



Odyssey of the Mind 

Problem No. 3:

Classics... **The Effective Detective**



Classics... The Effective Detective

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

Introduction

From Sherlock Holmes to Nancy Drew, there have been many great literary detectives that have inspired readers. These characters were effective because they had the ability to look at the world differently, think spontaneously, use creative problem-solving, and use logic to verify clues. Who better to solve a mystery than Odyssey of the Mind teams? In this problem teams will create their own creative, effective detective that will find clues and solve a real-world mystery!

A. The Problem

You will be introduced to one of the greatest detectives the world has ever known as they follow clues to uncover the truth behind some of history's real-world mysteries. The Detective will investigate different types of information, including a clue that is a "red herring" i.e. a distraction, and do intellectual battle with a Supervillain who wants the Detective to fail. Sounds will ring out and settings will creatively change to set the scene and highlight the action. Teams will also be challenged to use the smallest space possible to store its solution.

The **creative emphases** of the problem are on the performance, how the detective solves the mystery, how the clues relate to the mystery, the red herring clue, the intellectual battle, and the set change.

The **Spirit of the Problem** is to create an original performance depicting a Detective Character that solves a real-world mystery chosen from a list. There will be three team-created clues: one hidden as a work of art the other two presented any way the team wishes. Another "red herring" clue will be discovered by the Detective Character to be a distraction. A Supervillain Character will try to stop the Detective and they will have an intellectual battle in the performance. There will also be sounds to enhance the performance. The entire solution must fit completely within 1, 2, or 3 containers as selected by the team.

B. Limitations *(Italicized words/terms are defined in the 2019-20 Odyssey of the Mind Program Guide or the Problem Glossary.)*

1. **General Rules:** Read the *2019-2020 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, 2020.** 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 E7 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 performance that includes:
 - a. a Detective Character.
 - b. a real-life mystery selected from a list.
 - c. three team-created clues to solve the mystery.
 - d. an additional "red herring" clue.
 - e. an intellectual battle with a Supervillain Character.
 - f. team-created sounds.
 - g. set changes to highlight action in the performance.
 - h. the solution being stored in a small space.
 - i. five Style elements including two that are chosen by the team.

6. The Detective Character:
 - a. will be an original *character* but must be portrayed as a human.
 - b. will be portrayed as discovering clues and solving the team-selected mystery.
7. The real-life mystery solved by the Detective:
 - a. must be selected from the following list:
 - (1) City of Atlantis: Why did it disappear?
 - (2) The Sea Peoples: Who were they?
 - (3) Loch Ness Monster: Does it exist? Or What is it?
 - (4) Bigfoot/Yeti: Do they exist? Or Why are they hiding?
 - (5) Nazca Lines: Who created them? Or Why were they created?
 - (6) The Lost City of Petra: Why was it built?
 - (7) Ghost Ship: The Mary Celeste: Why was it abandoned? Or What happened to the crew?
 - (8) The Tunguska Event: What was the cause?
 - (9) The Bronze Age Collapse: What was the cause?

Note: Teams may submit their own question surrounding the selected mystery and submit a clarification to see if it is approved to be the theme.
 - b. must be part of the presentation. The clues and solution to the mystery can be anything the team wishes.
 - c. must be depicted by a physical representation. The physical representation can depict all or part of the mystery.
8. The three team-created clues to solve the mystery:
 - a. must relate to the mystery *as portrayed in the performance*.
 - b. must help the Detective solve the mystery.
 - c. will come from three different sources. One will be found hidden in a team-created work of art. The other clues can be presented any way the team wishes.
9. The “red herring” clue:
 - a. will distract the Detective by leading it in the wrong direction at some point in the performance.
 - b. will be revealed by the detective as being a distraction. The Detective will explain in the performance why the clue is a distraction.
 - c. can be anything the team wishes provided it is visible or audible.
 - d. is in addition to the three required clues.
10. The intellectual battle:
 - a. will take place between the Detective and the Supervillain Character. The Supervillain:
 - (1) will try to stop the Detective from solving the mystery in the performance.
 - (2) can be anything the team wishes.
 - b. can occur any time during the performance.
 - c. will show the Detective winning the battle through *deductive reasoning*.
11. Team-created sounds will be used throughout the performance as determined by the team. They are intended to enhance the overall presentation.
12. The required Set change:
 - a. may include team members.
 - b. requires items in a setting to be altered or moved to create a different setting.
 - c. must be visible to the judges and audience.
13. Storing the solution:
 - a. all parts of the stage set, props and costumes not being worn by the team members when time begins must fit completely within one, two, or three *containers*, each measuring no more than 62 total inches (1.57m) in combined size (height + width + depth). For example, 27” x 6” x 15”. None of these dimensions are allowed to exceed 27 inches (.69m). The dimension restriction is for each container. If the container has a handle or wheels, the handle and wheels are included in the size limitation. If three containers are used, the team will get a zero score for D10. If two are used the team will get 10 points, and if one is used the team will receive a score of 20 for D10.

- b. costumes worn when time begins do not have to be included, but they cannot be used for anything else including props or settings. Any other items not in a container cannot be used during the presentation.
 - c. containers are allowed to be used in the performance. If they are used, they must be included in the cost (B4). If they are not used, they are exempt from cost.
14. 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 1/2" 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. the team-selected mystery.
 - c. a brief description of the clues found by the Detective and the order they will be presented.
 - d. the red herring clue and when it will appear in the performance.
 - e. when in the performance the intellectual battle will occur.
 - f. a brief description of the team-created sound(s).
 - g. when the set change will occur.
 - h. the number of containers the team has chosen to store the solution.
 - i. 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)..... 1 to 20 points
2. Overall quality of the presentation 1 to 20 points
3. The Detective Character..... 6 to 30 points
 - a. impact on the performance2 to 10 points
 - b. discovers the three required clues in the performance..... 0 or 5 points
 - c. creativity in how Detective solves the mystery4 to 15 points
4. The selected mystery 3 to 20 points
 - a. is solved by the Detective Character in the performance 0 or 5 points
 - b. visual impact of the physical representation3 to 15 points

5. The required team-created clues..... 2 to 25 points
 - a. creativity in how clues relate to the mystery 1 to 10 points
 - b. artistic quality of the work of art that hides the clue 1 to 10 points
 - c. comes from three different sources 0 or 5 points
6. The red herring clue 1 to 15 points
 - a. is discovered to be a distraction by the Detective..... 0 or 5 points
 - b. creativity of how it was a distraction 1 to 10 points
7. The intellectual battle..... 4 to 20 points
 - a. occurs between the Detective and Supervillain 0 or 5 points
 - b. creative use of deductive reasoning in the battle..... 4 to 15 points
8. The team-created sounds..... 2 to 15 points
 - a. is generated and presented live during the performance 0 or 5 points
 - b. how well it enhances the performance 2 to 10 points
9. The set changes 2 to 15 points
 - a. takes place during the performance 0 or 5 points
 - b. creativity of how the setting changes its appearance 2 to 10 points
10. Storing the solution (3 containers)..... 0, 10, or 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. Objects not in containers cannot be used in the performance
5. Outside assistance (each offense) -1 to -25 points
6. Over cost limit..... -1 to -100 points
7. Over time limit..... -5 points for every 10 seconds or fraction thereof over 8 minutes
 (For example: 27 seconds = -15 points) maximum -30 points
8. Container does not meet size limitations
 (for each oversized container) no greater than 2" = -5 points
 no greater than 6" = -10 points, over 6" = -20 points

Teams that don't present a scored element of the problem will not receive a penalty; they will receive a score of zero for that category.

F. Style (Elaboration of the problem solution; use four copies of the Style Form from the 2019-20 Odyssey of the Mind Program Guide)

1. Use of *the color red* in the presentation..... 1 to 10 points
2. Creative use of materials in the Supervillain's costume 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 2019-20 Odyssey of the Mind Program Guide.*)

Container—a hard-sided enclosure that completely surrounds the team's items. Nothing may extend out of the container.

Deductive reasoning—a logical train of thought that allows the Detective to make a conclusion based only on facts presented in the performance.

The color red—must be the visible color red. It may be any shade of red, but must be visually recognizable as being red. Red must appear on tangible aspects of the presentation.

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

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