



# Odyssey of the Mind

## Problem No. 5: SUPERHERO SOCKS: A CLIFFHANGER BEGINNING



# Superhero Socks: A Cliffhanger Beginning

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

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## Introduction

What do you do when all hope seems lost? Some choose to give up, some wait for someone to help, and some choose to attempt to overcome the odds. Often, hard work, creativity, and believing in yourself can turn a hopeless situation into a hopeful one. This year teams will show that with ingenuity, teamwork—and a little help from unexpected sources—they can solve any problem and turn dark to light.

## A. The Problem

Get ready for a story that begins with a cliffhanger “ending.” A Superhero is in peril and needs help to escape. Just as all hope seems lost, the Superhero puts on a pair of Super Socks that give the hero a special power. The Superhero uses the power to escape and fend off an adversary who caused the cliffhanger situation. Teams will also create an extreme weather setting, a humorous character, and a sound effect that occurs whenever the character activates the Super Socks.

The **Creative Emphases** of the problem are on the performance, the cliffhanger “ending”, the Superhero Character, the Super Socks, the extreme weather setting, and the adversary and humorous characters.

The **Spirit of the Problem** is to create an original performance that starts with a cliffhanger “ending” and shows a Superhero character in a perilous situation caused by an adversary character. The Superhero gains a power by putting on Super Socks and escapes. There will also be an extreme weather setting, a humorous character, and a sound effect that occurs when the Superhero character activates the Super Socks. To add to the Style of the performance, rubber bands will be used in a creative way.

## B. Limitations

1. **General Rules:** Read the *2020-21 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](http://www.odysseyofthemind.com/clarifications). The deadline for submission is February 15, 2021. 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 solution. A one-minute overtime is allowed for this problem but penalty E6 will be assessed.
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 how to determine the value of the materials used.
5. The team will create an original humorous performance that includes:
  - a. a beginning with a cliffhanger “ending.”
  - b. a Superhero character.
  - c. Super Socks.
  - d. an extreme weather setting.
  - e. an adversary character.
  - f. a humorous character.
  - g. a sound effect that occurs when the Superhero activates the Super Socks.
  - h. five Style elements including two that are chosen by the team.

6. The **Beginning with a Cliffhanger “Ending”**:
  - a. will be presented as the first scene presented by the team after time begins. However, the first scene may, but does not have to, be the beginning of the story. It may be any part of the Superhero story you are performing (beginning, middle or end) but must be presented first.
  - b. will show the Superhero character in a perilous situation.
  - c. will show the Superhero discovering and putting on the Super Socks.
7. The **Superhero character**:
  - a. must be a team member in costume.
  - b. must have an appearance with a human anatomy (body structure). It must be an original character and must not portray or represent a recognizable imitation of a known character or person.
  - c. will defeat the adversary who put them in the cliffhanger situation.
8. The **Super Socks**:
  - a. must be an original creation of the team. To be considered original, the design, the way they're worn, and/or the way they function must be a result of the team's ideas and work. Super socks may include *commercially produced* parts including socks.
  - b. must be worn by the Superhero. This may be any way the team wishes. If they are worn as usual for socks, the team member is allowed to remove protective footwear to put on the super socks. They must immediately put the protective footwear back on. The Superhero is not allowed to perform, walk, etc., until the protective footwear is worn.
  - c. will give the Superhero character a superpower that enables it to escape the cliffhanger situation. The superpower can be anything the team wishes.
9. The **Extreme Weather Setting**:
  - a. can occur any time in the performance.
  - b. must include a special effect.
  - c. must be portrayed as being extreme in the performance.
10. The **Adversary Character**:
  - a. may be portrayed any way the team wishes but must meet the requirements of being a character.
  - b. causes the Superhero to get into the cliffhanger situation.
  - c. is defeated by the Superhero.
11. The **Humorous Character**:
  - a. may be portrayed any way the team wishes but must meet the requirements of being a character.
  - b. will behave and/or speak in a way that is humorous.
12. The **Sound Effect**:
  - a. will indicate any time the Superhero activates the Super Socks.
  - b. must be audible to the judges and audience.
  - c. can be anything 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/members](http://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 can be hand-printed, typed, or computer generated. It is for reference only. This list must include:
  - a. the team's membership name and number, the problem and division.
  - b. a brief description of the Beginning that starts as a cliffhanger “ending.”
  - c. a brief description of the Superhero character.
  - d. a brief description of the Adversary Character.
  - e. a brief description of the Humorous Character.
  - f. a brief description of the superpower given by the Super Socks.
  - g. when in the performance the Extreme Weather Setting and Special Effect appears.
  - h. a brief description of the Sound Effect.
  - i. 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' (2.1m x 3m) 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 at the performance area. Teams must bring their own extension cords and adapters, 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 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 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)..... 4 to 20 points
2. Overall quality of the presentation ..... 4 to 20 points
3. The cliffhanger "ending" ..... 3 to 30 points
  - a. is presented within problem limitations ..... 0 or 5 points
  - b. impact on the performance ..... 1 to 10 points
  - c. creativity of the situation ..... 2 to 15 points
4. The Superhero Character ..... 6 to 35 points
  - a. creativity (all aspects including appearance and behavior) ..... 3 to 15 points
  - b. effectiveness in the performance ..... 3 to 15 points
  - c. wears the super socks ..... 0 or 5 points
5. The Super Socks ..... 5 to 25 points
  - a. creativity of appearance ..... 3 to 10 points
  - b. give the Superhero a Superpower ..... 0 or 5 points
  - c. creativity of the Superpower produced by the Super Socks ..... 2 to 10 points
6. The Extreme Weather Setting ..... 3 to 20 points
  - a. takes place in the performance ..... 0 or 5 points
  - b. creativity of its portrayal ..... 1 to 5 points
  - c. creativity of the special effect and how it is produced ..... 2 to 10 points
7. The Adversary Character ..... 3 to 20 points
  - a. is defeated by the Superhero ..... 0 or 5 points
  - b. creativity of its portrayal ..... 3 to 15 points
8. The Humorous Character ..... 3 to 15 points
  - a. creativity of its portrayal ..... 1 to 5 points
  - b. the character's overall humor ..... 2 to 10 points
9. The Sound Effect ..... 2 to 15 points
  - a. is produced each time the Superpower is activated ..... 0 or 5 points
  - b. effectiveness in the performance ..... 2 to 10 points

*Maximum possible: 200 points*

## E. Penalties

1. "Spirit of the Problem" violation (each offense) .....-1 to -30 points
2. Unsportsmanlike conduct (each offense) .....-1 to -30 points
3. Incorrect or missing membership sign.....-1 to -10 points
4. Outside assistance (each offense) .....-1 to -25 points
5. Over cost limit.....-1 to -30 points
6. Over time limit: .....-5 points for every 10 seconds or fraction thereof over 8 minutes  
(For example: 27 seconds = -15 points) maximum -30 points

*Teams that don't present a scored element of the problem will not receive a penalty, they will receive a zero score for that category.*

## F. Style (Elaboration of the problem solution; use four copies of the Style Form from the 2020-21 Odyssey of the Mind Program Guide)

1. Artistic quality of the team's membership sign ..... 1 to 10 points
2. Creative use of rubber bands in the solution ..... 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. 7' x 10' (2.1m x 3m) presentation area (larger, if possible).
2. A three-prong electrical outlet at the performance area.
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 Cost 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.

Problem by Dr. C. Samuel Micklus and Samuel W. Micklus

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