

**START**



**FINISH**

**THE  
OM-MAZING  
RACE**



**Problem 1  
Vehicle**

# The OM-Mazing Race

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

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### Introduction

Ready, set, go! There are many kinds of races – some are for fun, for competition, or symbolic. One thing they all have in common is that what you learn along the way is more beneficial than simply reaching the end. Especially if the journey is full of unexpected challenges. It is by overcoming those challenging moments where the journey becomes the prize. OMers already know that they can overcome obstacles, now they will show WHY that is so important!

### A. The Problem

In this problem, teams will design, build, and operate an all-terrain vehicle that transports riders on a race for a prize. The performance will include a race to three original, team-created destinations and each leg of the race will include an obstacle that the rider and vehicle must overcome for score. The performance will include a host that narrates the action and interviews a racing character. It will conclude with the realization that the prize for finishing the race was not as exciting as the Odyssey they took along the way.

The **Creative Emphases** of the problem are on the performance, the vehicle's propulsion, the obstacles, the race characters, and how overcoming obstacles and reaching the destinations is portrayed as a race.

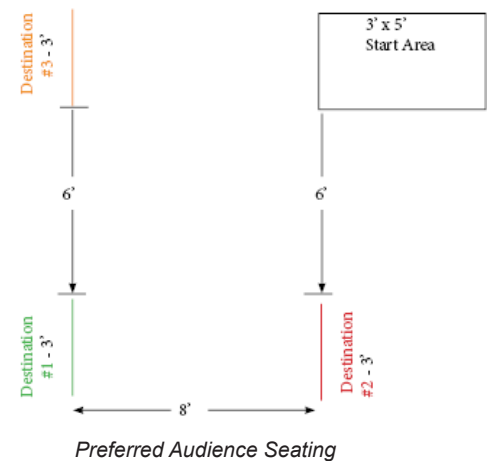
The **Spirit of the Problem** is for the team to perform an original performance about a race to three original destinations. It will design and build a ride-on vehicle that is presented as an all-terrain vehicle. A rider will maneuver the vehicle on a course and overcome an obstacle at each stop. The performance will include a host that narrates the action and the racers will realize that the prize for finishing the race was not as exciting as what occurred along the way.

### B. Limitations *(Italicized words/terms are defined in the 2024-2025 Odyssey of the Mind Program Guide.)*

1. **General Rules:** Read the *2024-25 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, 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. Time ends when the team finishes or the Timekeeper says, "Time," whichever comes first.
4. The **cost limit** for this problem is \$165 (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 that includes:
  - a. A team-created ride-on vehicle driven by one or more team members.
  - b. A race that includes three legs to original destinations.
  - c. An obstacle at each leg to the original destinations that the vehicle and rider must overcome.
  - d. Characters that take part in the race.
  - e. A host that narrates the race.
  - f. The realization that the prize for finishing the race was not as exciting as the Odyssey the race characters took along the way.
  - g. Five Style elements including two that are chosen by the team listed in F. Style.

6. The vehicle:
- must be an original vehicle designed and created by the team. To be considered original, the way the 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 its score (see Program Guide).
  - must be operated by *one or more team members* who are riding on it. Team members riding on the vehicle must not touch the floor while it is traveling.
  - must be *self-contained* when it travels. Its power source and propulsion system must be provided by its design and its riders; however, a rider pedaling the vehicle with their feet is only allowed in Division I.
  - is not allowed to be pushed or pulled for propulsion. Nothing is allowed to be placed on the course to guide or propel the vehicle, for example, ramps, anchors, etc. are prohibited.
  - must be safe and not cause harm or damage to the competition site, the judges, the team, or the audience.
  - will travel to three original destinations on the course and overcome an obstacle while traveling to each one as part of the race.
  - and everything on it, including decorations, must fit in a 3' x 5' Start Area before time begins.
  - will be considered an all-terrain vehicle *as portrayed in the performance*.

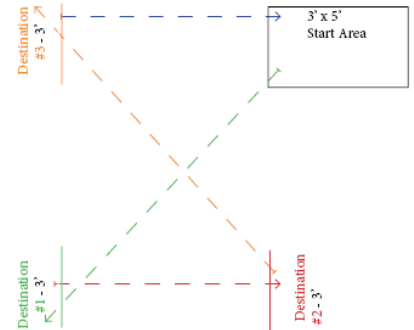
**Figure A: Site Layout**



7. Operating the vehicle on the course:
- When time begins the vehicle, its decorations, and all its components needed to solve the problem must be resting completely within the 3' x 5' Start Area (see Figure A). All team members and props must begin from inside the Staging Area. The Start Area is the taped area that extends upwards and nothing may extend beyond that boundary.
  - A racing character must be riding on the vehicle at all times when it travels for score. To qualify as riding on the vehicle, the team member(s) must be completely supported by, and traveling along with the vehicle. Team members can get on and off the vehicle any time it is not traveling.
  - The vehicle will attempt to complete a race.
    - will begin its travels within the Start Area and complete three legs of a race while overcoming an obstacle at each leg then return to break the plane of the start area (see figures A & B).
    - it will overcome an obstacle as it travels to the first team-created original destination.
    - After it attempts to successfully travel to the first destination and cross the destination line it will continue on to the next obstacle/ destination. A vehicle floor contact point must cross directly over some portion of the destination line, and the vehicle with all decorations on it must travel entirely past the destination line. This may be attempted at any time after the first leg has been completed.
    - Once the vehicle overcomes obstacles and arrives at each required destination, the vehicle will travel back to the Start Area to complete the race. It may repeat attempts for score at any time and in any order after it has attempted each segment in order whether or not the segments were successful.
    - Must travel to the destinations in this order: Start Area to #1, #1 to #2, etc. (see figure B). The obstacles will occur during its route before arriving at a destination and can be attempted in any order.
  - A Racing Character and additional team members, if they are desired, riding on the vehicle are allowed to operate and manipulate the vehicle and its components to help it complete actions for score. Team members **not** riding on and supported by the vehicle are **not** allowed to manipulate the vehicle and its components in any way.
  - The vehicle may be moved by team members who are not riding on it only to make repairs. It is not allowed to travel for score without at least one racing character riding on it. After repairs are completed the vehicle must be placed back on the course oriented similar to where it was prior to making repairs.

8. Racing to the three original team-created destinations:
  - a. will be portrayed through dialogue, setting, costuming, etc. at each destination (see Fig. A). Each destination and obstacles leading to it must appear visibly different to the judges and audience.
  - b. the vehicle will travel through an obstacle on each leg of the race. The obstacles can be completed in any order. How the vehicle overcomes each obstacle technically and how each one appears like the chosen obstacle in the performance will be scored. Two obstacles will be selected from the list below and one will be team-created:
    - (1) Traveling through water – scenery or items on the vehicle makes it appear to be moving across water.
    - (2) Traveling off road – overcome three or more bumps. All vehicle floor contact points travel over three team-created obstacles at least 2 ½” high. Can be placed any distance between two destinations.
    - (3) Snow/Ice – vehicle travels in reverse in a 360 degree circle on the course.
    - (4) Stuck in the mud - vehicle stops, the vehicle lifts a racing character up higher, then continues to travel. (Division I – 3”, Division II-IV 6”) This will be checked in Staging and then demonstrated for score in the performance.
  - c. The race can be anything *as portrayed in the performance*. The action of the vehicle (overcoming obstacles to reach the destinations) will be scored for how well it is presented as a race.
9. The Racing *Characters*:
  - a. must include at least two that are portrayed by team members in costume.
  - b. must include at least one that rides on the vehicle at all times it is traveling for score. It will be considered a race *as portrayed in the performance* and the prize can be anything the team wishes.
10. The host:
  - a. must be a team member in costume.
  - b. will announce what is happening during each leg of the race.
11. At the end of the race the racing characters will come to the realization that the prize was not as exciting as what occurred during the race.
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 official member name, the problem and division.
  - b. a brief description of the propulsion system.
  - c. a brief description of the racing characters.
  - d. a brief description of each of the locations.
  - e. the selected obstacles and the order they will be attempted.
  - f. a brief description of the team-created obstacle.
  - g. a brief description of the host.
  - h. a brief description of how the racing characters realize the journey was more interesting than the prize.
  - i. the signal the team will use to indicate it has finished presenting its solution.

**Figure B: Vehicle Travel**



### C. Site, Setup and Competition

1. The competition area will be a minimum of 24' x 20' (9.1mx 6.1m). The judge will direct the team to place its vehicle in the 3' x 5' Start Area.
2. In addition to the Start Area, the course will have 3 taped destination lines. The vehicle must travel over the

destination line to count as arriving at the required destination. A vehicle floor contact point must cross directly over some portion of the destination line, and the vehicle with all decorations on it must travel entirely past the destination line. This may be attempted at any time after the first leg has been completed.

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.

## 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 ..... 10 to 65 points
  - a. Creativity of the propulsion system ..... 4 to 23 points
  - b. Functional engineering (design and operation, excluding propulsion) ..... 3 to 15 points
  - c. Technical aspects of how the vehicle overcomes the obstacles ..... 3 to 15 points
  - d. Vehicle travels within limitations to each destination  
and returns to break the plane of the Start Area ..... 0, 3, 6, 9 or 12 points
4. The Race Characters ..... 4 to 25 points
  - a. Creativity of their portrayal (including appearance, behavior, actions) ..... 2 to 10 points
  - b. Effectiveness in the performance ..... 2 to 10 points
  - c. At least one operates the vehicle  
at all times while traveling during the performance ..... 0 or 5 points
5. Racing to the original team-created destinations ..... 4 to 25 points
  - a. Creativity of how the action is presented as a race ..... 2 to 10 points
  - b. Overall difference between each destination ..... 2 to 10 points
  - c. Portray three different places ..... 0 or 5 points
6. The obstacles ..... 2 to 25 points
  - a. Each obstacle overcome ..... 0, 5, 10 or 15 points
  - b. Creativity of their portrayal ..... 2 to 10 points
7. The host character ..... 2 to 15 points
  - a. Announces what is happening during the race ..... 0 or 5 points
  - b. Effectiveness in the performance ..... 2 to 10 points
8. The realization the journey was more interesting than the prize ..... 2 to 15 points
  - a. Occurs ..... 0 or 5 points
  - b. Impact on the performance ..... 2 to 10 points

*Maximum possible: 200 points*

## E. Penalties (Deducted from percentaged scores)

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

*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. Creative appearance of a helmet worn by a racer (i.e. anything worn on the character's head) ..... 1 to 10 points
2. Artistic quality of a destination 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 24' x 20' (9.1mx 6.1m) course (larger, if possible) with taped 3' x 5' Start Area and three 3' Destination Lines.
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.

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