



Odyssey of the Mind™

2013-2014

Problem No. 1: Driver's Test



Driver's Test

Problem No. 1: Divisions I, II & III

Introduction

Driving a car provides a sense of freedom and independence, but having to take the test often causes a case of the jitters. No matter how much the student practices and prepares, who wouldn't be nervous having a stranger critiquing every move? Maybe that's a good thing because we want our roads to be safe and filled with drivers who can handle any challenge. Here's a chance for OotM teams to create their own driver's test and build a vehicle to drive and take the test. One thing is for sure, an OotM driver's test is sure to have a few surprises!

A. The Problem

The problem is to design and build a vehicle that will be driven by a student driver character taking a driving test. The vehicle will also attempt to complete tasks. The vehicle will travel using one propulsion system and then travel in reverse using a different propulsion system. The vehicle will encounter a directional signal and have a Global Positioning System (GPS) that talks to the driver. The team will create a theme for the presentation that incorporates the vehicle, the tasks, a driver's test, a student, and the talking GPS.

The **creative emphases** of the problem are on the theme of the performance, the appearance of the vehicle, the propulsion systems, the student driver, and the GPS.

The **Spirit of the Problem** is for the team to design, build and drive a vehicle that travels while a student driver character attempts to pass a driver's test. The vehicle will also complete tasks. The vehicle will use one propulsion system to travel forward and, at some time, travel in reverse using a different propulsion system. The vehicle will encounter a directional signal and have a GPS that talks to the driver. The theme of the presentation will incorporate the vehicle, the driver's test, the student, and the GPS.

B. Limitations (Italicized words/terms are defined in the *2013-2014 Odyssey of the Mind Program Guide*.)

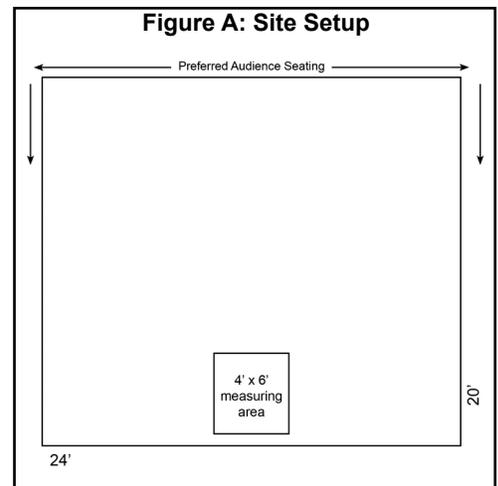
1. **General Rules:** Read the *2013-2014 Odyssey of the Mind Program Guide*. This manual is updated each year and includes basic limitations for solving Odyssey of the Mind problems and the forms required for competition. This problem cannot be solved without referring to the Program Rules section of 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/. 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 before each competition.
3. The time limit for this problem is 8 minutes. This 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 \$145 (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 performance that includes:
 - a. a ride-on vehicle that uses one type of propulsion system to travel forward and another type of propulsion system that causes the vehicle to travel in reverse.
 - b. a driver of the vehicle that *portrays* a student attempting to pass a driver's test.
 - c. a directional signal.
 - d. a talking Global Positioning System (GPS).
 - e. a theme for the presentation.
 - f. a signal letting the judges know a task is being attempted.

6. The vehicle:
 - a. must be an original creation of the team; however, it may include *commercially produced* parts. The team may have more than one vehicle, but only one will be scored.
 - b. must fit entirely within a 4' x 6' taped area before time begins.
 - c. must travel on the competition site and complete tasks.
 - d. must be operated by *one or more team members* riding on it. Team members can get on and off the vehicle at any time that it is not traveling.
 - e. must have one propulsion system that causes it to travel forward and another propulsion system that causes it to travel in reverse. Additional propulsion systems may be used but will not be scored in D4.
 - f. must be safe and not cause harm or damage to the competition site, the judges, the team, or anyone in the audience.
7. The two propulsion systems:
 - a. must be different from one another and must not include pedaling. These can be different energy sources, or they can be the same type of energy applied in different ways. The source of energy and the engineering of how that energy is applied for propulsion are what determine how a vehicle is propelled.
 - b. must include one that causes the vehicle to travel forward.
 - c. must include one that causes the vehicle to travel in reverse. This may be used at other times as well.
 - d. must be part of the vehicle and travel with it.
 - e. may change from one to the other at any time.
 - f. must not be designed to increase the vehicle's size beyond the 4' x 6' measuring area at any time.
8. The driver's test:
 - a. may take place at any time during the performance. More than one driving test may be presented.
 - b. may be presented as being successful or not. The team may present more than one attempt to pass the test and the attempts may be made by different characters.
 - c. will include three required tasks. The tasks do not have to be presented in the same test and do not need to be portrayed as being a requirement to pass the test. One task will be team-created and two tasks will be selected by the team from the following list:
 - (1) travel sideways (maintain orientation while moving directly left or right).
 - (2) knock something over (must be a minimum of 30" tall and a maximum of 5" wide.)
 - (3) transport something (pick up an object while traveling without stopping, carry it, and deliver it somewhere else).
 - (4) separate into two or more sections and reconnect after traveling while apart.
9. Traveling the competition site:
 - a. The performance will indicate when the driver's test begins and ends.
 - b. During the vehicle's travels, it must attempt to complete the three required tasks. Each time the vehicle attempts to complete a task, the team will signal the judges and audience. In the performance, these tasks do not have to be presented as a requirement of the test.
 - c. At some time during the performance the vehicle must travel in reverse. This can be done at any time, but it must be visible to the judges to receive score.
 - d. Items may be placed onto and removed from the competition area at any time.
10. The student driver character:
 - a. may be one or more characters who attempt the driver's test. All characters will be considered for score in D5.
 - b. must be portrayed by *one or more team members*.

- c. may be portrayed as anything.
 - d. must be riding on and controlling the vehicle during the attempts to complete each of the tasks.
11. The directional signal:
 - a. can be anything.
 - b. must be visible to the judges and the audience.
 - c. is encountered by the vehicle while traveling. The signal is not a part of the vehicle.
 - d. must be used at least once to indicate which direction the vehicle must travel next.
 - e. can be part of one of the tasks in B8.
 12. The Global Positioning System (GPS):
 - a. must talk to the driver at least one time during the performance. This can be live or a recording played during the presentation.
 - b. does not need to be self contained and riding on the vehicle. However, whatever component the sound comes out of has to be on the vehicle when being scored.
 13. The theme of the performance can be about anything as long as it incorporates the vehicle, the tasks, at least one student character taking a driver's test, and the GPS.
 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 Members Area at www.odysseyofthemind.com/members/ or four copies of a list on one side of one or two sheets of 8½" x 11" or A4 paper. This list must be hand-printed, typed, 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 two propulsion systems.
 - c. the three tasks the vehicle will perform.
 - d. the signal the team will use to indicate when a task is being attempted.
 - e. a description of the directional signal.
 - f. the signal the team will use to indicate it has finished presenting its solution.

C. Site, Setup and Competition

1. The competition area will be a minimum of 24' x 20' (7.3m x 6.1m) (not taped) with a taped 4' x 6' measuring area. The judge will direct the team to place its vehicle into the area. It must fit entirely within the 4' x 6' taped area (See Figure A). If it does not, the judge will give the team an opportunity to bring it to specification, but only if time allows.
2. There will also be a taped 5" x 30" area to measure the object in B8c2 if the team selects that task.
3. After time begins, the vehicle will start out in the taped measuring area and travel the competition area to complete the three required tasks.
4. A three-prong electrical outlet will be available. Teams should bring their own extension cords and adapters, if needed.
5. Team members must report to the competition site with all of their props at least 15 minutes before they are scheduled to compete.
6. At the end of the 8-minute competition period, the Timekeeper will call time and all activity must stop. The team may end before the 8 minutes but it must signal the judges when it is finished.



7. 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 can help the team clear the site and remove the team's props. The competition area must be left undamaged, and clean and dry for the next team.

D. Scoring

1. Overall creativity of the theme of the performance 1 to 20 points
2. Overall quality of the presentation..... 1 to 15 points
3. The vehicle 1 to 20 points
 - a. Creativity of its *appearance*..... 1 to 10 points
 - b. Travels in reverse 0 or 10 points
4. The propulsion systems..... 3 to 25 points
 - a. Creativity of how vehicle travels forward 1 to 10 points
 - b. Creativity of how vehicle travels in reverse..... 1 to 10 points
 - c. Degree of difference between the systems 1 to 5 points
5. Creativity of the role of the student driver character 1 to 10 points
6. The driver's test 1 to 20 points
 - a. Is presented 0 or 5 points
 - b. Effectiveness in the performance 1 to 15 points
7. Task 1 selected from the list 1 to 20 points
 - a. Is completed 0 or 10 points
 - b. Effectiveness in the performance 1 to 10 points
8. Task 2 selected from the list 1 to 20 points
 - a. Is completed 0 or 10 points
 - b. Effectiveness in the performance 1 to 10 points
9. Team-created task..... 2 to 25 points
 - a. Is completed 0 or 5 points
 - b. Effectiveness in the performance 1 to 10 points
 - c. Degree of technical difficulty 1 to 10 points
10. Effectiveness of the directional signal 1 to 10 points
11. The GPS..... 1 to 15 points
 - a. Creativity of how it is portrayed 1 to 10 points
 - b. Talks to the driver while on the vehicle 0 or 5 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. Vehicle does not fit within the 4' x 6' taped area.....zero score for D7, D8 & D9
7. No signal when vehicle attempts a taskno penalty, but judges may miss a scoring element for that task

Omission of scored problem requirements carries no penalty except loss of score.

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

1. Originality of how membership sign is designed to look like a driver's license..... 1 to 10 points
2. Trash items used in the construction or decoration of the vehicle 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 24' x 20' (7.3m x 6.1m) competition area (larger, if possible) with a taped 4' x 6' vehicle measuring area and a taped 5" x 30" area to measure the object in B8c2 if applicable.
2. A three-prong electrical outlet.
3. A judging team and materials necessary to judge this problem.

NOTE: Contact your Tournament Director for site specifications, such as actual dimensions, 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 the list described 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. Any necessary extension cords or outlet adapters.
4. Cleanup materials as needed.

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