

## TOURNAMENT FORMS INFORMATION

### Minnesota Odyssey of the Mind

Below is some general information about the forms that Div I, II, and III teams must prepare in advance and bring to their long-term problem presentation at the tournament on March 11. Primary teams are strongly encouraged to complete these forms as well! Div I and Primary coaches may act as scribes in completing the forms; Div II and III teams must complete the forms themselves.

In addition to the number of copies listed for the judges (which will not be returned), teams should keep at least one extra copy of each form for their future reference. Any Div I, II, or III team that has received a private clarification for CII also should bring a copy of their clarification for the judges.

#### FORMS AT A GLANCE

- Style- 4 copies
- Outside Assistance – 1 copy
- Cost- 1 Copy
- Team Required List – 4 Copies  
(All Problems except Problem 4)

## I. WHERE TO FIND FORMS



[www.odysseyofthemind.com](http://www.odysseyofthemind.com)

-Choose TEAMS → Members Area

- Enter your Membership Number and Member Zip Code

-Choose DOWNLOADS

All forms and Lists should be available here.

Note that there is a Word option for the Style form and an Excel option (a big time saver!) for the cost form.

### Member Forms

#### Forms

- Style Form | PDF | Word |
- Cost Form | PDF | Excel |
- Outside Assistance Form
- Team Contract
- Membership Application
- Scholarship Application

## II. STYLE FORM

### Style Form

Team members must complete this form. Adults may help fill it out for Division I team members only. A minimum of four copies is required for each competition. These must be presented to the Staging Area Judge.

PLEASE PRINT. \*Note that no element scored in the Long-Term problem may be selected.

Long-Term Problem \_\_\_\_\_ Division \_\_\_\_\_

Membership Name \_\_\_\_\_ Membership # \_\_\_\_\_

City \_\_\_\_\_ State/Prov. \_\_\_\_\_ Country \_\_\_\_\_

Judge(s) \_\_\_\_\_

Style Category (Team fills in #1 to #4)	Possible Points	Points Awarded (Judge fills in)
1. _____	1 to 10	1. _____
2. _____	1 to 10	2. _____
3. _____	1 to 10	3. _____
4. _____	1 to 10	4. _____
5. Overall effect of the four Style elements in the performance	1 to 10	5. _____

TOTAL STYLE SCORE =  
(Maximum possible = 50 points)

NOTE: This form may be photocopied or scanned into a computer, but the information may not be altered in any way.

- Teams should bring 4 copies.
- Categories 1 and 2 should be filled in based on the requirements in Section F of your problem. For example, in Problem 5, the first required style item is "Creativity of a *special effect* used in the confrontation" so Problem 5 teams should fill in Style Category #1 with that language, except substituting an identification and/or description of their special effect for the words "special effect."
- Categories 3 and 4 can be any parts or aspects of the team's solution **which are not already scored as problem elements in Section D of your Problem.**
- Teams should be clear about which part or aspect of an item they want to have judged for style
- A team's ideas about Style often take time during the season to develop, but should not be put off until the last minute or otherwise treated as an afterthought.

### III. OUTSIDE ASSISTANCE FORM

**Outside Assistance Form**

Long-Term Problem: \_\_\_\_\_ Division: \_\_\_\_\_  
Membership Name: \_\_\_\_\_ Membership Number: \_\_\_\_\_  
City: \_\_\_\_\_ State/Prov: \_\_\_\_\_ Country: \_\_\_\_\_

We understand that it is against the rules for anyone other than the team members to design, build or present the long-term problem solution.

We understand that any team member who was ever on our team must remain on our roster and will count as a team member.

We realize that we may get instruction in various areas of design and construction or in performance techniques, but know that these instructions may not be specific to the long-term problem solution. By signing below, we realize that we have informed all of the rules regarding outside assistance. If there are any exceptions, we have listed them.

**WE ASK HELP WITH:** (Please describe any assistance with your specific problem solution if you had any. List NONE if no assistance was received. Also, please list names of former team members no longer on your team (if the roster exceeds seven) and when they last worked with the team.

Coach # 1: \_\_\_\_\_  
Coach # 2: \_\_\_\_\_  
Coach # 3: \_\_\_\_\_

Team Member _____ Birthday: _____ Grade: _____	Team Member _____ Birthday: _____ Grade: _____
Team Member _____ Birthday: _____ Grade: _____	Team Member _____ Birthday: _____ Grade: _____
Team Member _____ Birthday: _____ Grade: _____	Team Member _____ Birthday: _____ Grade: _____
Team Member _____ Birthday: _____ Grade: _____	Team Member _____ Birthday: _____ Grade: _____

Note: This form may be photocopied or scanned into a computer, but it may not be altered in any way.

- Teams should bring 1 copy.
- Teams should describe any Outside Assistance they receive, or write “none” if applicable.
- All team members and coaches sign as indicated.
- The prohibition against Outside Assistance in the long-term problem solution is integral to ensuring a fair competition between children and to allowing them the pride and self-confidence that can come only from their own work. Coaches should use this form to both discuss and model the importance of integrity.

### IV. COST FORM

**COST FORM**

Team members must complete this form and list all items used in the presentation 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: \$ \_\_\_\_\_

- Teams should bring 1 copy, with any receipts stapled to it.
- See pages **47 to 49 of the Program Guide** for rules and explanations regarding costs, especially regarding which items should be listed at their actual cost, which have assigned values, and which can be listed as zero values (exempt).
- Note that the cost limit for each problem is the total value of the materials used during the presentation at the tournament. Discarded items (trial and error) and unused parts (the leftover ½ roll of duct tape) don’t count.
- Keeping track of materials, expenses and any receipts as they go along will help teams avoid unnecessary last-minute

### V. TEAM REQUIRED LIST (for all problems except Problem 4)

**Catch Us If You Can** Team's Required List Form

1. Membership Name: \_\_\_\_\_  
Number: \_\_\_\_\_ Division: I II III (circle one)

2. A brief description of the Parking Garage: \_\_\_\_\_

3. A brief description of the three required vehicles in the order they are expected to run (including how it is propelled and the line it will cross when leaving the Parking Lot):  
Vehicle #1: \_\_\_\_\_  
Vehicle #2: \_\_\_\_\_  
Vehicle #3: \_\_\_\_\_

4. The action each vehicle is taking to prevent it from being followed or caught:  
Vehicle #1: \_\_\_\_\_  
Vehicle #2: \_\_\_\_\_  
Vehicle #3: \_\_\_\_\_

5. The reason for the meeting: \_\_\_\_\_

6. A brief description of the character that wants to prevent the meeting: \_\_\_\_\_

7. When in the performance the simulation will occur: \_\_\_\_\_

8. A brief description of the soundtrack: \_\_\_\_\_

9. The signal our team will use to indicate we have finished our performance is: \_\_\_\_\_

- Teams should bring 4 copies.
- Problem 4 teams do NOT use this type of form. Problem 1,2,3,5, and Primary teams DO.
- This form helps the problem judges understand the team’s solution and judge accurately.
- Section H.2 of each problem (except #4) references the list of items that will be included on this form. Teams may make their lists on any paper as indicated, but using this form helps judges find your information quickly.
- This form also is a good double-check for teams as they are working on their solution. It may help the realize if they have gone off track or forgotten a major element. It is not a complete checklist, however, so teams should continue to review their Problem materials.