

Tri-Cycle Transport

Primary Problem: Grades K-2

Introduction

The Odyssey of the Mind Primary Problem is designed to introduce younger students to Odyssey of the Mind. The problem is written as it would be if it were a competitive problem, but it will not be scored. Teams that participate in a tournament will receive feedback and information about their solutions from the officials that they can use in their future Odyssey of the Mind problem solving experiences.

A. The Problem

We all know where the wheels on the bus take us, but how about the wheels on an OM-Mobile? In this problem, teams will design and build one or more vehicles used to transport something. Teams will build a vehicle that is powered three ways: human power, gravity, and free choice (e.g., battery, wind). The vehicle will travel forward, backward, and turn to a side. The performance will also include a funny narrator, a mechanic character, a salesperson, and a song about transportation that has a stanza repeated three times.

The **Creative Emphases** of the problem are on the performance, the propulsion systems, how running the vehicle is incorporated into the theme, and the salesperson character.

The **Spirit of the Problem** is for the team to create and present an original humorous performance about transportation. The team will run one or more vehicles with three different propulsion systems that transport items. When the transported items are combined, they form something a salesperson character will try to sell. The performance will also include a mechanic character that runs the vehicle(s), a funny narrator, and a song about transportation that repeats a stanza three times.

B. Limitations (*Italicized words/terms are defined in the 2021-22 Odyssey of the Mind Program Guide*)

1. **General Rules:** Read the *2021-22 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. Even though this is not a competitive problem, teams must refer and adhere to the **Program Rules** section of the guide to ensure safety and to prevent damage.
2. **Problem Clarifications:** No problem clarifications will be issued for this problem.
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 the materials used during the demonstration of the team's 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. one or more original vehicles with different power sources.
 - b. items that are transported by the vehicles.
 - c. the vehicle(s) traveling.

- d. a funny narrator.
 - e. a mechanic character.
 - f. a salesperson character.
 - g. a song about transportation.
 - h. five Style elements including two that are chosen by the team listed in F Style.
6. The vehicle(s):
- a. must be an original creation of the team. To be considered original, the way a vehicle travels and/or the way it is propelled must be a result of the team's ideas and work.
 - b. must have one or more floor contact points. It does not have to be a tricycle-style vehicle, but it can be.
 - c. may include *commercially produced* parts.
 - d. will be powered three different ways. This can be three different vehicles or multiple types of power on one vehicle. The required power sources are:
 - (1) human power (team member moves the vehicle)
 - (2) gravity (vehicle moves by the force of gravity, e.g., a ramp)
 - (3) free choice (e.g., battery, wind)
 - e. will transport items from one place to another on the performance site.
7. Items that are transported:
- a. must be at least two tangible objects that can be seen by the judges and audience on each required run.
 - b. can be placed on the vehicle in any way.
 - c. must be supported and carried by the vehicle during each run.
 - d. will be combined to form an item the salesperson character will try to sell in the performance.
8. The vehicle(s) traveling the course:
- a. When time begins the vehicle and any decorations on it must be located completely behind the Start Line (see Figure A); and all team members and props must be in the Staging Area.
 - b. Teams will start a run using its first type of propulsion. It will cross the Start Line and travel with two or more items until some part of the vehicle crosses the Drop-off Line. The whole vehicle does not need to cross to be considered successful. If it is successful, the items being transported can be removed. The team will change the propulsion/ or the vehicle, load the next items to be transported, and begin another run from behind the Start Line to the Drop-off Line. This will continue until the vehicle uses all types of propulsion to transport items.
 - c. If a run is not successful, the vehicle can make more attempts. If there are three failed attempts on any run, the team may continue making attempts or may remove the items and continue with its performance.
 - d. All runs will be started by the Mechanic Character.
 - e. The vehicle may be moved by team members if the vehicle needs to be repaired. After repairs are made, the vehicle must be returned behind the Start Line and the run can be attempted again.
9. The funny narrator:
- a. can be portrayed any way the team wishes.
 - b. will tell the judges and audience when a run is being made.
10. A mechanic character:

- a. must be a team member in costume.
 - b. will run the vehicles.
11. The salesperson character:
- a. can be portrayed in any way but must be a character as defined in the Odyssey of the Mind Program Guide.
 - b. will try to sell the items once they are transported by the vehicle.
12. The song about transportation:
- a. can be any style but must meet the definition of a *song* as described in the Odyssey of the Mind Program Guide.
 - b. must include a *stanza* that is repeated three times. This can be three times in a row or said three times in the song as a whole.
13. The team should present the Staging Area Judge with four copies of a Team List on one side of one or two sheets of 8 ½" x 11" or A4 paper. This list must be hand-printed, typed, or computer generated and must include:
- a. the team's membership name and number, the problem and division.
 - b. a brief description of the three types of propulsion and the order they will be used.
 - c. a brief description of the items being transported.
 - d. a brief description of the funny narrator.
 - e. a brief description of the mechanic character.
 - f. a brief description of the salesperson character.
 - g. when the song about transportation will take place and the stanza that is repeated three times.
 - 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 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. All props must be provided by the team. If teams are to demonstrate their solutions at a tournament, the Tournament Director will advise them if any standard items, such as tables and chairs, will be available. (Teams wishing to present their solutions at a competition must make arrangements with the Tournament Director in advance of the competition date.)
3. Team members and their props will remain in a Staging Area until the judge says, "Team begin." It will be the team's responsibility to complete the problem solution within the 8-minute time limit. The team must give a signal when it is finished.
4. Prop disassembling and cleanup can be done after time ends. Others not on the team's roster can help the team clear the site and remove the team's props.

D. Scoring *If this were a competitive problem the scoring might appear as follows:*

1. Creativity of the overall performance 1 to 20 points
2. Overall quality of the presentation 1 to 15 points
3. The Vehicle(s) 4 to 25 points
 - a. How the vehicles fit in with the theme 2 to 10 points
 - b. Overall creativity of the propulsion systems 2 to 15 points
4. The items being transported 4 to 35 points
 - a. Are successfully transported by the vehicle 0, 5, 10, or 15 points
 - b. Originality/unexpectedness of what they become to be sold 2 to 10 points
 - c. Effectiveness in the performance..... 2 to 10 points
5. The vehicle traveling the course 3 to 20 points
 - a. Completes three runs with three propulsion systems..... 0 or 5 points
 - b. Creativity in how it is incorporated into the theme 3 to 15 points
6. The funny narrator 2 to 15 points
 - a. Announces the runs made by the vehicle 0 or 5 points
 - b. Impact on the performance 2 to 10 points
7. The mechanic character 4 to 25 points
 - a. ...Runs the vehicle for score..... 0 or 5 points
 - b. ...Originality of the character 2 to 10 points
 - c....Effectiveness of the portrayal 2 to 10 points
8. The salesperson character 3 to 20 points
 - a. ...Creativity of how selling the items is
.....integrated in the performance 3 to 15 points
 - b. ...Tries to sell transported items in the performance 0 or 5 points
9. The song about transportation 2 to 15 points
 - a. ...Repeats a stanza three times 0 or 5 points
 - b. ...Effectiveness in the performance 2 to 10 points
10. Overall humor in the performance 2 to 10 points

Maximum Possible: 200 points

E. Penalties- If this were a competitive problem the penalties might appear as follows:

1. "Spirit of the Problem" violation (each offense) -1 to -30 points
2. Unsportsmanlike conduct (each offense) -1 to -30 points
3. Missing membership sign or wrong team/problem/division -1 to -5 points
4. Outside assistance (each offense) -1 to -25 points
5. Over cost limit..... -1 to -30 points

Teams that don't present a scored element of the problem (see D. Scoring) 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*) - If this were a competitive problem the scoring for Style might appear as follows:

1. Creative use of materials in a vehicle's decoration 1 to 10 points
2. Creative use of rubber bands in the solution 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.

H. The Team Must Provide

1. Four copies of its Style Form, one Cost Form, one Outside Assistance Form.
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 2021-22 Odyssey of the Mind Program Guide*)

Stanza – Three consecutive lines of dialogue that is sung.

No clarifications will be given for this problem.

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Figure A

