



GENERAL RULES

GENERAL RULES, CODE OF ETHICS AND SPIRIT OF THE PROBLEM

Teams are expected to compete in tournament events with honest effort to follow the rules and the spirit of the competition. Team members are expected to be the builders of all the devices used in the events. The goal of competition is to give one's best effort while displaying honesty, integrity, and sportsmanship. Students, coaches, supervisors, parents, and guests are expected to display courtesy and respect toward Science Olympiad officials, other teams, and guests of the Science Olympiad. Failure to show honesty and/or courtesy by a participant, coach or guest of the team may result in disqualification of the team from the event, the entire tournament or future tournaments. Our collective example will promote the spirit of cooperation among all participants. Consider the words of Albert Einstein regarding integrity, "The most important human endeavor is the striving for morality in our actions. Our inner balance and even our very existence depends on it. Only morality in our actions can give beauty and dignity to our lives." Therefore:

1. Teams may not interpret the rules so that they have an unfair advantage over the rules or another team.
2. Unless otherwise stated, it is generally understood that if notes, resources, calculators, actions etc., are not excluded, then they are permitted unless they violate the spirit of the problem.
3. Once teams have entered the event area to compete, they may not a) leave until they are finished, b) return once they have left, c) communicate with outside resources, including people, places, etc. by any means. This effectively excludes the use of any computer, PDA, calculators, wireless devices, phones, etc. that have access to external communication or data retrieval during an event unless specifically permitted.
4. Safety is of the utmost importance. Event supervisors are obligated to prevent unsafe acts and devices. Safety decisions are not subject to appeal. Contestants may not bring a) flammable liquids or flame sources of any type, such as matches, cigarette lighters, alcohol and acetone, unless otherwise specified in the event rule b) strong acids and/or bases of any concentration (mild acids and/or bases, such as lemon juice, or vinegar may be permitted, only as specified in the rules).
5. Coaches, teachers, parents, students, and other adult supervisors are responsible for insuring that any applicable laws, regulations and school policies are not broken.
6. One or more of the 15 current team members must have constructed all pre-built devices presented for judging. Any of the current team members may demonstrate or operate the device at the competition unless stated otherwise in the rules. Each team member competing in a construction event must have helped in the construction and/or calibration of the pre-built device.
7. Any person designated by the coach can impound devices unless stated otherwise in the rules.

TENTATIVE C SCHEDULE

EVENT	7:00-8:00	8:15-9:15	9:30-10:30	10:45-11:45	12:00-1:00	1:15-2:15	2:30-3:30
Astronomy					21-40	41-60	1-20
Cell Biology		21-30	31-40	41-50	51-60	1-10	11-20
Chem Lab		11-20	21-30	31-40	41-50	51-60	1-10
Disease Detective	1-60						
Dynamic Planet			21-40	41-60	1-20		
Ecology		1-10	11-20	21-30	31-40	41-50	51-60
Egg-o-Naut	impound	41-60	41-60	1-20	1-20	21-40	21-40
Electric Vehicle	impound	21-40	21-40	41-60	41-60	1-20	1-20
Elevated Bridge		31-40	41-50	51-60	1-10	11-20	21-30
Environmental Chemistry		21-30	31-40	41-50	51-60	1-10	11-20
Experimental Design		31-60	1-30				
Forensics		31-40	41-50	51-60	1-10	11-20	21-30
Fossils		41-50	51-60	1-10	11-20	21-30	31-40
Health Science		11-20	21-30	31-40	41-50	51-60	1-10
Herpetology		51-60	1-10	11-20	21-30	31-40	41-50
It's About Time		51-60	1-10	11-20	21-30	31-40	41-50
Junkyard Challenge	impound/build	sign up	sign up	sign up	sign up	sign up	sign up
Physics Lab		1-10	11-20	21-30	31-40	51-60	41-50
Picture This				sign up for	1-20	21-40	41-60
Remote Sensing		21-40	1-20	41-60			
Technical Problem Solving		41-50	51-60	1-10	11-20	21-30	31-40
Trajectory	impound	1-20	1-20	21-40	21-40	41-60	41-60
Write It Do It		1-30	31-60				