



# Odyssey of the Mind®

## Newsletter

Volume 35

Fall 2012

Number 1

### ODYSSEY ANGELS: YEAR ONE

**T**he Odyssey Angels program had a successful first year. According to Director Cheryl Micklus, “Many groups proved that Odyssey of the Mind members are among the most thoughtful and generous students worldwide. It was incredibly difficult to choose just one group to attend World Finals and showcase its project because there were so many communities helped by good deeds completed by Odyssey Angels.”

However, Pinetree Secondary School of British Columbia Canada stood out as thoughtful and creative. The group decided to help a member of its community raise awareness for homeless youth. To do this, Joe Roberts wanted to push a shopping cart across Canada as the start of his **Push for Change Campaign**. Shopping carts often prove difficult to navigate in a store, let alone in the terrain and distance he planned to cover.

This is where the Pinetree Odyssey Angel group used its creativity and engineering skills to design a cart that could accommodate such a feat. Group Leader Grace Chiang said, “As soon as we heard his idea we knew it seemed impossible, but we also felt that we had the potential to make it happen. The story behind the man, Joe Roberts, was very inspiring to us and we wanted it to be more well-known.”

As someone that went from being a homeless teen to becoming a successful businessman, Roberts felt the need to give back to his community and help those in similar situations. So, he started the Push for Change and his shopping cart journey is its first project. He entrusted the Pinetree Odyssey Angels with a major component of his important mission.

The cart had to be lightweight, have an odometer, be wind and rain resistant, and more. The group’s design exceeded expectations and Roberts used it for his project. The cart that they designed will

travel over 5,000 miles.

Chiang credits participating in Odyssey of the Mind for helping them with this project, “OotM is all about teamwork and problem solving, without those things there would have been no way for us to design this shopping cart.”

Roberts was so impressed with the cart that he traveled to Iowa to present the group with its plaque at World Finals. He spoke about the great work the group did and acknowledged Pinetree Odyssey Angels as the beginning of Push for Change’s legacy.

Aside from the accolades at World Finals, Pinetree’s Odyssey Angel members are simply happy that the cart they built will be a symbol of hope for those in their community and beyond.

Chiang said, “Being an Odyssey Angel made me think about other people besides myself. Odyssey of the Mind competitors are no doubt gifted with the ability to solve issues, they practice it and put it to work in their long term problem. Odyssey Angels tests if that ability can be put to practical use. Many people have asked me why I choose to participate in Odyssey of the Mind and what better way to show them the purpose of it than to show how I’ve used my skills to change the world around me?”

I would definitely recommend others to take on the role of an Odyssey Angel. Odyssey Angels are inspiring, selfless, and compassionate people who love to help others. What more could someone want a person to be?”



**“Odyssey Angels are inspiring, selfless, and compassionate people who love to help others. What more could someone want a person to be?”**



#### Also in this Issue . . .

- 2 **Rubik’s Cube & Great Minds**
- 3 **Problem Procedures**
- 4 **Procedures Cont.**
- 5. **Order Form**
- 6. **Problem T-Shirts**
- 6. **COU Scholarship Winners**

The Pinetree Odyssey Angel group with coach Patricia Vance and OA Director Cheryl Micklus at 2012 World Finals.



## Special Rubik's Cube Offer For Odyssey of the Mind

**Rubik's Cube Lending Library** — Odyssey of the Mind coaches are among the first in the nation to be offered the opportunity to participate in The Rubik's Cube Lending Library. Now your students can experience the fun and challenging benefits of learning to solve the Rubik's Cube for a nominal return shipping fee.

Borrow 1-3 Rubik's Cube Math Education kits for up to 6 weeks and teach students how to solve the Rubik's Cube, create a Rubik's Cube mosaic, and teach STEM, math concepts, and 21st Century Skills!

At the end of the 6 week lending period you may keep all the kit contents except the blue storage box and all Rubik's Cubes. Simply return the 12-36 Rubik's Cubes to the blue storage box pack it in the outside shipper and return it via UPS.

Rubik's Cubes are a great way to develop critical thinking skills while having fun! Supplies are limited. Request an application by emailing [HollyR@SevenTowns.com](mailto:HollyR@SevenTowns.com) or calling 617-379-2988.



## Great Minds

### Ada Lovelace:

### Enchantress of Numbers

**A**da Lovelace (1815-1852) was always interested in mathematics and believed in the power of future technology. Although her legacy was cut short due to cancer, she left an impression for future mathematicians and computer programmers. She is also an inspiration to many women in STEM-related fields of study.

As a child, Lovelance (then Byron) had a fascination with machines. She would design imaginative boats and steam flying machines and would pore over diagrams of new inventions of the Industrial Revolution. Although she was the daughter of poet Lord Byron, Lovelace's mother encouraged her mathematical abilities through tutoring in an attempt for her daughter to avoid inheriting a "volatile poetic temperament."

Her tutoring paid off as she predicted the tremendous capabilities of modern-day computers. Many call Lovelace the "world's first computer programmer." She was close friends with inventor Charles Babbage, who called her "an enchantress

of numbers." She was among the first to believe that machines would be capable of much more than math computation.

Her notes on Babbage's invention, called the analytic engine, include the first algorithm intended to be processed by a machine. This inspired future generations to explore what else machines would be capable of. In 1842 she translated and expanded on notes by Italian mathematician Luigi Menabrea about the analytic engine — a machine of pulleys and gears that would perform math functions. Her notes included several "programs" that would make the machine function to solve various equations.

She went on to theorize that perhaps the analytic engine would be able to "compose elaborate and scientific pieces of music..." and more functions that could be input, analyzed, or created by a machine.

One way a group honors her ideas is by celebrating **Ada Lovelace Day** on October 16 each year. It is meant to be a day to recognize women working in science, technology, engineering, and math fields. The idea is to encourage people to write stories, talk about, or otherwise recognize women working in STEM fields in the hopes that it will provide younger generations with role models. This international day of celebration helps people learn about these achievements and aims to inspire others to study STEM subjects.

There is also an open-source project called the Ada Initiative, which is a non-profit group that encourages women to become involved in open-source software programming.

While Lovelace might not have known the exact importance of the computer, she did believe that it would be capable of much more than could be imagined at the time.

## Long-Term & Spontaneous Problem Procedures

### Spontaneous Problem Procedures

✓ **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 giving 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 team 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:** 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.

✓ **Competition is over:** 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

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*Be 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!*

### Long-Term Problem Procedures

✓ **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: **four completed copies** of the Style Form, Cost Form, Outside Assistance Form, Team Required List Form, clarifications specific to the team's solution, and any other paperwork listed in the long-term problem, along with everything needed for your problem solution. 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 presentation.

✓ **The Staging Area:** is where you will wait to compete. Once the SA Judge finishes checking your paperwork in the Check-In area, you must move all of your competition materials into this area as quickly as possible. (Depending on the tournament location, these may be in the same spot.) 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.

✓ **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 needed.

✓ **The Scores:** The Head Judge will go over the team's raw long-term score and any penalties with the coach. After the review, the coach has 30 minutes to return if any additional concerns arise.

*Continued on next page*

Long-Term Problem Procedures (continued from page 3):

**Problem 1: Pet Project**

The team must place each of its three vehicles completely within the 12" x 18" rectangle one at a time for measurement by the Staging Area Judge.

Once time begins, the team will attempt the delivery of parts to the Assembly Area. The team will assemble a pet and demonstrate a trick involving the assembled pet. The team will present a theme that incorporates the running of the vehicles and the assembly of the pet animal.

~ Wayne Kerhli, IPC



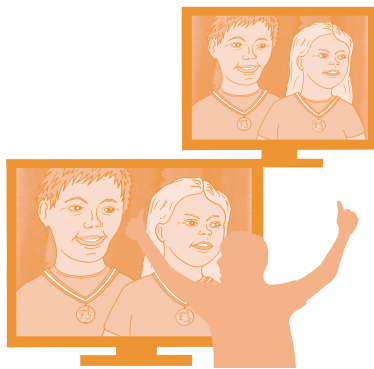
**Problem 2: The Email Must go Through**

The competition site is a minimum of 10' x 20' (3 m x 6.1 m) 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.

The site will be set up as shown in Figure A in the problem.

~ Carol Biros, IPC



**Problem 3: ARTchitecture: The Musical**

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.

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

~ Matt Lopez, IPC



**Problem 4: Tumble-wood**

Before its scheduled competition time, the team or a team member must report to the weigh-in site with its structure and ramp where both will 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 and ramp in a team-supplied container or tournament-supplied bag.

Approximately 20 minutes before its scheduled competition, a team member will pick up the structure and ramp, and then 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.

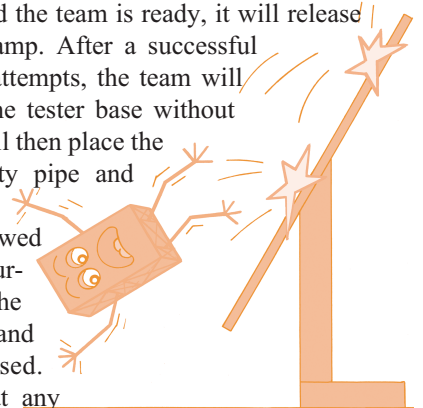
If an adult assistant is used in Division I or II, he or she must be identified in Staging and will remain with the team throughout its presentation. It must be apparent to the judges that when the adult is assisting in weigh placement that a team member is selecting the weights used and supporting at least 50% of each weight being handled.

Once time begins and the team is ready, it will release its structure down its ramp. After a successful attempt or three failed attempts, the team will move the structure to the tester base without touching it. The team will then place the structure over the safety pipe and begin weight placement.

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

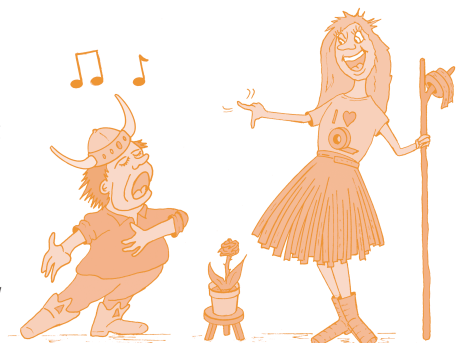


**Problem 5: It's How You Look at It**

The competition site will be a minimum of 7' x 10' (2.1 m 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.

Good Luck to all teams!

~ Sharlene Smith, IPC





# ODYSSEY OF THE MIND® 2012-13 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 (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, 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) \_\_\_\_\_

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, one newsletter subscription, and more!*

- \_\_\_\_\_ Individual 2012-13 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

- \_\_\_\_\_ **\*\*Lots of Problems . . . And Tips to Make You More Creative @ \$17** tips on problem-solving.....
- \_\_\_\_\_ **The Spirit of Creativity @ \$15** — Anecdotes about Odyssey of the Mind, written by Dr. Sam.....
- \_\_\_\_\_ **A Creative Experience DVD @ \$9.95** — Odyssey of the Mind promotional video.....
- \_\_\_\_\_ **\*\*Creative Interaction @ \$17** Discusses the importance of interaction between students.....
- \_\_\_\_\_ **\*\*Applying Your Creativity @ \$15** Discusses different types of human creativity.....
- \_\_\_\_\_ **Spontaneous Combustion @ \$7.50** Booklet of spontaneous problems and tips.....
- \_\_\_\_\_ **Odyssey of the Mind Program Guide @ \$7.50** (one is included with membership).....
- \_\_\_\_\_ **Coaches Training DVD @ \$12.95** Tips and techniques for coaches.....
- \_\_\_\_\_ packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") @ \$20 per 50 pieces.....

*\* Spend \$40 or more and get free Shipping & Handling. Orders under \$40, add \$7.50 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, 406 Ganttown Road, Sewell, NJ 08080**
  - **FAX:** Send this form along with a copy of your purchase order, or include your credit card information and fax to **856.256.2798**.
  - **Online:** If paying by credit card, go to **www.odysseyofthemind.com** to access this form.
- \_\_\_\_ VISA \_\_\_\_ MasterCard \_\_\_\_ American Express \_\_\_\_ Discover
- Acct. no. \_\_\_\_\_ Exp. \_\_\_\_\_
- Signature of cardholder \_\_\_\_\_ CSV Code \_\_\_\_\_

### SHIPPING ADDRESS (For UPS Delivery)

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

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

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



## 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 T-Shirts are back!

Show off your OotM problem as a team member, or your support as a parent or coach with the newly-designed 2012-13 problem t-shirts. 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 2012-13 Program Guide.

#### The Email Must Go Through Nutrition Facts

Serving Size: Limitless

Amount Per Serving

Calories 0

	% Daily Value
Total Creativity	100%
Performance	100%
Technical	100%
Messages	100%
SPAM Filter	100%
SPONTANEOUS	100%

May also contain: Imagination, Team Spirit, Resourcefulness, Creations, Intellect, Productivity, Ideas, Ingenuity, Originality, Inspiration, and anything that solves the problem!

The shirts can be viewed in color and purchased online at [www.odysseyofthemind.com/shop](http://www.odysseyofthemind.com/shop). They are available in all the long-term problems, including Primary. The shirts feature the problem name, icon, and current year. "Product of Odyssey of the Mind" is written on the back. They are a fun way to make a great team impression in your school and beyond.

### COU Scholarship Winners

Creative 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:

#### Jimmie Jones Computer Technology Award:

Emilie Featherston, TX

#### \$500 Scholarships:

- Sarah Maximowicz, NY
- Rachel Southmayd, DE
- Georgia Foor, NY
- Courtney Wallace, SC
- Nathalie Steward, SC
- Matthew Price, VA
- Katherine Ainsworth, CT
- Rachel Wegener, WI
- Kristin Prinz, AZ
- Arianna Lantz, PA
- Magan Wiedbusch, NC
- Nick Fruit, GA
- Stephen Svatek, TX
- La Tesha Simpson, SC
- Arun Pingali, CA
- Michelle Hiscock, FL
- Kathlyn Penick, FL
- Colton Flick, NC
- Christus Jamison, SC
- Nathalie Steward, SC
- Laura Fortner, NC
- Sara Randall, NY
- Jordan Lynn Papin, NY
- Mason Story, TX
- Athman Adishesan, CA
- Byran Levangie, ME