

Do it with *Style*!

Style – “the elaboration of the long-term problem solution”

- The “special things” that makes the team’s performance unique
- Showcase what they are particularly excited about or proud of; special strengths and talents; expression of creativity

Scoring – 5 categories, each 1 to 10 points; total up to 50

- mandatory elements (often 2)
- free choice elements (often 2)
 - must NOT be scored in the long-term problem
 - be VERY specific
- Overall effect – how the elements come together to enhance the solution

When should the team choose its Style items?

More about Style

Examples of style categories from past problems

- Appearance of a team member (vehicle, etc.)
- Creative use of materials in one costume
- Effectiveness of the warning sound
- Visual quality of one costume
- Creativity of how the complete (balsa) structure is presented
- Creativity of one prop (costume etc.)
- Artistic quality of a costume (prop, backdrop, membership sign, etc.)
- Performance of one character other than the person scored in the LT problem
- Use of music/humor/rhyming/color/lighting
- Nonverbal performance (mime)
- Special effects; sound effects; songs; choreography
- Can be a “big” element (e.g., performance of a main character throughout) or “small” (e.g., artistic quality of the decorations on one character’s hat)

“What does this mean...?”

“Appearance” = artistic quality and originality; how it adds to the overall performance; is there a theme?

how something looks; design; details; resembles what it is supposed to be

“Visual quality” = resembles what it is supposed to be; artistic detail and skill

“Creativity” = cleverness; different from anything else the judge has seen; totally unexpected; originality;
unusual use of materials

“Effectiveness” = how well the element contributes to the overall performance

Paperwork



WHO should fill out the forms?

WHAT forms need to be filled out?

WHEN should the forms be completed?

WHERE can you find the forms?

HOW should the forms be filled out?

HOW MANY copies should you bring?

WHY are the forms needed?

STYLE FORM

Team members must complete this form. Adults may help fill it out for Division I team members only. A minimum of two copies are required for each competition. At World Finals, and in some other competitions, three copies are required.




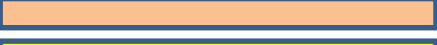
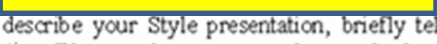
Long-Term Problem _____ Division _____

Membership Name _____ Membership # _____

City _____ State _____ Country _____

Judge(s) _____

Style Category (Team fills in #1 to #4)	Possible Points	Points Awarded (Judge fills in)
(If the category is "Free choice of team," do not include anything that is scored in long-term problem scoring.)		




1. 	1 to 10	1. _____
2. 	1 to 10	2. _____
3. 	1 to 10	3. _____
4. 	1 to 10	4. _____
5. 	1 to 10	5. _____

To describe your Style presentation, briefly tell how the it enhances the long-term problem solution. Please print or type and use only the space below.

Write or type
text here

TOTAL STYLE SCORE =
(Maximum possible = 50)

STYLE FORM

- four copies for Staging Judge
- adds to the Long-term problem
- relates to the theme of solution
- team can showcase strengths
- cannot be items already scored as part of Long-Term
- Categories
 -  - Specific Scoring Elements
 -  - Free Choice Elements
 -  - Overall Effect
- be very specific

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) _____

Name of Item (e.g. wood, fabric, etc.)	Used For (e.g. costumes, props, all areas etc.)	Value (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.

COST FORM

- one copy for Staging Judge
- includes everything used during the Long-Term & Style presentation that enhances the solution
- combine value of small items
- “Cost” Items
 - Could another team duplicate the solution for the same \$?
 - keep receipts and list price if new
 - garage sale value for used items
 - be “creative” in acquiring materials, the art of scavenging
- “Assigned Value” Items
 - e.g. laptop, projector
- “Exempt” Items
 - e.g., power cords, trash

TEAM'S REQUIRED LIST FORM

- ~~not required for Balsa problem~~
- four copies for Staging Judge
- team members complete the form in their own words - be specific!
- helps the judges know what to focus on, what specifically to score, when the timekeeper should end time, etc.
- only available on-line

The image displays four overlapping 'Team's Required List Form' templates, each designed for a specific category. The forms are titled 'Team's Required List Form' and include a 'Membership Name' and 'Number' field. They are divided into sections for different divisions (I, II, III, IV) and a 'circle one' section.

- Driver's Test:** Includes questions about membership, brief descriptions of the two propulsion systems, the three tasks the vehicle will perform, a description of the signal the team will use to indicate when a task is complete, and a description of the driver.
- Classics...It's How We Rule:** Includes questions about membership, a brief description of the Historic Royal Court, the team-created Court, the leader of the team-created Court, the team-made instrument and the song that will be played on it, a brief description of the required poster character, the two puppets to be scored in D9, and the prop to be scored in D9.
- Seeing is Believing:** Includes questions about membership, a brief description of the reason the community feels threatened, the rhymes to be scored, the moving set piece and when in the performance it will move, the message to be scored, a brief description of the narrator character, a brief description of the traveler character, and the signal our team will use to indicate we have finished our performance in.
- The Not-So-Haunted House:** Includes questions about membership, the special effects and the order that they will take place, a brief description of the team-created special effect, the character(s) scored in D8, a brief description of the surprise ending, and the signal our team will use to indicate we have finished our performance in.



Odyssey of the Mind – HARO Tournament

REQUIRED PAPERWORK

The following paperwork is required of each team for each tournament:

- 1 copy of the Outside Assistance form – filled in and signed
- 1 copy of the Cost Form –totaled, *copies* of receipts may be attached
- 4 copies of the Style Form – make sure the correct “Mandatory” categories are filled in and that the “Free Choice” option is replaced by the team’s choice of style elements.
- 4 copies of any *required* list – usually all problems except #4.

Plus the following Team Specific papers:

- 1 copy of any documentation that is *required* by the problem.
- 1 copy of any team specific Clarifications

Primary teams are encouraged to prepare forms as well. It is a good practice for the following year.

In division 1, it is OK for the coach to type the forms in Word however all the information and style selections must come from the team.

Don’t forget to keep the originals. If you advance to the next level, you will need them again, either as-is or at least for reference.