

## Chapter V

### Program Rules

**F**ollowing are the general rules for official Odyssey of the Mind competitions. These apply to every problem in every division. Each problem has its own specific set of rules (limitations) that the team must follow as well. Problem limitations supersede the rules in this guide; however, problem clarifications supersede both of these. In addition to the rules listed below, teams must comply with local, state/provincial and federal regulations, including regulations for specific facilities. If you have a concern, contact the person qualified to provide the information you need.

#### Rules That Apply to All Problems

- (1) A team must be affiliated with a current member to compete in a tournament.
- (2) A team must present a long-term problem solution to receive score for Long-Term and Style at a competition. A team may participate in Spontaneous without participating in Long-Term but will not be ranked.
- (3) If a team omits a portion of the solution that is not scored under either Long-Term or Style, judges will assess a Spirit of the Problem penalty. If the omitted required portion is scored in Long-Term or Style, the team will receive a zero score for that scoring category even if it is scored on a sliding scale that begins at one. There is no additional penalty and scoring categories that rely on that portion taking place are eligible for score. For example, if a problem requires an outdoor scene that is scored for its appearance, creativity, and artistic quality, but the scene is portrayed as being indoors, the team will receive zero score for the appearance of the scene. However, it will receive score for creativity and artistic quality of the scene.
- (4) No real animals may be used in any solution. This does not include manufactured items of any kind.
- (5) Judges may not become part of the problem solution or Style presentation. During its Long-Term competition time the team may ask judges questions; however, the judges will answer only if they decide it is appropriate. The judges will only speak to the team members if they feel it is appropriate or it is required in the limitations of the problem. In Spontaneous, judges will always answer questions. The team may not involve the judges in its presentation in any

way and any reaction or participation from the judges or audience does not count for score. Judges will not use anything provided by the team to view special effects, such as 3-D glasses. Also, if playbills are listed as a Style category, the team must give it to the Staging Area judge with the rest of its paperwork. Nothing handed to the judges during the 8-minute competition time will be considered for score. Teams may not throw anything into the audience.

- (6) During their competition time, teams may ask the audience for a reaction, such as applause, boos or laughter. However, if a team involves the audience in more than a general way, for example, specific dialogue or interaction between the team and a member of the audience, judges will assess an Outside Assistance penalty.
- (7) Once competition time begins, team members may go into the audience and interact from there while the remaining team members are in the performance area.
- (8) Nudity, profanity, vulgarity, violent acts, and ethnic/racial slurs are not permitted. This includes the inappropriate use of potentially offensive words or actions. Teams may *simulate* violent acts during a performance only.
- (9) National anthems or official pledges may not be used in the problem solutions. These require actions by others, such as standing or saluting, which may disrupt another team's presentation.
- (10) Judges will not assess any penalty more than five times unless the problem states "each offense." However, the value of the penalty may increase with each offense if the penalty is listed in a range of points, for example, -1 to -100.
- (11) All parts of a problem solution and the containers they are shipped in **must** fit through a doorway that measures 28" x 78" (.71m x 1.98m), and they must be able to stand or be placed in an upright position in a standard room (ceilings 7.5-8 feet (2.28-2.43m) high). This applies to all containers holding parts of the team's solution. A penalty will not be assessed if a part exceeds these dimensions; however, some tournament sites may not be able to accommodate them. Tournament Directors are under no obligation to provide time to disassemble and reassemble these items to bring them into the room and the team must not alter the building in any way.
- (12) **Check-In/Staging:** The Staging Area Judge will meet with the team in the Check-In Area. Generally, if a competition site requires doors to be closed when teams are performing, the Check-In Area is outside of the competition room. This is where the Staging Area Judge will

meet the team to collect paperwork, check foot coverings, and so on. When ready, a judge directs the team to come into the competition room and wait in the Staging Area for its performance to begin. The team will move all of its materials from the Check-In Area into the Staging Area. Any materials remaining after approximately 3 minutes may be moved by the judge to allow the next competing team to enter the Check-In Area. When the team is in the Staging Area and the judges are ready, the 8-minute performance time will begin and the team may start its performance while setting up.

- (13) With the team's permission, others not on the team may help to move problem solution items into the Check-In Area and the Staging Area. Others may also help the team remove items from the competition site when directed by the judges. However, until the team is dismissed, no one may enter the competition site.
- (14) **Forms:** Required forms may not be altered. They may be photocopied or scanned into a computer, but lines may not be moved, spaces added, etc.
- (15) No one, including the announcer or any other judge, may read aloud to the audience any introduction or description of the team's problem solution prior to the team's performance. If the team wants something read, it may do so during its competition time.
- (16) Weapons are prohibited from the competition site and tournament venue. If an actual weapon is discovered it must be removed from the site immediately or it will be confiscated. There is no point deduction. Team-created replicas of weapons that are easily mistaken for real weapons are also prohibited. They must either be changed to look less realistic or be removed from the competition site or they will be confiscated. There is no point deduction. Props that appear and/or are used as a weapon in the performance are allowed provided they are obviously not real and pose no threat. These include team-made props and toys that do not look like real weapons, such as water pistols, plastic swords, etc. If a team uses a fake weapon in its performance it must confirm with the Staging Area Judge that it is allowed. It can only be used for practice and during the performance; it must be put away at all other times
- (17) All solutions must presented live (during the 8-minute performance time). The team's performance must be presented live and not prerecorded (unless the problem states otherwise). However, pre-recorded visual and audio may be a part of the problem solution.

Allowed pre-recorded audio/visual includes team-recorded and commercially-produced items. To be considered for score they must be visible to both the officials and audience. The following applies to both:

- (a) Completing required scoring must be done by the team members (their ideas and work) and be presented live (not prerecorded). A recording of the team presenting a problem or style requirement would not qualify for score for that requirement. Scored problem requirements must be presented live.
  - (b) Commercially produced pre-recordings may include persons other than the team members, so long as it was not created to be part of the solution. Teams may use commercially produced and commonly available audio-visual materials if they alone are not fulfilling a required scoring category or, in the judges' opinion, they are not a major part of the problem solution or Style. They may be used in conjunction with team-created work to fulfill a scoring category.
  - (c) If specifically allowed by the problem Items that appear in a pre-recorded video will only be eligible for objective scores, i.e. if they did or did not appear in the performance. However, these items can be scored for subjective scores if they also appear live during the 8 minute performance. For example, a backdrop that appears in a video will not receive score for creative use of materials, originality, etc. unless it is also presented as part of the performance. Subjective scores will be based on how the item appears and is used during the live performance.
  - (d) Any non-commercial pre-recording must be completely performed and recorded by the team members. Rules for outside assistance are the same for these recordings as they are for the performance.
- (18) **Safety and damage control:** No part of the problem solutions may cause damage to the facility or injury to anyone. If judges deem any act or item as potentially dangerous, they may make a team demonstrate that it will not cause injury or damage. If not satisfied by the team's demonstration, the judges will not allow the team to include that part of the solution.

If an unacceptable risk of personal injury or a hazardous situation occurs, judges will stop that portion of the team's presentation. They may also assess a penalty. Teams must use safe chemicals at all times. If attempting to create a specific effect with chemicals, the resulting

effect must be safe and clean. Unsafe chemicals and unsafe reactions are not allowed. For example: Combining Mentos candy with soda is not allowed. While they are safe ingredients they create an unsafe reaction and are not permitted.

The following items are not allowed to be used in the team's presentation of its solution:

- Lighter-than-air balloons (e.g., helium) that are not sufficiently tethered and/or weighed down. That is, those that will float uncontrollably upward are not allowed.
- Items that are excessively hot or cold (including dry ice)
- Items that leave a residue (some types of fire extinguishers, some types of fog machines, etc.)
- Internal combustion engines
- Flammable fuels
- Smoke bombs or similar items
- Fires in any form, including lighted candles and sparklers
- Liquids that can stain or cause other floor damage
- Emergency response alerts, i.e. fire/smoke alarm.

(19) Teams may use strobe lights in their performance, but they must first inform the Staging Area Judge and/or Timekeeper. The Timekeeper will announce this to the audience and give anyone who would have a problem with them an opportunity to leave the room.

(20) **Foot coverings:** Due to health and safety regulations at many competition facilities, the bottom of the feet must be covered by a material that is generally non-penetrable. That is, the covering should prevent splinters and small shards of glass from penetrating the foot. If the foot covering comes off during the presentation, the team will not be penalized, as long as it is replaced. The member who loses it must stop performing until then, or the judge will make that member stop. Judges may help the team member retrieve the foot covering. The other team members may continue performing as usual.

(21) **Damage to the floor:** Teams must be careful not to cause damage to a competition site at any time. Remember, floor damage can occur when moving props as well as during the performance. Judges will examine the condition of the floor before each performance. If a team damages the floor, whether intentional or non-intentional, the team is **financially responsible for any repairs necessary and** subject to penalty in the following degrees:

- Scuff that is removable with soap and water will not be penalized.
- Scuff that cannot be removed with soap and water, but there is no other damage: -15 points.

- Stain on a carpet: -25 points.
- Damage to the floor that requires new varnish: -25 points.
- Carpet tear or damaged tile: -50 points
- Damage to the floor that requires sanding and new varnish: -50 points.
- If, during the presentation, the team causes damage to the floor and does not stop after being warned by the judges: -100 points and the judge will call “time” and stop the presentation.
- If, prior to the presentation, judges determine that a solution or part of a solution will likely cause damage to the floor, they may prevent the team from presenting its solution or that part of its solution.
- If the team causes intentional damage to the floor: -200 points and the judge will call “time” and stop the presentation.

(22) **Use of batteries:** Unless a problem states otherwise, only unmodified, commercially produced sealed batteries may be used. The combined measurement of any commercially produced battery, battery pack or battery charger is limited to 15". That is the length, plus height, plus width, all measured at the widest point (excluding battery terminals) must not exceed 15".

All batteries used must be available for checking by Officials during the Check-in process. Batteries in items such as cell phones and computers are excluded from this requirement.

Since almost every battery-powered device does not use just one cell at a time, teams may group permitted cells together to form higher voltages or currents. Commercially produced battery packs that fall in the allowed battery types may be used. Teams must ensure that each battery system, including all inter-connections, is safely designed for all conditions encountered during use and otherwise completely appropriate for the desired application. An assembly of materials that is only arguably functioning in a manner similar to a battery is not considered a battery.

### **Battery charging**

Be sure the charger used is the correct one for the battery being charged. Teams must use a commercially manufactured charger and follow the directions for its use. Adults should perform or supervise any battery charging. This is not considered outside assistance. Batteries may not be charged at the competition site.

### **A little common sense**

- Wiring that conducts electricity and all connectors to batteries must be insulated.
- Regardless of what a battery is made of, keep it away from open flame and extreme temperature variations. Explosion is a real threat for batteries that reach their boiling point. Do not let a battery get hot to the touch.
- Do not short circuit batteries.
  - Batteries should be kept isolated from each other and metal objects to prevent external short circuits. Do not store batteries loosely, and do not place them on metal surfaces.
  - Before batteries are inserted into a circuit, the circuit should be tested to avoid short-circuiting or charging the battery.
- Be environmentally conscientious: Dispose of batteries according to manufacturers' recommendations; e.g, NiCad should be recycled, as the cadmium in NiCad batteries is a toxic metal.

(23) **Membership Sign:** All teams are required to have a membership sign visible throughout the presentation of its long-term problem solution. (See page 44 for Membership Sign requirements.) If the membership sign falls down or is obstructed there is no penalty provided the team fixes the situation in a timely fashion.

(24) **Copyrights:** Members may use current long-term problem titles and icons and may photocopy Odyssey of the Mind materials for distribution within the membership during the program year, but these materials are copyrighted and may not be distributed beyond the membership and without permission for future use. In all areas — music, visuals, written word, characters — it is the team's responsibility to avoid copyright violations. It is illegal to use and reproduce copyrighted material without the owner's permission. The team should find out if a work is copyrighted and obtain permission to use the work. Judges will not require teams to produce a letter of permission to use a copyrighted work, since they cannot ascertain who holds the copyright. Therefore, they will not penalize a team for not producing a letter of permission. However, teams must be aware that, in some cases, they could be prosecuted by copyright holders if they use copyrighted material without obtaining permission. It is up to the team to determine what, if any, copyright laws apply to any non-team-originated material it wishes to use. Neither CCI or its affiliates can assist teams seeking such information or permission.

(25) **Trademarks:** Current Odyssey of the Mind members are allowed to use the following copyrights and trademarks, which are federally registered to Creative Competitions, Inc., in their solution, for advertising or fund-raising purposes within their membership area, and for program awareness. Teams may produce tee-shirts and similar items bearing any of these marks for their own use. However, if they intend to offer any items for sale that bear the marks, they must first secure written permission from their Association Director or CCI and cannot sell the items online, i.e. ebay.

- Odyssey of the Mind®
  - Creative Competitions®
  - Current Long-Term Problem Icons
  - Current Long-Term Problem cover art
- 
  - 
  - 
- OotM™
  - OMER®
  - OMER's friends

The team must assume responsibility for using any other registered trademarks such as the NIKE swoosh, McDonald's golden arches, etc. Teams must be aware that they could be prosecuted by trademark holders if they use registered marks without obtaining permission from the owner. No team is allowed to use *World Finals* or the WF logo. Teams and/or any other group must obtain permission from its local association or CCI for the use of any other OotM trademark or copyright to be used at World Finals.

(26) Lights will not be dimmed at any competition site. If necessary, contact your Tournament Director for site specifics such as the size of the performance area, type of floor surface, etc.

(27) Internet connectivity will not be provided at any tournament venue. Any media being used in a solution must be saved to a device.

(28) Don't share your solution until after World Finals. This includes posting it online. Also, don't trust ideas, solutions, suggestions, etc. that others provide.

## Penalty Categories

**E**very 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 or below.

### **“Spirit of the Problem” Violation** (each offense, -1 to -100 points)

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.

### **Unsportsmanlike Conduct** (each offense, -1 to -100 points)

Odyssey of the Mind teaches values such as teamwork, integrity, and respect for others. An Unsportsmanlike Conduct penalty will be assessed for the use of any type of profanity, nudity, or whatever else may be considered by the judges to be unacceptable behavior. This includes the derision of others, including fellow team members. Teams may be penalized for improper behavior in many regards including the behavior of a coach or parent, complaining about another team, misbehavior around campus, etc. Penalties may be assessed retroactively and may be applied to future events.

### **Incorrect or Missing Membership Sign** (-1 to -15 points)

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. If the team fails to provide a sign it may create one while in the Staging Area. If it is not visible part of the time there is no penalty. If it is not visible most of the time it will receive a penalty. The sign must be created by the team. It must show the team’s membership number as it appears on the membership card, and it must show the membership name that appears on the card. The name may be spelled out or abbreviated, as long as the abbreviations are recognizable by the judges. For example, George Washington High School may

read George Washington HS or Geo. Washington HS, but GWHS is insufficient. If a membership card contains any other information, such as Team A, Team B, and so on, that must appear on the sign as well, either spelled out or abbreviated, e.g., Tm A. This required information on your membership sign must appear in the language of your tournament host at all times. Any other language that appears on the sign will be considered part of the sign's decoration.

The team may add to its membership sign as it wishes, and the sign may change appearance during the presentation; that is, it may rotate, blink, etc. The team may have more than one sign but only one will be the official membership sign that must be visible during the performance and scored if it is listed as a free choice Style category.

### **Outside Assistance** (each offense, -1 to -100 points)

Students learn best when they complete tasks on their own, and they develop a sense of pride and increased self-esteem when they go beyond what is expected. To ensure that team members get the full benefits of participation, and to ensure fairness, team members must design and create all aspects of their problem solution. This includes their membership sign, props, all technical requirements (vehicles, structures, etc.) and costumes. These must either (1) be made by the team members or (2) be put together by the team members from commercially produced parts. If team members are not able to make a solution, prop, costume, or sign that they have designed, or if a coach feels the tools they wish to use to make an item are too dangerous for team members to operate, then the team members must find another way to construct the item or redesign it so they can make it themselves.

Although no one may assist the team members in solving the problem, it is not Outside Assistance to use something that was created by someone who is not on the team — provided that it was not created to help solve the problem in any way. For example, if a school has an “OotM closet” where it keeps materials used from past years, future teams may select and use those items without penalty. If the materials were created by the members of the current team, that is, there are no members from the original roster missing from the current one, they will be considered team-created. Otherwise, they will be judged as commercially produced. These items, such as props and backdrops, will be considered the same as items found in a thrift shop, school theater department, etc. Any commercially produced kit that is assembled as intended by the manufacturer is not considered team-created. Using commercially produced kit parts in a way that is different from the intent is considered team-created.

Teams must complete the Outside Assistance Form in the Appendix and give it to the Staging Area Judge prior to its performance. They must state whether they had any outside assistance and, if so, the nature of that assistance. The judges will assess an Outside Assistance penalty based on how crucial the assistance was to the team's solution.

Coaches act as facilitators, but they are not allowed to suggest how a team should solve a problem. They may pose thought-provoking questions, but they should never hint at a solution. If the team asks for an opinion, the coach should respond, "You decide." Unless a situation is deemed potentially dangerous, always let the team make the final decisions when developing a solution.

At competition, others are allowed to help the team transport props and other problem materials into the Check-In and Staging Areas. However, others may not help the team assemble backdrops or anything else, or apply makeup, fix costumes, etc. If they do, the team will receive an Outside Assistance penalty. Outside Assistance penalties are based on the judges' observations and/or the team's statements, not on hearsay from others.

Once the team begins working on its long-term problem solution, if a team member leaves the team for any reason, that person may not be taken off the roster, since he/she contributed to the problem. If a team member is replaced, and it takes the team over the seven member limit, the team will receive an Outside Assistance penalty.

Parents and other supporters may act as tutors or instructors, but they must not make suggestions on how to solve the problem. For example, a parent may teach the members how to sew if they ask, but cannot suggest that they sew and/or design a costume for the team's solution.

### **Over Time Limit** (-5 points for every 10 seconds or fraction thereof)

There are two types of time limits to Odyssey of the Mind Long-Term problems. First is the No Overtime Category. These problems provide 8 minutes for the team to do everything. This includes moving items out of the Staging Area and onto the competition site, setting up sets and props, performing the skit, completing technical requirements, and so on. When 8 minutes expires the Timekeeper will call "time" and all activity will end for that presentation. There is no overtime and no penalty will be assessed.

The second type is the Overtime Category. These problems provide 8 minutes for all activity as well. However, if the performance exceeds 8 minutes the Timekeeper will allow the performance to continue for up to one more minute and, if the team does not finish, will then call "time." If the team goes overtime it will incur a penalty as described in the problem, but can still be scored normally for anything that occurs in that one-minute time period.

Each spontaneous problem has its own specific timing system. Sometimes it is one block of time to solve a problem and other times it is two time periods, one to prepare and one to work for score. Overtime is never allowed in spontaneous. The judge calls “time” at the end of each period and the team must stop, so there are never any penalties for exceeding the time limit.

### **Over Cost Limit** (-1 to -100 points)

To maintain an equal playing field among teams, each problem has a cost limit. This is the maximum allowable total value of the items used in the team’s final problem solution at the competition. All materials used in the presentation of the team’s solution, except those that are exempt from cost, must be counted in this value (see pages 48-49). 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. This is a used, or second-hand, price. Items purchased new must be listed at full price, and the team should retain the receipt. If the team uses only part of an item, for example, half a can of paint or a segment of a 2 x 4, the team is required to list the value of only the portion used.

If a team exceeds the cost limit, it will be penalized. If a team fails to list any of its items on the Cost Form, the Staging Area Judge will allow them to add the value of those items. If adding the value puts them over the cost limit, judges will assess a penalty.

Each team must give the Staging Area Judge a copy of its completed Cost Form (see Appendix) before it begins its long-term presentation. The value of materials used must be listed on the form in the currency used by the country where the competition is held. Cost limits are given in United States dollars. Associations will announce their official exchange rates no later than October 15 of that program year. If these are not published, non-USA teams must use the exchange rate for their country as of October 1 of the program year to determine material values.

### **Itemizing materials on the Cost Form**

There are three basic categories for items: (1) cost, (2) assigned value, and (3) exempt. Most items fall under the heading “cost.” For cost items, the general criterion for pricing is its standard value; that is, could any other team duplicate the problem solution for the same amount of money? This is subject to determination by the judges; therefore, teams should be able to verify an item’s value through receipts and/or price lists if any questions arise. Shipping costs do not need to be listed.

On the Cost Form teams may combine items used in small amounts such as duct tape, glue, string, staples, crayons, paper clips, paper, paint and small hardware items (nuts, bolts, nails, screws, etc.), and calculate them as miscellaneous items. Anything that the team members wear

that enhances the performance must be counted in the cost and listed on the Cost Form. However, the team may use garage sale or a used value for all items of costuming, including street clothes. Team-made t-shirts not considered a costume can be valued at garage sale prices even if all performing team members are wearing them. Any elaboration of foot coverings must be included in the cost as well.

The cost of items such as crutches, wheelchairs, etc. required by a team member are generally excluded from cost. For example, if a team member breaks her leg and requires a wheelchair, the wheelchair does not have to be listed on the Cost Form. However, if the wheelchair is decorated, the cost of the decorations must be included. If the wheelchair becomes part of a vehicle or the wheelchair becomes part of a device used to rotate scenery, rather than just allowing the team member to move around the performance area, then the cost of the wheelchair must also be included.

Rental equipment, such as lights, used in the presentation must be counted for a one-day rental fee. Teams must present a receipt or price list for a one-day rental. Assigned value items are as follows with the assigned cost. However, if the actual cost is legitimately less than the assigned value the team may list the actual cost.

### **Assigned value items**

The following items must be intact and used for their intended purpose. If they are decorated, the cost of the decorations will be in addition to the assigned value. The following list shows the categories of items and their assigned value.

- (1) Commercially produced musical instrument and its case, including **required** peripherals such as a stand, amplifier, and speakers. VALUE: \$5 or actual cost if less.
- (2) Any type of audio or video recorder or player and speakers to hear the sounds if applicable (including radios and MP3 players). VALUE: \$5 or actual cost if less.
- (3) Audio-visual cart. VALUE: \$5 or actual cost if less.
- (4) Laptop or desktop computer system (including monitor, keyboard and connecting cables). Smartphones are considered computers. VALUE: \$10 or actual cost if less.
- (5) Projector of any type. VALUE: \$10 or actual cost if less.
- (6) Television set or monitor (not used in conjunction with a computer). VALUE: \$10 or actual cost if less.

## Exempt items

Certain items are exempt from being counted in the cost as long as they remain intact and are used for their intended purpose. These are items considered accessible to all teams without a cost associated with them. They are limited to the following items. Anything not listed below that is used in the presentation of the team's solution must be shown on the Cost Form.

- (1) Extension cords and multiple plugs.
- (2) Batteries.
- (3) Chairs, stools, tables and desks.
- (4) Jewelry, such as wristwatches, earrings, rings, etc., and street clothes that do not enhance the solution or contribute to a costume. Remember, if a team is wearing identical street clothes such as matching shirts, they would count towards cost because they appear to be a uniform, therefore enhancing the solution (see pg. 48).
- (5) Problem-specific shirts sold by CCI at [www.odysseyofthemind.com/shop](http://www.odysseyofthemind.com/shop).
- (6) Trash items — items that are usually discarded such as cardboard cartons, milk containers and scraps of wood that may be altered from their original state are exempt from cost. Used materials that are recyclable and have value such as a deposit are considered trash materials and are exempt from cost.
- (7) Tool kit — Tools used as intended to build and/or repair any part of the solution that do not enhance the performance. For example, a screwdriver used to repair a prop is exempt unless the appearance of the screwdriver and/or the way the screwdriver is used enhances the performance. The tool kit must be in the Staging Area when time begins and may be used on the competition site for setting up the performance or for repairs. If, at any time, their appearance or the way they are used positively impacts the performance they are no longer exempt and the team will receive a Spirit of the Problem penalty.

*Note: Items such as storage bins, casters, or dollies may be used to move props from the Staging Area to the competition site, as long as they are not used in the presentation. They must be removed immediately after the item they are moving is placed in the competition area. If they are not, their cost will count in the problem solution.*

## Safety items exemptions

The following safety items are exempt from cost:

- (1) Personal prescription items of team members such as eyeglasses and hearing aids.
- (2) Floor coverings, such as drop cloths, that are used only to protect the floor, or mats used to prevent injury to a team member.
- (3) Required foot coverings that are worn as they are commercially produced. If anything is added to the foot coverings, the value of the additions must be counted. This exemption does not apply to shoes with built-in wheels. These must be counted in the cost and must also be approved for use in the competition facility by the Tournament Director.

## Potential Reasons for Discipline

**D**isciplinary action may be taken against a team in certain situations. This is a decision of the judges and/or Tournament Director. Possible reasons for disciplinary action include, but are not limited to, the following:

- Copyright violation — copying Odyssey of the Mind materials for non-members.
- Entering teams in competition beyond the number allowed for the membership.
- Failure to include all names of current team members on the roster, as well as the names of any other members who were on the team at any time during the program year.
- Entering a team that includes students not permitted by the rules to be on the team.
- Entering a team in the incorrect division.
- Having a performance videotaped with the intent of using other people's ideas.
- Excessive Outside Assistance.
- Serious or multiple Unsportsmanlike Conduct penalties assessed during a competition.
- Revealing the spontaneous problem in violation of the rules.
- Coaching misconduct or intentional violation of the rules.
- Violation of federal, state/provincial or local laws.

### Possible Disciplinary Action

Teams and/or individuals will be disciplined according to the type and scope of infraction they commit. In some instances the team will be given a written warning. This will come from the Tournament Director or the Association Director and be sent to the coach of the team and, if appropriate, the parents of the team members. Some behavior will result in immediate disqualification and removal from the event. This is at the sole discretion of the licensed association and/or representative of the tournament host site. For World Finals, CCI will also have authority to take action regarding inappropriate behavior. Possible disciplinary action includes:

*Probation:* Specific time period where repeat infractions will lead to automatic suspension and/or denial of participation of a coach, team member, team and/or membership.

*Suspension:* For a specific time the suspended party may not compete or be associated with a competing team, or a team may perform/participate only as a demonstration in an official tournament. This may be a one- to three-year period. The suspended party may appeal the decision to Creative Competitions, Inc. The suspended party has 15 days to file a written appeal from

the time of receipt of a written discipline procedure from the licensed association. The appeal will be presented to CCI and will be reviewed in a timely fashion. CCI's decision is final.

*Denial of membership or participation:* A team, coach or team member may be denied participation in the Odyssey of the Mind program for a specific period of time. However, the team, coach or team member will be afforded the opportunity to defend any claims against them.

*Disqualification:* The team will be disqualified from the competition in which the violation takes place. If the decision to disqualify is made after competition is over, the licensed association, or the competition tribunal, has the right to declare a team ineligible to move to the next competition level and may send another team in its place. This effort should be coordinated through the Association Director.

Spontaneous problems cannot be revealed until the tournament is completed. At that time, team members may discuss the problem with the coaches and non-participating family members. No one may share the information with anyone else until that level of competition is completed around the world. For example, no one can discuss an Association Finals spontaneous problem until the last Association Finals is completed. Violators will be subject to disqualification and/or other disciplinary action taken against the entire team.

Anyone who shares ideas and/or solutions with anyone who is not on their team will be subject to disqualification and/or other disciplinary action taken against the entire team. Those receiving ideas and/or solutions are also subject to penalty. For example, if a team member posts a description of its solution to a chat room, that person's team will be disqualified or suspended, and those who participate in that chat room must include the incident on their Outside Assistance Form to avoid disqualification.

Penalties for Unsportsmanlike Conduct, Spirit of the Problem and Outside Assistance are in each problem. However, Odyssey of the Mind reserves the right to penalize beyond those listed amounts if the situation warrants.

## Chapter VI

### Glossary

The following words and phrases are commonly used in OotM problems. If a word appears in italics in a long-term problem, it is defined in the Problem Glossary or it is defined below. If it appears in both, use the definition in the problem. These definitions are written for the purpose of solving OotM problems and may differ from what is found in a dictionary. Some of the terms are also used in spontaneous problems.

**Appearance** – How something looks, that is, its outward visual characteristics, not that it simply is included in the performance.

**Appears** – Something is visible and in view of the judges during the team’s performance.

**Artistic materials** – Any media that are typically used in art forms, such as oils, acrylics, pencil, clay, watercolors, canvas, paper, wood, etc.

**Artistic Quality** – The distinctive characteristics, style, and effectiveness of the appearance of the visual attributes.

**Backdrop** – Cloth, cardboard, large sheet of paper, etc. showing some type of scene or design, usually made with paint or other media, that hangs in the background of a stage set.

**Boundaries/boundary lines** – Boundary lines are considered on a vertical plane. Contact with the tape that marks the boundary line is not considered out-of-bounds unless stated otherwise in the problem; however, the team may not cover boundary lines in a way that obstructs the judges’ view. An item is considered *out-of-bounds* if the outside plane of the tape marking the boundary line is crossed at any height unless the problem states otherwise. If a problem states that something must be *within the boundaries*, every part of that item, whether it is touching the floor or not, must be completely within the boundary lines. This includes attachments such as wires, decorations, any team members riding on it, operating systems, etc.

**Breaking the plane** – Going beyond, but staying within the end points of, the imaginary vertical plane, for example, a boundary, or a start or finish line.

**Character** – **Unless the problem states otherwise**, characters do not need to be portrayed by team members. However, characters must be animated. That is, they must demonstrate one or more human characteristics. If a problem requires one or more specific characters, various team members may play the required characters. A required character must remain the same character throughout the presentation, but may change in appearance. E.g., Superman was originally a comic book character. Although he has since been portrayed as a cartoon character or by different actors, he has retained the characteristics that make him Superman.

**Characteristic** – A distinguishing feature of a character or thing.

**Commercially produced** – Pre-manufactured and not team-created. A commercially produced part could be a part from a larger item, such as the handlebars of a bicycle or a wheel from a toy truck. It could also be an item that stands on its own such as a nail, a baseball bat, picture frame, etc. Even though the parts of a team-made item are not original, when combined, the parts could form something highly original.

**Completely (entirely) within an area** – Nothing may touch or extend beyond the perimeter of the defined area. For example, a limitation that states that an object must be completely inside of a taped

4' x 4' area means that no part of that object may extend beyond the tape that forms the area. When an object is required to be completely within an area it is the same as it being enclosed by imaginary walls. This is rarely the case in spontaneous problems.

***Creativity of overall engineering*** – Overall approach to the components including materials that make up a solution; the arrangement, assembly, and unique use of the materials.

***Effectiveness of performance*** – Overall approach to the performance; anything not specifically scored in Long-Term or Style but adds to the performance such as transitions and timing, mood, elaborations, added enhancements, use of special effects/technology, etc.

***Functional engineering*** – The mechanics applied to making something operate; the ability of a component to perform the function it is supposed to perform.

***Human Power*** – *Direct*: manipulating the intended object by hand so it functions without any other mechanism; for example: throwing, kicking, blowing, twisting, or turning the object to be moved/manipulated. For example, tossing a ball into a container. *Indirect*: applying human power to something that directly manipulates the object that in turn moves/is manipulated; for example, hitting a ball with a golf club so it goes into a container. If human power is used to help cause a series of actions to take place in order to make something function that is considered mechanical and not human power; for example, turning a crank that winds a coil that releases an object is considered mechanically powered. Also, turning a crank by hand that is geared to pull back a device similar to a catapult and then releasing it so it moves a ball into a container is considered mechanically powered. This is allowed as long as human energy is not prohibited and the problem does not have different definition.

***Incidental contact or touching*** – Unless the problem states otherwise, touching without gaining an advantage. It would have no penalty unless the incidental touching is repeated after a judges warning, or it is intentional.

***Inside an area*** – Touching the floor only within the perimeter of a defined area including the material used to create the area. For example, a limitation that states that an object must be inside a taped 4' x 4' area means that object must touch the floor only within the area including the tape. It may extend beyond the imaginary vertical plane of the perimeter of that area but it may not touch the floor or anything resting on the floor outside of that area. This is often the case in spontaneous problems.

***Modified*** – To alter or change something in order for it to help solve a problem.

***One or more team members*** – If something is required to be operated, driven, or portrayed by one or more team members, this may be more than one member at a time, or it may be one member at a time. In either case, the team members may change; they do not have to be the same individuals throughout the entire performance.

***Portray*** – To represent something or to act out a specific role.

***Prop*** – An object held or used by a character in the performance. Props do not include items that are picked up only as part of a team's setup or to change the scene. Hand props are held by a character in the performance and larger stage props, such as a ladder or chair, are used by a character in the performance. For example, if a character answers a telephone and sits in a chair, the telephone and chair are props. A prop may also be a part of a costume. For example, if a character

walks on stage holding a sword and uses it as part of the performance, the sword is a prop as well as part of that costume. Props do not include required vehicles, structures, devices, etc. that only operate and/or perform a function for required score.

**Self-contained** – every aspect of a required component is independent of anything external. For example, if a self-contained item must travel, all parts of the item will travel – unless AC power is allowed. If a team uses AC power, the cord providing the energy is allowed to remain plugged in and does not need to move as part of the solution. The cord does not count towards score.

**Set up** – The time after judges say “Team Begin” that the team uses to set up props. It counts toward the 8-minute time limit. Teams can simultaneously perform while setting up props.

**Song** – music with lyrics. The music can be produced in any manner unless the problem states otherwise.

**Stage set** – All team-created materials that are on the competition site to create the environment/setting of a scene. Team members, costumes, and props are not part of the stage set. Anything picked up and used by a character during the performance is considered a prop, not part of the stage set. The team sign may be part of the stage set, but ONLY if it is not scored separately as a style element.

**Touch/touching** – If a problem states that the team may not touch something, this means making contact with the item with the hand or another body part, whether covered or uncovered. For example, holding a ball in a gloved hand is still considered touching the ball. Or, if the team is not allowed to touch the floor in a certain area, a team member may not step onto a piece of paper on the floor in that area.

In spontaneous, a team may be required to use items to complete tasks. For example, it might have a broom, a stick, and a fishing pole to move a ball into a container without touching the ball. Because it is required to use the items to move the ball, the team may touch those items, which in turn touch the ball, and this is not considered touching the ball.

**Working within an area** – a team member must be touching entirely within the boundary, but is allowed to break the plane without touching the competition site beyond that area.

## Quick Guide to Resources

**Application for membership** — [odysseyofthemind.com](http://odysseyofthemind.com), *Register today*, *Forms*

**Association info** — The State/Country Website [odysseyofthemind.com](http://odysseyofthemind.com), *Local contacts*

**Books of practice problems** — [odysseyofthemind.com](http://odysseyofthemind.com), *Merchandise*

**Clarification for a Long-Term problem** — [odysseyofthemind.com](http://odysseyofthemind.com), *Clarifications*

**Copy of all general clarifications** — [odysseyofthemind.com](http://odysseyofthemind.com), *Clarifications*

**General Rules for all teams** — *Odyssey of the Mind Program Guide*

**Cost Form** — *Program Guide Appendix OR* [odysseyofthemind.com](http://odysseyofthemind.com), *Forms*

**Outside Assistance Form** — *Program Guide Appendix OR* [odysseyofthemind.com](http://odysseyofthemind.com), *Forms*

**Program info** — [odysseyofthemind.com](http://odysseyofthemind.com), *Learn more*

**Style Form** — *Program Guide Appendix OR* [odysseyofthemind.com](http://odysseyofthemind.com), *Forms*

**Tournament registration info for your local competition** — Your Regional or Association Director

**Tournament site info** — Your Regional or Association Director

**World Finals** — [odysseyofthemind.com](http://odysseyofthemind.com), *World Finals* (Info. added on an ongoing basis.)

*Other helpful information can be found at [www.creativeopportunities.org](http://www.creativeopportunities.org)*