

# Chapter I

## Welcome to the Odyssey of the Mind

Welcome to the Odyssey of the Mind creative problem-solving program! Thank you for joining the worldwide family of creative problem solvers in Odyssey of the Mind. Whether this is your first experience with OM™ or if you're a seasoned OMer, it's important that you read this guide thoroughly. This guide is updated annually so please pay close attention to all sections, especially the General Rules section since those rules pertain to every team.

### What is Odyssey of the Mind?

Odyssey of the Mind is a creative problem-solving competition for students and community group members of all ages and learning levels. For the 2020-21 year, teams of students are not required to be from the same school or community group if they choose to participate in the virtual platform of Odyssey of the Mind. Teams of students select a problem, create a solution, then present their solution in a competition against other teams in the same problem and division. There are many nuances of the program that are explained further in this guide, but here are some of the basics of participation:

1. Students work in teams of up to seven members under the guidance of an adult coach.
2. Teams spend weeks or months, at their own pace, working together and creating solutions to long-term problems. Every year, there are six long-term problems designed for vehicle, technical, classical arts and literature, structure, performance, and primary categories.
3. Team members come up with all the ideas for their solution and do all the work themselves. Coaches may help teach skills and educate the team on ways of approaching the problem and of evaluating their solution but will not solve the problem for the team.
4. To solve a problem, teams must follow the general rules in this guide, limitations in the problem, and clarifications issued during the year at the Odyssey of the Mind website.
5. Teams work within the cost limit stated in the problem. This will teach the teams to work with a budget and foster a life-skill that is essentially priceless.
6. 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:
  - a. Teams have 8 minutes to present their long-term problem solution in competition.
  - b. If a team participates in a competition, it will be scored for how well it met the

requirements of the problem and for creativity in categories specific to that problem.

**Teams should be sure to reread scoring before finalizing their solutions.**

- c. Teams are encouraged to do their best and Style score is awarded for the quality and impact of portions of the team's solution.
  - d. Teams in competition are presented a spontaneous problem to solve on site. Spontaneous problems are unknown to the teams and coaches prior to competition and are explained in the Rules portion of the Program Guide.
  - e. A team's standing in competition is determined by **its combined combining** its Long-Term score, Style score, and Spontaneous score **and calculating those based on the scores of the other teams in that competition.**
7. The rules in this guide pertain to all the problems; any conflicting problem limitations supersede these rules, and clarifications issued throughout this program year supersede the rules and the problem limitations.

## **Getting the Most Out of Your Odyssey of the Mind Experience**

The Odyssey of the Mind program is based on the premise that creativity can be taught. **Not only can creativity be taught, but learning can and should be fun.** Can you think of anyone who fits any of these descriptions . . . the talented student that is "naturally" creative; the student whose talents require nurturing; the student who does not think of themselves as creative, but feels they are "different" than their 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 every type of student will thrive. In fact, Odyssey of the Mind provides an educational benefit to all students at all learning levels.

## **Coaching an Odyssey of the Mind Team**

In OM™ the coach plays a limited, but Important, role. Each Odyssey of the Mind team must have at least one adult, 18 years of age or older, registered as its head coach. Having an assistant coach will lessen the demands assumed by one person. OM™ does not assign coaches. The coach of a team is determined by the membership organization.

### **Who Can Coach?**

Coaches come from all professions and from all walks of life. Although teams must have the support of the member school or organization, coaches do not have to be teachers. Frequently, a child's involvement in the program will generate the interest of the parents. Oftentimes, parents will start the Odyssey of the Mind program in their child's school and assume a coaching role to get

opportunity to apply them in the classroom. Participation in Odyssey of the Mind removes the apprehension and self-consciousness that may inhibit students from becoming more involved in their education. 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, and they become more involved in the classroom as a result. In other words, they take the knowledge that is in the Box and take it “Beyond the Box<sup>®</sup>”!

It’s a good idea to involve students with different skills and abilities, so the team has a wide talent base to draw upon. This helps to build teamwork, because the members will learn to recognize and appreciate the abilities of others.

Whether you’re trying to generate interest in the program or choosing from a well of eager students, here are a few suggestions on making that final decision of who should be on your team:

- Recruit as many students as possible and allow them to form their own teams. When tournament time comes around, have teams compete against each other to determine who will represent the school. Of course, you can always purchase additional memberships and send all your teams to your tournament. In tournaments, each membership can support one team, per problem, per division.
- ~~Hold a creativity “playoff,” where candidates are presented with problems that require creative thinking. Those who enjoy the activity will enjoy being on a team.~~
- “Compose” each team with a selection of students with varying skills — for example, an artist, musician, computer expert, writer — depending on the nature of the problem.

### **Third, Meet the Parents**

It’s always a good idea to hold an initial meeting of team members and their parents. Most likely, the parents will support their child’s involvement in the program and will want to help. It is very important, however, that you let them know their limitations. Make clear the rules for outside assistance. Stress that their children will reap the full benefits of creative problem-solving if they create their solution themselves.

Parents need to understand what will be expected of them regarding money, time, transportation, and so on. Find out what days and times are convenient from a family perspective and develop a practice schedule accordingly. Make sure you inform the parents of the competition dates well ahead of time so they don’t schedule activities that conflict with those dates.

Getting to know the parents is a way to learn about the resources, skills and facilities that they have to offer. Parents may be willing to teach skills that team members need to execute their

# Chapter II

## About Your Membership

We welcome all students to participate in Odyssey of the Mind. However, to enter official Odyssey of the Mind competitions, teams must be covered under a current membership and abide by certain rules and requirements. All membership organizations may enter one team per problem per division it houses into competition. All virtual teams may enter one problem in one division and virtual division IV teams may have members who are not students. For both forms of competition, the grade of the team members determines the division in which a team is eligible to compete. For example, consider a school of grades K-6. Generally, this would be made up of Division I and II students. This membership could enter a total of ten teams in competition — five in Division I and five in Division II.

If a membership wants to enter more teams in the same problem and division it may purchase an additional membership at a reduced rate. All teams that fall under the second membership would be considered “Team B.” If a third membership is purchased, those teams would be considered “Team C,” and so on. If purchasing additional memberships is not feasible, a school district may hold an intramural competition to determine which teams will participate in official competitions.

### School Memberships

In most circumstances, all team members come from the same school. However, multi-school teams — those made up of students from different schools — are permitted as long as all the schools have a current membership. If the schools contain the same division, multi-school teams may choose which school name they wish to use for registering; otherwise, teams must compete under the school name that houses the division that they are competing in. Multi-school teams may only compete at one regional tournament, even if multiple schools may be located in more than one region. Furthermore, each team is allowed one student that attends a different school without a membership, but who resides in the same general area. However, the team members must agree and must have permission from principals from both schools involved. If a team member transfers to another school, he/she may remain on the team until the end of the competition year, provided both school administrations approve.

### Community Groups

Established community groups such as Rotary, church groups, libraries, etc. may purchase a membership under the group’s name. A community group may not be organized for the sole

purpose of competing in Odyssey of the Mind, that is, it must have an established mission other than participating in the program. If the community group contributes money to a school to sponsor a team or to enable students to participate, the membership would be in the school's name.

## Home-Schooled Students

Home-schooled students can purchase memberships under a home school name. Each home-schooled team must include a minimum of four homeschooled students. Each team may also include up to three students from other schools that would not have to purchase an additional membership.

If school administrators permit it, homeschooled students may compete on a school team sponsored by the public school that they would normally attend if they were not home schooled.

### **Virtual Team** *(These are specific differences for Virtual Teams.)*

If a group wants to compete virtually, it can purchase the Virtual Team option. While the limit of team members is still seven, members of a virtual team can be made up of students from any mix of location, school, state/country, or age. Select problems will be open for Virtual Team competition each year. For 2021-22 the problems are Problem 2: Odyssey reOMvention, Problem 3: Classics...(Name Here) A Musical Production, and the Primary division: Tri-Cycle Transport.

- Team members do NOT have to attend the same school and division IV teams do not have to be students. Every team member needs to be a student, but .However, if all team members are school aged they must compete in the division they qualify for as determined by the division finder.
- Teams may be mixed among any location.
- Can also be a school or community group.
- Coaches may be any adult selected by the team and is allowed to be an adult team member.
- Can enter one team in competition. The team will select the problem it chooses to solve after it has reviewed the problems. and its division will be assigned as usual using the grade levels of the team members (birthdays for international) with exception to division IV.
- Will be given instructions on how to compete in their Virtual Tournament no later than when that Tournament Registration begins.
- All team members participate in the spontaneous competition.
- All rules in this guide and clarifications are applicable to Virtual Team competition, so be sure to read the rest of this guide and check clarifications regularly at

<https://www.odysseyofthemind.com/clarifications/>

Teams can have a Membership as part of a school or community group membership AND be a Virtual team, but they are completely separate competitions and tracks, so they would have to also purchase the Virtual Team option separately to compete in a Virtual competition.

## Age Divisions

Teams are formed by division and compete against teams in the same division and problem. Grade level determines the division for teams in the U.S. and in countries with an educational structure that corresponds to the U.S. Except for Division IV, teams from countries with a different grade system (“Other International”) and U.S. students who are not assigned a grade will have their division determined by the ages of the team members. In competition, each membership may enter one team per problem for each division it covers.

The team must compete in the lowest division for which it qualifies. For example, if a team qualifies for Division II it cannot compete in Division III. The team member in the highest grade (U.S.) or the oldest (Other International) determines the team’s division as follows:

- **Primary** – Non-competitive but may showcase at a tournament for feedback. Grades K-2 (U.S.). Less than 8 years of age on May 1, 2022.
- **Division I** – Grades K-5 (U.S.): Less than 12 years of age on May 1, 2022 (Other International).
- **Division II** – Grades 6-8 (U.S.): Less than 15 years of age on May 1, 2022 (Other International).
- **Division III** – Grades 9-12 (U.S.): Oldest team member does not qualify for Divisions I or II and is attending regular school—not a college or university or anything similar (Other International).
- **Division IV** – Collegiate for ALL TEAMS. All teams must have a majority of members who are high school graduates and 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.
- **Virtual Team Division IV**—any group of individuals that don’t qualify for Divisions I – III.

There is a division finder at [www.odysseyofthemind.com/division\\_calculator.php](http://www.odysseyofthemind.com/division_calculator.php) to use to determine the division of “Other International” teams for Divisions I, II and III. No special exceptions will be granted to allow a team to change its division.

**\*NOTE:** *In general, the USA standard is that children begin school in kindergarten at 5 years old. There are 12 subsequent grades (1-12) before graduating from high school. Students are usually 18 years old when they graduate from high school. Ages can differ based on individual school retention and promotion policies.*

## Team Member Participation

number in the Member Area with the “Team A” to distinguish it from the subsequent memberships. For example, Walden HS would then become Walden HS Team A. This becomes the official membership identification for that team.

If your team’s name is incorrect in your record online, you must notify CCI and provide the corrected information, and CCI will update it. Name corrections will not be made once a team enters competition.

Since each team usually registers separately at tournaments, and they may arrive at different times, each team within the membership should print a copy of its membership identification from the Member Area and use it to register for tournaments.

All memberships must be paid in full in order to compete in regional or state tournaments. A purchase order is not considered payment. If, after 30 days, your status remains unpaid, please check with the business office of your membership organization to be sure payment was sent.

## **Platform Transfers**

~~Teams may switch platforms at any time prior to its first competition. It may do so more than once. However, there are no refunds or discounts for making the switch.~~

~~There will be two World Finals in 2021. One will be Virtual and the other is a planned Traditional event provided it is safe and legal to gather. If that is not the case, there will be a separate virtual event for Traditional teams.~~

There are no refunds or platform transfers for Membership or Virtual Team purchases. Please contact CCI if there is a problem with your order or you purchased the wrong type of competition.

# Chapter IV

## Going to Competition

In most situations, teams first compete at the **regional** level. Those who place at this level advance to **Association Finals** at the state/province/country level, according to qualification criteria set by the individual association. Teams that place here are eligible to compete in the annual **Odyssey of the Mind World Finals**. In 2022, World Finals will be held **at Iowa State University**, from **May 26-29**. Virtual World Finals will be held **at a** date to be determined.

Teams in areas that do not provide official competitions before World Finals may apply to go directly to World Finals and are approved on a first-come, first-served basis. These teams must apply to CCI by April 1 of the program year to be eligible. They may also be allowed to participate in a neighboring state's official competitions, with champions being selected from each state represented. If the team wishes to do this, they must contact the Association Director of the neighboring state to learn the details. Contact your Tournament Director for specifics regarding the competition. In most cases you will be emailed this information after you register or qualify.

### On Competition Day

Teams may be required to register at a central location upon arrival. They are given a scheduled time to compete in Long-Term and in Spontaneous. Sometimes these are on different days, but often they're on the same day with sufficient time in between.

Teams should report to the area for their problem and division 15 minutes before they are scheduled to compete. A judge will then direct them to wait in the Check-In Area. Anyone may help the team move props there and to the Staging Area. When the competition has ended others may help the team remove items and clear the site. Parents and others should remember that if they carry an item for the team and it breaks, only the team may repair the item. Teams are welcome to look at the competition site before this but are not allowed to rehearse on site on competition day.

Either in the Check-In Area or the Staging Area, depending on the competition site, a judge collects the team's paperwork, and checks for footwear and other requirements of the problem. The team remains here with all its props and materials until the Timekeeper gives the signal to begin.



attention and tell them to read the problem carefully. The judges will help the team understand the problem but will not help the team solve the problem. Here are some reminders that will help teams in competition:

- Listen carefully to the judge reading the problem, but also refer to the provided Team's Copies often to be sure to stay within the problem's intent.
- If there is any uncertainty about an aspect of a problem, ask the judges questions. Time will not be stopped, but a misunderstanding or wrong assumption can lead to a low score.
- There are many possible skills that could be applied in hands-on problems, including building, strategy, measuring, communication, etc.
- In verbal spontaneous, speak loudly and clearly. Some verbal problems allow for only a limited number of responses. It is best to take the time to think of something creative and earn more points for each response, rather than responding quickly with common responses, scoring low points and leaving time remaining.
- For all types of spontaneous problems, the teams who have practiced often and practiced many kinds of problems will generally be more relaxed and better prepared to think creatively and constructively.

## Competition for Virtual Tournaments

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 take place over a longer time period. Detailed instructions on what and how to submit will be announced during the program year. Rules on how to submit long term solutions will be provided at a later date.

## Awards

Creative Competitions, Inc. encourages the Tournament Director of each competition to present every participant with a certificate of participation and to present awards to top-placing teams, that is, first, second, and third place. These awards may be trophies, plaques, ribbons, medals, or special certificates. At World Finals, first, second, and third place team members each receive a medal and the team receives a trophy.

## Odyssey of the Mind Creativity Award

Each year Odyssey of the Mind recognizes an individual and/or organization for extraordinary creative achievement or exceptional endeavors. This award is presented during the World Finals Awards Ceremony. Past winners include **The Library of Congress** for its mission to preserve a universal collection of knowledge and creativity; **Peter Yarrow's Operation Respect**, for its "Don't Laugh At Me" program; **Blue Man Group**, for using innovative and artistic techniques to entertain others; **National Association for Gifted Children**, for supporting talent in children; rock band **OK Go!** for its innovative approach to music videos, and TV personality and artist **Bob Partington** for inspiring students with his art that combines STEM skills, sculpture, and more.

## Odyssey of the Mind Spirit Award

Each year Odyssey of the Mind recognizes an individual involved in the program who, through personal action, demonstrates the encouragement and development of cooperation, self-respect, and the appreciation and understanding of others. At the Odyssey of the Mind 2021 World Finals, this award was presented **to Anna Long.**

- Fires in any form, including lighted candles and sparklers
- Liquids that can stain or cause other floor damage
- Emergency response alerts, i.e. fire/smoke alarm.
- Hoverboards
- E-cigarettes/Vape Pens
- Capacitors for Batteries

(18) Teams may use strobe lights in their performance, but they must first inform the Staging Area Judge and/or Timekeeper. The Timekeeper will announce this to the audience and give anyone who would have a problem with them an opportunity to leave the room.

(19) **Foot coverings:** Due to health and safety regulations at many competition facilities, the bottom of the feet must be covered by a material that is generally non-penetrable. That is, the covering should prevent splinters and small shards of glass from penetrating the foot. If the foot covering comes off during the presentation, the team will not be penalized, as long as it is replaced. The member who loses it must stop performing until it is replaced, or the judge will make that member stop. Judges may help the team member retrieve the foot covering. The other team members may continue performing as usual.

(20) **Damage to the floor:** Teams must be careful not to cause damage to a competition site at any time. Remember, floor damage can occur when moving props as well as during the performance. Judges will examine the condition of the floor before each performance. If a team damages the floor, whether intentional or nonintentional, the team is **financially responsible for any repairs necessary and** subject to penalty in the following degrees:

- Scuff that is removable with soap and water will not be penalized.
- Scuff that cannot be removed with soap and water, but there is no other damage: 15 points.
- Stain on a carpet: 25 points.
- Damage to the floor that requires new varnish: 25 points.
- Carpet tear or damaged tile: 50 points
- Damage to the floor that requires sanding and new varnish: 50 points.

- If, during the presentation, the team causes damage to the floor and does not stop after being warned by the judges: 100 points and the judge will call “time” and stop the presentation.
- If, prior to the presentation, judges determine that a solution or part of a solution will likely cause damage to the floor, they may prevent the team from presenting its solution or that part of its solution.
- If the team causes intentional damage to the floor: 200 points and the judge will call “time” and stop the presentation.

(21) **Use of batteries:** Unless a problem states otherwise, only unmodified, commercially produced sealed batteries may be used. The combined measurement of any commercially produced battery, battery pack or battery charger is limited to 15". That is the length, plus height, plus width, all measured at the widest point (excluding battery terminals) must not exceed 15".

All batteries used must be available for checking by Officials during the Check-in process. Batteries in items such as cell phones and computers are excluded from this requirement. Since almost every battery-powered device does not use just one cell at a time, teams may group permitted cells together to form higher voltages or currents. Commercially produced battery packs that fall in the allowed battery types may be used. Teams must ensure that each battery system, including all interconnections, is safely designed for all conditions encountered during use and otherwise completely appropriate for the desired application. An assembly of materials that is only arguably functioning in a manner similar to a battery is not considered a battery. **Capacitors are not allowed.**

## **Battery charging**

Be sure the charger used is the correct one for the battery being charged. Teams must use a commercially manufactured charger and follow the directions for its use. Adults should perform or supervise any battery charging. This is not considered outside assistance. Batteries may not be charged at the competition site.

## **A little common sense**

- Wiring that conducts electricity and all connectors to batteries must be insulated.

- Regardless of what a battery is made of, keep it away from open flame and extreme temperature variations. Explosion is a real threat for batteries that reach their boiling point. Do not let a battery get hot to the touch.
- Do not short circuit batteries.
  - Batteries should be kept isolated from each other and metal objects to prevent external short circuits. Do not store batteries loosely, and do not place them on metal surfaces.
  - Before batteries are inserted into a circuit, the circuit should be tested to avoid short-circuiting or charging the battery.
- Be environmentally conscientious: Dispose of batteries according to manufacturers' recommendations; e.g, NiCad should be recycled, as the cadmium in NiCad batteries is a toxic metal.

(22) **Membership Sign:** All teams are required to have a membership sign visible throughout the presentation of its long-term problem solution. (See Penalties for additional info.) If the membership sign falls down or is obstructed there is no penalty **provided the team fixes the situation in a timely fashion.**

(23) **Copyrights:** Members may use current long-term problem titles and icons and may photocopy Odyssey of the Mind materials for distribution within the membership during the program year, but these materials are copyrighted and may not be distributed beyond the membership and without permission for future use. In all areas — music, visuals, written word, characters — it is the team's responsibility to avoid copyright violations. It is illegal to use and reproduce copyrighted material without the owner's permission. The team should find out if a work is copyrighted and obtain permission to use the work. Judges will not require teams to produce a letter of permission to use a copyrighted work, since they cannot ascertain who holds the copyright. Therefore, they will not penalize a team for not producing a letter of permission. However, teams must be aware that, in some cases, they could be prosecuted by copyright holders if they use copyrighted material without obtaining permission. It is up to the team to determine what, if any, copyright laws apply to any non-team-originated material it wishes to use. Neither CCI or its affiliates can assist teams seeking such information or permission.

of an item, for example, half a can of paint or a segment of a 2 x 4, the team is required to list the value of only the portion used. **If an item was used during a previous solution and re-used, cost is still assigned.** Teams will fill out a cost form (see Team Resources) as follows.

## **Itemizing materials on the Cost Form**

There are three basic categories for items: (1) cost, (2) assigned value, and (3) exempt. Most items fall under the heading “cost.” For cost items, the general criterion for pricing is its standard value; that is, could any other team duplicate the problem solution for the same amount of money? This is subject to determination by the judges; therefore, teams should be able to verify an item’s value through receipts and/or price lists if any questions arise. Sales tax and shipping costs do not need to be listed. If a kit, or component of one, is used exactly for the original intent the price must be listed at cost. If a kit, or component, is repurposed, garage sale prices apply. For example, if a rubber ball is made into a vehicle that is thrown and bounced into a required area — it is used as intended and full price should be listed for the ball. If the ball is altered or dismantled and all or part is used in a different application (not rolled/bounced), garage sale price is allowed.

On the Cost Form teams may combine items used in small amounts such as duct tape, glue, string, staples, crayons, paper clips, paper, paint and small hardware items (nuts, bolts, nails, screws, etc.), and calculate them as miscellaneous items. Anything that the team members wear that enhances the performance must be counted in the cost and listed on the Cost Form. However, the team may use garage sale or a used value for all items of costuming, including street clothes. Team-made t-shirts not considered a costume can be valued at garage sale prices even if all performing team members are wearing them. Any elaboration of foot coverings must be included in the cost as well.

The cost of items such as crutches, wheelchairs, etc. required by a team member are generally excluded from cost. For example, if a team member breaks her leg and requires a wheelchair, the wheelchair does not have to be listed on the Cost Form. However, if the wheelchair is decorated, the cost of the decorations must be included. If the wheelchair becomes part of a vehicle or the wheelchair becomes part of a device used to rotate scenery, rather than just allowing the team member to move around the performance area, then the cost of the wheelchair must also be included.

Rental equipment, such as lights, used in the presentation must be counted for a one-day rental

fee. Teams must present a receipt or price list for a one-day rental. Assigned value items are as follows with the assigned cost. However, if the actual cost is legitimately less than the assigned value the team may list the actual cost.

## Assigned value items

The following items must be intact and used for their intended purpose. If they are decorated, the cost of the decorations will be in addition to the assigned value. The following list shows the categories of items and their assigned value.

- (1) Commercially produced musical instrument and its case, including **required** peripherals such as a stand, amplifier, and speakers. VALUE: \$5 or actual cost if less.
- (2) Any type of audio or video recorder or player and speakers to hear the sounds if applicable. VALUE: \$5 or actual cost if less. A phone playing sound through Bluetooth speakers is also \$5.
- (3) Audiovisual cart. VALUE: \$5 or actual cost if less.
- (4) Laptop or desktop computer system (including monitor, keyboard and connecting cables). Smartphones are considered computers. VALUE: \$10 or actual cost if less.
- (5) Projector of any type. VALUE: \$10 or actual cost if less.
- (6) Television set or monitor (not used in conjunction with a computer). VALUE: \$10 or actual cost if less.
- (7) ~~3D Printed Items: 50 cents per hour of printing time.~~ **3D Printed Items: 50 cents for every 14 grams or 1/2 an ounce of printed plastic.**
- (8) Robotic controller: \$20

## Exempt items

Certain items are exempt from being counted in the cost as long as they remain intact and are used for their intended purpose. These are items considered accessible to all teams without a cost associated with them. They are limited to the following items. Anything not listed below that is used in the presentation of the team's solution must be shown on the Cost Form.

- (1) Extension cords and multiple plugs.
- (2) Batteries.
- (3) Chairs, stools, tables and desks.

## Penalty Categories

Every problem has its own set of penalties, and the team must be aware of the penalties it could incur in solving its problem. The most common penalties are explained below. In most cases, omission of scored problem requirements carries no penalty except loss of score. No one is allowed to change the value of a penalty category or create penalties that are not listed in the problem or below.

### **“Spirit of the Problem” Violation** (each offense, -1 to -30 points)

Each problem, under “A. The Problem,” explains what is expected of teams to solve the problem. Each problem has infinite possible solutions. However, each has an underlying objective we call the Spirit of the Problem. If a team circumvents the basic objectives of the problem or violates rules that are not scored and for which there is no specific penalty listed, it will receive a Spirit of the Problem penalty.

### **Unsportsmanlike Conduct** (each offense, -1 to -30 points)

Odyssey of the Mind teaches values such as teamwork, integrity, and respect for others. An Unsportsmanlike Conduct penalty will be assessed for the use or portrayal of profanity, nudity, drug use, sexual situations or whatever else may be considered by the judges to be unacceptable behavior as part of the performance or at a competition. This includes the derision of others, including fellow team members. Teams may be penalized for improper behavior in many regards including the behavior of a coach or parent, complaining about another team, misbehavior around campus, etc. Penalties may be assessed retroactively and may be applied to future events.

### **Incorrect or Missing Membership Sign** (-1 to -5 points)

To ensure that the judges score the correct team, and to be recognized by the audience, every team must have a membership sign that is readable from a minimum of 25 feet away throughout the presentation of its long-term solution. If the team fails to provide a sign it may create one while in the Staging Area. If it is not visible part of the time, there is no penalty. **If it is not visible most of the time it will receive a penalty.** The sign must be created by the team. It must show the team’s membership number as it appears in the membership status, and it must show the membership name that appears on it as well. The name may be spelled out or abbreviated, as long as the



truck. It could also be an item that stands on its own such as a nail, a baseball bat, picture frame, etc. Even though the parts of a team-made item are not original, when combined, the parts could form something highly original.

**Completely (entirely) within an area** – Nothing may touch or extend beyond the perimeter of the defined area. For example, a limitation that states that an object must be completely inside of a taped 4' x 4' area means that no part of that object may extend beyond the tape that forms the area. When an object is required to be completely within an area it is the same as it being enclosed by imaginary walls. This is rarely the case in spontaneous problems.

**Creativity of overall engineering** – Overall approach to the components including materials that make up a solution, the arrangement, assembly, and unique use of the materials.

**Effectiveness of performance** – Overall approach to the performance; anything not specifically scored in Long-Term or Style but adds to the performance such as transitions and timing, mood, elaborations, added enhancements, use of special effects/technology, etc.

**Functional engineering** – The mechanics applied to making something operate; the ability of a component to perform the function it is supposed to perform.

**Human Power** –

**Direct:** manipulating the intended object by hand so it functions without any other mechanism; for example: throwing, kicking, blowing, twisting, or turning the object to be moved/manipulated. For example, tossing a ball into a container.

**Indirect:** applying human power to something that directly manipulates the object that in turn moves/is manipulated; for example, hitting a ball with a golf club so it goes into a container. If human power is used to help cause a series of actions to take place in order to make something function that is considered mechanical and not human power; for example, turning a crank that winds a coil that releases an object is considered mechanically powered. Also, turning a crank by hand that is geared to pull back a device similar to a catapult and then releasing it so it moves a ball into a container is considered mechanically powered. This is allowed as long as human energy is not prohibited and the problem does not have different definition.

**Human Character** – a character as defined in this glossary but one that represents a human being with the general expected physical characteristics. It must not represent an existing recognizable human being or commercial character either living or deceased.

**Incidental contact or touching** – Unless the problem states otherwise, touching without gaining an advantage. It would have no penalty unless the incidental touching is repeated after a judges warning, or it is intentional.

**Inside an area** – Touching the floor only within the perimeter of a defined area including the material used to create the area. For example, a limitation that states that an object must be inside a taped 4' x 4' area means that object must touch the floor only within the area including the tape. It may extend beyond the imaginary vertical plane of the perimeter of that area, but it may not touch the floor or anything resting on the floor outside of that area. This is often the case in spontaneous problems.

**Modified** – To alter or change something in order for it to help solve a problem.

**Music** – The coordinated structure of sound produced by the team, unless a problem states otherwise.

**OMER** – The Odyssey of the Mind mascot. OMER's are Odyssey of the Mind participants and supporters.

**One or more team members** – If something is required to be operated, driven, or portrayed by