



# Odyssey of the Mind®

## Newsletter

Volume 29

Fall 2006

Number 1

### Sneak Peek at Dr. Sam's New Book!

Learn about OotM founder, Dr. Sam's adventures in creativity and about how Odyssey of the Mind got its start in "The Spirit of Creativity." This book describes Dr. Sam's experiences with education, creativity, and with Odyssey, along with his many international travels. It will also give you a behind-the-scenes view of how the program and World Finals is run. Here's an excerpt from Chapter Five, "Anecdotes of Odyssey of the Mind."

There have been countless stories about Odyssey of the Mind. Everyone involved in the program has stories to tell. These are overwhelmingly positive. This chapter contains some of them. Some are humorous, some helped to shape the program, and some are stories that I just hope you enjoy. They bring back fond memories for those of us who have experienced them, and hopefully will bring a smile to those reading about them for the first time.

#### Why OMER had to be a Raccoon.

Why was a raccoon chosen to be the Odyssey of the Mind mascot? This question has been asked many times. When our family was young we went camping. We found that raccoons and

campgrounds go together. They soon became our favorite animal. From our cabin, we would often take drives to see wildlife. One day we were driving through the woods and came upon a remote trading post. We stopped for sodas and I bought three small ceramic raccoons chained together.

Later that year, I made Carole a pen and ink drawing of raccoons for Christmas. As I began my two-million-mile journey spreading Odyssey of the Mind, I bought raccoons in airport gift shops and local boutiques. When I decided to have a mascot for Odyssey of the Mind, there was no doubt that it would be a raccoon. Omer is perfect. He has led the U.S. Army band, and the U.S. Army's Golden Knights carried his flag in a parachute jump. He is very popular with the kids and adults at competitions.

Carole and I have over 1,000 raccoons in our collection. Each year we have one of our Christmas trees with only raccoon ornaments. I put it outside on our lanai and enjoy it every evening from my chair in our family room. Living in Florida is living in raccoon country. When we see one, it's like seeing an old friend - except for that one that took my sunglasses out of my golf cart. On the other hand, he or she dropped my glasses where I could get them back. We can't wait to see another raccoon. 🐾

### COU Scholarship Winners . . .

- Nicole Balk, NY
- Kathy Barberides, PA
- Jaclyn Bealer, PA
- James Birch, GA
- Andrea Brichacek, KS
- Daniel Cayce, AR
- Emily Chen, TX
- Marrisa Coffers, FL
- Leeann Cortright, ME
- Jeni Crone, KY
- Kelly Donahue, NY
- Caitlin Henige, MI
- Chad Holste, CA
- Ashley Horn, PA
- Derek Jeck, AR
- Tara Milligan, VA
- Kayla Messer, PA
- Ellen Nosbisch, IA
- Danielle Plunkett, NY
- Sarah Valentine, FL
- Monique Zuffanti, NJ

### Congratulations to COU Scholarship Recipients!

Creative Opportunities Unlimited (COU) rewards Odyssey of the Mind participants who demonstrate exemplary creative problem-solving skills, perseverance, good sportsmanship, and teamwork in their everyday lives. For more information about the scholarship and other COU programs, visit: [www.creativeopportunities.org](http://www.creativeopportunities.org). Congratulations and good luck to last year's winners. 🐾



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### 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).

### PROBLEM CLARIFICATIONS AS OF OCTOBER 27, 2006

#### Problem No. 1: Tag 'Em

1. In Figure A, the dimensions given for the Home Area, Attach Station, and Release Area are (height x width). However, the dimensions for the Tag Zone are represented as (width x height).
2. Limitation B9c. limits team members physical involvement used to tag the vehicle. Therefore, team Members who are not in the Attach Station may provide verbal assistance to team members who are in the Attach Station and attempting to tag the vehicle.
3. B6c prohibits preprogrammed computerized guidance during travel and B8a prohibits remotely guiding the vehicle after it has left the Release Area. However, it is also illegal to remotely turn the vehicle on.

#### Problem No. 2: The Large and Small of It

1. B6b states: "They do need to be the same type." It should read: "They do **not** need to be the same type." (They must each meet restrictions in limitations but they may be different types from each other.)

#### Problem No. 3: Around the World in 8 Minutes

1. B8c: The Earth's polar regions are the areas of the globe surrounding the poles, north of the Arctic circle (66 deg. N), or south of the Antarctic Circle (66 deg. S).

*continued on page 8*



## Great Minds

### Jules Verne: 20,000 Leagues into the Future

**J**ules Verne stood on the steps of the Paris stock exchange announcing his new plan of becoming a writer to his co-workers. He said, "My boys, I believe that I'm about to desert you. I had the kind of idea Emile Girardin says every man must have to make a fortune. I've just written a new kind of novel, and if it succeeds it will be an unexplored gold mine."

Their retort was laughter.

This statement was made in 1862 and over the next 43 years Verne would face more disbelieving laughter, as well as great popularity as a fiction writer. Many of his "farfetched" fiction novels could be considered foreshadowing of future scientific technologies. While writing in the 19th century Verne described submarines, flying machines, skyscrapers, and even landing on the moon.

Many people think Verne was a scientist, or world traveler because of the elaborate detail about technology and travel in his books, however he was neither.

Verne grew up in **Nantes, France**. His father sent him to Paris in order to study law, however, when Verne was there, he became interested in writing for the theatre. Much to his father's dismay, Verne quit studying law and began working on a series of plays. Soon after, he started working at the Paris Stock exchange so he could support his theatrical endeavors.

So how did this ex-law student, playwright/stockbroker write such detailed works that inspired scientists worldwide? It was a mixture of imagination, creativity, and research. Verne was known to spend months in libraries studying periodicals and magazines, or discussing scientific breakthroughs with his knowledgeable friends. He also cited **Edgar Allan Poe** as an inspiration.

After his first book, *Five Weeks in a Balloon*, was published, Verne realized that he finally found his niche. He threw himself into his writings. Over the years Verne wrote over 70 books including, *20,000 Leagues Under the Sea*, *Around the World in Eighty Days*, *Journey to the Center of the Earth*, and *Mysterious Island*. In these books he created hundreds of memorable characters.

In many of his writings the main characters are isolated in some way, and forced to survive in a closed universe, like a balloon basket, a cave, or a ship under water. They had to improvise with whatever materials were available in order to devise a solution to original problems.

Many successful people adopted this tenacity and curiosity from reading Verne's books. Science fiction writer **Ray Bradbury** said, "...we are all, in one way or another, the children of Jules Verne." **Admiral Richard Byrd** said before his famous polar flight, "Jules Verne guides me." **William Beebe**, an underwater explorer, and **Robert Goddard**, considered the father of rocketry, both credit Verne's writings as an influence to their interests in science.

As for Verne's fellow stockbrokers who laughed at his announcement of becoming a writer, Verne replied to them, "Laugh, friends, we'll see who laughs longest."

With the many people Verne's books continue to inspire, his uncanny technological predictions, and the fact that his books are still printed and translated for readers around the world nearly 100 years after his death, who would you say had the last laugh?

## SPONTANEOUS PROBLEM PROCEDURES

Teams should report to the spontaneous holding room 10 minutes before the scheduled competition time. If there is no holding room, teams report to the competition site 10 minutes before the scheduled time and wait quietly for further instruction. Only one coach may accompany the team into the holding room.

One team member will register the team, giving its long-term problem and division, the team membership name and number. Team members will wait in the holding room until a judge calls them. A judge will then accompany the team members to the spontaneous problem room. The coach will remain in a designated area and wait for the team.

All team members are allowed to enter the spontaneous room. A judge will give the type of problem the team must solve: verbal, hands-on, or verbal/hands-on. The team members will then have one minute to decide among themselves which five members will compete. The non-participating members may remain and watch or they may choose to leave the room. If they remain, they must not talk, signal, or intervene in any way, otherwise they will be warned and/or asked to leave. The team's competition time will continue. If a team has five or fewer members at competition, all must participate in spontaneous. Teams with fewer than five members may be at a disadvantage in the Spontaneous portion of competition.

Teams should listen carefully to the judge's directions, as every spontaneous problem is different and specific rules for each individual problem may apply.

A judge places a copy of the problem in full view of the participating team members and reads the problem aloud. The team may refer to its copy of the problem as necessary. Once the judge finishes reading the problem, he or she will say, "Begin," and time starts. The team members may ask the judges questions, but time will continue. In some instances, judges may tell the team that they cannot answer their specific question, and may refer the team to the problem. Judges will try to clarify the problem so the team members understand what the problem requires; however, judges will not give information that helps solve the problem. In verbal and/or verbal/hands-on problems the judges will use the following language:

- If a team member 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."
- If a response is a repeat of a previous response, the judges will say, "DUPLICATE. Please give another response."

Once competition is over the team must leave the room quietly and meet the coach at the designated area. Teams must not discuss the spontaneous problem with anyone until after the competition.

Spontaneous problems are not subject to the grievance process; however, if a team has a concern, one team member should ask to speak to the Spontaneous Problem Captain, who will then speak with the judges and the entire team, if necessary.

~Joy Kurtz

*Int'l Spontaneous Problem Captain*

## LONG-TERM PROBLEM PROCEDURES

Teams should report to the Check-in Area approximately 15 minutes before their scheduled competition time. They should have the required number of completed copies of their Style Form, Material Values Form, Outside Assistance Form, clarifications specific to the team's solution, and any other paperwork listed in the long-term problem, along with all items needed for their problem solution. The Staging Area Judge will check for clarity and completion of all paperwork and pass it to the Timekeeper, who will distribute it to the Problem and Style Judges. The judge will then check all props for safety, the team members' foot coverings and the membership sign. The team will then be able to ask questions.

The Staging Area Judge will also explain the procedure for picking up the long-term raw score to the coach, who will be directed to sit in a designated area, if available. Once directed by the Staging Area Judge, the team members will have 3 minutes to remove their materials from the Check-In Area and proceed to the Staging Area (If areas are in a different place.), where they will be met by the Timekeeper. (Others may help move items into the Staging Area. After that, no one may assist the team in any way until the presentation is over.) Once time begins, the team must clear the Staging Area within the first 3 minutes of the performance time.

The Timekeeper will introduce the team to the audience, and ask that all cell phones and other electronic devices are turned off. The Timekeeper will announce if the team will allow flash photography and/or videotaping of its presentation. No one, including the Timekeeper, may read a description of the team's solution aloud. If the team wants it read, it must do so during its competition time. When the Timekeeper says, "Begin," the team has 8 minutes for setup, Style and the presentation of the problem solution. At the end of 8 minutes, judges will call "time," and the team must stop. An Overtime Penalty will be given if the team takes longer. In problems 2, 3, and 5 judges will stop the team after one minute of overtime.

When competition ends, the judges meet with all team members to ask questions or request demonstrations. The team may point out any special aspects of its solution. When dismissed by the judges, the team will quickly clear the competition site. It is the team's responsibility to bring cleanup materials, and to leave the competition area clean and dry for the next competing team. Others may help with clearing the site and cleanup.

Unless otherwise indicated, the Head Judge reviews with the coach the team's long-term raw score, including penalties, but not Style. Some sites post signs when scores are ready for review. After the score is reviewed, the coach has 30 minutes to return if additional concerns arise.

*Continued on next page*

**Problem 1: Tag 'Em**

The Staging Area Judge will collect the team's paperwork; measure the vehicle(s) and the tags. The course layout will be reviewed. Once time begins, the team will present its solution and run its vehicle(s), attempting to tag them, sort the tags and score the best 10 runs. The team may present the theme and style through out the presentation.



~ Wayne Kehrli  
International Problem  
Captain

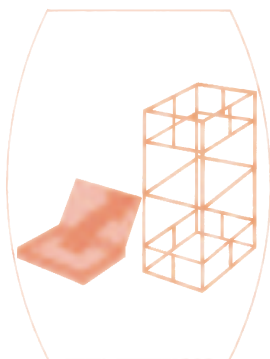
**Problem 4: Out of the Box Balsa**

Before its scheduled competition time, the team or a team member must report to the weigh-in site, where the box will be measured and all the pieces that are to be assembled to form the structure will be 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 box containing the structure in a paper bag supplied by the Tournament Director. It will be retained at the weigh-in area. Approximately 20 minutes before their scheduled competition time, a team member will pick up the sealed paper bag and take it to the competition site.

At the Staging Area, the Staging Area Judge will remove the weigh-in checklist. The team will inform him/her whether Style will continue after the structure breaks. 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. If adult assistance is used, the team must select the weights to be placed and must obviously support part of that weight as it is lifted and placed.

The only people allowed inside the testing area during the long-term solution are the team members, judges and adult assistant, 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, will be placed in a paper bag and returned to the weigh-in site by a designated judge. After the competition, a judge may request to inspect the structure again at the weigh-in site.



~ Dan Semenza  
International Problem  
Captain

**Problem 2:  
The Large and Small of It**

Teams should include their lists as described in B10 with the other paperwork to be presented in the Check-In Area.

The Staging Area Judge will provide a container that has inside dimensions of 18" x 18" x 24". A team member will demonstrate to the judge that the team's three required Small Pages are within the limitations of the problem as they appear after they change.

The competition site is a minimum of 10' x 15' (3 m x 4.6m). This site will not be taped unless a drop-off exists beyond the designated area. A caution line will be marked 30" from the edge of the drop-off. This taped edge is only a warning line and is not a boundary.

A three-prong electrical outlet will be available but teams should bring their own extension cords and adapter, if needed.



~ Carol Biros  
International Problem Captain

**Problem 3:  
Around the World in 8 Minutes**

Along with required paperwork, the team will present the Staging Area Judge with its list as described in B11 and documentation of the two existing locations as described in B12. 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.

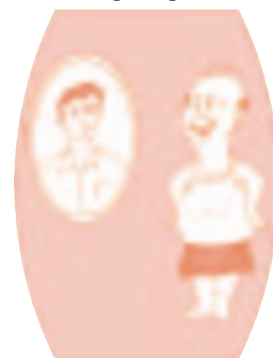


~ Rita Sleeman  
International Problem Captain

**Problem 5: I'm Only Thinking of You**

Along with the required paperwork listed in the general procedures, teams should present its list as stated in B13 of the problem to the Staging Area Judge. 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 7' x 10' dimensions, a caution line may be taped 30" from the edge of the drop-off. This will serve as a warning, not a boundary.

~ Sharlene Smith  
International Problem  
Captain





# ODYSSEY OF THE MIND® 2006-07 MEMBERSHIP APPLICATION

Questions? Email [info@odysseyofthemind.com](mailto: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 2006-07 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

**NEW!**

- \_\_\_\_\_ **\*\*Lots of Problems . . . And Tips to Make You More Creative @ \$19** tips on problem-solving. ....
- \_\_\_\_\_ **The Spirit of Creativity @ \$25** — Anecdotes about Odyssey of the Mind, written by Dr. Sam.....
- \_\_\_\_\_ **A Creative Experience DVD @ \$9.95** — Odyssey of the Mind promotional video.....
- \_\_\_\_\_ **\*\*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 & Handling. Orders under \$40, add \$6 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, 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.

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Acct. no. \_\_\_\_\_ Exp. \_\_\_\_\_

Signature of cardholder \_\_\_\_\_

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

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# Holiday Product Order Form



You can also order these products and others at:

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

**Order online and save 10%**



To order these holiday gift items, fill out form and mail to:  
 1325 Route 130 South, Suite F  
 Gloucester City, New Jersey 08030 **--OR--** Fax the form to: 856-456-7008

**OMER Stocking @ 6.00** .....  
 **OMER Ornament @ 6.00** .....  
 **Watch w/silver face @ 25.00**     Men     Ladies .....  
 **Watch w/blue face @ 25.00**     Men     Ladies .....  
 **Scraper @ 7.00** .....  
 **Problem Pins @ 3.00** .....

Please indicate quantity of each pin:

Primary     Problem 1     Problem 2     Problem 3     Problem 4     Problem 5     Spontaneous

*\*Descriptions on next page\**

*Enjoy your holiday season!*

Subtotal \_\_\_\_\_  
 S & H \_\_\_\_\_  
**TOTAL** \_\_\_\_\_

Spend \$40 or more and get free Shipping & Handling. Orders under \$40, add \$6 Shipping & Handling.  
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- **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**
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 Signature of cardholder \_\_\_\_\_

**SHIPPING ADDRESS (For UPS Delivery)**

Is this a residence?     yes     no  
 Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 \_\_\_\_\_  
 City \_\_\_\_\_ State/Prov \_\_\_\_\_  
 Zip \_\_\_\_\_ Country \_\_\_\_\_

# Odyssey Holiday Shopping

Start your holiday shopping early with Odyssey of the Mind gifts!



## Odyssey of the Mind



**OMER Stocking** -- This festive red and white stocking is great decoration for any home or office. It is a 16" felt stocking with Odyssey of the Mind and OMER imprinted in dark green at the top. It leaves plenty of room to personalize the stocking for yourself, or as a gift. **\$6.00**

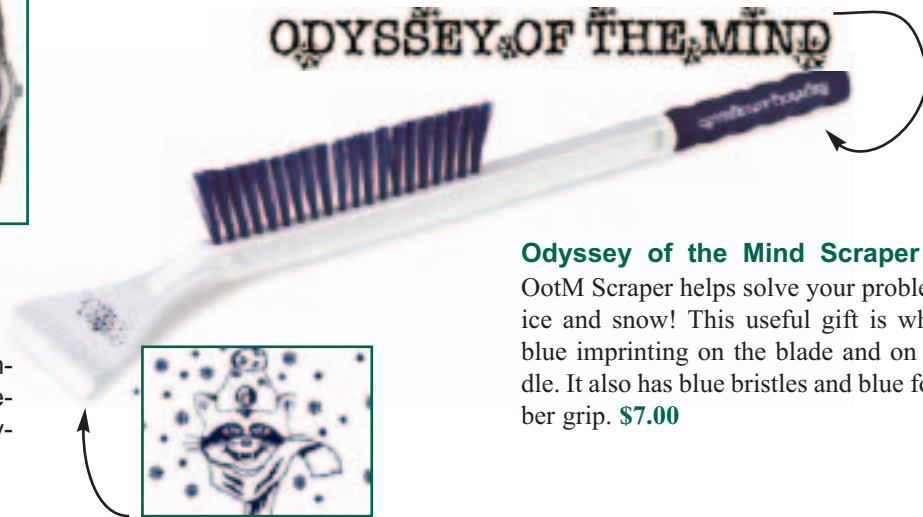


**OMER Ornament** -- Add a little Odyssey of the Mind to your holidays with an OMER ornament. This 5" beanie doll has a loop at the top so he can hang anywhere during the season.

OMER's usual red shirt has a special holiday design with white and blue imprinting. **\$6.00**



**Watch** -- The Odyssey of the Mind Watch makes a great gift. It has a stainless steel band and silver OotM logo imprinted on the face. Comes in men's and women's styles with a choice of silver or blue face. **\$25.00**



**Odyssey of the Mind Scraper** -- The OotM Scraper helps solve your problems with ice and snow! This useful gift is white with blue imprinting on the blade and on the handle. It also has blue bristles and blue foam rubber grip. **\$7.00**

To order these gift items complete the order form on the previous page, or visit [odyssey-ofthemind.com/shop](http://odyssey-ofthemind.com/shop)

## 2006-07 Problem Pins!

Be the first to receive this year's set of problem pins.



**Problem Pins** -- Show off your favorite problems by wearing these lightweight, colorful photo art pins! Each pin is 1½" and shows the problem icon, title, and 2007.

**\$3.00 each**



## 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.

### Problem Clarifications continued from page 2

(Around the World in 8 Minutes cont. — )

2. "On Earth" means on Earth. The three required locations must be portrayed as being on Earth, not above it in the Earth's atmosphere or in the clouds. The locations must rest on any part of the natural materials that comprise the planet Earth — within its sphere.

### Problem No. 5: I'm Only Thinking of You

1. D. Scoring 8: If the SCC says the phrase, "I'm only thinking of you" or something similar only one or two times in the performance the team will get zero (0) points for 8a (0 or 5 points) but will get a score for 8b (1 to 10 points) based on how it was used that one or two times. If the SCC says the phrase 3 or more times then the team will get 5 points for 8a plus score for 8b.

### World Finals Banners

Own a piece of Odyssey of the Mind history! These banners hung during the OotM 2006 World Finals in Ames, Iowa and welcomed participants from around the world. They are about 2 1/2 ft. wide and about 7ft in length. Hang the banner in your school gymnasium and show your Odyssey pride or support Odyssey teams worldwide. There is also the option to purchase them with an autograph and any inscription that you would like written by Dr Sam. Details can be found online at [www.odysseyofthemind.com/shop](http://www.odysseyofthemind.com/shop).

### Corrections

In the Summer 2005-06 Newsletter:

- **Patton Junior High School** from Fort Leavenworth, KS was a Ranatra Fusca Winner at the 2006 World Finals. The team name was misspelled.
  - **Spencerport High School** from Spencerport, NY was also named as a Ranatra Fusca Winner at the 2006 World Finals. The team was awarded because of its unique replica and humorous skit using math puns and original music. The team name was omitted.
- Sorry for the error, and congratulations again!

### Meeting of the Minds

On October 5th through 7th Association Directors from across the U.S. met in Orlando, Fla. for their bi-annual meeting. They discussed changes that occurred in this Program Year, especially concerning the Program Guide. They also worked hard brainstorming ways to make the Odyssey experience even better for every team member.

**Sammy Micklus**, Program Director, **Jackie Otte**, NY, **Ron Raab-Long**, DE, and **Harold Kurtz**, NJ, organized the meeting. There were also many speakers over the weekend, including OotM founder **Dr. Sam**.

The AD's packed a lot of great ideas into three short days!