E. Penalties

1. “Spirit of the Problem” violation (each offense) ............................................................. -1 to -100 points
2. Uncountable participants (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. Use of spoken language that enhances the performance (each occurrence) ........ -1 to -15 points

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 one or more materials in a Storyteller Emoji ..................................... 1 to 10 points
2. Creativity in how the membership sign looks like a phone ....................................... 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

G. Tournament Director Will Provide

1. A 10' x 15' 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 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 (Bolded terms that are not in this Glossary can be found in the 2017-18 Odyssey of the Mind Program Guide)

Audience Appeal – the entertainment value of the function taking place. This is how well that technical achievement entertains and impacts the audience. It will be scored for how well it impacts the judging audience.

Emojis – A wide range of digital images that include facial expressions, animals, symbols, and objects that are used to express ideas, emotions, opinions, etc. For this problem the required emojis must be objects and not images.

Mechanics – produced by a machine or work tool.

Artistic Mediums – Material used to create the tangible representation(s) of the Forgotten Emoji. The team is allowed to have more than one style. Materials may be used to create different styles that are visually similar at different times.

Tell the story – Present events, characters, actions and reactions that communicate the events in the life of the Forgotten Emoji.

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

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Emoji, Speak for Yourself

Problem No. 2: Divisions I & II

Introduction

While what we try to communicate is similar throughout time, the methods we use to communicate continue to evolve. From cave paintings and carvings to print and digital media we have used images and language to express our ideas and thoughts. Popular words and phrases eventually fade away as new ones catch on. Images remain an effective form of communication.

A. The Problem

The story is of a once famous emoji that has since been forgotten. To help tell this story, learners will design, build, and use three-dimensional emojis that demonstrate special functions like growing, turning into a team member, and changing into a different emoji. The team will perform the story and will include a choreographed dance, a technical representation of texting, and sound effects as an audio support.

B. Problem Solution

Creative Emphasis: The story of the problem is on the story and the performance, the design and execution of how the emojis and the functions add to the story, the technical representation of texting, the choreographed dance, and the sound effects are used to enhance the performance.

The Spirit of the Problem: For the team to create a performance about a once famous, but now forgotten, emoji. The team can use any comic strips, operas, or performances that show how people use emojis to express emotions and ideas. The team's performance of its original story must include a choreographed dance, or computer-generated choreography, and nonverbal sounds to enhance the performance. No spoken language is allowed at any time during the performance.

B. Limitations

(1) The theme of the Problem 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. Any clarifications must be written, not verbal. If the team does not understand a question, the team must ask for a written clarification. The clarification must be submitted in writing on an Odyssey of the Mind Clarification Form and mailed to Odyssey of the Mind, 1015 W. Main St., Suite 300, Bethlehem, PA 18018. The deadline for submitting clarifications is February 15, 2018.

(2) The three functions must be performed by the Storyteller Emojis. The transformation of an emoji into a different emoji is allowed to be completed any way the team wishes. However, it may be carried, manipulated, or altered by team members.

(3) The choreographed dance: The performance must include the Forgotten Emoji. Other characters can be included.

(4) The technical representation of texting: Text that is not allowed to be verbal (in any form). The entire performance must be presented without words or sounds. The only way to communicate text is to be written in an original format, in an original message, and can use images other than letters and words. The team members can use the entire space as they wish for the performance. All versions must be three-dimensional objects that are different from each other. The performance may include additional versions of each emoji, not just the one that is used in the performance.

(5) The transformation: The Forgotten Emoji must be uniquely created and be recognizable by the audience.

(6) The formerly famous emoji must be a written message that is produced in an original format. The only way to communicate text is to be written in an original format, in an original message, and can use images other than letters and words. The team members can use the entire space as they wish for the performance.

(7) The three Storyteller Emojis will perform a different required function. The functions are:

   a. Physically growing in size. The growth:
      (1) must be visually obvious and observable to the judges and audience. (2) must be a single emoji growing bigger in one or more dimensions (height, depth, and/or width). (3) must be an approved way to perform a technical function.
      (4) can use mechanical, electrical, or any other kind of mechanisms to perform the function. (5) must be tangible creations of the team. (b) Physically growing in size. The growth:
      (1) must be visually obvious and observable to the judges and audience. (2) must be a single emoji growing bigger in one or more dimensions (height, depth, and/or width). (3) must be an approved way to perform a technical function.
      (4) can use mechanical, electrical, or any other kind of mechanisms to perform the function. (5) must be tangible creations of the team. (c) Physically growing in size. The growth:
      (1) must be visually obvious and observable to the judges and audience. (2) must be a single emoji growing bigger in one or more dimensions (height, depth, and/or width). (3) must be an approved way to perform a technical function.
      (4) can use mechanical, electrical, or any other kind of mechanisms to perform the function. (5) must be tangible creations of the team.

(8) The choreographed dance: The Forgotten Emoji must be the only character that is not allowed to be performed by the Storyteller Emojis. Other characters can be included.

(9) The technical representation of texting: (a) must be visually recognizable as texting. (b) must be a written message that is produced in an original mechanical way. The message will be visible to the audience in a written format. It may include images other than letters and words.

(10) The choreographed dance:

   a. must be performed throughout the competition time. (b) must be visually obvious and observable to the judges and audience. (c) must be the Forgotten Emoji. Other characters can be included.

(11) The technical representation of texting:

   a. must be visually recognizable as texting. (b) must be a written message that is produced in an original mechanical way. The message will be visible to the audience in a written format. It may include images other than letters and words. (c) must be used to send energy sources approved in the General Rules of the Program Guide to power a machine or tool used to complete the task.

C. Site, Setup and Competition

1. A stage or floor area a minimum of 10’ x 10’ (3m x 3m) will be used, but a larger area is desirable. This will not count towards the 15 minute maximum proposed to perform in 10’ x 10’ area. (a) It is expected that the team members will perform all aspects of the performance, including the placement of props, etc. outside the 10’ x 10’ area. If a strip or strip beyond the 10’ x 10’ dimensions, a caution may be taped 30” (76.2cm) from the edge of the drop-off. This will serve as a warning, not a boundary. Teams can use the entire space as they wish for the performance.

2. A three-prong electrical outlet will be available. Teams must bring their own extension cords and adapters, if needed. The electrical outlet may only be used for the team’s performance. It must be plugged in and all items for the presentation of their solution at least 15 minutes before they are scheduled to compete.

3. At the end of the 8-minute time period, the Timer will call “Time” and all activity must stop. The team may end their performance at any time. After the 8 minutes, but must not exceed 10 minutes, the judges will evaluate the team.

4. Teams should bring cleaning utensils to clean up any mess. Should a team take an unreasonable amount of time to clean up, the judges may call the team off. However, the judges will assess an Unprofessional Contact penalty. Others on the team’s side may help the team clean up and the team may change the site and remove the team’s props. The competition area must be left clean before the next team competing.

D. Scoring

1. Creativity of the overall performance: ....................................................... 1 to 20 points

2. Originality of presentation: ........................................................................ 1 to 20 points

3. Originality of the Forgotten Emoji: ............................................................ 2 to 10 points

   a. Difference of their engineering and design ........................................... 1 to 5 points

   b. How well they present ideas, emotions, or thoughts .............................. 3 to 10 points

4. The three functions: .................................................................................. 75 points

   a. Groove in size .................................................................................. 3 to 25 points

   b. Size is noticeably larger ...................................................................... 0 to 5 points

   c. Creative way of expressing size .................................................................. 0 to 5 points

   d. Creativity of how the emoji becomes part of the costume ..................... 2 to 10 points

   e. Audience appeal .................................................................................. 1 to 10 points

The team should present the Staging Area Judge with four copies of the Team List Form found in the front section at www.odysseyofthemind.com or four copies of a list on one side of one or two sheets of 8 1/2” x 11” or A4 paper. The list can be hand written or typed but must be legible and the list must include only names and number, the problem, and division. The list format is as follows:

   a. the team’s membership number and name, the problem and division.

   b. a brief description of how the emoji functions.

   c. a brief description of three Storyteller Emojis, when they will appear, and the function they will perform.

   d. a brief description of the story change that is demonstrated by the emoji changing appearance into a different event.

   e. a brief description of the choreographed dance.

   f. a brief description of the sounds used to enhance the performance and when in the performance they will be used.

   g. a brief description of the technical representation of texting.

   h. the signal the team will use to indicate if it has finished its performance.
Emoji, Speak for Yourself

Problem No. 2: Divisions I & II

Introduction

What you use to communicate is a key element, through which we use to communicate. Continue to evolve from images and words to written content. More words and phrases eventually fade away as new ones catch on. Images remain an effective form of communication, and in fact, we all use them when we are communicating. Today, many people use text messages and emojis to express what they are thinking. In this problem teams will use emojis to tell another emoji's life story.

A. The Problem

1. The story of a once famous emoji that has since been forgotten. To help tell this story, teams will design, build, and use three-dimensional emojis that demonstrate special skills like growing into a team member, and changing into a different emoji. The team will perform the story and will include a choreographed dance, a technical representation of texting, and nonverbal sounds to enhance the performance. The team's performance of its solution, including Style, cannot exceed this amount. The Odyssey of the Mind Program Guide explains the cost of building, designing, and dry for the next competing team.

2. After the preliminary round, a copy of the Team List Form must be completed and returned to the contest officials. The Contest Official then will fill out the form and return it to the team's coach. They will be allowed to keep the form for reference only.

3. Each team member must fill out a blank copy of the Team List Form in the same manner as the one provided by the Contest Official. The completed forms will be collected at the end of the competition. The completed forms will be returned to the team's coach for reference only.

4. A. The team's memory name and number, the problem, and division.
   b. A brief description of the overall performance.
   c. A description of three Storyteller Emojis, when they will appear, and the function they will perform.
   d. A description of the technical representation of texting.
   e. A brief description of the choreographed dance.
   f. A brief description of the story change that is demonstrated by the emoji changing appearance into a different symbol.
   g. A brief description of the technical representation of testing.
   h. The signal the team will use to indicate if it has finished its performance.

B. Site, Setup and Competition

1. A stage or floor area a minimum of 10' x 15' (3m x 4.5m) will be used, but a larger area is desirable. This will not be taped or marked for the purpose of performing. A 10' x 15' area is tape-painted, the team may perform anywhere on the floor or place equipment, props, etc. outside the 10' x 15' area. If a drop-ceiling is beyond the 10' x 15' dimensions, a caution tape may be taped 30" (76.2cm) from the edge of the drop-off. This will serve as a warning, not a boundary. Teams can use the entire space as it is for the performance.

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

3. The dress code is self-contained. The teams will receive a copy of the dress code with all items for the presentation of their solution at least 15 minutes before they are scheduled to compete.

4. At the end of the 8-minute time period, the Timekeeper will call “Time” and all activity must stop. The team may end the performance at any time during the 8-minute competition period.

5. Teams should bring cleaning utensils to clean up any mess. Should a team take an unreasonable amount of time to clean up left over mess, a 2 point penalty will be assessed. The judges will assign an Unacceptable Contact penalty. Other than the team's mess, no helper can help the team clean the site and remove the team's props. The competition area must be left clean before the next team competing.

D. Scoring

1. Creativity of the overall performance... 1 to 20 points

2. Overall quality of the presentation... 1 to 20 points

3. The originality of the Forgotten Emoji... 2 to 10 points

4. The creativity of how the emoji becomes part of the costume... 3 to 10 points

5. The three dimensional (3D)... 3 to 15 points

6. a. Growth in size... 3 to 25 points
   b. Size... 3 to 5 points
   c. Cost... 3 to 10 points
   d. Audience appeal... 3 to 10 points

7. Creativity of how the emoji becomes part of the costume... 2 to 10 points

8. Audience appeal... 1 to 10 points
**Intro**

What is used to communicate is by using language, the methods we use to communicate continue to evolve. From cave paintings and carvings to print and digital media we have used images and language to express our ideas and thoughts. Popular words and phrases eventually fade away as new ones catch on. Images remain an effective form of communication but their style and the way we share them is changing. Today, many people use text messages and emojis to express what they are thinking. In this problem teams will use emojis to tell another emoji's life story.

**The Problem**

This is the story of a once famous emoji that has since been forgotten. To help tell this story, teams will design, build and operate emojis that demonstrate special functions like turning into a team member, and changing into a different emoji. The team will perform the story will include a choreographed dance, a technical representation of texting, and sounds to enhance the performance. The team will bring cleaning utensils to clean up any mess. Should a team take an unreasonable amount of time to clean up, the judges will assess this unreasonable time and mark it as part of the competition.

**General Rules:**

- 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. Team members must include a brief description of the sounds used to enhance the performance and when in the performance they will be used, a brief description of the choreographed dance, a brief description of the technical representation of texting, and an audience appeal.

**B. Limitations (self-contained tools are defined in the Problem Glossary or in the 2018 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:** This section 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. Teams may find it necessary to issue clarifications after their submission, so continue to check for them after February 15 and before each competition.

3. **Scoring:**

<table>
<thead>
<tr>
<th>Category</th>
<th>Max. Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Problem performance</td>
<td>50</td>
</tr>
<tr>
<td>Technical representation of texting</td>
<td>10</td>
</tr>
<tr>
<td>Choreographed dance</td>
<td>10</td>
</tr>
<tr>
<td>Sounds used to enhance the performance</td>
<td>10</td>
</tr>
<tr>
<td>Audience appeal</td>
<td>10</td>
</tr>
</tbody>
</table>

4. **Critical elements:**

- Presence. The team must be present to receive a score for completing any other required task.
- Use of the looks. The team must bring their own extension cords and adapters, if needed. The looks are not required to perform functions. The looks are not allowed to be team members in costume except when one is transformed into a team member for score. The team cannot use the entire space as it wishes for the performance. There are no limitations on the event.
- Overall quality of the presentation | 10 |
- Creativity of the overall performance | 10 |
- Sound in the performance: | 10 |
  - a. must be self-contained. Texting must be in readable form (in any form).
  - b. must be audible and can be repeated any time during 8-minute competition time. The team must bring cleaning utensils to clean up any mess. Should a team take an unreasonable amount of time to clean up, the judges will assess this unreasonable time and mark it as part of the competition.

5. **The team will present the Staging Area Judge with four copies of the Team List Form found in the section at www.odysseyofthemind.com/members or four copies of a list on one side of one or two sheets of 8½” x 11” or A4 paper. A list can be hand written, but it must be legible and reference only. This list must include:

- a. the team’s membership name and number, the problem and division.
- b. a brief description of the technical representation of texting.
- c. a brief description of three Storyteller Emojis, when they will appear, and the function they will perform.
- d. a brief description of the sound change that is demonstrated by the emoji changing appearance into a different emoji.
- e. a brief description of the choreographed dance.
- f. a brief description of the sound change that is demonstrated by the emoji changing appearance into a different emoji.
- g. a brief description of the technical representation of texting.
- h. the sound the team will use to indicate if it has finished its performance.

6. **Competition:**

- a. 1 to 20 points
- b. 1 to 10 points
- c. 0 or 5 points

<table>
<thead>
<tr>
<th>Element</th>
<th>Max. Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>General Rules</td>
<td>5</td>
</tr>
<tr>
<td>Technical representation of texting</td>
<td>10</td>
</tr>
<tr>
<td>Choreographed dance</td>
<td>10</td>
</tr>
<tr>
<td>Sounds used to enhance the performance</td>
<td>10</td>
</tr>
<tr>
<td>Audience appeal</td>
<td>10</td>
</tr>
</tbody>
</table>

7. **Problem Clarifications:**

- a. General Rules
- b. Technical representation of texting
- c. Choreographed dance
- d. Sounds used to enhance the performance
- e. Audience appeal

8. **7. The Storyteller Emojis:**

<table>
<thead>
<tr>
<th>Function</th>
<th>Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. must be capable of creating the world.</td>
<td>Required</td>
</tr>
<tr>
<td>b. must be three-dimensional objects that can be seen from different angles. The performance may include additional functions that are not related to the three-dimensional objects.</td>
<td>Required</td>
</tr>
<tr>
<td>c. must each perform a different required function that will help tell the story. Additional characters are allowed to perform functions, but are not required to perform functions.</td>
<td>Required</td>
</tr>
<tr>
<td>d. are not allowed to be team members in costume except when one is transformed into a team member for score. However, they may be carried, manipulated, or altered by team members.</td>
<td>Required</td>
</tr>
<tr>
<td>e. are not allowed to be the Forgotten Emoji.</td>
<td>Required</td>
</tr>
</tbody>
</table>

9. **Storyteller Emojis will perform a different required function. The functions are:**

<table>
<thead>
<tr>
<th>Function</th>
<th>Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. physically growing in size.</td>
<td>Required</td>
</tr>
<tr>
<td>b. appear to turn into a team member. This transformation:</td>
<td>Required</td>
</tr>
<tr>
<td>c. physically growing in size. The growth:</td>
<td>Required</td>
</tr>
<tr>
<td>d. become part of the costume</td>
<td>Required</td>
</tr>
</tbody>
</table>

10. **Problem Overview:**

- a. physical growth into a team member.
- b. Appear to turn into a team member while the story continues.
- c. becomes part of the costume.

11. **Storyteller Emojis may continue to change in size at any time but it will only receive score for one reason:**

<table>
<thead>
<tr>
<th>Reason</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. physical growth into a team member.</td>
<td>1</td>
</tr>
<tr>
<td>b. Appear to turn into a team member while the story continues.</td>
<td>2</td>
</tr>
<tr>
<td>c. becomes part of the costume.</td>
<td>3</td>
</tr>
</tbody>
</table>

12. **Storyteller Emojis may change into a different emoji. The Storyteller Emoji that changes:**

<table>
<thead>
<tr>
<th>Change</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. does not count as two Storyteller Emojis. That is, the emoji that changes into a different emoji is not eligible to receive score for completing any other required task.</td>
<td>1</td>
</tr>
<tr>
<td>b. must be self-contained. Texting must be in readable form (in any form).</td>
<td>2</td>
</tr>
<tr>
<td>c. may be used to demonstrate a change in the story. The change may be any team's action.</td>
<td>3</td>
</tr>
</tbody>
</table>

13. **Sound in the performance:**

<table>
<thead>
<tr>
<th>Sound</th>
<th>Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. is not allowed to be verbal (in any form). The entire performance must be presented without sounds produced by a voice, instrument, or any other source. However, team members are allowed to speak in a whisper.</td>
<td>Required</td>
</tr>
<tr>
<td>b. as long as it is not deemed as part of the performance. For example, if one team member gives an optical illusion, the device may continue to change in size at any time but it will only receive score for one reason.</td>
<td>Required</td>
</tr>
<tr>
<td>c. may be created during the performance or be recorded non-verbal sound played back during the performance or a combination of both.</td>
<td>Required</td>
</tr>
</tbody>
</table>

14. **The choreographed dance:**

<table>
<thead>
<tr>
<th>Dance</th>
<th>Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. must be performed any time during 8-minute competition time.</td>
<td>Required</td>
</tr>
<tr>
<td>b. must be noticeable to the judges and audience.</td>
<td>Required</td>
</tr>
<tr>
<td>c. must include a brief description of the technical representation of texting.</td>
<td>Required</td>
</tr>
</tbody>
</table>

15. **The team will create an original performance that includes:**

<table>
<thead>
<tr>
<th>Element</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. once famous but now Forgotten Emoji.</td>
<td>1</td>
</tr>
<tr>
<td>b. three Storyteller Emojis designed and built by the team that will help communicate the Forgotten Emoji's story.</td>
<td>2</td>
</tr>
<tr>
<td>c. three required functions performed by the Storyteller Emojis.</td>
<td>3</td>
</tr>
<tr>
<td>d. a choreographed dance.</td>
<td>4</td>
</tr>
<tr>
<td>e. a technical representation of texting.</td>
<td>5</td>
</tr>
<tr>
<td>f. nonverbal sounds to enhance the performance.</td>
<td>5</td>
</tr>
</tbody>
</table>
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 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)

Audience Appeal – the entertainment value of the function taking place. This is how well that technical achievement entertains and impacts the audience. It will be scored for how well it impacts the judging audience.

Artistic Mediums – Material used to create the tangible representation(s) of the Forgotten Emoji. The team is allowed to have more than one style. Materials may be used to create different styles that are visually similar at different times.

Tell the story – Present events, characters, actions and reactions that communicate the events in the life of the Forgotten Emoji.

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## Problem No. 2

### 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 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

**Emojis**

- Material used by the team to create the tangible representation(s) of the Forgotten Emoji. The team is allowed to use more than one style. Materials may be used to create different styles that are visually similar at different times.
- Present events, characters, actions and reactions that communicate the events in the life of the Forgotten Emoji.
- Present events, characters, actions and reactions that communicate the events in the life of the Forgotten Emoji.
- Any necessary extension cords or outlet adapters.
- Cleanup materials as needed.

**Penalties**

- Penalty for these offenses: 1 to 10 points
- Penalty for these offenses: 1 to 10 points
- Penalty for these offenses: 2 to 10 points
- Penalty for these offenses: -1 to -100 points
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**Problem No. 2**

<table>
<thead>
<tr>
<th>E. Penalties</th>
<th>F. Style</th>
<th>G. Tournament Director Will Provide</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Spirit of the Problem violation (each offense)</td>
<td>1. Creative use of one or more materials in a Storyteller Emoji</td>
<td>1. A 10’ x 15’ presentation area (large, if possible).</td>
</tr>
<tr>
<td>B. Unsportsmanlike conduct (each offense)</td>
<td>2. Creativity in how the membership sign looks like a phone</td>
<td>2. A three-prong electrical outlet.</td>
</tr>
<tr>
<td>C. Incorruptible membership sign</td>
<td>3. Originality of the four Style elements in the performance</td>
<td>3. A judging team and materials necessary to judge this problem.</td>
</tr>
<tr>
<td>D. Outside assistance (each offense)</td>
<td>4. Over cost limit</td>
<td><strong>NOTE:</strong> Contact your Tournament Director for site specifications, such as actual dimensions, floor surface, etc. Do not submit a clarification request for this information.</td>
</tr>
<tr>
<td>E. Over use of spoken language</td>
<td>5. Overall effect of the four Style elements in the performance</td>
<td><strong>Problem by Dr. C. Samuel Micklus and Samuel W. Micklus © 2017 — Creative Competitions, Inc.</strong></td>
</tr>
</tbody>
</table>

**Problem No. 2**

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