# TOURNAMENT FORMS INFORMATION
## NCOM Eastern Region

Below is some general information about the forms that Div I, II, and III teams must prepare in advance and bring to their long-term problem presentation at the regional tournament in March. Primary teams are strongly encouraged to complete these forms as well. Div I and Primary coaches may act as scribes in completing the forms; Div II and III team members must complete the forms themselves.
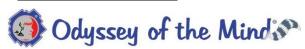
In addition to the number of copies listed for the judges (which will not be returned), teams should keep at least one extra copy of each form for their future reference. *Any Div I, II, or III team that has received a private clarification from CCI also should bring a copy of their clarification for the judges.*

## I. WHERE TO FIND FORMS



### Helpful Links

Quick Tips for Coaches

Team Recruitment Flier

Visit Odyssey Academy

General Program Flier

GPS to Great Problem Solving

COU Scholarship Flier

Membership Application

Problem Synopses Flier

HOW OM Meets Educational Standards

### Team List Forms

*Team Lists will be available before tournaments begin.*

*The contents of these forms can also be found in "B. The Problem"*

Primary : The Night Life

Problem 1 : Drive-In Movie

Problem 2 : AI Tech-No-Art

Problem 3 : Classics...Opening Night Antics

Problem 4 : Deep Space Structure

Problem 5 : Rocking World Detour

### Competition Info & Forms

Style Form (PDF) (Word)

Cost Form (PDF) (Excel)

Outside Assistance Form (PDF)

Team Contract (PDF)

Spontaneous Procedures

Spontaneous Coaching Guide

www.odysseyofthemind.com
1) Choose 'TEAMS', then 'Member Resources'
2) Scroll to 'Team List Forms' and 'Competition Info & Forms'

Note: there is a Word option for the Style form and an Excel option for the Cost form. Both are big time savers!

### Style Form

Team members must complete this form. Adults may help fill it out for Division I team members only. **A minimum of four copies is required for each competition.** These must be presented to the Staging Area Judge.
**PLEASE PRINT.** *Note that no element scored in the Long-Term problem may be selected.

Long-Term Problem _____  Division _____

Membership Name _____  Membership # _____

City _____  State/Prov. _____  Country _____

Judge(s) _____

| Style Category (Team fills in #1 to #4) | Possible Points | Points Awarded (Judge fills in) |
|---|---|---|
| 1. | 1 to 10 | 1. _____ |
| 2. | 1 to 10 | 2. _____ |
| 3. | 1 to 10 | 3. _____ |
| 4. | 1 to 10 | 4. _____ |
| 5. Overall effect of the four Style elements in the performance | 1 to 10 | 5. _____ |

Briefly tell how the four Style elements combine to enhance the long-term problem solution. **Please print or type and use only the space below.**

**TOTAL STYLE SCORE =** ☐
(Maximum possible = 50 points)

NOTE: This form may be photocopied or scanned into a computer, but the information may not be altered in any way.

⇒ Teams should bring 4 copies.

⇒ Categories 1 and 2 should be filled in based on the requirements in Section F of your Problem. For example, if the first required style item is "Creativity of a special effect used in the confrontation," the team should fill in Style Category #1 with that language, except substituting an identification and/or description of their special effect for the words "special effect."

⇒ Categories 3 and 4 can be any items, parts, or aspects of the team's solution *which are not already scored as problem elements in Section D of your Problem.*

⇒ Teams should be clear about which item, part, or aspect they want to have judged for each free choice element.

⇒ A team's ideas about Style often take time during the season to develop, but should not be put off until the last minute or otherwise treated as an afterthought.

## III. TEAM REQUIRED LIST FORM



*Rocking World Detour* — Team List Form

1. Membership Name: _____
   Membership Number: _____ Division: I II III IV (circle one)
2. When in the performance the original song will be played by the band and a brief description of the character that is singing it: _____
3. A brief description of the team-created instrument & a brief description of the character playing it: _____
4. A brief description of the detour including the unexpected location the band is transported to and when it will occur in the performance: _____
5. A brief description of how the band gets _____ and how music makes it happen: _____
6. A brief description of the band merchandise and when _____ performance each item will appear: _____
7. A brief description of the original hairstyles and which characters will have them: _____
8. A brief description of how ARM & HAMMER™ Baking Soda is used: _____
9. The signal our team will use to indicate we have finished our performance is: _____

*please write clearly and if typing, use 12-pt font. If it's not legible to the judges, they may miss a component!*

EXAMPLE 2023-2024

- ⇒ Teams should bring 4 copies.
- ⇒ This form helps the problem judges understand the team's solution and judge accurately. Judges have limited time to read before each performance so it is helpful for teams to be concise!
- ⇒ Section H.2. of each problem references the list of items that will be included on this form. Teams may make their lists on any paper as indicated, but using the form helps judges find your information quickly.
- ⇒ This form also is a good double-check for teams as they are working on their solution. It may help them realize if they have gone off track or forgotten a major element. It is not a complete checklist, however, so teams should continue to review their Problem materials!
- ⇒ **T*he form for each problem will be available in the Member Resources area by January.***

## IV. OUTSIDE ASSISTANCE FORM



**Outside Assistance Form**

Long-Term Problem _____ Division _____
Membership Name _____ Membership # _____
City _____ State/Prov. _____ Country _____

We understand that it is against the rules for anyone other than the team members to design, build or present the long-term problem solution.
We understand that any team member who was ever on our team must remain on our roster and will count as a team member.
We realize that we may get instruction in various areas of design and construction or in performance techniques, but know that these instructions may not be specific to the long-term problem solution. By signing below, we testify that we have followed all of the rules regarding outside assistance. If there are any exceptions, we have listed those.
**WE HAD HELP WITH:** (Please describe any assistance with **your specific problem solution** if you had any. State **NONE** if no assistance was received. If you used an item(s) from a previous solution, such as taking from an "OoTM Closet" as mentioned in the program guide, please list the item and explain what modifications were made.
Also, please list names of former team members no longer on your team (if the roster exceeds seven) and when they last worked with the team.

Coach # 1 _____
Coach # 2 _____
Coach # 3 _____
Team Member _____
Grade (US) _____ Birthday (Int'l) _____
Team Member _____
Grade (US) _____ Birthday (Int'l) _____
Team Member _____
Grade (US) _____ Birthday (Int'l) _____
Team Member _____
Grade (US) _____ Birthday (Int'l) _____

- ⇒ Teams should bring 1 copy.
- ⇒ Teams should describe any Outside Assistance they received, or write "none" if applicable.
- ⇒ All team members and coaches sign as indicated.
- ⇒ The prohibition against Outside Assistance in the long-term problem solutions is integral to ensuring a fair competition between children and to allowing them the pride and self-confidence that can come only from their own work. Coaches should use this form to both discuss and model the importance of integrity.

## V. COST FORM



**COST FORM**

Team members must complete this form and list all items used in the presentation of their problem solution, including those exempt from cost and assigned a value. Adults may help fill it out for Division I team members only. Do not include sales tax.

Long-Term Problem: _____ Division: _____
Membership Name: _____ Membership #: _____
City: _____ State/Prov.: _____ Country: _____
Judge(s): _____

| Name of Item (e.g. wood, fabric, etc.) | Used For (e.g. costumes, props, all areas, etc.) | Value (used value) |
|---|---|---|
| 1. | 1. | 1. |
| 2. | 2. | 2. |
| ... | ... | ... |
| 20. | 20. | 20. |

TOTAL VALUE OF MATERIALS USED: $ _____

- ⇒ Teams should bring 1 copy, with any important receipts stapled to it.
- ⇒ **See pages 43 to 45 of the Program Guide** for rules and explanations regarding costs, especially regarding which items should be listed at their actual cost, which have assigned values, and which can be listed as zero values (exempt).
- ⇒ Note that the cost limit for each problem is the total value of the materials used during the presentation at the tournament. Discarded items (trial and error) and unused parts (the leftover 1/2 roll of duct tape) don't count.
- ⇒ Keeping track of materials, expenses, and any receipts as they go along will help teams avoid unnecessary last-minute stress in pulling together this information!