



Exploring the World of Science

Welcome to Mission (semi) Possible

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Most Important

- If you remember nothing else from this briefing:
 - Simple and reliable are much better
 - Know the rules
 - Non-scoreable actions are your friend if they are simple and reliable

Resources

- Nat'l SO site: <https://www.soinc.org/>
- Mission site: <https://www.soinc.org/mission-possible-b>
- Clarifications (actual rules changes):
<https://www.soinc.org/events/rules-clarifications>
- FAQs (effectively rules changes or interpretations)
<https://www.soinc.org/division-b-events>
- Youtube – many videos for SO events, esp. build events
- Michigan SO site: workshop briefings <https://misciolly.org/workshops>
 - Look for “Workshop Presentations” button

Random collection of tips

- Plan first, then build
- Start with Start and Final Actions and build in between
- Add scoreable actions when you can run all built actions without errors
- Start with a smaller box to see if you can do it in that space, e.g., 40x40x40
- Some scoreable actions are easier to execute than others, do them first
- Timing is worth points but not enough to risk reliability

More tips

- The second marble in the final action requires immense accuracy for force and direction
 - Make sure the rest of your device is working well before you try that
- Event supervisors at invitationals and regionals may require early ASLs and/or impounds
- Not all meter sticks or tape measures are the same. Don't push a measurement to limit
- Your box will be in cold weather, sometimes completely cold soaked
 - Give it time to warm up before working on it

More tips

- Check FAQs and clarifications regularly, say once per week
 - There is a clarification and a FAQ out now for Mission
- There are 1600-1800 max points available
 - Winning team probably at 1200-1400
 - Above average will be 800-1000 in most tournaments
- Download the scoring spreadsheet and scoring form
<https://www.soinc.org/scoresheets>

More tips

Coaches

- Coaches: event scheduling
 - Will be self-schedule
 - May start with 30' setup or may start with actual time with the ES
 - Watch for event conflicts before or after
 - If ASL not early, or no impound, may need more than an hour total
- Coaches: if you are drafted to be an ES, look at the logistics manual and you will need a bunch of helpers

Only The Beginning

