

Odyssey of the Mind Program Guide changes for 2009-2010

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

Note: 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	General overview of the change
5	<p>What is Odyssey of the Mind?</p> <p>#2 The second sentence is new. <u>This includes Style enhancements described later in this guide.</u></p> <p>#3 The second sentence is new. <u>Coaches may help teach skills and educate the team on ways of approaching the problem and of evaluating their solution.</u></p> <p>#7 The sentence was rewritten. One the day of competition teams are presented a spontaneous problem and must solve it.</p> <p>Now reads: <u>At the competition teams are presented a spontaneous problem to solve on site.</u></p>
6	<p>Getting the Most Out of Your Odyssey of the Mind Experience</p> <p>1st paragraph The second sentence was rewritten. Can you think of anyone who fits any of these descriptions...the talented student whom everyone recognizes as being <u>that is</u> “naturally” creative;</p> <p>2nd paragraph 1st sentence You, as the coach, can provide the experiences for your team to reap the full benefits of participation in the program OotM.</p> <p>.</p>

Page	General overview of the change
6	<p>Getting the Most Out of Your Odyssey of the Mind Experience (continued) 3rd paragraph The 3rd sentence was rewritten. They may not recognize the value immediately, but down the road they'll look back and realize they've learned more from their time in the program than they could ever imagine – and they'll remember the good times they had in the process.</p> <p>Now reads:</p> <p><u>The team will learn more from their time in OotM than they imagined</u> – and they'll remember the good times they had in the process</p>
7	<p>Coaching and Odyssey of the Mind Team 1st paragraph The first sentence is new <u>In OotM the coach plays a limited, but important, role.</u></p> <p>5th sentence The coach of a team is determined by the membership or organization.</p> <p>Role of the Coach 1st paragraph 4th sentence was rewritten You, the coach, will offer guidance and encouragement, and teach team members how to open their minds to new ideas, listen to others, and evaluate solutions effectively.</p> <p>Now reads:</p> <p>You, the coach, will offer guidance and encouragement and teach team members how to <u>explore possibilities</u>, listen to others, <u>learn from failures</u>, and evaluate solutions effectively.</p> <p>5th sentence contains an error However, you are not to give the team ideas or solve the problem for it. Should read: However, you are not to give them team ideas or solve the problem for <u>them</u>.</p>

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7	<p>Role of the Coach (continued) 2nd paragraph 1st sentence was rewritten Basically, the coach's job is to provide supervision and handle logistics such as scheduling meetings, making sure paperwork is done properly, getting the team to competition and so on.</p> <p>Now reads:</p> <p><u>As the coach you will provide supervision and handle logistics such as scheduling meetings, making sure paperwork is done properly, getting the team to competition, teaching them how to solve differences, and so on.</u></p> <p>The 3rd and 4th sentences have been combined. You'll want to make sure the team understands the limitations of its long-term problem <u>and oversee brainstorming and spontaneous practice sessions.</u></p> <p>The last sentence is new. <u>Be sure to read and re-read the problem and clarifications. Make sure the team reads them as well and recognizes what is being scored.</u></p>
10	The picture is new.
12	<p>Brainstorming 2nd paragraph The last sentence is new. <u>Present examples of "wild ideas" that were successful such as walking on the moon.</u></p>
17	<p>Age Divisions 2nd paragraph Division I – Grades K-5 (U.S.: Less than 12 years of age on May 1, 2009 <u>2010</u> (Other International). Division II – Grades 6-8 (U.S.); Less than 15 years of age on May 1, 2009 <u>2010</u> (Other International).</p>
19	<p>Membership Withdrawals and Transfers 1st paragraph 1st sentence was rewritten If, for some reason, a member chooses to withdraw from the Odyssey of the Mind, to be eligible for a refund it must return all materials in their original condition to CCI within 30 days of receipt and include a written notice of withdrawal. Now reads: If, for some reason a member <u>or organization chooses to cancel an OotM membership</u>, to be eligible for a refund it must return all materials in their original condition to CCI within 30 days of receipt and include a written notice of withdrawal.</p>

Page	General overview of the change
19	<p>Membership Withdrawals and Transfers (continued) 2nd sentence There is a \$25 \$35 charge for each cancelled membership.</p>
21	<p>The pictures are new.</p>
23	<p>Scoring Style 2nd paragraph 1st sentence To receive score for Style, the team must complete a Style Form (see Appendix) and present three four copies to the Staging Area Judge.</p>
29	<p>Going to Competition 1st paragraph The last sentence was updated. <u>In 2010, World Finals will be held Michigan State University from May 26-29.</u></p>
30	<p>Checklist for Competing in Long-Term 1st bullet Three Four completed copies of the Style Form</p>
35	<p>Odyssey of the Mind Spirit Award <u>Recognizes Wayne Otte, a New York volunteer who serves in many capacities within OotM, as the 2009 recipient.</u></p>
36	<p>Rules That Apply to All Problems #5, #8 and #15 from the prior year guide have been combined this year and result in a new #5 . #5 now reads:</p> <p><u>Judges may not become part of the problem solution or Style presentation. During its Long-Term competition time the team may ask judges questions; however, the judges will answer only if they decide it is appropriate. The judges will only speak to the team members if they feel it is appropriate or it is required in the limitations of the problem. In Spontaneous, judges will always answer questions. The team may not involve the judges in its presentation in any way and any reaction or participation from the judges or audience does not count for score. Also, if the team wishes to include playbills as part of a free choice category in Style, it must be handed out during the 8-minute competition time in order to count for score. Teams may not throw anything into the audience.</u></p>

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39	<p>#18 Safety and damage control: (Note: this was the old #20) The following items are not allowed to be used in the team’s presentation of its solution: 1st bullet has been expanded <u>Lighter-than-air-balloons (e.g., helium) that are not sufficiently tethered and/or weighed down. That is, those that will float uncontrollably upward are not allowed.</u></p> <p>The 8th bullet is new <u>Liquids that can stain or cause other floor damage.</u></p>
43	The pictures are new.
49	<p>Exempt Items #4 has been expanded Jewelry such as wristwatches, earring, rings, etc., <u>and street clothes</u> that do not enhance the solution or contribute to a costume. <u>Remembers, if a team is wearing identical street clothes such as matching shirts, they would count towards cost because they appear to be a uniform, therefore enhancing the solution (see pg. 48).</u></p>
53	<p>Glossary Human Power is new <u>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.</u> <u>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.</u></p>
54	<p>Set up is new <u>The time after judges say “Team Begin” that the team uses to set up props. It counts toward the 8-minute time limit. Teams can simultaneously perform while setting up props.</u></p>
54	<p>Quick Guide to Resources World Finals 2009-2010 info - odysseyofthemind.com, World Finals</p>
Appendix	<p>Style Form 3rd sentence in the heading A minimum of three four copies is required for each competition. At the bottom of the form Note: This form may be photocopied or scanned into a computer, but <u>the information</u> may not be altered in any way. Problem Clarification Form – must be postmarked no later than February 15, 2009-2010</p>