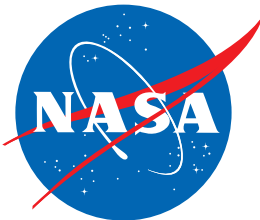




Odyssey of the Mind™

2012-2013

Problem No. 5: It's How You Look at It



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It's How You Look at It

Problem No. 5: Divisions I, II, III & IV

Introduction

While we might assume that everyone abides by the same socially accepted behavior, that's not always the case. For example, to belch publicly is not so well accepted in the U.S., but in some cultures it is a form of flattery — a compliment to the chef. Not only do societal norms differ from country to country, they may differ within generations, neighborhoods, or even households. What we consider “normal” might shock someone else. Imagine looking at NASA satellite footage in the future – those scientists might think it's strange to see us walking on our feet or traveling in cars! In this problem, Odyssey teams create their own realities where they decide what is “normal” — it's sure to lead to hilarious results!

A. The Problem

The problem is to create and present an original humorous performance that includes two main characters with different odd behaviors. One scene will establish the “normal” behavior of one character that, at a different time, finds itself among others who think the behavior is odd. The second character's behavior also appears in a scene where its behavior is considered odd, but this character will end up in a situation where the same behavior is considered normal. The performance will also include a meter that indicates the degree of odd and normal behavior and a creative scene change.

The **creative emphases** of this problem are on the performance, the portrayal of the two main characters, the reaction of those who witness the odd behavior, the reason the odd behavior is accepted, the meter, and the creative scene change.

The **Spirit of the Problem** is for the team to create and present an original humorous performance that includes two characters that display different behavior that is considered odd to others — but to them is normal. One character will appear in a setting where its “normal” behavior is considered odd to others; the other character will appear in a situation where its odd behavior is considered normal. The team will create a meter that measures the degree of odd and normal behavior. The performance will also include a creative scene change.

B. Limitations (Italicized words/terms are defined on Page 5 in the Problem Glossary or in the *2012-2013 Odyssey of the Mind Program Guide*.)

1. **General Rules:** Read the *2012-2013 Odyssey of the Mind Program Guide*. This manual includes basic limitations for this problem and the forms required for competition. This problem cannot be solved without referring to the Program Rules section of the guide.
2. **Problem Clarifications:** The *Odyssey of the Mind Program Guide* explains the types of questions about the rules that will be clarified and the ways to submit those questions. General problem clarifications can be accessed at odysseyofthemind.com/clarifications/. Problem clarifications submitted after February 15, 2013, will not be answered. CCI may find it necessary to issue clarifications after that date, so continue to check for them after February 15 and before each competition.
3. The time limit for this problem is 8 minutes. This starts when the Timekeeper says, “Team begin” and includes setup, Style, and presentation of the problem solution.

4. The cost limit for this problem is \$125 (U.S.). The combined value of the materials used during the demonstration of the team's solution, including Style, cannot exceed this amount. *The Odyssey of the Mind Program Guide* explains the cost limit and lists items that are exempt from cost.
5. The team will create an original performance that includes:
 - a. two *characters*; each will exhibit behavior that they consider normal but is *odd* to those around them.
 - b. a minimum of four instances of the chosen odd behaviors (two instances for each character).
 - c. additional characters that react to the odd behaviors.
 - d. a meter that indicates the degree of odd and normal behavior.
 - e. a creative *scene change*.
6. The two main characters:
 - a. may be anything as long as they are animate.
 - b. may be *portrayed by one or more team members*.
 - c. will each demonstrate behavior that is considered odd to other characters in a situation. These odd behaviors must be different from each other.
7. The first character:
 - a. will appear in a situation that establishes a behavior it believes to be normal.
 - b. will appear in a situation where that "normal" behavior is considered odd to others, and they react to that behavior.
 - c. can establish its "normal" behavior any time in the performance.
8. The second character:
 - a. will first appear in a situation that establishes its behavior as odd.
 - b. will then appear in a situation where that same odd behavior is considered normal.
9. The odd behaviors can be anything the team wishes.
10. The additional characters:
 - a. can be anything and can be portrayed in any way.
 - b. must witness both characters' behavior in 7b and 8b and react to it in some way. In each instance, there must be at least one character reacting to each behavior. It may be more than one character and/or a different character for each behavior.
 - c. the reaction must be both audible and visible to the judges and audience.
11. The meter:
 - a. will indicate the degree of odd and normal behavior.
 - b. can be anything and can be operated in any way.
 - c. must be used a minimum of four times (to measure 7a&b, and 8a&b) but may be used as often as the team wishes.
 - d. must be visible to the judges and audience each time it is used.
 - e. will not be scored for accuracy.
12. The creative scene change:
 - a. can be done in any way and can take place at any time.

- b. must first show one setting and, after the change, show a different setting.
13. The team should present the Staging Area Judge with four copies of the Team’s Required 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 1/2” x 11” or A4 paper. This list must be hand-printed, typed, 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 two main characters and the odd behavior that they consider to be “normal.”
 - c. when in the performance the creative scene change will take place.
 - d. a description of the meter used in the performance.
 - e. the signal the team will use to indicate it has finished its performance.

C. Site, Setup and Competition

1. A stage or floor area a minimum of 7’ x 10’ (2.1 m x 3 m) will be used, but a larger area is desirable. This will not be marked. Teams must be prepared to perform in a 7’ x 10’ area and to place their props and background in that area as well. If space permits, the team may perform and/or place equipment, props, etc. outside the 7’ x 10’ area. If a drop-off exists beyond the 7’ x 10’ dimensions, a caution line may be taped 30” (76.2 cm) from the edge of the drop-off. This will serve as a warning, not a boundary.
2. A three-prong electrical outlet will be available. Teams must bring their own extension cords and adapters, if needed.
3. The team members must report to the competition site with all of their props and paperwork at least 15 minutes before they are scheduled to compete.
4. It is the team’s responsibility to complete its performance within the 8-minute time limit. When the team is finished, it must signal the judges. An overtime penalty will be assessed if the team takes more than 8 minutes, and the Timekeeper will stop the team after one minute of overtime.
5. Teams should bring cleaning utensils to clean up any mess. Should a team take an unreasonable amount of time to clean the site, or leave a mess, the judges will assess an Unsportsmanlike Conduct penalty. Others not on the team’s roster can help the team clear the site and remove the team’s props. The competition area must be left clean and dry for the next competing team.

D. Scoring

1. Creativity of the overall performance (originality, effectiveness)1 to 20 points
2. Quality of the performance (audibility, movement, stage presence)1 to 20 points
3. The two main characters2 to 30 points
 - a. Overall creativity of their portrayal1 to 15 points
 - b. Overall *effectiveness* of their roles in the performance1 to 15 points
4. The first character1 to 25 points
 - a. Establishes its “normal” behavior0 or 5 points
 - b. Is demonstrated as odd in a different situation0 or 5 points
 - c. Creativity of the reaction of others after the odd behavior1 to 15 points

5. The second character's behavior1 to 25 points
 - a. Is first established as odd in a situation0 or 5 points
 - b. Is demonstrated as normal in a different situation0 or 5 points
 - c. Creativity of how the odd behavior is normal1 to 15 points
6. The meter2 to 30 points
 - a. Creativity of the way it operates1 to 15 points
 - b. Is used a minimum of four times to measure
odd and normal behavior of the characters0 or 5 points
 - c. Visual impact1 to 10 points
7. The creative scene change2 to 30 points
 - a. Takes place at some time in the performance0 or 5 points
 - b. Creativity of how the scene changes1 to 15 points
 - c. Overall effectiveness in the performance1 to 10 points
8. Humor of the performance1 to 20 points

Maximum possible: 200 points

E. Penalties (Deducted from percentaged scores.)

1. "Spirit of the Problem" violation (each offense)-1 to -100 points
2. Unsportsmanlike conduct (each offense)-1 to -100 points
3. Incorrect or missing membership sign-1 to -15 points
4. Outside assistance (each offense)-1 to -100 points
5. Over cost limit-1 to -100 points
6. Over time limit: -5 points for every 10 seconds or fraction thereof
over time limit (example: 27 seconds = -15 points)maximum -30 points

Omission of scored problem requirements carries no penalty except loss of score.

F. Style (Elaboration of the problem solution; use the Style Form from the *Odyssey of the Mind Program Guide*.)

1. Creativity of the *appearance* of a character that witnesses
the odd behavior1 to 10 points
2. Creative use of a trash item in a costume1 to 10 points
3. (Free choice of team)1 to 10 points
4. (Free choice of team)1 to 10 points
5. Overall effect of the four Style elements in the performance1 to 10 points

Maximum possible: 50 points

G. Tournament Director Will Provide

1. A 7' x 10' (2.1m x 3m) presentation area (larger, if possible).

2. A three-prong electrical outlet.
3. A judging team and materials necessary to judge this problem.

NOTE: Contact your Tournament Director for information regarding site specifications, e.g., actual dimensions, whether lights may be dimmed, etc. Do not submit a clarification request for this information.

H. The Team Must Provide

1. Four copies of its Style Form, one Cost Form, one Outside Assistance Form, and all team-specific clarifications.
2. Four copies of its list as stated in B13. This list is to assist the judges. If the team fails to provide the list, there will be no penalty.
3. Any necessary extension cords or outlet adapters.
4. Cleanup materials as needed.

I. Problem Glossary (Italicized terms that are not in this Glossary can be found in the *2012-2013 Odyssey of the Mind Program Guide*.)

Effectiveness — impact; ability to impress.

Odd — behavior that is considered inappropriate, out of the ordinary, or unacceptable by other characters in a scene. For example, smiling can be considered odd if the other characters in the performance indicate that it is odd.

Scene change — one setting is visibly altered to turn into a different setting.

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