



ASTRONOMICAL ODYSSEY!



Problem 5
Performance

AstronOMical Odyssey!

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

Introduction

Since ancient times, people have looked to the stars for guidance. The stellar landscape has inspired myths and legends, predictions of the future, and timeless works of art, not to mention a new space to explore in our imaginations and, recently, using science and engineering. In *AstronOMical Odyssey!*, teams will create a “historical” civilization with its own stories about *constellations* and the stars. Will your team take its solution to the Final Frontier?

A. The Problem

It's time to explore the stars! In this problem, OM teams will create and present a humorous performance about a team-created “historical” civilization and its stories about the stars. Not only will teams explore the art and culture of their civilizations, they will show how its legends about constellations, stars, and outer space shaped their way of life. The performance will include a humorous astronomer character with a “stellar” costume, a lighting effect, and a moving shooting star.

The **Creative Emphases** of the problem are on the performance and its humor, the team-created “historical” civilization, the stories about stars and constellations, the astronomer character, the lighting effect, and the shooting star.

The **Spirit of the Problem** is to create an original, humorous performance about a team-created civilization that tells the story of that civilization through its myths about stars and constellations. During the performance, the team will tell three stories about the stars with the help of a humorous astronomer character with a “stellar” costume. The solution will include a lighting effect and a moving “shooting star” to enhance the performance.

B. Limitations

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 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, 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. A one-minute overtime is allowed for this problem but penalty E6 will be assessed (points will still be awarded for scored elements).
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 how to determine the value of the materials used.
5. The team will create an original humorous performance that includes:
 - a. a team-created “historical” civilization setting.
 - b. three original stories about the stars and constellations.
 - c. a humorous astronomer character with a “stellar” costume.
 - d. a team-created lighting effect.
 - e. a shooting star.
 - f. five Style elements including two that are chosen by the team listed in F. Style.

6. The Historical Civilization setting:
 - a. may be anything the team wishes, but it must be an original creation of the team.
 - b. will be considered a historical civilization *as portrayed in the performance*.
 - c. will include backdrop, props, and costuming to create the overall scene.
 - d. must be portrayed as being a group that has lived on Earth *as portrayed in the performance*.
 - e. may be portrayed from the perspective of the civilization itself, or from the perspective of outsiders discovering the civilization through exploration.
7. The three original stories about the stars and *constellations*:
 - a. may be told in any way the team wishes, but must be created by the team.
 - b. must each relate to the stars or constellations in some way. To do this:
 - (1) one story must describe the origin of a constellation.
 - (2) one story must describe how a star or constellation inspired a work of art or aspect of the civilization's culture.
 - (3) one story may be anything the team wishes, so long as it is related to the stars or constellations.
8. The humorous astronomer character:
 - a. must be portrayed as an original human character by one or more team members. It is allowed to be anything the team wishes provided it is human and does not portray or recognizably imitate a real person or known character.
 - b. will tell the story about the origin of a constellation required by B7b1 and may tell other stories.
 - c. will wear a "*stellar*" costume.
 - d. All aspects will be considered when scoring for humor; costuming, script, the origin story, etc.
9. The lighting effect:
 - a. may be anything the team wishes and can occur at any point in the performance.
 - b. must manipulate light in some way that, during the performance, changes the appearance of an aspect of the performance in a way that is visible to the judges and audience. Note: the lights will not be dimmed in the tournament venue as described in the Program Guide.
10. The shooting star:
 - a. must be a tangible representation of one or more astronomical bodies and must be visible at some time in the performance.
 - b. must move from one place to another during the performance.
 - c. must change visual appearance while it is moving. A change in position alone does not constitute changing visual appearance.
 - d. is not considered the lighting effect or any part of the lighting effect. The team may use a lighting effect to change the visual appearance of the shooting star, but it may not be any part of the lighting effect counted for score in D7.
11. 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 official membership name, the problem and division.
 - b. a brief description of the team-created historical civilization.
 - c. when in the performance the three original stories will be presented.
 - d. a brief description of the humorous astronomer character.
 - e. a brief description of the astronomer's costume.
 - f. a brief description of the lighting effect and when it will occur in the performance.
 - g. a brief description of the shooting star, when it will appear in the performance, and how it will change appearance.
 - h. 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 10' x 10' (3m x 3m) will be used, but a larger area is desirable. This will not be marked. Teams must be prepared to perform in a 10' x 10' area. If space permits, the team may perform and/or place equipment, props, etc. outside the 10' x 10' area. If a drop-off exists beyond the 10' 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. Overall humor in the performance 3 to 15 points
4. The team-created Historic Civilization 5 to 30 points
 - a. is portrayed within limitations..... 0 or 5 points
 - b. creativity of its portrayal (all aspects including appearance and actions)..... 3 to 15 points
 - c. originality..... 2 to 10 points
5. The original stories about the stars and constellations..... 7 to 40 points
 - a. three stories are told within problem limitations..... 0 or 5 points
 - b. creativity of how the required stories relate to the stars or constellations 3 to 15 points
 - c. creativity of how a star or constellation inspired a work of art or aspect of the civilization's culture 2 to 10 points
 - d. effectiveness of the team-created story required by B7b3 2 to 10 points
6. The Astronomer Character 6 to 35 points
 - a. presents the story of the origin of a constellation within problem limitations 0 or 5 points
 - b. creativity of the explanation of a constellation's origin 2 to 10 points
 - c. overall humor..... 2 to 10 points
 - d. quality of the appearance of the "stellar" costume 2 to 10 points
7. The lighting effect 4 to 25 points
 - a. changes the appearance of an aspect of the performance within limitations 0 or 5 points.....
 - b. creativity in how it is produced..... 2 to 10 points
 - c. impact of the timing of the lighting effect on the performance 2 to 10 points
8. The shooting star..... 3 to 20 points
 - a. is presented within problem limitations 0 or 5 points
 - b. creativity in how it is produced..... 3 to 15 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. Missing membership sign -5 points
4. Outside assistance (each offense)-1 to -25 points
5. Over cost limit.....-1 to -30 points
6. 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 2024-25 Odyssey of the Mind Program Guide)

1. Artistic quality of a depiction of a constellation in one of the required stories 1 to 10 points
2. Creativity of the portrayal of a character other than the required astronomer character
(all aspects, including appearance and behavior) 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. 10' x 10' (3m 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. 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 2024-25 Odyssey of the Mind Program Guide.)

Constellation – a collection of stars that, when viewed together from the historical setting, appears to depict a person or object interpreted by the astronomer character. Can be existing constellations or created by the team.

Stellar – exceptionally good or outstanding in a visual manner, and may or may not directly relate to a star or stars.

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