

Spontaneous Problem: Bingo

- A. When the team enters the room, tell them, "This is a Hands-On problem. In an actual tournament you will have one minute to select five team members to compete. The others can leave or stay to watch, sitting in seats away from the table. If they stay in the room, they cannot assist in solving the problem and cannot talk at ANY time. However, today all team members can participate.
- B. JUDGE READS TO TEAM:
1. This problem is in two parts. In part one, you will have 4 minutes to develop and practice your solution. You may talk and ask questions during this practice time, however, time will continue. In part two you will have 2 minutes to demonstrate your solution.
 2. **Your problem is to develop a non-verbal system of communication that is "audible", that is, it uses only sounds. You may use only the items given to make sounds. You are given a "colored-in" grid and a blank grid to practice with during part one. The goal of this problem is to communicate the correct colors to mark the squares of a blank grid to maximize your score.**
 3. During part two you will divide your team into two groups, communicators and artists. The communicators will receive a new "colored-in" grid. The artists will receive a new blank grid. Each group will face the wall away from the other group. You will not be able to see each other. You may not turn or look at the other group during part two.
 4. No one may speak or make any additional noise during part two. You may only communicate using sounds made with the items given.
 5. Scoring will be as follows (approximately 120 point maximum):
 - 3 points for each red square correctly colored in.
 - 5 points for each green square correctly colored in.
 - 5 points for each black square that is left blank.
 - 10 points for each blue square correctly colored in.
 - 12 points for each yellow square correctly colored in.
 - 0-20 points for teamwork.
 - 20 bonus points if the number of green squares colored in is equal to the number of red squares colored in.
 6. Penalties deducted from the score will include:
 - 20 points each time speaking or peeking occurs during part two.
 7. Once again, **your problem is to devise an audible communication system. The goal of the communication is to correctly color the squares of a blank grid to maximize your score.**

C. FOR JUDGES ONLY

1. Materials needed for setup: 2 tables, chairs, crayons or markers (red, green, blue, yellow, black), a Styrofoam cup, a pencil or pen, 2 index cards, a rubber band, a popsicle stick, 5 pennies, two blank grids, two “colored-in” five by five grids”.
2. Place the items on one table. Arrange the tables to be approximately fifteen feet apart. Set up the chairs in two groups facing away from each other, facing the tables.
3. The communication items may not be modified.
4. As soon as the practice time is over, have the “artists” move to their positions facing the empty table and give them a new blank grid and the crayons or markers. Have the communicators move to their positions facing away from the other group near the table with communication items on it. Give the communicators the chart for part two. Say “Begin”. Call out “30 seconds remaining” appropriately. At the end of time, say “Stop”
5. Nothing other than the items given may be used to make sound or to communicate any part of the message. If the team seems to be pursuing any signaling method that uses anything other than the items given, remind them of the rules.
7. The following chart indicates the colors and positions to be used during part two. Copy this chart and provide a copy to the communicators at the beginning of the second part. Use a different one during part one. Note that this chart has no yellow. It has one more green than red.

Black	Blue	Green	Red	Blue
Red	Red	Green		Black
		Black		
Blue	Green		Red	Blue
Green		Green	Red	Green

Team Copy

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North Carolina Odyssey of the Mind

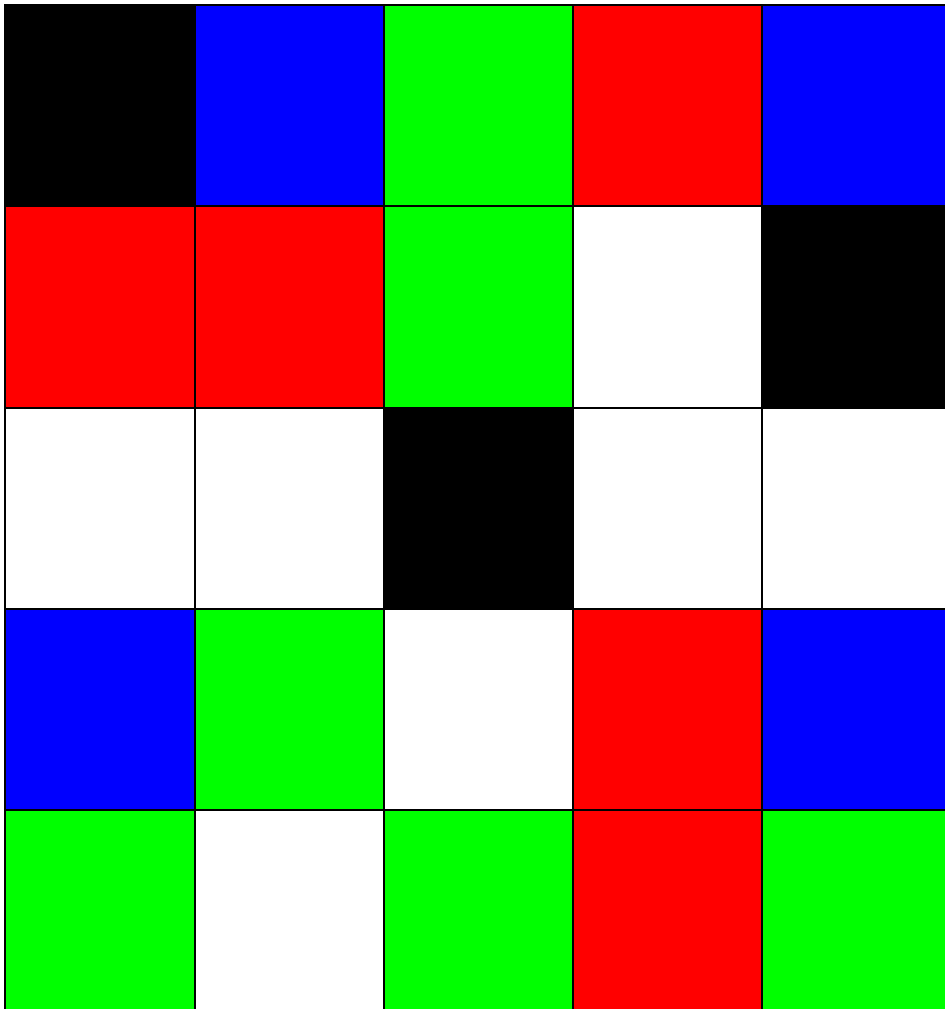


**Eastern
Region**

2011 - Problem X – Blank Chart



Yellow	Blue	Green	Red	Blue
Red	Red	Green	White	Green
White	White	Yellow	White	White
Blue	Green	White	Red	Blue
Green	Black	Green	Red	Green



Notes for Coaches Only

This is a difficult problem. Sometimes, though, in practice sessions, you can learn more from a failure than from a success. So, if your team has trouble with this one, it may prove good for them in the long run.

1. It is important to follow the rules! For this problem, the communication must only be audio, not grunts or gestures. Explore what the possibilities are with the materials provided. What other ways might you communicate if the rules were different? What about if the materials were different? What other parts of the rules might easily be misinterpreted? It can be a good idea to have one team member who is assigned the task of continually rereading the problem and making sure that the team is interpreting the problem correctly. They should be encouraged to ask the judges questions if they are unclear on anything, or if they think one or more of their teammates might be confused.
2. In any communication problem, it is important to clearly identify the items that must be communicated. In this problem, you need to communicate only two things:
 - Which position (row and column, or sequentially numbered location) is being described
 - Which color should be used
 -What other things might you need to communicate? If the receivers can communicate with the senders, it might be useful to have a signal for “start over” if things are going totally wrong.
3. It is difficult to make a communication scheme and remember it unless it has some kind of mnemonic memory device. It is also important to decide early, so you have time to practice. Sometimes you might talk about many different options, then finally pick one, and then in the second part you might not be able to remember if the scheme was something you decided, or just something you talked about.
4. One of the important features of this problem is the scoring. Note three things: 1.) There are no yellow squares in part 2, so your communication scheme must be able to handle missing information. 2.) You get points for not coloring black squares. (Read! Listen!) 3.) You get the bonus by giving up one of the green squares – you lose five but you gain twenty!
5. This problem has a very limited time frame, so you next need to have a decision process. You need to be able to efficiently and agreeably decide on your signaling system, and make sure that everyone is clear on it.

If at all possible, you want to have time left to practice your solution. Practicing is the easiest way to reveal any problems with your communication system (and how well everyone remembers it). It will also help you figure out who will have what role during the solution.