



Odyssey of the Mind[®]

2005 ASSOCIATION FINALS

Verbal Spontaneous Problem: **THE TEAM IS STUCK**

A. *When the team members enter the room, tell them, "This is a verbal 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) This is a two-part problem. In Part I, you will have 3 minutes to create your solution. The judge will tell you when 1 minute and when 30 seconds remain. In Part II, you will have 4 minutes to present your solution. You can ask the judges questions; however, time will continue. You cannot talk to each other during Part II.

(2) Your problem is to tell a story about one of the following situations:

- a. **Why your team is stuck in a giant bird's nest.**
- b. **Why your team is stuck to a giant lollipop.**
- c. **Why your team is stuck inside a giant sea clam.**

(3) In Part I, you will choose a situation and create your story.

(4) When Part II begins, you will tell the judge which situation you chose. You will then begin your story.

(5) Each of you has 6 cards. You can respond in any order. The first team member will hand the judge a card and give a statement that starts your story. The next team member will hand the judge a card and give a statement that adds to the story, and so on.

(6) Speak loudly and clearly. Once time begins it will not be stopped, even if the judge asks you to repeat your response.

(7) Scoring is as follows:

- (a) You will receive 1, 2 or 3 points for each response. Responses will be judged on creativity and how well they add to the story.
- (b) You will receive 1 to 10 points for the overall creativity of your story.
- (c) You will receive 1 to 10 points for how well you incorporate the situation into your story.

(8) Competition is over when time ends or when all of you run out of cards.

(Repeat text 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 all teams.
2. Place two copies of the Team's Copy in full view of all team members before you read the problem to them. They may refer to them during the competition.
3. Give each team member one set of 6 cards. Each set should be different from the others, such as different colors, or marked with different shapes, etc. Be sure to take a card before each response. Once a team member hands in his or her last card and adds to the story, that team member may no longer respond.
4. Be sure to give exactly 3 minutes for Part I. Warn the team when 1 minute, and when 30 seconds remain.
5. Give the team exactly 4 minutes for Part II. Timing is critical. Students responding as time ends can finish and be scored.
6. When scoring creativity of the story, consider originality, number of responses that add something, humor, if the team members take on roles, and so on. When scoring how well the situation is incorporated into the story, consider continuity, significance of the situation to the story, the degree that team members stay on topic, etc.
7. If the team members are obviously working under a misconception, you may clarify the problem. For example, make sure they know they are to tell a story.
8. **Examples of 1-Point Responses:**
 - ☺ Statements that do not make sense.
 - ☺ Statements that are not associated to the previous one.
 - ☺ Statements that do not add to the story.
 - ☺ Statements similar to previous ones.
 - ☺ Incomplete or short statements that don't add to the story but keep it going (for example, "The one time," "Well, I'll be," "That's right").
9. **Examples of 2-Point Responses:**
 - ☺ General descriptive statements that aren't directly related to the story (for example, "I went home").
 - ☺ Statements that add to the story but are predictable.
 - ☺ Statements that are plausible and get the story going after previous statements slow it down or bring it to an end.
10. **Examples of 3-Point Responses:**
 - ☺ Original, unexpected or humorous statements that continue the story.
 - ☺ Statements that rhyme and continue the story.
 - ☺ Using satire or irony.

TEAM'S COPY

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- (1) This is a two-part problem. In Part I, you will have 3 minutes to create your solution. The judge will tell you when 1 minute and when 30 seconds remain. In Part II, you will have 4 minutes to present your solution. You can ask the judges questions; however, time will continue. You cannot talk to each other during Part II.
- (2) Your problem is to tell a story about one of the following situations:
 - a. Why your team is stuck in a giant bird's nest.
 - b. Why your team is stuck to a giant lollipop.
 - c. Why your team is stuck inside a giant sea clam.
- (3) In Part I, you will choose a situation and create your story.
- (4) When Part II begins, you will tell the judge which situation you chose. You will then begin your story.
- (5) Each of you has 6 cards. You can respond in any order. The first team member will hand the judge a card and give a statement that starts your story. The next team member will hand the judge a card and give a statement that adds to the story, and so on.
- (6) Speak loudly and clearly. Once time begins it will not be stopped, even if the judge asks you to repeat your response.
- (7) Scoring is as follows:
 - (a) You will receive 1, 2 or 3 points for each response. Responses will be judged on creativity and how well they add to the story.
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Why your team is stuck in a giant bird's nest.

Why your team is stuck to a giant lollipop.

Why your team is stuck inside a giant sea clam