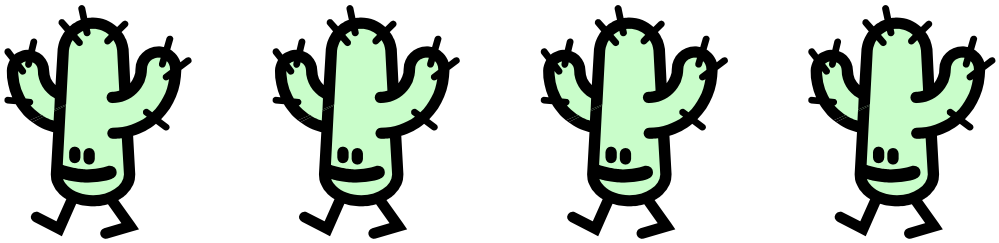
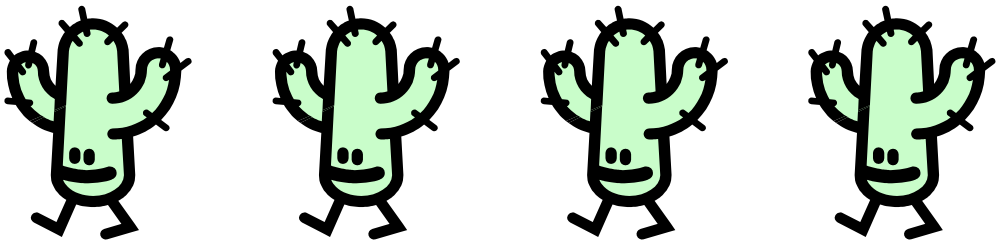


Arizona

Odyssey of the Mind

2008-2009

Coaches' Manual



Written and compiled by:

Chris Eaton
Assistant Association Director
Arizona Odyssey of the Mind
astazad@azodyssey.org

&

Carol Fortier
Board Member
Arizona Odyssey of the Mind
carol@azodysey.org

July 2002
Updated September 2003
Revised November 2003 – Laura Wallis
Revised September 2004
Revised July 2005
Revised September 2006
Revised August 2008

This manual contains information current to the 2008-2009 year only. Please refer to the manual appropriate for the current year as registration forms are different every year.

TABLE OF CONTENTS

WELCOME PAGE ..... **II**

PROBLEM SYNOPSES ..... ERROR! BOOKMARK NOT DEFINED.

THE 3 SCORED COMPONENTS OF ODYSSEY OF THE MIND ..... **IV**

Long Term Problem — 200 points ..... *iv*
Style — 50 points ..... *iv*
Spontaneous Problem — 100 points ..... *v*

COACHING **1**

GENERAL COACHING GUIDELINES 2
How do we select a team? *2*
What should be taken into consideration when putting teams together? *2*
How can we replace team members who leave? *2*
What are my responsibilities as a coach? *3*
Who can help me with my questions? *3*
What is on the website to help me? *3*
How often should we meet? *4*
What are clarifications? *5*
What is outside assistance? *5*
What can parents and others do to help? *6*
REGISTRATION INFORMATION 7
Step 1: International Registration *7*
Step 2: AZ Odyssey Membership Registration *7*
JUDGE AND TOURNAMENT WORKER REGISTRATION FORMS 9

LONG TERM **10**

THE LONG TERM SOLUTION 10

STYLE **13**

THE STYLE PRESENTATION 14

SPONTANEOUS **15**

WHAT IS SPONTANEOUS? 16
TIPS TO HELP YOUR TEAM 17
SPONTANEOUS CALENDAR 18

SCORING **23**

INTERPRETING TOURNAMENT SCORES 23
RAW & PERCENTILE 24

WHAT TO EXPECT ON COMPETITION DAY **26**

COMPETITION DAY CHECKLIST 27
REMINDERS FOR THE COACH 29
REMINDERS FOR THE KIDS 31
REMINDERS FOR THE PARENTS 32

INDEX **33**

Arizona Odyssey of the Mind

www.azodyssey.org
www.odysseyofthemind.com

To those about to embark on the Odyssey of the Mind adventure:

You are invited to lead your students through a world of possibilities. Each year thousands of students and adults worldwide travel the incredible Odyssey journey together. Odyssey of the Mind is an experience of exploration, teamwork, and creativity that none will forget. Come aboard and explore the possibilities!

This journey is one marked with wonder, excitement, expectation, anticipation, and tons of hard work. Students who participate in Odyssey learn to see the possibilities. They develop team-building skills. They learn to examine problems, identify the challenge and test their own creative solutions. Through an art integrated, multiple intelligence approach to learning, this international creative problem solving program addresses the needs and builds on the strengths of each child.

As added benefit to Odyssey of the Mind is the strengthening of the home/school partnership. In most communities, parents and teachers alike play a key role in this program. They become coaches, judges, and volunteers. The State of Arizona Board of Directors is made up of volunteers. The adult/student ratio is ideal for promoting deep rich and focused learning.

Arizona has been affiliated with Odyssey of the mind for over 20 years. Our program is strong and viable. Among the opportunities offered are Coaches' Training, Spontaneous Workshops, Style Workshops, and Judges' Training. Our "Coaches' Manual" offers information to new coaches and a refresher for experienced coaches.

Sincerely,

Deanna M. Day

Deanna M. Day
Arizona Odyssey of the Mind Association Director
5103 North River Song Lane
Tucson AZ 85704
azad@azodyssey.org

2008-09 Long-Term Problem Synopses*

Tentative as of April 11, 2008. All problems have an 8-minute time limit.

Problem 1: Earth Trek

This problem requires teams to design and build a small vehicle that will visit four locations. The locations will be different places within one or more team-determined environments. Each time the vehicle leaves a location it will look different in appearance, and after leaving one of the locations it will appear to be a group of vehicles that are traveling together. The team's performance will incorporate the visits to the locations, the environments, and the changes in appearance of the vehicle. Sponsored by NASA.

Divisions I, II, III.& IV Cost limit: $145.

Problem 2: Teach Yer Creature

Teams will create a humorous performance about a mechanical creature that acts like a real mammal or bird and learns lessons. The creature will act like the real animal by performing tasks the way it would, including traveling, eating, or turning its head. It will be taught two lessons by a Creature Teacher and will "accidentally" learn a behavior by observing others. During the performance the creature will surprise the audience by demonstrating the "accidental" behavior it learned.

Divisions I, II & III Cost limit: $145.

Problem 3: *Classics* . . . The Lost Labor of Heracles

Teams will create and present an original performance about the ancient Greek hero Heracles. (Romans called him Hercules.) In Greek Mythology, King Eurytheus ordered Heracles to perform 12 labors. The team will reenact Heracles performing one of the 12 labors, as well as a Lost Labor — a team-created thirteenth labor forgotten in history. The performance will also include a god or goddess from Greek Mythology, an original mythological creature that plays a role in the Lost Labor, and the team's version of why the Lost Labor was forgotten in history.

Divisions I, II, III & IV. Cost limit: $125.

Problem 4: Shock Waves

The problem is to design and build a structure out of balsa wood and glue that will balance and support as much weight as possible while absorbing shockwaves. The team will test its structure by placing weights onto it. During specific intervals the team will place one or two spacers on the top weight and will then place a weight on them. The team will remove the spacers so the top weight falls onto the stack causing a shockwave. The team will add weight until its structure breaks or time ends. The team will also create and use an original method to place its structure onto the tester and will incorporate the testing of the structure into a performance.

Divisions I, II, III & IV. Cost limit: $140.

Problem 5: Superstition

The problem is to create and present a performance that includes two documented superstitions, an original superstition created by the team, and the events that caused the original superstition to come to be. The performance will also include a funny narrator, a costume that is worn by two or more team members at the same time, and a stage set. During the performance the same stage set items will be used to change from one setting to another.

Divisions I, II, III & IV. Cost limit: $125.

Primary: Candy Factory

In this problem teams will create and present a performance about a Candy Maker and her/his factory. The twist is that the primary ingredient for each type of candy has to be something that is healthy. The team will create a setting that looks like the inside of its candy factory and have five samples of candies. During the performance the Candy Maker will present the candies to customers and explain how each is made.

Grades K-2. Cost limit: $125.

© all problems copyright Creative Competitions, Inc. — 2008

THE 3 SCORED COMPONENTS OF ODYSSEY OF THE MIND

At an Odyssey of the Mind tournament, teams are judged in three distinct areas: the Long Term problem, Style, and the Spontaneous problem.

Long Term Problem — 200 points

Every year, Odyssey of the Mind publishes five competitive Long Term problems and one non-competitive primary problem. Some problems are "dramatic" in nature (Classical, Theatrical), with the performance generally in the form of a skit. Other problems are "technical" in nature (Vehicle, Structural), involving the creation of one or more devices that accomplish certain tasks. Other problems combine both areas (Technical), requiring some technical component in a dramatic skit. All problems are open-ended enough that an unlimited number of interpretations are possible. The Long Term problem solutions are prepared by the teams in advance of the tournament, and usually three to five months are spent developing these solutions.

> Example: Build a vehicle powered by a jack that will maneuver an obstacle course.

Style — 50 points

Long Term problem solutions require creative problem solving. Odyssey of the Mind rewards teams for elaborating their Long Term problem solutions, since elaboration requires additional creativity. In Odyssey, we call this elaboration Style. Think of it as the icing on the cake: if the Long Term problem is the cake itself, then Style is the way the cake is decorated. All teams that solve a given Long Term problem have met the requirements of the problem—the cake. However, all teams have "decorated their cake" in unique ways; they have created special aspects of their problem solutions that were not required, and that is their Style.

> Example: A team is required to do a skit about birds. The team creates the required skit, but elaborates on it by making it an opera, complete with subtitles — that is Style.

Spontaneous Problem — 100 points

Each Odyssey team competing in a tournament also solves a Spontaneous Problem. The purpose of this is to see how well the teams can solve a problem "on the spot"!! Spontaneous problems take one of three forms:

> Verbal: in which team members generate as many creative verbal answers as they can in a short time period;
>
> Hands-on: in which a physical or technical problem must be solved in a short period of time;
>
> Or a combination of the two,
>
> Verbal/Hands-on: in which a physical object and verbal answers are used to solve the problem.

All Spontaneous problem solutions require teamwork, and points are often awarded for this regardless of the success of the team's solution.

Team members will not know the contents of the Spontaneous problem until the judge presents the problem to them.

Teams competing against each other must solve the same Spontaneous problem. Team members are not allowed to discuss the problem outside the Spontaneous room until the end of the tournament.

> Example: Your problem today is a verbal problem. Tell me creative ways to use a brown paper bag.

COACHING

General Coaching Guidelines

How do we select a team?

There are several options! Friends can group themselves into a team, coaches can group interested students into teams, or you can have auditions or tryouts for teams. Teams compete by divisions, which are determined by age and grade level. The age and grade of the oldest team member determines your division.

What should be taken into consideration when putting teams together?

A well balanced team has organizers, writers, researchers, artists, performers, builders, idea people, leaders, workers — a mix of kids who are willing to work together to solve problems!

Teams may choose to have the same members from year to year, or to vary team members from year to year. You must decide what you think will work best for your team and your school.

How can we replace team members who leave?

Odyssey of the Mind teams are composed of up to seven team members.

<u>Only five team members may compete in the Spontaneous portion of the competition, but all seven may participate in the presentation of the Long Term problem solution.</u>

If a team has a full complement of seven members and has started working on the problem, no team member can be replaced except under penalty for outside assistance. However, if a team starts out with less than seven members, it may add members until it reaches a full complement of seven.

Once a team submits a roster for a competition, it may not change the roster for a competition unless approved by the tournament director. Any team member may compete in more than one problem; however, a team member may not enter competition in the same problem for more than one team.

(Refer to current year Odyssey of the Mind Program Guide)

What are my responsibilities as a coach?

1. Explaining the Long Term problem to the team.
2. Supervising all practice sessions.
3. Conducting brainstorming sessions for Long Term and Spontaneous problems.
4. Holding and evaluating Spontaneous problem practice sessions.
5. Helping the team obtain the materials and knowledge necessary to solve the Long Term problem.
6. Contacting your local Odyssey of the Mind organization for information.
7. Registering the team for competitions.
8. Accompanying the team to competitions.
9. Representing the team if a problem occurs.

(Refer to current year Odyssey of the Mind Program Guide)

Who can help me with my questions?

There are many resources available to you:

1. Current Program Guide — can answer most basic questions you may have.
2. Websites — TONS of information can be found here. Check them often!!
   Arizona Odyssey of the Mind **www.azodyssey.org**
   International Odyssey of the Mind **www.odysseyofthemind.com**
3. State board members — contact information is on our website.
4. Your Odyssey Coordinator (if you have one).
5. Other coaches — many are willing to share their knowledge and experience with you!
6. Coaches' trainings — usually held in November in each region.

What is on the website to help me?

Arizona is well known for its complete and current website. Checking the website often will really keep you and your team members informed. (We encourage the kids to use it as a resource for themselves as well!) Familiarize yourself with our site, and visit once or twice a week!
The sections are:

What is Odyssey of the Mind & Its History — Mission Statement

Current News — Announcements and news

State Information — Links to State and Regional Directors' pages

Competition — Problem Captains and Tournament Scores

Current Memberships — Updated often

Resources & Links — Lots of help here

Coaches' Corral — Info and links for coaches

The Snake Pit — Just for Teams

Calendar of Events — Keep checking here!

State Champions — See the current year State Scores

Registration — All registration is on line, see www.odysseyofthemind.com and www.azodyssey.org.

How often should we meet?

This varies throughout the year. As you get closer to tournament time, you will meet more often and for longer periods of time.

The beginning of the year usually involves a lot of time devoted to choosing your Long Term problem and doing research.

The middle of the year involves writing, building, creating, inventing, etc.

Competition time requires that everything get completed, revised, and rehearsed. Teams need to practice, practice, practice.

It is important that you practice Spontaneous all year long! It is a major component of your score at the competition, and beginning coaches often don't have their teams spend enough time on it.

Teams usually start off the year meeting one or two times a week, then as it gets closer to competition they should meet more often and for longer periods of time.

Remember to discuss the time commitment that Odyssey involves when your team begins. Odyssey is a team activity — one or two members cannot reasonably be expected to do most of the work. Team members need to agree to work together and to

depend on each other. A team is like a family—with different and unique individuals. Judges will look for teamwork at your competition.

What are clarifications?

In keeping with the Odyssey of the Mind philosophy, problem limitations are written to provide just enough guidance to solve the problem without limiting creativity. If the problem does not specify that something cannot be done, most likely it can be done. Often, however, a team may question the interpretation of a limitation, or it may be unsure that an aspect of its solution is allowed to meet the problem's requirements.

General clarifications amend or further explain a problem's limitation. Team members may go to www.odysseyofthemind.com to find general clarifications. If they do not find the answer to their question there, they may submit their question to International Odyssey of the Mind (CCI). This may be done by mail or electronically.

Team specific clarifications pertain to a particular team's solution. These are confidential since teams must describe details of their solution to ascertain an accurate reply. If the answer to a team's clarification allows for a very creative solution, it may be published and distributed for judges only. These are never made available to other teams.

If a team receives a clarification, it is important that it presents the signed, written clarification form, or a printout of the e-mail to the judges at competition to avoid any discrepancies. Only problem clarifications issued by CCI are official.

(Refer to current year Odyssey of the Mind Program Guide)

What is outside assistance?

Only the seven team members may contribute to the Long Term solution. Team members must design and create all aspects of their problem solution, including membership signs, props, all technical requirements (vehicles, structures, etc.), and costumes. These must either be (1) made by team members or (2) put together by the team members from commercially made parts. If team members are not able to make a solution, prop, costume, or sign that they have designed, they must redesign it so they can make it themselves.

Coaches are to facilitate the team in creating the problem solution, but they are not allowed to provide suggestions on how to solve the problem. They should ask thought-provoking questions that stimulate thinking, but they should never hint at a solution. For example, if the team asks the coach "How can we make this prop/ costume/ scenery/ membership sign/ structure/ vehicle/ etc?" the coach should answer something like this:

- "What ideas do you have for making it?"
- "What are some ways that you could make it?"
- "What would be a creative way to make it?"

If a team asks the coach's opinion, the coach should respond, "That is something that the team must decide." Unless a situation is deemed potentially dangerous, always let the team make the final decisions on developing a solution.

Parents and supporters may act as tutors or instructors, but advise them that they may not suggest to the team members how to solve the problem. When it comes to solving problems, Odyssey of the Mind is a "hands-on" experience for the kids and a "hands-off" experience for the adults.

(Refer to current year Odyssey of the Mind Program Guide)

What can parents and others do to help?

Parents and supporters may act as tutors or instructors, but advise them that they may not suggest to the team members how to solve the problem. They might mean well, but it could cost the team an outside assistance penalty.

What can they do?

1. Ask team members about their progress.
2. Learn and practice Spontaneous with team members.
3. Volunteer to work a two hour shift at a competition.
4. Recruit volunteers to judge or be a tournament worker at a competition.
5. Be supportive without giving suggestions for the problem solution.
6. Help with fund raising, as needed.
7. Teach a skill, at the team's request.
8. Provide transportation for team members.
9. Transport items to and from practice.
10. Provide munchies at practices.
11. Help supervise on field trips or at competitions.
12. Make phone calls for the coach, as needed.
13. Remember that competition is a working time for team members and coaches.
14. Clear the stage after the Long Term performance at the competition — after the judges finish talking with team members.
15. Get the word out about Odyssey of the Mind!!!

Registration Information

Step 1: International Registration

The form used for this registration is available from the International Odyssey of the Mind Website: Odyssey of the Mind Forms. To register and pay your International Fees online, go to http://odysseyofthemind.com/registration. You may complete your registration online with a credit card or complete the form(s) and send payment (check , money order, or purchase order) payable to:

CCI
406 Ganttown Road
Sewell, NJ 08080

Each paid member will receive a packet containing their membership card, a complete description of each Long Term problem, and one copy of the Odyssey of the Mind Program Guide.

The membership card must be presented at each official competition. Go to the International Website to get details on lower cost for more than 5 or 10 schools from a district.

DO NOT SEND YOUR INTERNATIONAL REGISTRATION TO THE ARIZONA TREASURER. THIS WILL DELAY YOUR INTERNATIONAL MEMBERSHIP REGISTRATION AND DELAY YOU RECEIVING YOUR MEMBERSHIP CARD AND LONG TERM PROBLEMS. SEND YOUR INTERNATIONAL REGISTRATION TO NEW JERSEY!

Step 2: AZ Odyssey Membership Registration

Once you have received your international packet containing a membership card, Long Term problems, and one copy of the Odyssey Program Guide, you are ready to register your team(s) with Arizona Odyssey of the Mind.

All Regions are registering online at www.odysseyofthemind.com under “Member Area.” You will need your membership number from the international organization (CCI) and the zip code you used for the membership address in order to start your registration.

After registering each team online you will receive an e-mail confirmation to the coach. Please print that confirmation as your receipt and send payment to:

Bob Bessen
AZ Odyssey of the Mind
10659 E. Palm Ridge Drive
Scottsdale, AZ 85255
treas@azodyssey.org

The cost for:

One Team	$125
Two Teams	$175
Three Teams	$225
Four Teams	$250
Five Teams	$275

Add $25 per team for any more than 5 teams. Primary teams do not pay.

- All registrations after January 9th 2009 will be assessed a $50 late fee for each team.
- No registration will be accepted after January 23th 2009.
- **If you have more than one team in a division that wants to do the same problem, you must purchase a second International and AZ Odyssey membership.**
- Confirmation of payment for AZ Odyssey Membership will be by e-mail.

Note: In order to register online, you will need the following information:

- Region you are in
- Problem your team wishes to solve
- Division your team qualifies for (There is a division finder tool located within the Member Area of www.odysseyofthemind.com for your use if you are unsure.)
- School or Organization Name and address
- Principal's Name and e-mail address
- School or organization phone and fax number
- Coach Name and address
- Coach home phone
- Coach e-mail
- (Same information for all assistant coaches)
- Number of team members
- Team Member's Names
- Team Member's Birthdays
- Team Member's Grade in school

Judge And Tournament Worker Registration Forms

The quality of the Arizona Odyssey of the Mind program is dependent on volunteer participation. Without volunteer judges and tournament workers our Odyssey program would not be possible.

AZ Odyssey of the Mind **REQUIRES** EACH team to provide one judge and one tournament worker for their regional tournament. A $50 fee will be assessed to the team for each missing volunteer.

Being a judge or a tournament worker is a commitment. Coaches need to have their judges check their schedules to be sure they can attend the training day, the regional tournament day and - hopefully - the state tournament day.

Judges and tournament workers should give their information to the coach, to be submitted with the AZ Odyssey Online Membership form. More than one judge and tournament worker is greatly appreciated

General Information about Judges

- No experience is needed to be a judge. We will teach you everything you need to know at a judges' training workshop (usually a 4 hour morning session).
- Your volunteer will not judge the problem/division in which your team is competing.
- A judge is scheduled to work his/her own problem/division for the entire day, and should not plan on being able to watch your team compete.
- Judges may participate in more than one regional tournament.

General Information about Tournament Workers

- Tournament workers should not be coaches! It is suggested that parents or other Odyssey supporters volunteer for this position.
- Tournament workers will not be scheduled to work during your team's performance.
- We ask that tournament workers work 2 or more hours.

Start recruiting early!

Note: In order to register judges and tournament workers online, you will need the following information:

- Region you are in
- Problem and division of team the volunteer is representing
- School or Organization Name and address
- Judge/Tournament Worker Name, Address, Home Phone, and e-mail
- Job preference

LONG TERM

The Long Term Solution

When you hear the phrase “Long Term” in Odyssey, people are referring to the Long Term problem/performance. The Long Term problems are described in a short synopsis form each year. They are divided into five categories:

Problem 1 — Vehicle

Problem 2 — Technical

Problem 3 — Classical

Problem 4 — Structural

Problem 5 — Theatrical

Primary problem — non-competitive

When selecting a Long Term problem, coaches/team members need to be aware of which divisions are allowed to compete in each problem. This will be listed in the synopsis.

Once you pay for your international registration, you will receive a packet that includes your membership card, program guide, and a long, detailed description of each Long Term problem. These descriptions include an introduction problem summary; problem limitations; site, setup, and competition; detailed scoring information; penalties; style categories and scoring; what the tournament director will provide; and what the team must provide.

The choice of which Long Term problem the team will compete in should be based on information in this detailed description, not the synopsis.

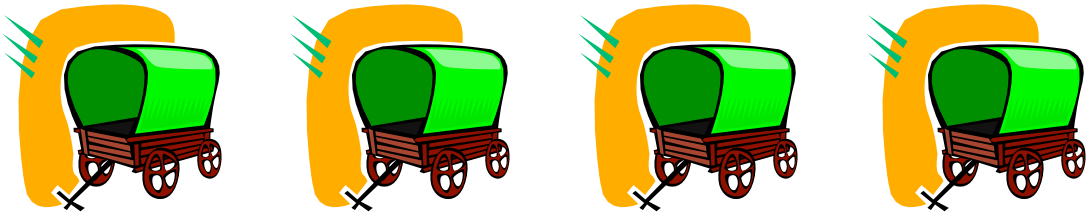
Each Long Term problem has a cost limit, which is stated in the synopsis and long description. All Long Term problems have an 8 minute time limit in the competition. Set up time is included in the 8 minutes.

The Long Term problem is worth a maximum value of 200 points. Refer to the Long Term detailed description for scoring categories.

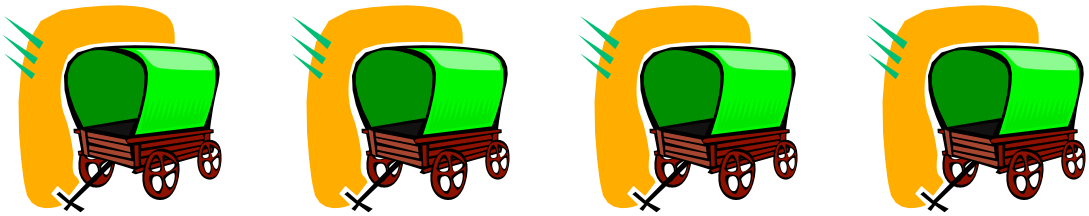
Creating a Long Term problem solution is a huge time commitment. Team members will take on various roles (writers, researchers, idea people, builders, etc.) as they go through researching and developing their problem solution. A team is not “locked in” to any Long Term problem until they register for a tournament. If a team is unsatisfied or unhappy with one Long Term problem, they may choose to do another. If a team is unsatisfied or unhappy with their solution for a Long Term problem, they may choose another solution.

The Odyssey of the Mind process involves constant change/reform/revisions, and the coach and team members should not be frustrated by this process. Remember that along with the hard work, Odyssey is supposed to be fun! If the team is not having fun, it's time for them to reevaluate their progress. As a coach, if you sense a lot of tension in your team, it might be time to call for a brainstorming session!

One of the most enjoyable components of the Long Term problem is that team members get to perform their solution in front of an audience. This is their moment to shine! Parents, friends, and coaches need to remember to enjoy the performance at the tournament — it's a time to celebrate how far the team has come!



STYLE



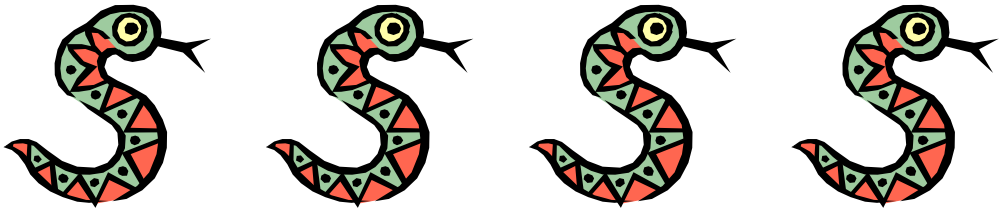
The Style Presentation

Style is presented at the same time as the Long Term solution. It is defined as "that which is added to the problem's solutions and relates to the theme of the problem or the solution, but is not a requirement of the Long Term problem".
(Refer to current year Odyssey of the Mind Program Guide)

It allows the teams the opportunity to further showcase their creative skills through the elaboration of the problem solution. It also allows teams to choose which elements the judges will score, rather than limiting them to simply meeting the requirements of the problem.

For style scoring — each category is worth up to 10 points, for a maximum of 50 Style points. Style forms must be completed and handed to the staging area judge. On the form, you must explain how the style elements related to the Long Term solution, as well as how categories 1-4 contribute to the overall effect. On free choice categories, teams may choose any items that are not scored as part of the Long Term problem requirements or as a mandatory style category. The team should choose the most creative aspects of the team's performance for style points, and be concise when explaining their style choices.

Style categories reward teams for elaborating their Long Term problem solutions, since elaboration requires additional creativity. Think of Style as icing on the cake. If the Long Term problem is the cake itself, then Style is the way that the cake is decorated. All teams that solve the Long Term problem have met the requirements of the problem — the cake itself. But all teams have "decorated the cake" in unique ways — they have created special aspects of their solution that were not required — and that is their Style.



SPONTANEOUS

What Is Spontaneous?

Spontaneous problems are presented to the team on the day of the competition when they see the Spontaneous judges.

Teams do not know what type of problem they must solve until they enter the Spontaneous competition room. Although all team members may go to the room, only five team members will solve the Spontaneous problem. Coaches, parents and spectators are not allowed to see the Spontaneous portion of the competition.

Teams competing in the same Long Term problem and division must solve the same Spontaneous problem, so it is critical that no one discusses the problem outside the room until all teams have competed and the tournament director tells them to do so. Anyone who reveals a Spontaneous problem is subject to disqualification and/or disciplinary action taken against the entire team.

There are three types of Spontaneous problems — TEAMS MUST BE READY FOR ANYTHING:

- **Verbal** — problems require verbal responses. They may incorporate improvisation or dramatization.

- **Hands-on** — problems require teams to physically create a tangible solution.

- **Verbal/Hands-on** — problems require teams to create a tangible solution and include some type of verbal response. For example, creating a story about a solution.

The Spontaneous problem solution is worth up to 100 points. In a verbal problem, creative responses are scored higher than common responses. If a creative response is slightly modified by a team member, it will be scored as common. In a hands-on problem, the team is scored for how creatively they solve the problem, and oftentimes for how well they work together on solving the problem.

Tips To Help Your Team

1. Before entering the Spontaneous room, know which team members will compete in each type of problem.

2. LISTEN CAREFULLY WHILE THE JUDGE READS THE PROBLEM.
   Teams should refer often to the written copy of the problem — they need to be sure to stay within the problem's intent. If there is uncertainty about an aspect of a problem, team members may ask the judge(s) questions. Time will not be stopped, but a misunderstanding or wrong assumption can lead to a low score.

3. There are many possible skills that can be applied in hands-on problems, including building, strategy, measuring, communications, etc. Try to include specialists when choosing who will compete in hands-on.

4. In verbal Spontaneous, speak loudly and clearly. If a problem limits the number of responses, it is best to take time to think of something creative and earn 5 points, rather than rattle off many 1 point responses.

Spontaneous Calendar

These are just “jumping off” points to get your Spontaneous practice sessions going! Practice sessions are not confined to your Odyssey meetings and practices. The kids can practice at meal time with their families, in the car, with their friends — ANYWHERE!! Remember it is important to practice all three kinds of Spontaneous problems!

November Ideas!

1. List purple things.
2. Name classes you could take at a school.
3. List things associated with old age.
4. Name things that hold things — egg carton holds eggs.
5. Name things that come in pairs.
6. Name different kinds of hats.
7. List things that come in boxes.
8. List things that are round and yellow.
9. Name things that are loved, and who loves them.
10. List jobs that help people and who they help.
11. Name things that are flat and good to eat.
12. Name things that melt.
13. List things that are beautiful, and tell why.
14. Name things that give off light.
15. List shiny things.
16. Invent a new holiday, and describe how we could celebrate it.
17. Name things that are white and soft.
18. List things that include the word heart.
19. Name things that have ears.
20. Name things that are sweet and round.
21. List things found in a tool box.
22. List things that are free.
23. Name things you could see through a porthole.
24. Name things you would see if you were a worm.
25. List things that you are thankful for.
26. List Thanksgiving things.

27. Name kinds of animals and where they live.
28. The answer is red; what is the question?
29. Name things that are green and can be eaten.
30. List uses for a worn out light bulb.
31. What could you make out of an old shoe?
32. Name ways to cut grass without a lawn mower.
33. List words with the same first and last letter (Dad).
34. Name things that are hollow.
35. Name holidays.

December Ideas!

1. The answer is morning; what is the question?
2. List gifts you would like to receive.
3. Use the word card in a phrase, or name kinds of cards.
4. List things to do on a winter vacation.
5. Give uses for an old Christmas tree.
6. Name things that are smooth.
7. List two letter words.
8. What could you do with a piece of string?
9. Name things you would find in a kitchen drawer.
10. Name things you can hang on a wall.
11. Name things found in a castle.
12. List uses for a toothbrush.
13. Name things you could wrap around your finger.
14. List sports.
15. Name a use for a room, or name kinds of rooms.
16. List things you could store in a shoebox.
17. List words with two syllables.
18. Name things you can read.
19. Name things you do to get ready for the holidays.
20. List things you don't like to hear.
21. Name household chores.
22. List places to go on field trips.

23. List things at a zoo.
24. List things in a bag lunch.
25. The answer is 12; what is the question?
26. Name a place to play.
27. Name ways to make people laugh.
28. List words that begin with “Y.”
29. List titles of books.
30. List gifts that don’t cost anything.
31. Name kinds of cookies.
32. List girl’s names.
33. Name sounds you hear in a kitchen.
34. What can you do with a large pile of snow?
35. Name things you can do by yourself.

January Ideas!

1. List things you can do only once.
2. List words that rhyme with take.
3. Name places you like to visit.
4. List brand names.
5. List words ending in “~ly.”
6. Name things you might send in an envelope.
7. List reasons to stay in bed.
8. Name cities.
9. List things with points.
10. Name kinds of fuels.
11. List kinds of cars.
12. List games.
13. List things that make you feel warm inside.
14. Name outdoor winter activities.
15. Name things you might find on the bottom of your shoe.
16. Name ways to get to school.
17. List words with five letters.
18. Name things you would find in a spider’s web.

19. List names of authors.
20. Name things with spots.
21. List three letter words.
22. List things that are white and cold.
23. List words beginning with the letter “J.”
24. List things you could do with a pail of water.
25. Name valuable things.
26. List things you can do with one hand.
27. List things that are sweet.
28. Name things you would find in a movie theater.
29. List uses for a plastic sled.
30. Use the word “car” in a phrase, or name kinds of cars.
31. List words beginning with “in~.”
32. List things a grandmother might say.
33. Name things you would find in a bowl of soup.
34. The answer is “cold”; what is the question?
35. List things you see out your front door.

February Ideas!

1. List words with three syllables.
2. Name things you find in the ground.
3. List boy’s names.
4. List things in a kitchen cupboard.
5. List uses for a garbage can.
6. Name things with four corners.
7. Name things you would find in a lake.
8. Name things you think are beautiful
9. Name words ending in “~ing.”
10. Name things you put on.
11. Name animal sounds, and tell the animal.
12. Name breakfast things.
13. List words that end in “W.”
14. Name things you throw away.

15. List bad habits.
16. Name things with seeds.
17. Name places to explore.
18. Where would you find numbers?
19. List things that crumble in your hand.
20. List things you can wash.
21. Name things with many small pieces or parts.
22. Name things that are white and hard.
23. List uses for an empty film container.
24. Name uses for “post it” notes.
25. Name things that come in threes.
26. Name things that you can see through.
27. Name things that you turn.
28. Name ice cream flavors.
29. Name uses for a glove.
30. Name ways to tell time.
31. Name things you avoid.
32. Where would you find a key?
33. List things that become more valuable with age.
34. List foods that are yellow.
35. Name uses for Scotch tape.

ALWAYS BE ON THE LOOKOUT FOR SPONTANEOUS PROBLEM PRACTICE IDEAS!!

SCORING

Interpreting Tournament Scores
Raw & Percentile

Confused about how to read your scores after you have competed in an Odyssey of the Mind tournament? Let's take you through an example!

- Scores are listed in two ways: raw scores and percentiles. Your raw scores are the actual points that you earned from the judges. Funk & Wagnell defines percentile as "any of 100 points spaced at equal intervals, each point denoting that percentage of total cases lying below it in a series."

- Your raw scores are converted to a percentile score after everyone in your problem and division has competed. The team that has the highest raw score in a category will be given the maximum number of percentile points. Other teams' percentile points are then determined based on their raw score compared to the top team's raw score.

- The first place team in Long Term will get 200 percentile points; in Style will get 50 percentile points; and in Spontaneous will get 100 percentile points.

Now let's use as an example the top four teams' scores from the 1996 Odyssey of the Mind World Finals in Tall Tales, Division I. Percentile scores are listed above the raw score. See below:

		Long Term	Style	Spontaneous	Total
1	Glen Cove	200.00	50.00	100.00	350.00
	El Paso, TX	158.25	40.66	147.33	
2	Brookland	194.63	33.61	60.63	288.87
	Washington, D.C.	154.00	27.33	89.33	
3	Concord	178.20	40.59	59.95	278.74
	MIlwaukie, OR	141.00	33.01	88.33	
4	J.F. Long	182.62	42.62	52.49	277.73
	Phoenix, AZ	144.50	34.66	77.33	

Using just these four scores:

- Glen Cove came in first in Long Term, Style, and Spontaneous.
- Brookland was second in Long Term and Spontaneous, and fourth in Style.
- Concord was fourth in Long Term, and third in Style and Spontaneous.
- J. F. Long was third in Long Term, second in Style, and fourth in Spontaneous.

The percentile scores are added across to determine the Total Score.

As there are often an unlimited number of raw score points to earn in Spontaneous, the teams that are most successful in Spontaneous are usually the most successful overall.

Teams with less than one point difference overall are considered ties.

When coaches, teams, and parents understand scoring, it makes Odyssey of the Mind an even better experience, and hopefully a more successful one. Good luck!

(Taken from an article written by Chris Eaton, originally published in the Arizona Odyssey of the Mind Newsletter, Nov/Dec 1997.)

WHAT TO EXPECT ON COMPETITION DAY

Competition Day Checklist

When you go to your first competition, you won't know what to expect. Hopefully these tips will help prepare you and your team for the big day!

1. **Check in**

   There will be a registration table set up near the entrance for the coach to check in the team(s). (Kids can wait away from the table!) Coaches should be prepared to show their membership cards (or a copy of the card), and verification of payment of registration fees. Coaches should receive a tournament schedule, a map of the tournament site, and a certificate of participation for each team member.

2. **Check the schedule**

   Be sure to check the schedule for your Long Term performance time and your Spontaneous time. In rare instances, there may be a last minute time change.

3. **Find your Long Term and Spontaneous competition areas**

   In the Long Term area find the Staging Area, check out the stage orientation in the performance area; where the judges will be, where the audience will be sitting, etc.

   In the Spontaneous area, find the check-in table.

   Be aware that it is important to be quiet when you are near the Long Term and Spontaneous competition areas, so that you do not disturb teams that are competing.

4. **Costumes and props**

   Find a place (usually it's a restroom) near your Long Term performance area where team members can change into their costumes and do their hair/make up/etc. (Remember, team members must do their own hair and make up.)

   You also need to find a good place to unload your props from your vehicle(s), and where you can leave personal items/things not brought onstage during your Long Term performance.

5. **Spontaneous practice spot**

   Allow the team time for a few Spontaneous practice problems before their Spontaneous competition. Find a place where they can practice without distractions. This will help settle the team and prepare them for competition.

6. **Other important stuff**

   Give the team time to check out the Odyssey souvenir tables. They may want to buy their items early — popular items sell out fast!

   There are usually snacks/drinks available for purchase at the tournament, though some teams bring their own snacks/drinks in an ice chest.

   One of the best things to do with your "down time" is to go and watch other teams perform their Long Term solutions. It's fun to see some problems other than your own, and to see different divisions than your own. Team members can really appreciate the efforts of other teams while they watch their creative solutions!

7. **Getting scores**

   Coaches will be told how long to wait before returning to the Long Term area to pick up their scores. The Head Judge will release the scores only to the team coach. Coaches have 30 minutes after receiving their scores to return to the judge with any questions.

   Style scores and Spontaneous scores are not given out until after the Awards Ceremony.

   Tournament officials try to get the scores posted as soon as possible on our website (www.azodyssey.org). Sometimes coaches receive a printed copy of the tournament scores for their problem and division after the Awards Ceremony.

8. **Awards Ceremony**

   Teams, coaches, family, and friends all feel the excitement when they come to the Awards Ceremony! It is best to get there early, so you can all sit together. Remind everyone that scores can be delayed for many different reasons, so it's important to be patient. The Awards Ceremony will have some general announcements, OMER Awards and Ranatra Fusca Awards, as well as the tournament results. (It always seems like the results of your problem/division are announced last!)

   Please stay until all results are announced — everyone deserves your applause.

Warning

If your team qualifies to go on to another competition, coaches MUST fill out important paperwork before they leave. Please follow the directions of the tournament director at your competition.

Reminders For The Coach

1. **Team provided tournament worker and judge**

   One week prior to the tournament, confirm that the two people that your team provided to work at the tournament are coming. We cannot have a tournament without judges and tournament workers, so it's very important that the coach makes the contacts and verifies that they are coming. Your team may be assessed a $50 fee for each judge and tournament worker that does not show up on tournament day.

2. **Tournament transportation**

   Prior to the tournament, coaches need to make sure that transportation to the tournament is arranged. Teams can travel together to the tournament, or can meet at the tournament site. If you are meeting at the tournament, set a definite time and place to meet. Be sure to arrive early at the tournament!

3. **Paperwork**

   Having your paperwork prepared in advance will make your tournament experience much more enjoyable. Be prepared to show your membership card or a copy of it when you check in at the tournament site. Have verification of payment of registration fees with you, as you may be asked to show that. Have emergency medical forms for each team member with you. Be sure the team has extra copies of their material values form, style form, outside assistance form, clarification form(s), and any other paperwork required for their Long Term problem solution. You should also have a copy of the receipts for the items listed on the material values form. Sometimes the judges will ask to see them.

4. **Spontaneous practice**

   Have some Spontaneous practice problems prepared for your team. Bring a stopwatch and any other necessary items required by the practice problems. This practice warms the team up for Spontaneous competition. End your practice with a lot of encouragement and positive reinforcement!

5. **First Aid kits**

   The tournament site will have some kind of First Aid station. It is convenient for coaches to carry a small First Aid kit for little mishaps with the kids! Use your best judgment for this.

   The team should have a "First Aid Kit" for their props/scenery/costumes/etc. It should include items to repair any damages that may occur; back up items; or "extra" items that may be needed.

6. **Wear a watch**

   It is the coach's responsibility to get teams to their competitions on time. You should report to the Staging Area 20 minutes before your Long Term competition time. You should report to the Spontaneous competition check in table 15 minutes before your competition time.

7. **Parents attending**

   Remind parents to arrive early at the tournament. If they arrive after the team's Long Term performance has begun, THEY WILL NOT BE ALLOWED TO ENTER THE PERFORMANCE AREA AND WATCH THE PERFORMANCE. THERE ARE NO EXCEPTIONS TO THIS RULE!!! Make sure that family members and friends understand this, so there are no misunderstandings on tournament day.

8. **Buy souvenirs early!**

   Try to find some time early in the day to let your team members shop for souvenirs. Popular items often sell out early!

9. **Free time**

   You should have blocks of free time during the day. Use this time to watch other teams perform, to snack, or just to relax and "play" (bring a Frisbee, jump rope, etc.). Be aware of team members' behaviors, if you sense a lot of stress/tension try to do something fun to relieve it. Go outside and play a game, have snack time together, run the track — do whatever it takes to relax the team. Remember — the competition day is supposed to be fun!

Reminders For The Kids

1. **Is your tournament paperwork ready?**

   - Material Values form
   - Style forms
   - Outside Assistance form
   - Clarification form(s)
   - Other paperwork that your Long Term problem may require
   - Copy of your receipts

   Make sure you have these together and completed before the tournament!

1. **Judges**

   It is important to be respectful to the judges at all times, and to listen carefully to their instructions and their questions. The judges want all teams to do their best. The competition is your opportunity to showcase all of your hard work for the year.

2. **Keep the Spontaneous problem confidential!!**

   All teams competing in the same problem and division have the same Spontaneous problem. Teams are on the honor system to keep the problem confidential until the tournament director tells them that they are free to talk about it (usually at the Awards Ceremony). Your team can be penalized for discussing the Spontaneous problem outside of the Spontaneous room.

3. **Courtesy to other teams**

   Teams should be quiet and non-disruptive when they are near a Long Term performance area or the Spontaneous competition area. As teams walk around the tournament they should not touch other team's props/scenery/costumes/etc. Rowdy behavior and/or damaging another team's items may result in a penalty to your team.

4. **Bringing personal items to the tournament**

   Team members should bring a small amount of cash for souvenirs/snacks. (If you are a serious shopper, bring Mom & Dad!) Try not to bring expensive personal items like jewelry, cameras, laptop computers, cell phones, etc. Items lost are almost always returned, but if you don't bring them — you can't lose them!

5. **Have fun!**

   Remember that the tournament is supposed to be an enjoyable experience! Teams come to the tournament to compete against and to appreciate other teams. Have fun!

Reminders For The Parents

1. **No Outside Assistance**

   Parents must remember that team members have been working 5-6 months to prepare for the competition. The tournament is when teams get to present their problem solutions to the judges. Parents must refrain from making suggestions (Why don't you...?), helping (kids do hair and make up themselves), touching (This needs...), etc. Your team can receive outside assistance penalties if a judge or tournament official observes any of these things.

2. **Be early for the Long Term performance**

   As a courtesy to the performing team, NO ONE may enter or exit the Long Term performance area once the judges close the doors. You should arrive early to insure that you will get to see your child's team perform. While attending a performance, be an involved audience member (you may react to the performance) but do not do anything that could be perceived as outside assistance. Don't prompt lines, no hand gestures, etc. When the judges announce that it's time to begin, you need to sit down and listen. Enjoy your child's performance! After the performance, and after the judges have talked with the team members, parents may, at the coach's request, help move everything off of the stage.

3. **Encouragement**

   Your main job today is to be encouraging to your child, the team, and the coach. When the team is "working", step back and let them work. You are very important to the success of the day. The kids have been working hard for this all year, and having you in the audience, applauding and cheering, is important to them. Keep comments positive, and have fun!

INDEX

ODYSSEY OF THE MIND®
2008-09 MEMBERSHIP APPLICATION

Questions? Email info@odysseyofthemind.com or call 856.256.2797.

For new memberships or renewals, complete this form and return it with a check, purchase order, or credit card information (see below).

Check one:

Divisions I, II and III:

_____ **Individual school:** Must register in the school name. May enter one team per problem per division in competition.

_____ **Two or more schools:** Must share the same principal to be under the same membership. Use school district name on application. May enter one team per problem per division in competition.

_____ **Home-schooled students:** Must include at least four home-schooled students. May also include up to three members from **one** school. May enter one team per problem in competition.

_____ **Community Group:** May enter one team per problem in competition. May not be an organization established solely for the purpose of participating in Odyssey of the Mind. Please submit by-laws if this is a new membership.

Division IV: _____ All team members must be high school graduates and registered for at least one class at a college or university. They do not have to attend the same institution. May enter one team per problem. May proceed directly to World Finals.

Membership name _____ Membership number (for renewal, if known) _____

Grades covered by membership _____ School district _____ County _____

Contact person (may be a coach) _____

Mailing address (for newsletter delivery and correspondence) _____

City _____ State/Province _____ Zip _____ Country _____

Daytime phone _____ FAX _____ Email _____

Each individual membership costs **$135, but you will receive discounts if you purchase more than one membership. For each membership purchased, you get five competitive **long-term problems,** one **primary problem,** one copy of the **Program Guide**, Odyssey of the Mind and NASA **curriculum activities**, one **newsletter subscription,** and more!*

_____ **Individual 2008-2009 Odyssey of the Mind membership @ $135** ..... _____

_____ **Additional membership(s) for the same school or community group @ $100** ..... _____

_____ **6-10 memberships for the same school district** (registered at the same time) **@ $120** ..... _____

_____ **11 or more memberships from the same school district** (registered at the same time) **@ $100** ..... _____

ODYSSEY OF THE MIND SUPPORT MATERIALS

_____ ***A Creative Experience*** *— Odyssey of the Mind promotional video* DVD @ $9.95 ..... _____

_____ ****Lots of Problems . . And Tips to Make You More Creative* @ $19** *tips on problem-solving.* ..... _____

_____ *****Creative Interaction* @ $19** *Discusses the importance of interaction between students* ..... _____

_____ *****Applying Your Creativity* @ $18** *Discusses different types of human creativity* ..... _____

_____ *****Creativity + Teamwork = Solutions!* @ $18** *Includes tips on building effective teams.* ..... _____

_____ ***Spontaneous Problem Competitions* @ $7.50** *Booklet of problems and tips* ..... _____

_____ ***Odyssey of the Mind Program Guide* @ $7.50** (one is included with membership) ..... _____

_____ ***Coaches Training Video* @ $20** *Tips and techniques for coaches* ..... _____

_____ packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") **@ $20 per 100 pieces** ..... _____

** Spend $40 or more and get free Shipping & Handling. Orders under $40, add **$6** Shipping & Handling.*
Contact CCI for S & H outside of the U.S.
****There are no Shipping & Handling charges for membership packets.***
***These books are a collection of long-term and spontaneous problems from past competition years.*

Subtotal _____
S & H _____
Total _____

Payment Method:

- **U.S. Mail:** Send this completed form along with a check, money order or purchase order, **payable to CCI**, or with your credit card info to: **CCI, 406 Ganttown Road, Sewell, NJ, 08080**
- **FAX:** Send this form along with a copy of your purchase order, or include your credit card information and fax to **856.256.2798**
- **On-line:** If paying by credit card, go to **www.odysseyofthemind.com** to access this form.

____VISA ____MasterCard ____American Express ____Discover

Acct. no. _____ Exp. _____

Signature of cardholder _____

SHIPPING ADDRESS (For UPS Delivery)

Is this a residence? _____ yes _____ no

Name _____

Address _____

_____

City _____ State/Prov _____

Zip _____ Country _____

Style Form

Team members must complete this form. Adults may help fill it out for Division I team members only. **A minimum of three copies is required for each competition.** These must be presented to the Staging Area Judge.
PLEASE PRINT. *Note that no element scored in the Long Term problem may be selected for free choice style.

Long-Term Problem _____ Division _____

Membership Name _____ Membership # _____

City _____ State/Prov. _____ Country _____

Judge(s) _____

Style Category (Team fills in #1 to #4)	**Possible Points**	**Points Awarded** (Judge fills in)
(If the category is "Free choice of team," do not include anything that is scored in long-term problem scoring.)		
1.	1 to 10	1. _____
2.	1 to 10	2. _____
3.	1 to 10	3. _____
4.	1 to 10	4. _____
5. Overall effect of the four Style elements in the performance	1 to 10	5. _____

Briefly tell how the four Style elements combine to enhance the long-term problem solution. **Please print or type and use only the space below.**

TOTAL STYLE SCORE =
(Maximum possible = 50 points)

NOTE: This form may be photocopied or scanned into a computer, but it may not be altered in any way.

Material Values Form

Team members must complete this form and list all items used in the presentations of their problem solution including those exempt from cost and assigned a value. Adults may help fill it out for Division I team members only. Do not include sales tax.

Long-Term Problem _____ Division _____

Membership Name _____ Membership # _____

City _____ State/Prov. _____ Country _____

Name of Item (e.g. wood, fabric, etc.)	**Used For** (e.g. costumes, props, all areas, etc.)	**Value** (used value)
1. _____	1. _____	1. _____
2. _____	2. _____	2. _____
3. _____	3. _____	3. _____
4. _____	4. _____	4. _____
5. _____	5. _____	5. _____
6. _____	6. _____	6. _____
7. _____	7. _____	7. _____
8. _____	8. _____	8. _____
9. _____	9. _____	9. _____
10. _____	10. _____	10. _____
11. _____	11. _____	11. _____
12. _____	12. _____	12. _____
13. _____	13. _____	13. _____
14. _____	14. _____	14. _____
15. _____	15. _____	15. _____
16. _____	16. _____	16. _____
17. _____	17. _____	17. _____
18. _____	18. _____	18. _____
19. _____	19. _____	19. _____
20. _____	20. _____	20. _____

TOTAL VALUE OF MATERIALS USED = _____

NOTE: *This form may be photocopied or scanned into a computer, but it may not be altered in any way.*

Problem Clarification Form

To request clarifications by mail, use a separate form for each long-term problem. A printout of all general problem clarifications is sent to everyone submitting a Problem Clarification Form with or without a question. Use a copy of this form to request a problem clarification printout or to submit your questions. Send it along with a **self-addressed, stamped envelope** to: Problem Clarifications, CCI, **406 Ganttown Road, Sewell, NJ, 08080** **Please include your membership number on your return envelope.** Problem Clarification Forms must be postmarked no later than **February 15, 2009** to be answered.

Membership Name _____ Membership #_____

Street _____ City_____ State /Prov._____ Zip _____

Country (if not USA) _____ Person Making Inquiry _____

Day Phone (_____) _____ E-mail: _____

Date_____ Problem Name & Number_____Div. _____

Please print or type and number your questions. Cite the location of the rule in question, for example, Problem 1, B. 7, a. Be specific in your question. Your solution idea will not be made public. **Do not write on the back of this form, as you will receive only a copy of the front.** You may send additional materials; however, they must be marked with the team's membership name and number. Original forms, drawings or other materials will NOT be returned.

QUESTIONS

REPLY ONLY. DO NOT WRITE IN THIS AREA.

Person Replying: _____Date: _____

NOTE: *This form may be photocopied or scanned into a computer, but it may not be altered in any way.*

Outside Assistance Form

Long-Term Problem _____ Division _____

Membership Name _____ Membership # _____

City _____ State/Prov. _____ Country _____

We understand that it is against the rules for anyone other than the team members to design, build or present the long-term problem solution.

We understand that any team member who was ever on our team must remain on our roster and will count as a team member.

We realize that we may get instruction in various areas of design and construction or in performance techniques, but know that these instructions may not be specific to the long-term problem solution. By signing below, we testify that we have followed all of the rules regarding outside assistance. If there are any exceptions, we have listed those.

WE HAD HELP WITH: (Please describe any assistance with **your specific problem solution** if you had any. State **NONE** if no assistance was received. Also, please list names of former team members not on your roster, if any, and when they last worked with the team.)

Coach #1: _____

Coach #2 _____

Coach #3 _____

Team Member _____
Birthday: _____Grade:_____

Team Member _____
Birthday: _____ Grade: _____

Team Member _____
Birthday: _____Grade: _____

Team Member _____
Birthday: _____ Grade: _____

Team Member _____
Birthday: _____Grade: _____

Team Member _____
Birthday: _____ Grade: _____

Team Member _____
Birthday: _____Grade: _____

Team Member _____
Birthday: _____Grade: _____

NOTE: *This form may be photocopied or scanned into a computer, but it may not be altered in any way.*