

2016-2017 **Odyssey of the Mind** Registration Form

Please fill in the Registration form with an accompanied check and return to MTS main office by October 17<sup>th</sup> 2016. Please note there is a **\$70** participation fee per student. Please make checks payable to MTS PTA and put Odyssey of the Mind on the memo line of the check. If you have any questions concerning the form, please email Odyssey coordinator at [MTESPTAOOM@gmail.com](mailto:MTESPTAOOM@gmail.com). **Please note that we cannot have teams without coaches, so please volunteer to be a coach if you can. If you volunteer to be the coach, the \$70 registration fee will be waived for your child!**

Student name: \_\_\_\_\_ Circle: Male/Female DOB \_\_\_\_\_

Grade: \_\_\_\_\_ Teacher: \_\_\_\_\_

Parents' Names: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

Phone: \_\_\_\_\_ Cell/Work Phone: \_\_\_\_\_

Email: \_\_\_\_\_ Neighborhood: \_\_\_\_\_

Allergy/Health concerns: \_\_\_\_\_

**Long-Term Problem Preference(s)**

**(Please specify your top choices: 1, 2, 3. Preferences will be accommodated where possible.)**

See descriptions of Long Term problems on the back.

_____ 1. Catch Us If You Can	_____ 4. Ready, Set, Balsa, Build!
_____ 2. Odd-a-Bot	_____ 5. To Be Continued: A Superhero Cliffhanger
_____ 3. Classics...It's Time, OMER	_____ Primary: Movin' Out ( <b>Grades K-2 only</b> )

**Note:** Please note that problems 1 to 5 are for kids in Grades 3, 4 & 5. Kids from K to 2 are eligible only for Primary problem.

**Parent involvement is key to OM's success! How can you help with OM?**

Please check all that apply.

- |  |  |
|--|--|
| <input type="checkbox"/> I can coach<br>(facilitate weekly meetings)       | <input type="checkbox"/> I can be a judge at the Regional competition<br>(judges donate time – one half day of training and one day of judging at competition) |
| <input type="checkbox"/> I can co-coach<br>(partner with another co-coach) | <input type="checkbox"/> I will host weekly meetings   |

**OM Season: Starts: October; Ends: March 4<sup>th</sup> 2017 (Regional Tournament)**

**\*\* Season may be extended if teams qualify for the State/World Tournaments.**

Parent/Guardian Signature: \_\_\_\_\_ Date \_\_\_\_\_

FORM DUE TO THE MAIN OFFICE no later than **MONDAY 10/17/2015**

Questions? Contact: Gaurav Harode at [MTESPTAOOM@gmail.com](mailto:MTESPTAOOM@gmail.com).

**Refund Policy:** If you decide the program is not right for your child, written notice must be given to Gaurav Harode by November 1, 2016 in order to receive a refund.

**Problem 1: Catch Us If You Can**

This is your Odyssey, should you choose to accept it...your team will design, build, and run vehicles from a multi-level Parking Garage to a secret meeting place without being stopped. Vehicles will travel different routes to reach the same destination. During their Odyssey, the vehicles will do something that prevents them from being followed. The performance will include the reason for the meeting, someone that wants to prevent the meeting, a simulation of a scene taking place inside a vehicle as it travels, and a soundtrack to accompany the vehicles' travel. **Cost limit: \$145 USD.**

**Problem 2: Odd-a-Bot**

For this problem, teams will create a humorous story about a family that brings home an "Odd-a-Bot." Instead of being programmed to perform tasks, this Odd-a-Bot robot learns from watching others. Teams will design, build, and operate an original robot that demonstrates human characteristics when performing tasks. In the performance, the Odd-a-Bot will move and learn human actions from watching characters perform activities such as household chores, creating art, and dancing. The Odd-a-Bot learns more than it was expected to learn, and will confuse its actions with humorous results. **Cost limit: \$145 USD.**

**Problem 3: Classics... It's Time, OMER**

The future and the past collide in this problem about important works of art – both existing and yet-to-be-created. Teams will create and present an original performance about time travelers looking to discover the inspiration for great works of art, little did they know – it was OMER every time! The travelers go back in time — twice into our past and once into our future. They will see OMER inspire two classical artists and a team-created artist from our future. The performance will include how the three works of art positively impact the world, a visual and audible effect that indicates when time travel is occurring, two re-creations of the classic works of art selected from a list, and a team-created work of art. **Cost limit: \$125 USD.**

**Problem 4: Ready, Set, Balsa, Build!**

Creativity can be defined by using only what you have to get a job done. In this problem, teams will design, build, and test a structure made of only balsa wood and glue that will balance and support as much weight as possible. The structure must include sets of balsa pieces of predetermined sizes and quantities as listed in the problem. Some sets must be parts of the structure while others, if incorporated, will receive additional score - the more sets of pieces used, the higher the score! Teams will present a performance with a theme about using what's available and that incorporates weight-placement and assembling original team creations. **Cost limit: \$145 USD.**

**Problem 5: To Be Continued: A Superhero Cliffhanger**

Creativity is being taken away from the world, and it is up to Odyssey teams to rescue it! Teams will create and present a humorous performance about an unexpected superhero that encounters three different situations where it must save creativity in some way. The superhero will change appearance when it displays its superpowers and go back to blending in with society when not. The performance will also include a clumsy sidekick, a nemesis character, a choreographed battle, and a cliffhanger ending. **Cost limit: \$125 USD.**

**Primary: Movin' Out!****Grades K-2**

Teams will create and present a performance about a group that is moving out of one place and into another. In one scene, team-created props and scenery will make up the first setting. To transform into a new setting, team-made devices will move the scenery and props to a new location. Everything in the setting for the next scene must be made from the transported items. The performance will also include a humorous Moving Character, a reason for the move, and a lost item that is rediscovered in an unusual place. **Cost limit: \$125 USD.**