

ODYSSEY OF THE MIND

OPENING NIGHT
ANTICS
Problem 3: Classics...



2023-2024

PROBLEM 3

Classics... Opening Night Antics

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

Introduction

Some of the most entertaining and memorable performances are ones that overcome unexpected problems. Unexpected “antics” range from actors forgetting lines to backdrops falling and everything in between. Odyssey of the Mind teams demonstrate how “the show must go on” every time they participate in a competition. Spontaneous ingenuity is a very rewarding skill and can lead you to great places if applied wisely and productively. In this problem teams will create their own “antics” and solve others during the Opening Night of a play.

A. The Problem

There is a saying in the theatre that no matter what happens during a performance, the show must go on. The same is true in OM! For this problem, teams will portray the Opening Night of an original play based on the theme of a classic story. The Opening Night performance will not go as planned and will include a set malfunction, unexpected sound effects, a team-created antic and a theater critic. Despite the Opening Night Antics, the show is a success!

The **creative emphases** of the problem are on the performance, how the theme of the classic story is presented, the set malfunction, the unexpected sound effects, the team-created antic, and the theater critic character.

The **Spirit of the Problem** is to create an original performance depicting the opening night of a play that did not go as planned. The play will be based off of the theme of a selected classic story. During the presentation of the Opening Night of the play a set malfunction, an unexpected sound effect, and a team-created antic will occur. There will also be a theater critic character that deems the show a success.

B. Limitations

1. **General Rules:** Read the *2023-2024 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 are still awarded for scored elements).
4. The **cost limit** for this problem is \$155 (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 theme about the opening night of a play not going as planned.
 - b. a classic story that the original play is based on.
 - c. a set malfunction.
 - d. unexpected sound effects.
 - e. a team-created *antic*.
 - f. a theater critic character.
 - g. five elements listed in F. Style including the creative use of rubber bands and the Artistic Quality of a prop or set piece.
6. The theme of the performance will be the opening night of a play. The original play will be based on the theme of a classic story selected from B7. The entire play does not have to be presented.

7. The original play:
 - a. must use a theme from a classic story selected from this list:
 - (1) The Old Man and the Sea – a person battling the forces of nature and aging.
 - (2) Treasure Island – a young person’s passage from childhood to adulthood.
 - (3) Pride and Prejudice – having to overcome preconceived assumptions about others and learning to see them for who they truly are.
 - (4) Journey to the West – a personal journey to find truth in a disputed belief.
 - (5) Things Fall Apart – the tragic downfall of a character and the society/world that surrounds them.
 - (6) The Wind in the Willows – friendship, adventure, and nature.
 - b. is allowed to be portrayed in any way the team wishes but will be scored for how well the team’s performance matches the selected story’s theme.
8. The set malfunction:
 - a. will be shown as a malfunction *as portrayed in the performance*.
 - b. will be integrated into the team’s performance on purpose but must be portrayed as accidental in the play.
9. The unexpected sound effects:
 - a. can be anything the team wishes but must be audible to the judges and audience. Additional sounds may be included in the performance. Only the sound effects listed in B12d will be considered for score in D6.
 - b. will be integrated into the teams’ performance on purpose but must be portrayed as being unexpected in the play.
 - c. can be produced in any way.
10. The team-created antic:
 - a. must be an original idea. That is, it must be a different type of antic from a set malfunction or unexpected sound effects.
 - b. may be anything the team wishes but must be noticeable to the judges and audience.
 - c. must be portrayed as accidental in the context of the play.
11. The theater critic character:
 - a. must portray a character from the book associated with the selected theme of the play as follows:
 - (1) The Old Man and the Sea – the old man or the boy
 - (2) Treasure Island – Jim Hawkins or Long John Silver
 - (3) Pride and Prejudice – Elizabeth Bennet or Mr. Darcy
 - (4) Journey to the West – Sun Wukong or Princess Iron Fan
 - (5) Things Fall Apart – Okonkwo or Ezinma
 - (6) The Wind in the Willows – Mr. Toad or Mole
 - b. must be portrayed by a team member in costume. The theater critic does not have to be costumed like the selected character.
 - c. will give the play a positive review in any way the team wishes. That is, it may be verbal, written, visual, etc.
12. 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 plot of the play and how it relates to the theme of the selected classic story.
 - c. a brief description of the set malfunction and when in the performance it will occur.
 - d. a brief description of the unexpected sound effect(s) and when it will occur in the performance.
 - e. a brief description of the team-created antic and when it will occur in the performance.
 - f. a brief description of the theater critic character, including the name of the character from the book, and when it will give the review of the play.
 - 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 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" (76.2cm) 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, the play, antics etc.)..... 4 to 20 points
2. Overall quality of the presentation 3 to 15 points
3. The story's theme 6 to 35 points
 - a. Is included in the play 0 or 5 points
 - b. How well the play demonstrates the theme of the selected classic story 3 to 15 points
 - c. Creativity of how the classic story's theme is integrated into the play 3 to 15 points
4. Opening Night..... 2 to 15 points
 - a. Is portrayed as being the Opening Night of an original play 0 or 5 points
 - b. How well it is depicted as Opening Night in the performance 2 to 10 points
5. The set malfunction 5 to 30 points
 - a. Occurs 0 or 5 points
 - b. Originality of the malfunction 2 to 10 points
 - c. Creativity of how the actors adapt to the malfunction 3 to 15 points
6. The unexpected sound effects 4 to 25 points
 - a. Occurs at least one time 0 or 5 points
 - b. Creativity of how they are used in the performance 2 to 10 points
 - c. Unexpectedness in the play..... 2 to 10 points
7. Team-created antic 6 to 30 points
 - a. Originality of the antic 2 to 10 points
 - b. Creativity of how it is overcome in the play..... 2 to 10 points
 - c. Effectiveness in the performance 2 to 10 points
8. The theater critic character 4 to 30 points
 - a. portrays a character from the book with the selected theme of the play 0 or 5 points
 - b. Creativity of how the review is presented 2 to 10 points
 - c. Effectiveness of its portrayal in the performance 2 to 10 points
 - d. Gives a positive review during the performance..... 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
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 (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 2022-23 Odyssey of the Mind Program Guide.)

1. Creative use of *rubber bands* 1 to 10 points
2. Artistic quality of a prop or set piece..... 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 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 2023-24 Odyssey of the Mind Program Guide.)

Antic – something unexpectedly goes wrong during the play, but the performers incorporate it into their performance.

Rubber Bands – must be commercially produced with rubber bands listed on the package.

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

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