

The background features several large, flowing, abstract shapes in light green, light blue, and light purple. Interspersed among these are numerous small, yellow, triangular shapes that resemble confetti or starbursts. The overall aesthetic is bright and celebratory.

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*

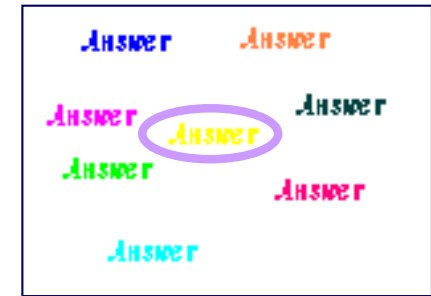
The program was started by a NJ College Educator, Dr. C. Samuel Micklus (Dr. Sam). Dr. Sam challenged students in his Industrial Design courses to solve assignments in unusual and creative ways. At the end of the semester, students presented their solutions in a competition.



What is *divergent-thinking*?

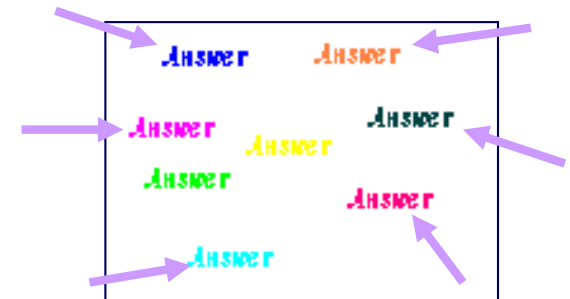
Convergent Problem Solving


- for every problem, there is just one correct answer

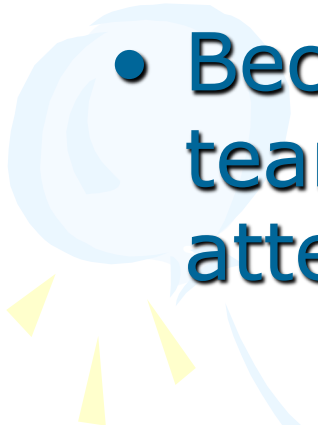



Divergent Problem Solving

- 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 determined by the team member in the highest grade



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 — Performance (Theatrics)

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.



PERFORMANCE PROBLEM

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

A decorative graphic on the left side of the slide featuring three balloons in light green, light blue, and light purple, each with yellow triangular streamers.

PRIMARY PROBLEM

- NON-COMPETITIVE PROBLEM
- KINDERGARTEN - 2ND GRADE
- PREPARES YOUNGER CHILDREN FOR THE ODYSSEY OF THE MIND EXPERIENCE



2024-2025 Long-Term Problems

Vehicle – Problem 1

The OM-Mazing Race

Technical – Problem 2

Mech-Animal Sidekick

Classics – Problem 3

Classics...Cooking with Books

Structure – Problem 4

Save Me Structure

Performance – Problem 5

AstronOMical Odyssey!

Primary – Demonstration Only

It's a Wonderful World!



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



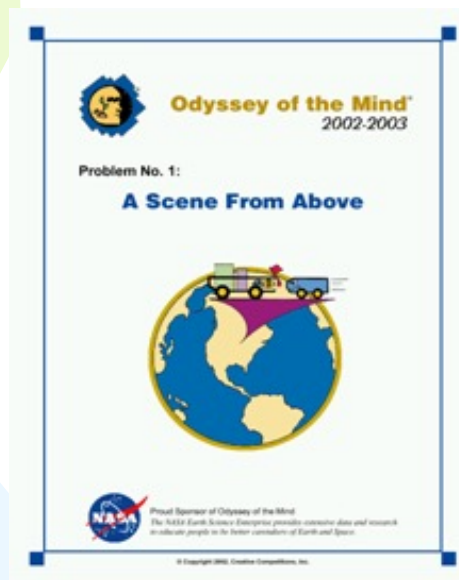
STYLE

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

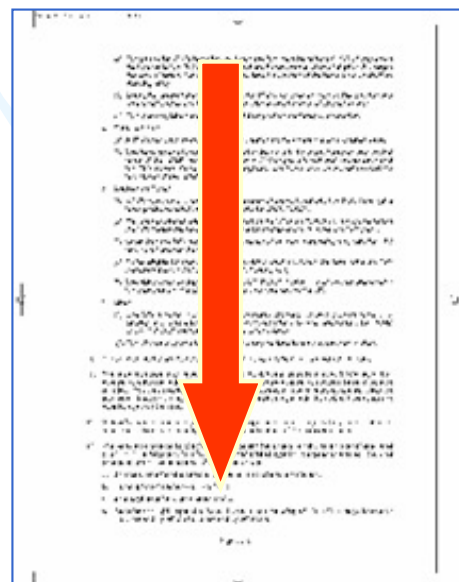
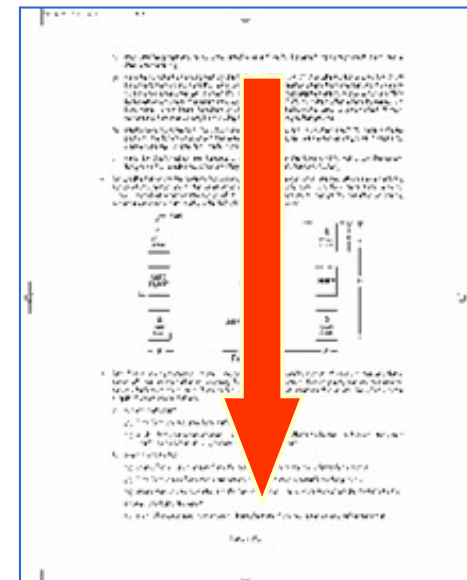
The Parts of a Long-Term Problem



INTRODUCTION

THE PROBLEM

LIMITATIONS



**SITE, SETUP
COMPETITION**

SCORING

PENALTIES

STYLE

**TOURNAMENT
DIRECTOR
WILL PROVIDE**

**TEAM WILL
PROVIDE**



SPONTANEOUS

- Separate competition
 - Portion of the tournament where teams show up & are given a problem, and solve it within a limited time.
- Team members learn to “think on their feet” - See how well teams can solve a problem “on the spot”
- This competition is worth 100 points



Types of Spontaneous Problems

- Verbal – A problem requiring creative verbal responses
- Hands-on – A problems where teams are asked to build something, manipulate objects and much more.
- Verbal/Hands-on – A verbal problem that will require the manipulation of or interaction with objects in solving the problem.

NOTE: Each team solves one spontaneous problem in competition, it will fall under one of these three categories.



Team Member Involvement

- ALL team members (up to 7) are allowed and encouraged to participate.
- The type of problem will not be revealed until the team enters the spontaneous competition room.
- Team members will be given a Team Copy of the problem to follow along as the judge reads it out loud.

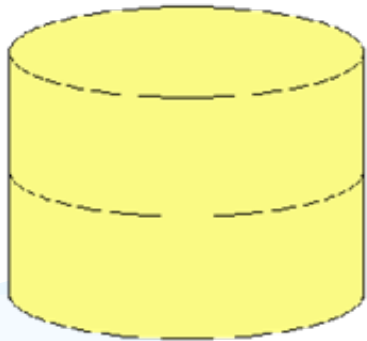


SPONTANEOUS

- Teams Work:
 - Working well together enhances team solutions & often helps lead to success
 - Some spontaneous problems specifically award points for teamwork
 - Team members are allowed to talk to each other during spontaneous unless the problem states otherwise. 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



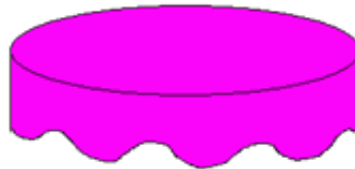
200 Points

- in Skit Form (8-min)

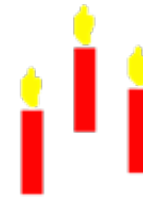
Style

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

- Websites
 - www.odysseyofthemind.com
 - www.azodyssey.org
- Program Guide – Found under “Teams” link on the odysseyofthemind.com website
- Trainings & Workshops
 - Coaches Training
 - Style/Spontaneous Team Workshop
- Central Region Director
 - central@azodyssey.org

www.odysseyofthemind.com



Odyssey of the Mind

[Home](#) [About Us](#) [Teams](#) [Get Involved](#) [Shop](#)

[Logout](#)

Your Odyssey Begins Here

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www.azodyssey.org



Program Guide

Found on odysseyofthemind.com website

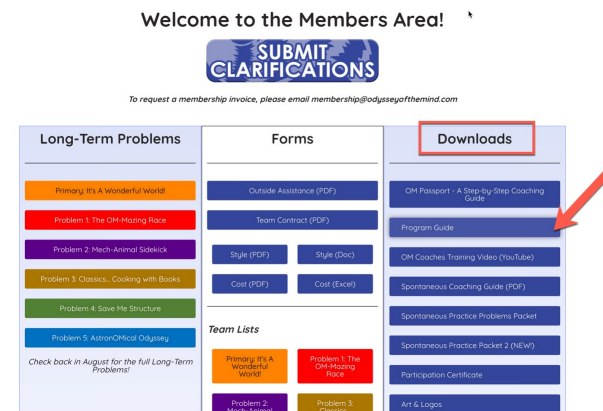
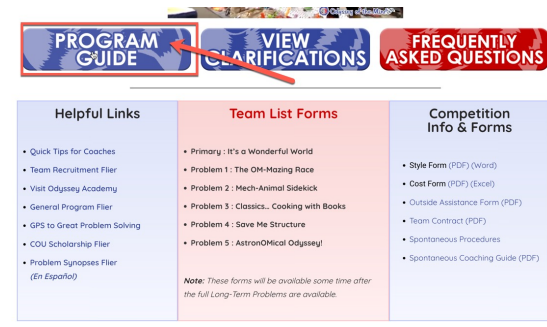
Click on "Teams" & select "Program Guide" from drop down

OR

"Teams">"Member Resources"

OR

"Teams">"Member Area"
(login required)





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?

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?

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.

REVIEW "Team Member Participation" – Chapter II Program Guide

REMEMBER TO READ THE PROBLEM OVER &
OVER AGAIN!!

Helpful Links & Team Contract



Odyssey of the Mind

Under Member Resources

[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

PROGRAM GUIDE

VIEW CLARIFICATIONS

FREQUENTLY ASKED QUESTIONS

Helpful Links

- Quick Tips for Coaches
- Team Recruitment Flier
- Visit Odyssey Academy
- General Program Flier
- GPS to Great Problem Solving
- COU Scholarship Flier
- Problem Synopses Flier (En Español)

Team List Forms

- Primary : It's a Wonderful World
- Problem 1 : The OM-Mazing Race
- Problem 2 : Mech-Animal Sidekick
- Problem 3 : Classics... Cooking with Books
- Problem 4 : Save Me Structure
- Problem 5 : AstronOMical Odyssey!

Note: These forms will be available some time after the full Long-Term Problems are available.

Competition Info & Forms

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

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- Spontaneous Procedures
- Spontaneous Coaching Guide (PDF)

Monthly OMER Talks

www.odysseyofthemind.com: Teams > Member Area



October 29, 2024
8:00pm - 9:00pm EST



Problems the Odyssey Way
Dive deep into the problems of the 2024-25 season and the resources that help a team discover and clarify along the creative journey.

OMER Talks are monthly webinars to assist all that participate as team members and Officials in Odyssey of the Mind. They will be led by experts in the fields and include a Q&A on the topic being discussed.

[Click here to register](#)

Join the OMER Talks Webinars at: www.odysseyofthemind.com

OMS The Beyond the Box™ Experience

Odyssey of the Mind is excited to offer a new member-exclusive benefit: OMER Talks!
Space is limited so SIGN UP NOW



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 – Chapter 5 “Outside Assistance”**



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



ARTIFICIAL INTELLIGENCE (AI)

The use of Artificial
Intelligence (AI) technology
for any part of a team's
solution is considered
Outside Assistance.



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.
(Program Guide – Chapter V)

- **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 & Performance)

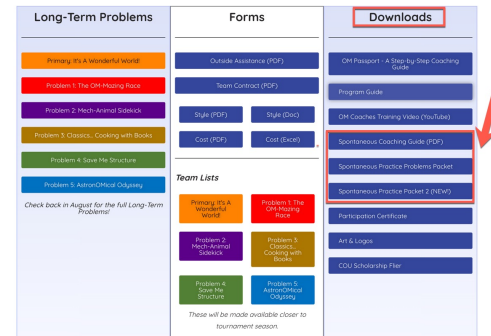


Preparing for Spontaneous

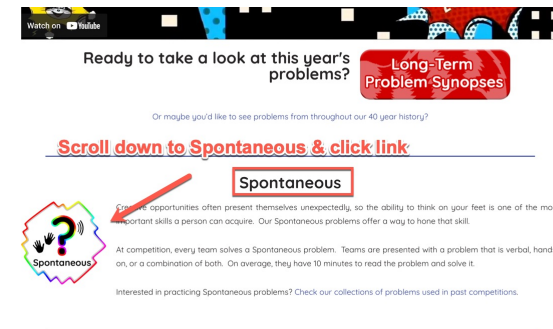
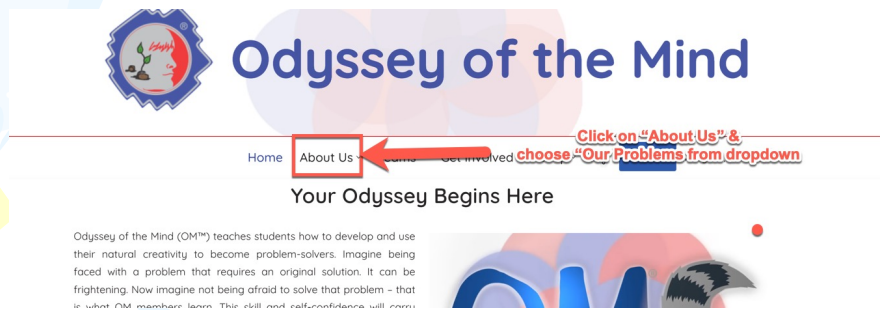
- PRACTICE... PRACTICE ... PRACTICE !
- Do lots of different types.
- Do at least two spontaneous problems each time the team meets.
- Critique the teams performance (Coaches Hints are fine here)
- Have each team member specialize in something.
- Fall back plans
- Brainstorm ways to get "unstuck"

Spontaneous Resources

- Odyssey of the Mind –
 - Sign in to your Member Area



- Under "About Us" & click "Our Problems" under drop down. Then scroll down to "Spontaneous" & click link.



- AZ Odyssey of the Mind
- State OotM Websites



MEMBERSHIPS

&

TEAM

REGISTRATIONS



Memberships & Teams

Memberships:

- School/Organization memberships – Payment to *Creative Competitions, Inc. (CCI)*
**Problems will be available on your membership page once you register your school/organization*
- 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 who are high school graduates & registered for at least one class at a college, university, accredited technical school, or member of the military. Team members do not have to attend the same institution.
- The purchase of additional (Team A, Team B) memberships allows more teams to participate in the same problem.

Memberships Registration

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

Your Odyssey Begins Here

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**Get
Started**

**JOIN
RENEW**





Odyssey of the Mind

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Help Center

Search the documentation...



Featured Articles

Popular Articles

- Add a Coach to your Membership as a School Contact
- Submit Clarifications
- Membership Sign-up
- How to Create your Team by Problem and Division

Newest Articles

- Add a Coach to your Membership as a School Contact
- How to Create your Team by Problem and Division
- Submit Clarifications
- Membership Sign-up



Payment Methods

- Credit Card



- Invoice

- Purchase Order



Credit Card or Invoice

Under Payment Info:

Click "No" for Purchase Order & click "Next"

How did you hear about us?

Renewal

Payment Info

Do you need to submit a PO?

☐ Yes

☒ No

Click No

If yes, please submit here:

[Choose files](#)

You can upload up to 20 files. Each file should be less than 20 MB.

PO Number

Only whole numbers are accepted.

Click Next

Cancel

Back

Next

Credit Card Payment

Click "Pay online" & Complete as directed



Standard Membership

Review and confirm

Level Standard Individual Memberships - \$290.00 (USD)
Subscription period: 1 year, on: July 1st
No automatically recurring payments

Extra costs \$190.00

Total amount ~~\$480.00 (USD)~~



Cancel

Back

Invoice me

Pay online

Application data

Invoice

Click "Invoice me" & Complete as directed








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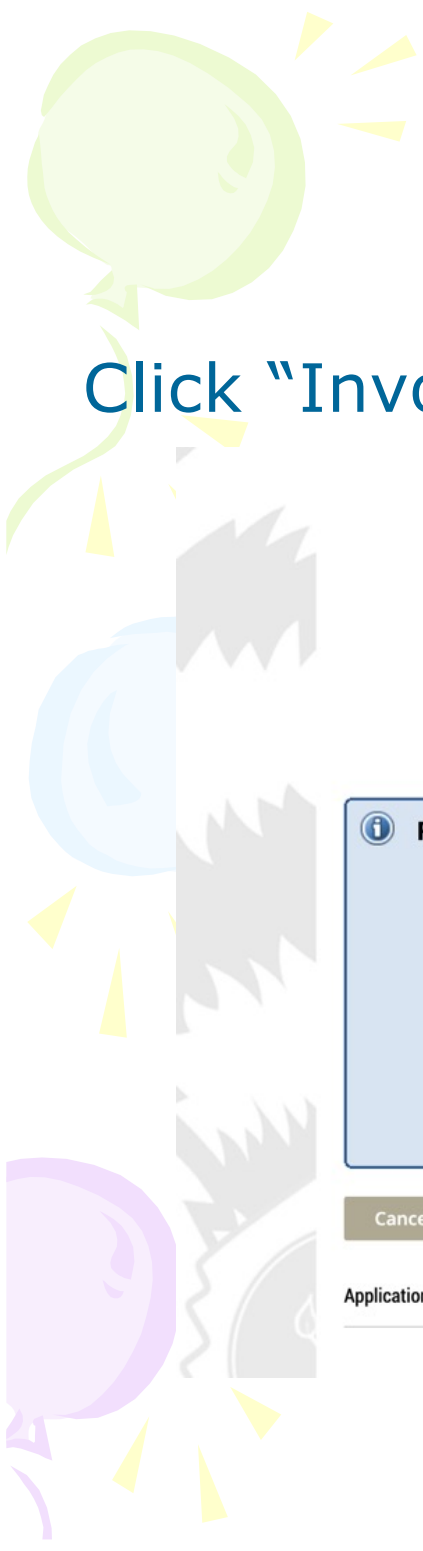
Extra costs \$190.00
Total amount ~~\$480.00~~ **\$480.00 (USD)**



[Cancel](#) [Back](#) [Invoice me](#) [Pay online](#)

Application data



Purchase Orders

Under Payment Info:

Click "Yes" for Purchase Order & Complete as directed

How did you hear about us?

Payment Info

Do you need to submit a PO? ☒ Yes ☐ No

Click Yes

If yes, please submit here:

Upload PO here

You can upload up to 20 files. Each file should be less than 20 MB.

PO Number

Only whole numbers are accepted.

Enter PO Number here

Online Resources: ***Long Term Problems, Forms & Downloads***

- Available once you register your School/Organization
- Found on www.odysseyofthemind.com website under "Teams" link - click "Member Area (requires login)" from drop down
- Login as directed

Welcome to the Members Area!

SUBMIT CLARIFICATIONS

To request a membership invoice, please email membership@odysseyofthemind.com

Long-Term Problems	Forms	Downloads
Primary: It's A Wonderful World!	Outside Assistance (PDF)	OM Passport - A Step-by-Step Coaching Guide
Problem 1: The OM-Mazing Race	Team Contract (PDF)	Program Guide
Problem 2: Mech-Animal Sidekick	Style (PDF) Style (Doc)	OM Coaches Training Video (YouTube)
Problem 3: Classics... Cooking with Books	Cost (PDF) Cost (Excel)	Spontaneous Coaching Guide (PDF)
Problem 4: Save Me Structure		Spontaneous Practice Problems Packet
Problem 5: AstronOMical Odyssey		Spontaneous Practice Packet 2 (NEW!)
Check back in August for the full Long-Term Problems!	Team Lists	Participation Certificate
	Primary: It's A Wonderful World! Problem 1: The OM-Mazing Race	Art & Logos
	Problem 2: Mech-Animal Problem 3: Classics...	



Arizona Odyssey of the Mind Team Registration

- ▶ Registration done only on-line
- ▶ Registration Deadline Date – **January 15, 2025**
- ▶ Any registration after that time is at the discretion of the Region Director & will be subject to a \$50 late fee.



Odyssey of the Mind

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Help Center



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Newest Articles

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- How to Create your Team by Problem and Division
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- Membership Sign-up



Team Registration Fees

- ▶ **Registration fees for AZ regional tournaments (per membership contract id#):**
 - If invoiced or paid **by December 31, 2024:**
 - 1st team = \$200
 - Each additional team = \$100
 - Primary teams = *free**
 - If invoiced or paid **after December 31, 2024** 1st team = \$250
 - Each additional team = \$150
 - Primary teams = *free**
- * **Primary Teams**
 - **No cost for Primary teams**
 - **unlimited** number a school/organization can register
- All fees must be paid by **February 15, 2025**



AZ Odyssey Payment

Payments are to be made to the State Treasurer.

Acceptable Payment Methods:

- **Check – mailed to the State Treasurer**
 - Checks made payable to AZ Odyssey
- **Credit Card – email State Treasurer to set up payment**
- **Purchase Order – send PO electronically to State Treasurer**

PAYMENT DUE BY FEBRUARY 15, 2025

All team registration payments must be received by the deadline for teams to be eligible to be scored at the Regional Tournament.



Who Do I Pay?

Arizona Odyssey of the Mind State Treasure

Amanda Norton

12267 E. Del Norte

Yuma, AZ 85367

treasurer@azodyyssey.org

***❖ PLEASE CONTACT TREASURER FOR ALL
QUESTIONS RELATED TO PAYMENT.***



Team Registration & Volunteer Requirement

- **Arizona Odyssey of the Mind Registration –**
 - **Deadline – January 15, 2025**
 - 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, 2025**
 - » 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, 2025**
 - » 2 hr. commitment day of tournament
 - » Tournament Workers **will** be scheduled around child(s) performance
- ❖ **\$150 fee for each team's missing volunteer(s)**



PREPARING FOR COMPITITION



2025 TOURNAMENTS

➤ **Central Region Tournament**

**March 1, 2025–Madison Meadows Middle
School
Phoenix**

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

**March 29, 2025 – Canyon del Oro High School
Tucson**

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

**May 21-24, 2025 – Michigan State University
East Lansing, MI**



IMPORTANT DATES

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

 **Jan. 25, 2025 – 8AM-2PM**

To Register: Contact central@azodyyssey.org

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

 **Feb. 1, 2025 – 9AM – 1PM**



PAPERWORK

- Required Forms: (Problem Guide – Chapter 4)
 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 drop down & select either **“Member Resources”** or **“Member Area”**

Where to Find & Download Forms

Go to: www.odysseyofthemind.com

"Teams">"Member Resource" & scroll down to Team List Forms/Competition Info & Forms



PROGRAM
GUIDE

VIEW
CLARIFICATIONS

FREQUENTLY
ASKED QUESTIONS

Helpful Links

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- Team Recruitment Flier
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- COU Scholarship Flier
- Problem Synopses Flier
(En Español)

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"Teams">"Member Area" & scroll down to Forms

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Problem 3: Classics... Cooking with Books	Cost (PDF) Cost (Excel)	Spontaneous Coaching Guide (PDF)
Problem 3: Selected Literature Excerpts		Spontaneous Practice Problems Packet
Problem 4: Save Me Structure	<i>Team Lists</i>	Spontaneous Practice Packet 2 (NEW!)
Problem 5: AstronOMical Odyssey	Primary: It's A Wonderful World! Problem 1: The OM-Mazing Race	Participation Certificate
	Problem 2: Mech-Animal Sidekick Problem 3: Classics... Cooking with Books	Art & Logos
	Problem 4: Save Me Structure Problem 5: AstronOMical Odyssey	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

	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	(e.g. wood, fabric, etc.)				(e.g. costume, props, all areas, etc.)				(used value)				
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:										\$	-	

MATERIAL VALUES (COST) FORM

- 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) (If the category is "Free choice of team," do not include anything that is scored in long-term problem scoring.)	Possible Points	Points Awarded (Judge fills in)
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

Classics. . .ARTchitecture: The Musical

Team's Required List Form

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



TEAM SIGNS

TO ENSURE THAT THE JUDGES SCORE THE CORRECT TEAM, EVERY TEAM MUST HAVE A TEAM CREATED MEMBERSHIP SIGN

WHAT IS REQUIRED:

✓ Official Membership Name

- The Member Area indicates the official team name.
- If a membership contains any other information, such as Team A, Team B, and so on, that must appear on the sign as well, either spelled out or abbreviated, e.g., Tm. A
- Abbreviations must be recognizable by judges (i.e. HS for High School).

✓ Must be seen from at least 25 feet away.

✓ Must be visible part of the time during performance.


- If it is not visible part of the time, there is no penalty.

✓ Please review Chapter 5 pgs. 47-48 about Sign Requirements & Missing Sign Penalty



MONITOR WEBSITES

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



CLARIFICATIONS

Program Guide –

Chapter III



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 - Teams Link - "Member Resource" & "Member Area"



PROGRAM GUIDE **VIEW CLARIFICATIONS** **FREQUENTLY ASKED QUESTIONS**

[Log in to the Member Area](#)

Teams > Member Resource - Click View Clarifications

Helpful Links	Team List Forms	Competition Info & Forms
<ul style="list-style-type: none">Quick Tips for CoachesTeam Recruitment FlierVisit Odyssey AcademyGeneral Program FlierGPS to Great Problem Solving	<ul style="list-style-type: none">Primary : It's a Wonderful WorldProblem 1 : The OM-Mazing RaceProblem 2 : Mech-Animal SidekickProblem 3 : Classics... Cooking with BooksProblem 4 : Save Me Structure	<ul style="list-style-type: none">Style Form (PDF) (Word)Cost Form (PDF) (Excel)Outside Assistance Form (PDF)Team Contract (PDF)



Odyssey of the Mind

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Welcome to the Members Area!

SUBMIT CLARIFICATIONS **READ CLARIFICATIONS**

To request a membership invoice, please email membership@odysseyofthemind.com

Long-Term Problems	Forms	Downloads
Primary: It's A Wonderful World!	Outside Assistance (PDF)	OM Passport - A Step-by-Step Coaching Guide
Mazing Race	Team Contract (PDF)	Program Guide

General Clarifications

General clarifications amend or further explain a problem's limitations without revealing information about a team's solution. The clarifications below take precedence over limitations listed in the problem and the rules in the Program Guide, so it's important that teams keep current on all general clarifications issued throughout the year.



Problem 1: The OM-Mazing Race

Oct 10, 2024

A - The Problem: The host interview with a racing character is not required for score but if presented it will be considered when scoring D7b.

B8b(4) - Stuck in the mud: the vehicle must lift itself, the racing character, any riders, and anything on the vehicle to the required height listed for their division (Division I - 3", Division II-IV - 6"). The vehicle is not required to travel while lifted.

B9 - The Racing Characters: at least one of the Racing Characters portrayed by a team member in costume must be on the vehicle at any time it is racing.



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:
2/15/2025**

Team Clarifications

Teams Link – Member Area



Odyssey of the Mind

Click on link below to submit team clarification

Home About Us **Teams** Get Involved Shop  Logout Wingate, Deana

Welcome to the **Members Area!**

SUBMIT CLARIFICATIONS **READ CLARIFICATIONS**

To request a membership invoice, please email membership@odysseyofthemind.com

Long-Term Problems	Forms	Downloads
Primary: It's A Wonderful World!	Outside Assistance (PDF)	OM Passport - A Step-by-Step Coaching Guide
Problem 1: The OM-Mazing Race	Team Contract (PDF)	Program Guide



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

(Ch IV Program Guide – 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

- **TEAM A**

	Raw Score	Final Score
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 State Competition Level:

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

Advancing on to World Finals Competition Level:

- Teams that place 1st & 2nd place
- Ranatra Fusca Winners

Odyssey of the Mind Recognition

(Ch IV Program Guide - Pgs. 31-32)

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!