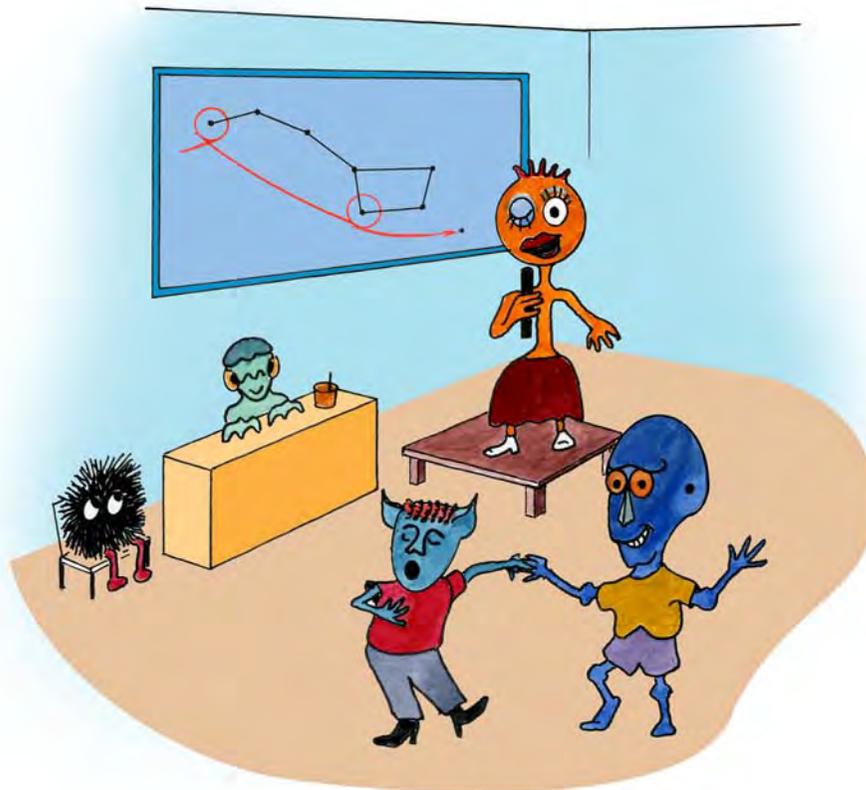


ODYSSEY OF THE MIND™ 2017-18



Problem No. 5

A STELLAR HANGOUT



A Stellar Hangout

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

Introduction

As Odyssey of the Mind teams know, people with very different interests, backgrounds, tastes, and even languages can get along easily once they find a common interest. And what brings people together more than food, entertainment, and treasure? In this problem, teams bring together original creatures in a creative hangout during a quest for treasure. When so many “out of this world” personalities come together it’s sure to bring about fun — and funny — interactions!

A. The Problem

In the outer reaches of the universe, there is an intergalactic Stellar Hangout where all sorts of creatures from different worlds stop, eat, refuel, and relax. Another reason to visit this Stellar Hangout is the search for Space Treasure. Teams will create a humorous performance based on the activity at this Hangout that includes original creatures and foods, a Worker Character, creative entertainment, and a futuristic map.

The **Creative Emphases** of the problem are on the performance, the Stellar Hangout, the original creatures and foods, the Worker Character, and the futuristic map.

The **Spirit of the Problem** is for the team to create and present an original humorous performance depicting a Stellar Hangout setting where three original creatures visit. At the Hangout, there will be original entertainment, team-created food, a Worker Character, and a futuristic map that transforms from two-dimensional into three-dimensional. Two or more of the characters will discuss and be on a quest for Space Treasure.

B. Limitations *(Italicized words/terms are defined in the Problem Glossary or in the 2017-18 Odyssey of the Mind Program Guide)*

1. **General Rules:** Read the *2017-18 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, 2018. 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.
4. The **cost limit** for this problem is \$125 (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 humorous performance that includes a Stellar Hangout with:
 - a. food.
 - b. three original creatures.
 - c. a quest for Space Treasure.
 - d. a Worker Character.
 - e. entertainment.
 - f. a futuristic map.

6. The Stellar Hangout:
 - a. is allowed to be anything the team wishes, but must be portrayed as a gathering place for space travelers.
 - b. will be the setting for all or part of the performance. Other settings may be included, but the required elements listed in B5a-f must appear in the Hangout.
 - c. will have its name on a team-created sign.
 - d. must include food that is ordered, "eaten" or served.
7. The food in the Hangout:
 - (a) must be represented by tangible, team-created objects. These objects are not allowed to be real food and are not allowed to be eaten.
 - (b) will be described in the performance. This may be done any way the team wishes.
 - (c) can be presented in any quantity, with no minimum requirement. The food in the Stellar Hangout will be scored for how well it enhances the performance and for its creativity.
8. The three original creatures:
 - a. must be portrayed as *characters* as described in the Program Guide glossary.
 - b. are not allowed to be the same type of creatures or from the same planet. Their home planets must be original, and different from each other, but are not required to appear in the performance.
 - c. include at least one that is not portrayed by a *team member wearing a costume*.
 - d. may not be human, but must have some human characteristics.
 - e. is not allowed to be and will not be scored as the required Worker Character.
9. The quest for Space Treasure:
 - a. will be discussed by at least two required characters while they are at the Stellar Hangout.
 - b. is allowed to be anything the team wishes, but the treasure they are seeking must be made known to the judges and audience. The originality of what is described as the Space Treasure will be scored.
10. The Worker Character:
 - a. must be presented as being a human who came from Earth.
 - b. must be portrayed as being an employee at the Stellar Hangout. The job is allowed to be anything the team wishes.
 - c. will interact with the three required creature characters.
11. The entertainment:
 - a. is allowed to be anything the team wishes. If different forms of entertainment are presented, all will be considered for score in D8.
 - b. must be original in some way.
 - c. must take place at the Stellar Hangout.
 - d. must include the performance of one or more of the required characters.
12. The futuristic map:
 - a. must appear at the Stellar Hangout and be visible to the judges and audience.
 - b. must transform from *two-dimensional* to three dimensional while in the Stellar Hangout. This may be done any way the team wishes.

13. 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 Worker Character and three original creatures.
 - c. the name and description of the food.
 - d. a brief description of the entertainment and when in the performance it will occur.
 - e. when in the performance the map will transform.
 - f. 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 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" (76.2 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. 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..... 1 to 20 points
2. Overall quality of the presentation 1 to 15 points
3. The Stellar Hangout..... 5 to 30 points
 - a. Name is on the sign 0 or 5 points
 - b. Overall creativity (setting and concept).....2 to 10 points
 - c. Effectiveness of interaction between characters3 to 15 points
4. The food at the Stellar Hangout..... 3 to 20 points
 - a. Appears and is tangible 0 or 5 points
 - b. Creativity2 to 10 points
 - c. How well it enhances the performance.....1 to 5 points
5. Three required original creatures 4 to 25 points
 - a. Presented within the limitations in B8 0 or 5 points
 - b. Difference between them (appearance, behavior, etc.)1 to 5 points
 - c. Creativity of their appearance and behavior (1–5 points each)3 to 15 points

6. Quest for Space Treasure 3 to 20 points
 - a. Is discussed by at least two required characters 0 or 5 points
 - b. Originality of Space Treasure 1 to 5 points
 - c. How well it is integrated into the theme 2 to 10 points
7. The Worker Character 1 to 10 points
 - a. Is a human employee at the Stellar Hangout..... 0 or 5 points
 - b. Creativity of its job 1 to 5 points
8. The Entertainment 3 to 20 points
 - a. Is presented during the performance..... 0 or 5 points
 - b. Originality..... 1 to 5 points
 - c. Overall entertainment value..... 2 to 10 points
9. The futuristic map 3 to 20 points
 - a. Transforms from 2 dimensional to 3 dimensional
inside the Stellar Hangout..... 0 or 5 points
 - b. Creativity in how it transforms..... 2 to 10 points
 - c. Artistic quality..... 1 to 5 points
10. Humor in the performance 4 to 20 points

Maximum possible: 200 points

E. Penalties

1. "Spirit of the Problem" violation (each offense) -1 to -100 points
2. Unsportsmanlike conduct (each offense) -1 to -100 points
3. Incorrect or missing membership sign -1 to -15 points
4. Outside assistance (each offense) -1 to -100 points
5. Over cost limit..... -1 to -100 points
6. Over time limit: -5 points for every 10 seconds or fraction thereof over 8 minutes
(example: 27 seconds = -15 points maximum -30 points

Omission of scored problem requirements carries no penalty except loss of score.

F. Style *(Elaboration of the problem solution; use four copies of the Style Form from the 2017-18 Odyssey of the Mind Program Guide)*

1. Creative use of a material used in the Worker Character's costume 1 to 10 points
2. Creative design of a prop used to display food 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.
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 2017-18 Odyssey of the Mind Program Guide*)

Two-dimensional – For the map in this problem, anything that looks flat and thin will be considered as being a two-dimensional representation.

Team member wearing a costume – attire (clothing and accessories) worn by a team member to create a character.

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

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