



Odyssey of the Mind®

Newsletter

Volume 39

Fall 2016

Number 1

RADFORD UNIVERSITY ODYSSEY ANGELS

One important skill across all solutions is creative costume building. And not just any costume — one that is unique and costs almost nothing to create — even better if it is made from trash/recycled items. This is the creative skill that this year’s winning Odyssey Angels group used to help its community.

The Radford University Awesome Box Costume Squad from Virginia built fun, creative, and totally custom/useable Halloween costumes out of cardboard boxes for local children in wheelchairs.

“We decided to form an Odyssey Angel group because we felt like we could use the abilities and methods we’ve learned through Odyssey of the Mind to benefit others in our community. Through our Odyssey Angel project, we were able to provide several children with Halloween costumes that fit their wheelchairs and, through this, we were able to spread the creativity and spirit of Odyssey of the Mind to our community,” said Radford Angel Autumn Foster.

As news of the costumes spread, other challenges became available such as making a Christmas Sleigh for the Children’s Wing of a local hospital and special rainforest-themed decorations for a dance for adults with disabilities. Not only did they help their community, but the team also received benefits in participating. “We love working together during the Odyssey of the Mind season — and doing the Odyssey Angel project gave us an outlet to meet up and also help the kiddos in our community,” said Kenzie VanDerwerker.

Team member Cade Skalka continued, “It helped our team become even closer while we worked in tandem to make these costumes. Participating in Odyssey helped us not only have the physical skills to build the costumes, but also allowed us to have the creativity to make sure these costumes are unique to each child.”

The Radford Angels showed that they can use their creative Odyssey costuming skills for a wonderful purpose. They gave children the opportunity to enjoy the same fun and excitement during these holidays as kids without disabilities.

“I am proud and honored to have our lives touched by this amazing team. They put so much time into every detail, and not only provided a Halloween costume, but, a night of feeling special and included,” said Carolyn, a costume recipient’s mother.

Not only did the kids feel a new type of “normal,” they were stars of the neighborhoods in the Awesome Box costumes. The connection the Radford team made with each family was also special as they really took the time to go into each child’s home, learn about all the different ways the costumes should work with various disabilities and wheelchairs; as well as to make a real connection with the children as they learned about their likes, dislikes, and costume dreams!

“The best part of being an angel would have to be the look on our



The Radford University Awesome Box Costume Squad!

kids’ faces when we delivered or came for measurements for their costumes. The joy and excitement they displayed made it all worth it and made us feel that we were a part of something bigger than ourselves. The experience of being an Angel created an experience that I will remember for the rest of my life. Feeling the reaction of everyone at World Finals was remarkable. We felt as though we inspired others to reach out to help people in their own community. I’d recommend this to anyone who wants to help out their community, friend, or stranger just for the sake of doing so,” said Gerald Pierre.

Megan Lee agreed that World Finals was extra special as an Odyssey Angel, “We love spending time with each other as a team and just being a part of the Odyssey environment that World Finals entails, but representing the Odyssey Angels award was an amazing experience. This year, we really enjoyed feeling as though we inspired others to make a change in their community through the use of their Odyssey skills. We were truly honored to represent Odyssey Angels!”

Thank you Radford University students for making disabled children in your area feel special and for showing just how creative you can be at the same time!

OA enrollment for 2017 is open now!
Learn more: www.odysseyangels.org

Also in this issue...

- 2. Odyssey Tees
- 2. Great Minds
- 3. New Coach?
- 4. Tournament Procedures
- 5. Membership App.
- 6. COU Scholarship



WHAT'S YOUR ODYSSEY STYLE?

OFFICIAL 2016-17 OOTM PROBLEM TEES ARE HERE

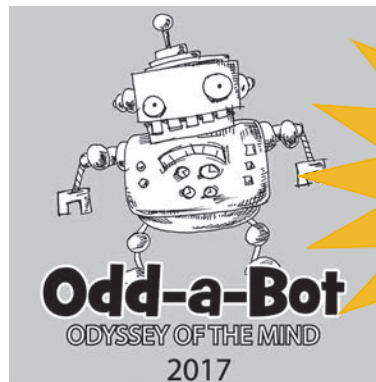
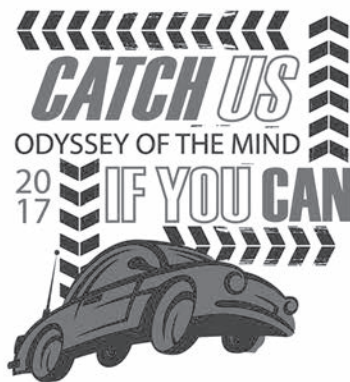
Show off your OotM problem as a team member, or your support as a parent or coach with this year's problem tee. Not only do they make great shirts to show your OotM pride, but they can also be worn during competition and are exempt from cost as written in the *2016-17 Program Guide*.

Each shirt features a special logo representing the problem on the front and the official problem icon on the back.

There is a different shirt for each long-term problem, including Primary. See the shirts in color online at:

www.odysseyofthemind.com/shop.

They are a fun way to make a great team impression in your school and beyond. Show your OotM style with pride!



See all of
the problem tees
in color on the web!



Great Minds

HOW A MASK CHANGED EVERYTHING

Lee Falk: 1911-1999

Superheroes have all kinds of abilities and personas, but many have one thing in common – when in “superhero mode” their appearance changes. And so often this change involves the typical superhero costume – mask, cape and bodysuit.

This famed image of a superhero originated from *the Phantom* – a comic strip created in 1936 by Lee Falk. The main character, **the Phantom**, is a fictional costumed crime-fighter who operates from the fictional African country of **Bangalla**. The character has been adapted for television, film and video games and is still in production today. *The Phantom* is considered the first costumed superhero. That specific costuming went on to inspire many of the popular superhero costumes of today.

In a *Phantom* biography, Falk revealed that Ancient Greek stone busts inspired the character's costume, especially the idea that the character's pupils would not show whenever he wore the mask. The Greek busts had no pupils, which Falk felt gave them a mysterious, inhuman look.

Falk's comic strip intrigued audiences worldwide, attracting over 100 million readers. Falk also wrote short stories, and he contributed to a series of pulp novels about *The Phantom*.

Aside from comic strips, he was interested in theater. For many years, Falk was the owner of summer theaters in Massachusetts and a winter theater in Nassau. He produced more than 300 plays, and directed approximately 100 productions. He directed famous actors and actresses of his time such as Marlon Brando, Charlton Heston, Paul Newman, Chico Marx and Ethel Waters. Often these artists would choose to work with him over much higher paying roles. He was also the author of nearly a dozen plays and two musicals, including the musical adaptation of *Mandrake the Magician*, his first comic strip, also ground-breaking and popular.

He received many awards for his work in comics and theater such as the **Roman Lifetime Achievement Award**, **National Cartoonists Society's Silver T-Square Award** (1986) and many more. St. Louis, his birthplace, honored him with Lee Falk day in May and gave him a star in its Walk of Fame.

He originally thought that his comic strips would last a few weeks at best. However, he wrote them for more than six decades, until the last days of his life, even when in the hospital he removed his oxygen mask to dictate stories. New episodes of *The Phantom*, and also *Mandrake the Magician*, are still being drawn by others, both as comic strips and in comic books, so his legacy and his creativity continues!

NEW TO ODYSSEY OF THE MIND COACHING?

.....► WHAT'S NEXT?

You've signed up. You've received a packet of problems and a book of rules. Now the fun begins! Here are five important steps to kick-starting your teams and setting them up for a successful Odyssey year.

BE INCLUSIVE:

A well-rounded team is a successful team. So perhaps the “class clown” would be great to provide humor to the script, class leaders will help bring teammates together, art students and builders will help to create sets and costumes, and more. Personalities that aren’t always included in other school competitions can often become a strength in Odyssey of the Mind! Have the team members sign the contract included in the packet to make their participation feel “official.” Remember, teams can have up to seven members.

GET LOCAL:

Look for your local contacts: There’s a sheet in the membership packet with each association’s director, there is also most likely a local website. This is important because once a team is formed and it wants to compete, it must register with its local association so it can participate in the competition, coaches trainings, and any other special events. Your local association sets your deadlines, tournament fees and often fun activities that help teams and coaches, so be sure to get in touch! (www.odysseyofthemind.com/contacts)

READ, READ, READ:

Read the program guide early, and often! This is important to solving the problems and attending competition. Prepared teams that know the rules of the program are more likely to advance to the next

level of competition and preparedness helps to calm nerves. Read the entire problem thoroughly, a few times. Many teams also split the problem between themselves and become “experts” in that part of the problem.

PRACTICE, PRACTICE, PRACTICE:

Set a practice schedule. During practice teams work on brainstorming and creating a solution. This is also important team-building time! Aside from creating and practicing its solution, it is also important to practice for the spontaneous portion of the competition. Each practice should include some type of spontaneous practice, check the Odyssey of the Mind product page for books with spontaneous problems, and kits (Hint: there was a free practice book included in your packet this year!)

GET CLEAR:

Clarifications: If the team has a question about the problem that is not addressed in the Program Guide or in another read of the problem, it can submit a clarification on www.odysseyofthemind.com/clarifications. It is also important to check throughout the year because sometimes a clarification for everyone is posted. This could affect the team’s solution and its score, so continue to check all the way up to your tournament.



Odyssey teams and their coaches form a bond that can't be beat! Always remember, the rewards far outweigh the challenges. Good luck!

AND A BONUS TIP!

Get social! Look for Odyssey HQ on your favorite social media platform. There are often fun tips, reminders, and activities posted that can help the team have fun and be prepared! Your local association or region may have its own page as well. Both are helpful!

Once you have the basics covered, continue to the next page to see what happens during an Odyssey of the Mind Tournament.

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 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:** You will get a copy of the problem for reference before it is read. The judges will then read your problem aloud – be sure to listen carefully because each problem has its own set of rules. 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.

Be sure to read these procedures before competing. Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, type of floor, etc. Read the problem carefully as well for any problem-specific procedures. 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. 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.” There is no overtime in problems 1, 2, & 4. All activity must stop at the end of the 8-minute time period. An overtime penalty will be given to any team that 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, you must quickly clear the competition site, leaving it clean and dry for the next team. Others may assist you. 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.

▷ **SCORES:** The head judge will review 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.



ODYSSEY OF THE MIND 2016-17 MEMBERSHIP APPLICATION

Questions? Email 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 schools within the home-schooled students' district. May enter one team per problem per division 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 2016-17 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

_____ **** 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*

_____ **Spontaneous Combustion II +NEW+** @ \$8 *A guide to the Spontaneous competition at tournaments*

_____ **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") @ \$25 per bundle (50 pieces) plus a \$15 Shipping & Handling flat rate (up to 6 bundles)**

Spend \$60 or more and get free Shipping & Handling! Excludes Balsa. Under \$60 or more than 6 balsa bundles, contact our shipping dept. to get your S&H quote: michael@odysseyofthemind.com.
 ** 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 (856) 256.2798.
- **Online:** Pay by credit card at www.odysseyofthemind.com.

_____ **VISA** _____ **Master Card** _____ **American Express** _____ **Discover**

Acct # _____ Exp. _____

CSV _____ Signature _____

Shipping Address (For UPS Delivery)

Is this a residence? _____ yes _____ no

Name _____

Address _____

City _____ State/Prov _____

Zip _____ Country _____

Phone # _____



Odyssey of the Mind

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

www.odysseyofthemind.com

PRSR STD
US POSTAGE
PAID
PERMIT 352
BELLMAWR, NJ



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

Creative Opportunities Unlimited (COU) is a non-profit group that rewards OotM participants that demonstrate exemplary creative problem-solving skills, good sportsmanship, and teamwork in their everyday lives. To apply for a scholarship this year simply fill out the form enclosed in your membership packet and return to COU. For more information visit:

www.creativeopportunities.org

Congratulations and good luck to this year's winners:

\$1,000 JIMMIE S. JONES TECH. AWARD Anna Pastymak, MI

\$500 SCHOLARSHIP WINNERS

- Theresa Long, Maine
- Nelson Girad, California
- Campbell Scheverman, Virginia
- Natalie Melton, Pennsylvania
- Robert DeBoucher, Arizona
- Andrew Meashaw, New York
- Andrew Sawyer, North Carolina
- Isabelle Cirulli, New York
- Isaac Younker, Michigan
- Isabella Rabideau, Michigan
- Austin Blanchard, New York
- Mark Kazour, New York
- Peter Foster, North Carolina
- Sasha Bronder, Virginia
- Amanda West, Michigan
- Nikki Kothari, Virginia
- Liam Fyle, Pennsylvania
- Jacqueline Bu a, Pennsylvania
- Liam Wallace, Virginia
- Evan Halstead, New York
- Kathryn Cipperly, New York
- Sydney Hodges, Arkansas
- Alexa Gupta, Virginia
- Brooke Bacigal, Michigan
- Vidya Pingali, California
- Rachel Flood, New York
- Mariah Roller, Arkansas
- Zoe Black, New York