

Odyssey of the Mind – Texas

Central Region Tournament 2011

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School Location:

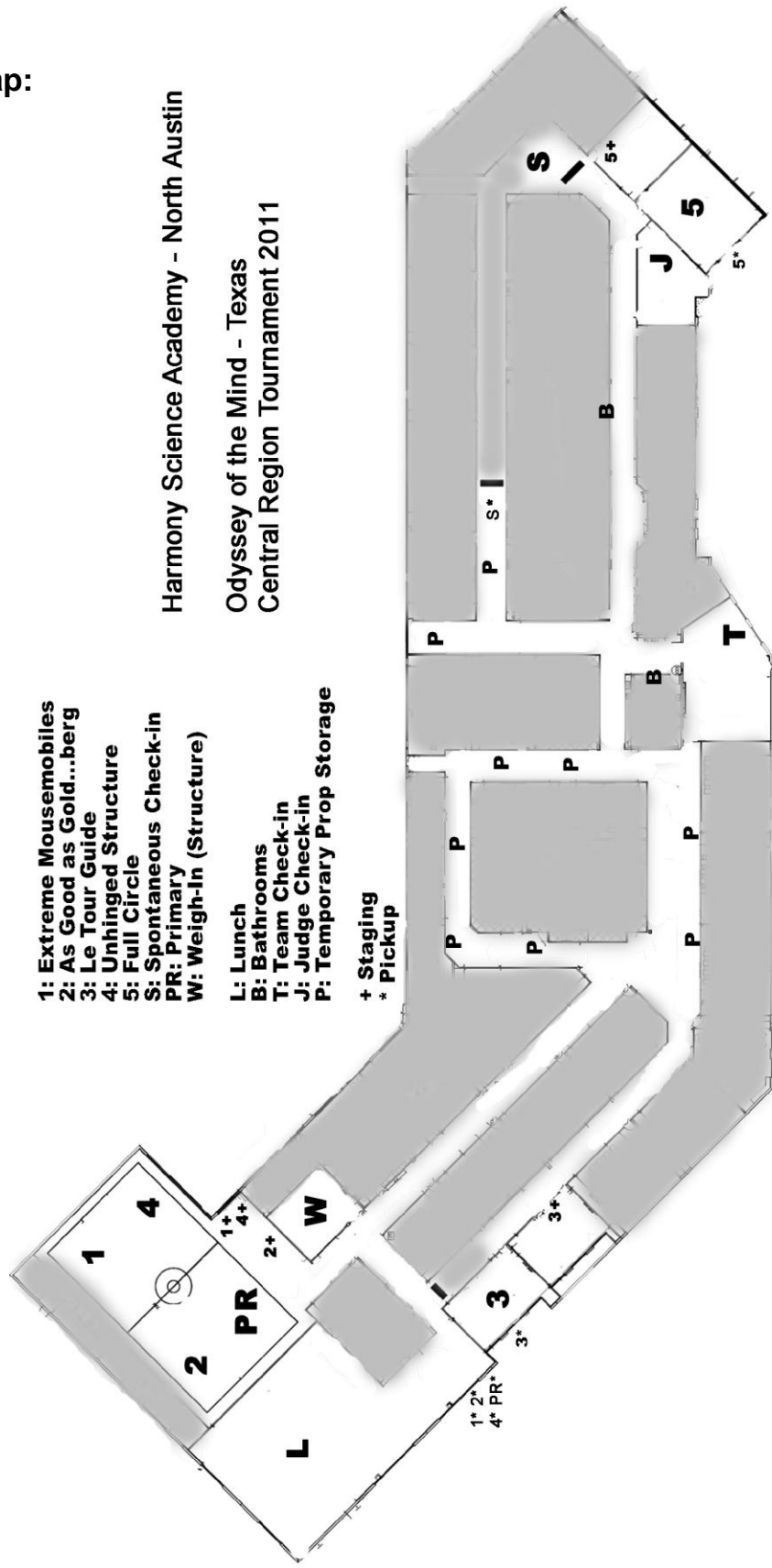
Harmony Science Academy
1421 Wells Branch Parkway
Pflugerville, TX

From I35 (northbound), take the Wells Branch/1825 Exit, go right on Wells Branch.
From I35 (southbound), take the Wells Branch/1825 Exit, go left at Wells Branch, continue under overpass, and continue straight on Wells Branch.

Once eastbound on Wells Branch, look for an HEB grocery store on your left, and a Wendy's on your right. There is an industrial building complex beyond/behind the Wendy's, on the right/south side of the road. The school is marked with two different signs at this complex. The school is located in the far back corner of the complex, as far from Wendy's as possible. It's best to take the second entrance (marked with a second sign) into the complex, and go straight back.

There's lots of restaurants and stores in the general area, both within walking distance as well as by short drive.

Venue Map:



- 1: Extreme Mousemobiles**
- 2: As Good as Gold...berg**
- 3: Le Tour Guide**
- 4: Unhinged Structure**
- 5: Full Circle**
- S: Spontaneous Check-in**
- PR: Primary**
- W: Weigh-In (Structure)**

- L: Lunch**
- B: Bathrooms**
- T: Team Check-in**
- J: Judge Check-in**
- P: Temporary Prop Storage**
- + Staging**
- * Pickup**

Harmony Science Academy - North Austin
Odyssey of the Mind - Texas
Central Region Tournament 2011

Menu

Antonio's Mexican Food Restaurant

Mexican Eggroll	\$2
Stuffed Jalapeño	\$2
Chili Con Queso: Cup	\$4
Taco Salad	\$5
Chicken Taco	\$2
Beef Taco	\$2
Cheese Enchilada (rice & beans)	\$2
Soda	\$2

* all prices include tax

Parking

Parking at the school will of course be on a first-come, first-served basis. We ask that you not bring excess vehicles to park there if not necessary. The complex is largely unused on the weekends, but the building management have warned us not to impede any of the businesses or their customers, should they be open. Please be respectful of parking in legal parking spots only. If we run out of parking, consider overflow in a nearby parking lot (especially for larger vehicles/buses), like HEB across the street.

Props and available space

The venue map has “P” marked in a few places where it is acceptable to, on a first-come, first-served basis, temporarily store props. Please make sure you do not block the hallway from others (stay against the wall). Also, please make sure that you only use the storage for no more than 90 minutes before your LT competition time. There is not enough space for everyone to use the storage all day long, so please be respectful. Keep props in vehicles until it’s time to get them ready for competition.

Tournament Day itinerary

Schedule of the day	
7:30a.....	Tournament Check-in Begins
9:00a – 4:00p.....	Spontaneous
9:00a.....	”Unhinged Structure” Begins
9:30a.....	”Full Circle” Begins
9:45a.....	”Le Tour Guide” Begins
10:15a.....	”Food Court” Begins
1:00p – 4:00p.....	”Money Maker” Primary Teams
1:10p.....	”Extreme Mousemobiles” Begins
10:30a – 2:30p.....	Lunch/Concessions
10:30a – 3:00p.....	Merchandise/Shirts
5:30p (tentatively).....	Awards Ceremony

Spontaneous, Holding Room

This year, we will be allowing **one** coach or parent to accompany a team into the spontaneous holding room. That person must be at least 18 years of age, and cannot be a team member of some other team. They will be able to sit with their team until the team is taken back to their competition room, at which point they will have to leave to go back out to the public area.

Teams will not exit spontaneous at the same location they enter. They will exit in the other side hallway, marked on the map as “Spontaneous Pick-up”. Coaches/parents, please plan to meet your teams there.

Also, note: teams are NOT allowed to check in to spontaneous until 5 minutes before their scheduled competition time. If you come early, we'll ask you to wait and come back. Because of tight space in the hallway and proximity to the #5 problem venue and staging areas, teams will not be able to sit outside spontaneous check-in and wait. Please wait in one of the public areas like the school lobby or the cafeteria. Please be respectful of the tight hall space and allow teams competing in #5 venue the ability to get in and out freely.

Prop pick-up

All problems have a designated “prop pick-up” as marked on the venue map. Please make sure that at the end of your team’s performance, they move quickly to have their props picked up from the designated location, and that you have a vehicle ready to pick them up. Under no circumstances should props be left unattended or for long periods of time in the school after they have been used in a competition. Please respect the needs of other teams and let them have the space as soon as its practical to do so.

Judges

Judges have, for the most part, all been assigned to a problem venue. Check the tournament day itinerary listed here for your problem’s start time. **You must be at your venue** no later than 1 hr prior to that marked time. This means you should be complete with your Judge Check-in (marked on the map) and ready to prepare for the tournament. For judges who do not serve until an afternoon start time, please be checked-in at the Judge Check-in no later than 10:30am. If not, you will likely be considered a no-show.

Audiences

In some cases, the venues for some of the problems will not afford a large amount of space for audiences. The priority will first be for team performance area, then for judges, and lastly for audiences. Please be patient and understanding with the tight space, and be

respectful of all fellow competitors and attendees. We will make every effort to ensure that everyone who wants to see a performance can see it, but we cannot make any guarantees.

UNDER NO CIRCUMSTANCES WILL “SAVING SEATS” BE PERMITTED.

Please make sure you are at a tournament venue 5-10 minutes before the posted start time of a team you wish to see. And please make sure to be respectful of others and cycle through venues if there's obviously crowds waiting to get in.

Venue flooring

Problem #3 and Problem #5 have carpeted flooring in a classroom type setting. Problems 1, 2, 4, and Primary are all on a gym floor, which is a rubber surface.