

ODYSSEY OF THE MIND

2022-2023



PROBLEM 1:

PIRATES AND THE TREASURE

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

Introduction

From the Sea Peoples to Blackbeard and Captain Hook to Jack Sparrow, tales of pirates embarking on high sea adventures date back to the 14th century B.C. Many of these tales include the hunt for treasure and even encounters with sea monsters like the Kraken, which is rumored to exist off the coast of Norway. However, not all pirates merely sought treasure or adventure. Pirates such as Grace O'Malley, queen of the O'Malley dynasty, protected their kingdom and its inhabitants. Let's find out where our Odyssey teams will take us as they embark on an adventure to overcome a sea monster and bring back the Queen's treasure!

A. The Problem

Ahoy OMerS! In this problem, a group of pirates sail their "ship" to reclaim stolen treasure and return it to the Queen's Kingdom. The pirates will travel on the ship where it will change direction, encounter and battle an original "sea monster" that guards the treasure, reclaim the treasure and return it to the Queen's Kingdom. The performance will also include a pirate captain, flag, and song.

The **Creative Emphases** of the problem are on the performance, the ship's propulsion, the Pirate Captain character, the pirate characters, the original sea monster, the treasure, and the flag.

The **Spirit of the Problem** is for the team to perform an original performance about a group of pirate characters that reclaim stolen treasure and return it to the Queen's Kingdom. It will design and build a ride-on vehicle that is presented as a pirate ship. A Captain Character and an additional rider will maneuver the ship on a course and perform different functions. It will battle a sea monster and sustain damage before recovering and returning the Queen's treasure. The performance will also include a song performed by the pirate characters, and an original pirate ship flag.

B. Limitations *(Italicized words/terms are defined in the 2022-2023 Odyssey of the Mind Program Guide.)*

1. **General Rules:** Read the *2022-23 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. The deadline for submission is February 15, 2023. 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 that includes:
 - a. A group of pirate characters including a captain.
 - b. A ride-on vehicle presented as a pirate ship.
 - c. Stolen treasure that is returned to the Queen's Kingdom.
 - d. An original sea monster.
 - e. A Pirate Captain character.
 - f. A flag on the ship.
 - g. A song.
 - h. Five Style elements including two that are chosen by the team listed in F. Style.

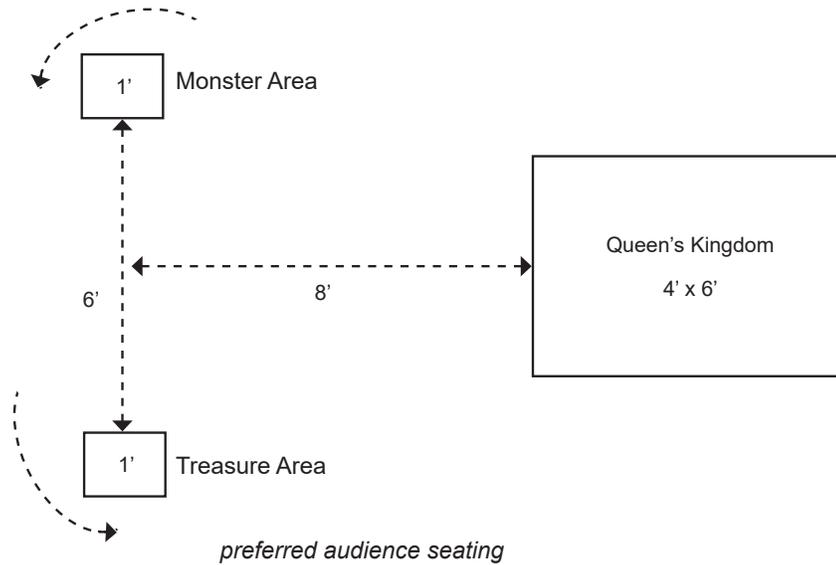
6. **The Pirate Characters:**
 - a. will be considered pirates as *portrayed in the performance*.
 - b. must include at least two that are portrayed by team members in costume.
 - c. must include one that is not a team member. It must meet the requirements for a character as outlined in the Program Guide glossary.
 - d. must include at least two that “sail” on the ship at all times it is traveling for score, one must be the Pirate Captain character.
7. **The pirate ship:**
 - a. must be an original vehicle designed and created by the team. To be considered original, the way the ship travels and/or the way it is propelled must be a result of the team’s ideas and work. Ships may include *commercially-produced* parts, but the way those parts are used will count towards the score (see Program Guide).
 - b. must be operated by *one or more team members* riding on it. Team members riding on the ship must not touch the floor while it is traveling.
 - c. must be *self-contained* when it travels. Its power source and propulsion system must be provided by its design and its riders; however, it must not be propelled by a rider pedaling it in Divisions II – IV. Pedaling by a rider is only allowed for Division I only.
 - d. 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 or anchors.
 - e. must be safe and not cause harm or damage to the competition site, the judges, the team, or the audience.
 - f. will travel to various locations on the course to search for the treasure, battle an original sea monster, reclaim the treasure, and return it to the Queen’s Kingdom.
 - g. must fit in a 4’ x 6’ start area (the Queen’s Kingdom) before time begins.
8. **The stolen treasure:**
 - a. can be anything the team wishes. It will be considered treasure *as portrayed in the performance*.
 - b. must be one or more tangible objects.
 - c. will be reclaimed by the pirate characters and placed on the ship to be returned to the Queen’s Kingdom. The vehicle must break the plane of the Queen’s Kingdom with the treasure on it to receive score.
 - d. must be within the taped treasure area when it is recovered by the ship. It is allowed to be in a container.
9. **Operating the vehicle on the course:**
 - a. When time begins the ship, its decorations, and all its components needed to solve the problem must be resting completely within the 4’ x 6’ Queen’s Kingdom (see Figure A); and all team members and props must be in the Staging Area. The Queen’s Kingdom is considered to be the taped area that extends upwards and nothing may extend beyond that boundary.
 - b. The Pirate Captain Character and at least one additional team member will begin maneuvering the ship. To qualify as riding on the ship, the team members must be completely supported by, and traveling along with the ship. Team members can get on and off the vehicle any time it is not traveling.
 - c. Will travel on the course to reclaim the treasure as follows (see figure A):
 - (1) will begin its travels within the Queen’s Kingdom.
 - (2) at some time while the ship is traveling, a part of it will be moved from one side to the other side which causes the ship to travel in a different direction.
 - (3) will encounter the Sea Monster. The ship must do something to battle with the Sea Monster to get past it. In the process, a part of the ship will have recognizable physical damage.
 - (4) after getting past the sea monster, the ship will travel to the location of the Queen’s Treasure. A component on the ship will collect the treasure and place it on the ship.
 - (5) The vehicle will then travel with the treasure back to the Queen’s Kingdom.
 - d. Team members riding on the ship are allowed to operate and manipulate the ship and its components to help it complete actions for score. Team members **not** riding on the ship are **not** allowed to manipulate the ship and its components in any way.
 - e. The ship 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 two team members riding on it, one of which must be the Captain Character.

10. The **original sea monster**:
 - a. must be portrayed as a monster character.
 - b. must guard the Queen's Treasure *as portrayed in the performance*.
 - c. must physically interact with the ship.
 - d. may be portrayed in any way, but must be visible to the judges and audience.
 - e. is not required to fit in the area. However, it must interact with the ship in this general area.
11. The **Pirate Captain**:
 - a. must be a team member in costume. This counts as one of the two required characters to be portrayed by a team member in costume as required in B6b.
 - b. will sail the ship to start the performance.
 - c. must steer the ship at some time during the performance.
12. The **flag**:
 - a. can be anything visible the team wishes.
 - b. must be displayed on the ship at some point during the performance.
13. The **song**:
 - a. can occur at any point in the performance.
 - b. will be performed by pirate characters. It may include other characters or performers.
 - c. can be about anything the team wishes.
 - d. may have, but is not required to, include a musical accompaniment.
14. 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 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 Pirate Captain character.
 - d. a brief description of the two additional required pirate characters.
 - e. when in the performance the original sea creature will appear and how it is defeated.
 - f. a brief description of the flag.
 - g. when in the performance the song will be presented.
 - h. 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 24' x 20' (9.1m x 6.1m). The judge will direct the team to place its vehicle in the 4' x 6' Queen's Kingdom.
2. In addition to the Queen's Kingdom, the course will have 2 taped 1' areas that the ship will have to travel outside of during the performance. The vehicle's load bearing floor contact points (wheels for example) must travel completely beyond the taped squares.
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.

Figure A. (not to scale)



D. Scoring

1. Overall creativity of the performance 4 to 15 points
2. Overall quality of the presentation 4 to 15 points
3. The Pirate Ship 13 to 60 points
 - a. Creativity of the propulsion system 4 to 20 points
 - b. Functional engineering (design and operation, excluding propulsion) 4 to 15 points
 - c. Technical aspects of how the ship overcomes the sea monster 3 to 15 points
 - d. Creativity of how the treasure is retrieved by the ship 2 to 10 points
4. The Pirate Captain character 4 to 25 points
 - a. Creativity of its portrayal (including appearance, behavior, actions) 2 to 10 points
 - b. Effectiveness in the performance 2 to 10 points
 - c. Steers the ship during the performance 0 or 5 points
5. The pirates (not including the Captain) 4 to 20 points
 - a. Creativity of how they are portrayed 2 to 10 points
 - b. Effectiveness in the performance 2 to 10 points
6. The original Sea Monster 2 to 20 points
 - a. Guards the treasure 0 or 5 points
 - b. Creativity of its portrayal 2 to 10 points
 - c. Damages the ship 0 or 5 points
7. The treasure 2 to 15 points
 - a. is returned to the Queen's Kingdom 0 or 5 points
 - b. creativity of how it is portrayed as treasure 2 to 10 points
8. The flag 2 to 15 points
 - a. Can be seen on the ship 0 or 5 points
 - b. Creativity of its design 2 to 10 points
9. The song 2 to 15 points
 - a. Occurs within limitations. 0 or 5 points
 - b. Originality 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. Incorrect or missing membership sign.....-1 to - 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. Artistic quality of a pirate that is not a team member in costume 1 to 10 points
- 2. Creativity of an original pirate treasure map..... 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 4' x 6' Queen's Kingdom and marked locations.
- 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 B14. 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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