An Odyssey of the Mind
Team Members'
10 Steps for Reading and Understanding
an Odyssey of the Mind Problem!

1. **Introduction & Section A -** tells us:

    ✓ What is the main idea of the problem?
    ✓ How are we supposed to be the most creative?
    ✓ What is the spirit of our problem?

1. **Section B – Limitations –** tells us:

    ✓ What is our time limit?
    ✓ What is our cost limit?
    ✓ If we have any questions, look in the program guide.
    ✓ If we still have questions after reading the program guide, we can write to CCI for an official clarification.
    ✓ What paperwork are we required to have for the staging area on tournament day?

    SOLVING THE PROBLEM:
    READ, READ, and READ AGAIN: Section B – Starting with #5
    Look for these <u>keywords</u> and <u>highlight them</u> – so you know what you are supposed to do:

    MUST   **MAY**   **REQUIRED**   **WILL**

    Check the *GLOSSARY* at the end of our problem!
    It officially defines words used in the problem!

3. **Section C – Site, Setup & Competition –** tells us:

    ✓ How big will our performance area be? How small could it be?
    ✓ What will be there for us to use for electricity?
    ✓ What will happen when we get to our site with our props? When should we get there?

4. **Sections D & E - Scoring & Penalties –** tells us:

    ✓ What parts are worth the most points?
    ✓ Which parts are worth the fewest points?
    ✓ How many points are for CREATIVITY (taking risks)?
    ✓ Why would we get a penalty? (be sure to read the part of the Odyssey of the Mind Program Guide about penalties too; pages 44-50 of the 2008-09 Program Guide.)

5. **Section F – Style** – tells us:

- ✓ What are the two items all teams will be scored on for style in our problem?
- ✓ What are our team's two best style items we can choose for the "Free Choice of Team" on our style form? Which would get us the most "Style Points"?
- ✓ Number 5 is OVERALL EFFECT of the other 4 style elements on our performance. Do the 4 items on our style form really make our performance better?

6. **The Rest of the Problem –** tells us:

- ✓ Brainstorm, and go through the process of trial & error to find our solution.
- ✓ Keep an open mind. No idea is a bad idea.
- ✓ Make sure we have all the items we must provide (listed in section H of the problem)

7. **Spontaneous**

- ✓ Practice at every meeting

8. **Clarifications**

- ✓ If we are not sure of something, we must write and ask CCI through the online clarification process. The only answers that will actually help us come from Odyssey of the Mind – not from any other people!
- ✓ Read the clarifications other teams have written, that are posted on the Odyssey of the Mind website! https://www.odysseyofthemind.com/clarifications

9. **Outside Assistance**

- ✓ There are up to 7 Members on our Team!! That means there are only up to 7 Brains on our Team!
- ✓ All ideas in our solution must come from the 7 Brains of our 7 Team Members Only!!!
- ✓ Coaches and/or parents are NOT allowed to give ideas or help you make any part of our solution, set, props, costumes, or anything else!!!
- ✓ We CAN ask our coaches to teach us how to do something, as long as it is our idea, and we are going to do it ourselves after we have been taught! We can practice what we have learned with our coaches, on practice materials, BEFORE we make the actual materials that will be used in our solution.
- ✓ If we don't know how to do something, figure out another way to do it!

10. **Competition Day**

- ✓ When do we need to be? When do we need to be there?
- ✓ What do I need to bring with me? Make a list, and check it twice!
- ✓ Do we have all of our paperwork ready?
- ✓ Have we read the problem one last time?
- ✓ Are there any new clarifications?
- ✓ Do we have our nametags?
- ✓ Have we thanked our coaches?