



Changes for 2024-2025

(Red/Underline is an addition)

1. Chapter II/Membership Identification:

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Overall—all mentions of membership number removed and printing a membership card or status removed.

The Member's Area indicates the official team name. This information is how teams are recognized at tournaments. Teams must use it when registering for official competition.

When a school/organization purchases additional memberships, CCI must approve each new membership before it is active. The new memberships will be under the same name but their identification will say "B," "C," and so on. You will be able to view this in the Member's Area with the "A" to distinguish it from the subsequent memberships. For example, Walden HS would then become Walden HS A. This becomes the official membership name for that team. Since each team usually registers separately at tournaments, and they may arrive at different times, each team within the membership should know its membership information.

2. Chapter III/ Spontaneous problems

Overall-no rules change in these spontaneous sections, just updated wording to clarify existing procedures.

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Every team member should practice verbal skills as well as hands-on.

3. Chapter III/Scoring Spontaneous

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Responses include "Family tree" then "My family tree." The judge will give "My family tree" the lowest possible score because it is so similar to "Family tree." All other responses involving family trees are scored as common. Similarly, if the response is inappropriate or doesn't respond to the problem, the judges will score it as common. For example, if the team is responding to "Name different kinds of trees" and a team member says "A Yellow Labrador", the judge would award a common score as the response was not appropriate for the problem.

4. Chapter III/ The Spontaneous Competition

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The team should check in to the spontaneous area per the directions for their tournament. At that time, all team members and one coach will be directed to wait in a holding area until the judges are ready for the team.

When the judges are ready, a judge will enter the holding area and call for the team and ask them to verify their Long-term problem, division, and membership name. The team will then be escorted to the spontaneous competition room and the coach will be asked to wait for their team outside the spontaneous area.

Once in the competition room, the judge will state which type of spontaneous problem the team will be asked to solve. They will then direct the team as to where to stand and begin reading the spontaneous problem. The team will receive two written copies of the problem to follow as the judge reads the problem aloud. The team may refer to its copies throughout the competition. (See “Special Situations” regarding disabilities.)

In a hands-on spontaneous problem, teams may choose to designate one member to review the rules of the problem while the remaining members work on the solution. That person makes sure the team understands the intent of the problem and is solving it properly. If judges are aware that a team obviously does not understand the problem’s intent or rules, they will bring this to the team’s attention and tell them to read the problem carefully. The judges will help the team understand the problem but will not help the team solve the problem. Here are some reminders that will help teams in competition:

- All team members should participate in spontaneous to the best of their individual abilities. Through practice, teams should learn how to utilize each team member’s strengths in order to be as successful as possible.
- Listen carefully to the judge reading the problem and watch as judges will often point to items that may help clarify the problem’s intent. Remember to refer to the provided Team’s Copies often.

5. Chapter V Program Rules

(page 42) This was moved from Penalties to Rules #42, any rules after renumbered.

It is not considered Outside Assistance for a team to use something that was not created by a team. 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 and it must be listed on the cost form. These items, such

as props and backdrops, will be considered the same as items found in a thrift shop, school theater department, etc.

6. Chapter V/Penalty Categories

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Unsportsmanlike Conduct –

Odyssey of the Mind teaches values such as teamwork, integrity, and respect for others. An Unsportsmanlike Conduct penalty will be assessed for the use or portrayal of profanity, nudity, drug use, sexual situations or whatever else may be considered by ~~the judges~~ OM Officials to be unacceptable behavior ~~as part of the performance or at competition at any time~~. This includes the derision of others, including fellow team members and Officials. Teams may be penalized for improper behavior in many regards including the behavior of a coach or ~~parent~~ supporter, 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** (-5pts, ~~incorrect-2 pts~~)

The sign must be created by the team. It must show the team's official membership number name. ~~as it appears in the membership status, and it must show the membership name as well.~~

7. Basic Updating

Any other area with a date/year was updated and the Spirit Award Winner was changed to 2024 Winners co-ADs Young Hyun Back and In Suk Kim of OM Korea.