

# Odyssey of the Mind Program Guide changes for 2020-2021

The format of the program guide is the same as last year. Specific changes are listed below.

The changes are not highlighted in the Program Guide.

All deletions are indicated with a strikethrough. Example: ~~Odyssey~~

All additions are underlined. Example: Odyssey

All new sentences appear in their entirety.

Page(s)	General overview of the change
5	<p data-bbox="297 699 475 730"><b>Introduction</b></p> <p data-bbox="331 772 711 804">The second paragraph is new.</p> <p data-bbox="347 846 1458 1171"><u>The mission of Creative Competitions, Inc. is to provide creative problem solving Opportunities for everyone and to foster original and divergent thinking. Through the Odyssey of the Mind program, we promote creativity by challenging teams to solve Divergent problems, that is, those with more than one solution. By working in teams, participants learn teamwork, the appreciation and understanding of others , and a group is a more powerful thing force than and individual. The develop a sense of self-respect and respect for others through the preparatory activities such as brainstorming and role-playing. In fact, the most successful team are those with a wide difference in interests such as dance and sports, math and poetry, etc.</u></p> <p data-bbox="315 1213 748 1245">The third paragraph was changed.</p> <p data-bbox="363 1287 1458 1350">While the <del>ultimate</del> goal for most teams is to present their problem solutions in official Competition, this is not a requirement for participation.</p>

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5	<p>The second sentence in #2 is new.</p> <p><u>Every year, there are six designed for vehicle, technical, literature, structure, technical, literature, performance and primary categories.</u></p> <p>#4 was #9 before</p> <p>#5 The second sentence is new.</p> <p>Teams work within the cost limit stated in the problem. <u>This will teach the teams to work with a budget and foster a life-skill that is essentially priceless.</u></p> <p>#6 is all new.</p> <p><u>Competition is not required; it is an option. Teams are solving OM long-term problems all over the world and we provide a platform for teams to compete outside their school or organization if desired. If a team would like to compete, here are a few things to know:</u></p> <ol style="list-style-type: none"> <li>a. <u>Teams have 8 minutes to present their long-term problem solution in competition.</u></li> <li>b. <u>If a team participates in competition, it will be scored for how well it met the requirements of the problem and creativity in categories specific that the problem.</u></li> <li>c. <u>Teams are encouraged to do their best and Style score is awarded for the quality and impact of portions of the team's solution.</u></li> <li>d. <u>Teams in competition are presented a spontaneous problem to solve on site. Spontaneous problems are unknown to the teams and coaches and are explained in the Rules portion of the Program Guide.</u></li> <li>e. <u>A team's standing in competition is determined by it's combined Long-Term score, Style score and Spontaneous score</u></li> </ol> <p>#7 was #10 before</p>

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6	<p data-bbox="298 218 1068 254"><b>Getting the Most Out of Your Odyssey Mind Experience</b></p> <p data-bbox="298 296 618 323">The last sentence is new.</p> <p data-bbox="298 369 1471 617">The Odyssey of the Mind program is based on the premise that creativity can be taught. Can you this of anyone who fits any of these descriptions...that talented student that is “naturally” creative, the student who talents require nurturing; the student who does think of her as creative , but feel she is “different” than her peers; or the student with untapped potential but no outlet for it to thrive? Odyssey of the Mind provides that outlet in an environment where almost any type of student will thrive. <u>Odyssey of the Mind provides an educational benefit to all students at all learning levels</u></p> <p data-bbox="298 695 721 722">This whole selection was deleted</p> <p data-bbox="298 806 1471 1129"><del>You will find many exercises in the following chapters that will help you to You, as the coach, can provide the experiences for your team to real the full benefits of participation on OotM. You will find many exercises in the following chapters that will help you to teach critical thinking and creative problem solving skills, but the program and provide more than teaching hot to think; it augments the lessons taught in the classroom and allows students to apply what they’ve learned to different situations In this time of budgetary cutbacks in the arts and other important areas, students can continue to learns art, music, creative writing, acting and just about whatever else they’re interested in through incorporating those subjects into their long term problem solution.</del></p> <p data-bbox="298 1171 1471 1314"><del>It’s important that coaches recognize the wealth of opportunity that comes with coaching a team. You time spent with the students will make a difference in the lives. The team will learn more for their time in OotM than they imagined _ and they’ll remember the good times that had in the process. And you, the coach , are the one to make that happen.</del></p> <p data-bbox="337 1356 1024 1383"><del>Good luck. and congratulations on becoming a coach.</del></p> <p data-bbox="298 1461 548 1493"><b>Role of the Coach</b></p> <p data-bbox="363 1503 1382 1566">Coaches must remember that Odyssey of the Mind is a “hands-on activity and a <u>somewhat</u> “hands-off” for adults.</p>

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8	<p><b>Second, Form a Team</b></p> <p>There is an addition to the last sentence in the second paragraph and the third sentence is new.</p> <p>Students who are not high achievers often discover through solving Odyssey of the Mind problems, that the knowledge attained in school can be applied to many real-life situations, <u>and they become more involved in the classroom as a result. In other words, they take the knowledge that is in Box and take it “Beyond the Box”.</u></p>
17	<p><b>Team Member Participation</b></p> <p>The third sentence in the first paragraph was changed.</p> <p><u>In competition , seven team members may participate in the long-term solution <b>and in spontaneous.</b></u></p>
25	<p>The following statement is new.</p> <p><u><b>Problem clarifications will be the same for traditional teams and virtual teams.</b> There is an additional category which is video submission. This is only for the process for teams submitting a solution in a virtual competition.</u></p>
26	<p><b>Spontaneous Problems</b></p> <p>The following selection was deleted.</p> <p><del>Although all seven team members may enter the room, only five team members may participate in the spontaneous portion of the competition. If there are less than five team members the team might be at a disadvantage in the spontaneous portion of competition. Every team should assess the skills of its members and come to an agreement beforehand about who will compete and who will sit out. This might vary according to the type of problem presented to the team. Members with strong verbal skills might do best at competing in verbal spontaneous, those with technical skill might be better at hands-on.</del></p>
26	<p>This replaced the deletion:</p> <p><u>All seven team members will participate in the spontaneous portion of the competition. If there are less than seven team members, the team might be at a disadvantage in the spontaneous portion of the competition. Every team should practice verbal skills as well as hands-on.</u></p>

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30	<b><u>Traditional</u> Competition Scoring is new.</b>
31	<p><b>The Spontaneous Competition</b></p> <p>The first paragraph was changed:</p> <p><del>Though the teams may have up to seven members, only five will participate in solving the spontaneous problem.</del>  At its assigned competition time, the entire team enters the spontaneous room and solves the problem.</p> <p>The second sentence in the second paragraph was changed:</p> <p><del>The team then decides who will participate. Once a team decides which members will the problem, it may not make changes.</del></p> <p><u>Every team should find its best formula for competing in each type of spontaneous problem, it's a good idea to prepare every team member for different aspects of solving each type of problem: hands-on skills, building, working together, verbal skills, etc.</u></p> <p>The third paragraph was deleted entirely.</p> <p><del>The nonparticipating team members have the option of leaving the room or sitting quietly to watch. Allowing these team members to stay in the room them feel that they are part of the solution and may eliminate the desire to discuss the problem later. However, they may not talk, signal or intervene in any way. If they do, the team will not be penalized but those members will be asked to leave the room while time continues.</del></p>
32	<p>The following is all new.</p> <p><b><u>Competition for Virtual Tournaments</u></b></p> <p><u>Virtual tournaments will have many of the same requirements, but done virtually – teams will upload files and submit links of their solutions and required paperwork. Judging the solutions will place over a longer time period. Rules on how to submit long-term solutions will be provided at a later date.</u></p>
33	<p><b># 10 was deleted.</b></p> <p><del>#10  Judges will not assess any penalty more than five times unless that problem states “each offense.” However, the value of the penalty may increase with each offense if the penalty is listed in a range of points, for example, – 1 to 100.</del></p> <p>All other items were renumbered.</p>

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34	<p><b>Odyssey of the Mind Spirit Award</b></p> <p><u>The 2020 Spirit Award was presented to Jeff Carter, the International Problem Captain for the Score Room.</u></p>
36	<p><b>Program Rules</b> <b>Rules That Apply to All Problems</b></p> <p>There were additions to #8, the second sentence was changed. And other sentences were added.</p> <p><u>Teams may simulate violent acts during a performance only, but they must be portrayed in an acceptable obviously fictitious manner. Judges have the discretion to determine additional situations, portrayals, or behaviors that may be deemed inappropriate for an Odyssey of the Mind performance and they may issue an Unsportsmanlike Conduct penalty. If the prohibited behavior or portrayal is recurrent, judges may stop a team’s performance.</u></p>
38	<p><b>Program Rules</b> <b>Rules That Apply to All Problems</b></p> <p>There was an addition to the first paragraph.</p> <p>The second sentence is new.</p> <p><u>Remote performances are not permitted unless competing in a virtual tournament.</u></p>
43	<p>#28 is new</p> <p><b><u>Assigning Cost</u></b></p> <p><u>To maintain and equal playing field among teams, each problem has a cost limit. This is the maximum allowable total value of the items used in the team’s final problem solution at the competition. All materials used in the presentation of the team’s solution, except those that are exempt for cost must be counted in this value. <b>The team must include an item’s value even if it is borrowed or donated; items may be valued at “garage” or “yard” sale prices.</b> This is a used, or secondhand, price. Items purchased new must be listed at full price and the team should retain the receipt. If the team uses only part of an item, for example, half a can or paint or a segment of a 2x4. Teams will fill out a cost from (see appendix) as follows.</u></p>
45	<p><b>Assigned Value Items</b></p> <p>There is an addition to #2</p> <p><u>A phone playing sound through Bluetooth speakers is also \$5.</u></p>

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45	<p><b>Exempt Items</b></p> <p>The last item in #4 was deleted.</p> <p>(see pg. 48)</p>
47	<p><b>Penalty Categories</b></p> <p><b>“Spirit of the Problem” Violation</b></p> <p>Each offense was – <del>1 to 100</del> points</p> <p>Now it is – 1 to 30 points</p> <p><b>Unsportsmanlike Conduct</b></p> <p>Each offense was – <del>1 to 100</del> points</p> <p>Now it is – <u>1 to 30</u> points</p> <p><b>Incorrect or Missing Membership sign</b></p> <p>Was – <del>1 to 15</del> points</p> <p>Now it is <u>-1 to 10</u> points</p>
48	<p><b>Outside Assistance</b></p> <p>Each offense, was – <del>1 to 100</del> points</p> <p>Each offense, now it is – <u>1 to 25</u> points</p>
50	<p><b>Over Cost Limit</b></p> <p>Was – <del>1 to 100</del> points</p> <p>Now it is – <u>1 to 30</u> points</p>
Appendix	<p><b>There is are 2 new verbal spontaneous Problem</b></p> <p><u>To Have Fun or Not Have Fun?</u></p> <p><u>Reinventing the Wheel</u></p>
Appendix	<p><b>There is one new Verbal/Hands on Problem</b></p> <p><u>Creation Station</u></p>

<b>Appendix</b>	<b>There is a new Hands-On Problem</b> <u>The Last Straw</u>
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