



# Odyssey of the Mind™

2013-2014

## Problem No. 3: *Classics...* *It's How We Rule*



# Classics... It's How We Rule

## Problem No. 3: Divisions I, II, III & IV

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### Introduction

In history, a typical Court of a King or Queen — or other leader — was comprised of individuals who regularly served the leader as he or she ruled over a population, often referred to as a kingdom. The Court was the center of political life, and often had much influence on the fashion of the times, as well as on literary, musical and artistic trends. Most of the individuals who made up the Court were personally chosen advisors or companions, but some were employed to entertain the royal leaders; for example, a minstrel provided musical entertainment, and a jester entertained with humor. Teams now have the chance to create their own Court, with their own interpretation of a leader that rules a kingdom.

### A. The Problem

Teams will create and present an original humorous performance that includes a recreation of an actual Historic Royal Court and their own Team-Created Court that is set at a different time and place. The Historic Royal Court will issue a decree that is appropriate for that time period, while the Team-Created Court will issue a decree that changes a common behavior for its inhabitants. Individuals associated with the Historic Royal Court will be selected and portrayed by the team, but the Team-Created Court will be made up of a leader, a minstrel character that performs a song while playing a team-created instrument, and a jester character that makes fun of the leader. The performance will also include puppets and a Peoplet (a character portrayed as a puppet by a team member).

The **creative emphases** of the problem are on the performance, the portrayal of the Team-Created Court, the leader, the change in behavior of the inhabitants, how the team-created instrument makes sound, and the Peoplet.

The **Spirit of the Problem** is for the team to create and present a humorous performance that includes the re-creation of a Historic Royal Court, and a Team-Created Court that includes a leader, a minstrel character that performs a song while playing a team-created instrument, and a jester character. The Historic Royal Court will issue a decree that aligns with its history, and the Team-Created Court will issue a decree that changes a behavior of the people of the kingdom. The performance will also include puppets and a Peoplet.

### B. Limitations (Italicized words/terms are defined on Page 5 in the Problem Glossary or in the *20013-2014 Odyssey of the Mind Program Guide*.)

1. **General Rules:** Read the *2013-2014 Odyssey of the Mind Program Guide*. This manual is updated each year and includes basic limitations for solving Odyssey of the Mind problems and the forms required for competition. This problem cannot be solved without referring to the Program Rules section of the guide.
2. **Problem Clarifications:** The *Odyssey of the Mind Program Guide* explains the types of questions about the rules that will be clarified and the ways to submit those questions. General problem clarifications can be accessed at [www.odysseyofthemind.com/clarifications/](http://www.odysseyofthemind.com/clarifications/). Problem clarifications submitted after February 15, 2014 will not be answered. CCI may find it necessary to issue clarifications after that date, so continue to check for them after February 15 and until your last competition.
3. The time limit for this problem is 8 minutes. Time starts when the Timekeeper says, "Team begin" and includes setup, Style, and the presentation of the problem solution.
4. 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.
5. The team will create an original humorous performance that includes:
  - a. a re-creation of a Royal Court from history.
  - b. an original Team-Created Court, that includes:
    - (1) a *leader*.

- (2) a minstrel *character* that performs a *song* while playing a team-created instrument.
  - (3) a jester character that makes fun of the leader.
  - c. a decree issued by the Historic Royal Court.
  - d. a decree issued by the Team-Created Court that changes a *common behavior* of its people.
  - e. two or more puppets.
  - f. a Peoplet.
6. The **Historic Royal Court**:
- a. must be an actual Court ruled by a King or Queen that existed in history. It must have existed on or before 1800 AD.
  - b. in the performance, must include a King and/or a Queen, and at least two other members of the Court.
  - c. must be *historically appropriate*.
  - d. will issue a decree that is also historically appropriate for that time period.
7. The **Team-Created Court**:
- a. may be set in any time period that is different from that of the Historic Royal Court.
  - b. can be made up of as many characters as desired as long as it includes:
    - (1) a leader. This can be anything and any role the team wishes.
    - (2) a minstrel character that performs a song while playing a team-created instrument.
    - (3) a jester character that makes fun of the leader.
  - c. must be *portrayed* as ruling a kingdom. The inhabitants may be portrayed in any way.
  - d. will issue a decree that changes a common behavior of the inhabitants of the kingdom.
8. The **two decrees**:
- a. must be audible to the judges and audience.
  - b. may be presented at any time during the performance.
  - c. will be issued by the leader of each of the Courts with these requirements:
    - (1) From the Historic Royal Court: It should fit in with its history but did not have to actually exist.
    - (2) From the Team-Created Court: Can be anything, but must be presented in the performance to change a common behavior of the inhabitants of the kingdom.
9. The **leader** of the Team-Created Court:
- a. can be portrayed as anything and in any way.
  - b. must be shown as in charge of the members of the Court.
  - c. will present the decree to the inhabitants of its kingdom.
10. The required **minstrel character**:
- a. can be portrayed in any way.
  - b. must be a member of the Team-Created Court.
  - c. must perform a song on a team-made instrument during the presentation of the solution. The song can be original or one that already exists and can be accompanied by other music.
11. The required **jester character**:
- a. can be portrayed in any way.
  - b. must be a member of the Team-Created Court.
  - c. must make fun of the leader of the Team-Created Court at some time during the performance.
12. The **two puppets**:
- a. can portray anything the team wishes. There may be more than two puppets but only two will be scored in D9.
  - b. must not be a team member in costume. The team must manipulate one or more materials to operate the puppet.
  - c. may appear in any part of the performance.
13. The **Peoplet**:
- a. must be a character in the performance.
  - b. must be a team member appearing as a puppet.
  - c. may appear to be animated any way the team wishes.

14. The team should present the Staging Area Judge with four copies of the Team's Required List Form found in the forms section of the Member's Area at [www.odysseyofthemind.com/members/](http://www.odysseyofthemind.com/members/), or four copies of a list on one side of one or two sheets of 8 ½" x 11" or A4 paper. This list must be hand-printed or computer generated. It is for reference only. The list must include:
  - a. the team's membership name and number, the problem and division.
  - b. a brief description of the Historic Royal Court, including the time period that it existed.
  - c. a brief description of the Team-Created Court.
  - d. the leader of the Team-Created Court.
  - e. the team-made instrument and the song that will be played on it.
  - f. a brief description of the required jester character.
  - g. the two puppets to be scored in D9.
  - h. the prop to be scored in D3b.
  - i. how the Peoplet is to be portrayed.
  - j. the signal the team will use to indicate it has finished its performance.
15. The team must present documentation of the Historic Royal Court that lists the ruling members. Teams are encouraged to provide descriptions and/or graphic representations (of portraits) of the members they are portraying. This can be a photocopy from a book, a computer printout, etc.

### C. Site, Setup and Competition

1. A stage or floor area a minimum of 7' x 10' (2.1 m x 3 m) will be used, but a larger area is desirable. This will not be marked. Teams must be prepared to perform in a 7' x 10' area. If space permits, the team may perform and/or place equipment, props, etc. outside the 7' x 10' area. If a drop-off exists beyond the 7' x 10' dimensions, a caution line may be taped 30" (76.2 cm) from the edge of the drop-off. This will serve as a warning, not a boundary.
2. A three-prong electrical outlet will be available. Teams should bring their own extension cords and adapters, if needed.
3. The team members must report to the competition site with all of their props and paperwork at least 15 minutes before they are scheduled to compete.
4. It is the team's responsibility to complete its problem solution within the 8-minute time limit. When the team is finished, it must signal the judges. An overtime penalty will be assessed if the team takes more than 8 minutes, and the Timekeeper will stop the team after one minute of overtime.
5. Teams should bring cleaning utensils to clean up any mess. Should a team take an unreasonable amount of time to clean the site, or leave a mess, the judges will assess an unsportsmanlike conduct penalty. Others not on the team's roster may help the team clear the site and remove the team's props. The competition area must be left clean and dry for the next competing team.

### D. 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 Historic Royal Court ..... 2 to 25 points
  - a. Historical accuracy ..... 1 to 10 points
  - b. Overall *artistic quality* of a prop used to in the Historic Court..... 1 to 10 points
  - c. Issues a decree that fits with its history ..... 0 or 5 points
4. The Team-Created Court..... 1 to 25 points
  - a. Includes a leader, minstrel, and jester characters..... 0 or 5 points
  - b. Overall creativity of the stage set ..... 1 to 15 points
  - c. Issues a decree that changes the behavior of its people ..... 0 or 5 points

5. The decrees..... 2 to 20 points
  - a. *Effectiveness in the performance* for how the decree impacts the Historic Royal Court's kingdom ..... 1 to 10 points
  - b. Creativity of how the Team-Created Court's decree changes the behavior of its inhabitants ..... 1 to 10 points
6. The leader of the Team-Created Court ..... 2 to 15 points
  - a. Effectiveness in the performance ..... 1 to 5 points
  - b. Creativity of how the leader is portrayed ..... 1 to 10 points
7. The minstrel..... 1 to 15 points
  - a. Plays a song on a team-made instrument ..... 0 or 5 points
  - b. Creativity of how the instrument makes sound ..... 1 to 10 points
8. The jester..... 1 to 15 points
  - a. Makes fun of the leader of the Team-Created Court ..... 0 or 5 points
  - b. Effectiveness of its role in the performance ..... 1 to 10 points
9. The two puppets ..... 1 to 15 points
  - a. Are included in the performance..... 0 or 5 points
  - b. Effectiveness of their role in the performance ..... 1 to 10 points
10. Peoplet in the performance..... 2 to 20 points
  - a. Creativity of how it is presented ..... 1 to 10 points
  - b. Effectiveness of its role in the performance ..... 1 to 10 points
11. Overall humor of the performance ..... 1 to 10 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. Overtime: -5 points for every 10 seconds or fraction thereof over time limit (example: 27 seconds over = -15 points)..... maximum -30 points
7. Lacking or missing documentation of the Historic Royal Court may produce a low score for D3&5 as a result of judges' unfamiliarity with the Historic Royal Court portrayed.

*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. *Visual impact* of the jester's costume..... 1 to 10 points
2. Creativity of the overall use of *one specific material* ..... 1 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\*:**

1. A 7' x 10' (2.1m x 3m) presentation area (larger, if possible).
2. A three-prong electrical outlet.
3. A judging team and materials necessary to judge this problem.

**\*NOTE:** Contact your Tournament Director regarding competition site specifications such as actual dimensions, registration procedures, floor surface, etc. Do not submit a clarification request for this information.

## **H. The Team Must Provide:**

1. Four copies of its Style Form, one Cost Form, one Outside Assistance Form, and all team-specific clarifications.
2. Four copies of its list as stated in B14. This list is to assist the judges. If the team fails to provide the list, there will be no penalty; however, it benefits the team to have the lists because without them the judges might miss a scored aspect of the performance.
3. Documentation of the Historic Royal Court (see B15).
4. Any necessary extension cords or outlet adapters.
5. Cleanup materials as needed.

## **I. Problem Glossary**

*common behavior* – behavior or actions generally accepted as commonplace by the majority of the kingdom's inhabitants on a day-to-day basis as established by the team's performance.

*historically appropriate* – appearance and subject matter should evoke the team's selected time period, but may include elements that were not of that time. For example, a costume can be created out of duct tape or other modern materials, but the overall look should be based on how the people dressed in that time.

*leader* – a character that is shown to be in charge of or to rule a population.

*one specific material* – this must be the same material used throughout the performance in multiple ways; for example, solid gray duct tape, or red string.

*visual impact* – impressiveness; ability to stand out from others and be noticed.

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