



Odyssey of the Mind

VIRTUAL EDITION *Newsletter*

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THE ODYSSEY MUST GO ON!

World Finals 2020 is still under way— virtually. Odyssey of the Mind prepares students to expect the unexpected and to work together to overcome challenges. OMers prove this ability year after year with their impressive creative problem-solving skills and unexpected solutions. And this year the challenge is quite big! But who better to turn this spontaneous problem into something wonderful? Together we'll make World Finals 2020 something to remember.

Many teams are jumping at the chance to participate in VWF by registering and submitting video solutions. Over the month they've been asking great questions, using what they have at home to re-create and re-invent their solutions and props, figuring out creative ways to perform virtually, and more. The Vestal team from New York was one of the first teams to jump on board. They even solved a different problem in just a few days to inspire others to try.

NY Association Director Lynn Lucas explained why, "When the Virtual WF was announced I personally couldn't get my head around how a team could make a video if they were not allowed to be together. Plus there was a lot of chatter saying that it was impossible...granted all from adults. So, what better way of proving that it could be done but to have a team (not coaches or parents) experiment with it and try it out. I contacted the team who naturally were reluctant to share anything involving their problem solution, so

I told them to attempt the Primary problem as it's non-competitive plus solving an Odyssey problem would really bring home the message. The aim was to share with other teams that it could be done and to give help on how it was achieved."

The inspiring solution was created and shared widely on OdysseyHQ social media. From there many other teams began practicing and registering to compete. Lyman High School team from

Magic Center Region in Florida even got together in a virtual meeting and made a video encouraging other teams and to say why they were excited to be part of VWF. One student said, "I'm still doing

Odyssey because this year has been so much fun and it's been filled with so much magic. I don't want to give any of that up.

It will be so much fun to tell future generations of OMers how much fun we had during this crazy situation."

Another member echoed many team responses by saying, "I'm still doing Odyssey because I want to see all my visions through."

From teams to coaches, to volunteers, the Odyssey of the Mind family has shown that there's always more than one way to solve a problem. Odyssey of the Mind Officials have been working hard to create virtual judging teams and trainings to make the experience as close to an in-person tournament as possible. Long-time volunteer and Spirit Award Winner Dennis Godfrey eagerly signed up to judge in this new format, "Showing the versatility and creativity of the program, we as judges have the opportunity to give to all the teams worldwide who want to continue their own Odyssey."

The 2020 OMers will be part of something no other Odyssey of the Mind team has...a virtual World Finals. And they've helped prove that Odyssey Spirit knows no bounds. Even though we could not meet in person, all participants remain connected to the Odyssey of the Mind family around the world through their creative problem-solving efforts. Thank you for continuing this Odyssey of the Mind journey, now let the games begin!



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Virtual World Finals Clarifications Reminder

Please check the Virtual Clarifications Page for updates to the rules:

www.odysseyofthemind.com/virtual-clarifications

They will also be listed on the Virtual World Finals Rules page with the date added. This is new to us too!

Thank you for all the clarifications submitted in helping to make this the best and most fair experience for everyone! Remember, you can change your video submission and add pictures all the way up until the deadline: **May 15 at 8 PM US ET.**

VIRTUAL WORLD FINALS Do's AND DONT's

OMER wants all of his OMers to stay safe and healthy!

Please keep these do's and don'ts in mind at all times when participating in Virtual World Finals. He has great confidence that teams can come up with creative solutions to this new limitation.

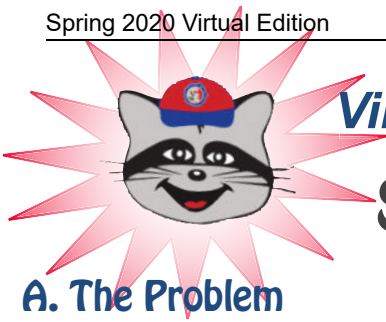
Do:

- Follow all restrictions issued by all levels of your government.
- Practice Social Distancing at all times.
- Use your creativity to overcome not being able to access your props and other materials.
- Know that your solution will be scored for its quality, not the appearance of the video.
- Read the rules for how to film and submit your solution.
- Understand that you can change your video link until May 15th 8 PM US ET.
- Your best. That's all you can ever do.

Don't:

- Violate health regulations just to try to participate.
- Leave home or meet up when it is not safe.
- Worry that you will be scored for the quality of your video.
- Think that you cannot use a video already recorded at a competition or a practice.
- Forget to stay up-to-date on health warnings and restrictions.
- Worry if you cannot participate, we understand and hope to see you next year!





Virtual World Finals Family Problem

SMILES DOWN THE AISLE



A. The Problem

This year, the Odyssey of the Mind creative problem-solving family has grown to include everyone living together—family, friends, roommates, etc. Households have become their own creative problem-solving team! For the first time, this problem is intended to be solved together as a creative family using Odyssey of the Mind principles—this means everyone in your home! Your problem is to design, create and wear a costume intended to make people laugh. Each entry will be judged on the appearance and presentation of the costume as they “smile down the aisle.”

B. Limitations

1. The costume must:
 - a. be made completely out of items currently found within your house- repurposed items, trash items, etc. Nothing can be purchased for the construction of the costume.
 - b. be original; however, it may include modified commercially-produced parts found at home.
 - c. not be supported by the floor. The costume may touch the floor as long as the floor is not supporting it in any way.
 - d. must be worn by one or more team members of the household. There is no minimum or maximum number; however, no one outside of the home is allowed to have any role. Social distancing and local guidelines must be followed at all times.
 - e. will be presented in a video. Be sure the costume can easily be worn and shown off via recording!
 - f. be safe in its design. For example, your costume isn't allowed to have AC power. No part of the costume or its presentation can cause damage or harm to the competition site (AKA your home!) as described in the *2019-20 Odyssey of the Mind Program Guide*.
2. Everything you wear and the way you act during the presentation will be considered as part of your costume including cosmetics, apparel, eyewear, movement, etc. You may also use props.

C. The Competition

1. You will record your costume in action as you “smile down the aisle.” This can be inside your home or on the property. Do not travel anywhere to record your presentation of your costume.

2. The recording:
 - a. will begin by saying your team name and where you are from. The team name can be anything you wish, but will identify you to the judges.
 - b. will start with the team in costume on one side of a room. It will show the team member(s) wearing it walk down an “aisle” and across the room. In the middle of the room, the team member(s) wearing the costume will turn around at least once and then continue walking to the other side. Any humorous elements in addition to the appearance should be presented while walking from one side to the other.
 - c. must be continuous and cannot exceed 1 minute.
 - d. will be emailed to: pressroom@odysseyofthemind.com. The email must contain your team name and home address. The submission deadline is May 17th. Winners will be announced before the Awards Ceremony. All information must be in the email to be considered for placement.
 - e. must be appropriate for all ages. This includes everything included in the entry.
3. The top 10 solutions will be showcased before the Awards Ceremony.

D. Scoring

1. Your costume will be rated by how creative and unexpected it looks, how you present it, and its humor. Scoring will be determined by a panel of Odyssey of the Mind officials.
2. Plaques will be awarded for 1st, 2nd, and 3rd place.



2020-21 Long Term Problem Synopsis

Tentative as of April 28, 2020. All Problems have an 8-minute time limit.

Problem 1: OMer the ROMER

OMers are always looking for new fun—and funny—experiences! Teams will design and build a ride-on vehicle that takes an OMer on an adventure in search of humor. The vehicle will use stored energy as it is propelled forward and in reverse. At each place, the vehicle and the OMer will react to something funny before the vehicle begins to travel to the next destination. Performances will also include the OMer making an unplanned stop to take a selfie, a creative physical representation of the selfie, and a vehicle-produced special effect.

Problem 2: Virtual Reality

Creativity is boundless as teams create a performance that includes a virtual reality world. As part of the world, they will design and build various technical effects, which include changing something that is two-dimensional into three-dimensional. During the performance, a character will unknowingly enter the virtual reality world where it will encounter a nefarious creature. It will learn the rules of the virtual world as the odyssey progresses. Finally, the character will escape the “clutches” of the creature and earn the last credit that allows it to journey back into the real world. The team will also create a special effect indicating to the judges and audience when the performance goes into virtual reality.



Problem 3: OMER and the Beanstalk

Sponsored by Arm & Hammer™

Our favorite story books come alive when a special bean grows into a magic “beanstalk” that takes a youngster into a story-book land. There, a creative host will guide them around as they meet different storybook characters and encounter objects from selected stories that exist together in this mystical land. Teams will use Arm & Hammer™ Baking Soda to create works of art relating to the stories and a set piece that appears to grow.

Problem 4: Wrecking Ball Structure II

Don't let your structure get wrecked! This year, structures must be strong enough to take a hit and keep on standing. Teams will design and build structures made of balsa wood and glue that hold as much weight as possible, while withstanding being hit by a wrecking ball. The structure will be hit from different sides of the tester one-at-a-time in intervals during weight placement. So, the higher the weight held, the more sides will be hit. The performance will also include the construction of an original set and its creative destruction.

Problem 5: Superhero Conclusion: Sock it to them!

Get ready for a story that begins with a cliffhanger “ending.” A superhero is in peril and needs help to escape. Just as all hope seems lost, the Superhero puts on a pair of Super Socks that give the hero a new special power. The superhero uses the new power to escape and fend off an adversary who caused the cliffhanger situation. Teams will also create an extreme weather setting, a humorous character, and a sound effect that occurs whenever the character activates the Super Socks.

Primary Problem: Animals are People Too!

Everyone sees the world in a different way. Imagine if a pair of glasses let you see something completely different? In this problem, teams will create and present a humorous performance about a magical pair of glasses that when looked through, make people look like animals. Even more, people look like different animals to those who view them through the glasses! Teams will design a costume that transforms a character's appearance from human to an animal, and another that transforms an animal to a different animal.

ODYSSEY OF THE MIND 2020-21 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 one school. 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 teams must have a majority of members who are high school graduates and registered for at least one class at a college or university. Other team members must be enrolled in one or more classes accredited by 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 correspondence) _____
 City _____ State/Province _____ Zip _____ Country _____
 Daytime phone _____ Email _____ FAX _____

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 2020-21 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*.....
- **Spontaneous Combustion II @ \$8 *Booklet of spontaneous problems and tips*.....
- Odyssey of the Mind Program Guide @ \$7.50 (one is automatically included with membership).....
- packs of Balsa Wood (premium grade AAA 36" x 1/8" x 1/8") @ \$25 per bundle (50 pieces)
 plus a \$15 Shipping & Handling fl at rate (up to 6 bundles)

Spend \$60 or more and get free Shipping & Handling! Excludes Balsa. Orders under \$60 or more than 6 balsa bundles contact michael@odysseyofthemind.com for a quote. ** These are books with a collection of long-term and/or spontaneous problems from past years.	Subtotal _____ S&H _____ Total _____
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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:

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.

Shipping Address (For UPS Delivery)

Is this a residence? yes no

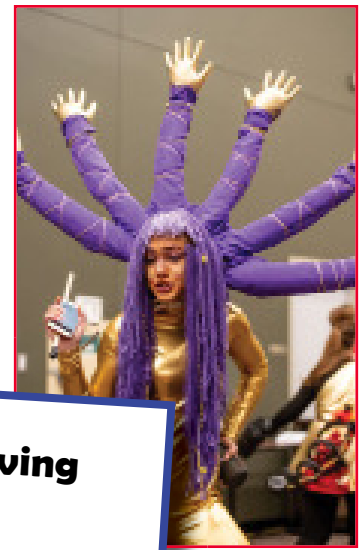
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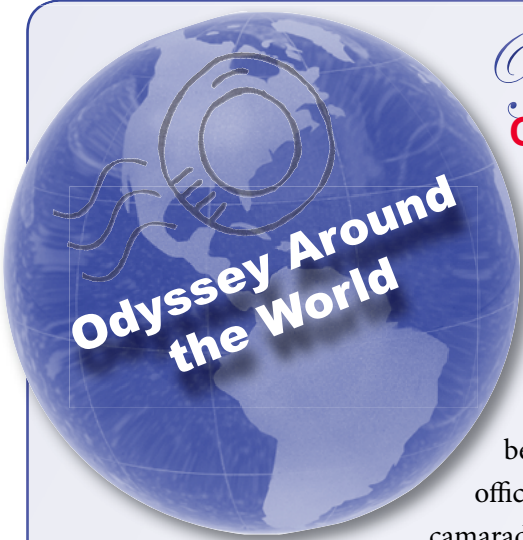
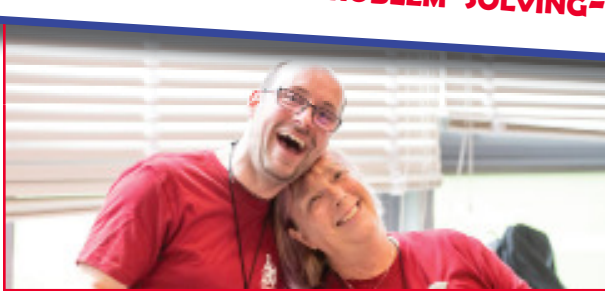
City _____ State/Prov _____

Zip _____ Country _____

Phone # _____



Check out our At-Home Creative Problem-Solving Resource Page!
WWW.ODYSSEYOFTHEMIND.COM/CREATIVE-PROBLEM-SOLVING-RESOURCES



You're Invited...

COME TOGETHER AS A GLOBAL FAMILY DURING THE VIRTUAL WORLD FINALS AWARDS CEREMONY!

Odysey of the Mind has encouraged students for more than 40 years to think beyond the box...and now all OMers have put that attitude into action! We will not allow an Odyssey season to go past without teams getting to perform their wonderful solutions and all their hard work to be recognized. There have been 40 Awards Ceremonies— and there will be 41! The Awards Ceremony will be broadcast live May 30. It will have every element of a typical Ceremony— teams, officials, and coaches being recognized. Trophies and metals awarded, and the lively camaraderie between teams from all over the world. Video solutions will also be showcased so participants still get their chance at the world stage.

More info will be available here: www.odysseyofthemind.com/virtual-awards.

Graduating? Join Odyssey Alumni!

We understand and sympathize greatly with seniors that did not get to complete the Odyssey year in the way they planned. We know there is no “do over” or replacing your senior year, this doesn’t mean you have to say good-bye for Odyssey for good! There are ways to stay involved in the program. First, you can join the Odyssey Alumni group. Connect with alumni where you live, when you travel, and online.

The group also helps make career connections, help forming a Division IV College team, and with volunteering within the program. What better way to honor your time in the program than to help continue the Odyssey tradition through volunteering and judging? This doesn’t have to be the end of the story-- just a new exciting chapter!



Learn more: odysseyalumni.org

