1997 Odyssey of the Mind Association Finals Competition

Spontaneous Problem: Ably Named

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) You will have 2 minutes to think, discuss the problem, and create a response strategy. You will have 3 minutes to respond. You may ask the judges questions, but time continues. You may talk to each other at any time.

(2) You will receive 1 point for each common response. Creative or humorous responses will receive 5 points. You will also receive 1 to 10 points for how well your team works together.

(3) Your team will be given a paddle (show the paddle to the team). During the response time, a team member must raise the paddle over his or her head before giving a response.

(4) When one of you raise the paddle a judge will point to you (show the team). You may then give one response. When you are finished giving that response you must lower the paddle.

(5) It is up to your team to determine who will go next. Any team member may raise the paddle and respond, including the team member who just responded.

(6) Once the time begins, it will not be stopped.

(7) Your problem is to make up a character whose name describes an ability or characteristic. For example, you might say, "Strong Man, a man with great strength," or "Tall Paul, a tall person."

(Repeat boldface text.)
C. FOR JUDGES ONLY:

1. Be sure there is a paddle to be used by the team. This may be any kind of paddle. A different item may be substituted, but be sure to use that item's name wherever the word paddle appears in Part B.

2. Judges should discuss and practice the problem before the first team competes. You may make decisions that are applied uniformly to each team.

3. Place the team's copy of the problem in view of the team members before you read the problem to them. They may use it as a reference during the competition.

4. Be sure to give exactly 2 minutes to think, discuss the problem, and create a response strategy. Give 3 minutes to respond. Timing is critical. Students responding at the buzzer can finish and be scored.

5. When reading "For example " in B. 7, demonstrate the use of the paddle to the team. The team member must raise the paddle, a judge must point to him or her, the team member will give one response and then lower the paddle. He or she may raise the paddle again or pass it to another team member.

6. Be sure to point to the team member as soon as he or she raises the paddle over his or her head. This should be performed by the same judge for each team.

7. If the team is incorrectly using the paddle tell it the proper use. If a team is not organized and/or not working well together, do not interfere.

8. Students may talk to each other at any time. If a team member raises the paddle and responds, another team member may tell him or her another response and they may raise the paddle and respond again.

9. Score: 1 point for each common response, 5 points for each creative and/or humorous response and 1 to 10 points for how well the team works together. When judging teamwork for this problem, consider how smoothly the response order flows, if there is friction between team members when they respond, and/or the level of confusion during response time.

10. Examples of Common Responses:
- *Literal, descriptive names:* Mean Lady, someone who is always angry; Doctor Evil, a wicked doctor; Sick Joe, a boy who always feels bad; Green girl, a girl who is green.
- *Names that don't allude to the special ability or characteristic:* Mrs. Calloway, a tall lady; Joe Johnson, a fat man.
- *Using a simple name to match a characteristic:* Dirt Man, a messy person; Money Man, someone who always carries money; Brush Girl, a girl who brushes her hair often.
- *Poor examples of names:* Paul Pedal, someone who speeds; B.C., an old person; Clock Boy, someone who is always late.

11. Examples of Creative Responses:
- *Applying a special ability to something common:* Trash Man, ruins everything he touches; Bell Boy, can carry ten bags of luggage at one time.
- *Creative application of the name:* John Trucker, someone who is semi-tough; John Painter, a man who paints bathrooms; Gail Storm, enters a room like a hurricane.
- *Item names as the character's name:* Jack Hammer, makes loud noises when he walks on sidewalks; Bill Price, works in retail; Rich Mogul, a wealthy man; Rosy Cheeks, wears a lot of blush.
- *Finding names in words:* Cord R. Roy, only wears pants; Dan Druff, has white hair.
- *Miscellaneous:* Baby Ruth, baby girl with a sweet tooth; Captain Kangaroo, a person who can hop over walls; Jane Doe, a girl who resembles a deer; Shinehead Smith, shaves his head.

NOTE: Once an answer is given, if a very similar answer is given, count it as common only.
1. Alya Named

Team Copy
Add together:
A = ___________
B x 1 = ___________
C x 5 = ___________

TOTAL SCORE =

COMMON RESPONSES

CREATIVE RESPONSES

B. Total Common Responses ________
C. Total Creative Responses ________