

ODYSSEY OF THE MIND



BEAT MAKING WORLD DEFENSE



2023-2024

PROBLEM 5

Rocking World Detour

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

Sponsored by ARM & HAMMER™



Introduction

Whether you are rocking on down to “Electric Avenue,” “Running up that Hill,” or visiting the plains down in “Africa” for “the Weeknd,” you will find that “Life is a Highway” full of detours! Get ready to “Rock and Roll All Nite” as a band finds itself “Under Pressure” to use its creativity to “Break Free” from a strange location and come out “Stronger.” While things will get “Complicated,” the band will “Shake it Off” and get back on track to perform a “Dynamite” song worthy of “Applause!”

A. The Problem

Are you ready to rock? Here is your opportunity! In this problem, OM teams will create a performance about a Rock Band on tour. Things get derailed in a very Odyssey way — while playing a song, the band is transported to an unexpected location. The band members must figure out how to use music to get them back on their tour. The performance will also include band merchandise and original hairstyles.

The **Creative Emphases** of the problem are on the performance, the Rock Band and the original song it performs, a team-created instrument, how music helps get the Rock Band back on tour, the band merchandise, original hairstyles, and the use of ARM & HAMMER™ Baking Soda.

The **Spirit of the Problem** is to create an original performance about a Rock Band on tour that gets transported to an unexpected location while playing a song. During the performance, the band will perform an *original song* and a team-created instrument. The band will use music to get back on tour. The solution will also include band merchandise, ARM & HAMMER™ Baking Soda, and original hairstyles.

B. Limitations

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 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, 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. A one-minute overtime is allowed for this problem but penalty E7 will be assessed (points will still be awarded for scored elements).
4. The **cost limit** for this problem is \$135 (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 humorous performance that includes:
 - a. a Rock Band on tour.
 - b. an original song played live by the Rock Band.
 - c. a detour in which the band realizes it is at an unexpected location.
 - d. using music to get back on tour.
 - e. band merchandise.
 - f. original hairstyles.
 - g. the use of ARM & HAMMER™ Baking Soda.
 - h. five Style elements including two that are chosen by the team listed in F. Style.

6. The **Rock Band**:
 - a. must be a rock musical group on tour, *as portrayed in the performance*, that plays at least one original song. Additionally, it may play all or parts of other songs during the performance.
 - b. must have at least one singer character who sings the required song lyrics live as part of the performance of the song.
 - c. must have at least one member portrayed by a team member in costume who plays a team-created instrument during the performance of the song. This character must be different from the required singer character.
7. The **performance of the required original song**:
 - a. must take place in person during the performance.
 - b. must include a singer singing original team-created lyrics. The lyrics may be in any language, but they must be audible words presented live while music is being played. A copy of the lyrics should be included with the team paperwork as described in *H. The Team Must Provide*.
 - c. must include a member in the band playing the team-created instrument.
 - d. may take place at any time and under any circumstances during the performance.
8. The **Detour**:
 - a. The band will be *portrayed* as playing music in any form when it is transported to an unexpected location. It does not have to be playing the required original song when it is transported.
 - b. The travel does not have to be shown, but the band must appear in and react to a new, different location once the transportation is completed.
 - c. The unexpected location may be portrayed in any way the team wishes but must be recognizably different in some way.
 - d. The band must react to being detoured in a way that is observable to the judges and audience.
9. **Getting back on tour**:
 - a. the band must use music to transport itself back to any tour location *as portrayed in the performance*. This may be the original location or another location on the tour.
 - b. The travel does not have to be shown, but the band must appear in and react to a planned tour location.
10. The **band merchandise**:
 - a. may be anything the team wishes but must be something tangible and for sale as portrayed in the performance.
 - b. must be visible sometime in the performance.
 - c. must include a minimum of two different items.
11. **Original hairstyles**:
 - a. must be worn by at least two characters. All original hairstyles on the Team List Form described in B13 will be considered when scoring D7.
 - b. must be recognizably different from one another even though they are scored as one element in D7.
12. The **use of ARM & HAMMER™ Baking Soda**:
 - a. can be used in any part of the presentation.
 - b. must not harm or cause damage to the floor, performance area, judges, or audience, etc. as described in the Program Guide and must be self-contained or be able to be cleaned up without interfering with the competition schedule.

13. The team should present the Staging Area Judge with four copies of the Team List Form found in the forms section at <https://www.odysseyofthemind.com/member-resources/> 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 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. when in the performance the original song will be played by the band and a brief description of the character that is singing it.
 - c. a brief description of the team-created instrument and a brief description of the character playing it.
 - d. A brief description of the detour including the unexpected location the band is transported to and when it will occur in the performance.
 - e. a brief description of how the band gets back on tour and how music makes it happen.
 - f. a brief description of the band merchandise and when in the performance each item will appear.
 - g. a brief description of the original hairstyles and which characters will have them.
 - h. a brief description of how ARM & HAMMER™ Baking Soda is used.
 - i. 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 7' x 10' (2.1m x 3m) 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. 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 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 3 to 15 points
3. The Rock Band..... 4 to 25 points
 - a. is portrayed within limitations..... 0 or 5 points
 - b. creativity of its portrayal (all aspects including appearance and behavior)4 to 20 points
4. The original song 5 to 25 points
 - a. creativity of the original song (lyrics, music and portrayal)3 to 15 points
 - b. creativity of the team-created instrument and the sound it makes2 to 10 points

5. The Detour..... 4 to 30 points
 - a. occurs while the band is playing music in any form..... 0 or 5 points
 - b. effectiveness of the band’s reaction to being transported 2 to 10 points
 - c. creativity of how arriving at the unexpected location impacts the performance..... 2 to 10 points
 - d. is in a recognizably different setting..... 0 or 5 points
6. Getting back on tour 3 to 20 points
 - a. creativity in how the band uses music to return on tour..... 2 to 10 points
 - b. effectiveness in the performance 1 to 5 points
 - c. is in a recognizably different setting that is a planned location on tour..... 0 or 5 points
7. The band merchandise (a minimum of 2 different items) 3 to 20 points
 - a. are tangible, visible and portrayed as being for sale
at some point in the performance 0 or 5 points
 - b. artistic quality of the merchandise’s appearance 3 to 15 points
8. Original hairstyles 4 to 25 points
 - a. are presented within limitations 0 or 5 points
 - b. overall originality 2 to 10 points
 - c. effectiveness in the performance 2 to 10 points
9. The use of ARM & HAMMER™ Baking Soda 4 to 20 points
 - a. creativity of how it is used 2 to 10 points
 - b. impact on the performance 2 to 10 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
7. Over time limit: -1 point for every 2 seconds or fraction thereof over 8 minutes
(For example: 27 seconds = -14 points) maximum -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 2023-24 Odyssey of the Mind Program Guide*)

1. Artistic Quality of a band member’s makeup 1 to 10 points
2. Creative use of a *trash item* used in the performance 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. 7' x 10' (2.1m x 3m) presentation area (larger, if possible).
2. A three-prong electrical outlet at the performance area.
3. A judging team and materials necessary to judge this problem.

NOTE: Contact your 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. Four copies of the lyrics to the original song required in the performance.
4. Any necessary extension cords or outlet adapters.
5. Cleanup materials as needed.

I. Problem Glossary (*Italicized terms that are not in this Glossary can be found in the 2023-24 Odyssey of the Mind Program Guide.*)

Original song – A team-created composition of lyrics with accompanying music that may include some commercially-produced music as part of the song provided it is used with permission/legally.

Rock Band – any group of two or more members who play music as part of a performance for an audience. Any genre of music is allowed.

Trash item – any item, or multiple of the same item, that is commonly discarded or considered to have no value and has no cost assigned to it according to the Odyssey of the Mind Program Guide. If multiple copies of one item are used, all will be considered for score.

Problem by Dr. C. Samuel Micklus, Samuel W. Micklus and contributions from Jennifer Veale

© 2023 — Creative Competitions, Inc.

Creative Competitions, Inc., its licensees, and the problem authors assume no responsibility for damage or injury incurred as a result of attempting to solve this problem.

® Odyssey of the Mind, OotM, OM, and the Odyssey of the Mind logo are federally registered trademarks of Creative Competitions, Inc.