



# Odyssey of the Mind

## FREQUENTLY ASKED QUESTIONS

### **Q How many people are on a team?**

**A** There is a limit of seven members per team. Each team to have at least minimum 5 members.

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### **Q How do I get started?**

**A** Register for school membership – Identify School Coordinator, Problem Coordinators (coaches). When you register packet of materials will be sent to school.

[Start Your Odyssey](#) is a good place to begin!

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### **Q What is the deadline to register?**

**A** The registration period last until OCTOBER of the current session.

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### **Q What is the cost limit?**

**A** The “cost limit” for a long term problem is a spending cap, not a spending requirement. Everything that appears in a solution has a value and we limit the amount of money teams may use in their solution. This creates an even level of competition while encouraging creative use of materials through recycling and re-purposing. In the problem synopsis you can see the maximum cost for each problem.

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### **Q How many problems do we choose to solve?**

**A** Teams generally select one long term problem for competition. Our [problems](#) include five that are competitive. At each level of competition the team will solve a spontaneous problem as well.

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**Q Isn't Odyssey of the Mind for smart kids?**

**A** Yes and No. It's for students of all ages and at all levels of learning. Our divergent problems allow each student to incorporate their interest in her or his work. In solving problems creatively every student becomes more engaged in their learning.

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**Q When did Odyssey of the Mind begin?**

**A** The first competition was held in 1978. To learn about how we got started you can read [more here](#).

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**Q How much time will my team & coaches need to dedicate to OotM?**

**A** Time varies widely. The school, coach or team will determine the practice schedule. We recommend each team to meet once a week and then more frequently when the tournament approaches. Because OotM teams must create their solutions without Outside Assistance, the role of the coach is often coordinating practices and facilitating teamwork. We encourage parents to share in the coaching duties.

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**Q What is Outside Assistance?**

**A** Each team has a roster of team members. Only those students may contribute to the problem solution. If a team wants to do something but does not know how, such as sewing a costume, it may ask for someone to teach them how to sew. It is OA if someone else sews the costume, or suggests to the team that something be sewn, or to give a lesson on sewing while the team is trying to join materials together. Also, if the team has more than seven members contribute to the solution, that additional person's work counts as Outside Assistance.

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**Q Why is getting Outside Assistance a penalty?**

**A** Odyssey of the Mind is a learning experience. Others are encouraged to teach the process of creative problem solving but teams must do their own work. In the end they learn how to approach problems with an open mind, develop confidence in their problem solving abilities, and create solutions that are new and unique.

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**Q How can I learn more about coaching?**

**A** Coaches /Teachers orientation session is conducted once registration by the school is done.

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**Q What division would my team be in?**

**A** Find out through this handy division finder:  
Division-wise and Problem-wise identification of team(s)

Division I: under the age of 12 years

Division II: under the age of 15 years

Division III: under the age of 18 years

Division IV: College/University

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**The overall process:**

1. Register for school membership – Identify School Coordinator, Problem Coordinators (coaches).

2. Division-wise and Problem-wise identification of team(s)

Division I: under the age of 12 years

Division II: under the age of 15 years

Division III: under the age of 18 years

3. Form teams for each problem and email information to as per details at Appendix 1.

4. Wait for information on Schedule of Coaches Workshop sessions from OM-India. Make coaches participate in the session.

5. Practice Long Term problems for each team.

6. Practice Spontaneous problems.

7. Develop scripts, Props, dresses for the Regional contest.

8. Participate in India's Final contest, if identified in Indian Fair prepare for International Competition.

**Feel free to [contact us](#) with any additional questions!**