



Odyssey of the Mind®

Newsletter

Volume 29

Winter 2007

Number 2



Michigan Awaits!

New WF Location



For the first time in nine years OotM will be holding World Finals at a brand new location — Michigan State University in East Lansing, Michigan.

MSU has a 5,200-acre campus, 660 buildings, and another 15,000 acres throughout Michigan used for agricultural, animal, and forestry research. They offer more than 200 programs of study, with 14 degree-granting colleges. Making up the 50,000 students that attend the university are individuals that come from every county in Michigan, all 50 states in the U.S., and about 125 other countries.

According to the East Lansing web site, MSU is known to have the largest residence hall system in the U.S. Sixteen thousand students live in the University's 23 undergraduate halls, one graduate hall, and three apartment villages.

There are also lots of places to

have fun on campus like tennis courts, ice rink, rec center, planetarium, art and science museums, and plenty of outdoor playing fields. There's a lot on campus to see as well. For example, there is the W.J. Beal Botanical Garden that is claimed to be the oldest continually-maintained university botanical garden in the U.S. and is open to the public without charge during daylight hours.

For those that want to visit the surrounding town, East Lansing is full of stuff to do. There are 26 parks in the city ranging from neighborhood parks to the Family Aquatic center and national competition level soccer and softball parks. There is also a variety of stores, coffee shops, restaurants, and art galleries in East Lansing. The town is also celebrating its centennial this year.

World Finals may seem to be far away, but it will be here in a few short and busy months. And as always, spectators are welcome and there's no cost to watch the competitions and support OotM.



Photo courtesy of newsroom.msu.edu

MSU Campus — Linton Hall, 1881

WHERE WE'VE BEEN:

- **Rowan University** (formerly Glassboro State College): 1978 - '82
- **Central Michigan University:** 1983, 1987
- **University of Akron:** 1984
- **University of Maryland, College Park:** 1985, 1988, 1993, 1997, 2001, 2004
- **Northern Arizona University:** 1986
- **University of Colorado at Boulder:** 1989, 1992, 2002, 2005
- **Iowa State University:** 1990, 1994, 1996, 2003, 2006
- **University of Tennessee, Knoxville:** 1991, 1995, 2000
- **Walt Disney World:** 1998



Look what else is in this issue . . .

2-3 PROBLEM CLARIFICATIONS

2 GREAT MINDS

4 ODYSSEY SOUVENIRS

5 MASCOT MANIA

5 PRODUCT ORDER FORM

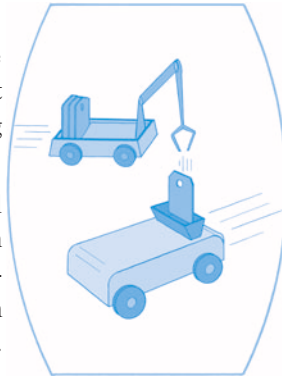
6 ODYSSEY AROUND THE WORLD

PROBLEM CLARIFICATIONS AS OF FEBRUARY 1, 2007

Stay up-to-date with clarifications by logging on to www.odysseyofthemind.com.

PROBLEM 1: TAG 'EM

1. In Figure A, the dimensions given for the Home Area, Attach Station, and Release Area are (height x width). However, the dimensions for the Tag Zone are represented as (width x height).
2. Limitation B9c. limits team members' physical involvement used to tag the vehicle. Therefore, team members who are not in the Attach Station may provide verbal assistance to team members who are in the Attach Station and attempting to tag the vehicle.



3. B6c prohibits preprogrammed computerized guidance during travel and B8a prohibits remotely guiding the vehicle after it has left the Release Area. However, it is also illegal to remotely turn the vehicle on.
4. C6: The Staging Area Judge will measure the vehicle and tags in the Staging Area or in the Check-In Area.
5. B10e: Once a Tag is placed in the sorting system, the Tag must remain with the sorting system.

continued on next page



Great Minds

Calder: Re-Inventing the Sculpture

Alexander Calder was someone who refused to ignore his creative side. After attempting various careers, he found a home with abstract sculpture. He renovated the art form by turning its concept inside-out. He focused as much on what was physically part of the sculpture as the open space surrounding it. This led to Calder's most renown invention: the **mobile**. He took an art form that focused on dormant objects and turned it into one that moves. He created a new kind of sculpture that has since become popular all around the world.

Calder spent much of his childhood traveling between Philadelphia, New York, and California with his artist parents. Wherever they went, his parents reserved a space intended as Calder's workshop, where he built intricate metal wire sculptures and made his own toys. While they always supported his creativity, his parents wanted him to pursue a different, more stable career. He excelled in math in school, so Calder went on to earn a degree in mechanical engineering in college. He spent a few years trying different engineering jobs, but was dissatisfied with all of them.

He took a chance and decided to pursue an art career and enrolled at the **Art Students League in New York** to study painting. After graduating, he continued to study in Paris.

During a visit with painter **Piet Mondrian**, Calder's art dramatically changed. He became interested in abstract art. After seeing a mural of triangles on Mondrian's wall, Calder decided

that he wanted to see them move. He created large versions of the triangles and connected them with wire, pulleys, and motors.

This hanging, moving sculpture was coined a "**mobile**" by another abstract artist and friend **Marcel Duchamp** because in French the word refers to motion *and* motive. Calder soon became a leader in the **Kinetic Art Movement**, which is art that moves or appears to move. "Just as one can compose colors, or forms," Calder said, "so one can compose motions."

In 1949 Calder was one of 250 sculptors who exhibited in the 3rd Sculpture International held at the **Philadelphia Museum of Art**. His mobile, *International Mobile*, was the centerpiece of the exhibition and still hangs there today.

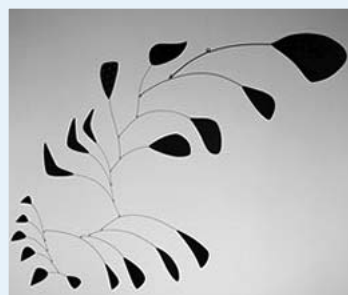
In the 1950's, Calder increasingly concentrated his efforts on producing monumental sculptures. Calder's largest sculpture, "El Sol Rojo," was 67 feet high and was constructed for the Olympic games in Mexico City.

Shortly after his death in 1976, **Gerald Ford** awarded Calder the **Presidential Medal of Freedom**, the United States' highest civilian honor.

Calder was a major contributor to kinetic and abstract art. His mobiles changed the major concept of a sculpture. Instead of stone or wood masses, he focused on ideas of open space, transparency, light, and movement. Along with other giant sculptures he created later in his career, Calder invented a new type of art — one that became so successful that many of his works have become landmarks in cities around the globe.

Calder said of his art, "To most people who look at a mobile, it's no more than a series of flat objects that move. To a few, though, it may be poetry."

Photo courtesy of calder.org



Untitled, 1942
Sheet metal, wire, paint
62" x 66" x 56"
Calder Foundation

PROBLEM CLARIFICATIONS (continued)

6. D3b: The Tag must remain Attached to the vehicle until after the vehicle completely leaves the Tag Zone or until the run ends if the run ends in the Tag Zone in order to receive this score.
7. D3c: The Tag must remain Attached to the vehicle until the vehicle enters the Home Area in order to receive this score.
8. B9a: The Tagging Device can only handle one Tag at a time.

**PROBLEM 2:
THE LARGE AND SMALL OF IT**

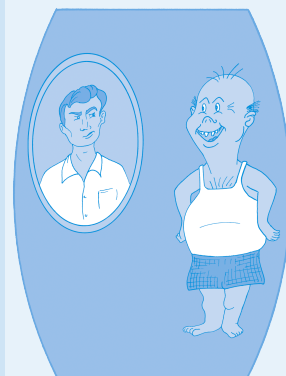
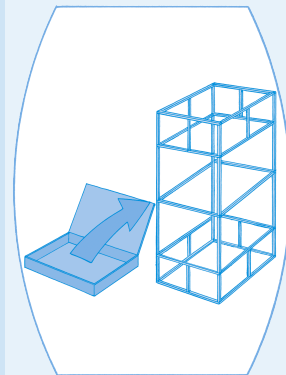
1. B6b states: "They do need to be the same type." It should read: "They do not need to be the same type." (They must each meet restrictions in limitations but they may be different types from each other.)

**PROBLEM 3:
AROUND THE WORLD IN 8 MINUTES**

1. B8c: The Earth's polar regions are the areas of the globe surrounding the poles, north of the Arctic circle (66 deg N), or south of the Antarctic Circle (66 deg S).
2. "On Earth" means on Earth. The three required locations must be portrayed as being on Earth, not above it in the Earth's atmosphere or in the clouds. The locations must rest on any part of the natural materials that comprise the planet Earth — within its sphere.
3. B8c: The known polar location and the second known location must be portrayed as they currently exist in the actual, present time on Earth when they are scored in D5a & b and D6a & b.
4. A character may be from, believe in, or otherwise know the undiscovered location exists as long as others who do not live at that location don't know that it actually exists until it is discovered by the Traveler.

**PROBLEM 4:
OUT OF THE BOX BALSA**

1. C2: If an assembly material is altered, in any way, during assembly of the structure that



makes it useless when removed after completing the weigh-in process, the team may have an exact duplicate of that assembly material to use for assembly in the performance. The duplicate assembly material must be presented to the weigh-in judges and substituted in the box before the judges seal it with the Checklist. The weigh-in judges will retain the damaged assembly material. If that damaged assembly material cannot be completely removed from parts of the structure, the team may also substitute exact duplicates of those pieces of wood. These pieces also need to be presented to the weigh-in judges and substituted in the box before the team seals it.

2. B8: If balsa wood is also used as an Assembly Material, the balsa wood parts that are connectors must meet the limitations for other types of Assembly Materials. For example, all balsa wood used as Assembly Materials must not be within 1" of the crusher board and not within 1" of the tester base surface (the same as all other Assembly Materials). Balsa wood used as Assembly Materials is eligible for score in D2 and D3.

**PROBLEM 5:
I'M ONLY THINKING OF YOU**

1. D8: If the SCC says the phrase, "I'm only thinking of you" or something similar only one or two times in the performance the team will get zero (0) points for 8a (0 or 5 points) but will get a score for 8b (1 to 10 points) based on how it was used that one or two times. If the SCC says the phrase 3 or more times then the team will get 5 points for 8a plus score for 8b.
2. B8c: The SCC must say "I'm only thinking of you" or a similar line for each of the three times it attempts to convince others it is being helpful. The line must be the same each of the three required times. If the line is not "I'm only thinking of you" it must be one that is used to help convince others it is being helpful.

CLARIFICATION REMINDER

The problem clarification system is not intended to replace reading the problem and program guide. Please reread both again before submitting a clarification. 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 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 may not use 1/16" wood for that required part).

S ODYSSEY OF THE MIND U V E N I R S



ODYSSEY ZIP-UP HOODIE

This warm and comfortable cotton sweat-shirt has a sueded finish and convenient pockets. It comes in navy blue with *Property of Odyssey of the Mind* in red and gray imprinted on the chest. This hooded sweatshirt also zips up! **\$30**

ODYSSEY TEE

The *Odyssey of the Mind* Tee is 100% preshrunk ultra heavy weight cotton with a seamless collar. It is dark brown with tan imprint. **\$10**



ODYSSEY CAP

This brown cotton cap has *OotM* stitched in tan, with a pre-curved tan bill. The edge of the bill has the *OotM* logo attached to it. The hat is structured with a banded back. One size fits most. *Also comes in navy blue with light blue stitching and bill. **\$12**



BOBBLING OMER PIN

This 1 1/4" OMER will cheer everyone on during competitions! OMER is photo enamel and he bobbles from the shirt down. This ability makes for an extremely popular pin! **\$5**



BLINKIE PIN

Red, yellow, and green blinking lights flash on this 1 1/2" silver-plated pin. Can turn lights off and on. (Batteries are replaceable.) Comes with *Odyssey of the Mind* or *Odyssey of the Mind Coach*. **\$5**



PROBLEM PINS — Show off your favorite problems by wearing these lightweight colorful photo art pins! Each pin is 1 1/2" and shows the problem icon, title, and 2007. **\$3**
To see pins in color visit:
www.odysseyofthemind.com/shop

COACH PIN

This colorful enamel coach pin is multi-colored to show that everyone is important at Odyssey of the Mind. It is 1 1/2" and gold plated. **\$3**



PARENT PIN

A parent and child form a continuous heart on this 1 1/2" silver-plated enamel pin. Odyssey of the Mind Parent is in black and white. **\$3**

Minimum order of problem, coach, and parent pins is 3. Can be an assortment.

Turn the page for complete pricing and ordering information.

Order online with a credit card and receive a 10% discount on these items!

You can find our entire line of souvenirs and support items at

www.odysseyofthemind.com/shop/

(Sorry, no phone orders.)

MASCOT MANIA

OMER's Stats:

- Was honored to lead the U.S. Army Band.
- U.S. Army's Golden Knights carried his flag in a parachute jump.
- Has traveled across the U.S. and around the world supporting creative kids at many tournaments since 1988.



Sparty's Stats:

- In 2007, 2005, and 2004 earned the title of Nation's top mascot at the Universal Cheer Association competition.
- July 2006 one of six college mascots to be nominated for the mascot hall of fame.
- Works hard cheering for the many MSU Spartan athletic teams.

(Photo courtesy of newsroom.msu.edu)

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 100 pieces**.....
- _____ ***Lots of Problems . . . And Tips to Make You More Creative @ \$19** tips on problem-solving.
- _____ **The Spirit of Creativity @ \$25** — Anecdotes about Odyssey of the Mind, written by Dr. Sam
- _____ **A Creative Experience @ 9.95**— Odyssey of the Mind promotional DVD
- _____ **Creative Interaction! @ \$19** Includes tips on building effective teams.....
- _____ **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

SOUVENIRS & PINS (Order online and receive a 10% discount!)

- _____ ***Zip-Up Hoodie @ \$30** _____ S _____ M _____ L _____ XL _____ XXL**
- _____ ***Odyssey Tee @ \$10** _____ S _____ M _____ L _____ XL _____ XXL**
- _____ ***Caps @ \$12** (specify number of each type) Brown Cap _____ Navy Cap _____
- _____ ***Bobbling OMER Pin @ \$5**
- _____ ***Blinkie Pin @ \$5** (specify number of each type) Blinkie _____ Blinkie Coach _____
- _____ ***A minimum of 3 of the following pins in any assortment @ \$3 each** (specify number of each)
- ___ Tag 'Em ___ The Large and Small of It ___ Around the World in 8 Minutes ___ Out of the Box Balsa ___ I'm Only Thinking of You
- ___ Primary ___ Spontaneous ___ Parent ___ Coach

* Spend \$40 or more and get free Shipping & Handling. Orders under \$40, add \$6 Shipping & Handling.

** Add \$2 for each XXL

There are no S & H charges for pins. Contact CCI for shipping costs outside of the U.S.

Subtotal _____

S & H _____

Total _____

Payment Method (Sorry, we do not accept phone orders.)

- **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:** Pay by credit card at **www.odysseyofthemind.com**.
___ VISA ___ MasterCard ___ American Express ___ Discover

Acct. no. _____

Exp. _____

Signature of cardholder _____

SHIPPING ADDRESS (For UPS Delivery)

Is this a residence? _____ yes _____ no

Name _____

Address _____

City _____ State/Prov. _____

Zip _____ Country _____

Phone number: () _____



Odyssey of the Mind

c/o Creative Competitions, Inc.

1325 Rte 130 S • Suite F • Gloucester City, NJ 08030
www.odysseyofthemind.com

PRSR STD
U.S. Postage
PAID
Permit No. 58
Bellmawr, NJ



Hey Teams,
Always remember that solving the problem
makes you a winner!

Your friend,
OMER

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

ODYSSEY AROUND THE WORLD

Anniversaries Here and Abroad

Every association is important at OotM — whether a small association trying to grow or one that is well-established. What is most important is giving students the opportunity to express their creativity. As most of you know, once kids start they don't want to stop! That's why every anniversary is significant for OotM teams and supporters.

The following U.S. states are celebrating their **25th** anniversary this year:

- Arkansas
- Kentucky
- North Carolina
- South Carolina



Congratulations to **China**, one of our largest international associations for its **20th** anniversary with Odyssey of the Mind.



To help celebrate, Dr. Sam and family will be visiting China for its Shanghai tournament.

A **Northwest Guilford Middle School** team from North Carolina will also be joining the delegation. The team will compete in Shanghai and take the opportunity to meet fellow OotM team members.

EuroFest 2007

Odyssey of the Mind EuroFest returns to **Germany** this year and is going to take place at a youth camp near **Berlin** on April 21-26.

About 70 teams from 10 to 15 countries are expected to attend. EuroFest is a festival that gives Odyssey teams a chance to integrate internationally, have fun, and to showcase their solutions.

Additionally, each team will mingle with teams from other countries and then solve a unique EuroFest Problem during the event. Last year, several teams from **Arizona**, **California**, and **Texas** made it to EuroFest in **Poland** and had a blast.

For more information visit :

www.odysseyofthemind.de

Odyssey in Monterrey

The Mexico OotM Association has been steadily growing. They are approaching one of their largest tournaments yet. On February 23 and 24 teams from **Mexico City**, **Monterrey**, and **Guanajuato** will compete at the Mexican National Tournament held at the Universidad de Monterrey.

Good luck teams!