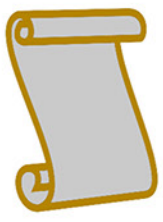




CLASSICS... COOKING WITH BOOKS



Problem 3
Classics

Classics... Cooking with Books

Problem No. 3: Divisions I, II, III & IV

Introduction

In 1889, Oscar Wilde said that “Life imitates art far more than art imitates life”. In this problem, the culinary arts will draw inspiration from scenes in classic literature in a full circle moment! OM teams and creativity mix for the perfect recipe in this delectable performance!

A. The Problem

Classic cooking takes on a new meaning as teams create a performance about an original chef character that is inspired by classic literature. Teams will choose from a list of classic literature and present a gourmet meal based on it. The performance will include a team-created cooking gadget and a dinner party where the chef presents the meal. The party will also have a character from the selected classic literature.

The **creative emphases** of the problem are on the performance, the chef character, how the selected classic literature inspires the chef in the performance, how the gourmet meal relates to the selected literature, the cooking gadget, and the dinner party.

The **Spirit of the Problem** is to create an original performance depicting a chef character that presents a gourmet meal inspired by classic literature selected from a list. The performance will also include a team-created cooking gadget and a dinner party where the chef presents the meal. The party will include a character from the selected literature. The team will also incorporate Style elements: creative use of utensils incorporated into a costume, artistic quality of a table setting at the dinner party, two that are selected by the team, and the overall effect of the four Style elements in the performance.

B. Limitations

1. **General Rules:** Read the *2024-2025 Odyssey of the Mind Program Guide*. This manual is updated each year and includes important rules for solving Odyssey of the Mind problems and 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 that will be clarified and how to submit them. Problem clarifications can be submitted and accessed at www.odysseyofthemind.com/clarifications. The deadline for submission is February 15, 2025. 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 the presentation of the solution. A one-minute overtime is allowed for this problem but penalty E6 will be assessed (points are still awarded for scored elements).
4. The **cost limit** for this problem is \$145 (U.S.) The combined value of all materials used during the presentation of the solution, including Style, cannot exceed this amount. *The Odyssey of the Mind Program Guide* explains the cost limit and how to determine the value of the materials used.
5. The team will create an original performance that includes:
 - a. a chef character.
 - b. classic literature selected from B8.
 - c. a setting relating to the selected literature from B8.
 - d. a gourmet meal.
 - e. a team-created cooking gadget.
 - f. a dinner party featuring the gourmet meal that includes a character from the selected literature in B8.
 - g. five elements listed in F. Style including creative use of utensils in a costume and artistic quality of a table setting at the dinner party.
6. The theme of the performance will include a chef character inspired by classic literature selected from B8. The character will present the meal at a dinner party that includes a character from the selected literature.

7. The chef *character*:
- can be portrayed any way, but must fit the definition of a character as described in the Program Guide. It will be considered a chef *as portrayed in the performance*.
 - will be inspired by classic literature listed in B8 *as portrayed in the performance*.
 - will present a 'gourmet meal' based off the selected literature at a dinner party in the performance. This includes relating the meal to the selected literature in some way.
8. The selected literature must be from one of the following listed below. The one selected literature will be used for all required scoring categories (only the scene described – a full excerpt is posted in the Member's Area):
- Barrie, J.M. *Peter and Wendy* (1911)**
 Chapter IV: The Flight
 Starting with "“Second to the right, and straight on till morning”"; ending with "“After the twentieth try,' Wendy reminded him. 'And even though we became good at picking up food, see how we bump against clouds and things if he is not near to give us a hand.'"
 Characters: Peter, Wendy, John & Michael
 - Carroll, Lewis. *Through the Looking Glass* (1871)**
 Chapter III: Looking-Glass Insects
 Starting with, "“But the beard seemed to melt away as she touched it, and she found herself sitting quietly under a tree—while the Gnat (for that was the insect she had been talking to) was balancing itself on a twig just over her head, and fanning her with its wings”"; ending with "“Weak tea with cream in it.”"
 Characters: Alice, the Gnat
 - Dahl, Roald. *Charlie and the Chocolate Factory* (1964)**
 Chapter 19 The Inventing Room —Everlasting Gobstoppers and Hair Toffee
 Starting with "“This is the most important room in the entire factory!' he said. 'All my most secret new inventions are cooking and simmering in here”"; ending with "“Don't argue, my dear child, please don't argue!' cried Mr Wonka. 'It's such a waste of precious time!'"
 Characters: Mr. Wonka, Charlie Bucket, Veruca Salt, Mike Teavee
 - Hodgson Burnett, Frances. *The Secret Garden* (1911)**
 Chapter IX: The Strangest House Any One Ever Lived In
 Starting with "“It was the sweetest, most mysterious-looking place any one could imagine”"; ending with "“I shall come back this afternoon,” she said, looking all round at her new kingdom, and speaking to the trees and the rose-bushes as if they heard her."
 Characters: Mary Lennox, The Robin
 - Milne, A.A. *Winnie-the-Pooh* (1926)**
 Chapter II: In Which Pooh Goes Visiting and Gets Into a Tight Place
 Starting with, "“Well, he was humming this hum to himself, and walking along gaily, wondering what everybody else was doing, and what it felt like, being somebody else, when suddenly he came to a sandy bank, and in the bank was a large hole”"; and ending with "“So, with a nod of thanks to his friends, he went on with his walk through the forest, humming proudly to himself. But, Christopher Robin looked after him lovingly, and said to himself, “Silly old Bear!”"
 Characters: Winnie-the-Pooh, Rabbit, Christopher Robin
 - Tolkien, J. R. R. *The Hobbit* (1937)**
 Chapter XII Inside Information
 Starting with, "“Now you are in for it at last, Bilbo Baggins,” he said to himself”"; ending with "“His heart was beating and a more fevered shaking was in his legs than when he was going down, but still he clutched the cup, and his chief thought was: “I've done it! This will show them. ‘More like a grocer than a burglar’ indeed! Well, we'll hear no more of that.”"
 Characters: Bilbo Baggins, Smaug
 - Wells, H.G. *The Time Machine* (1895)**
 Chapter XI The Palace of Green Porcelain Story
 Starting with, "“I found the Palace of Green Porcelain, when we approached it about noon, deserted and falling into ruin”"; ending with "“I fancied that if I could solve their puzzles I should find myself in possession of powers that might be of use against the Morlocks."
 Characters: The Time Traveler, Weena

9. The setting from the selected literature:
 - a. must be inspired by the selected literature in B8. This may be based on the actual scenery, action, and dialogue taking place in the selected literature or a team interpretation but it must be portrayed as a representation of the work.
 - b. must include a *backdrop* and *prop(s)*.
 - c. will inspire the chef to create the gourmet meal as *portrayed in the performance*. This can be depicted in any way.
10. The *gourmet meal*:
 - a. must represent the selected literature in B8. How creatively it represents the selected literature will be scored in D6.
 - b. will be considered a gourmet meal as *portrayed in the performance*.
 - c. cannot include actual food as described in the *Odyssey of the Mind Program Guide* and cannot be ingested by team members.
 - d. will be presented in the performance by the chef character during the dinner party. Other characters can be included.
11. The team-created cooking gadget:
 - a. may be anything the team wishes.
 - b. must be visually noticeable to the judges and audience.
 - c. must be a tangible item that functions or appears to function in some way to help prepare and/or serve the gourmet meal. This may appear at any time in the performance.
12. The dinner party:
 - a. will feature the gourmet meal presented by the chef character.
 - b. will include a character listed in the selected literature from B8. Other characters are allowed to be included.
13. Required Style items (see F. Style for scoring and additional elements):
 - a. Creative use of utensils incorporated into a costume.
 - (1) Any hand-held items that are used for eating such as forks, knives, etc.
 - (2) Utensils can be integrated throughout the costume.
 - b. Artistic quality of a table setting at the dinner party.
 - (1) Will be considered a table setting as *portrayed in the performance*.
 - (2) Includes any items present for “use” or decoration where the gourmet meal is being presented at the dinner party.
 - c. There are also two free choice categories and the overall effect of the four Style elements. (F1-4)
14. The team should present the Staging Area Judge with four copies of the Team 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 ½” x 11” or A4 paper. This list can be hand-printed, typed, or computer generated. It is for reference only. This list must include:
 - a. the team’s membership name and number, the problem and division.
 - b. a brief description of the chef character.
 - c. the selected literature from B8.
 - d. a brief description of how the setting and how it inspires the chef character.
 - e. a brief description of the team-created cooking gadget and when it will be used.
 - f. a brief description of the character attending the dinner party from the selected literature in B8.
 - g. 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 10' x 10' (3m x 3m) will be used, but a larger area is desirable. This will not be marked. Teams must be prepared to perform in a 10' x 10' area. If space permits, the team may perform and/or place equipment, props, etc. outside the 10' x 10' area. If a drop-off exists beyond the 10' x 10' dimensions, a caution line may be taped 30" (76.2cm) 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 at the performance area. Teams must bring their own extension cords and adapters, if needed.
3. The team members should report to the competition site with all items for the presentation of their solution at least 15 minutes before they are scheduled to compete.
4. It is the team's responsibility to complete its problem solution 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)..... 4 to 20 points
2. Overall quality of the presentation 4 to 20 points
3. The chef character..... 5 to 30 points
 - a. Is portrayed as presenting a gourmet meal 0 or 5 points
 - b. Effectiveness of the chef character's performance.....3 to 15 points
 - c. Creativity of how the chef character presents the meal as described in B7c2 to 10 points
4. The classic literature in the performance..... 6 to 20 points
 - a. Is selected from the list in B8..... 0 or 5 points
 - b. How well the performance incorporates the selected literature in the performance ..3 to 15 points
5. The setting 6 to 35 points
 - a. is presented 0 or 5 points
 - b. Creativity of how it inspires the chef3 to 15 points
 - c. Effectiveness of how the backdrop and prop(s) depict the setting of the selected literature3 to 15 points
6. The gourmet meal 3 to 20 points
 - a. Is presented within limitations in B10..... 0 or 5 points
 - b. Creativity of how the meal represented the selected literature3 to 15 points
7. The original team-created cooking gadget 2 to 15 points
 - a. Is used in the performance as required in B11 0 or 5 points
 - b. Creativity of how the gadget is "used"2 to 10 points
8. The dinner party 6 to 40 points
 - a. Takes place as within problem limitations in B12..... 0 or 5 points
 - b. Creativity of how the gourmet meal is integrated.....3 to 15 points
 - c. One character at the party is from the selected literature in B8..... 0 or 5 points
 - d. The required character from the selected literature's impact on the performance3 to 15 points

Maximum possible: 200 points

E. Penalties

1. "Spirit of the Problem" violation (each offense)-1 to -30 points
2. Unsportsmanlike conduct (each offense)-1 to -30 points
3. Missing membership sign -5 points
4. Outside assistance (each offense)-1 to -25 points
5. Over cost limit.....-1 to -30 points
6. Over time limit:-1 point for every 2 seconds or fraction thereof over 8 minutes
(For example: 27 seconds = -14 points) maximum -30 points
7. If the selected classic literature is not from the list in B8 D4a & b, 5a & c, 6b, 8c & d receives 0 points
8. If the setting that inspires the chef is not from the list in B8 D5 a & c receives 0 points

Teams that don't present a scored element (see D. Scoring) of the problem will not receive a penalty; they will receive a zero score for that category.

F. Style (Elaboration of the problem solution; use four copies of the Style Form from the 2024-25 Odyssey of the Mind Program Guide.)

1. Creative use of utensils incorporated into a costume 1 to 10 points
2. Artistic quality of a table setting at the dinner party. 1 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 performance..... 1 to 10 points
Maximum possible: 50 points

G. Tournament Director Will Provide

1. 10' x 10' (3m x 3m) presentation area (larger, if possible).
2. A three-prong electrical outlet in the performance area.
3. A judging team and materials necessary to judge this problem.

NOTE: Contact your local Tournament Director for site specifications, such as actual dimensions, floor surface, 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 the Team List. This list is to assist the judges. If the team fails to provide the list, there will be no penalty; however, it benefits the team to have the lists because without them the judges might miss a scored aspect of the performance.
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 2024-25 Odyssey of the Mind Program Guide.)

Gourmet Meal: Anything created by the team intended to be considered "gourmet" in the performance.

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