

Write It, Do It and Describe It, Build It Coaches Clinic notes

Anne & Katie Helm

1. Teams need to practice together and make sure they know what the writer means
 - a. Have both team members write from the same view and then discuss differences in the descriptions
2. Teams need to agree on concepts and terminology
 - a. Up vs Down
 - b. Left vs Right
 - c. West vs East
 - d. South vs North
 - e. Top vs Bottom
 - f. " for inches
3. Use a Compass reference with the Writer always sitting at South
 - a. North edge
 - b. NW corner
 - c. East edge
 - d. SE corner
4. On a round base, use a Clock face with clock locations starting at 6
 - a. The base is round and there are 5 holes or grid squares from 6 to 12 and 9 to 3
 - b. From the 4 O'clock (O'clock) hole, count over 1 hole and insert the blue Q-tip straight up
5. Plan your abbreviations – be sure to define on the Writer's description (see rules)
 - a. NE for NorthEast
 - b. SW for Southwest
 - c. E for East
 - d. W for West
 - e. Up vs Dn for Up and Down
 - f. Lf vs Rt for Left and Right
6. Use a clock face for adding extra pieces, like on a tinker toy wheel
 - a. Place the TT wheel on the 2 " green peg
7. Practice on simple sculptures and work up to more complex
8. Count peg board holes from a starting point, like the Southwest corner
 - a. From the SouthWest corner hole of the base, count North 2 holes and insert the green 2" peg
9. Count grid blocks from a starting point
 - a. From the NorthEast corner, count diagonally 3 grid blocks towards the SouthWest corner and insert the blue push pin in the center of the grid block
 - b. Know whether you are counting to include the starting grid block or not (in the line above, I would expect the push pin to be in the 4th hole from the top right corner)
10. Include sizes
 - a. Learn to estimate size for all pieces – 2 inches vs 4 inches vs 6 inches
 - b. 1 inch wheel vs 2 inch spool vs 3 inch straw
11. Include colors unless the moderator specifically says that color doesn't matter
12. Always describe from the Writer's South or 6 O'Clock View depending on a square or round base

13. There may be more pieces in the builder's bag than are needed to actually replicate the structure
14. Use angle degrees where appropriate
 - a. From top of the red straw inserted into the center hole between 9 and 3, add a piece of blue tape that reaches the base at a 90 degree angle to the base at the 3 O'clock hole
15. Be as precise as possible
 - a. On the TT (TinkerToy) wheel on top of the green peg 1 hole from the NW corner, lay a white Q-tip so that it is pointing North to South
16. The event is scored in sections, usually with the same person scoring the same section for all teams
 - a. All pieces are scored as to whether they are in the right place, right color, right angle, right size
17. Take the whole time to write
 - a. Start with the base
 - b. Add sections in a logical order (you can't add the push pin until the cup is in place)
 - c. Leave a little room in each section to go back and add details later if there is extra time
18. Read carefully the Rules section about Words and Numbers and only Keyboard symbols
 - a. Writer needs to add a legend on their paper to define terms (NW for NorthWest, " for inches, Lf for Left, O'clock for O'clock, etc)
19. Do NOT draw pictures on the description document
20. Practice with all the types of objects listed as examples in the Rules
 - a. Straws, cups, push pins, straight pins, balls, stickers, index cards, craft sticks, yarn, string, spools, Q-tips, etc.
 - b. K'nex, Tinker Toys, Legos, Lincoln Logs, etc.
21. Define your unit of measurement. An inch estimate looks different to different people. A good thing to use is your hand (finger joint) as a reference.
22. Agree on terminology for various random small items that could be used. Practicing should help.
23. Make sure the do-er can read the writer's handwriting, even when they're writing quickly.