



GENERAL RULES

GENERAL RULES, CODE OF ETHICS AND SPIRIT OF THE PROBLEM

Teams are expected to compete in tournament events with an honest effort to follow the rules and not violate the spirit of the problem. 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, and 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. All non-permitted electronic devices must be turned off and if so directed, left in a designated spot.
4. 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)
5. 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).
6. Coaches, teachers, parents, students, and other adult supervisors are responsible for ensuring that any applicable laws, regulations and school policies are not broken.
7. 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.
8. Any person designated by the coach can impound devices unless stated otherwise in the rules.

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
Anatomy & Physiology		21 - 40	41 - 60		1 - 20		
Astronomy					1 - 20	21 - 40	41 - 60
Cell Biology		1 - 20	21 - 40	41 - 60			
Chemistry Lab		21 - 40	41 - 60	1 - 20			
Disease Detectives	All Teams						
Dynamic Planet					41 - 60	21-40	1-20
Ecology					41 - 60	1 - 20	21 - 40
Egg-O-Naut	Self-Scheduled (from 5/7-5/17)						
Elevated Bridge	Self-Scheduled (from 5/7-5/17)						
Environmental Chemistry					21 - 40	41 - 60	1 - 20
Experimental Design		41 - 60	1 - 20	21 - 40			
Forensics		41 - 60	1 - 20	21 - 40			
Fossils		21 - 40	41 - 60	1 - 20			
It's About Time	Impound	41 - 60	1 - 20	21 - 40			
Mission Possible	Impound	Self-Scheduled (from 5/7-5/17)					
Mousetrap Vehicle	Self-Scheduled (from 5/7-5/17)						
Ornithology					1 - 20	21 - 40	41 - 60
Physics Lab	Impound	11 - 20	31 - 40	1-10	51 - 60	41 - 50	21 - 30
Picture This	Self-Scheduled (from 5/7-5/17)						
Remote Sensing				41-60	21 - 40	1-20	
Technical Problem Solving		1 - 20	21 - 40	41 - 60			
Trajectory	Impound	Self-Scheduled (from 5/7-5/17)					
Write It Do It		1-10	21-30	11 - 20	41-50	51-60	31 - 40