

ODYSSEY OF THE MIND

2022-2023

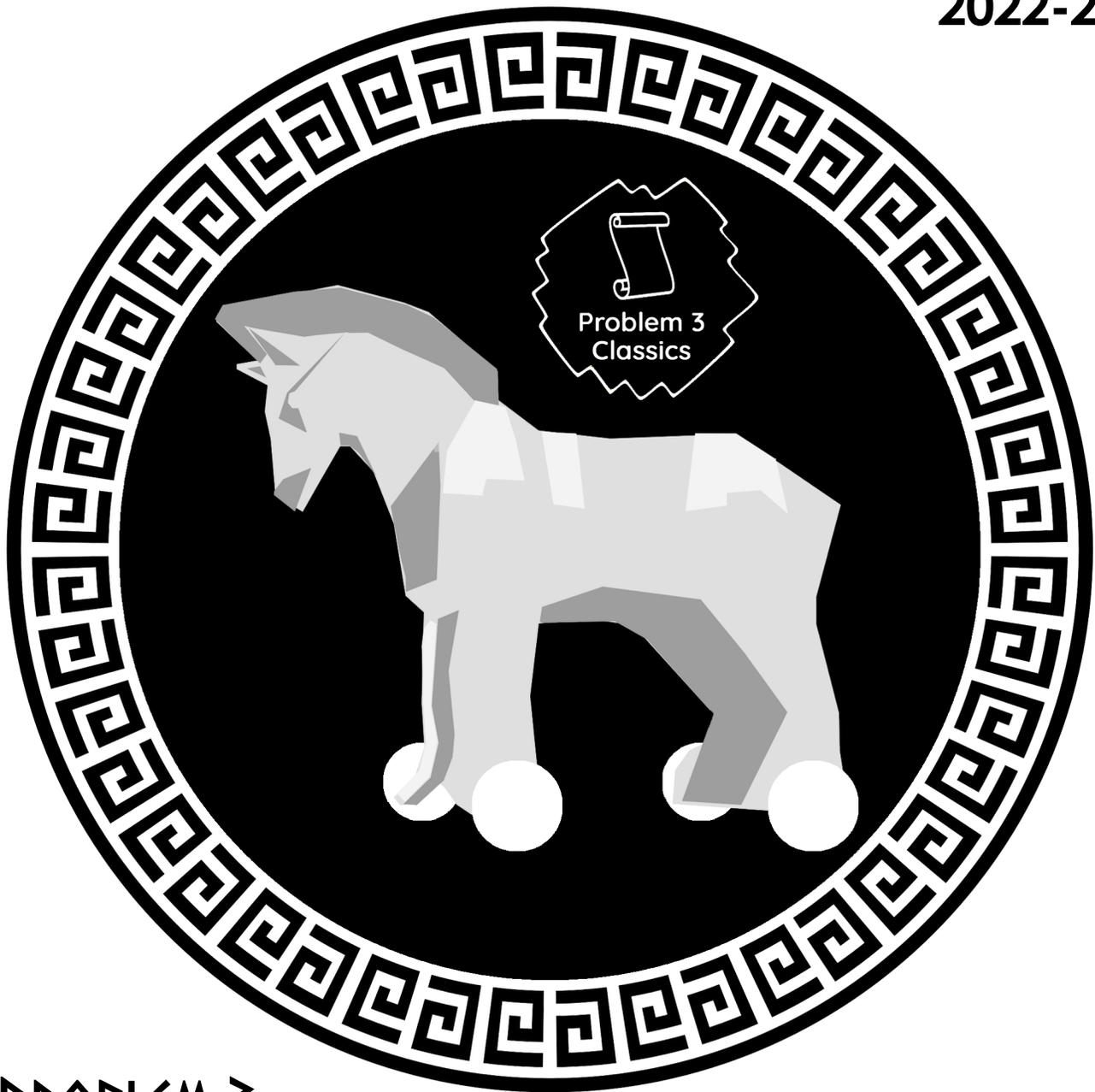


PROBLEM 3:

Classics...THE WALLS OF TROY

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

Introduction

Homer is regarded as one of the greatest and most influential poets of all time. He composed two very significant epic poems—the Iliad and the Odyssey. The Iliad is a description of an historic battle between Trojans and Greeks where many individuals led historic lives. These ancient texts present creative thinking as a valuable tool in overcoming obstacles that still apply in our Odyssey of the Mind today.

A. The Problem

OMers know there is more than one way to get past any type of obstacle—and in this problem, they will prove it! Ancient Greek Poet Homer created The Iliad, which tells the story of Achilles and the Trojan War. Now, OM teams will put their spin on the popular concept of the “Trojan Horse” by creating one of their own. It will be used to get past a wall in a performance that also includes a character from the Iliad, an original Greek Chorus, and a statue.

The **creative emphases** of the problem are on the performance, the Trojan Horse, the wall, the character from the Iliad and the Greek chorus.

The **Spirit of the Problem** is to create an original performance depicting characters that use a team-created trojan horse to get past a wall. It will also include a character from the Iliad selected from a list, a Greek Chorus that appears three times, and a statue that becomes animated and then returns to a different looking statue. The theme of the performance will be about using creativity to overcome obstacles.

B. Limitations

1. **General Rules:** Read the *2022-2023 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, 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. A one-minute overtime is allowed for this problem but penalty E6 will be assessed (points are still 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 performance that includes:
 - a. a theme about using creativity to overcome obstacles.
 - b. a team-created Trojan Horse.
 - c. a wall.
 - d. a character from the Iliad.
 - e. an original Greek chorus.
 - f. a statue.
 - g. five elements listed in F. Style including the creative appearance of a *mosaic-style* Membership Sign and artistic quality of a mask.
6. The theme of the performance will be about using creativity to overcome obstacles. The obstacles do not need to be *tangible*. However, they must be portrayed as obstacles in the performance that are recognizable to the judges and audience.

7. The **Trojan Horse**:
 - a. does not have to portray an actual horse, but it must be tangible in the performance.
 - b. will help one or more characters in the performance overcome an obstacle.
8. The **wall the Trojan Horse gets past**:
 - a. does not have to be an actual wall, but it must be tangible in the performance.
 - b. may be anything the team wishes.
 - c. must be an obstacle or represent one or more obstacles as portrayed in the performance.
9. The **character from the Iliad**:
 - a. must be portrayed by a team member in costume. This does not have to be a character that gets past the wall using the Trojan Horse.
 - b. will be scored for how well its personality reflects its portrayal in the Iliad.
 - c. must be selected from the following list. More than one character may appear but only one will be scored in D6:
 1. Hector
 2. Aphrodite
 3. Agamemnon
 4. Priam
 5. Andromache
 6. Ajax the Great
 7. Ares
 8. Hermes
 9. Athena
 10. King Priam
10. The **original Greek Chorus**:
 - a. must include two or more *characters*. It does not have to replicate an actual Greek Chorus.
 - b. will perform live during the presentation of the solution but may include prerecorded music and singing.
 - c. will appear in the performance three times:
 1. to explain to the audience something that was not in the performance that led to the current scene.
 2. to express one or more character's inner thoughts or secrets.
 3. one where all or part of the performance is sung by all the chorus members at the same time.
11. The **statue**:
 - a. must be visible to the judges and audience.
 - b. must become animated at some point in the performance and then return to an inanimate condition with a recognizable difference of its appearance than when it first appeared. This may occur more than one time in the performance but only one change is required.
 - c. cannot be the Trojan Horse, the required character from the Iliad or the required members of the Greek chorus.
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/member-resources 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 Trojan Horse and how it crosses the wall.
 - c. a brief description of the wall.
 - d. when in the performance the Greek chorus will appear (three times).
 - e. a brief description of the statue and how it comes to life.
 - f. a brief description of the theme.
 - g. a brief description of the selected character from the Iliad.
 - 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 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)..... 4 to 20 points
2. Overall quality of the presentation 3 to 15 points
3. The theme 3 to 20 points
 - a. Includes overcoming obstacles..... 0 or 5 points
 - b. How well using creativity to overcome obstacles is incorporated into the performance3 to 15 points
4. The Trojan Horse..... 6 to 35 points
 - a. Originality of its appearance 3 to 15 points
 - b. Helps characters get past the wall 0 or 5 points
 - c. Creativity in how it helps the characters get past the wall3 to 15 points
5. The Wall..... 5 to 30 points
 - a. Creativity of how it obstructs characters in the performance.....3 to 15 points
 - b. Is overcome in the performance 0 or 5 points
 - c. Artistic quality of its design2 to 10 points
6. The character from the Iliad..... 6 to 30 points
 - a. How well its personality reflects its portrayal in the Iliad.....2 to 10 points
 - b. Effectiveness of its portrayal in the performance2 to 10 points
 - c. Originality of its appearance2 to 10 points
7. The Greek chorus..... 4 to 30 points
 - a. Three appearances presented as required..... 0 or 5 points
 - b. In at least one appearance all sing at the same time 0 or 5 points
 - c. How well it explains why a scene is taking place.....2 to 10 points
 - d. Overall creativity of its portrayal.....2 to 10 points
8. The Statue 2 to 20 points
 - a. Becomes animated..... 0 or 5 points
 - b. Turns back into a statue with a different appearance 0 or 5 points
 - c. Effectiveness in the performance2 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 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
6. Over time limit:-5 points for every 10 seconds or fraction thereof over 8 minutes
(For example: 27 seconds = -15 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 appearance of a mosaic-style Membership Sign 1 to 10 points
2. Artistic quality of a mask..... 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 2022-23 Program Guide.)

Obstacles – These may be anything the team wishes as long as the performance presents them as obstructions to one or more characters.

Animated – to come to life.

Inanimate – to be lifeless.

Mosaic-style –Any image that is created by covering a surface with one or more types of objects of different dimensions and colors that form a visual pattern or image.

Tangible – Able to be felt by touching.

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

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