

TEAM MEMBERS:

Odyssey of the Mind and OUTSIDE ASSISTANCE

Following Odyssey's rules allows everyone to compete on an equal level. Odyssey of the Mind believes it is the process, not winning a competition, that makes the program worthwhile. Odyssey of the Mind encourages team members to do research about their problem. However, the resources used may NOT solve the problem for the team, but merely offer insight or teach skills that can be used to solve the problem. For example, as a resource, team members may have a dancer teach them dance steps, but the dancer may NOT choreograph the team's dance. Or, the structure team may have a civil engineer speak about various methods of construction, but it may NOT have a civil engineer tell it the best method to solve the structure problem.

A basic question to ask when considering whether or not an item you wish to use will carry an Outside Assistance penalty is whether it is available in basically the same form to anyone. If an item the team wishes to use is not a standard item, but one which someone must make or alter to fit the team's design, then the team must make or alter it. **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. This applies to all divisions.

If a tournament official sees an adult or non-team member do anything to prepare for the competition during the tournament, except carrying props and other items, he/she will advise the judges and the judges will assess an Outside Assistance penalty. This includes fixing hair in special ways, applying makeup, gluing, nailing or otherwise repairing props, etc. Penalties will be assessed only upon the word of a tournament official.

THE TRUE Odyssey of the Mind SPIRIT

Odyssey of the Mind is exciting fun and very challenging. You are faced with a **tough problem that does not have one right answer**. That makes Odyssey of the Mind difficult, but it also makes it great. By the time you finish with this year's competition, your team will have accomplished and learned a lot. For your team to totally enjoy what you accomplish, it has to be all yours. That is why Odyssey of the Mind rules don't allow help from anyone other than your team members to solve your Odyssey of the Mind problem. The rules say, "**team members must design and create all aspects of their problem solution.**"

SOLVING THE PROBLEM AS A TEAM

Your team will struggle with many parts of your Odyssey of the Mind problem. It will be fun most of the time, but not always. You will get frustrated when something does not work right or doesn't seem good enough. You may argue with each other and even get mad sometimes. After hours of work, you might reach a dead end and have to start all over with different ideas. But eventually, **if you stick with it and trust each other, you will solve the problem**. That is the whole point of Odyssey of the Mind: **Work hard together to solve tough problems.**

It is important that only your team solves the problem; NOT your coach, NOT your parents, NOT your teachers. NOT anyone else but your team. But, some kinds of help are OK for others to give you.

When help is OK

Someone shows how to brainstorm different ideas

Someone shows how to use some tools but does not work on your props.

Someone teaches you acting skills. Your team then practices to make your Odyssey of the Mind performance better.

When a part of your Odyssey of the Mind solution breaks, you ask a mechanic what would fix it. You then make the repairs.

When help is NOT OK

Someone else brainstorms the ideas that help solve the problem.

Someone helps build your props,

Someone tells you how to change your Odyssey performance.

Someone else fixes your broken part,

REJECTING HELP

It is your team. You can do it yourself. You can ask for the right kind of help by saying, "Can you show me how the sewing machine works?" "How do we use the computer to make banners?"

You can help your coach and parents and others if they offer help you don't need or can't have under the rules. Tell them, "Thanks, but we want to do this ourselves, our way." Or "We can't have that kind of help, but we would like your help in learning how these tools work. Then we can use them ourselves." Or "Instead of telling us what to do, maybe you can ask us a few questions to get us thinking for ourselves to solve this problem."

Remember, everyone hopes you do well and enjoy Odyssey of the Mind. For that to happen, this has to be all your own doing. **GOOD LUCK and BE CREATIVE.**

**WE CAN DO IT ALL OURSELVES!!!
We Are a Great Odyssey of the Mind Team!**



Great Odyssey of the Mind Teams...

- Recognize their own capabilities.
- Recognize that often, silence is not golden.
(Speak up, share your ideas with the team)
- Make their communications sincere.
- Ask for help (from the team) when they need it.
- Accept what cannot be changed.
- Are honest with themselves and each other.
- Are sensitive to others' feelings.
- Respect the skills and opinions of others.
- Learn from the past, work in the present, think about the future.