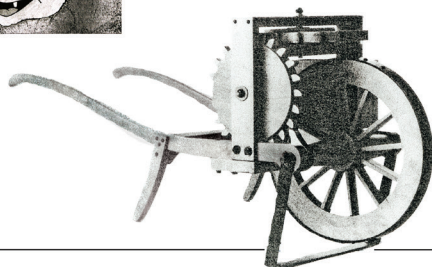
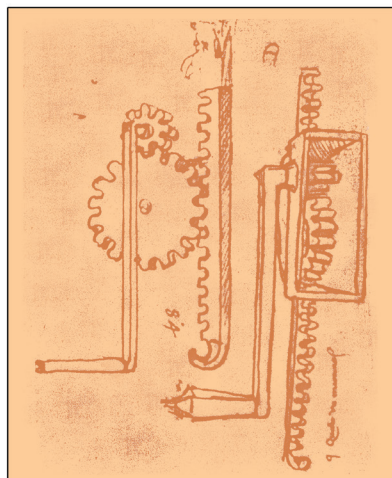
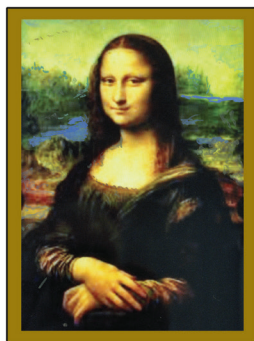
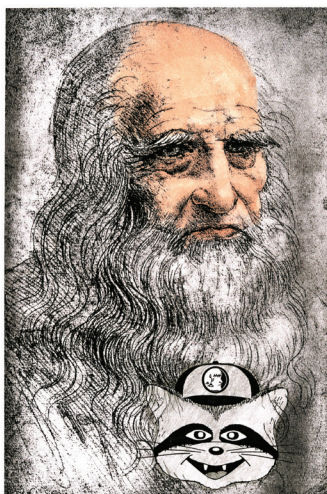




# Odyssey of the Mind

## Problem No. 3:

### *Classics...* **LEONARDO'S WORKSHOP**



# Classics... Leonardo's Workshop

Problem No. 3: Divisions I, II, III & IV

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## Introduction

The 15<sup>th</sup> century genius, Leonardo da Vinci, was one of the most creative people of all time. He was an accomplished artist, scientist, engineer, architect, designer, geologist, physicist and musician. Many of his inventions were futuristic while others were designed to solve problems of his day. For instance, he made maps for military purposes and canal construction. To make maps more accurate, he designed distance-recording devices such as the odometer. This device was geared to drop a pellet into a box for a given number of revolutions of the wheel, thus computing the distance traveled. Among his many other inventions were devices to lift weights, test materials, double-hulled ships, and weapons. In this problem teams will present this creative giant and some of his innovative contributions.

## A. The Problem

Imagine how inspiring it would be to visit Leonardo DaVinci's workshop. Teams will create and present a performance that tells an original story about Leonardo DaVinci that includes his workshop setting, a Patron who presents him with a problem to solve, and some of his works. These include a recreation of one of his paintings, a three-dimensional representation of one of his works, and another recreated in any form the team wishes. There will also be an original "debunked" creation, something that Leonardo made but discarded because of it being mocked by a Naysayer Character. Ironically, the item will be shown as something commonly used in modern times.

The **Creative Emphases** of the problem are on the performance, Leonardo's Portrayal, the workshop setting, the team recreations of LDV works, the problem the Patron presents, and the reason the original creation is debunked.

The **Spirit of the Problem** is to create an original performance depicting Leonardo DaVinci and his workshop where three team-made recreations of Leonardo's works appear. The performance will also include a Patron character that presents Leonardo with a problem to solve and an original invention that is discarded because it is debunked by a Naysayer Character. This same invention will be portrayed as something that is commonly used in modern times.

## B. Limitations

1. **General Rules:** Read the *2018-19 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, 2019. 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 performance that includes:
  - a. Leonardo DaVinci (LDV).
  - b. LDV's workshop.

- c. a Patron Character.
  - d. three team-recreated LDV works.
  - e. an original “Debunked” invention and it being used in modern times.
  - f. a Naysayer Character.
  - g. five Style elements including two that are chosen by the team.
6. The **LDV Character**:
- a. must be *portrayed by one or more team members*.
  - b. must be portrayed as being the creator of the required works.
  - c. must interact with the Patron Character.
7. The **Patron Character**:
- a. must be portrayed by one or more team members.
  - b. will present LDV with a problem to solve that inspires LDV to create the debunked invention.
8. The three required team-made **recreations**:
- a. must appear with LDV while in his workshop.
  - b. are allowed to be different sizes or scales from the original and from each other.
  - c. include one that is a *recreation* of an LDV painting. This work:
    - (1) is not allowed to recreate a sketch, diagram, design, etc. It must be a painting that was created by LDV.
    - (2) must recreate the appearance of the painting using a different or unconventional medium. That means it must be created using mostly materials that are not typically intended to be used for coloring. Items that are used for coloring such as paint, printouts, colored markers, and crayons are only allowed to be used to produce a *minor part of the team’s recreation*.
  - d. include one that is a *three-dimensional representation* of any one of LDV’s works. This work:
    - (1) may be represented all or in part. However, the representation must be identifiable to the LDV work or portion of the work it represents.
    - (2) is allowed to be recreated in any manner and medium that is safe and within the General Rules.
  - e. include one that represents any other LDV work. This work:
    - (1) may be any that is attributed to LDV including a sketch, diagram, painting, invention, design, sculpture, etc.
    - (2) is not allowed to be the same as either work selected in B8c or B8d.
    - (3) is allowed to be recreated any way the team wishes.
9. The **Debunked Invention**:
- a. is allowed to be anything the team chooses.
  - b. must appear with LDV while in his workshop.
  - c. is presented as something LDV created, but was considered to be useless and unwanted in his time.
  - d. must be presented as something that is useful in modern times as *portrayed in the performance*. The Debunked Invention must:
    - (1) be an original design, but is allowed to represent an actual device.
    - (2) be presented as something that could have been made in LDV’s time.
    - (3) appear in the team’s version of modern times. The modern version is allowed to be different in composition, shape, etc., but it must operate in the same general way as the Debunked Invention.

10. The **Naysayer Character**:
  - a. is allowed to be portrayed in any way.
  - b. will behave in a pessimistic way.
  - c. will have an appearance/look that fits its personality.
  - d. will be responsible for debunking the invention (B9) in LDV's time.
11. 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. printed copies of the three required LDV works that are recreated.
  - c. a brief description of the team's version of modern times and when the device will be used in modern times.
  - d. a brief description of the Patron and Naysayer characters.
  - e. 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) ..... 1 to 20 points
2. Overall quality of the presentation ..... 1 to 20 points
3. LDV's workshop setting ..... 2 to 20 points
  - a. Creativity ..... 1 to 10 points
  - b. Effectiveness in the performance ..... 1 to 10 points
4. Leonardo Da Vinci character ..... 3 to 25 points
  - a. Creativity of portrayal ..... 2 to 10 points
  - b. How well it interacts with the Patron Character ..... 1 to 10 points
  - c. Solves the problem presented by the Patron Character ..... 0 or 5 points
5. The Patron Character ..... 3 to 20 points

- a. Creativity of the problem it presents to LDV ..... 1 to 10 points
- b. Effectiveness in the performance ..... 2 to 10 points
- 6. The recreation of an LDV painting ..... 2 to 20 points
  - a. Creativity of how it is made ..... 1 to 10 points
  - b. Resembles the selected LDV painting ..... 0 or 5 points
  - c. Artistic quality ..... 1 to 5 points
- 7. The three-dimensional representation of an LDV work ..... 2 to 20 points
  - a. Creativity of how it is made ..... 1 to 10 points
  - b. Resembles the selected LDV work ..... 0 or 5 points
  - c. Artistic quality ..... 1 to 5 points
- 8. The team-determined recreation of an LDV work ..... 2 to 20 points
  - a. Creativity of how it is made ..... 1 to 10 points
  - b. Resembles the selected LDV work ..... 0 or 5 points
  - c. Artistic quality ..... 1 to 5 points
- 9. The debunked invention ..... 1 to 20 points
  - a. Is presented by LDV in his workshop ..... 0 or 5 points
  - b. Appears in modern times ..... 0 or 5 points
  - c. Creativity of dispute leading to it being debunked ..... 1 to 10 points
- 10. The Naysayer Character ..... 1 to 15 points
  - a. Debunks the invention in LDV's time ..... 0 or 5 points
  - b. Effectiveness in the performance ..... 1 to 10 points

*Maximum possible: 200 points*

### E. Penalties

- 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 -25 points
- 5. Over cost limit ..... -1 to -100 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 2018-19 Odyssey of the Mind Program Guide)*

- 1. Creative use of a material used in the workshop setting ..... 1 to 10 points
- 2. How creatively the Naysayer's *overall appearance/look* represents its personality ..... 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 (including the printed copies of the selected works). 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 2018-19 Odyssey of the Mind Program Guide*)

*Minor part of the team's recreation* – If coloring supplies are used, it must be obvious they only add small details, definition and/or enhancements. If it is determined that the recreation would be unrecognizable without additions produced by coloring supplies there is no penalty but D6a will receive a score of zero.

*Overall appearance/look* – visual impact of costuming and makeup.

*Portrayed by one or more team members* – Only one or more team member or members may portray LDV. Having a team member add a human trait such as voice, movement, etc. to an inanimate object does not qualify as LDV being portrayed by a team member.

*Recreation* – Team-created art that closely resembles the appearance of the selected LDV work.

*Three-dimensional representation* – Team-created object with visually obvious height, width, and length that closely resembles all or part of an actual LDV work.

Problem by Dr. C. Samuel Micklus and Samuel W. Micklus © 2018 — Creative Competitions, Inc.

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