



# Odyssey of the Mind<sup>®</sup>

## Newsletter

Volume 33

Fall 2010

Number 1

### TEAMS PUT THE “FUN” IN FUNDRAISING

Odyssey of the Mind continues to be a cost-effective program that allows students of all kinds to explore their creativity and imagination while learning. At a time when schools are cutting budgets for things like the arts and extra curricular activities, OotM is an inexpensive way to keep those activities alive. While other companies raise their prices, OotM is keeping the cost of membership the same with no plans for an increase. In fact, the price of a membership has stayed the same for the past 17 years!

Aside from the actual membership, solving an individual problem also encourages working on a budget, “upcycling” trash items, and thrift shopping.

While the basic costs of participating in Odyssey of the Mind will continue to remain low, there are other costs associated with competing such as going to regional and association tournaments. Each state is different, so be sure to check with state officials to find out the costs. Find local contact information and state web site links at :

[www.odysseyofthemind.com/contacts](http://www.odysseyofthemind.com/contacts).

The best and easiest way to pay for tournaments is to fundraise early, and of course check with school administrators to see if there is money in the school budget that will defray some or all of the costs.

If not, teams can find fun and unique ways to raise funds for tournaments. Odyssey teams are the best at solving problems creatively! Consider fundraising as another creative problem-solving opportunity instead of a chore – many great ideas will come of it.

For example, teams in Iowa and Connecticut had fundraisers called “Getting Pinked.” For a charge, homeowners could have teams fill someone’s lawn with pink, plastic flamingos. They received a card on their door informing them that they have been “pinked” for a good cause and are given the opportunity to continue the joke

with someone else in the neighborhood. This was fun for the community and it helped raise most of the money needed for a tournament.

When brainstorming ideas, teams should also consider activities that would be fun for a specific area.

According to Tim Perkins, VT association director, three teams from one town were successful by holding a “Kiss a Pig” contest. The teams convinced a few local celebrities to volunteer.

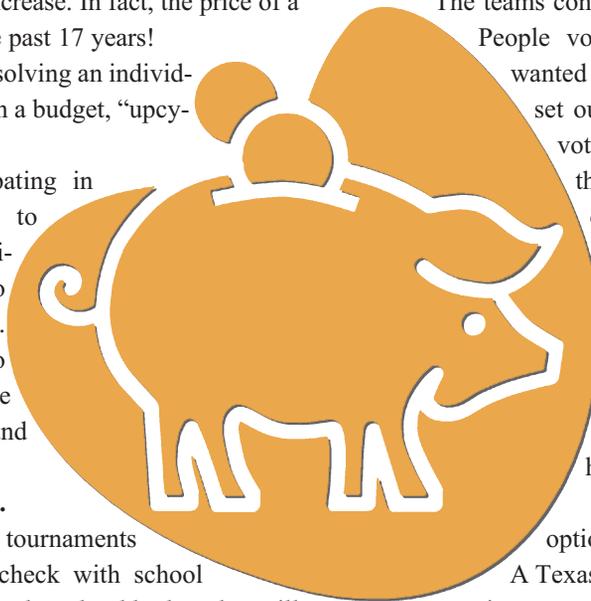
People voted for which of these celebrities they wanted to see kiss a pig by putting money in jars set out around town. The person with the most votes had to kiss a pig at a town fair put on by the teams. During the fair, they sold food and other items, and gave everyone a chance to see the governor — the “winner” of the contest — kiss a local pig.

Teams in Mexico took advantage of the popularity of “Guitar Hero” and held a tournament where participants paid to compete for a prize. It was fun for all and helped them get to competition.

Of course, simple hard work is always an option that helps teams while helping others.

A Texas team cleans its school’s stadium each year to raise money, and a Connecticut team participated in a “Clean Sweep” where they cleaned all the debris and trash from business parking lots for a fee. Since the teams worked together the job is more fun. Both projects raised money and helped beautify surrounding neighborhoods.

The possibilities are limitless when teams decide to tackle fundraising like any other OotM problem — by utilizing creativity, teamwork, and by having fun. Program Director Sammy Micklus believes that there is no problem OotM teams can’t solve – fundraising being one of them, “Others view difficult challenges such as raising money as roadblocks, but for Odyssey of the Mind teams, these problems are just stepping stones to success.”



Also in this Issue . . .

- 2. Clarifications & Great Minds
- 3.-4. Problem Procedures

- 5. Order Form
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- 6. COU Scholarship Winners

## IMPORTANT CLARIFICATION UPDATE

Normally this space is set aside to print clarifications for the problems each year in connection with those posted online. Sometimes more clarifications are issued online after printing. In order to avoid confusion and keep teams the most up-to-date, CCI plans on only posting the clarifications online at: [www.odysseyofthemind.com/clarifications](http://www.odysseyofthemind.com/clarifications). Be sure to check online often to see clarifications to the problems — this will help teams be even more prepared for upcoming tournaments! The clarification cutoff date remains the same at February 15, 2011, but be sure to check the web site after that date. Sometimes tournaments bring to light further need for clarification.

### CLARIFICATION REMINDER

The problem clarification system is not intended to replace reading the problem and program guide. Please reread both again before submitting a clarification. Do not submit a clarification that asks: (1) if an idea is creative or if one idea would receive more score than another. (No comment regarding subjective scoring will be provided); (2) where the judges or audience will be during the performance (That is a question for your tournament director); (3) to confirm the wording of the problem; (4) if something may be different from an aspect that is specifically required (For example, if the problem requires 1/8" wood for a part you may not use 1/16" wood for that required part).



## Great Minds

### The Great Balsa Experiment

Odyssey of the Mind teams often surprise others with the power of a well-constructed balsa wood structure. **Thor Heyerdahl**, Norwegian archeologist and adventurer would agree. He spent much of his career attempting to prove that ancient mariners could cross oceans in primitive vessels. This eventually led him on a journey across the globe traveling on a raft made of balsa wood.

Heyerdahl grew up believing he would be a zoologist. His plans were derailed while he was studying the wildlife on the small, isolated Polynesian islands. While living there he fell in love with the land, sea, and people that inhabited the islands. He began to immerse himself in the culture and soon began studying their origins. He switched his studies to archaeology and began his journey in revealing the unsolved mysteries of the South Pacific and its tiny islands.

His thorough research brought him from remote tropical islands to the musty basements of New York museums, and to libraries worldwide. The combination of the culture, the currents and winds of the ocean led him to theorize that these islands were inhabited by ancient people of South America, even though they would have to travel great distances across the Pacific Ocean to do it. There was one thing holding him back — many

scientists believed the primitive sailing vessels of the time could never make it that far. Like many other great minds with new ideas, Heyerdahl's conclusions were dismissed.

Heyerdahl believed so fiercely in his research and theories that he set out to prove the scientific community wrong. In 1947, he recreated an ancient raft made only of balsa wood and a few other native materials. He named the raft **Kon-Tiki** after an Incan sun god and set sail across the ocean with five like-minded archeologists. He was not only risking his archeological reputation, but he was putting his life at risk as well. They traveled from Peru, across the Pacific Ocean, and eventually smashed onto a reef in the Polynesian islands.

This dangerous adventure was successful. He traveled over 4,000 miles across the ocean in a primitive raft. The trip lasted 101 days and would inspire Heyerdahl to write a best-selling novel about it. The book, *Kon-Tiki: Across the Pacific in a Raft*, was printed in 50 languages and was made into a documentary that won an Academy Award in 1951.

Not only was his book sold around the world, but also his theory proved correct. This led to further adventures with him building and traveling on other recreated ancient vessels. This includes a reed boat that traveled across the Atlantic Ocean. In years following, Heyerdahl was involved with many expeditions and archaeological projects. However, he remained best known for his boat-building, and for his emphasis on cultural study within archeology.

Hyderdahl had radical ideas about the capabilities of our ancestors and decided to prove them by making the same voyages on primitive vessels. He was successful in showing the ingenuity of those people, but also took great risk in doing so. He eventually changed historical opinion of the origins of the people of the Polynesian islands and of the abilities of our predecessors and the risks they took to explore our planet.

## Long-Term & Spontaneous Problem Procedures

*Going to competition can be intimidating, so it is important to prepare yourselves for what will actually occur at your tournament. Below you will find the procedures for competing in Long-Term and Spontaneous problems. Good luck!*

### Spontaneous Problem Procedures

✓ **The Holding Room:** you will also see a Spontaneous competition time on the schedule. Report to the area marked *Spontaneous Holding Room* 10 minutes before your scheduled time. One coach may accompany you. Here, one team member will register the team by giving the judge your long-term problem, division, and membership name and number. You will wait in the Holding Room until a judge escorts you to the competition room. Your coach will remain in a designated area until you are finished.

✓ **Entering Spontaneous:** Everyone on your team can enter the room, however, only five will compete. The judge will tell you what type of problem you will solve: hands-on, verbal, or verbal/hands-on. You will have one minute to decide what five team members will compete. If your team has five or fewer members everyone must compete. Those not participating can stay and watch or leave the room. If staying but not participating, you must not talk, signal, or intervene. If that happens, you will be asked to leave while time continues.

✓ **Starting Spontaneous:** The judges will read your problem aloud — be sure to listen carefully because each problem has its own set of rules. Once the judge finishes reading, you will get a copy of the problem for reference. Then, the judge will say “Begin” and time starts. You may ask questions, but your time will continue. Sometimes the judge may tell you that they cannot answer their specific question, but will refer you to the problem. Judges will make every attempt to clarify the problem to make sure you understand what the problem requires; but, judges cannot help you solve the problem. In verbal and/or verbal/hands-on problems the judges will give these two directions if they need another response:

- If a someone speaks too fast or mumbles and the judges cannot understand, the judges will say, “UNCLEAR. Please say it again.”
- If a response does not make sense to the judges, or it is not acceptable, they will say, “INAPPROPRIATE. Please clarify or give another response.”

✓ **Competition is over:** leave the room quietly and meet your coach! While it is exciting to complete Spontaneous, it is important not to discuss the problem with others outside of your team until after the competition. Spontaneous problems are not subject to the grievance process; but if you have a concern, someone from your team should ask to speak to the Spontaneous Problem Captain, who will then speak with the judges and the entire team, if necessary.

*~ Joy Kurtz, International Spontaneous Problem Captain*

### Long-Term Problem Procedures

✓ **The Check-in Area:** location will be marked at your tournament. This is where you will meet 15 minutes before you are scheduled to compete. Bring everything you need to compete: **four completed copies** of the Style Form, Cost Form, Outside Assistance Form, Team Required List Form, clarifications specific to the team’s solution, and any other paperwork listed in the long-term problem, along everything needed for your problem solution. Remember, if you don’t have your team list form, there will be extras on-hand.

✓ **The Staging Area Judge:** will check that your paperwork and membership sign is in order, that you are wearing foot coverings, and that all your props are safe. The SA Judge will pass your paperwork to the Timekeeper, who will then pass it on to the rest of the judges for you. Feel free to ask questions! The SA judge will also explain to your coach how and when to pick up your scores, and where to sit during the presentation.

✓ **The Staging Area:** is where you will wait to compete. Once the SA Judge finishes checking your paperwork in the Check-In area, you will have three minutes to move all of your competition materials into this area. (Depending on the tournament location, these may be in the same spot.) Others can help you, however, once everything is in the Staging Area, no one can assist you until after your performance.

✓ **The Timekeeper:** will meet you in the Staging Area once the three minutes have passed. The timekeeper will introduce you to the audience and ask that all cell phones and electronic devices are turned off. The Timekeeper will announce if you are allowing flash photography and/or video recording of the presentation. No one, including the Timekeeper is allowed to read a description of your solution, but you may do so during competition time if you wish.

✓ **Those Magic Words!** Once the Timekeeper announces “Team Begin,” you will have eight minutes to set up your props, and present to the judges. At the end of the eight minutes, judges will call “Time.” An overtime penalty will be given to any team who takes longer. In problems 3 and 5 the judges will stop the performance after one minute of overtime.

✓ **Whew. . .Competition ends:** once your presentation is over, the judges will meet with you to ask questions or ask for a demonstration. Here’s your chance to show off any special aspects of your solution. Once you are finished with the judges, you must quickly clear the competition site, leaving it clean and dry for the next team. Others may assist you now. Make sure to bring any clean-up materials you may need. There will be a three-prong electrical outlet for use, but you must bring any extension chords or adapters needed.

✓ **The Scores:** The Head Judge will go over the team’s raw long-term score and any penalties with the coach. After the review, the coach has 30 minutes to return if any additional concerns arise.

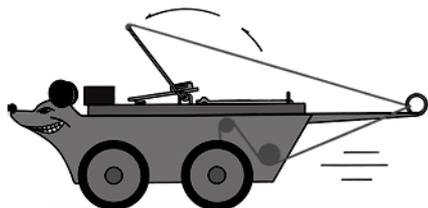
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Long-Term Problem Procedures (continued from page 3):

**Problem 1: Extreme Mousemobiles**

The Staging area judge will collect the team’s paperwork and check each of the team’s Mousemobiles in order to confirm that the floor contact points for each vehicle fit into a 2' x 2' area. The team’s tunnel, if it is to be used, will also be checked at this time. Once competition begins, the team will run its Mousemobiles one at a time to attempt six different Challenges. The team will have two announcers that provide a description of what the Mousemobiles and/or team members are doing during the performance. The team may present the theme and style elements at any time throughout the presentation.

~ Wayne Kerhli, IPC

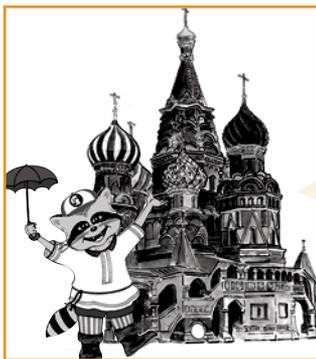


**Problem 3: Lè Tour Guide**

The competition site will be a minimum of 7' x 10' and will not be marked. 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 site dimensions, a caution line may be taped 30" from the edge of the drop-off. This will serve as a warning not

a boundary. Contact your local Tournament Director regarding such information such as whether lights can be dimmed, floor surfaces, etc.

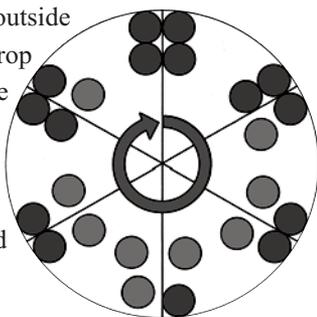
~ Matt Lopez, IPC



**Problem 5: Full Circle**

A stage or floor area with a minimum of 7' x 10' will be used. If space permits, the team may perform and/or place props etc. outside the 7' x 10' area. If a drop off exists, a caution line may be taped 30" from the edge of the drop off as a safety precaution, not as a boundary. Good luck to all teams!

~Sharlene Smith, IPC



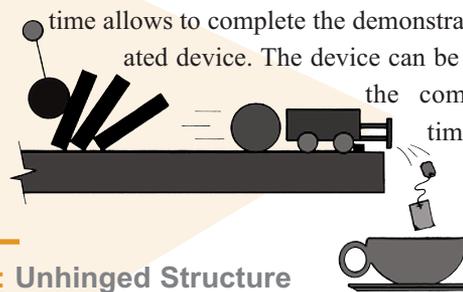
**Problem 2: As Good as Gold. . .berg**

The competition site is a minimum of 10' x 15' but may be larger if space permits. Nothing can be placed on the competition site until time begins. Contact your local Tournament Director regarding such information such as whether lights can be dimmed, floor surfaces, etc. If space permits, teams may perform or place equipment outside of the 10' x 15' area. If a drop off exists beyond the site dimensions, a caution line may be taped 30" from the edge of the drop-off. This will serve as a warning not a boundary.

The problem’s cost limit is \$145 (US). The existing item is exempt from cost unless it is used during the performance in some way to enhance the solution.

The demonstration of the team-created device must be viewable by the judges and audience. The team may make as many attempts as time allows to complete the demonstration of the team-created device. The device can be placed anywhere on the competition site once time begins.

~ Carol Biros, IPC

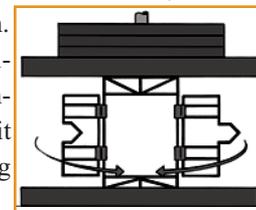


**Problem 4: Unhinged Structure**

Before its scheduled competition time, the team or a team member must report to the weigh-in site, where the structure will be measured, weighed and checked for rule infractions. If time permits the team may make corrections of any infractions. After filling out the weigh-in checklist, a Weigh-in Judge will seal, mark and store the structure in a team-supplied container or paper bag supplied by the tournament director. Approximately 25 minutes before their scheduled competition time, a team member will pick up the structure and take it to the competition site and follow long term procedures.

The Staging Area Judge will remove the weigh-in checklist and the team will say whether Style will continue after the structure breaks.

Once competition begins and the team decides to test the structure, it will place it on the tester base in the unfolded position. After verifying that the structure is in an unfolded position, a problem judge will instruct the team to continue. The team will then fold the structure and place it onto the tester base with the safety pipe running through it. Weight placement can begin.



If an adult assistant is used in Division I or II, he or she must be identified in the staging area and will remain with the team throughout the long-term solution. It must be apparent to the judges that a team member is supporting at least 50 percent of each weight being handled at all times.

The only people allowed inside the testing area during the long-term solution are the team members, judges and adult assistants, if used. Style may take place at any time during the 8-minute competition. When the long-term solution is completed, all wood from the crushed structure or the whole structure if it does not break, must be placed in a paper bag and returned to the weigh-in site by a designated judge. The structure may be inspected again at the weigh-in site. ~Dan Semenza, IPC



# ODYSSEY OF THE MIND® 2010-11 MEMBERSHIP APPLICATION

Questions? Email [info@odysseyofthemind.com](mailto:info@odysseyofthemind.com) or call 856.256.2797.

For new memberships or renewals, complete this form and return it with a check, purchase order, or credit card information (see below).

**Check one:**

**Divisions I, II and III:**

- Individual school:** Must register in the school name. May enter one team per problem per division in competition.
- Two or more schools:** Must share the same principal to be under the same membership. Use school district name on application. May enter one team per problem per division in competition.
- Home-schooled students:** Must include at least four home-schooled students. May also include up to three members from one school. May enter one team per problem in competition.
- Community Group:** May enter one team per problem in competition. May not be an organization established solely for the purpose of participating in Odyssey of the Mind. Please submit by-laws if this is a new membership.

**Division IV:**  All team members must be high school graduates and registered for at least one class at a college or university. They do not have to attend the same institution. May enter one team per problem. May proceed directly to World Finals.

Membership name \_\_\_\_\_ Membership number (for renewal, if known) \_\_\_\_\_

Grades covered by membership \_\_\_\_\_ School district \_\_\_\_\_ County \_\_\_\_\_

Contact person (may be a coach) \_\_\_\_\_

Mailing address (for newsletter delivery and correspondence) \_\_\_\_\_

City \_\_\_\_\_ State/Province \_\_\_\_\_ Zip \_\_\_\_\_ Country \_\_\_\_\_

Daytime phone \_\_\_\_\_ FAX \_\_\_\_\_ Email \_\_\_\_\_

*\*Each individual membership costs \$135, but you will receive discounts if you purchase more than one membership. For each membership purchased, you get five competitive long-term problems, one primary problem, one copy of the Program Guide, one newsletter subscription, and more!*

- Individual 2010-11 Odyssey of the Mind membership @ \$135 .....
- Additional membership(s) for the same school or community group @ \$100 .....
- 6-10 memberships for the same school district (registered at the same time) @ \$120 .....
- 11 or more memberships from the same school district (registered at the same time) @ \$100 .....

### ODYSSEY OF THE MIND SUPPORT MATERIALS

- \*\*Lots of Problems . . . And Tips to Make You More Creative @ \$17** tips on problem-solving .....
- The Spirit of Creativity @ \$15** — Anecdotes about Odyssey of the Mind, written by Dr. Sam .....
- A Creative Experience DVD @ \$9.95** — Odyssey of the Mind promotional video .....
- \*\*Creative Interaction @ \$17** Discusses the importance of interaction between students .....
- \*\*Applying Your Creativity @ \$15** Discusses different types of human creativity .....
- Spontaneous Combustion @ \$7.50** Booklet of spontaneous problems and tips .....
- Odyssey of the Mind Program Guide @ \$7.50** (one is included with membership) .....
- Coaches Training DVD @ \$12.95** Tips and techniques for coaches .....
- packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") @ \$20 per 50 pieces .....

\* Spend \$40 or more and get free Shipping & Handling. Orders under \$40, add \$7.50 Shipping & Handling. Contact CCI for S & H outside of the U.S.

**\*There are no Shipping & Handling charges for membership packets.**

\*\*These books are a collection of long-term and spontaneous problems from past competition years.

Subtotal \_\_\_\_\_

S & H \_\_\_\_\_

TOTAL \_\_\_\_\_

**Payment Method:**

- **U.S. Mail:** Send this completed form along with a check, money order or purchase order, payable to CCI, or with your credit card info to: **CCI, 406 Ganttown Road, Sewell, NJ 08080**
  - **FAX:** Send this form along with a copy of your purchase order, or include your credit card information and fax to **856.256.2798**.
  - **On-line:** If paying by credit card, go to **www.odysseyofthemind.com** to access this form.
- VISA  MasterCard  American Express  Discover
- Acct. no. \_\_\_\_\_ Exp. \_\_\_\_\_
- Signature of cardholder \_\_\_\_\_ CSV Code \_\_\_\_\_

### SHIPPING ADDRESS (For UPS Delivery)

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## Odyssey of the Mind

c/o Creative Competitions, Inc.

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Hey Teams,

Remember — there's no limit to creativity!

Your friend,

**OMER**

The *Odyssey of the Mind* Newsletter is published by Creative Competitions, Inc.

### Where's OMER?

Each year Omer travels around the world visiting Odyssey of the Mind tournaments and activities. Now, there will be people traveling from all over the world to visit him — or at least a sculpture of him!

Below, you will see OMER resting in the smallest arena yet — the eye of a needle. Artist and 2010

Odyssey of the Mind Creativity Award Winner Willard Wigan created the sculpture earlier this year and had it on exhibit during World Finals at Michigan State University.

Wigan was so inspired by Odyssey participants that he decided to include OMER in his newest endeavor. He will have OMER on exhibit along with his other amazing micro-sculptures at his new gallery.

The exhibit will be held from November 10 through December 3, 2010 in Miami, Florida.

More information can be found at: [www.wiganart.com/tour](http://www.wiganart.com/tour).



### COU Scholarship Winners

Creative Opportunities Unlimited (COU) rewards OotM participants that demonstrate exemplary creative problem-solving skills, good sportsmanship, and teamwork in their everyday lives. For more information visit: [www.creativeopportunities.org](http://www.creativeopportunities.org). Congratulations and good luck to this year's winners:

#### Jimmie Jones Computer Technology Award:

Clayton Feustel, GA • Eugena O'Donnell, NY

#### \$500 Scholarships:

- Louis Chamberlian, VT
- Elizabeth VonYork, ME
- Adam Bahr, PA
- Casey LaMorte, FL
- Paige Allie, MI
- Hannah Porter, FL
- Aaron Blanchard, NY
- Renee Vanderhoof, FL
- Lauren Hennig, AZ
- Archana Babu, NJ
- Rachel Sferlazza, NY
- Michael VanDerwerker, VA
- Brianna Jones, MI
- Kevin Beers, KY
- Grant Robison, GA
- Chase Coonrod, AR
- Taylor Morris, NY
- Sean Morton, VA
- Natasha Buchanan, KY
- Ryhan Nadja, MI
- Rebecca Rolseth, OK
- Hannah Baartmans, NC
- Jordan Martin, MI
- Mackenzie Caldwell, NC
- Ryan Struyk, MI
- Nicole Slauson, NY
- Nolan Alsobrook, GA
- Levi Brandon, VA
- Mariah Skalka, VA