### E. Penalties

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 every 10 seconds or fraction thereof over 8 minutes (example: 27 seconds = -15 points) - maximum -30 points

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 2017-18 Odyssey of the Mind Program Guide)

<table>
<thead>
<tr>
<th>Item</th>
<th>Maximum possible: 50 points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Creative use of a material used in the Worker Character’s costume</td>
<td>1 to 10 points</td>
</tr>
<tr>
<td>2. Creative design of a prop used to display food</td>
<td>1 to 10 points</td>
</tr>
<tr>
<td>3. (Free choice of item)</td>
<td>1 to 10 points</td>
</tr>
<tr>
<td>4. (Free choice of item)</td>
<td>1 to 10 points</td>
</tr>
<tr>
<td>5. Overall effect of the four Style elements in the performance</td>
<td>1 to 10 points</td>
</tr>
</tbody>
</table>

### G. Tournament Director Will Provide

1. T’ x 10 (2 m 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 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 Coat Form, one Outside Assistance Form, and all team-specific clarifications.
2. Four copies of the Team List. 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.

### I. Problem Glossary

Italicized terms that are not in this Glossary can be found in the 2017-18 Odyssey of the Mind Program Guide.

**Two-dimensional** - For the map in this problem, anything that looks flat and thin will be considered as being a two-dimensional representation.

Team member wearing a costume – attire (clothing and accessories) worn by a team member to create a character.

Problem by Dr. C. Samuel Micklus and Samuel W. Micklus © 2017 — Creative Competitions, Inc.

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A Stellar Hangout
Problem No. 5: Divisions II, III, IV

Introduction
As Odyssey of the Mind learns, people with very different interests, backgrounds, talents, and even languages can get along easily once they find a common interest. And what brings people together more than food, entertainment, and treasure? In this problem, teams bring together original creatures in a creative hangout during a quest for space treasure! When so many “out of this world” personalities come together it’s sure to bring about fun—and funny—interactions!

The Problem
In the outer reaches of the universe, there is an intergalactic Hangout where all sorts of creatures from different worlds stop, eat, relax, and relax. Another reason to visit this Stellar Hangout is the search for Space Treasure. Teams will create a humorous performance based on the activity at this Hangout that includes original creatures and food, a Worker Character, creative entertainment, and a futuristic map.

The Creative Emphases of the problem are on the performance, the Stellar Hangout, the original creatures and foods, the Worker Character, and the futuristic map.

The Spirit of the Problem is for the team to create and present an original humorous depiction serving a Stellar Hangout setting where three original creatures visit. At the Hangout, there will be original entertainment, team-created food, a Worker Character, and a futuristic map that transforms from two-dimensional into three-dimensional. Two or more of the characters will discuss and be on a quest for Space Treasure.

B. Limitations (italicized words/terms are defined in the Problem Glossary or in the 2017-18 Odyssey of the Mind Program Guide)

1. General Rules: Read the 2017-18 Odyssey of the Mind Program Guide. This manual is updated each year and includes important rules for solving Odyssey of the Mind problems and forms required for competition. This problem cannot be won without referring to the General Rules section of the guide.

2. Problem Clarifications: The Odyssey of the Mind Program Guide explains the types of questions that will be clarified and how to submit them. Problem clarifications can be submitted and accessed at www.odysseyofthemind.com/clarifications. The deadline for submission is February 15, 2018.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 clean-up, style, and the presentation of the solution. Outcomes will be based on the following.

-a. The Stellarian Hangout

   a. is allowed to be anything the team wishes, but must be portrayed as a gathering place for space travelers.
   b. will be set in all or part of the performance. Other settings may be included, but the required elements listed in Box 1 must appear in the Hangout.
   c. will have its name on a team-created sign.
   d. must include food that is ordered, “water” or served.
   e. The food in the Hangout

   (a) must be represented by tangible, team-created objects. These objects are not allowed to be real food and are not allowed to be eaten.
   (b) will be described in the performance. This may be done any way the team wishes.
   (c) can be presented in any quantity, with no minimum requirement. The food in the Stellar Hangout will be scored for how well it enhances the performance and for its creativity.

3. The three original creatures:

   a. must be portrayed as characters as described in the Program Guide glossary.
   b. are not allowed to be the same type of creature or from the same planet. Their home planets must be original, and different from each other, but do not appear in any of the Performance.
   c. include at least one that is not portrayed by a team member wearing a costume.
   d. may not be human, but must have some human characteristics.
   e. is not allowed to be and will not be scored as the required Worker Character.

4. The quest for Space Treasure:

   a. will be discussed by at least two recognized characters who visit at the Stellarian Hangout.
   b. is allowed to be anything the team wishes, but the treasure they are seeking must be made known to the judges and the overall objective. The originality of what is described as the Space Treasure will be scored.

5. The Worker Character:

   a. must be portrayed as being a human who came from Earth.
   b. must be portrayed as being an employee at the Stellarian Hangout. The job is allowed to be anything the team wishes.
   c. will interact with the three required creative characters.

6. The entertainment:

   a. is allowed to be anything the team wishes. If different forms of entertainment are presented, all will be considered for score in the same way.
   b. must be original in some way.
   c. must take place at the Stellarian Hangout.
   d. must include the performance of one or more of the required characters.

7. The futuristic map:

   a. must appear at the Stellar Hangout and be visible to the judges and audience.
   b. must transform from two-dimensional to three-dimensional while in the Stellar Hangout. This may be done any way the team wishes.

8. The Stellarian Hangout

   a. is allowed to be anything the team wishes, but must be portrayed as a gathering place for space travelers.
   b. will be set in all or part of the performance. Other settings may be included, but the required elements listed in Box 1 must appear in the Hangout.
   c. will have its name on a team-created sign.
   d. must include food that is ordered, “water” or served.

9. The food in the Hangout

   (a) must be represented by tangible, team-created objects. These objects are not allowed to be real food and are not allowed to be eaten.
   (b) will be described in the performance. This may be done any way the team wishes.
   (c) can be presented in any quantity, with no minimum requirement. The food in the Stellar Hangout will be scored for how well it enhances the performance and for its creativity.

10. The Worker Character:

   a. must be portrayed as being a human who came from Earth.
   b. must be portrayed as being an employee at the Stellarian Hangout. The job is allowed to be anything the team wishes.
   c. will interact with the three required creative characters.

10. The futuristic map:

   a. must appear at the Stellar Hangout and be visible to the judges and audience.
   b. must transform from two-dimensional to three-dimensional while in the Stellar Hangout. This may be done any way the team wishes.

13. The team should present the Staging Area Judge with four copies of the Team List Form found in the forms section at www.odysseyofthemind.com/clarifications or four copies of a list on one side of one or two sheets of 8 ½” x 11” or A4 paper. This list can 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 Worker Character and three original creatures.
   c. the name and description of the food.
   d. a brief description of the entertainment and when in the performance it will occur.
   e. when in the performance the map will transform.
   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 7’ x 10’ (2.1 m x 3 m) will be used, but a larger area is desirable. This will not make the team earn more points to perform in a 7’ x 10’ area if space permits, the team may perform in a 9’ x 10’ area. The stage area must be marked up to two feet below the floor level. This mark may be tape, 2” x 3” 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 must bring their own extension cords and adaptors, if needed.

3. The team members should report to the competition site with all items for the presentation of their solution at least 15 minutes before they are scheduled to compete.

4. It is the team’s responsibility to complete their problem solution within the 8-minute time limit. When the team is finished, the signal to end their performance will be given. 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 can help the team clean 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
   1 to 20 points

2. Overall quality of the presentation
   1 to 15 points

3. The Stellarian Hangout
   5 to 20 points

   a. Name is on the sign...
   5 to 0 points

   b. Overall creativity, (writing and concept)...3 to 10 points

   c. Effectiveness of interaction between characters...
   3 to 15 points

4. The food at the Stellarian Hangout
   3 to 20 points

   a. Appears and is tangible...
   5 to 0 points

   b. How well it enhances the performance...
   5 to 10 points

5. Three required original creatures
   4 to 25 points

   a. Presented within the limitations in B...
   5 to 0 points

   b. Difference between them (appearance, behavior, etc.)...
   5 to 0 points

   c. Creativity of their appearance and behavior...
   5 to 15 points

6. Team's overall score
   100 points

7. Overall performance
   100 points

8. Creativity
   100 points

9. Originality
   100 points

10. Effectiveness of interaction
   100 points

11. Appropriateness
   100 points

12. Total score
   400 points
The Odysseus of the Mind Program Guide explains the types of questions that will be clarified and how to submit them. Problem clarification can be submitted and accessed at www.odysseyofthemind.com/clarifications. The deadline for submission is February 15, 2015. CCI may find it necessary to issue clarification after that date, so continue to check on 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 solution.

4. The cost limit for this problem is $125 (U.S.). The combined value of all materials used during the presentation of the 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 Stellar Hangout with:
   a. food
   b. three original creatures
   c. a quest for Space Treasure
   d. a Worker Character
   e. entertainment
   f. a futuristic map

6. The Stellar Hangout
   a. is allowed to be anything the team wishes, but must be portrayed as a gathering place for space travelers.
   b. will be the setting for all or part of the performance. Other settings may be included, but the required elements listed in B8 must appear in the Hangout.
   c. will have its name on a team-created sign
   d. must include food that is ordered, “eaten” or served.
   e. The food in the Hangout
      (a) must be represented by tangible, team-created objects. These objects are not allowed to be real food and are not allowed to be eaten.
      (b) will be described in the performance. This may be done any way the team wishes.
      (c) can be presented in any quantity, with no requirement. The food in the Stellar Hangout will be scored for how well it enhances the performance and for its creativity.
   f. The three original creatures
      a. must be portrayed as characters as described in the Program Guide glossary.
      b. are not allowed to be the same type of creature or from the same planet. Their home planets must be original, and different from each other, but not seen to appear in the Hangout.
      c. include at least one that is not portrayed by a team member wearing a costume.
      d. may not be human, but must have some human characteristics.
      e. is not allowed to be and will not be scored as the required Worker Character.
   g. The quest for Space Treasure
      a. will be discussed by at least two required characters while they are at the Stellar Hangout.
      b. is allowed to be anything the team wishes, but the treasure they are seeking must be made known to the judges and audience. The originality of what is described as the Space Treasure will be scored.
   h. The food at the Stellar Hangout
      a. will be the setting for all or part of the performance. Other settings may be included, but the required elements listed in B8 must appear in the Hangout.
      b. must be represented by tangible, team-created objects. These objects are not allowed to be real food and are not allowed to be eaten.
      c. will be described in the performance. This may be done any way the team wishes.
      d. can be presented in any quantity, with no requirement. The food in the Stellar Hangout will be scored for how well it enhances the performance and for its creativity.
   i. The Performer Character
      a. must be portrayed as a human who came from Earth.
      b. must be portrayed as being a human employee at the Stellar Hangout.
      c. will be the setting for all or part of the performance. Other settings may be included, but the required elements listed in B8 must appear in the Hangout.
      d. must be portrayed as anything the team wishes.
   j. The Worker Character
      a. must be portrayed as a human being who came from Earth.
      b. must be portrayed as being an employee at the Stellar Hangout.
      c. will be the setting for all or part of the performance. Other settings may be included, but the required elements listed in B8 must appear in the Hangout.
      d. must be portrayed as anything the team wishes.
   k. The entertainment
      a. will be anything the team wishes.
      b. include at least one that is not portrayed by a team member wearing a costume.
      c. may not be human, but must have some human characteristics.
      d. is not allowed to be and will not be scored as the required Worker Character.
   l. The Stella character
      a. will be the setting for all or part of the performance. Other settings may be included, but the required elements listed in B8 must appear in the Hangout.
      b. will have its name on a team-created sign
      c. must include food that is ordered, “eaten” or served.
   m. The food in the Hangout
      (a) must be represented by tangible, team-created objects. These objects are not allowed to be real food and are not allowed to be eaten.
      (b) will be described in the performance. This may be done any way the team wishes.
      (c) can be presented in any quantity, with no requirement. The food in the Stella character will be scored for how well it enhances the performance and for its creativity.

A Starry Hangout
Problem No. 5: Division II, III, IV

Introduction
As Odyssey of the Mind teams know, people with very different interests, backgrounds, tastes, and even languages can get along easily once they find a common interest. And what brings people together more than food, entertainment, and treasure? In this problem, teams bring together original creatures in a creative hangout during a quest for treasure. When so many “out of this world” personalities come together it’s sure to bring about fun — and funny — interactions!

A. The Problem
In the outer reaches of the universe, there is an intergalactic Starry Hangout where all sorts of creatures from different worlds stop, eat, relax, and relax. Another reason to visit this Starry Hangout is the search for Space Treasure. Teams create a humorous performance based on the activity at this Hangout that includes original creatures and foods, a Worker Character, creative entertainment, and a futuristic map.

B. The Creative Emphases
The emphasis of the problem is on the performance, the Starry Hangout, the original creatures and foods, the Worker Character, and the futuristic map.

The Spirit of the Problem is for the team to create and present an original humorous performance depicting a Starry Hangout setting where three original creatures visit. At the Hangout, there will be original entertainment, team-created food, a Worker Character, and a futuristic map that transforms from two-dimensional into three-dimensional. Two or more of the characters will discuss and be on a quest for Space Treasure.

B. Limitations
The below worldviews are defined in the Problem Glossary or in the 2017-18 Odyssey of the Mind Program Guide:
1. General Rules: Read the 2017-18 Odyssey of the Mind Program Guide. This manual is updated each year and includes important rules for solving Odyssey of the Mind problems and forms required for competition. This problem cannot be solved without referring to the Problem Rules section of the guide.
2. Problem Clarifications: The Odyssey of the Mind Program Guide explains the types of questions that will be clarified and how to submit them. Problem clarifications can be submitted and accessed at www.odysseyofthemind.com/clarifications. The deadline for submission is February 15, 2015. CCI may find it necessary to issue clarification after that date, so continue to check on 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 solution.
4. The cost limit for this problem is $125 (U.S.). The combined value of all materials used during the presentation of the 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 Starry Hangout with:
   a. food
   b. three original creatures
   c. a quest for Space Treasure
   d. a Worker Character
   e. entertainment
   f. a futuristic map


C. Site, Setup and Competition
1. A stage or floor area a minimum 7’ x 10’ (2.1m x 3m) will be used, but a larger area is desirable. This will not make the teams lose points. The floor area must be large enough to perform in a 7’ x 10’ area if space permits. The team may perform on the floor area or use a stage, or both. Decorations, props, etc. outside the 7’ x 10’ area. If a drop-eats exists beyond the 7’ x 10’ dimensions, a caution line may be taped 30” (76 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 must bring their own extension cords and staplers, if needed.
3. The team members should report to the competition site with all the items for the presentation of their solution at least 15 minutes before they are scheduled to compete.
4. It is the team’s responsibility to complete their problem solution within the 8-minute time limit. When the team is finished, they must signal the judges. An overtime penalty will be assessed if the team loses 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 can help the team clean 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
   a. 1 to 20 points
2. Overall quality of the presentation
   a. 1 to 15 points
3. The Starry Hangout
   a. 1 to 5 points
   b. Name on the sign…
      (a) 0 points
      (b) Over 20 points
5. Effectiveness of interaction between characters
   a. 1 to 5 points
   b. How well it enhances the performance
   a. 1 to 5 points

3. The Starry Hangout
   a. Name on the sign…
      (a) 0 points
      (b) Over 20 points
6. Three required original creatures
   a. Presented within the limitations in B8, 0 to 5 points
   b. Difference between them (appearance, behavior, etc.)
      (a) 0 points
      (b) 1 to 5 points
   c. Creativity of their appearance and behavior (1–5 points each)
      (a) 0 points
      (b) 1 to 5 points

3. The team should present the Staging Area Judge with four copies of the Team List Form found in the forms section at www.odysseyofthemind.com/members or copies of a four list on one side of or two sheets of 8 ½” x 11” or A4 paper. This list can 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 Worker Character and three original creatures
   c. the name and description of the food
   d. a brief description of the entertainment and when in the performance it will occur
   e. in the performance the map will transform
   f. the signal the team will use to indicate it has finished its performance.
A Stellar Hangout

Problem No. 5: Divisions I, II, III & IV

Introduction
As Odyssey of the Mind knows, people with very different interests, backgrounds, talents, and even languages can get along easily once they find a common interest. And what brings people together more than food, entertainment, and the problem? This problem brings together original creatures in a creative hangout during a quest for treasure. When so many “out of this world” personalities come together it’s sure to bring about fun — and funny — interactions!

A. The Problem

In the outer reaches of the universe, there is an intergalactic Stellar Hangout where all sorts of creatures from different worlds stop, eat, relax, and enjoy food. Another reason to visit this Stellar Hangout is to see Space Treasure. Teams will create a humorous phenomenon based on the activity at this Hangout that includes original creatures and food, a Worker Character, creative entertainment, and a futuristic map.

The Creative Emphases of the problem are on the performance, the Stellar Hangout, the original creatures and foods, the Worker Character, and the futuristic map.

The Spirit of the Problem is for the team to create and present an original humorous depiction of a Stellar Hangout setting where three original creatures visit. At the Hangout, there will be original entertainment, team-created food, a Worker Character, and a futuristic map that transforms from two-dimensional into three-dimensional. Two or more of the characters will discuss and be on a quest for Space Treasure.

B. Limitations (italicized words are defined in the Program Glossary or in the 2017-18 Odyssey of the Mind Program Guide)

1. General Rules: Read the 2017-18 Odyssey of the Mind Program Guide. This manual is updated each year and includes important rules for solving Odyssey of the Mind problems and 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 that will be clarified and how to submit them. Problem clarifications can be submitted and accessed at www.odysseyofthemind.com/clarifications. The deadline for submission is February 15, 2018. CI will not endow or refer to any 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 overtime if needed. The team members should report to the competition site with all items for the presentation of their solution 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 give the judge an oral answer. An over-time penalty will be assessed if the team bleeds over 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 judge will assess an (Unreasonable Conduct) penalty. Others not in the team’s roster must help the team clean the site and remove the team’s props. The competition area must be left clear and dry for the next competing team.

D. Scoring

1. Creativity of the overall performance

2. Overall quality of the presentation

3. The Stellar Hangout...

4. Three required original creatures

5. Three required original characters

6. Three required original foods

7. The overall performance will be assessed for its originality, how well it enhances the performance and for its creativity.

8. The Stella Hangout

9. a. is allowed to be anything the team wishes, but must be portrayed as a gathering place for space travelers.

10. b. will be the setting for all or part of the performance. Other settings may be included, but the required elements listed in B1-c must appear in the Hangout.

11. c. will have its name on a team-created sign.

12. d. must include food that is ordered, "wasted" or served.

13. 7. Food in the Hangout

14. a. will be represented by tangible, team-created objects. These objects are not allowed to be real food and are not allowed to be eaten.

15. b. will be described in the performance. This may be done any way the team wishes.

16. c. can be presented in any quantity, with no minimum requirement. The food in the Stellar Hangout will be scored for how well it enhances the performance and for its creativity.

17. 8. The original creatures

18. a. must be portrayed as characters as described in the Program Guide glossary.

19. b. are not allowed to be the same type of creature or from the same planet. Their home planets must be original, and different from each other, but not are required to appear in the Hangout.

20. c. include at least one that is not portrayed by a team member wearing a costume.

21. d. may not be human, but must have some human characteristics.

22. e. is not allowed to be and will not be scored as the required Worker Character.

23. 9. Quest for Space Treasure

24. a. is allowed to be anything the team wishes, but the treasure they are seeking must be known to the judges and audience. The originality of what is described as the Space Treasure will be scored.

25. b. will have its name on a team-created sign.

26. c. will have its name on a team-created sign.

27. d. must be portrayed as being an employee at the Stellar Hangout.

The team should present four copies of the Team List Form found in the forms section at www.odysseyofthemind.com/competitors or four copies of a list on one side of one or two sheets of 8 1/2” x 11” or A4 paper. This list can 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 Worker Character and three original creatures.
- c. the name and description of the food.
- d. a brief description of the entertainment and when in the performance it will occur.

- e. the signals 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 will not make the team’s performance worse. The team may perform in a 7’ x 10’ area if space permits. The team may perform in any area of the competition site, including, but not limited to, 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’ (10 m) from the edge of the drop-off. This will serve as a warning, not a boundary.

2. A free-prong electrical outlet will be available. Teams must bring their own extension cords and wattages, if needed.

3. The team members should report to the competition site with all the items for the presentation of their solution at least 15 minutes before they are scheduled to compete. Teams should bring all the necessary props and equipment as needed. The judge will consider appropriate use of the competition space, including, but not limited to, the following:

- a. the overall performance
- b. the overall presentation
- c. the entertainment
- d. the effects of the entertainment
- e. the overall performance

- a. Difference between them (appearance, behavior, etc.)

- b. Appeared and is tangible

- c. EFFECTIVENESS OF INTERACTION BETWEEN CHARACTERS

- d. Does it transform from two-dimensional to three-dimensional when in the performance it will transform.

- e. Total Penalty

Scoring: 1 to 20 points

Junior

Senior

Team

Problem

Presentation

Problem

Problem

Presentation

Problem

Presentation

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Presentation

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Presentation

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F. The Worker Character

1. A is presented during the performance
   a. Is discussed by at least two required characters
   b. Originality of the job
   c. How well it is integrated into the theme
   3 to 20 points

2. The Entertainment
   a. Is a human employee at the Stellar Hangout
   b. Creativity in how it transforms
   c. Overall entertainment value
   3 to 20 points

3. The futuristic map
   a. Transforms from 2-dimensional to 3-dimensional inside the Stellar Hangout
   b. Creativity in how it transforms
   c. Artistic quality
   3 to 20 points

4. Humor in the performance
   2 to 10 points

Penalties

1. “Spirit of the Problem” violation (each offense)
   Maximum possible: 200 points
   -1 to -100 points

2. Unprofessional conduct (each offense)
   Maximum possible: 50 points
   -1 to -100 points

3. Incorrect or missing membership sign
   Maximum possible: 100 points
   -1 to -15 points

4. Outside assistance (each offense)
   Maximum possible: 0 points
   -1 to -100 points

5. Over cost limit
   Maximum possible: 0 points
   -1 to -100 points

6. Over time limit - 0 points for every 10 seconds or fraction thereof over 8 minutes
   (example: 27 seconds = -15 points)
   Maximum possible: 30 points

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

G. Tournament Director Will Provide

1. A 10’ 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 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 Cool Form, one Outside Assistance Form, and all team-specific clarifications.
2. Four copies of the Problem List. 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.

I. Problem Glossary

- The futuristic map
- The Entertainment
- The Worker Character
- The Worker Character’s costume
- Artistic quality
- The Team List
- A photocopy of the Team List only

Problem No. 5

A STELLAR HANGOUT

Problem No. 5
6. Quest for Space Treasure ........................................................................................................... 3 to 20 points
   a. Is discussed by at least two required characters .................................................................. 0 or 5 points
   b. Originality of Space Treasure .............................................................................................. 1 to 5 points
   c. How well it is integrated into the theme ............................................................................. 2 to 10 points

7. The Worker Character .................................................................................................................. 1 to 10 points
   a. Is a human employee at the Stellar Hangout .................................................................... 0 or 5 points
   b. Creativity of job .................................................................................................................. 1 to 5 points

8. The Entertainment .......................................................................................................................... 3 to 20 points
   a. Is presented during the performance ............................................................................... 0 or 5 points
   b. Originality .......................................................................................................................... 1 to 5 points
   c. Overall entertainment value ............................................................................................... 2 to 10 points

9. The futuristic map ........................................................................................................................ 3 to 20 points
   a. Transforms from 2-dimensional to 3-dimensional inside the Stellar Hangout ................. 0 or 5 points
   b. Creativity in how it transforms ............................................................................................ 2 to 10 points
   c. Artistic quality ..................................................................................................................... 1 to 5 points

10. Humor in the performance ......................................................................................................... 2 to 20 points

 Maximum possible: 200 points

E. Penalties

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 every 10 seconds or fraction thereof over 8 minutes (example: 27 seconds = -15 points) maximum -30 points  

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 2017-18 Odyssey of the Mind Program Guide)

1. Creative use of a material used in the Worker Character’s costume ...................................... 1 to 10 points
2. Creative design of a prop used to display food ....................................................................... 1 to 10 points
3. (Free choice of item) ............................................................................................................... 0 or 5 points
4. (Free choice of item) ............................................................................................................... 0 or 5 points
5. Overall effect of the four Style elements in the performance ................................................. 2 to 10 points

 Maximum possible: 50 points