Mindset Breaking Experience©

A challenging team event in which each team will demonstrate its collective ability to think divergently in solving problems and be scored on the creativity and effectiveness of solution

Contest Support provided by the University of Texas at Tyler School of Education and Psychology

Contest Rules

(Revised July 2020)

1. Each participating school should choose a team of 5 to 7 members for the appropriate competition level(s). All team members must be enrolled for the current school year in one of the grades that fall within one of the levels of competition. All team members do **not** have to be in the same grade.
2. A school my register **one team from each level** – primary, intermediate, middle school and high school - if all levels exist at the school campus.
3. There may be one team per campus per competition level regardless of the grade level make-up of other schools in the district. For example, a 5th and 6th grade campus may have an intermediate level team and a middle school level team. A campus with Kindergarten through 2nd grade may have a primary team, while a nearby school in the same district with 3rd through 5th grades could have an intermediate team. A school in another district with Kindergarten through 5th grades could have a primary team AND an intermediate team.
4. Only students whose names appear on the official contest roster prepared from the Student Registration Form submitted by the school may compete.
5. If substitutions are made after the registration form has been submitted, changes must be submitted prior to the beginning of the competition using the Add/Drop Form or at Check-in.
6. Schools are encouraged to register the maximum of seven in case something unforeseen arises and team members are unable to compete. Teams may compete with only four members when the team has been placed in unusual circumstances because of extreme illness or other incident at the school. The Academic Rodeo Director must be contacted to request this exception.
7. Typically, a Preliminary Round is held to determine 6 or more teams to advance to the Final Round. When a low number of teams register for a level, the Preliminary Round for that level may be eliminated.
8. Each team will be given an open-ended problem to solve. The problem may be any of the following types or any combination of types:
    a. **verbal** - a problem with a solution based solely on oral or written language
    b. **tactile** - a problem with a solution physically "built" using the materials provided
    c. **kinesthetic** - a problem with a solution that effectively incorporates the actions of the team members.
9. The time limit for a team to complete a solution will vary from three to twelve minutes depending upon the nature of the problem.
10. Each team in a level will receive the same problem. Teams will be kept isolated from the audience and competition area until after completion of the problem. A team receiving assistance or intervention from an audience member will receive a penalty deduction from its final score at a minimum or may be disqualified. Any participating team member or spectator from a participating school giving assistance to another team will receive a penalty deduction for his/her team or his/her school's participating team at a minimum or may be disqualified.
11. The judging panel will consist of trained judges and a timekeeper. The final score will be an average of the judges' scores.

12. Scores will be based on individual and collective responses to the problem with the higher scores for more creative responses and lower scores for common responses. The team with the highest average score shall be ranked first, the team with the second highest average score shall be ranked second, and the team with the third highest average score shall be ranked third. Ties shall be broken using the average number of creative responses given by the team. The team with a higher number of creative responses will be ranked higher, thus breaking the tie.
13. The team should be prepared to accept oral and/or written instructions before executing a solution to a problem.
14. A student may compete on only one team.

Format at Preliminary Round in November

- Arrive at least 30 minutes prior to your scheduled competition time to check-in at the Holding Area.
- You will remain in the Holding Area until your scheduled time. You may bring snacks/lunch for your students and leave in the holding area while you are competing. You may also bring cards and/or quiet games for your students while waiting.
- Collect any student cell phones and IPads upon arrival. Electronic devices may not be used in the Holding Area to ensure the security of the problem.
- Each team member and coach will review and sign the "Problem Security" form agreeing to keep the problem secure by not discussing the problem outside the competition room and not having any contact with others who have seen the problem.
- Depending on the format of the problems, several contest rooms may run simultaneously, or several teams may work simultaneously in the same area. Typically, in the Prelims, multiple teams in a level will compete with the same problem at the same time.
- 3 teams (when there are 2 rooms or groups) or 2 teams (when there are 3 or 4 rooms or groups) will advance to the Final Round from each room or group.
- Parents are welcome to attend. Remind them to arrive at least 20 minutes in advance. Provide them with guidelines for expectations.
- Students arriving with parents rather than coaches should be instructed to go directly to the Holding Area and wait for the Coach before checking-in.
- **Students being in the competition room before their scheduled competition time could result in the student's team being disqualified.**
- Remember that your students cannot have contact with anyone who has seen the problem prior to their competition. Doing so can result in disqualification.
- Finalists are announced within 15 to 20 minutes of the last team of the group competing. A random draw is conducted to determine competition order of the 6 finalist teams at the Final Round.

Format at Finals in January or February

1. **No changes** to registered team members can be made. For this reason, it is important to register the maximum number of students in the Fall.
2. Competition procedures for the Finals involve individual teams competing in the group until all finalists for the level have competed. This will typically occur every 15 minutes or according to the schedule. Remember to arrive approximately 30 minutes prior to your scheduled competition time.
3. Results will be announced at the end of each level of competition.

Awards

1st, 2nd, and 3rd places are awarded at each level.
The placing teams receives trophies. The members of the placing teams receive Place Ribbons.

Elementary students who place receive a cash award. Middle and High School students who place are eligible to apply for Academic Rodeo Scholarships.

Students from teams which do not place receive a Finalist Certificate or Participation Certificate.