Problem No. 5:

Furs, Fins, Feathers & Friends
Introduction

In 1994, Odyssey of the Mind Furs, Fins and Feathers teams looked at life from a single animal's perspective. Now, your team can explore how different animals might view and solve problems together. Would they swim upstream? Take a birds-eye view? Catch a tiger by a tail? Many types of wildlife demonstrate unique traits to survive. Sometimes they work together in packs, pods, flocks, etc., sometimes even predator and prey work together on the same team to survive. In this problem, your team will show problem-solving and teamwork from the point of view of different animals.

A. The Problem

The problem is to create and present an original humorous performance showing three animals' point of view while showing emotions and solving problems. Their solutions will help others, help each other, and solve a problem that threatens the survival of all animals. During the performance, the required animals will encounter a door and disagree about where it leads. The performance will also feature an original song and dance.

The creative emphases of this problem are on the performance, the three required animals, the problems and solutions, and the different explanations for the door.

The Spirit of the Problem is for the team to create and present an original humorous performance about the point of view of three different animals that show emotions and solve problems. Their solutions will help someone else, help each other, and solve a problem that threatens the survival of all animals. They also discover a door and disagree about where it leads. The performance will feature a song and dance.

B. Limitations (Italicized words/terms are defined on Page 5 in the Problem Glossary or in the 2015-2016 Odyssey of the Mind Program Guide.)

1. General Rules: Read the 2015-2016 Odyssey of the Mind Program Guide. This manual includes basic limitations for this problem 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 odysseyofthemind.com/clarifications/. Problem clarifications submitted after February 15, 2016, 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 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. three animal characters that show emotions and solve problems.
   b. a door and a disagreement about where it leads.
   c. an original song & dance.
6. The three required animal characters:
   a. must be portrayed by team members in costumes. How recognizable the animal characters are to the actual species is scored in D3a.
   b. are allowed to be depicted as having human traits such as walking on two legs, talking, wearing clothes, etc.
   c. must be three different currently existing animals. Additional characters may appear, but will not count for score in D3. The required animals must be from the following list and no two animals may be from the same category:
      (1) mammal (not human)
      (2) fish
      (3) bird
      Other animals may be used for non-scored characters.
   d. will show emotions. Each emotion must be portrayed by at least one of the required animal characters to count for score in D4, 5 & 6. Other animals can display the emotions, but those will not count for score. The emotions to be shown:
      (1) may be portrayed any time during the performance:
      (2) must display any three of the following: curiosity, fear, joy, sympathy, surprise, sadness, frustration.
   e. must encounter and solve three different problems. The solutions may be presented at any time, but not together. They will include:
      (1) helping a stranger. The stranger being helped cannot be one of the required animal characters. The stranger does not have to appear in the performance.
      (2) helping each other. It may not directly help any other character.
      (3) helping to ensure the survival of all animals. How it is portrayed as helping all animals is up to the team.

7. The door that the three required animal characters encounter:
   a. may appear at any time in the performance.
   b. must be a tangible item, able to be seen by the judges and audience. It may represent something that is not tangible.
   c. will cause them to disagree. Each required animal will explain where it thinks the door leads and their reason why. These explanations will be different from each other.
   d. will have its true path revealed to the judges and audience at some time during the performance. It may be revealed at any time and in any way.

8. The song and dance:
   a. must be performed together and must be able to be seen and heard by the judges and audience.
   b. must be performed by one or more animals during the performance. The animals do not have to be those required in B6.
   c. are not allowed to be prerecorded and played back. Pre-recorded musical accompaniment is allowed to be presented to enhance the song only.
   d. will receive score for effectiveness.
      (1) The song must have original lyrics and sound. It may include recognizable combinations of words/lyrics and melodies.
      (2) The dance must have an original combination of movement that accompanies the song. It may include recognizable movement.
9. The team should present the Staging Area Judge with four copies of the Team’s List Form found in the forms section at www.odysseofthemind.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. the three animals selected for the required characters. It is the teams’ responsibility to make sure the animals portrayed are identifiable to the judges. It may present commercially produced documentation (originals or copies) for any of its required animal characters.
   c. a brief description of the three problems the animals will encounter (B6e) and the order they will be presented.
   d. a short description of the door and the three different explanations.
   e. when each required emotion will be displayed and which required animal(s) will show it.
   f. when in the performance the song and dance will occur.
   g. the sound scored in F1.
   h. 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 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 and to place their props and background in that area as well. 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 must 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 performance 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 can 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 15 points

3. The three required animal characters……………………………………………………………………………………9 to 40 points
   a. How identifiable each animal character is to the real animal (1–5 points each)........3 to 15 points
   b. Effectiveness in the performance (scored as a group).........................................................5 to 10 points
   c. Originality of the costumes (scored as a group).................................................................1 to 15 points

4. First emotion portrayed by a required animal…………………………………………………………………………2 to 14 points
a. Takes place in the performance ................................................................. 0 or 2 points  
b. Creativity of how it is portrayed ............................................................... 1 to 6 points  
c. Effectiveness in the performance ............................................................ 1 to 6 points  

5. Second emotion portrayed by a required animal ........................................ 2 to 14 points  
   a. Takes place in the performance ................................................................. 0 or 2 points  
   b. Creativity of how it is portrayed ............................................................... 1 to 6 points  
   c. Effectiveness in the performance ............................................................ 1 to 6 points  

6. Third emotion portrayed by a required animal ........................................... 2 to 14 points  
   a. Takes place in the performance ................................................................. 0 or 2 points  
   b. Creativity of how it is portrayed ............................................................... 1 to 6 points  
   c. Effectiveness in the performance ............................................................ 1 to 6 points  

7. The problem and solutions .......................................................................... 4 to 30 points  
   a. Solutions presented helped a stranger, helped each other, and solved a problem that threatened the survival of all animals ....................................... 0 or 5 points  
   b. Creativity of how a problem threatened the survival of all animals ........... 1 to 10 points  
   c. Creativity of each solution (1 to 5 points each) ....................................... 3 to 15 points  

8. The Door encountered by the animals ........................................................ 5 to 23 points  
   a. Door appears in the performance ............................................................. 0 or 3 points  
   b. Creativity of the disagreement  
      (each explanation, reasoning, interaction, etc.) ......................................... 5 to 15 points  
   c. Actual path is revealed ........................................................................... 0 or 5 points  

9. The song and dance ...................................................................................... 1 to 15 points  
   a. Takes place .............................................................................................. 0 or 5 points  
   b. Effectiveness in the performance ............................................................. 1 to 10 points  

10. Humor in the performance .......................................................................... 1 to 15 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. Over time limit: -5 points for every 10 seconds or fraction thereof  
    over time limit (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 the Style Form from the Odyssey of the Mind Program Guide.)
1. Creative use of a sound in the performance
(all occurrences will count for score) ................................................................. 1 to 10 points

2. Creativity of the visual appearance of the required door ........................................ 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 for information regarding site specifications, e.g., 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 its list as stated in B9. 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 2015-2016 Odyssey of the Mind Program Guide.)

- **Currently existing** – Any animal from a species that is currently found alive in nature, zoos, farms, aquariums, etc. today that displays the characteristics and qualities associated with a group of known organisms.

- **Physical Characteristics** – Naturally-occurring physical traits of an animal. For example, a shark would naturally have fins, but not wings.

- **Show emotions** – Observable demonstrations of reactions, feelings or states of mind that are produced by circumstances, situations, moods, or relationships with others. The emotions will be displayed in the performance as a change in one or more of the animals, that is, recognizably different in some way through physical traits, actions, and/or sounds.

- **Scored as a Group** – All three required animals considered together for that scoring category.

*Problem by Samuel W. Micklus and Dr. C. Samuel Micklus. © Copyright 2015 — Creative Competitions, Inc.*

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