

Long Term Problems

- What is a Long Term Problem (LTP)?
 - Five Types (plus primary)
 - Similarities/Differences of Types
 - Problem 4 Differences
- What is Needed to Solve LTP
 - General Program Guide
 - Long Term Problem Statement
 - Clarifications
 - Tournament Requirements
- LTP at the Tournament
 - Performance
 - Parents' Role
 - Scoring
- Coaching Tips (just handed out)
 - Typical Calendar
 - Tips on How to Solve the Problem
 - Suggested Activities at First Five Meetings
 - Coaching Tips

Types of Long Term Problems

Five “Types” of COMPETITIVE Long Term Problems

1. Problem 1 – Vehicle – big or little
2. Problem 2 – Technical – play=tech
3. Problem 3 – Classics – history/literature
4. Problem 4 – Structure – balsa wood
5. Problem 5 – Theatrical – humorous
(Problem 6 – Primary – not scored)

Long Term Problems all Have

- Long Term Problem Statement (LTPS)
- Cost Limit, \$125-\$145
- Time Limit, 8 minutes
- A THEME with a PLAY related to theme
- Required Style (usually 3)
- Team defined Style (usually 2)
- “Normalized” points 200 (style-50, spont-100 pts)
- Set-Up is part of 8 minutes
- Clean-Up not part of 8 minutes
- Membership Sign
- Required Paperwork
- Tournament specific rules for qualifying:
 1. Register online
 2. Trained judge
 3. Untrained volunteer
 4. Tourn fee paid

Long Term Problem Differences

- More detailed (prob 4) vs less detailed (prob 5)
- Prob 3&5 play, Prob 1&4 technical, Prob 2 mix
- Pre-Staging Yes or No
- Overtime penalty: 3&5 may, 1,2&4 usually don't
- Something adults can build/supply (Tester/Weights)

Structure Problem (#4) –Differences

1. Schedule has extra “weigh-in time”.
2. Follow Tournament Rules for other weigh-in/check-in.
3. At weigh-in, if overweight, team can “fix”.
4. After weigh-in, Judges are in control of structure.
5. Team picks up structure from judges at venue, before performance.
6. Team can take (crushed) structure at end.
7. If forgotten, will be available at Awards Ceremony.
8. Practice Crusher Board – can be made by adult, instructions in LTPS.
9. Tournament provides crusher board for tournament.
10. Safety glasses required for those handling weights.

What is needed to solve the LTP?

1. Current Program Guide
 - a. online at www.odysseyofthemind.com
 - b. in membership packet
2. Long Term Problem Statement – supersedes above
 - a. in members area at www.odysseyofthemind.com
 - b. in membership packet
3. Clarifications – supersedes above
 - a. only online at www.odysseyofthemind.com
4. Facilities/Tournament Rules – supersedes above
 - a. online at www.txodyssey.org Houston Page, if any.

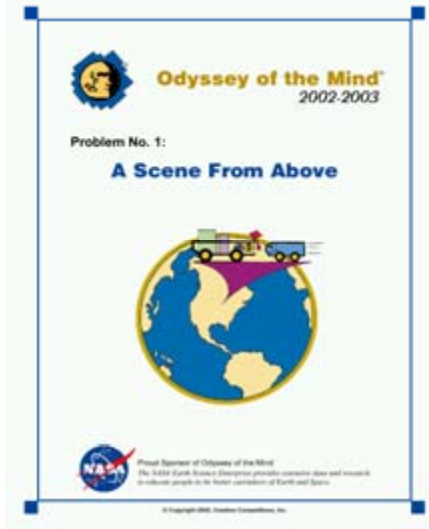
Program Guide – Rules (p36-43)

- Common sense rules like no live animals, no weapons, ...
- Obvious membership rules (eg. Must have membership)
- Judge/audience role in performance - nothing
- No national anthems or pledges
- Practical size limitations – std door, std room
- Moving props and the Three Minute Rule
- Can't alter cost, material, outside assistance forms
- Premade videos/audios not major - performance must be live
- Safety and damage control plus consequences
- Batteries – most dry cells READ THIS (p40,41)
- Membership sign required (also see p44)
- Copyright/trademarks rules

Program Guide–Penalties (p44-49)

- Spirit of Problem – do the described problem
- Unsportsmanlike Conduct – be nice
- Membership Sign - describes what team needs
- Outside Assistance – gives guidance, examples
- Over Time Limit – sometimes a penalty
- Over Cost Limit – be fair, don't “buy” solution
 1. How to fill out Materials Value Form
 2. How to assign a cost based on.....
 3. Three categories: Cost, Assigned Value, Exempt

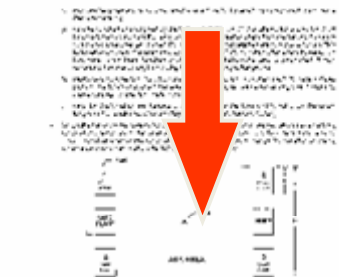
The Parts of a Long-Term Problem



INTRODUCTION

THE PROBLEM

LIMITATIONS



SITE, SETUP
COMPETITION



SCORING

PENALTIES

STYLE

TOURNAMENT
DIRECTOR
WILL PROVIDE

TEAM WILL
PROVIDE

GLOSSARY

Long Term Problem Clarifications

Once You Have:

- Re-read the LTPS
- Re-read the Program Guide
- Discussed it with the team
- (Don't bother asking experienced coaches. They are not judges and don't know the answer.)

Then submit a clarification:

- www.odysseyofthemind.org
- Select Clarification
- Select problem type (1-5)
- Enter membership # and zip
- Select Proceed
- Verify you have read
- Fill out clarification form
- HIT SUBMIT
- You will receive conf. email

Facilities/Tournament Rules

- Room size limitation (not usually)
- Floor considerations (not usually)
- Team Qualification Rules
- Can ask tournament director about venue but usually won't get an answer.

LTP At the Tournament

Get Ready.....

Set.....

GO!!!!

*All that work for 8 minutes
(Don't be late or you'll miss it!!!)*

- **Before you go Into the Venue**
 - Arrive AT LEAST 15 minutes early, in costume ready to go
 - go to staging/pre-staging when Staging Judge Says
- **While in Stage/Pre-Staging**
 - Turn in Paperwork
 - Check, Measure, etc. any problem specific requirements
 - Show team layout of room
 - Checks for shoes other safety issues
 - Asks team about photography, video, strobe light
 - If in pre-staging, judge will have team move to staging
- **Start the Performance**
 - “Team are you ready?” – team can have cute way to answer
 - “Judges are you ready?” - judges usually have cute way to answer
 - “Time Begins NOW!!” – 8 minutes starts ticking away NOW.
- **The Performance**
 - TEAM moves items from staging to presentation area
 - Presents problem solution.
 - Ends the performance
- **After the Performance**
 - Team stays put and judges come to ask them questions
 - Judges dismiss team after all questions are done.
 - Team removes items and leaves venue, quickly (parents can help)

Parents Can Do (see PG p46)

1. Load the truck/car/van/trailer
2. Unload the truck/car/van/trailer
3. Carry things into the school.
4. Carry things into pre-staging area.
5. Carry things into the venue, staging area.
6. Remove things after performance.
7. Coach can inform team what has to happen next
8. Stay positive. Remember it is THEIR day, parents just watch and haul .

OUTSIDE ASSISTANCE

Parents CAN'T Do (see PG p45-46)

1. Fix, assemble, adjust items – EVEN IF A PARENT BROKE THEM
2. Comment on/suggest specifically what needs to be done to props.
3. Fix hair, dress team members.
4. Can do nothing once items in “staging area”
5. Basically, parents don't do anything but be a dumb, happy, pack animal
6. Coach can direct the team, ie, coach.

Long Term Problem Scores

- Pick up scores 30 minutes (usually) after done
- ONE Coach meets with Head Judge
 - Can question objective scores
 - Cannot question subjective scores
 - Sign score sheet, but have 30 minutes to question
 - (May get style, will not get spontaneous)
- Advancing Teams announced at Awards Ceremony
- Scores posted on website in a week or two
 - Total Long term, Style, Spontaneous, Penalties
 - Both “Raw” and “Normalized”

Extra Material

The following slides were not covered in the lecture. They are provided so you can read them on your own.

Typical *Odyssey of the Mind* Calendar

Purchase Membership (One per school, sometimes two, \$135)

Establish Membership Coordinator (who the mail goes to)

Form Teams, Recruit Coaches

Attend Coaches Training

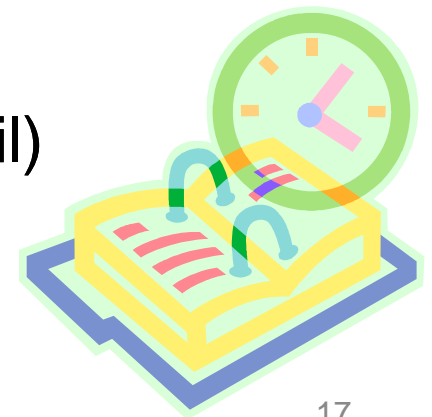
Teams work on Solutions (November – March)

Register Teams for Tournament (check local deadlines)

Register Judge and/or Volunteer (if necessary)

Regional and State Tournaments (February - April)

OOTM World Finals (Late May, Early June)



HOW TO SOLVE THE PROBLEM



Step 1. Read the Problem (First 2-3 meetings, As needed after)

Go through each section of the problem carefully.

Make sure each participant understands what is required

General ideas are OK, but don't focus on Brainstorming solutions yet

Understand how each of the parts interact

Figure out the requirements of the problem (and the scoring elements)

Step 2. Brain-Storm Possible Solutions (Meetings 2-5)

Generate lots of ideas (keep track of them on paper, chalkboard, or whiteboard)

Don't evaluate ideas yet... just list them (see p.

Break the problem down into manageable pieces

Encourage wild, creative solutions

Step 3. SCAMPER (Meetings 4-6)

Use SCAMPER and other Brainstorming techniques to come up with more ideas

Change the ideas, generate even more

Step 4. Refine and Evaluate Ideas (Meetings 4-6)

Which ideas does the team like best?

Discuss and evaluate ideas, but don't criticize.

Modify ideas to make them better.

Select a preliminary solution.

HOW TO SOLVE THE PROBLEM



Step 5. Determine Tasks & Timeline (Meetings 5-8)

What types of tasks, skills, props, contraptions, needed to complete this solution?

Who and how will they do these things?

Determine a basic time-line for completing the solution.

Continue to evaluate the solution and refine/revise as needed.

Do the items decided upon fit the problem specifications?

Step 6. Begin Construction (Meetings 6-)

Start building things and writing a script. Evaluate new ideas as they arise.

Test the solution. Does it work? Can it be made to work better?

Revise/refine (continuously) and as necessary.

Step 7. Put it Together (At least one month before Tournament)

As props, tasks are near completion, or are completed, test them out.

Continue to refine/revise. Does it work? Is there a better way?

Does the proposed solution still fit the problem? What problems need to be fixed?

Step 8. Finish it Up and Practice (2-3 Meetings Before Tourn)

Celebrate major accomplishments as they happen.

Test things out... do they work? Can they work better?

Practice the whole skit. Timing. Explain how they did it? Look for problem spots.

What happens if something goes wrong? Contingency plan.

Revise/refine.

First Five Odyssey of the Mind Meetings

(adjust to age and experience of students)

First Meeting

- Meet with team (and parents) to explain program and set team goals**
- Discuss the process, give dates for tournaments**
- Go over the time commitment and responsibility of being on the team**
- Stress regular attendance at meetings**
- Explain outside assistance**
- Review behavioral expectations**
- Talk about difference between “winning” and “succeeding”**
- Set a meeting schedule**

Second Meeting

- Incorporate team-building activity**
- Discuss working as a group. All ideas are valid**
- Review brainstorming rules (no put-downs)**
- Explain Spontaneous. Practice several at every meeting**
- Read the Long-term problem Synopses**
- Talk about skills and interests of team members and group**

First Five Meetings (continued)

Third Meeting

- Incorporate team-building activity**
- Brainstorm how group can be a successful team**
- Practice Spontaneous**
- Have team decide on Long-term problem (vote?)**
- Brainstorm on possible solutions to LT problem**

Fourth Meeting

- Incorporate team-building activity**
- Practice Spontaneous**
- Read the Specific Long-term problem rules**
- Brainstorm LT problem solutions and skills needed to solve problem**

Fifth Meeting

- Continue team-building**
- Continue Spontaneous practice**
- Brainstorm list of tasks to accomplish and timeline**
- Assign tasks and discuss team member responsibility**
- Ask for help if you need it**

Team Building



It is important that this group of kids comes together and functions as a team. Important decisions should be made together.

Some good advice on team-building can be found [here](#).

Incorporate some [team-building games](#) into each practice session, especially early in the season. This will build team trust, and teach students to work together to solve problems that they can't manage alone.

Do not allow criticism of people or their ideas. It is OK to evaluate ideas on their merits, but it must be done constructively.

Celebrate milestones and major break-throughs/accomplishments.

Once an IDEA is generated and discussed, it is no longer owned by the originator....it is the TEAM'S idea.

COACHING TIPS

READ THE PROBLEM, then RE-READ THE PROBLEM

When this is done, then read it again!

If You Start Me Up

The Timekeeper will ask the team, “Team, are you ready?”

Many (especially experienced) teams come up with a clever response



What Setup Time?

Don't make the mistake of neglecting to figure in set-up time.

What happens if something goes wrong during setup?

Who handles what tasks during setup?

Is it better to have a complicated setup, or a simple setup and more performance time?

Is there something someone can do during setup to start the performance?

Time does not stop if the team encounters a problem (except for medical emergencies).

Wrapping it Up

In some (not all) problems, the team needs to signal the Judges that the performance is over.

Like the beginning, the end is important. Experienced teams find a “creative” way.

Tell it to the Judge!

After the performance ends, the judges will talk to the team and ask them questions about their solution. This is a part of the the solution. Let the team know to expect it and practice it with them.

Don't forget the Membership Sign... Contingency Plan!

Score calculations:

- Scoring is made up of 4 items (long-term, style, spontaneous, penalties).
- For each of the first 3 items, the judging teams create a “raw” score.
- From the “raw” score we create a “calculated” score.
- Total Score = (Long term Calc + Style Calc + Spontaneous Calc) – Penalties.
- Scores are calculated as follow: The team that gets the highest raw score in each item is awarded the maximum points for that item; 200 points for long-term, 50 points for style, 100 points for spontaneous. The calculated score for all other teams is calculated as a ratio to the best score:
$$\text{(raw score / best raw score) * max points = calculated score value.}$$