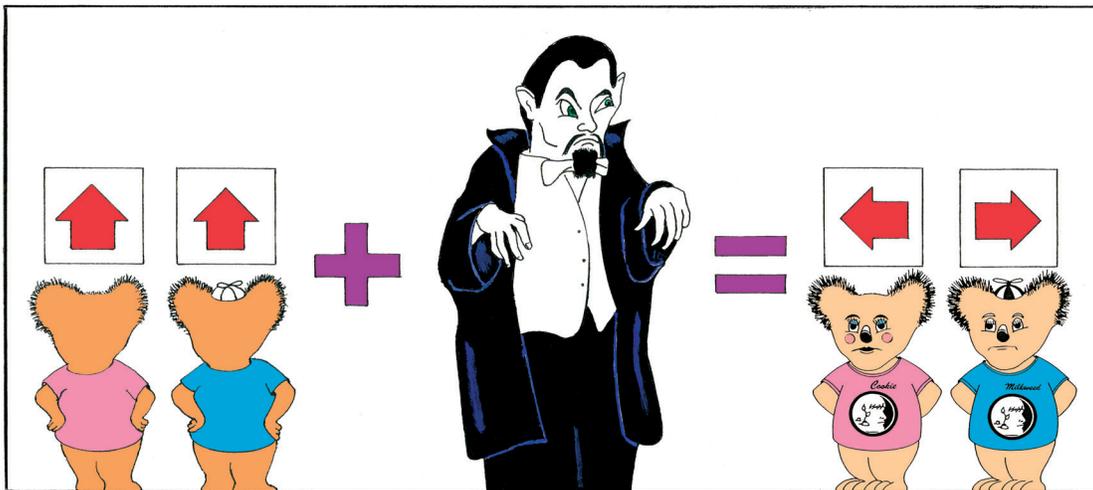




Odyssey of the Mind

Problem No. 5:

Opposites Distract



Opposites Distract

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

Introduction

Through history individuals and small groups have gained and held onto authority by pitting individuals and groups against one another. It is a strategy sometimes referred to as “Divide and Conquer,” designed to isolate groups, create rivalries, and prevent them from forming a larger group of greater power. If the groups were to recognize they have much more in common than in opposition, power dynamics would change. Unfortunately, many people fail to see that they are the ones who are being manipulated.

In this problem, teams will show that recognizing others’ attempts to divide individuals and pit them against each other will allow groups to work together for everyone’s benefit.

A. The Problem

Teams will create and present a humorous performance about a Sneaky Character trying to take control of something by distracting others into thinking they are opposites. The Sneaky Character will successfully lure groups into silly arguments two times. The arguments will be presented using different dramatic styles and will include attention-getting effects. In a third attempt, the group leaders learn that they have been intentionally distracted by the Sneaky Character and realize they are not opposites. They convince their groups that they need to listen and talk to each other and not to listen to Sneaky Characters.

The **Creative Emphases** of the problem are on the performance, the Sneaky Character, the two Group Leaders and how they catch the Sneaky Character.

The **Spirit of the Problem** is to create an original humorous performance about a Sneaky Character that intentionally tries to divide others into opposing groups so it can gain control of something the team decides. The Sneaky Character will be successful two times and will be caught in a third attempt. Different dramatic styles and attention-getting special effects will be used to help present the disputes. Each group has a leader that they follow that discovers they are being manipulated by the Sneaky Character. The performance will explain why we need to listen and talk to each other instead of relying on outside influences like Sneaky Characters as a lesson learned.

B. Limitations

1. **General Rules:** Read the *2018-19 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, 2019. 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.
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 how to determine the value of the materials used.

5. The team will create an original humorous performance that includes:
 - a. two groups and their leaders.
 - b. a Sneaky *Character* wanting to take control of something.
 - c. the Sneaky Character's three attempts to manipulate the groups with silly arguments: two successful and one unsuccessful.
 - d. different dramatic styles.
 - e. attention-getting effects.
 - f. a lesson learned.
 - g. five Style elements including two that are chosen by the team.
6. The **Sneaky Character**:
 - a. must be *portrayed by one or more team members*.
 - b. must be an original character. It is allowed to be anything the team wishes provided it does not portray, and is not a recognizable imitation of, a real person or known character.
 - c. attempts to take control of something. The performance will explain what the Sneaky Character is trying to control. This may be done any way the team wishes and may be anything the team wishes.
 - d. successfully manipulates the groups at least two times. It may succeed in manipulating the groups more than two times, but only two required times will be scored in D6.
 - e. must get caught trying to manipulate the groups in its last attempt.
7. The **Two Groups**:
 - a. are allowed to be anything the team wishes.
 - b. must be recognizably different from each other during the silly arguments.
 - c. are allowed to, but do not have to, change appearance as long as they comply with B7b.
 - d. must be humorous in appearance and behavior all or part of the time.
8. The **Group Leaders**:
 - a. must be portrayed by one or more team members.
 - b. must be original characters. They are allowed to be anything the team wishes provided they do not portray, and are not a recognizable imitation of, a real person or known character.
 - c. must lead their groups into opposition at least two times.
 - d. must convince their groups they have been manipulated by the Sneaky Character during the last attempt.
9. The **three Silly Arguments**:
 - a. must be about trivial matters, but the groups are convinced they are urgent and opposed to one another.
 - b. go unresolved until the leaders discover that they have been manipulated the entire time.
 - c. will be presented where both groups include the same "dramatic style." The dramatic style must be different for each of the required silly arguments and must be selected from this list:
 - (1) Song
 - (2) Dance
 - (3) Poetry
 - (4) Interview
 - (5) Mime

- d. each silly argument will be supported by two or more attention-getting effects. These effects:
 - (1) are allowed to be anything the team wishes.
 - (2) must be observable.
 - (3) are not required to be the same for an entire argument or to be different from one argument to another.
10. The **Lesson Learned**:
 - a. must be presented after the last silly argument.
 - b. may be presented in any way.
 - c. will explain why we need to listen and communicate instead of relying on outside influences.
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 membership name and number, the problem and division.
 - b. a brief description of the Sneaky Character.
 - c. a brief description of the two groups, their appearance, and their leaders.
 - d. the two successful and one unsuccessful argument to be scored.
 - e. the three dramatic styles used in the arguments and when they will appear during the arguments.
 - f. a description of the two or more attention-getting effects and when they will appear in the arguments.
 - g. 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 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) 1 to 15 points
2. Overall quality of the presentation 1 to 15 points
3. Sneaky Character 5 to 30 points
 - a. creativity (all aspects including appearance and behavior) 2 to 15 points
 - b. effectiveness in the performance 2 to 10 points
 - c. originality of what it wants to control 1 to 5 points
4. The Groups 5 to 30 points
 - a. originality 2 to 10 points
 - b. humor of behavior and appearance 3 to 15 points
 - c. are recognizably different in appearance during silly arguments 0 or 5 points
5. Group Leaders 6 to 35 points
 - a. creativity of the characters 2 to 10 points
 - b. effectiveness in the performance 2 to 15 points
 - c. creativity of how they catch the Sneaky Character 2 to 10 points
6. The Silly Arguments 2 to 15 points
 - a. two are successful and one is unsuccessful 0 or 5 points
 - b. how well they are presented as silly/trivial but are interpreted by the groups as being urgent 2 to 10 points
7. Different Dramatic Styles 4 to 25 points
 - a. are presented in the performance when required 0 or 10 points
 - b. effectiveness in portraying the dispute 4 to 15 points
8. Attention-Getting Effects 2 to 15 points
 - a. two or more are presented in each silly argument 0 or 5 points
 - b. effectiveness in supporting the silly arguments 2 to 10 points
9. How well the Lesson Learned is presented 2 to 10 points
10. Overall Humor 1 to 10 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 -25 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
(For example: 27 seconds = -15 points) maximum -30 points

Teams that don't present a scored element 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 2018-19 Odyssey of the Mind Program Guide*)

1. Creativity of a hat worn by the Sneaky Character 1 to 10 points
2. *Artistic quality* of a 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. 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 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 2018-19 Odyssey of the Mind Program Guide*)

Portrayed by one or more team members – Only one or more team member or members may portray the character. Having a team member add a human trait such as voice, movement, etc. to an inanimate object does not qualify as being portrayed by a team member.

Problem by Dr. C. Samuel Micklus and Samuel W. Micklus © 2018 — Creative Competitions, Inc.

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