Problem No. 3:

Classics... It’s Time, Omer
Classics… It’s Time, OMER
Problem No. 3: Divisions I, II, III & IV

Introduction

Over the course of history, humans have created astonishing works of art. At one time you could look into the horizon at Giza and not see any pyramids, or gaze up at an unadorned ceiling of the Sistine Chapel, and there was definitely a time when Rodin’s “The Thinker” was simply a mere thought! Now, they are gifts to the world and important pieces of art that continue to inspire. Fortunately, Odyssey teams have the best creative minds in the world and can find inspiration in all kinds of unusual places! In “Classics…It’s Time, OMER” new Odyssey of the Mind artists will cast the door ajar into a future world of artistic marvels.

A. The Problem

Time travelers journey backwards in time to find out what inspired great works of art. Three times they will travel into their past to watch classical artists create great works of art. They discover the inspiration came from OMER every time! The twist is that one of their trips into their past will be into our future, where they will witness an original, team-created artist become inspired and create something that they consider a great work of art. The time travelers and their journeys will be presented in an original, team-created performance that includes recreations of the classical works of art and the team-created future work of art. The performance will also show how the works of art had a positive impact on the world and a visual and audible effect to indicate when time travel is occurring.

The creative emphases of the problem are on the performance, the reason for wanting to learn the inspiration behind great works of art, the future artistic medium, and how the works of art positively impact the world.

The Spirit of the Problem is for the team to create and present an original performance about time travelers that journey back in time to learn the inspiration behind three great works of art — they learn it was OMER each time. Two trips will be into our past where they include two actual classic artists and their works selected from a list. The other trip will be to a time in our future with an original, team-created artist and work of art in a creative medium. In addition to the inspiration for the works of art, the performance will include team-created versions of the three works of art, how each positively impacted the world, and a signal that can be seen and heard to show when time travel is occurring.

B. Limitations (Italicized words/terms are defined on page 5 in the Problem Glossary or in the 2016-2017 Odyssey of the Mind Program Guide.)

1. General Rules: Read the 2016-2017 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 improperly submitted after February 15, 2017, 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 $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 performance that includes**:
   a. time travelers.
   b. three artists – two classic artists selected from a list and one that is team-created and from our future.
   c. three works of art.
   d. OMER as the inspiration.
   e. how the works of art positively impact the world.
   f. a visual and audible effect that indicates time travel.

6. The **time travelers**:
   a. are allowed to be portrayed in any way. Time travelers may be portrayed as traveling alone or in groups, but more than one time traveler must witness the moments of inspiration.
   b. must be presented as being from a future time after all three artists existed.
   c. are searching for the creative inspiration for three works of art. The performance will explain the reason why the time travelers want to learn the inspiration for the great art any way the team wishes.
   d. must appear in at least three different periods in time when the artists were inspired. The performance may convey the different periods in time any way the team wishes; however, the time when the time travelers witness the two classic artists should correspond to a place in time when the artists actually existed and before they completed the work of art.
   e. are allowed to travel from one time period to another any way the team wishes.
   f. do not have to physically appear to travel.
   g. will learn how OMER inspired the three artists.

7. The **three artists**:
   a. may be portrayed by the team in any way.
   b. will each be inspired by OMER to create their work of art. The acts of inspiration:
      (1) will motivate the artists to create the work of art (such as decide to paint a particular subject) and/or to create it a particular way (such as paint a subject as being sad, happy, realistic, fantastic, etc.).
      (2) are allowed to include characters in addition to the artists that are allowed to perform any roles the team wishes.
      (3) will be presented one at a time, but may be presented in any order during the performance.
   c. include one that is an original, team-created character. This artist:
      (1) will be from our future. The artist is not allowed to be portrayed as someone who is currently existing.
      (2) will be from the time travelers’ past. The artist must no longer exist in the time travelers’ time.
   d. include two different classic artists and one of their corresponding works of art from the following list:
      Vincent Van Gough – Sunflowers (any in the series)
      Dasoja of Balligrama – Standing Vishnu as Keshava
      Rosa Bonheur – The King watches; Horse fair
      Antonio Canova – Psyche Revived by Cupid’s Kiss; Theseus and the Minotaur
      Ch’en Hung-shou (Chen Hongshou) – Plum Blossoms and Wild Bird; Immortals Celebrating a Birthday; Lady Xuanwen Jun Giving Instructions on the Classics
      Leonardo da Vinci – Mona Lisa (La Gioconda); Self portrait
      Anna Golubkina – Old Age; The Mist
      Rachel Ruysch – Fruit and Insects; Still-Life with Bouquet of Flowers and Plums
8. The **three works of art:**
   a. must be made by the team.
   b. must appear in the performance. They are allowed to appear before, during, or after the inspiration is presented.
   c. must each be shown to have a positive impact on the world as *portrayed in the performance*.
   d. include two recreations of the classic works of art from the list of artists and art in B7d.
   e. include one that is an original, team-designed and created work of art. This work of art:
      1. must be presented as being created by the artist from our future.
      2. must be an original form of art as *portrayed in the performance*. This includes, but is not limited to, an original medium, an original application of a material not generally used in artwork, or a new source of an existing type of material.

9. The **visual and audible effect that indicates time travel:**
   a. is allowed to be anything within the general rules.
   b. must be able to be seen and heard by the judges and the audience to indicate each journey through time.
   c. may be different for different journeys through time.

10. The portrayal of **OMER** in the performance. OMER:
    a. does not have to visually appear each time an artist is inspired, but his inspiration must be explained in some way.
    b. must appear and be recognizable at least one time in the performance, see page 5 for reference. The way OMER is dressed can be adapted to the time period/location he is depicted in.

11. 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 Member’s Area at www.odysseyofthemind.com/members/, or four copies of a list on one side of one or two sheets of 8 ½” x 11” or A4 paper. This list must be hand-printed 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. when in the performance the time travelers journey through time.
    c. the two selected artists and classic works of art.
    d. a brief description of the future artist, team-created art, and the medium used to create the art.
    e. a short description of the visible and audible effect that indicates traveling into our past and into our future.
    f. when in the performance OMER will be recognizable.
    g. 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. 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 should 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 problem solution 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 may 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 20 points
3. The time travelers ........................................................................................................................................... 4 to 35 points
   a. Go into our past twice and into our future once ........................................................... 0 or 5 points
   b. Effectiveness in the performance ...................................................................................... 2 to 15 points
   c. Creativity of reason for wanting to learn the inspiration behind art ................................ 2 to 10 points
   d. Witness the three moments of inspiration ........................................................................ 0 or 5 points
4. The two classic works of art ......................................................................................................................... 11 to 50 points
   a. How closely they resemble the original works ........................................................................ 4 to 15 points
   b. Artistic Quality ......................................................................................................................... 3 to 20 points
   c. Originality of how the classic artists are inspired by OMER ............................................ 4 to 15 points
5. The future work of art ................................................................................................................................. 6 to 35 points
   a. Creativity in the artistic medium ............................................................................................... 2 to 10 points
   b. Presented as being in the future from our current time ...................................................... 0 or 5 points
   c. Portrayal of Future Artist (appearance, originality, effectiveness) ....................................... 2 to 10 points
   d. Originality of how the futuristic artist is inspired by OMER ............................................... 2 to 10 points
6. OMER ......................................................................................................................................................... 2 to 15 points
   a. Appears at least once .............................................................................................................. 0 or 5 points
   b. Effectiveness in the performance .............................................................................................. 2 to 10 points
7. Creativity in how the works of art positively impact the world ................................................................. 1 to 10 points
8. The audible and visual effect that indicates time travel ............................................................................. 1 to 15 points
   a. Indicates time travel ............................................................................................................... 0 or 5 points
   b. Effectiveness in the performance .............................................................................................. 1 to 10 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. Overtime: -5 points for every 10 seconds or fraction thereof over time limit (example: 27 seconds over = -15 points) .................................................................................................................. maximum -30 points
7. Required classic work of art is not from the list ....................................................................................... -15 points and not considered when scoring D1 and D2
8. Team-created artist is not from the future ............................................................................................. zero score D5b and c

*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 material used to produce a recognizable OMER ........................................................... 1 to 10 points
2. Elaboration of the membership sign to enhance the team’s performance ................................................ 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 regarding competition site specifications such as actual dimensions, registration procedures, 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 B11. This list is to assist the judges. If the team fails to provide the list, there will be no penalty.
3. Any necessary extension cords or outlet adapters.
4. Cleanup materials as needed.

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