# AZ Science Olympiad State Tournament Frequently Asked Questions 2023 Topics



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# FAQs

# 1. When should I arrive?

a. Buses should arrive after 7:30 am; ASU will not be available earlier. Team registration starts at 8 am in the Memorial Union, Room 224, Gila, beginning at 8 am (this is a Head Coach task only). That first hour should be setting up camp, finding classrooms, and accessing WiFi. Coaches do not arrive early at the MU for check in, we will not be ready for you. ASU is a huge campus and there will be college students on campus. **PLEASE DO NOT** let your students wander around campus alone. Put them on a buddy system where they are always with another student. Additionally, there are other major events on campus.

# 2. Check In

- a. What should I bring to Check In?
  - Signed Competition Roster principal, coach & students must all have signed. Can be found under Head Coach Dashboard, Student Team Assignment, Principal Certification
  - 2. Please have your students fill out their <u>ASU Student Agreement</u> forms, you should have uploaded them to the <u>ASU Portal</u>.
  - 3. Parent Code of Conduct (for parents in attendance)

# 3. Team Camps

- a. What does it mean to set up a camp?
  - i. Your Team Camp is your central location where your students get their materials, check in, and hang out. It is **HIGHLY** recommended you bring a pop-up canopy, some lawn chairs, a cooler with water, and anything else you can think of that will help your team run smoothly.
  - ii. Please make sure you have weights on the pop-up canopy for your team's safety. In years past there have been wind gusts that have actually picked up the canopy and landed it in a palm tree. (No....seriously)
- b. Where should I set up camp?
  - i. You will be setting your camp on the SDFC West fields outside the Fitness Center.
  - ii. Camps MUST be set up outside. Camps cannot be set up in any buildings such as the Memorial Union. You will be asked to vacate.
- c. Please remember that we are guests on ASU's campus and to pick up your area before leaving. Please discard trash in the appropriate receptacles.
- **4. Computer Charging**: ASU has set aside MU 210 Plata as a place for students to charge their laptops if needed.

# 5. Competition Questions

- a. How long do students have between events?
  - i. Passing time is 20 minutes. It is recommended that if your students have back to back events, they bring all the materials for both events and place the materials for the second event in the back of the room for the 1st event or a location designated by the Event Supervisor.
- b. What are event slips?
  - i. In the past you have needed event slips to enter events. You may be required to complete an event slip as part of impound.
- c. Student Event Check-in
  - i. Students will sign in to each event with the event supervisor.
  - ii. Students MUST be in the event room with the supervisor in order to take the test. Failure to do so, will result in disqualification.
- d. **Clothing Requirements**: No sandals/flip flops are allowed in the Engineering Spaces. Please refer to the rules with respect to clothing requirements for chemistry events.

# 6. What is the Parade of Schools?

a. At AZ SciOly, we model our Parade of Schools on the National's Parade of States. About 20 minutes prior to the awards ceremony, please send two students with your school banner to the back of the auditorium. At the beginning of the ceremony, we will announce all the schools that have participated. As your team is announced, your two students will walk up to the stage with their banner.

#### 7. What are our food options?

- ASU Memorial Union Food Court will be open for students on Saturday. However please understand that there may be long lines. Another option is Pitchforks Dining Hall (11 am - 7 pm); you pay one price (\$10) and you can eat whatever you like.
- b. For available food options and times, **MU Food Court**

#### 8. Parking

- a. **Buses:** Buses: Buses will be dropping off students at the Schwada Building located at 620 E. Orange Street.
- b. Bus Parking: Please park buses in Lot 59, at the corners of Rural and Rio Salado Parkway. **Buses are not allowed to park on campus during the day**.

Directions

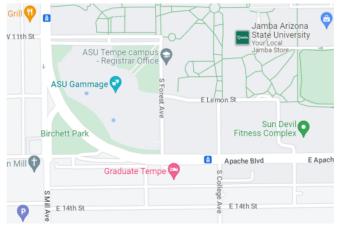
- From Rural Road, turn west onto E. Lemon St. and head toward S. McAllister Ave.
- Turn North onto S. McAllister Ave, heading toward Orange St.
- Turn West onto Orange Street and off load students at 620 E. Orange St., Tempe
- Once unloaded, turn south into the Lot 27 Visitor parking lot and travel South
- Turn east at the end of the parking lot and wind your way back to S. McAllister Ave.



#### c. Bus Pick up:

Buses can pick up students at one of two locations:

- 1. Previous drop off location at 620 E. Orange St.
- 2. Gammage Auditorium, 1200 S. Forest Ave. Tempe. Directions for pick up at Gammage:
  - a. Travel West on Apache Blvd. toward Farmer Ave
  - b. Turn North on Farmer Ave.
  - c. Once on Farmer Ave, take the first turn West into the Gammage Auditorium parking lot
  - d. Pull under the arch next to the building to load students (guides will be there to direct students and traffic)



- d. **Parent/Guest Parking:** Parents and guests will park in the Rural Rd Structure, which is located on the northwest corner of Rural Road and Lemon Street. Parking fees may be in place (\$15 for the whole day).
- 9. Campus Map <u>Click here for a map with the buildings we will be using highlighted</u>. or can use the <u>ASU Interactive Map</u>

# 10. Wristbands:

- a. All participants, coaches, and chaperones are required to wear a wristband which will be provided to you the day of the tournament. There are multiple events going on at ASU on Saturday, and the wristbands will help ASU and Science Olympiad ensure only those affiliated with us are participating and have access to the areas they need to be at. Along with your name badges (that will be provided), we ask that you wear the following color wristband on the day of the tournament.
  - i. Div C Competitors: Purple
  - ii. Div B Competitors: Green
  - iii. No Photo Release: Red (In addition to the division wristband.)

# 11. Name Badges

a. Each student and coach will receive a name badge at registration. Please wear it at all times during the tournament. The name badge will identify your Team Number and emergency contact phone numbers.

# 12. Parents

- a. If you have parents who will be coming with you, please have them sign the <u>Parent Code of Conduct</u>.
- b. Remind them that while they are welcome to watch the building events such as Flight, Scrambler, Trajectory, Storm the Castle and Mousetrap Vehicle, they cannot interact with their student during that event or it will lead to the student disqualification.
- c. Parents (and coaches) are not allowed to be in the testing and lab events.
- d. As a reminder, our photo policy is that you may only take a photo of your child.

# 13. Communication on the day of the tournament

- a. All coaches need to sign up for the Remind Texts Remind App. You will receive texts on your phone throughout the day. You can also text us on the Remind app.
- b. Sign up for the Remind Texts, by texting the following codes to 81010
  - i. Division B Code: @azsciolyb
  - ii. Division C Code: @azsciolyc
- c. Sign up, even if you have done so in previous years, we purge the list every year.
- 14. Where should the buses pick up my students after the awards ceremony?
  - a. Buses can pick up students from the

# **Dashboard & Paperwork Checklist for the State Competition**

- Competition Roster signed by your students, you, and your principal brought to the tournament as part of check in.
- 3/20/2023: ASU Agreement forms submitted electronically to ASU Portal (in alphabetical order), this includes the Participant List.
- <u>Parent Code of Conduct</u> (for parents in attendance); submit as part of Team Check In.
- □ **Appeals**: Appeals will only be accepted through the Competition Platform. All appeals must be submitted within 1 hour after the completion of the event. If circumstances prevent filing within this time limit, the appeals committee may, at their discretion, accept a late appeal.