



# Odyssey of the Mind<sup>®</sup>

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## 2014 REGIONAL TOURNAMENT

### Verbal Spontaneous Problem: Poles

**A.** *When the team members enter the room, tell them, “This is a verbal problem that includes some writing. The five team members who will compete please step over to the competition area (indicate area). The others must sit quietly in these seats (indicate seats) and watch or leave the room. They cannot participate in any way.”*

**B. JUDGE READS TO TEAMS:** (Do not read material in parentheses.)

- (1) You have 2 minutes to think and write responses and 5 minutes to respond. You may ask the judges questions; however, time will continue. You are allowed to talk to each other during think time.
- (2) During think time you are allowed to brainstorm ideas and write them down. You are allowed to refer to the list of responses that you created when giving responses. You are not allowed to share your list.
- (3) **Each of you has 5 cards marked with different scoring values that you will use when you respond** (*show a sample card with the two values*). **You will take turns in order. Before you give a response, you will place the card you’ve chosen in the container.** (*point to container*)
- (4) **You should try and use your best five responses. If you believe your response is very creative, you should choose a card with the higher values** (*hold up higher value card*). **If you think your response is less creative, you should choose a card with lower values** (*hold up lower value card*). **For example, if you use this card** (*show 4,8 card*) **the judge will give you 4 points if your response is common, and 8 points if it is creative. Each card may only be used once.**
- (5) Speak loudly and clearly. Once time begins, it will not be stopped.
- (6) You should not repeat a response that has already been given, and you are not allowed to skip your turn. If one member of the team is stuck, the team is stuck.
- (7) You will be finished when response time ends or when you have used all of your cards.
- (7) **Your problem is to name different kinds of poles.** For example, you might say, “Telephone pole,” or “Pole Vault.”

*(After reading the entire problem aloud, repeat the items 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. Make any necessary decisions and or notes. All decisions must be applied uniformly to all teams.
2. Practice reading the problem out loud before the first team competes. When reading to the teams, illustrate the problem by indicating items and portraying actions.
3. Place two copies of the Team's Copy of the problem in full view of all team members before you read the problem to them. They may use them as a reference during the competition.
4. Give each team member a set of five cards, each one marked with one of the following values: 5 & 10, 4 & 8, 3 & 6, 2 & 4, 1 & 2. Make an extra set to show as examples when reading the problem.
5. Place a container within reach of all team members. Make sure it has an opening large enough and that it can hold all 25 cards.
6. Be sure to score the common/creative points based on the card chosen by the team member. Team members can use each card only once. Make sure team members place a card in the container before responding.
7. Also give each team member a piece of paper and a pencil to use during think time. If you see a team member not writing any ideas down, remind them that it could be helpful during response time. Team members are allowed to talk in Part I and work on lists together, but remind them to each have a list for reference.
8. If there are fewer than five team members, give only the five cards to each member. The other cards are not used. Be sure to indicate this on the scoresheet, i.e., "only 4 team members." (This will also change the total possible responses.)
9. **Examples of Common Responses:**
  - ☺ *Typical poles:* flag pole, totem pole, fireman's pole, telephone pole, fishing pole, ski pole, North/South Pole.
  - ☺ *Miscellaneous:* election polls, Gallup poll, opinion poll.
10. **Examples of Creative Responses:**
  - ☺ *Unusual poles:* pole vault, Maypole, poles on a magnet, pole dancing, balancing pole (wire walker).
  - ☺ *Names of living things:* tadpole, pole cat, polar bear.
  - ☺ *Using "pole" within a larger word/phrase or forced pronunciations:* polar opposites, poltergeist, Polish sausage, Poland, police, polite, purple (purPOLE), cupholder (cuPOLEder), polygraph.

**NOTE:** If a team member gives a response very similar to a previous one, count it as common. Do not ask team members to explain their answer, or to give a different response. You should ask a team member to repeat a response only if you did not hear it. Time continues.

- (1) You have 2 minutes to think and write responses and 5 minutes to respond. You may ask the judges questions; however, time will continue. You are allowed to talk to each other during think time.
- (2) During think time you are allowed to brainstorm ideas and write them down. You are allowed to refer to the list of responses that you created when giving responses. You are not allowed to share your list.
- (3) Each of you has 5 cards marked with different scoring values that you will use when you respond. You will take turns in order. Before you give a response, you will place the card you've chosen in the container.
- (4) You should try and use your best five responses. If you believe your response is very creative, you should choose a card with the higher values. If you think your response is less creative, you should choose a card with lower values. For example, if you use this card the judge will give you 4 points if your response is common, and 8 points if it is creative. Each card may only be used once.
- (5) Speak loudly and clearly. Once time begins, it will not be stopped.
- (6) You should not repeat a response that has already been given, and you are not allowed to skip your turn. If one member of the team is stuck, the team is stuck.
- (7) You will be finished when response time ends or when you have used all of your cards.
- (7) Your problem is to name different kinds of poles.

# Team's Copy

Verbal Spontaneous Problem: Poles

## Poles

Verbal Problem

Number of team members if FEWER than 5

Common 1	Creative 2
Total _____	Total _____
Common 2	Creative 4
Total _____	Total _____
Common 3	Creative 6
Total _____	Total _____
Common 4	Creative 8
Total _____	Total _____
Common 5	Creative 10
Total _____	Total _____

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This number should be the same for all judges and should not exceed 25