



### BLUE VALLEY ODYSSEY ANGELS: WORLD FINALS AND BEYOND

The Blue Valley Odyssey Angels group was chosen to present its project at World Finals 2013. The members helped a local foster home by making blankets for kids entering foster care. They were inspired by a neighborhood family with 17 adopted children and learned from them that one thing that helps a child in transition is to have something of their own. The team believed blankets would be a useful and comforting item.

The Blue Valley Angels wrote creative letters seeking donations for materials and came up with a blanket design that would enable them to make as many blankets as possible. The group worked many hours to improve the lives of foster children in Overland Park, Kansas by creating personalized gift bags filled with blankets and toys. While these items may seem small, they meant a great deal to those often overlooked.

“We got so much joy when we saw some foster kids picking out their blankets when we delivered them to the agency,” said the group. Blue Valley’s creativity, teamwork, and compassion was obvious through their project report and references, which led them to be selected to attend World Finals. But this is just the beginning of this group’s success story.

Instead of enjoying their prize as World Finals attendees, the group decided to extend their project worldwide at the Odyssey Angels’ Creativity Festival booth to help more foster children. They

started all over again finding donated supplies for blankets and volunteered their time at WF. The result was a world-wide group project that helped almost 300 foster children across three different states that included well-wishes from OotM participants from 33 U.S. states and seven countries.


One of the recipients, the Ingham County DHS of Michigan was thankful for the donated blankets, “We have been amazed by your actions. It is wonderful knowing that there are youth in our community willing to help other children who may be going through some very trying times. Actions speak louder than words and what you have done will undoubtedly bring them some much needed solace. This act of kindness is more than you can imagine.”

The extended project taught the team that they could also inspire others to help the less fortunate. They said, “We loved World Finals because we got to be on the stage during Opening Ceremonies and invite others to join in our project during their time at WF. We loved seeing all the names being ironed on the blankets, ‘Made by\_\_\_’ and so many different states and countries were represented. Making the blankets also helped us interact with other teams in a non-competitive way. Teams could work with other teams on ONE blanket for a foster child. It was a great group effort!”

Aside from helping others, the Blue Valley group believes being Odyssey Angels will help them stay together as a group. The members plan to come up with a new project each year to help their community, “Now we are excited to help the foster kids for seven more years as Odyssey Angels —until we graduate from high school. We think Odyssey Angels will keep our team together!”

If you would like to help your community and have the chance to attend WF, enrollment is now open for the current program year.

The Blue Valley group believes other OotM teams would enjoy becoming Odyssey Angels, “We recommend Odyssey Angels because it’s FUN! It helps take the focus off ourselves...and homework, and television.”

 **It is WONDERFUL knowing that there are youth in our community willing to help other children who may be going through some very trying times.**



The Blue Valley Odyssey Angels show off their blankets with OA Director Cheryl Micklus at WF. The Angels are an inspiring group with a continued mission to help foster kids. See more about their project and the media attention they’ve received since WF at [www.odysseyangels.org](http://www.odysseyangels.org).

#### Also in this issue...

- 2. Special Offer
- 2. Great Minds
- 3. LT & Spontaneous
- 4. Procedures Cont.
- 5. Membership App.
- 6. COU Scholarship & Problem Tees



## ATTENTION TEACHERS & COACHES!

### Rubik's Cube Lending Library — Completely Free for 1<sup>st</sup> 100 Requests

Following last year's strong response, *We Can Do the Cube* is offering Odyssey of the Mind coaches and teachers the opportunity to participate again in The Rubik's Cube Lending Library. Now you can bring the fun, challenge, and benefits of learning to solve the Rubik's Cube to your students for FREE. The company will even cover all shipping for the first 100 requests for use during fall 2013.

Borrow 12-36 Rubik's Cubes and materials (including solution guides) for up to 6 weeks and teach students how to solve the Rubik's Cube, create a Rubik's Cube mosaic, teach STEM/STEAM, math concepts and 21st Century Skills!

At the end of the 6 week period you may keep all the set contents except the Rubik's Cubes and Instructional Curriculum CD. Simply return the 12-36 Rubik's Cubes to the shipping box, apply the UPS label, and return it via UPS.

**Supplies are limited. Request an application by emailing:**  
**HollyR@SevenTowns.com or calling 617-379-2988.**



*Many OotM members are having fun while learning STEM with Rubik's Cubes. There are many fun options and activities in the You Can Do the Cube program.*



## Great Minds

### KARL & BERTHA BENZ: A MARRIAGE OF INNOVATION

It is widely accepted that Karl Benz was the first person to receive a driver's license. Benz was a German engineer, entrepreneur, and inventor. He is credited with inventing the first practical car and other technological advancements for the combustible engine.

He received permission for his driver's license from the government so he could test his vehicle on public roads. His wife, Bertha also made history by being the first person to take a vehicle on a long distance drive.

Benz combined his love of the bicycle and his interest in locomotive engineering into what would become the first car. He utilized his mechanical engineering degree to create a horseless carriage and then set to improve it. He wanted to create a vehicle that could generate its own power, not simply a limited motorized stage coach. Karl Benz finished his creation in 1885 and named it the Benz Patent Motorwagen.

Through a series of companies backed in part by his wife, Benz began to sell the vehicle in 1888, the first commercially

available in automobile history. His Model 3 made its debut at the 1889 World's Fair in Paris. About 25 were built over the next four years.

To increase production, Benz decided to create a less expensive automobile suitable for mass production. In 1893 Karl Benz created the Victoria, a "roomy" two passenger car that could reach up to 11 mph! Around this time Benz also participated in the first auto race in Paris in order to promote his vehicle.

Aside from price and reliability, early customers had to deal with other drawbacks of the car – it could not climb hills and they could only buy gasoline from pharmacies that sold it as a cleaning product. It wasn't until Bertha Benz came up with an interesting marketing plan that business really took off.

One morning, Bertha took a vehicle on the first long distance trip – traveling 66 miles. She traveled with only her two young sons from Mannheim to Pforzheim to visit her mother. She had to find pharmacies on the way to fuel up, and she repaired various technical and mechanical problems, including inventing brake lining, during the trip. Her 8-mph adventure alarmed others along the way, earning important publicity. After a long day of travel, she telegraphed Karl that she had taken the trip successfully and returned the next day.

Not only did the trip get the car much-needed attention, but it helped improve the design. Steadily business began to increase. The couple's innovative combination of invention and marketing helped shape even today's car business.

Benz's work eventually became the foundation of Mercedes-Benz, a well-known luxury car brand still available today.

# SPONTANEOUS & LONG-TERM PROBLEM PROCEDURES

*What to do when competing at an Odyssey of the Mind tournament.*

▷ **THE HOLDING ROOM:** you will see a Spontaneous competition time on the tournament 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 telling 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. If you haven't already decided, your team should pick which members will compete in each type of problem.

▷ **ENTERING SPONTANEOUS:** Everyone on your team may 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. The members competing will go where directed. If your team has five or fewer members everyone must compete. Those not participating can stay or 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. Judges will make every attempt to clarify the problem to make sure you understand what it requires; but, judges cannot help you solve the problem. Judges will also interrupt you if they cannot hear your response during a verbal problem.

▷ **THE FASTEST FEW MINUTES:** once you have finished your problem, 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 World Finals. 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.

**B**e sure to read these procedures for competing in Long-Term and Spontaneous problems. Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, type of floor, etc. Remember to relax, have fun, and be creative. Good luck!

▷ **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 and your paperwork: four completed copies of the Style Form, Cost Form, Outside Assistance Form, Team Required List Form, clarifications specific to your solution, and any other paperwork listed in the long-term problem. 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 performance.

▷ **THE STAGING AREA:** is where you will wait to compete. Once the SA Judge finishes checking your paperwork, you must move all of your competition materials into this area as quickly as possible. (Depending on your tournament location, this may be the same place.) 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. 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 your solution 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. Teams will be scored for items presented during overtime in these two problems.

▷ **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 cords or adapters as needed.

▷ **THE SCORES:** The head judge will go over the team's raw long-term score and any penalties with your coach. After the review, coaches have 30 minutes to return if any questions arise.

LONG TERM PROBLEM PROCEDURES (CONTINUED FROM PAGE 3)



**Problem 1: Driver's Test**

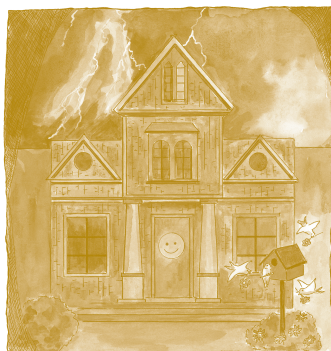
The team must place its vehicle completely within the 4' x 6' rectangle for measurement by the Staging Area Judge.

Once time begins, the team will attempt the Driver's Test, completion of tasks, travel in forward and reverse, encounter the directional signal and use a GPS. The team will present a theme that incorporates the running of the vehicle, the Driver's Test, the Student Driver Character, and the GPS.

~Wayne Kehrli, IPC

**Problem 2: The Not-So-Haunted House**

The competition site is a minimum of 10' x 20' (3m x 6m) but may be larger if space permits. Teams may perform or place equipment, props, etc. outside the 10' x 20' area. Nothing can be placed on the competition site until time begins.



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.

All parts of the team's solution must fit through a standard 28" x 78" doorway (.71m x 1.98m).

The team will have 8 minutes to present their performance. The cost limit for this problem is \$145 (US).

~Carol Biros, IPC

**Problem 3: Classics. . . It's How We Rule**



The competition site will be a minimum of 7' x 10' (2.1m x 3m) and will not be marked. It may be larger if space permits. Teams 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. A three-prong electrical outlet will be provided. Teams must supply their own extension cords and outlet adapters if needed.

Teams are also expected to provide a safe floor covering if dancing, scenery movement, or any other action may damage the floor.

Teams are also reminded make sure they have all paperwork in order before going to the staging area 15 minutes before they are scheduled to compete. This includes Style, Cost, Outside Assistance forms, team-specific clarifications, the team list, and documentation of the Historic Royal Court.

Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, type of floor, etc.

~Matt Lopez, IPC

**Problem 4: The Stackable Structure**

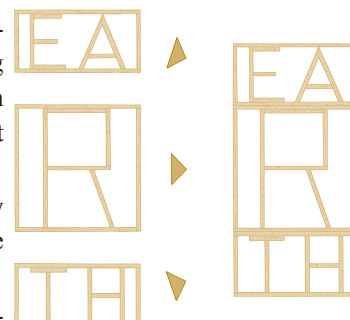
Before its scheduled competition time, the team or a team member must report to the weigh-in site with its structure to be checked for rule infractions. If time permits, the team may make corrections. After filling out the weigh-in checklist, the judge will seal, mark, and store the structure in a bag supplied by the tournament director.

Approximately 20 minutes before its scheduled competition, a team member will pick up the structure and proceed to the competition site with the rest of the team and its coach. At the Staging Area, the judge will remove the weigh-in checklist and ask the team if judging for Style should continue after the structure breaks.

If an adult assistant is used in Division I or II, he or she must be identified in Staging and will remain with the team throughout its presentation. It must be apparent to the judges that when the adult is assistant in weight placement that a team member is selecting the weights used and supporting at least half of the weight being handled.

Once time begins, the team can show the components integrated into the artistic representation of Earth and then weight placement can begin.

The only people allowed inside the tester area during the presentation are the team members, judges, and adult assistants, if used.



Style may take place at any time during the 8-minute competition time.

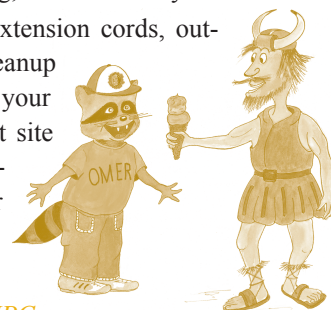
When the solution is completed, all wood from the structure must be placed in a bag and be returned to the weigh-in site by a designated judge in case any questions arise.

~Dan Semenza, IPC

**Problem 5: Seeing is Believing**

The competition site will be a minimum of 7' x 10' (2.1m x 3m), larger if possible. Teams 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. This will serve as a warning, not a boundary.

Teams must supply their own extension cords, outlet adapters (if needed), and cleanup materials if necessary. Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, floor coverings, etc.



Best of luck to all teams!

~Sharlene Smith, IPC



# ODYSSEY OF THE MIND 2013-14 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 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 per division 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) Street \_\_\_\_\_

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**, and more!*

\_\_\_\_\_ **Individual 2013-14 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 (must register 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 @ \$9.95 *Odyssey of the Mind promotional DVD* .....

\_\_\_\_\_ \*\* Lots of Problems. . . And Tips to Make You More Creative @ \$17 *Tips on problem-solving* .....

\_\_\_\_\_ \*\* Creative Interaction @ \$17 *Discusses the importance of interaction between students* .....

\_\_\_\_\_ \*\*Applying Your Creativity @ \$15 *Discusses different types of human creativity* .....

\_\_\_\_\_ The Spirit of Creativity @ \$15 *Anecdotes about OotM written by Dr. Sam* .....

\_\_\_\_\_ \*\*Spontaneous Combustion @ \$7.50 *Booklet of spontaneous problems and tips* .....

\_\_\_\_\_ Odyssey of the Mind Program Guide @ \$7.50 (one is automatically included with membership) .....

\_\_\_\_\_ Coaches Training Video @ \$20 *DVD with tips and techniques for coaches* .....

\_\_\_\_\_ packs of Balsa Wood (premium grade AAA 36" x 1/8" x 1/8") @ \$20 per bundle (50 pieces) .....

**Spend \$40 or more and get free Shipping & Handling!** Contact CCI for international S&H.

Orders under \$40 add \$7.50 for S&H. There is no S&H charge for membership packets.

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

Subtotal \_\_\_\_\_

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

**TOTAL** \_\_\_\_\_

**Payment Methods** (Sorry we do not accept phone orders.)

- **U.S. Mail:** Send this completed form along with a check 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 credit card information and fax to (256) 256.2798.
- **Online:** Pay by credit card at [www.odysseyofthemind.com](http://www.odysseyofthemind.com).

### Shipping Address (For UPS Delivery)

Is this a residence? \_\_\_\_\_ yes \_\_\_\_\_ no

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State/Prov \_\_\_\_\_

Zip \_\_\_\_\_ Country \_\_\_\_\_

Phone # \_\_\_\_\_

\_\_\_\_\_ **VISA** \_\_\_\_\_ **Master Card** \_\_\_\_\_ **American Express** \_\_\_\_\_ **Discover**

Acct # \_\_\_\_\_ Exp. \_\_\_\_\_

CSV \_\_\_\_\_ Signature \_\_\_\_\_



## Odyssey of the Mind

c/o Creative Competitions, Inc.  
407 Ganttown Road • Sewell, NJ • 08080

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

PRSR STD  
US Postage  
PAID  
Bellmawr, NJ 080  
Permit 7



Hey Teams,  
Hope you are enjoying the beginning  
of the Odyssey year. Be creative!

Your friend,

**OMER**

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

## COU Scholarship Recipients

**C**reative 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:

- Robert Schrameyer *Green Lane, PA*
- Ashley Blachard *Schenectady, NY*
- Kylla Bila *St. Charles, MI*
- Patricia Leonard *Springvale, ME*
- William Juntunen *Corunna, MI*
- Tess Steward *Midway, UT*
- Jessie Wagenhoffer *Dingmans Ferry, PA*
- Lydia Wetters *Ewart, MI*
- Kayla Brophy *Wellsville, NY*
- Daniel Kronenfeld *Manalapan, NJ*
- Christina Base *Halstead, KS*
- Sarah Rickman *Jenks, OK*
- Zachary Matarazzo *Pottstown, PA*
- Evan Summer *Liberal, KS*
- Emily Costello *Farmingdale, NY*
- Cassidy Hart *Spring City, PA*
- Katie Gehrke *Muskego, WI*
- Jessica Costello *Farmingdale, NY*
- Christa Beck *Tampa, FL*
- Audra VanDerwerker *Bedford, VA*
- Anastasia Matz *Sellersville, PA*
- Carissa Miller *Middleburgh, NY*
- Blayne Hegar *Taylor, TX*
- Armond Bodnor *Cambridge, NY*
- Camille Wood *Acla, MI*
- Haven Prince *Osceola, AR*
- Caitlyn Wayment *Littleton, CO*
- Cassidy Amburgey *Linwood, NY*
- Jame Rabideau *Grand Rapids, MI*
- Zoe Onion *Wells, ME*



**THE STACKABLE STRUCTURE**  
odyssey of the mind



## 2013-14 OotM Problem Tees

**S**how off your Ootm problem as a team member, or your support as a parent or coach with this year's problem tee. Not only do they make great shirts to show your Odyssey pride, but they can also be worn during competition and are exempt from cost as written in the *2013-14 Program Guide*.

There is a shirt for each long-term problem, including Primary. See the shirts in color online at [www.odysseyofthemind.com/shop](http://www.odysseyofthemind.com/shop). They are a fun way to make a great team impression in your school and beyond.