

ogpc 1.0 Timekeeping Schedule

All the day activities for ogpc 1.0 (judging, peer presentations, and professional presentations) fit into the following time schedule – like a bell schedule at a school. Teams will be assigned a room number and a time slot for their 2 judging sessions, their peer presentation and a professional presentation. The schedule appears below and will be posted at each door as well as the team name/number that will be in the room at that time.

| Buffer | Start | Length | End |
|---------------|---------------|---------------|--------------|
| | 8:45 | 0:20 | 9:05 |
| 0:05 | 9:10 | 0:20 | 9:30 |
| 0:05 | 9:35 | 0:20 | 9:55 |
| 0:05 | 10:00 | 0:20 | 10:20 |
| 0:05 | 10:25 | 0:20 | 10:45 |
| 0:05 | 10:50 | 0:20 | 11:10 |
| 0:05 | 11:15 | 0:20 | 11:35 |
| 0:05 | 11:40* | 0:20 | 12:00 |
| 0:05 | 12:05 | 0:20 | 12:25 |
| 0:05 | 12:30 | 0:20 | 12:50 |
| 0:05 | 12:55 | 0:20 | 13:15 |
| 0:05 | 13:20 | 0:20 | 13:40 |
| 0:05 | 13:45 | 0:20 | 14:05 |
| 0:05 | 14:10 | 0:20 | 14:30 |

Volunteers will be assigned to rooms/hallways at various times/places and make sure that judging sessions, peer and professional presentations run according to the schedule. Volunteers will also deliver judge score sheets to the scorekeeper at regular intervals.

Teams will receive a schedule in their 'passport' packet, which they receive at registration. This passport will guide them through the day and serve as a checklist for event activities. Volunteers may be asked to initial this passport to indicate the team was present for an activity. At the end of the day, schedules will be collected and examined to determine the depth of a team's participation.

*Lunch sessions will be as follows:

**Lunch
Period**
1st: 11:40 -
12:25
2nd: 12:05 -
12:50
3rd: 12:30 - 1:15

Teams and volunteers will be assigned one of these three lunch periods. (A sandwich buffet, salad, cookie and beverage will be available for everyone.)

NOTE: The game arcade is open all day and staffed by Chemeketa Community College volunteers. There is no time schedule for the arcade, but all teams will need to be present for their respective judging and presenting time slots.