



# Odyssey of the Mind<sup>®</sup>

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## 2012 REGIONAL TOURNAMENT

### Verbal/Hands-On Spontaneous Problem: MORE THAN MEETS THE EYE

A. When the team members enter the room, tell them, “This is a verbal/hands-on problem. You have 1 minute to select the five team members who will compete. The others must sit in these seats and watch (indicate seats) or leave the room. They may not participate in any way.”

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

(1) You have 1 minute to think and 4 minutes to respond. You are allowed to ask the judges questions; however, time will continue. **You are not allowed to talk to each other at any time.**

(2) You will receive 1 point for each common response and 5 points for each creative response.

(3) Each of you has 7 cards. **You will take turns in order. After you give a response, you will place one of your cards in the container** (point to container).

(4) Speak loudly and clearly. Once time begins, it will not be stopped, even if the judge hasn't heard your answer and asks you to say it again.

(5) You should not repeat a response that has already been given, and you are not allowed to 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 cards.

(7) **Your problem is to say something about this item or improvise with it** (hold up ice cube tray). For example, you might wave it and say, “It’s a fan;” or say “It makes bricks for igloos.” You are not allowed to damage the item.

(Repeat 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. You may make decisions that are uniform to each team.
2. Place two copies of the Team's Copy of the problem in full view of all team members before reading the problem to them. They may use this as a reference.
3. 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.
4. 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.
5. If there are fewer than five team members, give cards ONLY to the members in the room. The other cards are not used. Be sure to indicate this on the scoresheet, i.e., "only 4 team members." (This will also change the total possible responses.)
6. Place a standard ice cube tray in view of all team members. Be sure to have at least two extras in case a team member inadvertently breaks one of the trays.
7. If a team member gives the same answer as another team member, score it as "common" and do not stop the team.
8. Be sure to give exactly 1 minute to think and 4 minutes to respond. Timing is critical. Team members responding as time ends may finish and be scored.
9. Score: 1 point for each common response, 5 points for each creative response.
10. **Examples of Common Responses:**
  - ☺ *Typical responses about an ice cube tray:* "It makes ice cubes, small ice pops, etc."; "It's old technology"; "It makes your food square"; "It takes up space in the freezer"; "You buy them at the dollar store"; "Use it to make Jell-O squares"; "It won't work unless it's in the freezer."
  - ☺ *Typical uses/improvisations for an ice cube tray or uses that don't make sense: (Pretends to loosen ice cubes)* "It's hard to get this ice out"; "It holds jewelry"; *(banging on the table)* "It's a new kind of drum"; *(holds up to ear)* "It's a telephone," or "Hello?"
11. **Examples of Creative Responses:**
  - ☺ *Unusual or humorous responses:* "Is that something from the 1950's"; "It's a water separator"; "It makes bricks for igloos"; "It's an apartment for fleas"; "It's a frozen mini waffle-maker"; "It makes icebergs for baby penguins"; "Use it as a pill box."
  - ☺ *Improvising with the ice cube tray: (Holds up to mouth)* "It's a dental retainer for someone with a big mouth"; *(Attempts to loosen ice)* "It's an arm workout"; *(Turn it upside down)* "It's a shelf."

**NOTE:** If the team gives a response very similar to a previous one, count it as common. Do not pause the time. Do not ask teams to explain their answer, or to give a different response. You should only ask a team member to repeat a response if you did not hear it.

# Team's Copy

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- (7) Your problem is to say something about this item or improvise with it.