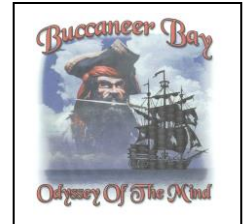


So, you want to start an Odyssey of the Mind Program.... Great! You only need two things: Knowledge and Action!

Knowledge:

1) Resources:

National Organization -Odyssey of the Mind Program
c/o Creative Competitions, Inc. (CCI)
406 Ganttown Road Sewell, NJ 08080
www.OdysseyoftheMind.com



Local Organization – Buccaneer Bay Odyssey of the Mind
Laurie Filardo, Regional Director
Counties: Hillsborough, Pinellas, Polk, Manatee, Hardee & Desoto
BucBayOotM@gmail.com; Home: (813) 681-6697, or Work: (813) 228-4866 www.BucBay.com

2) Terminology:

Odyssey of the Mind

Odyssey of the Mind is an international, creative problem-solving program for students in kindergarten through college, founded in 1978 by Dr. Sam Micklus, Professor Emeritus, Glassboro State College, New Jersey. Today, hundreds of thousands of students in all fifty states and over thirty countries participate in the annual programs.

Creative Problem Solving

Teams of students, under the guidance of a coach, pool their diverse talents to find innovative solutions to the annual long-term problems. Problems may involve building mechanical devices such as spring-driven cars or giving their own portrayals of classical literature.

Membership

A school or community organization may purchase a national membership. The membership will allow the school to field one team in each long-term problem for each division the school covers. The exception to this rule is the primary division (K-2) in which a membership can field multiple teams. Most elementary schools are Division 1, middle schools are Division 2, and high schools are division 3.

Long Term Problem

Each year Odyssey of the Mind publishes six long term problems. These are open-ended and challenging problems that allow for a wide range of responses. The long-term problem is solved over the entire time between the problem choosing, & the Regional competition. Style -The final area in which a team is judged is style. It is the “extra” touches they put into their presentation of their long-term solution.

Outside Assistance

The primary emphasis in the Odyssey of the Mind program is “*the kids do it all!*” No adult or child not on the team can offer any help or advice in solving the long-term problem. The hardest part of coaching is keeping your mouth shut. Teams are penalized if outside assistance is suspected.

Spontaneous Problem

On the day of a tournament, each team will enter a room and face a creative challenge never seen before. They are judged according to the creativity of their answers and their teamwork. Only the team is allowed into the Spontaneous problem room.

Teams

A team is five to seven students working on a long-term problem. Teams are formed by division according to age and grade, and teams compete against others within the same division in the same problem. The oldest member on a team defines the division in which the team must compete.

How is a team competition Organized?

- A school or organization becomes a member
- Coaches are determined by the membership
- Teams of 5 – 7 students are formed
- Teams choose from the five presented long-term problems
- Teams Develop & Practice Long Term Problem Solutions & Spontaneous Solving Skills
- Competition at all levels is by Divisions.

How are team configured?

- Primary Kindergarten through 2nd grade (Non-competitive)
- Division I Kindergarten through 5th grade
- Division II Grades 6 through 8
- Division III Grades 9 through 12
- Division IV Collegiate

What are the 2019 - 2020 LONG-TERM Problems?...see below...

PROBLEM SYNOPSES

Problem 1 (Vehicle): Longshot Solution

Divisions I, II, & III

A group of "Longshots" believe a disastrous event that threatens the world is about to occur and must stop it. Because no one takes them seriously, it is up to the Longshots to solve the problem. To succeed they must send materials from all corners of the world using vehicles that overcome obstacles and travel simultaneously into and out of a Reaction Area. As time counts down the Longshots will use the components, including baking soda, to create a reaction that produces a very special effect and saves the day!

Cost limit: \$145 USD.

Problem 2 (Technical): Net Working

Divisions I, II, III & IV

Computers, satellites, and servers work continuously to allow people from all over the world to network with each other. These networks give us access to information including communications, messages, and videos. In this problem, the networked devices are characters who work to keep the world connected. During the performance, an image, a text message, an email and other information will be transmitted between locations in a team-made system. Pop-up advertisements appear and a malware character will infect the network and take it offline. An anti-virus hero comes to the rescue and team-made instruments will be used to present an original song that explains their jobs.

Cost limit: \$145 USD.

Problem 3 (Classics): The Effective Detective

Divisions I, II, III & IV

You will be introduced to one of the greatest detectives the world has ever known as they follow clues to uncover the truth behind some of history's real-world mysteries. The detective will investigate different types of information, including a clue that is a "red herring" i.e. a distraction, and do intellectual battle with a supervillain who wants the detective to fail. Sounds will ring out and settings will creatively change to set the scene and highlight the action. The team will also be challenged to use the smallest space possible to store its solution.

Cost limit: \$125 USD.

Problem 4 (Structure): Balsa Limbo

Divisions I, II, III & IV

Teams will build balsa wood structures that are created by adjusting its interconnected parts. When the parts are not in the final form for weight testing, they must be able to pass under a limbo bar. Higher score will be awarded for how low the bar is when the structure passes under it. However, the bar is not allowed to be lower than 1/2"! The limbo bar test and maneuvering the structure for testing will take place during the performance time. Testing of the structure will take place during a performance with a theme about dancing and movement.

Cost limit: \$145 USD.

Problem 5 (Theatrical): Gibberish or Not

Divisions I, II, III & IV

Genius or not so smart, statements change from Gibberish at the start. Do the thoughts shine or miss the mark? Masses think they're being led out of the dark. A Champion arranges meetings with those in power, and gibberish ideas bloom like a flower. The crowd replaces thoughts with wisdom, and a Child sees it is all just humdrum. Misinterpreted over and again, twisted words fly in the end. Music blares and the celebration is wild, and misunderstanding is accepted by the child. The performance will explain why the child does not reveal the truth that what they believe is wisdom was really just gibberish.

Cost limit: \$125 USD.

Primary: The Fashion Bug

Grades K-2

The team's problem is to create and present a humorous performance that includes a fashion show for insects. An up-and-coming designer will be highlighted as a narrator describes the odd and curious fashions as they are modeled. A team-created song, a commercial, and a critic who reviews the Fashion Show are all part of the performance.

Cost limit: \$125 USD.

Trainings

We offer many opportunities for coaches to "get trained". From beginners to advanced, we plan to have locations for these trainings in Pinellas, Hillsborough, Polk and Manatee counties. Check our regional website (www.BucBay.com) for dates and locations starting at the end of September.

Tournaments

The first competition a team faces is at the regional level, usually held from the first of February to mid March. If they do well, they may advance to the state competition held in April. Each team that places first or second, in their long-term problem in each division at the state tournament, will make it to the world finals which occur at the end of May.

Dates & Locations of Regional & State Tournaments:

| | | |
|---------------------|------------------------|---|
| Regional | Feb 8, 2020 | Plant City High School, Plant City |
| State | Apr 11, 2020 | Orange County Convention Center, Orlando |
| World Finals | May 27-30, 2020 | Iowa State University, Ames, Iowa |

What do teams do in competition?

- Teams are judged in three areas
 - Long-Term Problem-solution
 - Style
 - Is ***SIMULTANEOUS*** to Long Term solution
 - Each long-term must be showcased as part of a creative presentation.
 - Costumes, props, music, art, and other creative performance elements “market” the solution.
 - Long-term is the “***HOW***”, Style is the “***WOW***”.
 - Spontaneous Problem-solving
 - ONLY 5 OF THE 7 TEAM MEMBERS PRESENT THIS SOLUTION
 - Only the team is allowed into the Spontaneous problem room.
 - Day of Tournament
 - Limited solution time
 - Each team in the same problem and same division is given the same problem
- By a panel of ***VOLUNTEER*** judges
 - ***Judge Training: Jan 18, 2020 (8AM) Plant City HS, One Raider Place, Plant City***
 - ***Each team must provide 1 person to be trained as a judge and judge at our regional tournament.***
 - Judge candidates are supplied by memberships/teams
 - Judges may or may not have a “link” to the team

3) Costs:

- | | |
|--------------------------------------|--|
| a. <u>Annual National Membership</u> | \$135.00 annual fee (discount if you need to purchase more memberships) |
| b. <u>Florida Registration Fee</u> | \$75.00 annual fee per team (\$20.00 for primary teams) |
| c. <u>Regional Team Fee</u> | \$50.00 annual fee per team to support regional site & training fees, and |
| d. <u>Team expenses</u> | Each team will incur expenses for supplies/materials used in solution of their problem. There is a limit, so check out the full problem for details. |
| e. <u>Spontaneous Workshop</u> | \$5 per team member, no charge for coach(s) |
| f. <u>Informational Meetings</u> | No charge |
| g. <u>Coach Trainings</u> | No charge |
| h. <u>State Tournament Fee</u> | \$50.00 annual fee <i>only for divisional teams only competing at state level</i> |
| i. <u>World Finals</u> | Should your team advance to World Finals, they will need funds for travel (drive or fly), shipping of props and housing. We offer housing packages that include room & food. |

Action:

1) Choose a coordinator:

This is the person who will communicate with the regional director, register the membership with national and state, and distribute information to the teams.

2) See it firsthand:

If possible, visit a tournament or volunteer at one. There's no better way to see what creative things kids can do.

3) Advertise the program to the kids and parents:

Start early in the school year. Talk it up. Send home a flyer. Hold an information meeting. Secure adults who are willing to coach.

4) Form teams:

There are a variety of ways to do this. Kids can sign up for the problem in which they're most interested or a membership can hold a creative competition to select team members. Remember no more than seven kids can be on a team, and no member can be replaced if he/she leaves the team, so choose carefully.

5) Send your coaches to trainings:

A trained coach is a necessity for a successful team. Trainings are held in the fall (October through December) at various locations. ***Mandatory Coach Training will be held on (Jan 18, 2020 (8AM) Plant City HS, One Raider Place, Plant City) and only coaches who do not attend our two coach trainings will be required to attend this training!***

6) Have fun!