



## AN INSPIRATIONAL COLLEGE ESSAY

The ability to craft an entire garment from trash items in less than 30 minutes, resilience to scalding hot glue gun temperatures, and the capacity to craft a pun around any subject in a matter of seconds.

These may seem like an odd assortment of skills, but they are side effects ingrained in me from nine years involvement with Odyssey of the Mind.

For almost a decade, Odyssey of the Mind has taught me a skill set that I will use throughout my lifetime. Odyssey has been a part of my life since fourth grade, earning me the longest time possible in program within my school district.

I entered the program as a timid, stage-frightened 4th grader who had creative ideas but shared them only on selective terms. OM will see me exit the program as an exuberant 12<sup>th</sup> grader, with a proclivity for the stage and a talent for sharing creative thought.

The program has not only witnessed my growth into maturity, but provided the catalyst for my transformation into a confident and self-assured individual.

While every year I approach a specific engineering and performance problem with my team, I have also learned how to creatively evaluate real world problems. In some cases, this ability takes the form of understanding points of view that are opposite of my own,

which will prove useful in my future career of political studies and law. I have also used my creative skills to recover from catastrophes, such as devising a unique system to re-teach my grandmother how to read after a stroke she suffered a few years ago.

I have learned to approach challenges that appear to be overwhelming — such as funding my own educational travel by creating different entrepreneurial businesses with my artistic talents. I approach every school assignment with the goal of individuality and seek to submit unique work that has never been done before.

*Odyssey has not only witnessed my growth into maturity, but provided the catalyst for my transformation into a confident and self-assured individual.*

And yes, I use my creativity to annoy my friends and family with puns on a daily basis. In Odyssey, my team has found success: international placements, state records, and features on the international website.

But what I take away from Odyssey is no trophy or metal, but skills gained accidentally that have become central to my identity. When I arrived at my first Odyssey of the Mind competition

dressed as an imposing 4 foot tall female Santa Claus, I would never have imagined that I would carry the same set of skills into my professional career as an adult.

I suppose that is the true nature of Odyssey: one may not be able to find that connection without thinking outside the box. Through Odyssey of the Mind I know that I have the ability to live outside the box.

~by Kenzie Briglia from Owen J. Roberts High school, PA

Kenzie is a senior in high school and is participating in her 9th year as an Odyssey structure builder. She is planning a dual major in college — International Law and International Business and is using this as an essay on her applications, which include Georgetown University in Washington D.C. Good luck Kenzie!

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## Problem Clarifications Reminder

*Stay up-to-date and submit clarifications by visiting [www.odysseyofthemind.com/clarifications](http://www.odysseyofthemind.com/clarifications)*

**Remember:** The problem clarification system is not intended to replace reading the problem and the program guide. Please reread both before submitting a clarification. **The deadline for submitting a clarification is February 15, 2015. Please continue to check clarifications after the deadline.**

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 the 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 are not allowed to use 1/16" wood for that required part).

## Important Shipping Cost Update

Due to increased shipping costs, CCI is updating its shipping policy. Unfortunately, it can no longer offer flat-rate shipping. For all orders mailed or faxed with a check or Purchase Order each customer must contact the shipping department for a quote. Please email [michael@odysseyofthemind.com](mailto:michael@odysseyofthemind.com) to receive the shipping cost for the items you wish to purchase. You can then add the cost to the order form and send in payment including shipping. All orders online will automatically calculate the shipping cost for you, so there are no additional steps in making online orders. Membership packets will continue to ship for free.

You can purchase items online here: [www.odysseyofthemind.com/shop](http://www.odysseyofthemind.com/shop).



## Great Minds

### THE FATHER OF RAILWAYS: George Stephenson (1781-1848)

**G**eorge Stephenson went from growing up and laboring in an English mining town to advancing train technology that helped not only the mining industry, but travel worldwide. His steam engine modernized the current design of the time and helped create commercial train travel.

Stephenson was known and admired for his **philosophy of self-improvement**. Born in a poor family, education was not a priority. He taught himself to read and write and used money from working in the mines to help further his education. It was also his work fixing machinery in those mines that gave him inside knowledge of mechanics. He soon found an interest in building and became a self-made engineer and inventor. He struggled for many years with having his inventions even considered due to his upbringing — he wasn't considered an intellectual. But eventually his ideas became too good to ignore.

After the patent on the steam engine lapsed, inventors jumped at the chance to develop it for commercial use. Stephenson believed that the engine could be used to help miners. He grew up watching horse-drawn carts carrying coal and iron down tracks

and knew there was a faster, more efficient way.

Using his vision and the current plans, he started building his own steam engine, slowly and carefully creating each part by hand. After ten months of painstaking work, his locomotive was tested by dragging 30 tons of materials on an uphill stretch of railroad for four miles. This marked the first steam locomotive journey made on tracks specifically created for industrial use.

Stephenson went on to devise an improved type of track that could withstand the added weight of materials and he built more locomotives for more mines. He became a respected figure in the industry and in 1821 he persuaded a businessman to switch from building a horse-drawn travel railway to steam locomotive for travel between cities. In 1825 the engine took 450 people 25 miles between two towns at 15 miles per hour. This was the first outing of the world's first public passenger steam train.

By 1830 Stephenson's new locomotive, *the Rocket*, which could reach 36 miles per hour, became the standard. More and more railways switched to these "**iron horses**." His engine was the basis for creating countless steam engine models over the next hundred years.

Stephenson opened his own factory to build more trains as his mode of travel became fully cemented as **the railway age**. This led to many milestones in world history, including the Industrial Revolution.

The small one room cottage in the mining village of Wylam, England, where Stephenson was born, is now a tourist attraction in the care of the National Trust. From the son of a poor miner, to inventor, factory owner, and the first president of the Institution of Mechanical Engineers, Stephenson proved that hard work, ingenuity, and thinking beyond the box can take you far!

# Odyssey Angels: The Final Step

The response to the Odyssey Angels program has grown even more as it enters its 4<sup>th</sup> year. Many creative ideas have been explored, friendships forged, and many neighborhoods will be improved. There were a lot of great ideas presented during this year's Odyssey Angel enrollment.

There are groups helping kids with disabilities, struggling schools, animal shelters, health programs, and more. We consider everyone a hero that chose to enroll and help their community. Unfortunately, only one group can be selected to attend World Finals. Here are the next steps to completing the Odyssey Angel program for this year.

If you have enrolled in the program by completing the online enrollment form, you will be sent a follow-up email that contains the "Progress Report" form for your group.

A representative can fill it out and return it any time before the April 1<sup>st</sup> deadline. You must return it by this time in order to be eligible to attend World Finals and present your project at the Creativity Festival.

The form simply asks what you have done so far for your project and requires a reference from the community member(s) you are helping. Keep in mind that your project can be ongoing. You don't have to stop because of the deadline.

Also, remember that you do not have to fill out the form as soon as you receive it. You should submit it when you feel it is the best time to have your work evaluated, as long as it is before the deadline.

After April 1<sup>st</sup> the Odyssey Angels panel will have the difficult task of selecting just one group to attend World Finals. This group will be notified by Odyssey Angels Director Cheryl Micklus and the results will be posted to the Odyssey Angels web site.

There are so many generous and creative entries that although only one group can present at World Finals, many communities around the world benefit — they are the true winners!

Again, we thank the groups for their hard work and look forward to reading about all the good that has been done in those progress reports!

LEARN MORE:

[www.odysseyangels.org](http://www.odysseyangels.org)



Becoming an Odyssey Angel is simple. Start looking for neighbors in need. Use your creative problem-solving skills to help — then tell us how you did it. **Enrollment for 2015-16 begins July 1, 2015**

(Left) The Rockford Odyssey Angels from Michigan were selected to attend World Finals in 2014, here the group accepted its award on stage at Opening Ceremonies. The group's project was teaching senior citizens how to use technology. (Right) The Rockford Angels also spent their time at WF meeting people and presenting their project at the Odyssey Angels booth during the creativity festival. They also gave away tablets that were donated for a special drawing to help spread Odyssey Angel awareness.



# Official OotM Souvenirs

**HOODIE SWEATSHIRT:** comes in kiwi green with a powerful *Odyssey of the Mind* imprint on the front. Adult sizes S, M, L, XL, \*\*XXL. \$35

**SLOUCHY BEANIE HAT:** the popular style comes in heather gray with *Odyssey of the Mind* embroidered on the front. One size fits most. \$17

**GIRLS TEE:** a purple tee with a fun OotM design that says *Let Your Creativity Shine* and *Odyssey of the Mind* in a pink and white light bulb design. Youth sizes S, M, L, XL. \$15

**ODYSSEY OF THE MIND TEE:** is a black fitted crew shirt with *Break the Boundaries* imprinted in a fun design with *Odyssey of the Mind* in green underneath. S, M, L, XL, \*\*XXL. \$15

**2015 FLAT BRIM HAT:** blue and black with *Odyssey of the Mind* and a stripe design stitched on the front. The hat is structured with an adjustable snap back. One size fits most. \$15

**PARENT PIN:** a colorful art pin filled with plenty of reminders about how supportive our Odyssey parents are as they continue to push us in the right direction! \$3

**SUPER COACH PIN:** comes in a fun super hero design letting everyone know just how super your coach is. \$3

**PROBLEM PINS:** show off your favorite problem by wearing these lightweight colorful photo art pins. This year's puzzle design continues the superhero theme. Each problem is a unique superhero symbol that when combined forms the Spontaneous League. The Spontaneous pin is the center that brings it all together. Get a specific problem pin or get the whole set: \$3 per pin/\$15 per set of 7



Find the entire line of souvenirs including pajama pants, sweatpants, texting gloves, phone cases, support items and more at:  
[www.odysseyofthemind.com/shop](http://www.odysseyofthemind.com/shop)

# Odyssey of the Mind Product Order Form

## Support Materials

- \_\_\_ packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") @ \$20 per 50 pieces.....
- \_\_\_ **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 DVD* .....
- \_\_\_ **Creative Interaction!** @ \$17 *Includes tips on building effective teams*.....
- \_\_\_ **Applying Your Creativity** @ \$15 *Discusses different types of human creativity* .....
- \_\_\_ **Spontaneous Combustion** @ \$7.50 *Booklet of problems and tips*.....
- \_\_\_ **Basic Spontaneous Kit** @ \$35 *Problems and all the supplies needed to practice* .....
- \_\_\_ **Odyssey of the Mind Program Guide** @ \$7.50 (one is included with a membership) .....
- \_\_\_ **Coaches Training DVD** @ \$20 *Tips and Techniques for coaches*.....

## Souvenirs & Pins

- \_\_\_ \*Hoodie Sweatshirt @ \$35 \_\_\_ S \_\_\_ M \_\_\_ L \_\_\_ XL \_\_\_ XXL\*\* .....
- \_\_\_ Girls Tee @ \$15 \_\_\_ S \_\_\_ M \_\_\_ L.....
- \_\_\_ \*Odyssey Tee @ \$15 \_\_\_ S \_\_\_ M \_\_\_ L \_\_\_ XXL\*\* .....
- \_\_\_ 2015 Flatbrim Hat @ \$15.....
- \_\_\_ Slouchy Beanie Hat @ \$17.....
- \_\_\_ Sets of Problem Pins @ \$15.....
- \_\_\_ Any of the following pins @ \$3 (Specify number of each): .....
- \_\_\_ Problem 1 \_\_\_ Problem 2 \_\_\_ Problem 3 \_\_\_ Problem 4 \_\_\_ Problem 5
- \_\_\_ Primary \_\_\_ Spontaneous \_\_\_ Parent \_\_\_ Coach

Subtotal \_\_\_\_\_

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

Total \_\_\_\_\_

**Contact our shipping department to get your Shipping & Handling quote: michael@odysseyofthemind.com**

Add \$2 for each XXL.

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

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Card # \_\_\_\_\_

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



## Odyssey of the Mind

c/o Creative Competitions, Inc.  
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[www.odysseyofthemind.com](http://www.odysseyofthemind.com)

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Hey Teams,  
Always remember the importance of  
working together!

Your friend,  
**OMER**

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## EuroFest 2015

**O**dsyssey of the Mind EuroFest 2015 will be held in Chelyabinsk, Russia from May 1 - 6. EuroFest will bring over 1,000 creative minds together from 16 different countries. This will be the 23<sup>rd</sup> festival held.

Here, teams will showcase their Odyssey of the Mind solutions over three days. It will be a chance to celebrate creativity, learn about new cultures, and make new friends from around the world. Additionally, some teams from different countries will be mixed together to solve a special EuroFest problem that will be presented on the final day of the event.

Countries participating include Germany, France, Switzerland, Poland, Russia, Moldova, Belarus, Ukraine, Hungary, Czech Republic, Romania, Kazakhstan, China, India Togo, USA, and Slovakia.

Last year, several teams from the U.S. traveled to EuroFest in Slovakia and had a great time representing the country and stretching their creative muscles with new friends from around the world.

To learn more about EuroFest registration visit: [www.odysseyofthemindeurofest2015.com](http://www.odysseyofthemindeurofest2015.com)

## Odyssey Anniversaries

**M**any thanks to Associations celebrating a milestone anniversary! This year 35 is the magic number, with multiple associations throwing extra special events at their tournaments in celebrating 35 years of creativity.

They have helped countless students express their creativity, make new friends, and beyond. As always, every association has the important job of helping to mold future engineers, scientists, actors, and more.

There are three states celebrating 35<sup>th</sup> anniversaries:

**DELAWARE** • **PENNSYLVANIA** • **MICHIGAN**

And the 10<sup>th</sup> anniversary is just as special!

**MEXICO**