



**ARIZONA
ODYSSEY OF THE
MIND COACHES
TRAINING**

WELCOME



ODYSSEY OF THE MIND

Creative, Problem-solving program
which allows teams to
demonstrate their critical
thinking & problem-solving skills
in a competitive setting.

History of *Odyssey of the Mind*

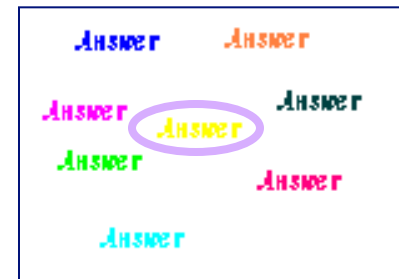
The program was started by a NJ College Educator, Dr. C. Samuel Micklus (Dr. Sam). Dr. Sam challenged students in his Industrial Design courses to solve assignments in unusual and creative ways. At the end of the semester, students presented their solutions in a competition.



What is *divergent-thinking*?

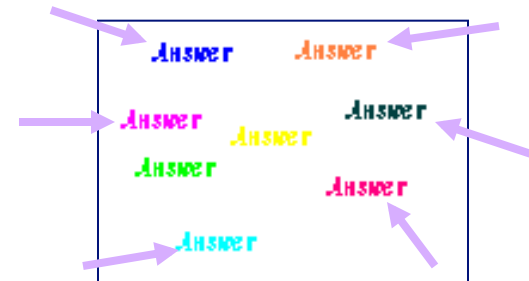
Convergent Problem Solving


- for every problem, there is just one correct answer




Divergent Problem Solving

- for a problem, there may be many correct answers






- *Odyssey of the Mind* encourages young people to explore many possible answers and to be creative in finding a solution





- Because there are no wrong solutions, teams are free to take calculated risks in attempting to solving the problem



Odyssey of the Mind allows kids to use their imaginations to interpret and solve complex problems in a FUN way!



TEAMS

- Broken down by problems
 - Up to 7 members per team
 - Compete with other teams in their age group
 - Division I (grades K-5)
 - Division II (grades 6-8)
 - Division III (grades 9-12)
 - Division IV (College)
 - Primary (grades K-2)
 - Division Finder – (Members Area)
 - Division determined by oldest member on team.
- 
- 

DIVISION FINDER



(856) 256-2797 | info@odysseyofthemind.com | 406 Gortown Road, Sewell, NJ 08080

Home About Us Teams Get Involved Shop

Your Odyssey Begins Here

Odyssey of the Mind (OM™) teaches students how to develop and use their natural creativity to become problem-solvers. Imagine being faced with a problem that requires an original solution. It can be frightening. Now imagine

ARCHITECTURE BUILD
INNOVATE
 PUBLIC SPEAKING HISTORY



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Home About Us Teams Get Involved Shop

Welcome teams, members, parents, and coaches.

In this space you will find everything you need to navigate through the Odyssey of the Mind program. Frequently-accessed forms and resources can be found in the sections below. For team-specific functions and information, please log in to the Member Area or Team Portal.

Member Newsletter
 The Summer 2021 newsletter is now available to view or download!

- PROGRAM GUIDE
- VIEW CLARIFICATIONS
- DIVISION FINDER**
- FREQUENTLY ASKED QUESTIONS

- All teams in Divisions I, II and III are determined by the highest grade or oldest age among the team members.
- Primary teams consist of kindergarten, 1st and 2nd grade students.
- Division IV – Collegiate & Military. All team members must have a high school diploma or its equivalent and be enrolled in at least one course at a two- or four-year college or university OR be enlisted in the military during the program year.

K-12 School System

Other International(Non-K12)

On May 1, ##current_year##

	Grade	Division
Team member #1.	Pick one ▾	N/A
Team member #2.	Pick one ▾	N/A
Team member #3.	Pick one ▾	N/A
Team member #4.	Pick one ▾	N/A
Team member #5.	Pick one ▾	N/A
Team member #6.	Pick one ▾	N/A
Team member #7.	Pick one ▾	N/A

Division table Show my team division.



ODYSSEY OF THE MIND COMPETITION

**At an Odyssey of the Mind
competition, teams are judged in
3 distinct areas:**

Long Term problem (200pts)

Style (50pts)

Spontaneous problem (100pts)

TOTAL 350 pts



LONG TERM PROBLEM

Solve a problem during an 8 minute presentation

5 COMPETITIVE PROBLEMS

Problem 1 — Vehicle

Problem 2 — Technical

Problem 3 — Classics

Problem 4 — Structure

Problem 5 — Theatrical

Primary problem — non-competitive





VEHICLE PROBLEM

Teams design, build and operate vehicles of various sizes and with various power sources.



TECHNICAL PROBLEM

Teams make innovative contraptions and incorporate artistic elements into their solutions.



CLASSICS PROBLEM

The theme of this problem is based on the classical, from literature to architecture to art.



STRUCTURE PROBLEM

Teams design and build structures, using only balsa wood and glue. They test them by supporting and holding as much weight as possible.



THEATRICAL PROBLEM

In this problem, teams present performances that revolve around a specific theme and incorporate required elements.



PRIMARY PROBLEM

- NON-COMPETITIVE PROBLEM

- KINDERGARTEN - 2ND GRADE

- PREPARES YOUNGER CHILDREN FOR
THE ODYSSEY OF THE MIND
EXPERIENCE



2023-2024 Long-Term Problems

Vehicle – Problem 1

Drive-In Movie

Technical – Problem 2

AI Tech-No-Art

Classics – Problem 3

*Classics...Opening Night
Antics*

Structure – Problem 4

Deep Space Structure

Theatrics – Problem 5

Rocking World Detour

Primary – Demonstration Only *The Night Life*



STYLE

- Style is judged at the same time as long term problem
- Rewards teams for elaborating their long term solution, since elaboration requires additional creativity
- Think of it as: *Icing of the Cake*
 - The cake is the long term problem
 - Style is decorating the cake



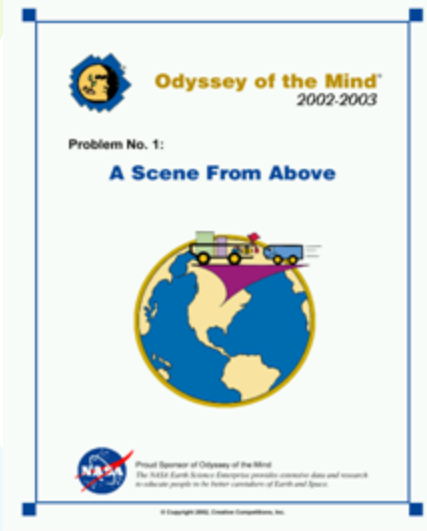
STYLE

Style is the place for the team to showcase their strengths and talents.

- ❖ artistic design, music, songs, choreography
- ❖ construction, creative use of materials
- ❖ humor, rhyme
- ❖ overall effect (theme)

Can not be anything that is already being judged in the long-term problem

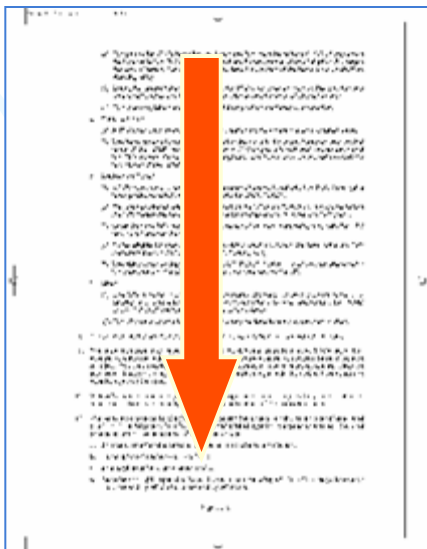
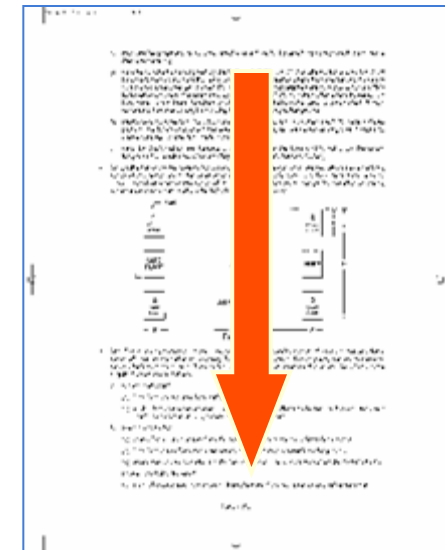
The Parts of a Long-Term Problem



INTRODUCTION

THE PROBLEM

LIMITATIONS



**SITE, SETUP
COMPETITION**

SCORING

PENALTIES

STYLE

**TOURNAMENT
DIRECTOR
WILL PROVIDE**



**TEAM WILL
PROVIDE**

VIDEO







SPONTANEOUS

- Separate competition
 - See how well teams can solve a problem “on the spot”
 - Team involvement only
 - All 7 team members compete in the problem
- 
- 





Spontaneous

3 TYPES OF SPONTANEOUS PROBLEMS

- Verbal – Problems requiring creative verbal responses
 - Hands-on – Problems require manipulation of materials
 - Verbal/Hands-on – Problems with both verbal and hands on components
- 
- 

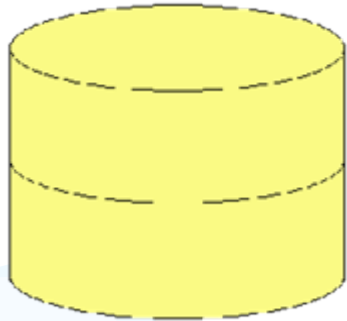


SPONTANEOUS

- Teams may also be judged on their ability to work together.
 - The same spontaneous problem is used for all teams that compete against the same problem/division.
 - Team members can NOT discuss the problem with any other individuals until given permission to do so at the end of the Odyssey season. (Includes: parents, other team members, friends, everyone)
- 
- 

The Three Components of OOTM

Long-Term



200 Points

- in Skit Form (8-min)

Style

50 Points

- Elaboration of Long-Term



Spontaneous



100 Points

- On the Spot



Long-Term + Style + Spontaneous = Total Score (350 pts.)



DEVELOPING TEAMS/ COACHES RESPONSIBILITY



RESOURCES

- 2024 Program Guide – Under Team & click “Program Guide” from drop down
- Websites
 - www.odysseyofthemind.com
 - www.azodyssey.org
- Central Region Director
 - central@azodyssey.org



Program Guide

- **Important information about program**
 - Read & review all chapters
 - Coaches are responsible for know the contents
- **Take with you to tournament**
- **Chapters to Review before tournament:**
 - Chapter III – Odyssey of the Mind Problems/ Spontaneous Problems
 - Chapter IV - Going to Competition
 - Chapter V
 - Program Rules
 - Penalty Categories
 - Assigned Value Items
 - Exempt Items
 - Potential Reasons for Discipline
 - Chapter IV – Glossary



CHOOSING TEAMS

CHOOSING PROBLEMS

CAN A TEAM MEMBER QUIT?

(pg 17 Program Guide)

Team members may not be removed from the roster for any reason even if a team member decides to no longer participate. Once a team member has contributed to the problem solution, in any way and to any degree, they are part of that team even if they don't participate at a competition.

DOES ALL TEAM MEMBERS NEED TO COMPETE?

NO

CAN A TEAM MEMBER BE ADDED?

(pg 17 Program Guide)

A team with less than seven members on its roster may add to the roster, at any time and without penalty, until it reaches a full complement of seven.

REMEMBER TO READ THE PROBLEM OVER & OVER AGAIN!!



Outside Assistance



***OUTSIDE
ASSISTANCE***



**OOTM is a Hands-On Program for Kids,
but a Hands-Off Program for Adults**

Help external to the team is termed Outside Assistance
(OA)





It's Important that Parents Know **OA** Rules, Too!

***Refer to Program Guide -pg. 47-48**



HOW TO QUESTION

- Ask open ended questions
 - Ask questions that help focus
 - Ask questions as a follow up to ideas
 - BUT DO **NOT** GIVE IDEAS OR SOLVE PROBLEM FOR TEAM
- 
- 



PENALTIES

Penalties are designed to prevent teams from bending or breaking the rules, creating a safety hazard, interfering with other teams, delaying competition, or misbehaving.

- **Outside Assistance – (-5 to -200 Points)**

If team receives help from anyone. This applies to audience as well. Thus teams shouldn't encourage audience participation

- **Spirit of the Problem - (-1 to -100 Points)**

Aimed at preventing teams from circumventing the intention of the rules in either Long-Term or Spontaneous

- **Unsportsmanlike Conduct – (-1 to -100 Points)**

For impairing another team's solution, disruptive behavior, inappropriate language. Intentional (or unintentional) damage to facilities

- **Incorrect (-2)/Missing Membership Sign (-5)**

- **Over Cost Limit – (-1 to -100 Points)**

Materials over cost limit

- **Over Time Limit – (-1 to -30)**

- -1 point for every 2 seconds or fraction thereof. Up to one minute then time will be called. (Classics & Theatrics)

Preparing for Spontaneous

- PRACTICE... PRACTICE ... PRACTICE !
- Do lots of different types.
- Do at least two spontaneous problems each time the team meets.
- Critique the teams performance (Coaches Hints are fine here)
- Have each team member specialize in something.
- Fall back plans
- Brainstorm ways to get “unstuck”

Spontaneous Resources:

[Odyssey of the Mind](#)

[AZ Odyssey of the Mind](#)

Baseball Cap Basics (\$35)

[VOICES Weekly Problem](#)

[Maine Practice Problems](#)

[CTOM Spontaneous Zone](#)

[Georgia Odyssey – Build Your Own](#)



Memberships & Teams

Memberships:

- School/Organization memberships
- Allows school/organization to enter 1 team per problem per division into competition.
 - Can not have 2 teams compete in the same problem in the same division (i.e. 2 Div. II teams competing in Vehicle problem)
EXCEPTION - Unlimited Primary Teams
 - Team member may be on more than one team
EXCEPTION – a team member may not enter competition in the same problem for more than one team
EXCEPTION – a Division 4 team must have a majority of members have high school diploma. All must be enrolled in a college course.
- The purchase of additional (Team A, Team B) memberships allows more teams to participate in the same problem.



State Registration & Volunteer Requirement

- **Arizona Odyssey of the Mind Registration –**
 - **Deadline – January 15, 2024**
 - Any registration after that time is at the discretion of the Regional Director & will be subjected to a \$50 late fee.
 - **Must Provide 2 volunteers per team –**
 - Judge- **Deadline January 31, 2024**
 - » 4 hr. Judges Training
 - » 8 hr. Tournament
 - » 12 Clock hours for teachers
 - » Judges will **NOT** be scheduled around child(s) performance
 - Tournament Worker – **Deadline February 15, 2024**
 - » 2 hr. commitment day of tournament
 - » Tournament Workers **will** be scheduled around child(s) performance



Memberships Registration

Go to www.odysseyofthemind
Scroll down on home page to Join/Renew

Your Odyssey Begins Here

Odyssey of the Mind (OM™) teaches students how to develop and use their natural creativity to become problem-solvers. Imagine being faced with a problem that requires an original solution. It can be frightening. Now imagine not being afraid to solve that problem – that is what OM members learn. This skill and self-confidence will carry over to all areas of their lives. OM brings the classroom to life as students apply what they learn and combine it with their interests and passions to solve our unique open-ended problems. OM also emphasizes teamwork, budgeting, time management, public speaking, and so much more. This international program is designed to help students at all learning levels grow as individual learners, grow as team members, and to reach their full potential.



**Get
Started**



Registrations



Odyssey of the Mind®

(856) 256-2797 | info@odysseyofthemind.com | 406 Ganttown Road, Sewell, NJ 08080

Home About Us **Teams** Get Involved Shop

Your Odyssey Begins Here

Odyssey of the Mind (OM™) teaches students how to develop and use their **FRIENDSHIPS ARCHITECTURE BUILD**

Click on **“TEAMS”** link found on homepage & select **“Members Resources”** from drop down

Scroll down to Member Area & Team Portal Login

Member Area & Team Portal Login

Logging-in allows you to register your team for competitions, connect with your local association, and access members-only documents: the problems, artwork, and more. Log in with your membership number and zip code to access our member's only area!

After logging in you can:

- Create Individual Team Logins
- Download Long-Term Problems (English & Spanish)
- Register for Tournaments
- Submit Long-Term Problem Clarifications requests
- Download problem/program art and logos
- Download certificates

Member Login

Membership Number:

Zip Code/Postal Code:

LOGIN

Team Login

Username

Password

LOGIN

2024 Central Region Tournament x

Odyssey HQ <odysseyhq@omworldfinals.com>

Thu, Sep 21, 3:10 PM



Dear Michelle,

Thank you for submitting your registration online.

This is your automatic email confirmation, your username is [REDACTED], and your password is 2 [REDACTED].

Your team is [REDACTED] problem 1 division 1.

Please do not delete this email. If you have any questions, please contact us at central@azodyyssey.org

Best Regards,
Deana Wingate

DO NOT DELETE THIS EMAIL.

Thank you for registering your team. Your next steps are listed below:

By registering a team or teams you agree to do the following:

- Pay the registration fees to Arizona Odyssey of the Mind by February 15, 2024. (See below for details)



DO NOT DELETE THIS EMAIL.

Thank you for registering your team. Your next steps are listed below:

By registering a team or teams you agree to do the following:

- Pay the registration fees to Arizona Odyssey of the Mind by February 15, 2024. (See below for details)
- Provide 1 judge AND 1 tournament worker per team registered. If a team fails to provide the judge and tournament worker, they will be subject to a \$50 fee for each missing volunteer. The fee is due before the tournament. Any team which fails to provide a judge AND tournament worker OR pay fee will not be scored at the tournament and will not be eligible for placement in the competition [here to register online.](#)
- Get approval of school principal or community organization president.

PAYMENT: **This email serves as the official invoice.** It will be the program coordinator's &/or coach responsibility to forward the invoice to the correct Accounts Payable department. For schools/organizations that have multiple teams under your membership number, each team registered will be a running total cost. The last team registered will serve as the final invoice. More complete directions for payment are posted on the www.azodyssey.org web page under Registration link. Please have responsible individuals read care



AZ Odyssey Payment

PAYMENT DUE BY FEBRUARY 15, 2024

- ◆ **All team registration payments must be received by the deadline for teams to be eligible to be scored at the Regional Tournament. Payments are to be made to the State Treasurer.**

- ◆ **Acceptable Payment Methods:**
 - **Check – mailed to the State Treasurer**
 - **Credit Card – email State Treasurer to set up payment**
 - **Purchase Order – send PO electronically to State Treasurer**

- ◆ **It is the program coordinator's &/or coach's responsibility to:**
 - **Forward the invoice to the correct Accounts Payable department.**
 - **It is the Odyssey of the Mind School/Organization Coordinator's &/or Coach's responsibility to educate the appropriate department on the payment process & to insure their payment is received by the designated date.**



Who Do I Pay?

Arizona Odyssey of the Mind State Treasure

Amanda Norton

12267 E. Del Norte

Yuma, AZ 85367

treasurer@azodyssey.org



INVOICE

- The official Odyssey of the Mind invoice is included in the Team Confirmation email sent to the coach after registration of their team(s).
- For schools/organizations that have multiple teams under a membership number:
 - Each email confirmation will include a running total of the amount due.
 - The last team registered under that membership number will have the final total that is due and will serve as the official invoice for payment.
- **IMPORTANT: PLEASE READ CLOSELY!**

Arizona Odyssey of the Mind will not be able to make exceptions for each school/organization as to how they prefer their invoices to look. Along with the above invoice, a standard invoice will be generated for all purchase orders.



PREPARING FOR COMPITITION





2024 TOURNAMENTS

➤ **Central Region Tournament**

**March 2, 2024–Madison Meadows Mid School
Phoenix**



➤ **State Tournament (if a team qualifies)**

**March 30, 2024 – Canyon del Oro High School
Tucson**



➤ **International Tournament – World Finals
(if a team qualifies)**

**May 21-24, 2024 – Iowa State University
Ames, IA**



IMPORTANT DATES

**Spontaneous/Style Workshop @ Desert Oasis
Elementary School, Phoenix**

🕒 **Jan. 27, 2024 – 8AM-2PM**

**Judges Training @ Madison Meadows Middle
School, Phoenix**

🕒 **Feb. 3, 2024 – 9AM – 1PM**

To Register: Contact central@azodyssey.org



PAPERWORK

- Required Forms: (pg 28)

1. Outside Assistance Form – 1 copy
2. Cost Form – 1 copy
3. Style Forms – 4 copies
4. Required Lists – 4 copies
5. Copy of your receipts

- Forms

- Required forms may not be altered. They may be photocopied or scanned into a computer, but lines may not be moved, spaces added, etc.
- Find in Program Guide - appendix
- www.odysseyofthemind.com – Under “Teams” link & go to dropdown “Member Resources” – either School or Team Registration

Where to Find & Download Forms

Go to www.odysseyofthemind.com
"Teams">"Member Resources" & scroll down to Forms



**PROGRAM
GUIDE**

**VIEW
CLARIFICATIONS**

DIVISION FINDER

**FREQUENTLY
ASKED QUESTIONS**

Helpful Links

2021 Newsletter (PDF)
Cook Tips for Coaches
Team Recruitment Flier
About Odyssey Academy
General Program Flier
5 Steps to Great Problem Solving
NJ Scholarship Flier
Membership Application
Problem Synopses Flier


Team List Forms

These forms will be made available before competitions begin in 2023. The contents can also be found in "B. The Problem"

Problem 1 Pirates and the Treasure:.pdf | .docx
Problem 2 Because iCan: .pdf | .docx
Problem 3 Classics...The Walls of Troy: .pdf | .docx
Problem 4 Where's the Structure?: .pdf | .docx
Problem 5 The Most Dramatic Problem Ever!!! .pdf | .docx
Primary Dinos on Parade!: .pdf | .docx

Competition Info & Forms

Style Form (PDF) (Word)
Cost Form (PDF) (Excel)
Outside Assistance Form (PDF)
Team Contract (PDF)
Spontaneous Procedures



www.odysseyofthemind.com & to "Teams">Member Resources" – Sign into Portal

Member Area & Team Portal Login

Logging-in allows you to register your team for competitions, connect with your local association, and access members-only documents: the problems, artwork, and more. Log in with your membership number and zip code to access our member's only area!

After logging in you can:

- Create Individual Team Logins
- Download Long-Term Problems (English & Spanish)
- Register for Tournaments
- Submit Long-Term Problem Clarifications requests
- Download problem/program art and logos
- Download certificates

OR

Member Login

Membership Number:

Zip Code/Postal Code:

LOGIN

Team Login

Username

Password

LOGIN

SUBMIT CLARIFICATIONS

CLARIFICATION STATUS

MEMBERSHIP STATUS

REQUEST MEMBERSHIP INVOICE

Long-Term Problems

The full problems are NOW AVAILABLE!

[All Long Term Problems \[English\].\(zip\)](#)

[All Long Term Problems \[French\].\(zip\)](#)

[All Long Term Problems \[Korean\].\(zip\)](#)

Primary: Dinos on Parade! (PDF)

Problem 1: Pirates and the Treasure (PDF)

Problem 2: Because iCan (PDF)

Problem 3: Classics... The Walls of Troy (PDF)

Problem 4: Where's the Structure? (PDF)

Problem 5: The Most Dramatic Problem Ever!!! (PDF)

Forms

Outside Assistance (PDF)

Style (PDF) (Word)

Cost (PDF) (Excel)

Team Contract (PDF)

Team List Forms will be available before 2023 tournaments begin. The contents of the list can also be found in B. The Problem.

Problem 1 Pirates and the Treasure: .pdf | .docx

Problem 2 Because iCan: .pdf | .docx

Problem 3 Classics...The Walls of Troy: .pdf | .docx

Problem 4 Where's the Structure: .pdf | .docx

Problem 5 The Most Dramatic Problem Ever!!! .pdf | .docx

Primary Dinos on Parade!: .pdf | .docx

Downloads

Program Guide

Participation Certificate

Art & Logos

Membership Application

COU Scholarship Flier

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 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. Our signatures below signify 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 none was received.)

Coach #1 _____ Team Member _____

Coach #2 _____ Team Member _____

Coach #3 _____ Team Member _____

Team Member _____ Team Member _____

Team Member _____ Team Member _____

OUTSIDE ASSISTANCE FORM

- one copy for Staging Judge
- only 7 members can contribute to problem solution
- coaches are facilitators
- coaches can *assist* Div I teams in filling out forms, but must use team's own words
- if OA did occur, list on form, may result in a penalty
- penalty is proportional to amount and type of help given

MATERIAL VALUES FORM

Team members must complete this form. Adults may help fill it out for Division I team members only.

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 =

MATERIAL VALUES (COST) FORM

- one copy for Staging Judge
- includes everything used during the LT & Style PRESENTATION
- doesn't include items not used during presentation
- garage sale value if used items
- combine value of small items
- assigned items & exemptions (Program Guide p.42-45)
- be "creative" in acquiring materials, the art of scavenging
- do not include sales tax
- even "donations" have value

MATERIAL VALUES (COST) FORM

	A	B	C	D	E	F	G	H	I	J	K	L	M
1	COST FORM												
2													
3	Team members must complete this form and list all items used in the presentation of their												
4	problem solution, including those exempt from cost and assigned a value. Adults may help												
5	fill it out for Division I team members only. Do not include sales tax.												
6													
7													
8	Long-Term Problem						Division:						
9													
10	Membership Name:						Membership						
11													
12	City:			State/Prov:			Country:						
13													
14	Judge(s):												
15													
16	Name of Item				Used For				Value				
17	<i>(e.g. wood, fabric, etc.)</i>				<i>(e.g. cutout, prop, all areas, etc.)</i>				<i>(used value)</i>				
18	1.				1.				1.				
19	2.				2.				2.				
20	3.				3.				3.				
21	4.				4.				4.				
22	5.				5.				5.				
23	6.				6.				6.				
24	7.				7.				7.				
25	8.				8.				8.				
26	9.				9.				9.				
27	*				*				*				
28	*				*				11.				
29	*				*				*				
30	*				*				*				
31	*				*				*				
32	*				*				*				
33	*				*				*				
34	*				*				*				
35	*				*				*				
36	*				*				*				
37	*				*				*				
38	TOTAL VALUE OF MATERIALS USED:								\$	-			

•Excel Form

• Will add up costs

STYLE FORM

Team members must complete this form. Adults may help fill it out for Division I team members only. **A minimum of two copies are required for each competition. At World Finals, and in some other competitions, three copies are required.**

Long-Term Problem _____ Division _____

Membership Name _____ Membership # _____

City _____ State _____ 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	1 to 10	5. _____

To describe your Style presentation, briefly tell how the it enhances the long-term problem solution. **Please print or type and use only the space below.**

TOTAL STYLE SCORE =
(Maximum possible = 50)

STYLE FORM

- **four copies for Staging Judge**
- **adds to the Long-term problem**
- **relates to the theme of solution**
- **team can showcase strengths**
- **cannot be items already scored as part of Long-Term**
- **Categories**
 - **Specific Scoring Elements**
 - **Free Choice Elements**
 - **Overall Effect**
- **be very specific**

1. Membership Name: _____

Number: _____ Division: I II III IV (circle one)

2. The chosen architectural structure, including where and when it was created:

SAMPLE

3. When in the performance the replica should be judged for resemblance:

4. A brief description of the three works of art to be scored: _____

5. A brief description of the characters that go on a quest:

Character 1: _____

Character 2: _____

6. When in the performance the required songs will be performed: _____

7. A brief description of the choreographed movement: _____

When it will appear in the performance: _____

8. The signal our team will use to indicate we have finished our performance is:

TEAM LIST FORM

- four copies for Staging Judge
- problem will indicate if it is needed
- lets judges know exactly what aspects of the solution the team wants scored
- no penalty if not used, but judges may miss a scoring element
- can be downloaded from the Member Area or written on a piece of 8 1/2" x 11" paper
- Paper Table (regional tournament only) & Staging Judge will have extras on hand if team forgot a list and time allows

STYLE FORM

Team members must complete this form. Adults may help fill it out for Division I team members only. **A minimum of two copies are required for each competition. At World Finals, and in some other competitions, three copies are required.**

Long-Term Problem _____ Division _____

Membership Name _____ Membership # _____

City _____ State _____ 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	1 to 10	5. _____

To describe your Style presentation, briefly tell how the it enhances the long-term problem solution. **Please print or type and use only the space below.**

TOTAL STYLE SCORE =
(Maximum possible = 50)

STYLE FORM

- **four copies for Staging Judge**
- **adds to the Long-term problem**
- **relates to the theme of solution**
- **team can showcase strengths**
- **cannot be items already scored as part of Long-Term**
- **Categories**
 - **Specific Scoring Elements**
 - **Free Choice Elements**
 - **Overall Effect**
- **be very specific**

1. Membership Name: _____

Number: _____ Division: I II III IV (circle one)

2. The chosen architectural structure, including where and when it was created:

SAMPLE

3. When in the performance the replica should be judged for resemblance:

4. A brief description of the three works of art to be scored: _____

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TEAM SIGNS

Every team must have a membership sign. If it is not visible part of the time, there is no penalty.

REQUIRED

- ✓ **Full school name & Membership number**
 - **Benchmark Elementary School #39002**
 - **Tempe Prep Academy, Team A #31161**

- * **Abbreviations must be recognizable by judges (i.e. HS for High School).**

- ✓ **Must be visible part of the time during performance & seen from 25 ft. away.**

- ✓ **Please review pgs. 46-47 about sign requirements – Missing Sign Penalty**



MONITOR WEBSITES

- **Arizona** – www.azodyssey.org
 - Tournament Schedules
 - Additional Information
 - Workshops/Trainings
 - Other Additional Information
 - **National** – www.odysseyofthemind.com
 - Clarifications
 - Other Additional Information
- 
- 

www.odysseyofthemind.com



Odyssey of the Mind®

(856) 256-2797 | info@odysseyofthemind.com | 406 Ganttown Road, Sewell, NJ 08080



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The 2023-24 Long-Term Problems are
NOW AVAILABLE!

Current members can now log in to the Members Area and download the full problems


Your Odyssey Begins Here

Odyssey of the Mind (OM™) teaches students how to develop and use their natural creativity to become problem-solvers. Imagine being faced with a problem that requires an original solution. It can be frightening. Now imagine not being afraid to solve that problem – that is what OM members learn. This skill and self-confidence will carry over to all areas of their lives. OM brings





www.azodyssey.org



ARIZONA ODYSSEY OF THE MIND

The official website for the Arizona Odyssey of the Mind state and regional competitions.

[Arizona Odyssey of the Mind](#) [Registration](#) [Calendar](#) [Competition](#) [Resources](#) [Contact Us](#) [About Us](#) [Regions](#)

ARIZONA ODYSSEY OF THE MIND



Welcome to the Arizona Odyssey of the Mind Web Site. This is the resource for everything Odyssey of the Mind related in Arizona! We're always updating the site with new and important information regarding competition, workshops, and other resources. Check the news on the home page, the [Calendar](#) for upcoming training and events, and [subscribe to the Arizona Odyssey of the Mind Facebook page!](#)



CLARIFICATIONS

pg 23-24 Program Guide





General Clarifications

- **General Clarifications**

- ❖ Amend or further explain LT problem limitations

- ❖ Found www.odysseyofthemind.com

- ❖ Check frequently for new clarifications

- ❖ Check before each level of competition



GENERAL CLARIFICATIONS



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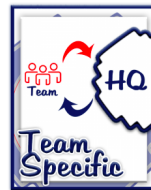
Home About Us Teams Get Involved Shop

Click on
Teams & select
"Clarifications" from
dropdown

Then Click on
"General"



These are updates, amendments, or further explanations of Long-Term Problem limitations, written by Odyssey of the Mind HQ and made public for all members. General Clarifications take precedence over published problem details and the rules in the [Program Guide](#), so it's important that teams keep current on all general clarifications issued throughout the year by clicking "Read Clarifications" below.



When teams are unsure whether their solution is allowed within the limitations of their Long-Term Problem and the rules of the Program Guide, they may request feedback from Odyssey of the Mind HQ. The questions and answers remain **CONFIDENTIAL** and may be taken to tournaments, to affirm that a team's solution is valid. For full details, please consult the [Program Guide](#). To submit your request, click "Submit Clarifications" below.



In some cases, the answer to a team-specific clarification may be distributed to judges, sometimes with additional guidance from Odyssey HQ, to assure that judging of team solutions is consistent throughout the entire Odyssey of the Mind program. These clarifications are **ONLY** seen by Odyssey of the Mind association representatives.

issued throughout the year.



Problem 1
Vehicle



Problem 2
Technical



Problem 3
Classics



Problem 4
Structure



Problem 5
Performance

Problem 1: Pirates and the Treasure

Search:

Date	Clarification
N/A	There are no general clarification for this problem.

Problem 2: Because iCan

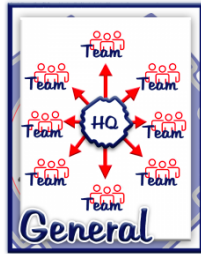
Search:



Team Clarifications

- **Team Clarifications**

- ❖ When questioning an interpretation & answer not found in general clarifications
- ❖ Team clarifications pertain to a particular team's solution
- ❖ Confidential
- ❖ Must be presented to judges on competition day
- ❖ **Deadline for Team Clarification Submission:
2/15/2024**



These are updates, amendments, or further explanations of Long-Term Problem limitations, written by Odyssey of the Mind HQ and made public for all members. General Clarifications take precedence over published problem details and the rules in the [Program Guide](#), so it's important that teams keep current on all general clarifications issued throughout the year by clicking "Read Clarifications" below.



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Read all statements provided carefully

then
Click Submit Clarifications & follow directions given to submit

Clarifications may be submitted until February 15, 2022.

READ CLARIFICATIONS

SUBMIT CLARIFICATIONS

Login required

Problem 3: Historic Figure List

Please take note:

The clarification system is not intended to replace reading the problem and program guide. Teams should read the problem and its limitations, all general clarifications, and the general rules listed in the [Program Guide](#) **BEFORE** requesting a clarification.

Please do not submit a clarification that asks:

If an idea is creative or if one idea would receive more score than another. (No comment regarding subjective scoring will be provided.)

Where the judges or audience will be positioned during the performance. (That is a question for your tournament director.)

To confirm the wording of the problem.

If something may be different from an aspect that is specifically required. (For example, if the problem requires 1/8" wood for a part you may not use 1/16" wood for that required part.)



GOING TO TOURNAMENT Chapter IV

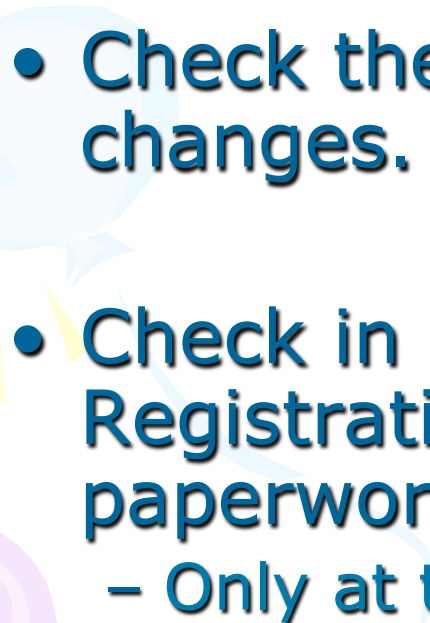

Tournaments

These tournaments provide an opportunity for teams to present their creative solutions, and to be judged against the problem criteria. Although the event is a competition, it is also meant to be a time for the teams to be rewarded and to have FUN!






TOURNAMENT DAY: REGISTRATION

- Check in at Registration Desk.
 - Check the schedule for last minute changes.
 - Check in at the Paper Table (next to Registration) with all their required paperwork.
 - Only at the Central Region Tournament
- 
- 



TOURNAMENT DAY COMPETITION SITE

- Find your LT Problem & Spontaneous Competition sites.
 - Find an area near your LT competition area to set up props/costumes/etc.
 - Teams should report to the competition areas (LT & Spontaneous) at least 15 minutes prior to scheduled competition time. (20 minutes preferred for LT Competition)
 - **Please remind parents to arrive early at the LT competition site.**
 - Once doors are closed, no one will be allowed in (no exceptions).
 - Remind parents that they will not be able to watch spontaneous
 - Spontaneous may take a team early if they are running ahead of schedule, so you can always check in earlier.
- 



Tournament Day: Long Term Performance

• STAGING AREA

- Report no later than 15 minutes (20 minutes preferred) before performance time
- Coaches & Team only – no parents allowed in area

• PERFORMANCE

- Performance will never begin earlier than scheduled time
- Coaches will be directed to their seats

• AFTER THE PERFORMANCE

- Coaches/Parents are not permitted on competition floor until judges are done speaking with team & directed to do so



Tournament Day: Picking Up Scores

- Coaches only pick up the score sheets from Head Judge when available.
- Long Term & Style Scores
 - Teams receive Long Term & Style scores after competition
 - Only Long Term scores & Style scores are given to team coaches
- Spontaneous Scores
 - Spontaneous scores will not be available until after the awards ceremony.
 - Teams will not receive individual judging score sheets.



SCORES

(pgs 29–30)

- Must pick up scores by 30 minutes after last team competes in that problem/judging team.
- Coaches have 30 minutes once they receive Long Term scores to return to the Head Judge with any questions or to contest results.
 - Coaches may only dispute Long Term scores.
 - Coaches may not dispute any subjective scoring elements.
 - Coaches may not dispute style or spontaneous scores.
- Coaches will receive a packet at the end of the Award Ceremony with all teams' scores in your problem/division.
- All Scores will be posted on the evening of competition on the www.azodyyssey.org website under "Competition" link.





Tribunals

- **Long Term Problems only**

- Tribunal is to convened only when the question regards a rule infraction. Issues that arise as to whether or not something happened or did not happen during a team's performance are not eligible for a tribunal



SCORING

- Scores consist of the combined Long-Term, Style & Spontaneous percentaged scores. Penalty points are deducted from final combined score.
 - The highest score determine the winners in each problem within each division.
 - Final scores are carried to two decimal places.
 - ***Ties are awarded if there is less than 1 point difference total score***
- 
- 

World Finals 2008 May 31st

Problem 1 Odyssey Road Rally Division III							
Rank	Member		Long Term	Style	Spont	Penalty	Total
1	HAYES FOUNDATION #20868 Castleton, VT	Calc. Raw	157.96 139.00	39.28 29.33	100.00 584.50	0.00	297.24
2	TEMPE PREP ACADEMY TM B #35901 Tempe, AZ	Calc. Raw	164.41 144.67	41.96 31.33	79.08 462.25	0.00	285.45
3	MIAMI CORAL PARK SR H S #7975 Miami, FL	Calc. Raw	151.53 133.34	31.25 23.33	99.83 583.50	0.00	282.61
3	COGINCHAUG REGIONAL H S #37674 Durham, CT	Calc. Raw	139.02 122.33	43.76 32.67	99.79 583.25	0.00	282.57
3	THOMAS JEFFERSON H S TM B #37802 Alexandria, VA	Calc. Raw	184.86 162.67	39.74 29.67	57.87 338.25	0.00	282.47
4	VINELAND H S #1149 Vineland, NJ	Calc. Raw	154.17 135.66	49.56 37.00	66.30 387.50	0.00	270.03
5	CORUNNA H S #5736 Corunna, MI	Calc. Raw	200.00 175.99	46.44 34.67	22.58 132.00	0.00	269.02
6	SAN RAMON VALLEY H S TM A #19512 Danville, CA	Calc. Raw	152.67 134.34	27.69 20.67	79.34 463.75	0.00	259.70
6	ST JOHN NEUMANN H S #36232 Williamsport, PA	Calc. Raw	184.86 162.67	48.66 36.33	26.01 152.00	0.00	259.53
7	LISE-MEITNER-GYMNASIUM #33986 Falkensee, Germany	Calc. Raw	134.84 118.65	36.16 27.00	85.97 502.50	0.00	256.97
8	QUEST HOMESCHOOLERS #33894 Durham, NC	Calc. Raw	106.82 94.00	38.40 28.67	99.62 582.25	0.00	244.84
8	KING LING COLLEGE #32490 Hong Kong, Hong Kong	Calc. Raw	175.00 153.99	49.12 36.67	19.85 116.00	0.00	243.97
9	CHENANGO VALLEY MID/H S #10102 Binghamton, NY	Calc. Raw	161.76 142.34	47.78 35.67	33.28 194.50	0.00	242.82
10	LUWAN H S #9103 Shanghai, China	Calc. Raw	157.96 139.00	48.66 36.33	31.18 182.25	0.00	237.80
11	NORTHAMPTON AREA SR H S #30663 Northampton, PA	Calc. Raw	146.21 128.66	39.28 29.33	43.97 257.00	0.00	229.46
12	OSRODEK PSYCHOEDUKACJI DAMB #22311 Gdansk, Poland	Calc. Raw	159.85 140.66	39.28 29.33	25.96 151.75	0.00	225.09
13	SOVEREIGN GRACE HOMESCHOOLERS A #36451 Lorton, VA	Calc. Raw	126.14 111.00	39.28 29.33	48.76 285.00	0.00	214.18
14	NORTHWEST COBB CO YMCA TM A #35911 Acworth, GA	Calc. Raw	148.11 130.33	31.70 23.67	31.74 185.50	0.00	211.55
15	TORREY PINES H S #33488 San Diego, CA	Calc. Raw	149.27 131.35	37.50 28.00	29.17 170.50	6.00	209.94

**3-way
TIE**



Percentage Scores

- The team that earns the highest raw score in its division is awarded the maximum score for that scoring element.
 - Long-term = awarded 200 points
 - Style = awarded 50 points
 - Spontaneous = awarded 100 points
- All other teams receive a percentage score based on the maximum raw score.

Raw Score/Highest Raw Score X Highest Score in Scoring Element = Overall Score

Example:

LT - $160/180 \times 200 = 177.78$

Style - $46/48 \times 50 = 47.92$

Spontaneous - $87/99 \times 100 = 87.88$



SCORING

	Raw Score	Final Score
• TEAM A		
LT Problem	185	200.00
Style	35	38.88
Spontaneous	70	87.50
TOTAL POINTS		326.38
• TEAM B		
LT Problem	175	189.19
Style	40	44.44
Spontaneous	80	100.00
TOTAL POINTS		333.63*
• TEAM C		
LT Problem	140	151.35
Style	45	50.00
Spontaneous	55	68.75
TOTAL POINTS		270.10



Awards Ceremony

Advancing on to the Next
Competition Level:

- Teams that place 1st, 2nd, & 3rd place in their problem & division
- Ranatra Fusca Winners

Odyssey of the Mind Recognition

(Pgs. 31-33)

OMER's Award

In recognition of teams or individuals who demonstrate outstanding sportsmanship, exemplary behavior, and exceptional talent

Ranatra Fusca

presented to teams or individuals who exhibit exceptional creativity, either through some aspect of their problem solution, or an extraordinary idea beyond the problem solution



☺ **Teams that are awarded the Ranatra Fusca advance on to the next level of competition.**



Tournament

- Enjoy other performances

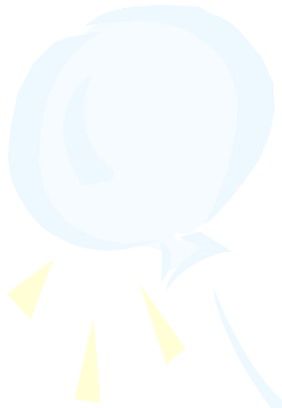


- Coaches responsible for monitoring teams/meals

- Have fun! 😊



- Good Luck!



THANK YOU & GOOD LUCK!