



Odyssey of the Mind®

Newsletter

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OotM Award Winners

Get Ready for Joanne Rompel Day!

Joanne Rompel is a great educator and an important member of the Odyssey of the Mind Family. As an Illinois Association Director, Joanne has served many teams and handed out many awards. As an educator she has worked with thousands of students in a positive and unforgettable way.


Mayor Mark Eckert of Belleville, Illinois, recently presented the first ever "Joanne Rompel Living the Creative Life Award," and read from a proclamation outlining some of her achievements.

The proclamation read, "...Whereas, Joanne Rompel's dedication and commitment to working as an educator of young people throughout her life by



teaching lasting lifetime skills such as cooperation, respect for others, and decision making, while gaining greater self confidence and increased self-esteem."


The proclamation continued by recognizing Joanne for her work as a teacher, "for her dedication and service to young people throughout the community as both a classroom educator in area schools and as an educator through Odyssey of the Mind."

Mayor Eckert also declared March 18th "Joanne Rompel Day." We congratulate and thank Joanne and all of the educators and parents who work to help the youth. 

The Max Mansfield Memorial Association Membership Award Winner Announced

Congratulations go to Creative Unlimited in N.J., for receiving the Max Mansfield Memorial Association Membership Award. This award is given to the association that shows the largest membership growth for the program year.

CU in N.J. has shown the greatest increase this year with a 29% growth over last year. Association Director Harold Kurtz has worked tirelessly with his team to increase N.J. membership. In fact, the membership numbers have steadily increased since 2001, going from 65 schools to 116. Thank you to all of the volunteers, officials, and new teams that helped the N.J. Association expand.

Creative Competitions, Inc. created this award in honor of Max Mansfield, a long-time OotM volunteer and friend. Even more fitting, Harold and Max were close friends. He would surely be proud of the positive direction Harold and CU is taking with OotM! 



Also in this issue . . .

2. MAKE A DIFFERENCE * GREAT MINDS
3. 2006-2007 PROBLEM SYNOPSIS
4. WORLD FINALS COACHES PROBLEM
5. 2006-2007 MEMBERSHIP APPLICATION
6. MICROSOFT AND NASA AT WF * EUROFEST 2006 * A NOTE TO TEAMS

Make a Difference with Microsoft

Now is your chance to join Microsoft and Odyssey of the Mind in the “Integrating Odyssey of the Mind into Classrooms Project.” You can help us make even more of a positive difference in the classroom and help schools across the U.S. In order to start the next phase of the project, we are accepting nominations of “pilot schools.”

These schools will be the first to receive Odyssey and Microsoft training materials, as well as training for teachers and staff. These materials use OotM classroom strategies such as encouraging teamwork, creativity, and use of technology — just to name a few. Our objective is to help make teaching easier and learning fun. It does not add to the curriculum, but works as a complement to what teachers are already doing.

As a pilot school, you will be among the first to be part of the project. We will ask for feedback on the impact it has on your class.

You will help us recognize what worked and what could be improved in order to help shape the final form of the project. We will then introduce the training and materials to schools across the U.S. in hopes of encouraging creativity in the classroom. Becoming a pilot school will benefit your school and our project — which ultimately benefits students and teachers nationwide.

If you know of a school that might be interested in becoming part of this collaboration, please email project coordinator Joy Kurtz — jkurtz2929@comcast.net with the subject “Pilot School.”

Thank you to everyone who filled out the Educator’s Survey. For those who haven’t had the chance, there’s still time. Visit www.odysseyofthemind.com and look for the Microsoft Logo. Thanks again to everyone who is helping to make a difference with this project! Those small moments of time have the capacity to make a huge difference.



Great Minds on Parade

The Macy’s Day Parade is renown for its balloons. Every Thanksgiving, people have watched as huge cartoon characters, famous people and logos tumble down the streets of New York. It is one of the most-watched parades in the U.S.

Macy’s store employees wanted to celebrate their new American heritage in the 1920’s, many being first generation immigrants. They chose the American holiday Thanksgiving to do this. In 1924, the employees marched to Macy’s dressed in costumes - floats and live bands in tow. Originally, the employees of Macy’s used live animals borrowed from Central Park Zoo for the parade. But as it grew, the employees had to get more creative in order to draw in a bigger audience.

Huge balloons shaped like animals replaced the live ones in 1927. **Felix the Cat** soared through the streets as the first oversized balloon in the parade. Felix was filled with air, but by the next year, Helium was used to fill the growing number of balloons. One tradition past is the releasing of the Thanksgiving Day Parade balloons. They would float for days until one lucky person could catch it and claim a prize on its return to Macy’s.

How did something so simple turn into the creative focal point of parades and many other celebrations?

It started as many inventions occur - by accident. **Professor Michael Faraday** of the Royal Institution in London was the first person to introduce hydrogen into rubber in **1824**. The rubber balloons most similar to what exist today began with his experi-

ment with gases and raw rubber. These “balloons” were called **caoutchoucs**. Faraday noted the “ascending power” of the balloon filled with hydrogen in his writings.

Balloons changed from a scientific experiment to a novelty in the next year when English rubber manufacturer **Thomas Hancock** marketed them to the public. Consumers received a bottle of rubber solution and a syringe to force air into it. They made their own rubber balloons.

By 1889 balloons were being bought by people in the U.S. **Montgomery Ward** sold them in its catalogue, describing them as “red rubber balloons with trumpet ends.” They cost 4 cents a piece. Eventually hydrogen was replaced with helium due to the fire hazard the balloons posed.

Because of the increased safety of balloons, it became possible to be used in new ways. **Helen Warny** became a leader in advertising with balloons. In the 1920’s, she founded The Toy Balloon Company in New York. She used balloons in window displays, decorations, and on balloon-decked floats. She once released 50,000 balloons at once, each with the advertisers name.

Balloons were also used for other practical reasons. They assisted early aviation by probing air currents over the earth. This delivered information that later was used to calculate the altitude at which pilots could fly.

Whether balloons are used for scientific use or bringing smiles to parade-goers faces, balloons help bring out people’s creativity and have inspired imaginative uses. What new uses can you think of?

Get Creative!
Decorate or design
your own balloon.

2006-2007 Long-Term Problem Synopses*

**Tentative as of April 20, 2006.*

All problems have an 8-minute time limit.

Problem 1: Tag 'Em

The team's problem is to design, build, and run one or more small vehicles that will make trips across a course and get "tagged" within a Tagging Zone. The team will create tags and a system to remotely place them onto the vehicle. To receive maximum score for a trip, a vehicle will have one tag successfully placed on it and will continue traveling into a Bonus Area. The team will present a performance that incorporates the running and tagging of the vehicle.

Divisions I, II, III & IV. Cost limit: \$145.

Problem 2: The Large and Small of It

This problem requires teams to create and present a performance that includes an original story and a team-made storybook containing three pages that have visual special effects. The team will also make large-scale versions of the three storybook pages that will enhance the performance. These pages can "come alive" if the team wishes. One of the large pages will use technical means to simulate the visual special effect.

Divisions I, II & III. Cost limit: \$145.

Problem 3: Classics . . . Around the World in 8 Minutes

In this "classics" problem, teams will create and present a performance that includes a "Traveler" character on a trip around the world. During the trip, the Traveler will stop at three locations on Planet Earth that have different geographic characteristics. Two locations will be actual places and the third one will be created by the team and discovered by the Traveler during the trip. At the newly discovered location, the Traveler meets a funny character. The performance will include an explanation about why the character takes the trip and the reason for stopping at each location.

Divisions I, II, III & IV. Cost limit: \$125.

Problem 4: Out of the Box Balsa

The team's problem is to design, build, and test a structure made primarily of balsa wood and glue that will balance and support weights. The structure will be designed to fit completely inside a box that is smaller than the structure will be when it is tested. When competition time begins, the team will remove the parts from the box, creatively assemble its structure, and test it by placing weights onto it. The team is allowed to use materials other than balsa wood and glue to assemble the parts of the structure.

Divisions I, II, III & IV. Cost limit: \$125.

Problem 5: I'm Only Thinking of You!

For this problem, teams will create and present an original humorous performance that includes a self-centered character that takes advantage of others three times. The first two times, it talks its way out of getting in trouble by saying, "I'm only thinking of you," or something similar. The third time, the tables are turned and the self-centered character's true nature is exposed. What happens next is a surprise!

Divisions I, II, III & IV. Cost limit: \$125.

Primary: The Time Capsule

The team will create and present a performance about a group of explorers that uncover a time capsule filled with five unusual items made by the team. The explorers will try to figure out what these odd items are and how they were used. They won't always agree with each other! The exploration may take place anywhere in any time period.

Grades K-2. Cost limit: \$115.



COACHES & OFFICIALS PROBLEM

BOMBS AWAY!

A. THE PROBLEM

Your problem is to design and build a device that will propel tennis balls through the air and into a target container. You will compete in rounds against other competitors.

B. LIMITATIONS

1. The device:
 - a. must be an original design built by the contestant. It may include commercially produced parts and the team members can help.
 - b. must be safe in its design and the way it operates. If it is judged to pose potential harm to people or the competition site it will be prohibited.
 - c. is only allowed to be touched/operated by one person during the competition. Nothing else may launch, propel, or guide the tennis balls.
 - d. must be less than 3' (.91 m) wide when time begins (measured perpendicular to the target).
 - e. may launch the tennis balls one at a time or all at once. You may alter the tennis balls as long as they remain recognizable. However, nothing may be added to the tennis balls that could harm a person if it were to hit them. Each tennis ball must have your name on it..
2. Using the device:
 - a. The device must be completely behind one of the Start Lines when time begins.
 - b. At any time after time begins, the device may move beyond the Start Line. (Your device is not required to travel, but it may.)
 - c. The device must launch the tennis balls before any part of it breaks the vertical plane of the foul line. The foul line will be 10' (3 m) from the start line.
 - d. Once a ball is launched it must not be connected to the device in any way and nothing may help guide, steer, or stop it.
 - e. You may control your device any way you wish until it reaches the foul line. However, you must remain entirely behind the start line until time ends for that round.

- f. The target will be an empty trashcan located 25' from the start line. The trashcan will be approximately 24" tall with a round opening approximately 18" in diameter. The trashcan will not be adhered to the floor.

C. THE COMPETITION

1. You will be assigned a number when you register at the competition site. When your number is announced you must bring your device and tennis balls to the Start Line. You may not practice on the site at any time including before the competition begins.
2. Each round will last one minute.
3. A judge will blow a whistle to begin the round. You have 10 seconds to start your device. After 10 seconds the whistle will be blown again and your device must be functioning in a visible manner. You may continue to operate it, but you cannot start it after 10 seconds have passed.
4. When a minute has passed the round will be stopped. If any of your tennis balls have not been launched before time ends, they will not count.
5. Anyone who successfully gets a ball in the container will advance in the competition and continue until a champion is determined. In the final round, the contestant that has the most tennis balls in the target when time ends will win. If there is a tie the more creative solution will win.

D. AWARDS

1. Trophies will be awarded for 1st, 2nd and 3rd place in both divisions (Coaches and Officials).
2. A trophy will be awarded to the person with the most outstanding STYLE. Every contestant is eligible, even those who place 1st, 2nd, or 3rd.

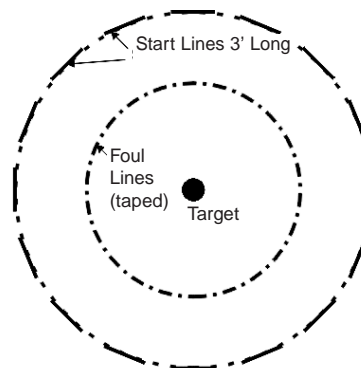


Figure A.

- The number of Start Lines and distance between them will be determined on-site.
- The device must be within the ends of its Start Line when time begins.



ODYSSEY OF THE MIND® 2006-2007 MEMBERSHIP APPLICATION

Questions? Email info@odysseyofthemind.com or call 856.456.7776.

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**, Odyssey of the Mind and NASA **curriculum activities**, one **newsletter subscription**, and more!*

- Individual 2006-2007 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

- A Creative Experience** — Odyssey of the Mind promotional video ___ VHS @ \$9.95 ___ DVD @ 12.95
- **Creative Interaction @ \$19** Discusses the importance of interaction between students.....
- **Applying Your Creativity @ \$18** Discusses different types of human creativity
- **Creativity + Teamwork = Solutions! @ \$18** Includes tips on building effective teams.
- Spontaneous Problem Competitions @ \$7.50** Booklet of problems and tips
- Odyssey of the Mind Program Guide @ \$7.50** (one is included with membership)
- Coaches Training Video @ \$20** Tips and techniques for coaches
- packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") **@ \$20 per 100 pieces**.....

Spend \$40 or more and get free shipping and handling.
 Orders under \$40, add \$6 shipping and 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, 1325 Route 130 S, Suite F, Gloucester City, NJ 08030**
 - **FAX:** Send this form along with a copy of your purchase order, or include your credit card information and fax to **856.456.7008**.
 - **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 _____

SHIPPING ADDRESS (For UPS Delivery)

Is this a residence? yes no

Name _____

Address _____

City _____ State/Prov _____

Zip _____ Country _____



Odyssey of the Mind

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*Hey Teams,
It's that time again! Renew your mem-
bership now and be one of the first to
get next year's long-term problems.
Your friend,
OMER*

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

MICROSOFT'S FIRST WF

Many people say that "You have to experience World Finals to understand it." This year, representatives from Microsoft® will get their first chance to see all of the excitement that happens at World Finals. They will also have a booth at the Creativity Festival where you can learn about upcoming projects and technology. Be sure to visit their booth and welcome them with true Odyssey spirit!

NASA RETURNS TO WF

NASA will also be journeying to Ames this year to be part of its sixth year of World Finals. Look for NASA's booth at the Creativity Festival. There will be plenty of information about Earth and the solar system. Definitely check out NASA's E-Theatre presentations, where you can see our planet and travel through outer space with its high-tech video equipment. Both activities are sure to be "out of this world!"



A 2005 WF participant checks out NASA's Creativity Festival booth with OMER. Be sure to stop by this year to see what NASA has to offer!

ODYSSEY AROUND THE WORLD

Eurofest 2006

Odyssey of the Mind teams from Europe and Central Asia will be celebrating creativity at the Odyssey of the Mind 2006 EuroFest. Teams will travel to Wroclaw, Poland April 29th through May 4th for this event. Students will show off their long-term problem as well as take part in a special EuroFest Problem that focuses on intercultural learning. Teams from the U.S. who have established international friendships through Buddy Teams and the Homestay Program will also travel to Poland, along with OotM founder Dr. Sam and his pal OMER! About 60 teams are expected, which is almost 500 people from 13 countries, including 5 teams from Arizona, California and Texas. Next year EuroFest will be in Germany.

A NOTE TO THE TEAMS

Congratulations on solving your long-term problem for this year and for doing your best at competition. This alone makes you a winner. There's always a new set of problems to tackle and new opportunities to express creativity!

To the teams that are advancing to World Finals — good luck in Iowa! Be sure to have fun and make new friends.

Something to Remember:

"Creativity is the greatest expression of liberty."

— Bryant H. McGill, Poet