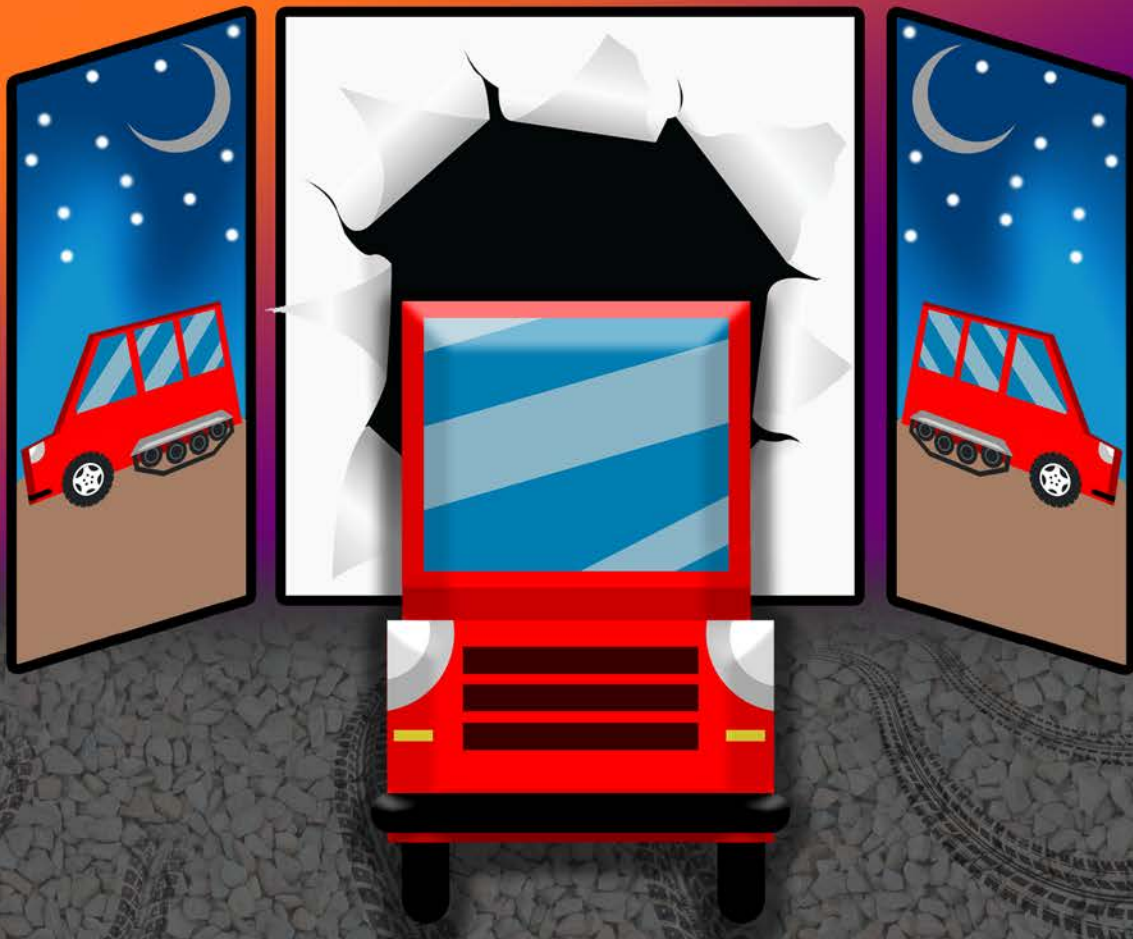


# ODYSSEY OF THE MIND

PROBLEM  
1

## Drive-in MOVIE



2023-2024

PROBLEM 1

# Drive-In Movie

## Problem No. 1: Divisions I, II, III & IV

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### Introduction

Have you ever watched a movie where you got caught up in the action? Moving side to side, talking to a screen, or trying to tell characters what to do or what not to do? In this problem teams will not only learn about a once popular way to watch movies, they are literally driving IN to the movie itself!

### A. The Problem

OM teams will get the best seat in the house as they visit a drive-in theater and become part of the movie being played! Teams will design, build, and run a vehicle with a team-created rider that travels in a drive-in theater. During the performance, the vehicle will travel to pick up a ticket, visit a concession stand, and reverse into a parking space. The movie takes place all around the vehicle when suddenly a team-created special effect occurs that makes the vehicle a part of the movie. The vehicle will travel within the movie and perform a task before leaving the movie. The performance will also include a lead actor character along with all the fun that comes with this nostalgic outdoor movie experience.

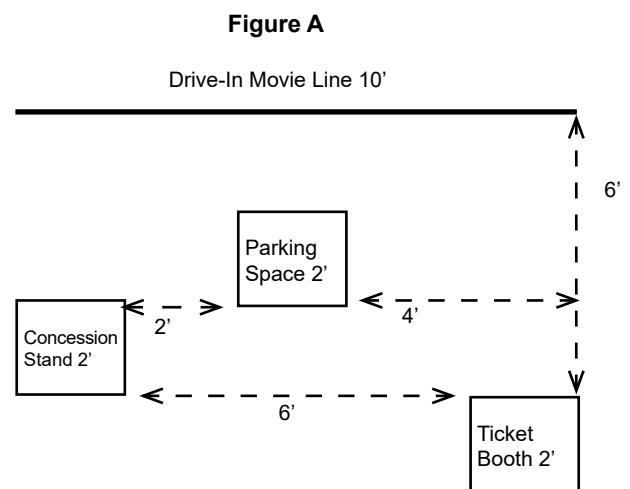
The **Creative Emphases** of the problem are on the performance, the vehicle's propulsion and how it completes each stop, the rider, the special effect, the Drive-In Theater setting, and the lead actor character.

The **Spirit of the Problem** is for the team to perform an original performance about a vehicle with a rider that travels in a Drive-In Movie Theater setting. A special effect occurs that makes the vehicle appear to be part of the movie being played at the Drive-In. While traveling, the vehicle will stop at different locations: the ticket booth to acquire a ticket without team member interaction, a concession stand where original food will be loaded onto the vehicle, it will reverse into a parking space and then travel within the movie and complete a task before exiting the movie. The performance will also include a lead actor character.

### B. Limitations *(Italicized words/terms are defined in the 2023-2024 Odyssey of the Mind Program Guide.)*

1. **General Rules:** Read the *2023-24 Odyssey of the Mind Program Guide*. This manual is updated each year and includes important rules for solving the 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](http://www.odysseyofthemind.com/clarifications). The deadline for submission is February 15, 2024. 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. Time ends when the team finishes or the Timekeeper says, "Time," whichever comes first.
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 lists items that are exempt from cost.
5. The team will create an original performance about a Drive-In Theater that includes:
  - a. An original vehicle that travels to three stops and completes a task in the movie.
  - b. A team-created rider.
  - c. A drive-in theater setting.
  - d. A movie taking place that the vehicle becomes a part of.
  - e. A team-created special effect.
  - f. A lead actor character.
  - g. Five Style elements including two that are chosen by the team listed in F. Style.

6. The **original vehicle**:
  - a. must be an original creation of the team. To be considered original, the way a vehicle travels and/or the way it is propelled must be a result of the team's ideas and work. Vehicles may include commercially-produced parts, but the way those parts are used will count towards the score (see Program Guide).
  - b. must fit within a 12" x 18" area oriented in the way it will travel.
  - c. cannot be electronically pre-programmed or remote-controlled with commercially-produced guidance systems.
  - d. in Divisions 2/3/4 must be self-contained. Vehicles are not allowed to use any external power sources such as ramps or external fans. However, team members are allowed to store energy on the vehicle prior to the start of the stop or task. They may use tools external to the vehicle to store the energy.
  - e. in Division I, does not have to be self-contained, but it cannot use direct human power.
  - f. must be safe and not cause harm or damage to the competition site, the judges, the team, or the audience.
7. The **rider**:
  - a. may be anything the team wishes, but must not be a team member.
  - b. will travel in or on the vehicle at some time during the performance.
  - c. may change appearance at any time.
8. The **Drive-In Theater setting**:
  - a. can be anything the team wishes. It will be considered a drive-in theater *as portrayed in the performance*.
  - b. must contain the required stops for the vehicle and the movie taking place.
9. The **team-created special effect**:
  - a. can be anything the team wishes but must be observable to the judges and audience. It must be safe and not cause harm or damage to the competition site, judges, or audience.
  - b. must make the vehicle be in the movie or appear to be part of the movie taking place in the Drive-In Theater.
  - c. may take place at any time and location during the performance prior to the vehicle exiting the movie by crossing the Drive-In Movie Line.
10. **Operating the vehicle** on the course:
  - a. When time begins the vehicle, and any decorations on it must be located completely behind the Drive-In Movie Line (see Figure A); and all team members and props must be in the Staging Area.
  - b. The vehicle will start by crossing the Drive-In Movie Line and traveling to the ticket booth to acquire a ticket without team member involvement. This can be done in any way, but the ticket must be visible when it is on the vehicle and remain on it until the next stop, or longer if the team wishes.
  - c. after getting a ticket, the vehicle will break the plane of the Concession Stand and have an original team-created food item (not actual food) loaded onto it.
  - d. the vehicle will then travel in reverse and break the plane of the parking space and come to rest with some portion of the vehicle in the parking space.
  - e. while the vehicle is part of the movie it will complete a task selected from the following list:
    - (1) flip over
    - (2) project an object that causes a bell to ring
    - (3) travel 360° without stopping
    - (4) jump through a hoop (Vehicle travels through a circular object without touching the object.)



*Preferred Audience Seating*

- f. After the final stop, the vehicle will exit the movie by crossing some portion of the Drive-In Movie Line.
  - g. The vehicle may be moved by team members to make repairs. After repairs are made, the vehicle must be placed completely in the last successful area and the next run can be attempted again. If a team member directly touches the vehicle in any way during an attempt the attempt is over and the vehicle must be returned back inside the previously completed stop area.
  - h. After completing any stop or task, the vehicle may continue on to the next stop, or team members may adjust or place the vehicle completely within the completed stop area and then the vehicle can continue on to the next stop or task.
  - i. Nothing is allowed to be placed on the course to guide, propel or help the vehicle.
  - j. The stops must be completed in the order listed in B10. The required task may take place at any time during the performance prior to the vehicle leaving the movie by crossing over some portion of the Drive-In Movie Line
11. The **lead actor character**:
- a. must be a team member in costume.
  - b. must perform in the movie playing at the Drive-In Theater.
  - c. will react to the vehicle entering or leaving the movie.
12. The team should present the Staging Area Judge with four copies of the Team's Required List Form found in the forms section of the Members Area at [www.odysseyofthemind.com/members](http://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 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 propulsion system.
  - c. a brief description of the special effect.
  - d. the selected task from B10e.
  - e. a brief description of the lead actor character and when it will react to the vehicle in the performance.
  - f. the signal the team will use to indicate it has finished presenting its solution.

### C. Site, Setup and Competition

1. The competition area will be a minimum of 20' x 20' (6.1 m x 6.1m). The judge will direct the team to place its vehicle in the measuring area.
2. Taped area for measuring the vehicle, taped areas for the ticket booth, concession stand, and parking area; and a Drive-In Movie Line.
3. A three-prong electrical outlet will be available. Teams should bring their own extension cords and adapters, if needed.
4. Team members must report to the competition site with all their props and paperwork at least 15 minutes before they are scheduled to compete.
5. At the end of the 8-minute competition period, the Timekeeper will call time and all activity must stop. The team may end before the 8 minutes, but it must signal the judges when it is finished.
6. Teams should bring cleaning supplies 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 undamaged, and clean and dry for the next team. the team's props. The competition area must be left undamaged, and clean and dry for the next team.

## D. Scoring

1. Overall creativity of the performance ..... 3 to 15 points
2. Overall quality of the presentation ..... 3 to 15 points
3. The vehicle ..... 7 to 35 points
  - a. Creativity of the propulsion system ..... 4 to 20 points
  - b. Functional engineering (design and operation, excluding propulsion) ..... 3 to 15 points
4. The rider ..... 2 to 15 points
  - a. travels in or on the vehicle ..... 0 or 5 points
  - b. originality of the appearance ..... 2 to 10 points
5. The stops ..... 8 to 65 points
  - a. Ticket Booth ..... 2 to 15 points
    - (1) receives ticket without team member involvement ..... 0 or 5 points
    - (2) creativity in how the vehicle acquires ticket ..... 2 to 10 points
  - b. Concession Stand ..... 2 to 15 points
    - (1) original food is loaded onto vehicle ..... 0 or 5 points
    - (2) creativity of how the vehicle holds/transport ..... 2 to 10 points
  - c. Parking Spot ..... 2 to 15 points
    - (1) vehicle travels in reverse and comes to rest ..... 0 or 5 points
    - (2) creativity in how it is designed to travel in reverse ... 2 to 10 points
  - d. Traveling in the movie ..... 2 to 15 points
    - (1) successfully completes task listed in B10 ..... 0 or 5 points
    - (2) creativity in how the vehicle completes task ..... 2 to 10 points
  - e. Exits movie by crossing Drive-In Movie Line ..... 0 or 5 points
6. The team-created special effect ..... 4 to 20 points
  - a. Creativity of how it occurs ..... 2 to 10 points
  - b. How well the vehicle appears to be part of the movie ..... 2 to 10 points
7. The Drive-in Theater setting ..... 2 to 15 points
  - a. Creativity of its appearance ..... 2 to 10 points
  - b. Movie occurs and vehicle's required stops are within it ..... 0 or 5 points
8. The Lead Actor character ..... 3 to 20 points
  - a. Creativity of the performance (appearance, actions, dialogue) ..... 3 to 15 points
  - b. Appears in the movie within limitations in B11 ..... 0 or 5 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. Incorrect membership sign ..... -2 points
4. Missing membership sign ..... - 5 points
5. Outside Assistance (each offense) ..... -1 to -25 points
6. Over cost limit ..... -1 to -30 points

*Teams that don't present a scored element of the problem (see D. Scoring) 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 Odyssey of the Mind Program Guide.*)

- 1. Artistic quality of the food item..... 1 to 10 points
- 2. Creative use of materials within the Drive-In Setting..... 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. A 20' x 20' (6.1mx 6.1m) course (larger, if possible) with taped 2' x 2' Measuring Area, a taped Drive-In Movie Line, and taped stops.
- 2. A 3-prong electrical outlet.
- 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 list described in B12. 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.

Problem by Dr. C. Samuel Micklus and Samuel W. Micklus.

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