Problem No. 2:

Something Fishy
Something Fishy
Problem No. 2: Divisions I, II, III & IV

Introduction
There are many different methods used for fishing and many different creatures that are sought as the catch. Some hook the catch, some entice them to a trap, while some others net them, and on and on. People are not the only creatures that fish. From eagles to bears to other fish, there is a vast array of fishers, techniques, and prey. Humans are constantly improving and developing new ideas to make jobs like this easier. New gadgets from apps to machines to systems are continually being introduced for us to test out. In this problem Odyssey teams will take their ingenuity fishing! They will create and test their own technical methods to try to make catches. Maybe these new technical methods will make things simpler – or not! Either way there will be “something fishy” in this problem.

A. The Problem

The problem is to create and present an original performance that includes a Fisher Character that will work from a Pier Area to make catches using three different technical Fishing Methods. The catches will be on the move when the Fisher Character makes the catch. The three catches include: something expected, something unexpected, and a new discovery. A change of weather and a humorous Catch Character that avoids being caught by the Fisher Character will also be part of the performance.

The creative emphases of this problem are on the Fisher Character, the catches, the different Fishing Methods used to make the catches, the new discovery, the change of weather, and the Catch Character.

The Spirit of the Problem is for the team to create and present an original performance that includes a Fisher Character that catches something expected, something unexpected, and a new discovery using three different technical Fishing Methods, a change of weather and a Catch Character that avoids being caught.

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 improperly 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 $145 (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. a Fisher Character that uses three different technical Fishing Methods to make catches from a Pier Area.
   b. three different catches that are something expected, something unexpected, and a new discovery.
   c. a change of weather.
   d. a humorous Catch Character.

6. The Fisher Character:
   a. may be anything and may be portrayed in any way.
   b. must be portrayed as the same character making the three required catches.
   c. must use three different technical Fishing Methods from the Pier Area to make each required catch.
   d. will try to catch the Catch Character.
7. The three required technical Fishing Methods:
   a. may be existing or team-created concepts of fishing.
   b. must be different from each other. How they are designed to make catches and how they are operated must be unique to each method and will be scored in D4-7.
   c. must be accomplished using team-created devices or systems that function to make a catch from a distance.
   d. must be operated from within the Pier Area by the Fisher Character when attempting to make the three required catches. Additional characters may assist the Fisher Character, but must also work from only the Pier Area.
   e. must be operated from or triggered within the Pier Area to make required catches in Fishing Zones. To make a required catch:
      (1) the method must include some part that contacts the catch while the catch is moving in the Fishing Zone.
      (2) the catch must be transported by the fishing device toward the Pier Area where the Fisher Character will retrieve it. The Fisher Character may reach outside of the Pier Area to assist in retrieving the catch.
      (3) nothing may assist the method in making the catch. This eliminates team members manipulating the device outside of the Pier Area in any way during an attempt for score.
      (4) team members may not touch the catch once the team-created device starts operation or is triggered.

8. The three required catches:
   a. may be anything the team wishes.
   b. must be tangible and different from each other.
   c. must be portrayed in the performance as something expected, something unexpected, and a new discovery.
   d. are allowed to be caught in any order but are not allowed to be caught at the same time.
   e. must be “on the move” when the process of being caught begins. They are not allowed to be at rest. The movement must be observable by the judges and audience from a distance and may be created in any way the team wishes.
   f. are not allowed to be connected to anything that is part of a Fishing Method until the process of being caught begins and then, only by the Fishing Method being used at that time.
   g. must be within a taped Fishing Zone when being caught. There are three Fishing Zones of different distances and only one required catch per zone will be eligible for score.

9. The Change of Weather:
   a. must be observable to the judges and audience.
   b. is allowed to be an existing or team-created type of weather before and/or after it changes.
   c. will be, or help to be, depicted in the performance by manipulation of set pieces. To change, some or all of the set pieces must be altered and/or rearranged. All pieces of the set that are involved in the change in weather must be visible before and after the change. Replacing the set is not considered changing it when scoring in D9.

10. The Catch Character:
    a. will be humorous. This may be in any way the team wishes within the general rules of the Program Guide.
    b. will avoid being caught by the Fisher Character.
    c. may be portrayed in any way the team wishes.
    d. is allowed to enter any part of the competition area including the Fishing Zones and the Pier Area.

11. The team should present the Staging Area Judge with four copies of the Team’s Required List Form found in the forms 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. 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. a brief description of the Fisher Character.
    c. the three different catches: what category they represent (expected, unexpected, new discovery), how they move, and the order they will be caught by the Fisher Character.
d. a brief description of the three technical methods of fishing.

e. the change in weather and what set pieces will change.

f. a brief description of the Humorous Catch Character and when in the performance it will appear.

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 10' x 15' (3 m x 4.6 m) will be used, but a larger area is desirable. This will not be marked. Teams must be prepared to perform in a 10' x 15' area and place their device in that area as well. If space permits, the team may perform and/or place equipment, props, etc. outside the 10' x 15' area. If a drop-off exists beyond the 10' x 15' 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. There will be a taped line indicating the edge of the Pier Area and three additional taped lines indicating the Fishing Zones: one line will be 4', one line will be 7', and one will be 10' away from the Pier's boundary line (distances are from the closest edge of the Pier Area). Tape indicating the Pier Area and Fishing Zones may be different in some way to make it recognizable: different color, rows of tape, etc. and are only there to mark the boundary for the catches, the performance may extend into this area (See Figure A).

2. A three-prong electrical outlet will be available. 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. At the end of the 8-minute time period, the Timekeeper will call “Time” and all activity must stop. The team may end before the 8 minutes, but must signal the judges when it is finished.

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 Fisher Character ......................................................................................................................... 2 to 20 points
   a. Creativity of its portrayal (originality, appearance, role, etc.) ............................................... 1 to 10 points
   b. Integration of the character into the performance ..................................................................... 1 to 10 points

4. The expected catch .......................................................................................................................... 2 to 25 points
   a. Meets the criteria in B8, is caught in the Fishing Zone and retrieved to the Pier Area .............. 0 or 10 points
   b. Creativity of technical Fishing Method .................................................................................... 1 to 10 points
   c. Creativity of how it is portrayed in the performance ................................................................ 1 to 5 points

5. The unexpected catch ...................................................................................................................... 2 to 25 points
   a. Meets the criteria in B8, is caught in the Fishing Zone and retrieved to the Pier Area .............. 0 or 10 points
b. Creativity of technical Fishing Method .................................................. 1 to 10 points

c. Creativity of how it is portrayed in the performance .................................. 1 to 5 points

6. The new discovery catch ............................................................................. 2 to 25 points
   a. Meets the criteria in B8, is caught in the Fishing Zone and retrieved to the Pier Area ................................................................. 0 or 10 points
   b. Creativity of technical Fishing Method .................................................. 1 to 10 points
   c. Creativity of how it is portrayed in the performance .................................. 1 to 5 points

7. How different the three required Fishing Methods are from each other .......... 1 to 15 points

8. Overall creativity in how the catches move ............................................. 1 to 10 points

9. The Change in Weather ................................................................................ 2 to 25 points
   a. Occurs in the performance ................................................................ 0 or 5 points
   b. Creativity of the change ...................................................................... 1 to 10 points
   c. Effectiveness of the set change in depicting the change in weather ....... 1 to 10 points

10. The Humorous Catch Character .................................................................. 2 to 20 points
    a. Humor in the Performance .................................................................. 1 to 10 points
    b. Creativity at how it avoids being caught ........................................... 1 to 10 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. Fishing Device is operated outside the Pier Area to make a catch .............. zero score for D4a,D5a, or D6a

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 Odyssey of the Mind Program Guide.)

1. Artistic Quality of one of the catches ......................................................... 1 to 10 points

2. Creativity of Catch Character’s costume .................................................... 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 10' x 15' (3 m x 4.5 m) 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.

I. Problem Glossary (Italicized terms that are not in this Glossary can be found in the 2015-2016 Odyssey of the Mind Program Guide.)

Set pieces – Scenery, including props and backdrops, that are arranged to give a sense of location, environment and/or time.

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

© Copyright 2015 — Creative Competitions, Inc.

Creative Competitions, Inc., its licensees, and the problem authors assume no responsibility for damage or injury incurred as a result of attempting to solve this problem.

© Odyssey of the Mind, OotM, the Odyssey of the Mind log, and OMER are federally registered trademarks of Creative Competitions, Inc.