



Odyssey of the Mind®

Newsletter

Volume 41

Fall 2018

Number 1

ODYSSEY ANGELS UTILIZE OOTM SKILLS

This year's winning Odyssey Angels team was Big Cypress Elementary from Naples, FL. The group helped to provide comfort to the homeless by creating and giving away sleeping mats. Kristi Oen, coach and mom explained, "We partnered with the local homeless shelter and learned so much about the homeless community. We were able to get other community members involved making mats too."

They used many Odyssey skills to accomplish their goal of helping the homeless in their community—creative problem-solving, repurposing trash items, independent study, improving an existing idea, teamwork skills, public speaking, and much more. OA Member Oen Frost believed being on an Odyssey of the Mind team helped them succeed "Team building and working together helped because in Odyssey you learn how to work well with your team and the Angels project is about working with the community to make it better."

The team learned how to make "plarn"—strips of plastic bags that are weaved together like yarn to create the mats. Each mat uses over 500 plastic bags that might otherwise be discarded. These mats are thick and sturdy and will be sure to last a long time in the elements.

The team worked closely with a local shelter, St. Matthew's House to be sure the mats would be useful. Ronnie Sopena, director of Volunteer Services for St. Matthew's House, said of the project, "I know those that received mats were very appreciative of them and the care it took to make them. I can say this project is meaningful, impactful, empowering, and educational!"

The team also brainstormed ways to make the loom for the mats more efficient so that they could make bigger mats quickly. Oen said, "We had an idea but it took many trials and learning from our previous designs to build a loom that was lightweight, easy to use, easy to transport, least expensive so others can purchase and participate as a team. We actually talked with an engineer to help improve our loom design. Once they fine-tuned their process, the teams taught

this technique to their local Easterseals organization, occupational therapy students from Keiser University, and more. They held events in coordination with their school and Odyssey of the Mind groups."

As enthusiasm spread, they decided to make the project even bigger. They created a tutorial on YouTube and a website to teach others how to make the looms, plarn, and to weave the mats. During World Finals the project went global, with everyone attending the Creativity Festival working together to create more mats. Eighteen were donated to a shelter in Ames and 9,000 bags were repurposed for this good cause!

Not only did the team help even more people during World Finals, they also made memories that will last a lifetime; "Teaching and meeting people from all over the world that loved our idea and took it home to their community. Being a part of Opening Ceremonies and getting medals was something the kids will never forget. But that's not why we did this. They are proud just to help and see the smiles on the faces of the homeless that we help," said Oen.



Big Cypress Elementary Odyssey Angels receiving its medals on stage with Dr. Sam at the 2018 World Finals Opening Ceremonies.

More importantly, the team will have memories of helping those less fortunate in their community and using their Odyssey skills to make a difference. "I love that after this project was over my son asked, 'Mom, even though Odyssey's

over we are still going to do this project, right?'" And we have, so are other members in our community. Recently we even got a plumbing supply company to give us PVC so we can give away looms for more people to help."

These Angels proved that Odyssey's creative problem-solving skills can truly make the world a better place. Not only did they help the homeless, but they helped others learn this skill to spread their project throughout the community and beyond!

Learn how to help the homeless and make a plarn sleeping mat here: <http://ody.kristioen.com/>



Also in this issue...

- 2. Odyssey Tees
- 2. Great Minds
- 3. Clarification How-To
- 4. Tournament Procedures
- 5. Membership App.
- 6. COU Scholarship

OA enrollment for 2019 is open!

Learn more:

www.odysseyangels.org

WHAT'S YOUR ODYSSEY STYLE?

OFFICIAL 2018-19 OotM PROBLEM TEES ARE HERE

Show off your OotM problem as a team member, or your support as a parent or coach with this year's problem tee. Not only do they make great shirts to show your OotM pride, but they can also be worn during competition and are exempt from cost as written in the *2018-19 Program Guide*.

Each shirt features a special logo representing the problem on the

front and the official problem icon on the back.

There is a different shirt for each long-term problem, including Primary. See the shirts in color online at:

www.odysseyofthemind.com/shop.

They are a fun way to make a great team impression in your school and beyond. Show your OotM style with pride!

See all of the problem tees and other fun Odyssey of the Mind souvenirs and books on the web!

www.odysseyofthemind.com/shop



Great
Minds

THE ART OF HIDING

Abbott Handerson Thayer (1849–1921)

Abbott Handerson Thayer was a highly regarded American painter and naturalist, recognized for his ethereal angels, portraits of woman and children, landscapes, and delicate flower paintings — and is also considered the father of camouflage. How did these very opposing things come together in Thayer's life work?

While he was highly compensated early in his career for portraits of rich patrons, his work shifted to nature landscapes that were inspired by his home in the Monadnock Mountains in New Hampshire. He started in New York City, studied art in France, and then settled down with his children in New Hampshire. It was there that he became interested in studying and painting nature.

The interest in nature led him to another passion that he called "his second child." His pioneering writings on animal camouflage addressed shared concerns among artists, zoologists and the military.

In immersing himself in naturalist living and creating nature artworks, he learned how animals hid themselves in nature. He then theorized that the military could do the same with its uniforms and ships in order to avoid detection. While most of his theories are utilized in camouflage today, he worked hard and traveled far to convince governments to use camouflage, with mixed reviews.

Thayer popularized two theories of camouflage: countershading (now referred to as Thayer's law) explains the lighter underbellies

common to many animals cancels out shadowing from the overhead sun, giving the animal a flat appearance. Disruptive coloration, meanwhile, refers to 'spottiness' in an animal's coloring; this visual effect helps to obscure the contours of its body. The combination of the two allows creatures to hide in plain sight.

In 1909, he worked together with his son, Gerald Handerson Thayer, on a book about protective coloration in nature, titled *Concealing-Coloration in the Animal Kingdom*. It was published in 1909 and reissued in 1918, and it may have had an effect on military camouflage during World War I.

Thayer spent much time in his later life convincing governments to re-think military camouflage. His ideas were adopted first by the French — who coined the technique camouflage. They named it after a small exploding mine that threw up gas and smoke to conceal troop movements. However, it was mocked by Theodore Roosevelt and others in the U.S. for its assumption that all animal coloration is meant for hiding — including such things as a flamingo being pink to blend in with sunsets. Eventually the U.S. Navy adopted some of his countershading ideas, even giving artists jobs in painting the ships to blend in with the sea and sky in a group called the American Camouflage Corps.

In his writings and presentations, Thayer discussed his beliefs about camouflage (both natural and military) in the context of his training as an artist. He acknowledged that his theories were not new discoveries, but simply a correlation between nature and learning to mimic it in painted works. It was his training as an artist that allowed him to understand and re-create countershading and find new uses for his artistic work.

A combination of creative passions and problem-solving allowed Thayer to change the way camouflage is used and created, with lasting effects to this day. This shows the importance of combining the two and to always find new ways to utilize your creativity!

NEW TO ODYSSEY OF THE MIND COACHING?

.....▶ **WHAT IS STYLE?**

You've signed up. You've received a packet of problems and a book of rules. Now the fun begins! Creating a unique solution to an Odyssey of the Mind problem. What exactly is the Style portion of the problem? It's a way to show off flair and increase your score!

WHAT IS STYLE?

Style is an additional element in your presentation that enhances your solution. It is a way to add to your score while making your solution even more memorable to the judges and audience. Be sure to read F. Style in every problem! The Style elements make up 50 points of your score. Style allows you to embellish aspects of your solution all while showcasing your talents and creative skills.

WHY IS STYLE IMPORTANT?

Successful Style elements can make the difference between a good presentation and a great one! The team awarded the most Style points receives a score of 50, all others receives a percentage of 50 based on the points awarded. Remember, Style is a way to incorporate special skills or interests. Perhaps you like building, sewing, or making masks, dancing, or doing makeup...these are great things to incorporate into a solution. Style elements give you the opportunity to explore and expand your skills, while adding to your score!

WHAT CAN BE SCORED?

Each problem lists five Style categories worth 1-10 points each. The first two are specific categories that are different for each problem, the next two are "free choice of team" and the final is "Overall Effect of the Style element." Free Choice of team means you get to pick an element that you want to be scored. It can be anything that is not already being scored in D. Scoring; however, teams can list a different aspect of that scored element. For example, if a vehicle

is scored for how it functions, a team can select its appearance as a Style free choice. The elements you select should be what you feel are the most creative embellishments of the presentation. The Overall Effect is the combination of all the Style elements and how they impact the performance. For example: were the Style elements important to the overall presentation, or were they just added with no effort made to impact? The more impact, the higher the score.

HOW DO JUDGES KNOW WHAT TO LOOK FOR?

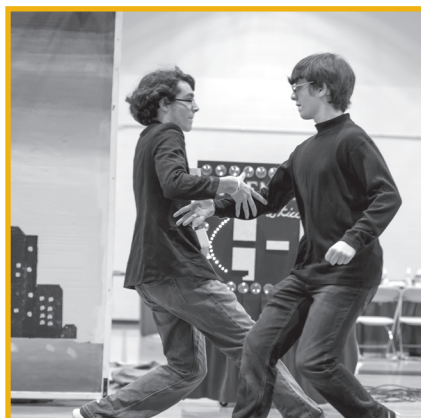
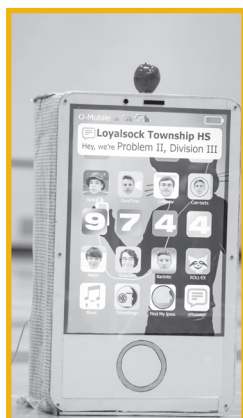
The Style form! This form should be filled out and brought to competition. It can be found in the back of the Program Guide and online at www.odysseyofthemind.com/members. This is where you can get specific on what you want judged. For example, in Free Choice, if you want a particular costume judged, you would describe the character's costume and what elements should be judged. It might be the whole costume, it might be a specific material used, or even how it operates. In Style, the world of creativity is yours!

REMINDER:

The Program Guide goes into more detail regarding all things Style. Information can be found under the Long Term Problems section, pages 22- 24. There are examples of good Style choices, explanation of the Style form and how to select specific items to be scored in order to get the best possible score. Always read the Program Guide!



Style can be incorporated into many things -- backdrops, membership signs, performance, and more!



AND A BONUS TIP!



Get social! Look for Odyssey HQ on your favorite social media platform. Often notifications are given when local trainings or activity days are held, as well as all kinds of information about creativity. Your local association or region may have its own page too!

Once you have the basics covered, continue to the next page to see what happens during an Odyssey of the Mind Tournament.

SPONTANEOUS & LONG-TERM PROBLEM PROCEDURES

What to do when competing at an Odyssey of the Mind tournament.

▷ **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 telling the judge your long-term problem, division, and membership name and number. All of 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 decide which members will compete depending on the type of problem.

▷ **ENTERING SPONTANEOUS:** Every team member may enter the room; however, only five will compete. The judge will tell you the 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:** You will get a copy of the problem for reference. The judges will then read your problem aloud – be sure to listen carefully because each problem has its own set of rules. 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 you during a verbal or combination problem.

▷ **THE FASTEST FEW MINUTES:** once you have finished your problem, 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.

Be sure to read these procedures before competing. Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, type of floor, etc. Read the problem carefully as well for any problem-specific procedures. Remember to relax, have fun, and be creative. Good luck!

▷ **THE CHECK-IN AREA:** location will be marked at your tournament. This is where you will meet at least 15 minutes before you are scheduled to compete. Bring everything you need for competition and your paperwork: four completed copies of the Style Form and Team list Form; and one copy of your Cost Form, Outside Assistance Form, clarifications specific to your solution, and any other paperwork listed in the long-term problem. 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 your props are safe to use. The SA Judge will pass your paperwork to the Timekeeper, who will then pass it on to the rest of the judges. 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 performance.

▷ **THE STAGING AREA:** is where you will wait to compete. Once the SA Judge finishes checking your paperwork, you must move all of your competition materials into this area as quickly as possible. (Depending on your tournament location, this may be the same place.) Others can help you; however, once everything is in the Staging Area, no one can assist you until your performance ends.

▷ **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 clock starts and 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” unless you are in Problem 3 or 5. In these problems, the judge will call time after one minute of overtime. An overtime penalty will be assessed, but teams are still scored for items presented during that time. There is no overtime in problems 1, 2, and 4. All activity must stop at the end of the 8-minute time period.

▷ **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, you must quickly clear the competition site, leaving it clean and dry for the next team. Others may assist you. 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 as needed.

▷ **SCORES:** The head judge will review the team's raw long-term score and any penalties with your coach. After the review, coaches have 30 minutes to return if any questions arise.



ODYSSEY OF THE MIND 2018-19 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 or purchase order. **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 other schools. 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 _____

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 2018-19 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 with tips and practice Spontaneous problems*
- _____ **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") ****New Pricing******
@ \$25 per bundle (50 pieces) plus a \$15 Shipping & Handling flat rate (up to 6 bundles)

Spend \$60 or more and get free Shipping & Handling! Excludes Balsa. Under \$60 or more than 6 balsa bundles, contact our shipping dept. to get your S&H quote: michael@odysseyofthemind.com.
** These are books with a collection of long-term and/or spontaneous problems from past years.

Subtotal _____
S&H _____
Total _____

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, 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.

Shipping Address (For UPS Delivery)

Is this a residence? _____yes _____ no

Name _____

Address _____

City _____ State/Prov _____

Zip _____ Country _____

Phone # _____



Odyssey of the Mind

c/o Creative Competitions, Inc.
406 Ganttown Road • Sewell, NJ • 08080
www.odysseyofthemind.com

PRSR STD
US POSTAGE
PAID
PERMIT 352
BELLMAWR, NJ



Hey Teams,
Hope you are enjoying the beginning
of the Odyssey year. Be creative!

Your friend,
OMER

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

COU Scholarship Recipients

Creative Opportunities Unlimited (COU) is a non-profit group that rewards OotM participants that demonstrate exemplary creative problem-solving skills, good sportsmanship, and teamwork in their everyday lives. To apply for a scholarship this year simply fill out the form enclosed in your membership packet and return to COU. For more information visit:

www.creativeopportunities.org.

Congratulations and good luck to this year's winners:

\$1,000 JIMMIE S. JONES TECH. AWARD

Quentin Hennig

\$500 SCHOLARSHIP

- Samantha Platt
- Danielle Heindl
- Chloe Looman
- Anna Sawyer
- Rachel Johnson
- Stephanie Gardiner
- Alexander Gates
- Rachel Trampusch
- Cecelia Delledera
- Liam Mahoney
- Kathryn Rosta
- Nathan Whinnery
- Reagan Alley
- Ethan Morey
- Leah Eberts
- ReaAnn Kivit
- Michael Fein
- Sarah Halstead
- Amelia Pattillo
- Madeline Sherman
- Natalie Northrup
- E. Maddaloni

- Julia Mare
- Nicholas Elder
- Ashley Conlon
- Grace Obert
- Chloe Brittain

\$200 SCHOLARSHIP

- Molly Younker
- Megan Hurley
- Julia Salvatore