequalities, absolute value expressions

Linear equations and functions in one and two variables:

- Definition of a function, both as a formula and as a graph
- Plot one- and two-variable equations on the coordinate plane
- Graph regions of numbers that are covered by linear inequalities
- Calculate where an equation intercepts the x- and y- axes on a coordinate plane
- Calculate the domain and range of an equation
- Derive the equation of a line, given its slope and y-intercept (slope-intercept form), as well as its slope and another point on the line (point-slope form)
- Solve and graph systems of multiple equations

Polynomials and quadratic functions:

- Quadratic formula basics, such as solving, graphing and analysis
- Methods for factoring quadratic equations and “completing the square”

Basic geometry:

¹ U.S Department of Education, *A Leak in the STEM Pipeline: Taking Algebra Early*, November 2018, <https://www2.ed.gov/datastory/stem/algebra/index.html>

- Points, lines, line segments, rays, and planes
- Angles and angular measure
- Parallel and perpendicular lines and planes, coordinates
- Polygons: Kinds, area, perimeter, and circumference
- Triangles: Kinds, sum of angles theorem, Pythagorean theorem
- Similarity and congruence
- Circles and arcs
- Common geometric solids, area and volume

Other Topics

- Scientific notation and significant figures
- Step and piecewise functions
- Definitions of trigonometric functions with emphasis on using a calculator to convert between dimensions of a right triangle and angles. Trigonometric identities and related topics are specifically excluded.

Guidelines for Division C Mathematics

The mathematics knowledge of Division C participants is generally limited to what students learn in high school. Therefore, test writers should create tests that assume students know no more than the following, which comprises a typical Algebra I, Algebra II, Geometry, and Trigonometry curriculum. These limitations are particularly relevant for physics tests because that subject is especially mathematical.

Algebra I: See topics listed in “Guidelines for Division B Mathematics” above

Algebra II:

- Systems of equations and inequalities
- Matrices
- Polynomials and polynomial functions
- Quadratic functions and inequalities
- Conic sections
- Rational expressions and equations
- Exponential and logarithmic functions
- Sequences and series

Geometry:

- Basic geometry topics listed in “Guidelines for Division B Mathematics” above
- Analytic geometry and computations with coordinates
- Geometric reasoning

Trigonometry:

- Trigonometric functions defined in terms of right triangles and circles
- Inverse Trigonometric Functions
- Graphs of trigonometric and inverse trigonometric functions
- Trigonometric identities: To keep tests focused on appropriate subject matter, test writers should avoid all but the most basic manipulations using trigonometric identities. However, to properly learn trigonometry, students should learn to use these identities, including Sum and Difference of Angles, Double-Angle, Half-Angle, Laws of cosines and sines, etc.
- Vectors, dot product, polar coordinates
- Parametric equations