

## Quick Guide to Resources

**Application for membership** — [odysseyofthemind.com](http://odysseyofthemind.com), *Join*

**Association info** — The State/Country Website [odysseyofthemind.com](http://odysseyofthemind.com), *Local contacts*

**Books of practice problems** — [odysseyofthemind.com](http://odysseyofthemind.com), *Shop*

**Clarification for a Long-Term problem** — [odysseyofthemind.com](http://odysseyofthemind.com), *Clarifications*

**Copy of all general clarifications** — [odysseyofthemind.com](http://odysseyofthemind.com), *Clarifications*

**General Rules for all teams** — Odyssey of the Mind Program Guide

**Cost Form** — Program Guide Appendix OR [odysseyofthemind.com](http://odysseyofthemind.com), *Forms*

**Outside Assistance Form** — Program Guide Appendix OR [odysseyofthemind.com](http://odysseyofthemind.com), *Forms*

**Program info** — [odysseyofthemind.com](http://odysseyofthemind.com), *Learn more*

**Style Form** — Program Guide Appendix OR [odysseyofthemind.com](http://odysseyofthemind.com), *Forms*

**Tournament registration info for your local competition**— Your Regional or Association Director

**Tournament site info** — Your Regional or Association Director

**World Finals** — [odysseyofthemind.com](http://odysseyofthemind.com), *World Finals* (Info. added on an ongoing basis.)

*Other helpful information can be found at [www.creativeopportunities.org](http://www.creativeopportunities.org)*

# Appendix

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*The following pages contain the forms necessary to enter official competitions and spontaneous problems to use in practice sessions. The method to present required forms in virtual/online competitions will be described prior to registering for that tournament.*

- Style Form
- Cost Form
- Outside Assistance Form
- Verbal Spontaneous Problem: Reinventing the Wheel
- Verbal Spontaneous Problem: To Have Fun or Not to Have Fun?
- Verbal/Hands-On Spontaneous Problem: Creation Station
- Hands-On Spontaneous Problem: The Last Straw

# Style Form

Team members must complete this form. Adults may help fill it out for Division I team members only. **A minimum of four 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.

Long-Term Problem \_\_\_\_\_ Division \_\_\_\_\_

Membership Name \_\_\_\_\_ Membership # \_\_\_\_\_

City \_\_\_\_\_ State/Prov. \_\_\_\_\_ Country \_\_\_\_\_

Judge(s) \_\_\_\_\_

| Style Category<br>(Team fills in #1 to #4)                      | Possible Points | Points Awarded<br>(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 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 the information may not be altered in any way.*

# Cost 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 \_\_\_\_\_

Judge(s) \_\_\_\_\_

| <b>Name of Item</b><br>(e.g. wood, fabric, etc.) | <b>Used For</b><br>(e.g. costumes, props, all areas etc.) | <b>Value</b><br>(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.

# Outside Assistance Form

Long-Term Problem \_\_\_\_\_ Division \_\_\_\_\_

Membership Name \_\_\_\_\_ Membership Number \_\_\_\_\_

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 no longer on your team (if the roster exceeds seven) 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 \_\_\_\_\_

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

## Verbal Spontaneous Problem: Reinventing the Wheel

A. When the team members enter the room, tell them, "This is a verbal problem."

B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)

- (1) You have 1 minute to think and 4 minutes to respond. You may ask the judges questions; however, time will continue. **You are not allowed to talk to each other at any time.**
- (2) You will receive 1 point for each common response and 5 points for each creative response.
- (3) Each of you has 7 cards. **You will take turns in order. After you give a response, you will place one of your cards in the container** (*point to container*).
- (4) Speak loudly and clearly. Once time begins, it will not be stopped.
- (5) You should not repeat a response that has already been given, and you are not allowed to skip your turn. If one member of the team is stuck, the team is stuck.
- (6) You will be finished when response time ends or when you have used all of your cards.
- (7) **Imagine that wheels no longer exist. Your problem is to say what would be different without wheels.** For example, you might say, "We can ride horses instead;" or "People would steer with joysticks."

(After reading the entire problem aloud, repeat the items in boldface. Begin by saying, "I repeat.")

C. **FOR JUDGES ONLY:**

1. Give each team member a set of seven unnumbered cards. Each set should be different from the others, such as different colors, or marked with different shapes, etc. Make sure team members surrender a card after each response.
2. Place a container within reach of all team members. Make sure it has an opening large enough and that it can hold all 35 cards.
3. Be sure to give exactly 1 minute to think and 4 minutes to respond. Timing is critical. Team members responding as time ends may finish and be scored.
4. Score: 1 point for each common response, 5 points for each creative response.
5. **Examples of Common Responses:**  
*Obvious round objects to replace wheels:* boulders, wooden circles, big basketballs, etc.  
*Alternate modes of transportation:* walking, train, helicopters, airplanes, hot air balloons, army tanks, magic carpets, steam rollers, horses.
6. **Examples of Creative Responses:**  
*Unusual/humorous replacements or alternative modes of transportation:* "We could curl up in balls and roll everywhere"; "Use CDs because there's no other use for them"; "Just make moving roads instead"; "Freeze all the roads and let cars glide everywhere"; "Put a helicopter propeller on cars"; "Invent flying cars"; "Use disco balls so it'll be a party everywhere we go"; "We'll move up north and travel by sleigh"; "We can use the hamburgers my dad burns on the grill"; "Go back to using the horse and buggy"; "Create an international trolley system."  
*Other things that would be affected:* "The price of a train ticket would increase significantly"; "More people would opt for staycations"; "People would steer with joysticks"; "Airlines would have to build more planes"; "Firestone would go bankrupt."

## Verbal Spontaneous Problem: To Have Fun or Not to Have Fun?

A. When the team members enter the room, tell them, "This is a verbal problem that requires some writing."

B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)

- (1) This is a two-part problem. After you complete Part I, the judge will read Part II.
- (2) **In Part I, you will have 3 minutes to discuss the problem and create your solution.** You are allowed to ask the judges questions; however, time will continue. You will be warned when 1 minute and when 30 seconds remain.
- (3) **You will divide into two groups. One group will make a list of five things that are fun; the other will make a list of five things that are NOT fun.** For example something fun might be "riding roller coasters" and something that is not fun might be "homework."
- (4) **Each group will write its list of five items on a piece of paper** (*point to paper*). When Part I ends, you will place your lists on the table. You will be scored 1-10 points for the creativity of the items you put on each list.

**In Part II:** (*Do not read to team until it completes Part I*)

- (5) **You will have 4 minutes to give responses.** Speak loudly and clearly. Once time begins it will not be stopped. You should not repeat a response that has already been given, and you are not allowed to skip your turn. If one member of the team is stuck, the team is stuck.
- (6) You will receive 1 point for each common response and 5 points for each creative response.
- (7) Each of you has seven cards. **You will take turns in order. After you give a response, you will place one of your cards in the container.**
- (8) **Your problem in Part II is to give a response that includes one item from each list. For example, you might say, "I can't turn in my homework, it fell out of my pocket when I was riding on roller coasters."**
- (9) Part II will be over when time ends or when you have used all of your cards.

(Repeat items in boldface. Begin by saying, "I repeat.")

C. **FOR JUDGES ONLY:**

1. Place two sets of paper and pens on the table for the team to use to write the lists.
2. Give each team member a set of seven unnumbered cards. Each set should be different from the others, such as different colors, marked with different shapes, etc. Make sure team members surrender a card after each turn.
3. Place the container within reach of all team members. Make sure it is large enough to hold all 35 cards and that it has an opening large enough to accept the cards.
4. Be sure to give exactly 3 minutes for Part I. Warn the team when 1 minute and again when 30 seconds remain. Give the team exactly 4 minutes in Part II. Students responding as time ends can finish and be scored.
5. Score 1 point for each common response and 5 points for each creative response.
6. **Examples of Common Responses:**
  - Statements that don't make sense and/or are sentence fragments that don't include a majority of the words on the list.
  - Statements that have little or no association between the two words. Basic/expected statements that simply use the two words without adding much description.
7. **Examples of Creative Responses:**
  - Original or humorous statements. The use of homonyms, double entendre, plays on words, etc.
  - Unexpected or humorous connections/associations between the words.
  - Interesting descriptions that add more than just a basic statement.
8. When judging **creativity of the lists**, consider the detail involved in the items, were they common or something humorous or unusual? Were there descriptive words? Were they similar or each one different? For example, if the list was simply parties, ice cream, movies, etc. it would be common. A creative list would be a party for no reason, ice cream for dinner, and movies about me.

## Verbal/Hands-On Spontaneous Problem: Creation Station

- A. When the team members enter the room, tell them, "This is a verbal/hands-on problem."
- B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)
- (1) **This is a two-part problem. After you complete Part I, the judge will read Part II.** In Part I, you will have 5 minutes to discuss the problem and work. You are allowed to ask the judges questions; however, time will continue. You will be warned when 1 minute and when 30 seconds remain.
  - (2) **There are five stations, each with different materials** (*point to stations*).
  - (3) **Your problem is to use materials to make six creations. You are allowed to work as you wish.**
  - (4) **When Part I ends you will place the six creations on this table** (*point*).
  - (5) **You will be scored for the creative use of materials (1-10 points) and teamwork (1-10 points).**

(After reading Part I aloud, repeat items in boldface. After reading boldface items say "Begin Part I now." After the team members place their creations in the center of the table, read Part II.)

- (6) Part II: You have 1 minute to think and 4 minutes to give responses. You are not allowed to talk to one another.
- (7) Speak loudly and clearly. Once time begins, it will not be stopped, even if the judge hasn't heard your response and asks you to say it again.
- (8) You should not repeat a response that has already been given, and you cannot skip your turn. If one member of the team is stuck, the team is stuck.
- (9) Each of you has ten cards. **You will take turns in order and must use two cards each time. When it is your turn you will place cards in front of the two creations you are responding to.**
- (10) **Your problem is to pick any two of the creations and say something that they have in common or something that is different about them.** For example you could say, "They look like they are made of trash"; or "This one is taller than that one."
- (11) You will receive 1 point for each common response and 5 points for each creative response.
- (12) You will be finished when time ends or when you have used all of your cards.

(Repeat items in boldface. Begin by saying, "I repeat.")

### C. FOR JUDGES ONLY:

1. Make five "stations" out of desks or small tables marked with a number from 1 through 5. Place them next to one another, a few feet apart. Place the following items on each station as noted:  
**Station 1:** 1 24-inch sheet aluminum foil, 3 plastic straws, 1 plastic cup, 4 rubber bands, 4 adhesive mailing labels, black marker. **Station 2:** 2 8½" x 11" sheets colored paper, 3 paper clips, 5 cotton balls, 4 adhesive mailing labels. **Station 3:** 2 unsharpened pencils, 1 paper plate, 4 adhesive mailing labels, 3 binder clips, red marker. **Station 4:** 2 paper plates, 4 adhesive mailing labels, 6 paper clips, 4 pieces of string, 12". **Station 5:** 1 24-inch sheet aluminum foil, 3 cotton balls, 6 pieces of string, 12", 4 adhesive mailing labels, blue marker
3. When Part II begins, give each team member a set of ten cards (for five responses). Each set should be different from the others, such as different colors, marked with different shapes, etc.
4. Be sure to give exactly 5 minutes for Part I. Warn the team when 1 minute and again when 30 seconds remain. Give the team exactly 1 minute to think and 4 minutes to respond in Part II. Team members responding as time ends can finish and be scored.
5. When judging **overall creative use of materials** consider originality, multiple applications, and trial and error. Were the items changed completely? Did the items combine to form something unusual? For **how well the team works together**, consider how team members share problem solving duties, how well they share materials, consult with one another, create a theme, etc.
6. In Part II, score 1 point for each common response and 5 points for each creative response.
7. **Examples of Common Responses:** basic descriptive statements about the creations; statements that do not make sense; statements that are similar to a previous one; little to no connecting or separating the creations in the response.
8. **Examples of Creative Responses:** statements that show a team member is imaginative; statements that make sense and build on a previous statement; humorous statements; puns; unusual responses, humorous or interesting connections between items/separation between items.



## Hands-On Spontaneous Problem: The Last Straw

A. When the team members enter the room, tell them, "This is a hands-on problem."

B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)

- (1) This is a two-part problem. In Part I, you will have 5 minutes to discuss the problem and create your solution. The judge will warn you when 2 minutes and when 1 minute remains. You are allowed to ask questions and talk to each other at any time. In Part II, you will have 1 minute to test your solution. The judge will warn you when 30 seconds and when 10 seconds remain.
- (2) There are two books and materials on the table to use to create your solution (*point to books and materials*). Nothing else can be used and you cannot change the taped area.
- (3) There are coins that you will use to test your solution in Part II (*point to coins*).
- (4) **Your problem is to use the materials to build a bridge that connects the books and supports as many coins as possible.**
- (5) **You are allowed to place the books anywhere on the table, but they must remain outside of the boundary lines** (*point to boundary lines*).
- (6) In Part I, you will create your bridge. **The materials can touch only the tops of the books and each other.** You can practice placing the coins onto your bridge, but when Part I ends, you must remove them.
- (7) **In Part II, you will place the coins onto your bridge for score. They can rest only on the section between the two books** (*demonstrate with two books and point to area between*). **The coins are not allowed to be stacked on top of each other. Any coin that is over the red zone** (*point to red taped square*) **will receive double points.** You may adjust your bridge as needed, but time will continue.
- (8) **You will be finished when Part II ends, when all of the coins are placed on the bridge, if the bridge touches the table or becomes separated from a book, or when you ask to be scored.** Once you are finished, you are not allowed to touch your solution.
- (9) You will be scored as follows:
  - a. You will receive 2 points for each inch of your bridge between the books.
  - b. You will receive 3 points for each coin that is supported by the bridge.
  - c. You will receive 6 points for any coin supported by the bridge that is over the red zone.
  - d. You will receive 1 to 10 points for the creativity of your solution.
  - e. You will receive 1 to 15 points for how well your team works together.

(Repeat items in boldface. Begin by saying, "I repeat.")

C. **FOR JUDGES ONLY:**

1. Use one 5' table with the center marked with a red 6" x 6" square as the red zone. Around that, tape a white 12" x 12" square that will serve as the boundary line. Place two books (about 8" wide) of the same size and thickness on the table. Place 15 of the same type of coins on one table.
2. Before the team enters the room, place the following materials on the table:

|                   |                          |                  |
|-------------------|--------------------------|------------------|
| 1" cube of clay   | 1 paper plate            | 1 rubber band    |
| 8 drinking straws | 1 Styrofoam cup, 6-8 oz. | 2 mailing labels |
| 1 paper clip      | 1 plastic spoon          | 1 index card     |
| 5 coffee stirrers | 10 toothpicks            |                  |
3. Be sure to give exactly 5 minutes in Part I. Remember to warn the team when 2 minutes and again when 1 minute remains. Give exactly 1 minute in Part II. Warn the team when 30 seconds and again when 10 seconds remain.
4. If the bridge breaks during testing or becomes disconnected from a book, the team will receive score for the coins that were supported up to that point. Take note of each coin as the team places it on the structure. Teams will receive **either** 3 points **or** 6 points for the coins, not both.
5. When judging **creativity of the solution**, assess the team's strategy, especially how they use the materials and how they place the coins onto the structure. Was there risk-taking involved? When scoring **how well the team works together**, consider the extent that all team members are involved in coming up with ideas, working on the bridge, placing the items, etc.