



ODYSSEY OF THE MIND™

2009-2010

Primary Problem: *Surprise Party*



Surprise Party

Primary Problem: Grades K-2

Introduction

People give surprise parties for all kinds of reasons - usually in honor of a birthday, graduation, anniversary, promotion, or other joyous occasions. Parties are so much fun - why not find more reasons to celebrate? In this problem, teams are going to celebrate something that isn't usually celebrated. They're going to throw a surprise party, and the reason for the party is going to be as much a surprise as the party itself!

A. The Problem

The problem is to create and present an original humorous performance that includes a surprise party for a team-created character. This is not your typical surprise party, however, because the party is given in celebration of something that is not usually celebrated. The character will receive at least three gifts that symbolize the reason for the party. The performance will also include an original party "noisemaker" that makes an unusual sound.

The **creative emphases** of this problem are on the reason for the surprise party, the team-created character, the three gifts, and the noisemaker.

The **Spirit of the Problem** is for the team to create and present an original humorous performance about a surprise party given for a team-created character for a reason that is not typically celebrated. Partygoers will give the character at least three gifts that reflect the reason for the party, and the performance will include a noisemaker that makes an unusual sound.

B. Limitations (Italicized words/terms are defined in the Problem Glossary or in the *2009-2010 Odyssey of the Mind Program Guide*.)

1. This problem cannot be solved without referring to the Program Rules section of the *2009-2010 Odyssey of the Mind Program Guide*. No problem clarifications will be issued for this problem.
2. The time limit for this problem is 8 minutes. This starts when the Timekeeper says, "Team begin" and includes setup, Style, and presentation of the problem solution.
3. The cost limit for this problem is \$125 (U.S.). The combined value of the materials used during the demonstration of the team's solution, including Style, cannot exceed this amount. The *Odyssey of the Mind Program Guide* explains the cost limit and lists items that are exempt from cost.
4. The team will create an original humorous performance that includes:
 - a. a team-created character.
 - b. a surprise party for the team-created character.
 - c. three gifts that symbolize the reason for the party.
 - d. a noisemaker that makes an unusual sound.
5. The team-created character:
 - a. may be anything the team wishes.
 - b. must be an original character. It may be a parody of a recognizable character.
 - c. must be portrayed by one or more team members.
 - d. will be given a surprise party.
6. The surprise party:
 - a. will be given for the team-created character.
 - b. will be given for a reason that is not usually celebrated. It does not have to be given because of an achievement. It may be for anything the team wishes.
 - c. will take place in a party setting.
 - d. will include guests.
7. The three gifts:
 - a. can be anything as long as they each reflect the reason for the party.
 - b. must be different from one another.
 - c. will be presented to the team-created character during the performance.

8. The noisemaker:
 - a. must be created by the team. The performance may include more than one noisemaker, but only one will be scored in D7.
 - b. must make a sound not typical of a party noisemaker. It will receive score for the originality of the sound it produces. The sound does not have to be loud, but it must be audible to others.
9. The team should present the Staging Area Judge with four copies of a list on one side of one or two sheets of 8-1/2" x 11" or A4 paper. This list must be hand-printed, typed, or computer generated and must include:
 - a. the team's membership name and number, the problem and division.
 - b. a brief description of the team-created character to be scored.
 - c. the reason for the surprise party.
 - d. a brief description of the three gifts.
 - e. a brief description of the noisemaker to be scored.
 - f. the signal the team will use to indicate it has finished its performance.

C. Site, Setup and Competition

1. A stage or floor area a minimum of 7' x 10' (2.1m x 3m) will be used, but a larger area is desirable. This space will not be marked. Teams must be prepared to perform in the 7' x 10' area. If space permits, the team can perform and/or place equipment, props, etc. outside of the 7' x 10' area. If a drop-off exists beyond the 7' x 10' dimensions, a caution line may be taped 30" (76.2cm) from the edge. This will serve as a warning, not a boundary.
2. All props must be provided by the team. If teams are to demonstrate their solutions at a tournament, the Tournament Director will advise them if any standard items, such as tables and chairs, will be available. (Teams wishing to present their solutions at a competition must make arrangements with the Tournament Director in advance of the competition date.)
3. Team members will remain in a Staging Area until the judge gives a signal to begin. It will be the team's responsibility to complete the problem within the 8-minute time limit. The team must give a signal when it is finished.
4. Prop disassembling and cleanup can be done after time ends.

D. Scoring

Although there is no judging or scoring for this problem, teams should be aware of the types of categories that would most likely be scored if this were an Odyssey of the Mind competitive problem. Coaches are encouraged to review these categories with the team to evaluate how well the solution matched up with the sample scoring.

1. Creativity of the overall performance (originality, effectiveness)1 to 20 points
2. Quality of the performance (audibility, movement, stage presence)1 to 20 points
3. The team-created character2 to 25 points
 - a. Originality1 to 15 points
 - b. Creativity of its appearance1 to 10 points
4. Creativity of the reason for the surprise party1 to 25 points
5. The setting for the party2 to 20 points
 - a. How well it reflects the reason for the party1 to 10 points
 - b. Creativity of how it is decorated1 to 10 points
6. The three gifts3 to 45 points
 - a. All three reflect the reason for the party1 or 15 points
 - b. Creativity of the gifts1 to 20 points
 - c. Effectiveness of how they are presented to the character1 to 10 points
7. The noisemaker2 to 25 points
 - a. Is audible in the performance0 or 5 points
 - b. Originality of the sound1 to 10 points
 - c. Effectiveness of the sound in the performance1 to 10 points
8. Humor in the performance1 to 20 points

Maximum possible: 200 points

E. Penalties (Deducted from percentaged scores.)

1. "Spirit of the Problem" violation (each offense)-1 to -100 points
2. Unsportsmanlike conduct (each offense)-1 to -100 points
3. Incorrect or missing membership sign-1 to - 15 points
4. Outside assistance (each offense-1 to -100 points
5. Over cost limit-1 to -100 points
6. Over time limit: -5 points for each 10 seconds or fraction thereof
over time limit (e.g.: 17 seconds= -10 points) maximum -30 points
Omission of scored problem requirements carries no penalty except loss of score.

F. Style (Elaboration of the problem solution; use the Style Form from the *Odyssey of the Mind Program Guide*.)

1. Creativity of the costume of one of the guests1 to 10 points
2. Creative use of material in of one of the gifts1 to 10 points
3. (Free choice of team)1 to 10 points
4. (Free choice of team)1 to 10 points
5. Overall effect of the four Style elements in the performance 1 to 10 points
Maximum Possible: 50 points

G. Tournament Director Will Provide (If done as part of a tournament.)

1. A 7' x 10' (2.1m x 3m) presentation area.
2. A three-prong electrical outlet.
3. A judging team and judging materials.

H. The Team Must Provide

1. Any necessary extension cords or outlet adapters.
2. Four copies of its Style Form, four copies of the team list as described in B9, one Materials Values Form, and one Outside Assistance Form.
3. Cleanup materials as needed.

No clarifications will be given for this problem.

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