



Odyssey of the Mind®

Newsletter

Volume 27

Fall 2004

Number 1

LOYALSOCK MIDDLE SCHOOL TEAM EDUCATES THROUGH ODYSSEY OF THE MIND



Members of the Loyalsock MS team (l. to r.): Nick Hessert, Garyn Tate, Sara Sutsko, Whitney Gray, Erin Runnels, Paige Sechrist, and Emily Braunegg. The team was coached by Tina and Tony Sutsko.

It is a great honor to come in third place at the Pennsylvania Odyssey of the Mind Association Finals, but there is a downside, too. It means that competition is over for the year. So, what can a team do with a great show with an important message?

This summer, seven Loyalsock Middle School students decided to do something for their community — perform for others. At their local library, they performed for Loyalsock kindergarten classes, the Department of Health, and the Children's Development Center Camp for Handicapped Children.

The team's skit was about good nutrition and featured hand puppets, giant veg-

etables and even a giant hand. Of course, the team wrote the script and created the puppets, the costumes and the stage set.

After the show, the team offered the audience an opportunity to learn more about food pyramids and how Odyssey of the Mind works.

There were hands-on experiences for the children. They got to try out some of the special effects of the skit and try their hand at puppetry. The library even offered a nutritious lunch following the team's performance. It was educational and a lot of fun.

The Loyalsock Middle School Classics team certainly has a healthy attitude about competition!



MEET OUR NEW STAFF

This fall, CCI welcomed two new employees: **Michael Garbe** is our newest Shipping and Inventory Clerk and **Jennifer Veale** is our new Public Relations Assistant.

Mike is a student at Burlington County College, where he is studying business; Jennifer is a senior journalism student at Rowan University.



VERMONT OOTM® CELEBRATES 25 YEARS

Vermont Odyssey of the Mind celebrated its 25th anniversary in March. Dr. Sam and OMER attended the event to make the occasion even more special. To top things off, Vermont Governor Jim Douglas awarded Vermont Odyssey of the Mind with an official Vermont Executive Department Proclamation.

One of the reasons cited for the proclamation is that in Odyssey of the Mind, "... through encouraging imaginative paths to problem solving, students learn skills that will provide them with the ability to solve problems, great and small, for a lifetime."

Governor Douglas also proclaimed March 20, 2004, Vermont Odyssey of the Mind Day. Congratulations!



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PROBLEM CLARIFICATIONS AS OF NOVEMBER 19, 2004

PROBLEM 1: STUNT MOBILES

1. In Figure D, the 3½" x 3½" x 36" board runs parallel to the Start Line. In Figure H, it runs perpendicular to the Start Line. Figure D is correct. It will run parallel to the Start Line.
2. In E.Penalties: It should read "Deducted from percentaged scores" and not include "not from total weight held."
3. In B.9.e, The Popping Board: Figures A and B, and the description should indicate that the Popping Board can be made from either a commercially produced 18-inch-long board 1" x 8" or 2" x 8". The seven course thread screws must extend outward from the board at least ¾" to and no more than 1½" from its front (B.9.e(1)). Both the feet (B.9.e(2)) and the safety boards (B.9.e(3)) must extend 2" from the front of the Popping Board so the screw tips cannot touch the floor if the board is knocked over and face down.

PROBLEM 3: GET THE MESSAGE?

1. B.11 — The narrator/host must describe what is taking place in the performance and/or introduce and/or comment on portions of the presentation (B.11.b and/or c) to receive score in D.4. The narrator/host may have a larger role in the performance. However, score for D.4 will only include the narrator/host's performance and appearance as described in B.11.b and/or c.
2. B.9 — Teams must create one visual signal for each method of communication. Each required signal must show one stage of one Earth process selected from the list in B.9.c. Together the three required signals must depict three stages from the same Earth process. Additional signal(s) will only be scored if selected by the team as a Free Choice Style category. *(continued on page 6)*



THE FUN OF INVENTION

Many people think of inventions as serious endeavors, but they can also bring about fun. Inventing a toy or a game involves the same ingenuity, dedication and even luck as other inventions. Fun inventions have been around since the prehistoric age, starting with the **doll**.

Dolls are the oldest known toy, and were first made of primitive materials such as clay, fur and wood. Archeologists discovered the remains of a 4,000-year-old doll in Pantelleria, Italy. Experts refer to this oldest doll as "**Barbie of the Bronze Age**."

The **Yo-Yo** is the second oldest toy. People around the world have been using them for 2,500 years. The word *yo-yo* comes from the Philippine language and means "to come back." The toy has even traveled to space: in 1985 NASA used it to test the effects of microgravity. And it has its own holiday — June 6 is National Yo-Yo Day.

The **Crayola Crayon** was invented in 1903 by **Edwin Binney** and **Harold Smith** by combining paraffin wax and pigments from their paint company. The first box of Crayola Crayons cost a nickel and came in eight colors: black, brown, blue, red, purple, orange, yellow and green. There are now 120 colors with trendy names such as Outer Space and Mauvelous.

The invention of the **Slinky** was a happy accident. Engineer **Richard James** was trying to use springs to support delicate machinery on ships when one fell and flip-flopped across the floor. James told his wife about it and the couple began manufacturing the toy in 1943. James then invented a machine that

could turn 80 feet of wire into a Slinky in ten seconds.

Another accidental invention of 1943 is **Silly Putty**. A General Electric scientist, **James Wright**, was trying to make synthesized rubber. He ended up with a bouncy, gooey substance. No one knew what to do with it until **Peter Hodgson** from GE's marketing department put it into plastic eggs and coined the term "Silly Putty." Apollo 8 astronauts took it to the moon in 1968.

Play-Doh is another sticky toy. Brothers **Noah and Joseph McVicker** patented it in 1956. Play-Doh originally came in off-white only but is now sold in a variety of colors. The formula for Play-Doh is still a secret. The Play-Doh Company has sold 700 million pounds of Play-Doh so far.

Ole Kirk Christiansen of Denmark founded the Lego Toy Company in 1932. The word *Lego* is a combination of two Danish words, *Leg Godt*, which means "play well." Christiansen's son invented the plastic **Lego** in 1958. The first Lego "family" kit was created in 1974 and is Lego's top-selling product to date.

Unemployment during the Great Depression led to the invention of the two most popular games in the U.S. In 1934 **Charles B. Darrow** invented the top-selling board game, **Monopoly**. Parker Brothers first rejected his idea because the company felt the game had 52 design flaws. This did not stop Darrow; he sold 5,000 games to a department store. Monopoly's popularity grew so much that he could not make the games fast enough. Parker Brothers changed its mind in 1935 and began producing the game. Since then, over 200 million games have been sold worldwide and more than five billion little green houses have been built.

After losing his job as an architect, **Alfred Mosher Butts** invented **Scrabble** in 1948. His friends **Mr. and Mrs. James Brunot** produced the game in an abandoned schoolhouse. They made 2,500 games, by hand, and lost \$450. In time, popularity of the game spread. By 1952 their schoolhouse was full of orders. Scrabble is now the second best-selling game in U.S. history.

LONG-TERM PROBLEM PROCEDURES

BEFORE THE TEAM COMPETES

At all competition sites, a Staging Area is used. A Staging Area Judge will meet the team here approximately 15 minutes before its scheduled competition time. Teams 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 designated in the long-term problem. They must also have 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 Staging Area Judge will then check all props for safety, the team members' foot coverings and the membership sign. The team will then have an opportunity to ask questions.

The Staging Area Judge will explain the procedure for picking up the long-term raw score to the coach, who is then directed to sit in a designated area, if available. After that, no one may assist the team in any way until the presentation is completed. Once time begins, the team must clear the Staging Area within the first 3 minutes of its 8-minute performance time, unless a Check-In Area was used.

At some competition sites, a Check-In Area may be used. If so, the team reports here initially, and this is where the Staging Area Judge collects paperwork, checks props, and so on. When dismissed 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, where they will be met by the Timekeeper. Others may help move items into the Staging Area.

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.

FOR PROBLEMS 1, 4 AND 5 ONLY

The team must place everything it will use, except costumes, and the Stunt Mobiles or structure and surfaces, in a 5' x 3' area with a height of 2 feet OR a 2' x 3' area with a height of 5 feet. The team may not use any items that do not fit within the

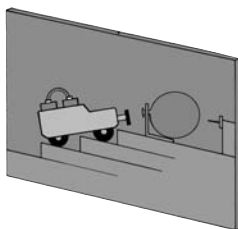
area, including containers. If necessary and if time permits, the Judge will give the team an opportunity to adjust items to fit. The Judge will ask the team if it would like 2 minutes to begin assembling its items before its 8-minute competition begins. If so, the Timekeeper will say, "Begin assembly time" and, after 2 minutes, "Stop assembly time," and the team must stop. If additional assembly is required, the team must do this during its 8-minute competition time.

AFTER THE TEAM COMPETES

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.

Problem 1: *Stunt Mobiles*



The Stunt Mobiles do not have to fit within the area with the team's items. The Staging Area Judge will check the size of the team's Stunt Mobiles in another area. In most cases, this will be done by placing a box with inside dimensions of 7" x 15" x 11" over each Stunt Mobile.

The competition site will be a minimum of 20' x 24' with five courses marked as shown in the problem (see General Clarification 1). Each course will have a balloon holder in place, complete with inflated balloon. The judge will provide the team with an extra balloon holder, with inflated balloon. If the team needs to use this, a team member must place it in the appropriate taped area.

The team will attempt the five courses in sequence. The team may attempt a course any number of times; however, once a Stunt Mobile crosses the Start Line of the next course, the team may not attempt a prior course. Each Stunt Mobile may attempt up to three courses. The team will receive the highest score of all attempts on each course.

At each Start Line, a judge will raise a green flag to indicate that a Stunt Mobile was entirely behind the line when released. If the judge raises a red flag, the Stunt Mobile was not behind the line, and the attempt is not eligible for score.

The team may present its theme and Style at any time during its presentation. The team may call "Time" if it finishes before the end of the 8-minute time limit. If not, the Timekeeper will call "Time" at the end of 8 minutes, and the team must stop.

~ Wayne Kehrli

International Problem Captain

Problem 2: *In Your Dreams*

The team will present its list to the Staging Area Judge, along with its required paperwork. The competition site will be a minimum of 7' x 10' and will not be marked. The team may call "Time" if it finishes before the end of the 8-minute time limit. If not, the Timekeeper will call "Time" at the end of 8 minutes, and the team must stop.



~ Carol Biros

International Problem Captain

Problem 3: *Get the Message?*



The team will present its list and graphic documentation of the three stages of its chosen Earth process to the Staging Area Judge, along with its required paperwork. The competition site will be a minimum of 7' x 10' and will not be marked. When the team finishes its presentation, it must signal the judges. An Overtime penalty will be assessed if the team takes more than 8 minutes. The Timekeeper will call "Time" after one minute of overtime, and the team must stop.

~ Rita Sleeman

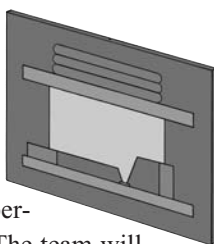
International Problem Captain

Problem 4: *Crazy Columns*

At least one hour before its scheduled competition time, the team or a team member must bring its structure and three surfaces to the Weigh-In site to be measured and checked for rule infractions. If time permits, the team may correct any infractions. The team will notify the Weigh-In Judge if it needs to use the surfaces provided by the tournament director. These will be presented to the team during the Staging Area process.

A Weigh-In Judge will place the structure in one bag and the surfaces in another bag, then staple the bags together so they are sealed and attach the Weigh-In Checklist. Approximately 25 minutes before the team's scheduled competition time, a team member will pick up the sealed bags and take them to the competition site at least 15 minutes before its competition is scheduled to begin. The Staging Area Judge will remove the Weigh-In Checklist.

The team's structure and surfaces do not have to fit within the area with the team's items. The Staging Area Judge will ask the team



if Style will continue after its structure breaks. For Divisions I and II, if an adult will assist in weight placement, that adult must be identified in the Staging Area and will remain with the team throughout the presentation. It must be apparent that when the adult is assisting in weight placement, a team member is helping to support the weight and not just touching it.

The Staging Area Judge will direct the team to place its surfaces on the tester, covering the colored rectangles. When the 8-minute competition time begins, the team may place its structure onto the surfaces.

The only individuals allowed inside the testing area during the presentation are the team members, judges and the adult assistant, if used. Style may take place at any time during the 8 minutes. After the competition, a judge may request to inspect the structure and/or surfaces again and may place these into a paper bag and return them to the Weigh-In site.

The Timekeeper will call time at the end of 8 minutes and the team must stop. If the team finishes before 8 minutes, it must signal the judges. If a team member calls "Time," the performance is over whether the structure breaks or not.

~ Dan Semenza

International Problem Captain

Problem 5: *Laugh-a-Thon*

The team will present its list to the Staging Area Judge, along with its required paperwork. The competition site will be a minimum of 7' x 10' and will not be marked. When the team finishes its presentation, it must signal the judges. An Overtime penalty will be assessed if the team takes more than 8 minutes. The Timekeeper will call "Time" after one minute of overtime, and the team must stop.



~ Sharlene Smith

International Problem Captain

SPONTANEOUS PROBLEM PROCEDURES

Teams should report to the spontaneous holding room 10 minutes before their scheduled competition time. If there is no holding room, teams report to the competition site 10 minutes before their 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, and the team membership name and number. Team members will wait in the holding room until a judge calls them to compete. 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 to return.

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. If a non-participating team member interferes in any way, that team member will be asked to leave the room while the team's time continues.

If a team has five or fewer members at a competition, all of the members must enter the spontaneous room and all must participate in solving the problem.

Team members 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 if necessary to ensure that the team members understand what the problem requires; however,

(continued on page 6)



ODYSSEY OF THE MIND®

2004-2005 MEMBERSHIP APPLICATION

Questions? Email 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 2004-2005 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

- **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**.....

*Shipping & handling is \$4 for the first item, \$1 for each additional item.
Contact CCI for shipping costs 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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Hey Teams,

Wishing you another year of super-creative ideas!

Your friend,
OMER

The *Odyssey of the Mind Newsletter* is published by Creative Competitions, Inc. Editor: Carol Ann DeSimine; Assistant, Jennifer Veale.

Problem Clarifications (continued from page 2)

3. Penalty 7 will be used if a portion of a team's method of communication used to tell the story is not from the list in B.6. The penalty will be based on how much the incorrect element helped communicate the story for that portion. If the total method is not from the list, the team will be given a zero score in that scoring category and Penalty 7 will not be assessed.

PROBLEM 4: CRAZY COLUMNS

1. Nothing may be on the bottom of the surfaces that leaves a residue on the tester base.
2. Pieces of balsa wood that are resting on a required surface must be either connected to pieces of balsa wood that touch the other two required surfaces or extend from the required surface upwards to touch the crusher board. They may be part of a series of connected pieces of wood that meet this requirement. For example, a piece may rest on a surface and be connected to a second piece that is connected to a third piece that touches the crusher board.
3. Nothing may be done to the three required surfaces to assist the structure in maintaining its placement or holding weight.

PROBLEM 5: LAUGH-A-THON

1. The reflection may not be a shadow.

Spontaneous Procedures (continued from page 4)

judges will not give information that aids in solving 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 is not acceptable, they will say, "INAPPROPRIATE. Please clarify or give another response."
- If a response is a repeat of what another team member said, the judges will say, "DUPLICATE. Please give another response."

Once the team has competed it will be directed to leave the room quietly and meet the coach at the designated area. Team members must not discuss their spontaneous problem with anyone until after the competition, because all teams in the same long-term problem and division must solve the same spontaneous problem.

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
*International Spontaneous
Problem Captain*