



# Odyssey of the Mind<sup>®</sup>

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## 2017 REGIONAL TOURNAMENT

### Verbal Spontaneous Problem: Dogs in Space

A. *When the team members enter the room, tell them, “This is a verbal problem. The five team members who will compete please step over to the competition area (indicate area). The others must sit quietly in these seats (indicate seats) and watch or leave the room. They cannot participate in any way.”*

B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)

- (1) You will have 1 minute to think and discuss the problem and 5 minutes to respond. You are allowed to ask the judges questions; however, time will continue. You cannot talk to each other during response time.
- (2) Each of you has 7 response cards. You will take turns in order. After you give a response, you will place one of your cards in the container.
- (3) You will receive 1, 3, or 5 points for each response. Responses will be judged on creativity and how well they add to the story.
- (4) Speak loudly and clearly. Once time begins, it will not be stopped, even if the judge hasn't heard your response and asks you to say it again.
- (5) You should not repeat a response that has already been given, and you cannot skip your turn. If one member of the team is stuck, the team is stuck.
- (6) You will be finished when response time ends or when you have used all of your response cards.
- (7) **Your problem is to tell a story about the character in the picture in front of you.** For example, a team member will start the story by saying, “Fluffy was the first dog in space.” After giving a response you will place your card in the container, and then a different team member will respond and add to the story. For example, they might say, “He stocked up on dog treats before he left for space” and so on.

*(After reading the entire problem aloud, repeat the items in boldface. Begin by saying, “I repeat.”)*

**C. FOR JUDGES ONLY:**

1. Judges should discuss and practice solving the problem before the first team competes. Make any necessary decisions and notes. All decisions must be applied uniformly to all teams.
2. Practice reading the problem out loud before the first team competes. When reading to the teams, illustrate the problem by indicating items and portraying actions.
3. Place two copies of the Team's Copy of the problem and the pictures in full view of all team members before you read the problem to them. They may use the copies for reference during the competition. Place the picture, printed in color, on the table for teams as well.
4. Give each team member a set of seven unnumbered cards. Each set should be different from the others, such as different colors, or marked with different shapes, etc. Make sure team members surrender a card after each response.
5. Place a container within reach of all team members. Make sure it has an opening large enough and that it can hold all 35 cards.
6. If there are fewer than five team members competing, record the number of team members on the scoresheet. For each successful round of responses the unassigned card will be worth 1 point. For example: There are 4 team members; one set is unassigned; the team gives all of its response in 5 rounds. The unused set of cards will be worth 5 points (1 point per round). If time ends before all team members respond the team will receive 1 point for each round completed by ALL team members for the unassigned set.
7. Be sure to give exactly 1 minute to think and 5 minutes to respond. Timing is critical. Team members responding as time ends may finish and be scored.
8. Score: 1 point for each common response, 5 points for each creative response.

9. **Examples of 1-pt Responses:**

- Statements that don't make sense and/or are sentence fragments.
- Statements that are not associated to the previous one and/or don't add to the story.
- Statements that do not enhance the story and/or have little or nothing to do with the picture.

10. **Examples of 3-pt Responses:**

- Creative/original statements that do not continue the storyline, or add to it.
- Statements that add to or continue the storyline, but are not very creative or original.
- Common statements that allow an opportunity to change the storyline.

11. **Examples of 5-pt Responses:**

- Original or humorous statements that also continue the storyline.
- Creative statements that allow an opportunity to change it completely.
- The use of rhyming, homonyms, double entendre, plays on words, etc.

**NOTE:** If a team member gives a response very similar to a previous one, count it as common. Do not ask team members to explain their answer, or to give a different response. You should ask a team member to repeat a response only if you did not hear it. Time continues. You may act as a translator for an explanation of a response AFTER the team has left the room.



# Team's Copy

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