

Forms Training

Guidelines

- Forms to be given in the Staging Area
- Division 1 – Coaches can complete forms
- Division 2 and 3 Team Members must complete forms without assistance
- 4 Style Forms
- 4 Team Required List Forms
- 1 Outside Assistant Form
- 1 Cost Form

Tips

- Complete the forms before competition day
- Style and Team Required lists are used by judges to score
- Make sure the items on the forms are the items the team wants judged
- I recommend bringing extra forms

Problem 1 – Team Required List Form

4 COPIES

15. The team should present the Staging Area Judge with four copies of the Team's Required List Form found in the forms section of the Members Area at www.odysseyofthemind.com/members or four copies of a list on one side of one or two sheets of 8 ½" x 11" or A4 paper. This list can be hand-printed or computer-generated. It is for reference only. The list must include:
- a. the team's membership name and number, the problem and division.
 - b. a brief description of the three required vehicles, their construction and how they are propelled.
 - c. a brief description of how the vehicles look different from each other.
 - d. the order of the runs made by each vehicle- which vehicles will run at the same time for each attempt.
 - e. the materials being carried to the Reaction Area and the reaction that creates a special effect.
 - f. a brief description of the two obstacles and when in the performance the vehicles will overcome them for score.
 - g. a brief description of the characters that don't take the Longshots seriously.
 - h. the signal the team will use to indicate it has finished presenting its solution.

Problem 2 – Team Required List Form

4 COPIES

13. The team should present the Staging Area Judge with four copies of the Team List Form found in the forms section at www.odysseyofthemind.com/members or four copies of a list on one side of one or two sheets of 8 ½" x 11" or A4 paper. This list can be hand-printed, typed, or computer generated. It is for reference only. This list must include:
 - a. the team's membership name and number, the problem and division.
 - b. a description of the three required Network Characters and the technology they represent.
 - c. a brief description of the Network Device and the three ways it transports the information.
 - d. the order in which the information will be transported.
 - e. when in the performance the Pop-Up Advertisement will appear and slow down or stop the transmission.
 - f. a brief description of the Malware Character and when it will stop a transmission.
 - g. a brief description of the Anti-Virus Hero and how it restores the network.
 - h. the signal the team will use to indicate it has finished its performance.

Problem 3 – Team Required List Form

4 COPIES

14. The team should present the Staging Area Judge with four copies of the Team List Form found in the forms section at www.odysseyofthemind.com/members or four copies of a list on one side of one or two sheets of 8 ½" x 11" or A4 paper. This list can be hand-printed, typed, or computer generated. It is for reference only. This list must include:
 - a. the team's membership name and number, the problem and division.
 - b. the team-selected mystery.
 - c. a brief description of the clues found by the Detective and the order they will be presented.
 - d. the red herring clue and when it will appear in the performance.
 - e. when in the performance the intellectual battle will occur.
 - f. a brief description of the team-created sound(s).
 - g. when the set change will occur.
 - h. the number of containers the team has chosen to store the solution.
 - i. the signal the team will use to indicate it has finished its performance.

Problem 4 – Team Required List Form

4 COPIES

20. The team should present the Staging Area with four copies of the Team List Form found in the forms section at www.odysseyofthemind.com/members or four copies of a list on one side of one or two sheets of 8 ½" x 11" or A4 paper. This list can be hand-printed or computer-generated. It is for reference only. The list must include:
- the team's membership name and number, the problem and division.
 - the sound effect to be scored during the limbo.
 - a brief description of the balsa wood character and when appears in the performance.
 - the signal the team will use to indicate it has finished its performance (weight-placement can continue if time allows).

Problem 5 – Team Required List Form

4 COPIES

12. The team should present the Staging Area Judge with four copies of the Team List Form found in the forms section

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at www.odysseyofthemind.com/members or four copies of a list on one side of one or two sheets of 8 ½" x 11" or A4 paper. This list can be hand-printed, typed, or computer generated. It is for reference only. This list must include:

- a. the team's membership name and number, the problem and division.
- b. a brief description of the Gibberish Character.
- c. a brief description of the Champion Character.
- d. the three gibberish statements to be scored in D5.
- e. a brief description of the Child Character.
- f. brief description of the portrayal of the masses.
- g. a brief description of the celebration.
- h. the signal the team will use to indicate it has finished its performance.

Primary – Team Required List Form

4 COPIES

12. The team should present the Staging Area Judge with four copies of a Team List on one side of one or two sheets of 8 ½" x 11" or A4 paper. This list must be hand-printed, typed, or computer generated and must include:
 - a. the team's membership name and number, the problem and division.
 - b. the order the three required fashions will be modeled (bad weather, inside, team choice).
 - c. when in the performance the up-and-coming designer will appear.
 - d. when in the performance the team-created song will occur.
 - e. when in the performance the commercial will occur.
 - f. when the critic will give an opinion for each required fashion.
 - g. the signal the team will use to indicate it has finished its performance.

STYLE FORMS

4 COPIES

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) (If the category is "Free choice of team," do not include anything that is scored in long-term problem scoring.) | 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 it may not be altered in any way.

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. _____ |
| 3. _____ | 3. _____ | 3. _____ |
| 4. _____ | 4. _____ | 4. _____ |
| 5. _____ | 5. _____ | 5. _____ |
| 6. _____ | 6. _____ | 6. _____ |
| 7. _____ | 7. _____ | 7. _____ |
| 8. _____ | 8. _____ | 8. _____ |
| 9. _____ | 9. _____ | 9. _____ |
| 10. _____ | 10. _____ | 10. _____ |
| 11. _____ | 11. _____ | 11. _____ |
| 12. _____ | 12. _____ | 12. _____ |
| 13. _____ | 13. _____ | 13. _____ |
| 14. _____ | 14. _____ | 14. _____ |
| 15. _____ | 15. _____ | 15. _____ |
| 16. _____ | 16. _____ | 16. _____ |
| 17. _____ | 17. _____ | 17. _____ |
| 18. _____ | 18. _____ | 18. _____ |
| 19. _____ | 19. _____ | 19. _____ |
| 20. _____ | 20. _____ | 20. _____ |

TOTAL VALUE OF MATERIALS USED: \$ _____

OUTSIDE ASSISTANCE

Outside Assistance Form

Long-Term Problem _____ Division _____

Membership Name _____ Membership Number _____

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. 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 _____

Birthday: _____ Grade _____

Team Member _____

Birthday: _____ Grade _____

Team Member _____

Birthday: _____ Grade _____

Team Member _____

Birthday: _____ Grade _____

Team Member _____

Birthday: _____ Grade _____

Team Member _____

Birthday: _____ Grade _____

Team Member _____

Birthday: _____ Grade _____

Note: This form may be photocopied or scanned into a computer, but it may not be altered in any way.