

Classics... (Name Here): The Musical Production

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

Open to Virtual Teams

Introduction

From *Hamilton* to *Evita*, *The Unsinkable Molly Brown* to *Six*, a musical about the many wives of Henry VIII, musicals can be a great way to share the lives of some of history's most recognizable figures. Now OM teams will shine a spotlight on lesser-known historic figures. Get ready to sing along as teams research and present historic figures who, despite being overshadowed in the history books, will finally take center stage. Let's give these forgotten figures a well-deserved "encore" in an original music production.

A. The Problem

Historic figures get an encore as OMers re-tell their stories in musical form. In this problem, teams will create and perform an original biographical musical about a selected historic figure who, for most people, time has forgotten. There will be three songs: (1) an opening number, (2) one whose music conveys an emotion, and (3) one determined by the team. The performance will also include a theatrical special effect, a creative scene change achieved by movement of scenery, a membership sign that will appear as a marquee for the team's musical, and a storyteller character.

The **creative emphases** of the problem are on the performance, the historic figure's portrayal, the three songs, the storyteller character, the theatrical special effect, and the creative scene change.

The **Spirit of the Problem** is to create an original performance depicting a biographical musical about a lesser-known historic figure selected from an expanding list created by OM teams. The musical will include three songs: an opening number that is the first song to introduce the figure and the setting, a song that conveys an emotion, and one free-choice song. A storyteller character will help explain the history of the lesser-known figure. There will also be a theatrical special effect, a creative scene change, and a membership sign that looks like a marquee for the musical.

B. Limitations

1. **General Rules:** Read the *2021-2022 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, 2022. 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 \$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. biographical musical.
 - b. a lesser-known historic figure whose life/accomplishment(s) are the basis of the musical.
 - c. three original songs.
 - d. a theatrical special effect.
 - e. a creative scene change.
 - f. a membership sign marquee.
 - g. a storyteller character.
 - h. five elements listed in F. Style including creative design of something worn on a character's head, artistic quality of a prop or backdrop, and two that are chosen by the team.
6. The biographical musical:
- a. must feature the lesser-known historic figure.
 - b. should explain why the character should be better remembered in history.
 - c. does not have to include every biographical detail.
 - d. must include at least two supporting characters that interact with the historic figure. These characters may be portrayed any way the team wishes but must meet the requirements of being a character.
7. The selected *lesser-known* historic figure character:
- a. must be a real-life person whose existence can be supported by historical documentation.
 - b. is not allowed to be a fictional character, even if that character was based on one or more real people from history.
 - c. must not have been living on or after January 1, 1920. The team must provide documentation about the figure including when they were alive and a short description of the person's biography that supports the team's reason why the character should be remembered. This can be a photocopy, an article in a publication, a printout from a website, etc.
 - d. must be selected from a list that is linked at the clarification section of the website. Teams can ask for a different historic figure by submitting the name and **nationality** **what the person did** through the clarification system. If a person is approved, they will be added to the public list. All teams can see and choose any person on the list. Teams have until December 15, 2021, to submit historic figures for consideration to be added to the list.
 - e. must be portrayed by *one or more team members* in costume.
8. The three required songs in the musical:
- a. can be done in any style but must include lyrics and meet the definition of *song* as described in the *Odyssey of the Mind Program Guide*.
 - b. must be performed live as described in Program Rule #16 in the *Odyssey of the Mind Program Guide*. Only portions presented live during the performance of the solution will be considered for scoring.
 - c. must be performed by one or more characters that appear in the musical.
 - d. will have three different subjects:
 - (1) Opening number: the first song in the musical that will introduce the character and setting.
 - (2) Emotional number: must convey one or more emotions surrounding an action or decision by the historic figure.
 - (3) Free-choice: can be in any part of the musical after the opening number and may emphasize anything the team wishes.
9. The theatrical special effect:
- a. must be a visual trick or optical illusion.

- b. can occur at any time during the musical.
 - c. cannot rely on the performance site to be achieved. Lights cannot be altered or dimmed as described in the *Odyssey of the Mind Program Guide*.
 - d. must be considered safe as described in the Program Guide and not cause damage to the competition site. For example, smoke cannot be used (see *Safety and Damage Control* in the Program Rules).
10. The creative scene change:
- a. transforms one setting of the musical into a different setting.
 - b. must use only the set pieces from the first setting to create the set pieces of the second setting. The second setting doesn't have to include everything from the first, but nothing additional can be added.
11. The membership sign marquee:
- a. will include the title of the biographical musical.
 - b. must be visible to the judges and audience.
 - c. must meet the rules of a membership sign as described in the *Program Guide*.
12. The storyteller character:
- a. will help explain the selected historic figure's biography.
 - b. can be portrayed any way the team wishes but must meet the requirements of being a character.
 - c. does not have to be a character within the musical.
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. the name of the selected historic figure featured in the musical.
 - c. a brief description of the two supporting characters.
 - d. when in the performance and the order the three required songs will take place.
 - e. a brief description of the theatrical special effect and when it takes place in the performance.
 - f. a brief description of the creative scene change, the set pieces used in both settings, and when it will occur.
 - g. a brief description of the storyteller character.
 - 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 presentation3 to 15 points
3. The musical.....4 to 25 points
 - a. How well the music, dialogue and action entertain the audience2 to 10 points
 - b. includes two supporting characters.....0 or 5 points
 - c. creativity of its reason
why the historic figure should be better remembered in history.....2 to 10 points
4. The historic figure 4 to 25 points
 - a. impact of its performance 2 to 15 points
 - b. creativity of its portrayal2 to 10 points
5. The three songs 9 to 50 points
 - a. The Opening Number3 to 20 points
 - (1) how well it introduces the historic figure and setting1 to 10 points
 - (2) creativity2 to 10 points
 - b. The Emotional Number3 to 15 points
 - (1) how well it conveys an emotion.....1 to 5 points
 - (2) creativity2 to 10 points
 - c. Free-Choice3 to 15 points
 - (1) impact on the musical1 to 5 points
 - (2) creativity2 to 10 points
6. The theatrical special effect 3 to 20 points
 - a. occurs0 or 5 points
 - b. creativity of how it is engineered.....2 to 10 points
 - c. effectiveness in the performance1 to 5 points
7. Creative set change 2 to 20 points
 - a. set pieces from one setting create a different setting0 or 5 points
 - b. creativity of how the same objects are used in both scenes..... 2 to 15 points
8. The artistic quality of the marquee membership sign that meets limitations.....2 to 10 points
9. The storyteller character2 to 15 points
 - a. helps explain the selected historic figure's biography.....0 or 5 points
 - b. overall creativity (portrayal, effectiveness, appearance, etc.)2 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
 7. Historic figure not on the final listzero score for D4 a & b
- 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 2021-22 Odyssey of the Mind Program Guide.*)

1. Creative design of something worn on a character's head 1 to 10 points
 2. Artistic quality of a prop or backdrop..... 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. Documentation for the historic figure selected.
4. Any necessary extension cords or outlet adapters.
5. Cleanup materials as needed.

I. Problem Glossary (*Italicized terms that are not in this Glossary can be found in the 2021-22 Odyssey of the Mind Program Guide.*)

Lesser-known figure: Someone that had an impact or played an important role in history but, relative to other historic figures, has received less attention or recognition.

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