



Maryland/DC Odyssey of the Mind

Verbal/Hands-On Spontaneous Problem: Cryptid Hunters

A. *When the team members enter the room, tell them, "This is a verbal problem. All team members may compete. Those who choose not to participate 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.)

PART I

- 1) **This is a two part problem. Part II will be read after part I is completed.** In part I , you have 4 minutes to create your solution.
- 2) **Your problem is to use only the materials (points to materials) provided to build a newly discovered mythical creature.**
- 3) You may talk freely with each other during part I . **You may not destroy any materials labeled with a colored sticker.**
- 4) You will be scored as follows in part I :
 - a) You will receive 1 to 10 points for the creativity of your creature.
 - b) You will receive 1 to 10 points for how well your team works together.
- 5) **You will be finished when time ends or when you have asked to move onto part II .**

(After reading the entire problem aloud, repeat the items in boldface. Begin by saying, "I repeat.")

PART II (*now place part II team copy for the team to see and place the tokens and container on the table*)

1. **This is now part II.** You will have 1 minute to think and discuss and 4 minutes to respond. You are not allowed to talk to each other during response time.
2. **Your problem is to tell a story about how the new mythical creature was discovered.**
3. Speak loudly and clearly. Once response time begins, it will not be stopped. You may not repeat a response that has not been given.
4. **There are 35 tokens on the table. With each response, you will place one of the tokens into the container.**
5. **You will be finished when response time ends or you have used all of your tokens.**
6. You will receive 1 point for each common response and 5 points for each creative response.

(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. Do not place part II on the table until part I is completed.
4. Materials
 - *10 assorted markers
 - 4 sheets of paper
 - 3 plastic cups
 - 20 paper clips
 - 6 pipe cleaners
 - *2 scissors
 - 2 toilet paper rolls
 - 4 cotton balls
 - 10 toothpicks
 - 12 inches of masking tape*place a sticker on the materials that can not be destroyed
5. Place 35 tokens randomly on the table. Tokens can be small wooden cubes, small straws, poker chips, small rocks, etc. Anything that is easily picked up and placed in a container, but not something that distracts team members.
6. Place a container or two within reach of all team members. Make sure it is large enough to hold all 35 tokens. With each response, make sure team members place a token in the container.
7. No matter how many team members participate, there are still 35 tokens on the table.
8. Team members do not have to respond in any certain order nor do they have to have the same number of responses.
9. In part II, be sure to give exactly 1 minute to think and 4 minutes to respond. Timing is critical. Team members responding as time ends may finish and be scored.

10. When scoring **creativity of the solution**, think about if the team used the materials in an interesting way. Did the team create a completely original creature or did they base it off of something. When scoring **how well the team works together**, consider the extent that all team members are involved in developing the solution: Did the team delegate duties? Share ideas? Did the team members value one another's input? Did everyone contribute? Did teammates make sure that everyone is participating?
11. Score: 1 point for each common response, 5 points for each creative response.
12. Examples of Common Responses:
 - Statements that do not make sense.
 - Statements that are not associated with the previous one.
 - Statements that are plausible but do not add to the story.
 - General descriptive statements (for example, "The pyramid is green").
 - Statements that add to the story but are predictable.

Examples of Creative Responses:

- Original, unexpected or humorous statements that continue the story.
- Statements that continue the story and allow an opportunity to change the story completely.
- Statements that rhyme and continue the story.
- Unusual or humorous comments about a previous response.
- Creative puns that add to the story.

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.

Team Copy

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4. You will be scored as follows in part I :
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Team Copy

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PART II

1. This is now part II . You will have 1 minute to think and discuss and 4 minutes to respond. You are not allowed to talk to each other during response time.
2. Your problem is to tell a story about how the new mythical creature was discovered.
3. Speak loudly and clearly. Once response time begins, it will not be stopped. You may not repeat a response that has not been given.
4. There are 35 tokens on the table. With each response, you will place one of the tokens into the container.
5. You will be finished when response time ends or you have used all of your tokens.
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