

Unpacking the 2023-24 Odyssey of the Mind Problems

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What is needed to solve the Long-Term Problem


- ❖ PROGRAM GUIDE (available on the national website)
- ❖ LONG-TERM PROBLEM (chosen by the team and available on the national website)
- ❖ CLARIFICATIONS (general and team, available on the national website)



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The Program Guide


- ❖ Getting Started, Training Your Team: pp 8-14
- ❖ About your Membership: pp 15-18
- ❖ Types of Problems and Scoring: pp 19-20
- ❖ Style: pp 21-22
- ❖ Rules and definitions that apply to every problem: pp 34-38
 - Dimensions: p 35, item 10



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The Program Guide (Cont'd)

- ❖ Safety/Damage Control: pp 38-40
 - pp 38-40: Items not allowed | Foot Coverings | damages to the floor. **Read these carefully!**
- ❖ Batteries: pp 40-41
- ❖ Membership Sign: p 41
- ❖ Copyrights and Trademarks: pp 41-42
- ❖ Penalty Categories: pp 46-50



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The Program Guide (Cont'd)

- ❖ Itemizing materials on the Cost Form: pp 42-45
 - Assigned value items: page 43
 - Exempt items: page 44
 - Safety items exemptions: page 45
- ❖ Potential Reasons for Discipline: pp 50-52
- ❖ General Glossary: pp 53-55



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2023-24 Problems

Problem 1 (Vehicle)

Teams design, build and operate one or more vehicles. Sometimes they're small, other times they're big enough to ride on and transport other items. Teams use unusual sources of energy and original engineering to create vehicles that often don't look or move like a vehicle.

Drive-In Movie

Cost limit \$145

OM teams get the best seat in the house as they visit a drive-in and even become part of the movie being played! In this problem, teams will design, build, and run a vehicle with a team-created rider that travels to a drive-in theater. In the performance, the movie takes place all around the vehicle when suddenly a team-created special-effect occurs on the vehicle that makes it seem to become part of the action!



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2023-24 Problems

Problem 2 (Technical)

Creating a robotic pet, a Not-So-Haunted “pop-up” House, and devices powered by rubber bands are technical problems our teams have solved. The level of technology is up to the team and ranges from basic engineering and electronics to more advanced robotics. OMers test their devices in performances that are often hilarious.

AI Tech-NO-Art

Cost limit \$155

Artificial Intelligence (AI) is the ability of machines to complete functions that we usually associate with a human mind. From creating art to helping in surgeries, Artificial Intelligence is becoming part of everyday life. Imagine what would happen if an AI device showed up at the Louvre and began to critique the art inside. Would the AI say the Mona Lisa was beautiful? In *Odyssey of the Mind*, we know it is best for each individual to think for themselves, and in this problem, teams will help show why. OMers know that there is no more powerful mind than their own!



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2023-24 Problems

Problem 3 (Classics)

In our Classics problem, teams write and perform original theatrical performances based on a work from classical literature, artwork, music, culture, or history. Solutions often reflect upon the majesty and sophistication of humanity’s most impactful and enduring creations.

Classics... Opening Night Antics

Cost limit \$155

There is a saying in the theatre that no matter what happens during a performance, the show must go on. The same is true in OM! For this problem, teams will portray the Opening Night of a play based on a classic story. The Opening Night performance will not go as planned and will include a set malfunction, unexpected sound effects, and a theater critic. Despite the Opening Night Antics, the show is a success!



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2023-24 Problems

Problem 4 (Structure)

Picture a 15-gram ($\frac{1}{2}$ ounce) structure made of balsa wood holding and balancing a stack of weights while getting hit, twisted, or even broken apart. It's not uncommon for experienced teams to hold over 1,000 pounds. OMers create and present performances ranging from comical to extravagant where testing their structures is part of the action..

Deep Space Structure

Cost limit \$145

The universe is full of mysteries we hope to discover and some we may not want to discover! In this problem, teams unravel an original mystery by portraying a balsa wood structure discovered in deep space. The Deep Space Structure will be interviewed, tested, and examined. The performance will include an actual balsa wood and glue structure that will be tested to balance and support weight, a character portraying the discovered deep space structure, and the scientists studying it.



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2023-24 Problems

Problem 5 (Performance)

You can be sure that our performance problem will be fun and unexpected. In their solutions teams integrate stage and drama elements from lighting effects to puppetry to elaborate set changes. Original characters and unusual situations give OMers plenty of opportunity to show off their creativity.

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Rocking World Detour

Cost limit \$135

Are you ready to rock? Here is your opportunity! In this problem, OM teams will create a performance about a rock band on tour. Things get derailed in a very Odyssey way – while playing a song, the band is transported to an unexpected location. The band members must figure out how to use music to get them back on their tour. The performance will also include band merchandise and original hairstyles.



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2023-24 Problems

Problem 6 (Primary)

Teams present their solutions at tournaments in a non-competitive showcase where they interact with judges who provide feedback. Primary problems are designed to provide younger OMers with a comprehensive, fun, and instructional experience that helps introduce them to Odyssey of the Mind.

The Night Life

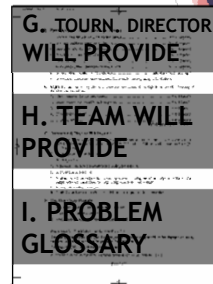
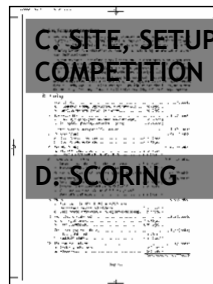
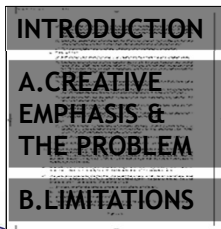
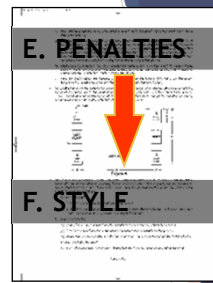
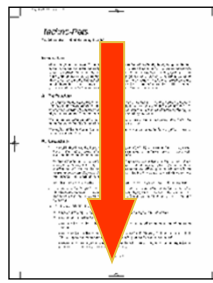
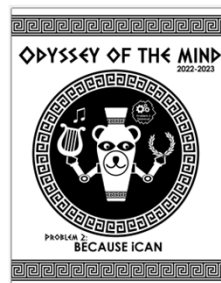
Cost limit \$125

When most people are sleeping, there is a whole new world that comes to life in the night. In this problem teams will create and present a performance about an explorer character that searches for things in nature that “wake up” at nighttime. It will also include a team-created original discovery, something that lights up, and a team member in costume that represents a nocturnal animal..



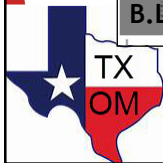
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The Parts of a Long-Term Problem



Need LT Problem + Program Guide + Clarifications

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The Parts of a Long-Term Problem

A. CREATIVE EMPHASIS & THE PROBLEM

This is a summary of the Problem that the team is going to solve. All problems are solved in an 8-minute skit.

- Have the whole team read section A out loud.
- Discuss what the problem is all about
- What does the problem say the areas where creativity is emphasized?
- What does the problem say are the general goals?
- The team should discuss and brainstorm their initial reactions and write them down.
- For Primary and division 1, coaches may write down the team's ideas, but they must be the team's exact words.

Pay attention to the **Spirit of the Problem**. Be careful, when restating problems and make sure the objective is not changed or reinterpreted. Get the team to read it once a month, to make sure that they remain on-track when their storyline takes tangents to accommodate all ideas!



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The Parts of a Long-Term Problem

B. LIMITATIONS

This section includes all the elements, characters and actions that need to be included in the team performance.

- ❖ Have the team read Section B.
- ❖ Take lots of time with this one - it is the “meat” of the problem.
- ❖ Ask some questions that promote divergent thinking and many possible solutions.
- ❖ Talk about all the limitations for your problem - how many, what minimum, how measured, what type, etc. of things are required.
- ❖ What can a team do or not do?
- ❖ Where can the team stand or not stand?



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The Parts of a Long-Term Problem

B.LIMITATIONS (Cont'd)

This section includes all the elements, characters and actions that need to be included in the team performance.

Pay attention to the **Time Limit** for your problem. Note that the 8 minutes include set-up time.

Some problems assess a **penalty for going over time** and that typically costs the team on their overall score.

Other problems **just ask the team to interrupt all actions when time ends**. This may result in actions being incomplete and items not scored.



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The Parts of a Long-Term Problem

B.LIMITATIONS (Cont'd)

Also pay attention to the **Cost Limit**. Keeping track of costs should be an ongoing effort.

There are three basic categories for items: (1) cost, (2) assigned value, and (3) exempt. Most items fall under the heading "cost."

The team must include an item's value **even if it is borrowed or donated**; however, items may be valued at "garage" or "yard" sale prices. Read the relevant section in the Program Guide.



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The Parts of a Long-Term Problem

C. SITE, SETUP and COMPETITION

- ❖ This section is self explanatory.
- ❖ Have the team read section C.
- ❖ Talk about how the set-up fits in with Section B.
- ❖ Be mindful of designated stage/floor. If you happen to perform on a basketball court because the competition is virtual, does not mean that you can necessarily use the entire area. This section will indicate such restrictions, if any.
- ❖ The placement of audience can be different by tournament. Do not expect the flow to be in a specific direction at all tournaments.



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The Parts of a Long-Term Problem

D. SCORING

- ❖ Each problem lists its own set of scoring categories.
- ❖ Read Sections D and E, Scoring and Penalties.
- ❖ Talk about scores as feedback.
- ❖ Talk about budgeting time according to what is scored.
- ❖ Talk about how the team might divide into sub-groups and whether they wish to do so.
- ❖ Examine penalties and how to avoid them.



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The Parts of a Long-Term Problem

D. SCORING (Cont'd)

- **Some scores are objective.** The team either completed this scoring category successfully or not (for example “0 or 5 points”). If it receives a zero score for that category, other scoring categories that depend on the first one to occur will still be eligible for score (for example creativity or effect).
- For example, a problem requires a scene set in a specific time period that includes a poem. If the time period for the scene is wrong the scene gets zero score for that category, but the poem is still eligible for full score.
- Also, if a problem has required scoring elements, such as an original poem, the team can include several original poems in its performance but must designate one to be scored, and only that poem will be scored for that category.



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The Parts of a Long-Term Problem

D. SCORING (Cont'd)

- **Other scores are subjective.** Judges are given a scale to score, and their scores are averaged across judges.
- **No double-penalizing:** Depending on the specific problem rules, teams who receive a score of zero will not also be penalized for missing an element. Likewise, if there is a specific penalty, team can be scored normally.
- **No double-dipping.** If an element is scored in section D of the long-term, the team cannot choose that same element for Style (section F).
- **Elements in the solution that do not fall within a scoring category will not receive score unless the team lists it as a Style free choice (section F).**



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The Parts of a Long-Term Problem

E. PENALTIES

- 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.
- **“Spirit of the Problem” Violation**
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.

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The Parts of a Long-Term Problem

E. PENALTIES (Cont'd)

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

Incorrect (-2 pts) or Missing (-5pts) Membership Sign

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. Exact requirements are in the Program Guide.

If the membership sign is scored there is no penalty if it is missing other than receiving a score of zero.

Outside Assistance (each offense, -1 to -25 points)



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The Parts of a Long-Term Problem

F. STYLE

- Categories 1 & 2 are **mandatory** categories, specific to this problem. Team must specify the components to be scored for each category.
- Categories 3 & 4 are marked as a **team choice** categories. Team selects what they wish to be scored on.
- Category 5 is also a **mandatory** category
- For ALL categories, components CANNOT be already scored under section D. of the long term.
- Team must be SPECIFIC in their style forms.
- Review the Style Form presentation/PDF closer to tournament in order to verify that you comply with rules and aim for maximum team score.



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Next Steps

THE TEAM HAS READ THE PROBLEM - NOW WHAT?

- Do Research into subjects related to the Long-Term Solution.
- Examine how things work that might relate to an item they want to make or build (hinges, motors, one-way gears, PVC, etc.)
- Go to craft supply or thrift stores and investigate what materials are available. Discuss recycled materials.
- Experiment with materials.
 - Build models of items they plan to make. Prototypes quickly show the viability of ideas; and make team discussions much richer.



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Next Steps (Cont'd)

- Learn the skills to work on the solution (types of glues, sewing, sawing, welding, drilling, acting, etc.). The coach **should not** steer the team to any solution **by suggesting certain skills to learn**).
- Discuss who is working on what part of the solution.
 - Begin outlining the performance or script. Google Docs are a great way to collaboratively write a skit as they allow for simultaneous editing and easy viewing of previous versions.



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Outside Assistance

- ❖ Carefully read the program guide section about “O.A.” with the team. Several examples are stated in the Coaches Handbook as well.
- ❖ Some ideas to use when you want to say something you’re not allowed to say:
 - How else could you ...?
 - Why did this happen ...?
 - Is this your best ...?
 - Does this meet the standard ...?
 - Is this job done ...?
 - What do we mean by style ...?
 - What should be done ...?



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The Cardinal Rule in OM

Remember, it must be FUN!



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