

Judges Needed for Odyssey of the Mind ... Can You Help?

Judges are at the heart of a creative problem solving competitions. Competent, trained judges help provide a good experience for all, win or lose. Without this dedicated group of volunteers, there could be no Odyssey of the Mind!

What is Involved?

Judges serve in two roles - to evaluate the teams problem solution and to encourage and applaud the team's creative problem solving efforts - regardless of whether or not they succeed in every aspect of the solution.

Judges are needed for two areas of competition: Long Term and Spontaneous. In Long Term, judges work with a team of 3-6 people to assess the problem solution that the teams have prepared. How creative is the vehicles propulsion? Did they complete all aspects of the performance? How much weight did the structure hold?

You will need to make yourself familiar with the rules/scoring of any ONE of the Long Term problems. (see synopsis) In Spontaneous, judges work with a team of two or three judges to evaluate a team's response to either a verbal or hands-on problem. (e.g. Name ways to hide an elephant. Using only the materials given, how high a structure can you build?) Teams do not know what the problem will be until it is explained by the judges.

Spontaneous judges don't have as many rules/procedures to learn as Long Term judges, but they have to be prepared for ANYTHING that our creative thinking teams might throw back at them!

What is the Time Commitment?

Judges are needed at the Provincial Tournament on April 21st, and at the Qualifying Tournament on March 31st.

Judges who are "officially" representing a school must be able to judge at both tournaments, but we welcome others who may only be available for one or the other date.

Judges are also required to attend a training session prior to the competition. In addition, a few of the Long Term judges will be asked to help set up their sites on the Friday evening prior to the tournaments.

Dates:

Training:

Saturday, Mar. 3rd. 9:00 - 3:00

Location: TBA

Lunch will be provided

Tournaments:

Qualifying Tournament: Sat. **March 31st**.

Provincial: Saturday, **April 21st**

Location: Burnaby North Secondary School

Actual times for your assignment will be given out at training as it depends on what type of judging you are doing and how many teams are competing in your problem.

For more information, visit our website at
www.odysseybc.ca

Synopsis – 2012 Long Term Problems

Problem 1: Ooh-Motional Vehicle Divisions I, II, & III

The problem requires teams to design, build, and drive a vehicle that will travel a course where it will encounter three different situations. The vehicle will display a different human emotion for each encounter and one will cause it to travel in reverse. The emphases will be on the technical risk-taking and creativity of the vehicle's engineering for travel and change of emotional appearance.

Problem 2: Weird Science Divisions I, II, III, & IV

The team will create and present a performance about a team of scientists on an expedition to uncover the cause of mysterious events. The scientists will collect two samples and will report on their findings. The performance will also include a technical representation of the mysterious events, a moving backdrop that helps portray travelling, and a team-created device that the scientists use on the expedition. **Sponsored by NASA.**

Problem 3: To Be or Not To Be Divisions I, II, III & IV

In this Classics problem, teams will put a musical theatre spin on one of William Shakespeare's most famous lines: "To Be Or Not To Be." An original "Hamlet" character will face a team-created dilemma. Unlike Shakespeare's Hamlet, the team's character will take the easy way out only to discover that it was the wrong choice. A portion of the performance will include musical theatre elements.

Problem 4: You Make the Call Divisions I, II, III & IV

Teams will design and build a structure made of balsa wood and glue that will balance and support as much weight as possible. The structure may have a maximum weight of 9 grams and will receive 2 times the weight held, or 12 grams and receive 1 1/2 times the weight held, or 15 grams and receive the actual weight held. The testing of the structure will be presented in a performance that includes mathematics in its theme.

Problem 5: Odyssey Angels Divisions I, II, III & IV

The team will create and present a performance where a group of students travel throughout one or more team-created places where they encounter negative situations. These "Odyssey Angels" change what they find and turn them into positive situations. On their journey, they help two individuals with different problems and help save an entire community from a bad situation. One Odyssey Angel cannot speak, and another has a special team-created power.

Primary: Hide and Peek Grades K-2

The team is to create a device that uncovers three surprise objects by lifting a team-decorated container off of each of them from 5, 8 and 10 feet away. The containers may be raised at any time, in any order, and may be raised simultaneously. There will be a performance with surprise objects in its theme.

Teams – Your judges will need to know what school they are representing when they register, so be sure to tell them.

Judges - Please Register Online following the link at www.odysseybc.ca