



TEAM JUDGE AND VOLUNTEER REGISTRATIONS

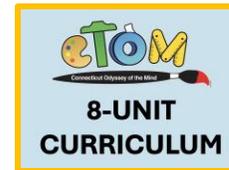
We have heard from a number of our coaches indicating that teams had difficulties registering judges and volunteers through the OOTM team registration system. To simplify the process, we have created the below CTOM google registration forms. Even if you did get through the OOTM registrations and were able to register your judges/volunteers, we encourage you to enter them here again as we have not received their t-shirt and/or lunch preference information.

JUDGES
Register
[HERE](#)

VOLUNTEERS
Register
[HERE](#)

8-WEEK ODYSSEY OF THE MIND

It is not too late to start a team to compete in the 2025 CTOM State Tournament. With effective time management and the active participation of each team member, a more focused and compact 8-week competition schedule can work well. Teams on this type of schedule have competed successfully in state tournaments. Here is a breakdown of an 8-week Odyssey of the Mind team schedule:



WEEK 1 Select team Long-Term problem. Assign roles within the team. Brainstorm initial ideas.

WEEK 2-3 Deep-dive into Long-Term problem analyzing requirements and potential solutions. Develop a detailed outline of key components and design elements of the team solution. Brainstorm creative elements for the "Style" element of the presentation.

WEEK 4-5 Begin construction of the physical components of the solution (if applicable). Practice performance elements, i.e. dialogue, choreography, or technical aspects. Incorporate feedback from team members to refine solution.

WEEK 6-7 Focus on polishing the final presentation, including costumes, props, set design. Practice the performance with emphasis on timing and delivery. Complete required forms.

WEEK 8 Final run-through of the complete performance. Review Spontaneous problem strategies. Address last minute concerns.





OOTM Clarifications HERE

Missing clarifications could cost your team at competition!

CHECK FOR CLARIFICATIONS

SUBMIT CLARIFICATIONS

Clarifications are submitted through mid-February!

Long-Term Problems provide just enough guidance for teams to solve the problem without limiting creativity. Occasionally additional guidance is required from Odyssey of the Mind HQ or teams may have questions regarding their interpretations of the Long-Term Problem limitations and the rules, as stated in the [Program Guide](#). Clarifications are submitted by logging into the [Team Area](#).

There are three types of clarifications: General, Team-Specific and Judges Only.

General Clarifications amend or further explain a Long-Term problem's limitations. They take precedence over the limitations listed in the problem and the rules in the Program Guide. Teams should check in and stay current on general clarifications issued throughout the year.

Team-Specific Clarifications allow teams to submit a clarification request that asks if its ideas for a solution are allowed or if they meet the problem's requirements. These clarifications are kept confidential.



Where DID you get THAT?

Always remind your team that OM rewards creativity with points. Encourage team members to look for unique materials that can be used in creative ways to enhance a costume, set or prop.

Encourage them to bring something new to every meeting. How can we use this? How can it be altered? What could we do with 100 of these?

ASK for Permission

CTOM encourages students to 'think outside the box' and creatively upcycle found items. Please teach the team to be respectful and ALWAYS ask permission before taking anything...even from a dumpster!

Use Materials Creatively

Encourage your team to look at every found item in a new or creative way. Almost every Odyssey team uses at least one roll of Duct Tape.

Challenge your team to find a "NEW" use for Duct Tape. Once they've found one... challenge them to find another material that could work even better!





WORK SMART, NOT HARD

Remind the team to reread their long-term problem details often and review its scoring criteria regularly. Sometimes great presentations are scored lower than expected because the team did not emphasize the work on the scored element.



Don't Forget About SPON ZONE

The Spontaneous portion of the competition (worth up to 100 points) requires that the team solve a problem they have never seen, before a team of judges. All team members (up to 7) are encouraged to participate in the Spontaneous portion of the competition. The coach does not go with the team into the spontaneous room. There will always be at least two adults with the team during the entire spontaneous process. For tips on teaching Spontaneous, sample problems, and insights from CTOM's Spontaneous Problem Captain, Dave Schaller, make sure to visit the [SPON ZONE](#) section of our website!

Field Trips and Expert Advice

Having an OM related outing or inviting an outside expert is a great way to both "team-build and skill-build". Consider what skills or knowledge your team may be lacking. Your local hardware or craft store can be great places to learn about tools and materials. Your local high school tech teacher may be willing to give a short engineering lesson. Your hobby-seamstress neighbor could teach easy sewing techniques.

Or you may get permission to visit a local school theatre to practice projection off a real stage in a large space. Always keep in mind though, **NO OUTSIDE ASSISTANCE!** While you and others you invite can teach your team skills, they cannot give them specific advice toward their long term solution, or work with them on any part of their solution that will be presented at competition.



Find Inspiration on YouTube

State Organizations and individual coaches from across the country post how-to and training videos on YouTube. If your team is struggling with or unfamiliar with a specific type of Spontaneous Challenge, share one of these videos during an upcoming team meeting:

- [Buckets - spontaneous hands on example problem Odyssey of the Mind - YouTube](#)
- [Up, Up, And Away - spontaneous hands on example problem Odyssey of the Mind - YouTube](#)
- [Perpetual Motion - spontaneous hands on example problem Odyssey of the Mind - YouTube](#)
- [Heads and Tails- spontaneous hands on example problem Odyssey of the Mind - YouTube](#)





Find Inspiration - in the *recycling bin!*?!

Finding the perfect material to build a set or bedazzle a costume can be challenging and overwhelming. Before you pull your recycling bin to the curb, encourage your team to peer inside. Team members should look at each item not for what it is supposed to be used for, but for what it could be used for. What could be created with 10 of the items, what about 100? How could the item be altered to create a unique effect? Encourage your team to look at the material in front of them from a different perspective. What happens when it's layered? Broken into pieces? What does it look like when similar colors or shapes are grouped together?



Stop. Reset. Restart.

After weeks of working on a solution fatigue can set in (for both team members and coaches). Whenever your team seems stuck, unable to think, create, complete a task, work together...DO A SPONTANEOUS PROBLEM or get up and move. Run a quick lap around the outside of the building. Most importantly - make it fun!!! If that does not work, look at your set from the perspective of an ant, an alien or a giant. Remember this should be an enjoyable odyssey for all, and inspiration can spark at any moment!

Scoring Teamwork on a Scale of 1 to 10

One of the keys to coaching Odyssey is encouraging teamwork. All teams go through growing pains, but members will learn to work together in time. Everyone's idea is important to the group. Sometimes the best way to illustrate how well your team is doing is by giving them a score. To evaluate teamwork, start with 5 points. Add (+1) for a "yes" to any of the first questions. Subtract (-1) for a "yes" to any of the second questions.

+1 Questions:

- Did the team approach the problem with enthusiasm and cheerfulness?
- Was every team member listened to and fully involved in developing a solution?
- Has a team leader already emerged? Do the other team members respect this position?
- Did the team manage time well? Did the team manage materials well?

-1 Questions:

- Did anyone speak angrily to a teammate or use profanity?
- Was anyone ignored or did a team member choose not to participate?
- Did any team member try to impose their solutions on the team?
- Did the team use up or waste materials prior to planning or testing a solution?
- Did the team become flustered and panic as time ran out?





Use Spontaneous Challenges to Build Skills and Teamwork

Use Spontaneous Challenges to identify team member skills, foster teamwork and move their long-term solution forward.

REMEMBER: *There are no outside assistance rules in Spontaneous. Use your spontaneous time as an opportunity to teach your team skills and tactics. Encourage the team to always start by identifying WHAT is being scored and HOW points are awarded.*



Identify a team captain: A captain can organize the flow of discussion, testing, building, and scoring, especially when splitting up in smaller groups to solve the problem.

Designate a problem reader: Understand the exact wording of a problem. You only get points for what the judge is scoring!

Assign a time-keeper: Too often teams lose track of time while brainstorming or focusing on a specific task. The time-keeper keeps an eye on the clock and asks the judges repeatedly for how much time remains.

Empower your tinkers: Assign one or two team members to be the creative force. If the team is given a hands-on or verbal hands-on problem, the role of the tinkerer is to come up with one or two creative ideas of how to solve the problem. The team can vote on which idea they want to use and move forward, working together to enhance the idea and create their solution.

Recognize the writers: If the challenge involves creating a story, have your strongest writers work collaboratively to develop the story while others complete the hands-on challenge. Remember, the spontaneous judges do not see your long-term solution. Is there a theme or setting that can be used to tell a story in a verbal spontaneous?

Use your time WISELY

Every team member will perform better if they know what their role is. Assigning roles, based on member skills, is an ideal way to help a team bring out the best in each other.

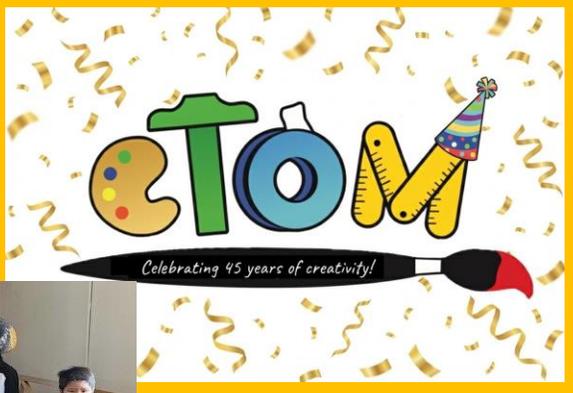
Ask QUESTIONS

In Odyssey, if it doesn't say you can't, you probably can! Always ask the judges if you can alter items before you begin.





Look for ways to celebrate with us at the Tournament as CTOM turns 45!



KEY DATES

JANUARY 31
Tournament Registration
CLOSES

FEBRUARY 14
Judge/Volunteer Registration
CLOSES
After this date, automatic waiver fees apply:
\$250 no judge, \$100 no volunteer

MARCH 15
Judge Training

MARCH 29
CTOM STATE TOURNAMENT

2024-25 CTOM events hosted by
BETHEL MIDDLE SCHOOL

The CTOM problem captains and team are here to support. Email to:
assndir@ctom.org

