

Odyssey of the Mind®

Newsletters

Volume 38 Winter 2016 Number 2

WAYNE KEHRLI MEMORIAL SCHOLARSHIP FUND

ast year the Odyssey of the Mind family lost an important member: long-time Problem 1 International Problem Captain and Spirit Award Recipient, Wayne Kehrli. Wayne will always be remembered as someone who truly loved, not just Odyssey of the Mind, but creative thought and beyond-the-box thinking. Countless Problem 1 teams from around the world have been touched by his kindness, openness to new ideas, and willingness to help others. The best way to honor Wayne would be to continue what he dedicated much of his life to — encouraging creativity and education. His creative and kind spirit will live on through the Wayne Kehrli Memorial Scholarship.

The scholarship will be open to Odyssey of the Mind Division IV team members competing in any OotM problem. This \$1,000 scholarship will be awarded to one applicant per year. Students will be able to apply through Creative Opportunities Unlimited (COU). Applicants will be asked to reflect on how participating in Odyssey of the Mind influenced their choice of study, how they plan to use their creative problem-solving skills in the future, and what their team's most creative solutions were.

Wayne Kehrli of Bradenton FL, formerly Pleasant Valley, NY passed away November 3 after a six-year battle with multiple myeloma. He was born in Upper Darby, PA. He was employed by IBM for 33 years before retiring and establishing his own consulting firm. Wayne volunteered in many aspects of Odyssey of the Mind for 35 years serving as a coach, judge, and International Problem Captain from 1990-2014. He was awarded the Ootm Spirit award in 2014. He also served in various leadership positions at his churches, both in Florida and in New York.

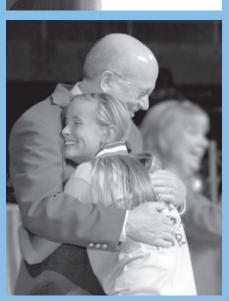
Also in this issue...

- 2. Reminders
- 2. Great Minds
- 3. Odyssey Angels
 Progress
 Report
- 4. OotM Souvenirs
- 5. Souvenir Order Form
- 6. Odyssey Around the World

Those wishing to honor Wayne and creative problem solving education can make donations to the Scholarship fund to Creative Competitions, Inc. 406 Ganttown Road, Sewell, NJ 08080.

Scholarship applicants can visit COU.org for more details. The application will be posted in the Summer. Our condolences go to Wayne's wife Karen, children Steven and Anne, and his grandchildren, as well as his worldwide Problem 1 and OotM family.





Problem Clarifications Reminder

Continue to stay up-to-date throughout the year and submit clarifications by visiting: 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, 2016. Please continue to check clarifications after the deadline and until your tournament.

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).



MASS COMMUNICATION SKILLS Samuel Morse April 27, 1791 – April 2, 1872

amuel Morse was an accomplished painter when he became fascinated by electricity. His curiosity, combined with his creativity, brought about one of the most important changes in global communication. Developed in the 1830s and 1840s by Morse and other inventors, the telegraph revolutionized long-distance communication.

It was the first form of communication that used electricity. Before its invention, communications were only as fast as the horse or ship delivering them — or as dependable as the weather since drums and smoke were most often used. The telegraph allowed for almost instant communication between great distances.

Morse was born in **Charlestown, Massachusetts** in 1791. He went to Yale College to study various subjects: religious philosophy, mathematics, electricity, and science of horses. He supported himself by painting. In 1810, he graduated from Yale with Phi Beta Kappa honors.

In 1811 he traveled to England to further study painting. He later became known for his portraits and traveled to many places throughout the U.S. completing commissioned work and capturing the essence of American life during that time period. In 1826 he helped found the **National Academy of Design** in New York City and served as the Academy's President for many years. He continued his study in painting by traveling to many

other countries to study art.

During these travels he overhead a conversation about **electromagnetism**, which led to an entire new venture. He returned to New York to study and work on his telegraph design with the help of **Professor Leonard Gale**, who taught chemistry at New York University, and inventor **Alfred Vail**. Morse's key role was simplifying the current design being experimented with at the time and he eventually held the first patent in the U.S. for the machine. He also created a simple, yet global, language for the machine that would help its use become universal.

Telegraph messages were sent by tapping out a special code for each letter of the message with a telegraph key. The telegraph changed the dots and dashes of this code into electrical impulses and transmitted them over telegraph wires. A telegraph receiver on the other end of the wire converted the electrical impulses to dots and dashes on a paper tape. Later, this code became universal and is now known as Morse Code.

He also traveled to Washington D.C. to vigorously lobby for money to install telegraph lines. Finally, in 1844, Morse sent his first telegraph message, from **Washington**, **D.C.**, to **Baltimore**, **Maryland**; by 1866, a telegraph line had been laid across the Atlantic Ocean from the U.S. to **Europe**.

Use of the telegraph was quickly accepted by people eager for a faster and easier way of sending and receiving information. However, widespread and successful use of the device required a unified system. **The Western Union Telegraphy Company** was one of many companies that developed around the new medium and by 1861 the company laid the first transcontinental telegraph line, making it the first worldwide telegraph company.

Although the telegraph has since been replaced by the even more convenient forms of communication, its invention stands as a turning point in world history. So remember, even "forgotten" methods of communication have great importance!

Odyssey Angels: The Final Step

he response to the Odyssey Angels program has grown even more as it enters its 5th 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 families, building community gardens, 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 1st 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 1st the Odyssey Angels panel will have the difficult task of selecting just one group to attend World Finals. This group will by 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

Last year's Odyssey Angel group Barrel of Makers from Delaware getting ready to take the stage during 2015 World Finals. They received the award for building Drawbots and teaching kids with physical handicaps to use them so they could create art — many for the first time. They combined problem-solving, teamwork, and creative expression in their OA project.



WANT TO TRY FOR WF 2017?

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 2016-17 begins July 1, 2016

Official HOODIE SWEATSHIRT: comes in light blue with a

HOODIE SWEATSHIRT: comes in light blue with a powerful orange *Odyssey of the Mind* imprint on the front. Adult sizes S, M, L, XL, **XXL. \$40

GIRLS TEE: This bright blue tee is 100% combed cotton with everyone's favorite, an emoji Omer on the front, along with a fun imprint of Odyssey of the Mind. Adult sizes S, M, L, XL & XXL. \$15

ODYSSEY OF THE MIND TEE: is a green crew shirt with a fun gray lightbulb design and *Odyssey of the Mind* imprinted in orange over top. S, M, L, XL, **XXL. \$15

OMER ROBOT PIN: Here is one of our most popular pins. An Omer robot has entered into our galaxy. The pin is a 1.5" dye stuck enamel pin. \$4

COACH PIN: comes in a fun green and black design letting everyone know that you were well trained by a very wise coach. Pin is 1 1½" \$4

OMER BOBBLE PIN: In this fun design OMER is riding his brand new hover board in this 1 ½" enamel pin. His legs with the hover board bobble back and forth. It has Odyssey of the Mind imprinted at the top of this colorful pin. \$5

PROBLEM PINS: Teams, coaches, parents, and judges can show off their favorite problems by wearing these lightweight colorful photo art pins. This year's pin designs revolve around the names of each problem, so each one gets its own special theme, including Spontaneous! Get your own problem pin or get the whole set which includes Primary, Problems 1 through 5, and Spontaneous: \$3 per pin/\$15 per set of 7

SOUVENIRS

Find the entire line of souvenirs (in color) including leggings, pajama pants, sweatpants, phone cases, support

items and more at:

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 @ \$40SMLXLXL** | | |
| Girls Tee @ \$15SMLXLXXL | | |
| *Odyssey Tee @ \$15SMLXXL** | | |
| Sets of Problem Pins @ \$15 | | |
| OMER Coach Pin @ \$4: | | |
| OMER Robot Pin @ \$4: | | |
| Bobble OMER Pin @ \$5 | | |
| Sets of Problem Pins (Primary, Problems 1 - 5 & Spontaneous) @ \$15 | | |
| Any of the following pins @ \$3 (Specify number of each): | | |
| Problem 1Problem 2Problem 3Problem 4Problem 5 | | |
| Subtotal Primary Spontaneous | | |
| S&H 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.) | Shipping Address | s (For UPS Delivery) |
| U.S. Mail: Send this completed form along with a check or Purchase Order, payable to CCI, or with your credit card info to: | Is this a residence? | yesno |
| CCI: 406 Ganttown Road Sewell, NJ 08080 • FAX: Send this form along with a copy of your Purchase Order | Name_ | |
| or credit card information and fax to (856) 256.2798. | | |
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www.odysseyofthemind.com

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Hey Teams, Always remember the importance of working together!

Your friend,

OMER

The Odyssey of the Mind Newsletter is published by Creative Competitions, Inc.

EuroFest 2016

dyssey of the Mind EuroFest 2016 will be held in Gdansk, Poland from April 20 - May 4. EuroFest will bring over 1,000 creative minds together from 16 different countries. This will be the 24th festival held.

It is an annual showcase of teams, coaches and officials from across Europe and beyond. It is not a typical tournament, but a fun-filled festival where attendees showcase their long-term solutions, practice spontaneous and make new friends from around the world.

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 Russia and had a great time representing the country and stretching their creative muscles and extending their OotM family across the world.

Odyssey Anniversaries -

Odyssey Around the World

any thanks to Associations celebrating a milestone anniversary! This year 30 is the magic number, with multiple associations throwing extra special events at their tournaments in celebrating 30 years of creative problem-solving education.

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 30th anniversaries:

Texas • Iowa • West Virginia

POLAND Is celebrating its 25th anniversary!

And **CALIFORNIA** is celebrating 31-derful years of creativity!

