

2025-2026 FLOMA PREP GUIDE

Best. Season. Ever.

A new FLOMA season is just around the corner—and whether you're a returning coach or brand new to the program, we're glad you're here.

This year is sure to bring the most out-of-the-box creations yet! And to start things off, we've pulled together a few helpful resources in this quick prep guide.

Inside, you'll find important dates to keep on your radar, spontaneous practice problems to warm up your team, and some tried-and-true tips from pros across the state.

We know the early days can feel a little overwhelming—so think of this as a light jump-start. Take what you need, share with your team, and get ready!

Here's to another year of creativity, collaboration, and out-of-the-box thinking!

Spontaneous Practice

- [Intro practice problems](#)
- [More practice problems](#)

Important Dates

- **Regional Tournaments:**
February 7, 14, 21, 28 2026
- **State Tournament:** April 4
2026 at Orange County
Convention Center, Orlando
- **World Finals:** May 28-31 2026
at Iowa State University

New! Coach FB Group

Join the new official [FLOMA Coaches FB page](#) for even more support!

Problem Synopses



Primary: Clowning Around With Science. What kind of hair do oceans have? Wavy! In this problem, OM teams will create an original performance about a group of comedy performers that teach lessons about natural science. The lessons will include a visual effect, a sound effect, and jokes.



Problem 1 Vehicle: Off the Rails. All aboard! OMers become conductors and engineers as they design, build, and operate a train vehicle. As the train travels the course it will have a new car attached at each stop. Along the route it will encounter challenges they make the train travel in different ways. After all of its cargo is picked up, the items will be uploaded and assembled into a work of art. The performance will also include a humorous conductor character and a villain character that tries to prevent the train from getting to its destination. (Arm & Hammer partner)



Problem 2 Technical: Lost in OMERland. Getting lost often leads to unexpected opportunities! In this problem OM teams will design, build, and operate a Technical Trip Assistant only to find their voice activated-device has a few malfunctions that result in hilarity. While they set out to explore a new place, the device gives a humorous answer to a question, wrong directions that take them to an unexpected location, and a silly translation. All props and backdrops must fit inside two suitcases.



Problem 3 Classics: Classics... The Epic Quest. OMers, are you ready to get EPIC? Quests from history have been passed from generation to generation through many art forms, including poetry. OMers will create an epic poem that details a team-created quest that is acted out in the performance. During the quest, the characters encounter an original beast, will rescue someone, and will overcome an epic challenge. The performance will use colors to help depict different settings.



Problem 4 Structure: Life's a Ball! Party Time! In this problem, teams will create a performance about throwing a party or a ball. The team will design and build a balsa wood structure that is tested by balancing and supporting as much weight as possible. At intervals various balls will be rolled to collide with the structure. The performance will include a creative "ball" character and a party guest that explains the impact of the collisions using team-created items.



Problem 5 Performance: Taller Tales of John Jivery. No one can tell a story like an OMER! In this problem, teams will create and present a humorous performance about an original tall tale. The tale will include a team-created hero or heroine that performs an incredible feat, a unique explanation of how something began or came to be, and a surprise for the audience. Each event will be accompanied by a visual weather effect that represents an emotion.

Tips from the Pros

Prioritize Team Building Early



Before diving into problem-solving, help your team members feel connected. Games, icebreakers, and simple creative challenges go a long way in building trust and collaboration. A strong team dynamic makes the whole season more fun and productive!

Create Student & Parent Contracts

Set expectations up front with simple contracts for students and their parents. Include attendance, behavior, communication, and team contribution guidelines. This keeps everyone on the same page and can prevent conflicts later in the season.



Know Your Team Size

Your Each team can have up to 7 students—but there's no minimum. Don't stress if your group is small! Great ideas can come from even just 2 or 3 committed team members. Focus on quality teamwork over numbers.

Tips from the Pros

Track Your Spending in a Notebook

It's easy to lose track of expenses during the season. Keep a dedicated notebook for your team's budget: write down every purchase and tape receipts inside. This simple habit helps you stay organized, stick to your budget, and makes cost forms much easier later on.



Parents Are a Resource—Use Them Wisely

Parents can't solve the problem, but they can drive, bring snacks, or teach a skill (without building the prop). At your first meeting, ask what they're comfortable helping with—it'll save you time and stress later on.

Encourage a "Yes, and..." Mindset

The phrase "Yes, and..." comes from improvisational theater, where actors accept and build on each other's ideas to keep the story flowing and everyone involved. In a brainstorming or team setting, adopting this mindset means acknowledging others' contributions and adding to them, rather than shutting ideas down too quickly. This approach can help create a supportive environment where all team members feel heard and creativity can flourish.