

Zooming with the DC's (District Coordinators)

JANUARY 12, 2023

57 DAYS UNTIL R12 TOURNAMENT





- RETURN YOUR CONTRACT/S TO CENTRAL OFFICE.
- RESPOND TO THE ROUND ROBIN SIGNUP GENIUS INVITE.
- NAMES – DOES YOUR TEAM HAVE ONE? ADD IT!
- MORE NAMES – HAVE YOU DOUBLE-CHECKED THE NAMES LIST I SENT ON THE 10TH?



*Save
the
Date*



**SATURDAY
02/25/23**

Appraiser
Training / TM
Session

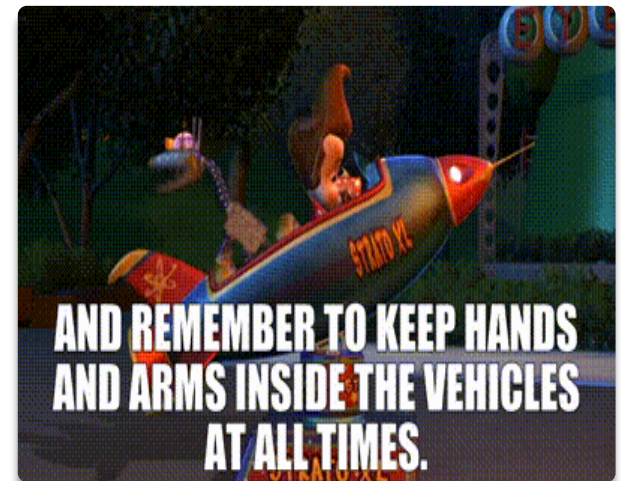
ROADMAP



**RULES OF
THE ROAD**

What should YOU be doing?

- ▶ RECEIPTS – make sure they are kept! (*Comp*)
- ▶ SUPPLY FEES –ask your team parents for \$\$\$!
- ▶ COUNTDOWN CLOCK – time management!
- ▶ PREPARE THEM! Make sure team is prepared for THREE challenges – Instant, Central, & APPRAISER.
- ▶ MEETINGS – working in enough time for production AND instant challenge practice.
- ▶ **NOT INTERFERING** (competitive) – remember, this is **THEIR** solution!



What should your TEAM be doing?

- ▶ They should have a **STORY** with a beginning, middle, & end.
- ▶ They should have plans for, or be **WORKING ON**:
 - ▶ Backdrops, props, costumes, etc...
 - ▶ Team Choice Elements (Improv=0, Rising Stars=1, All Other Challenges=2)
 - ▶ TCE need to be INTEGRATED – essential to the story.
 - ▶ ISOLATED – NOT a scored element.
- ▶ They should be MEETING often enough to get things done! (57 days!) Hint: LONG WEEKENDS.

Team Meeting Going in the Wrong Direction?

PROBLEMS DON'T SELF-CORRECT!

- ▶ **REVIEW to aid conflicts:**
 - ▶ “Let’s take a minute & review our team rules.”
- ▶ **REDIRECT non-productive team members:**
 - ▶ “Is this a good use of your time?”
- ▶ **REMIND every so often:**
 - ▶ “When is the last time you read your challenge?”
- ▶ **RELAX those stressed-out kiddos!**
 - ▶ Have a “plan in your pocket” – a craft, a game, an activity – but NOT an instant challenge!

Instant Challenge – NO ONE WAY IS THE RIGHT WAY!

- ▶ Interference, schmenterference. **YOU CAN TEACH INSTANT CHALLENGE!!**
- ▶ ROLES.
- ▶ Prep ideas – characters, setting.
- ▶ Divide & conquer!
- ▶ DO NOT TOUCH MATERIALS!!!

IC ROLES

TIME KEEPER

Helps team keep on task in terms of time limits

ASSEMBLERS / BUILDERS

Responsible for physical construction of solution

MATERIALS PERSON

Responsible for prepping materials for Assemblers (ripping, arranging, etc...)

PAPER / RULES PERSON

Makes sure team is following challenge details by referring back to challenge constantly throughout the solving of the challenge

STORY CREATORS – SONG CREATORS

Responsible for creating the skit / story / songs for performances

FLOATER

Helps out where & when needed

BREAK IT DOWN...

What do we have to do? (Reach, move, build, perform, etc...)

What should we do first?

Should we divide the tasks to be more productive? (Some assemble while others work on skit / song / dance)

What rules must you absolutely remember?
(Lines you can or can't cross, materials that can't be part of the solution, items that have to be used, etc...)

What parts get the most points? (Check for height, weight held, how many, distance, creative use of materials)

**IF IT DOESN'T SAY YOU CAN'T,
THEN YOU CAN.**

ROUND ROBIN DAY

Saturday, February 4th, 12-4, CHS

SIGN UP GENIUS invite is in your mailbox.

DEADLINE is Tuesday, January 24th. Start checking availability NOW.

WHAT IS A ROUND ROBIN DAY??

- ▶ Teams will rotate stations & do instant challenges. One station will be team pictures.
- ▶ **THREE OPTIONS:** Decline; Picture Only; Round Robin Experience.
 - ▶ Don't do it at all. Make arrangements with District Coordinators to pick up your team shirts.
 - ▶ Just have Team Pictures taken & leave.
 - ▶ Do it all – Round Robin! Take advantage of this amazing opportunity!
- ▶ YOU provide correct amount of (same) kits. Your TEAM VOLUNTEER runs your station. YOU will rotate & observe your team.
- ▶ Committee Chair will advise no later than Monday, 01/30, **HOW MANY** kits your station will need...and what **TYPE** of kit you will need to prepare.



Hang in there!

WHAT'S ON YOUR MIND?

HOW CAN WE HELP?

WHAT DO YOU NEED?