



# Odyssey of the Mind®

## Newsletter

Volume 31

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Number 2

### THE ODYSSEY SPIRIT CAN'T BE BEAT!

Many things set Odyssey of the Mind tournaments apart from other programs. Aside from streams of duct tape and “up-cycled” props, there is one big difference — smiles! While Odyssey of the Mind is competitive, it also encourages camaraderie in many ways.

Not only do teams become friends with new people within their regions, they become friends with their competitors. Each year there are countless examples of teams helping and supporting fellow competitors in need. Odyssey teams also become important members of their communities, using their creative problem-solving skills to help with their neighbors’ challenges.

Having good spirit also means remembering that it’s completely normal to be nervous before competition while remaining confident that you and your teammates have practiced and done your best.

Jim Mourey Jr., OMER’s Award recipient, judge, and former participant, has a good explanation of the foundations for the Odyssey spirit that permeates tournaments around the world. “I always consider the three C’s: collaboration, character, and of course, creativity. Collaboration implies that each member contributes towards one overall solution, like building a song from different instruments. Character is about being ethical, which includes both being a good colleague along with knowing and appreciating rules. Creativity is at the heart of OotM, and it reminds us that the best solutions need not be the most obvious or straightforward.”

The “three C’s” can also be applied to

judging. Judges must collaborate and work well together just like teams in order to be successful. Aside from consistency and impartiality, judges also have an important job in further showcasing the Odyssey spirit. While it may start with a few crazy hats or funny jokes, it is no less important.

According to Delaware’s Association Director and long-time judge, Ron Raab-Long, being open and friendly is one of the most important aspects of judging, “The children have worked for months to develop their solutions. The teams are excited and full of adrenaline. The last thing they need is to step in front of a group of judges that appear bored, sleepy, lost, or worse — apathetic. That kills their spirit and most assuredly affects their performance.”

By simply being friendly and fair, judges can have the satisfaction of knowing that they are encouraging new generations of creative problem-solvers. Their Odyssey spirit will help inspire teams to do their best and in turn, show off their own spirit.

“Laugh when appropriate, watch everything carefully, smile sympathetically when something doesn’t work, and happily when it does,” says Raab-Long.

He also believes that the Staging Area judge has an important role in easing team tensions, “The Staging Area Judges should be ready to joke with the team in a manner appropriate for the division, encourage the team to do its best, let it know that none of the other judges bite, and stand ready to give hugs as required. Most importantly, as in all judging positions, convey to the team that regardless of what happens during the performance, we are all proud of them and appreciate their efforts.”

The core principles of Odyssey of the Mind include creative problem-solving, teamwork, competition, and, of course, fun! Both teams and judges are successful if they approach tournaments with this positive Odyssey spirit.



Who says judging can't be fun?  
Eric Richard, T.X. and  
Dorothy Austin, N.C.



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# PROBLEM CLARIFICATIONS AS OF JANUARY 11, 2010

Stay up-to-date with clarifications by logging on to [www.odysseyofthemind.com](http://www.odysseyofthemind.com).

## 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).

## NATURE TRAIL'R:

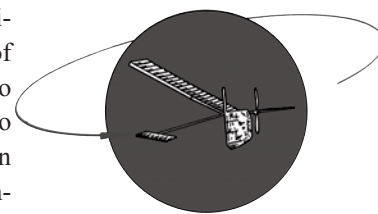


1. If the list required in B13 is not presented to the Staging Area Judge before time begins, Penalty E10 will be assessed.

## RETURN TO THE GIFT OF FLIGHT:

1. If the list required in B13 is not presented to the Staging Area Judge before time begins, Penalty E. 9 will be assessed.
2. The measurement given in C1 for the floor area should be 8' x 22' or 2.44m x 6.7m.
3. B6e — Aircraft that use tracks, lines, cables, and similar systems for propulsion and/or guidance (steering, etc) do not meet the requirements of this problem. If the aircraft is in contact with a support line that is directly or indirectly connected to the floor, it violates B9a of the problem.

4. B10a — For the Flight Plan "Drop something into a target" the aircraft may contact the target. This contact may take place before or after the object is released, separated, etc., from the aircraft. To be eligible for score all or part of the object must come to rest in or on the target. No part of the aircraft can be in or on the target at the completion of the flight plan.



*continued on next page*



## CAPTAIN COUSTEAU

The deep sea is still one of Earth's great mysteries. According to the National Oceanic and Atmospheric Administration, ocean covers 71% of the Earth's surface and contains 97% of its water — yet over 95% of the underwater remains unexplored. Not only are new underwater species being discovered, but relics from history unearthed. The treasures are discovered due to the tenacity of explorers and evolving technology.

Jacques Cousteau is one person that encompasses both fields. With a popular TV series and over 120 documentaries, he became one of the most recognizable onscreen stars of his time. Jacques Cousteau became associated with adventure, ocean exploration, and saving our environment.

As a French Naval officer, Cousteau was fascinated with water and wanted to capture it on film. Along with other divers, Cousteau began to develop an underwater camera. As they became more successful, they wanted to be able to dive deeper

and discover more. This led to the invention of the Aqua-Lung, and SCUBA technology. Both make breathing underwater possible. He also helped create an underwater vehicle, "the diving saucer," meant for filming.

Cousteau's first underwater film won a prize at the 1946 Cannes Film Festival. He began to realize that he could make a living at what had been his passion. Eventually, he found financing to purchase a ship, **Calypso**, and set off as a professional explorer. Cousteau's work on Calypso ranged from deep-sea archeological excavations to scientific study of wildlife. The ship is now being turned into a museum.

As he showed audiences around the world treasures from the sea, whether shipwrecks or sea life, Cousteau used his popularity to raise awareness of the need to preserve the world's oceans and wildlife. He founded the **Cousteau society for the Protection of Ocean Life**, which now has more than 300,000 members. He received numerous awards for his work including the *UN International Environmental Prize* and the *Presidential Medal of Freedom* from Ronald Regan.

Cousteau's curiosity led him to venture further than others in ocean exploration; his creativity led him to help advance diving and film technology. His success in both brought awareness to the need to preserve and continue to explore the planet's oceans.

Cousteau inspired people around the world to continue to develop technology in order to discover new treasures hidden beneath the sea. He said, "The impossible missions are the only ones which succeed."

PROBLEM CLARIFICATIONS (continued)

**HISTORIC TREASURES:**

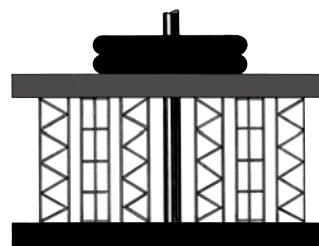


1. If the list required in B13 is not presented to the Staging Area Judge before time begins, Penalty E10 will be assessed.
2. Typo correction: B7a must be portrayed as the discovery of a structure or sculpture that exists today but when it is discovered it is considered lost and/or forgotten, or the people living at the time are not aware of its previous existence.
3. H. The Team Must Provide 2. Four copies of its list as stated in B13. This list is to assist the judges. If the team fails to provide the list, there will be a penalty assessed. (See E. Penalties, #10)
4. B8b. It is the team's responsibility to prove that its selection for the modern treasure (B7) is documented as a structure or sculpture today (B7a). The documentation must be specific to the team's selected object and not a general category. For example, the team is not to provide documentation that explains that skyscrapers are structures, it is to document that its selected object (in this case a particular skyscraper) is an existing structure. If documentation is provided it will be collected by the Staging Area Judge. Teams will not be penalized for not providing documentation; however, the judges might not recognize that the selection qualifies as a sculpture or structure without the documentation.
5. As explained in the problem statement (A. The Problem) the discovery of the historic treasure (B8a) must portray a real, historic discovery (B6a) of an actual, manmade archaeological object.
6. B7f: The team must present the actual historic discovery and the future discovery in two different styles: There are general classifications of "Theatrical Styles" and "Theatrical Genres." The problem Glossary defines theatrical style as any different method of presenting the discoveries that is typical to a stage performance, including but not limited to humor, drama, mime, rhyme, and song. To clarify, for the purposes of this problem, any two noticeably different methods, styles, genres, etc, used to present these required parts of the performance are allowed. Different settings alone do not count as different theatrical styles. Teams may provide documentation showing that its performance styles are two different theatrical styles, methods, genres, etc.
7. B8b - The modern treasure: Common, three-dimensional objects are not considered structures. Sharing one or more characteristics of a structure or sculpture does not mean the object qualifies. For example, if part of the definition of a structure states that "it is assembled" that does not mean that

all objects that are assembled qualify. The documentation, if needed, must state that the selection is a structure or a sculpture and not that it shares characteristics that are part of the definition of a structure or sculpture. All buildings, monuments, and sculpted artwork automatically qualify. If you are not sure if your selection qualifies please request a clarification.

**COLUMN STRUCTURE:**

1. C3a — Once a column's footprint has been measured during weigh-in, it must not change in size during the performance. If it is designed to do so, a Spirit of the Problem Penalty will be assessed. If a column is not the same size at its top and bottom, the team must mark the bottom end.  
C11f — (An addition to the list.) The weight placement portion of the problem solution will end if the columns touch each other in any way and the judges determine that contact helps support the weight stack.  
D2a. Bonus points should read three or two. The Spirit of the Problem requires more than one column to be used for Testing.
2. Figure B: Ignore the word "camouflaged." It is a typo.



3. B5 The word 'performance' in B5 refers to the 8-minute presentation time. The team must use its device and test its structure during this time to receive score. The team does not have to integrate the use of the device and/or testing of its structure into its Style presentation.
4. C6 - The team cannot attach, load, connect, etc, any of the columns to its device in any way until its 8-minute competition time begins.

**FOOD COURT:**

1. If the list required in B13 is not presented to the Staging Area Judge before time begins, Penalty E10 will be assessed.
2. B10b of Food Court has a typo. It should read:  
b. cannot be physically portrayed by team members in any way except to provide voices and sounds.
3. The artistic representation scored in D9 may not be of the jury (B10).



ODYSSEY SOUVENIRS!

**ODYSSEY SHIRTS**



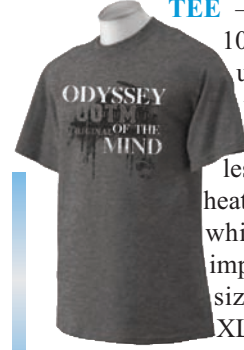
**ZIP-UP HOODIE SWEATSHIRT**

— This warm and comfortable black zip-up sweatshirt has a sueded finish, drawstring hood, and is a cotton/polyester mix. *Odyssey of the Mind* is imprinted in white. Adult sizes S, M, L, XL, \*\*XXL. \$35



**BABY DOLL TEE**

— This navy baby doll tee is 100% cotton with a new OotM design. *Let your Creativity Shine* and the OotM design is imprinted in silver foil print on the front, with two white stripes on the sleeve. Adult sizes S, M, L, XL. \$12



**ODYSSEY OF THE MIND TEE**

— This shirt is 100% preshrunk ultra heavy weight cotton with a seamless collar. It is heather gray with white and black imprints. Adult sizes S, M, L, XL, \*\*XXL. \$10

**ACCESORIES**



**LANYARD** — This year's woven polyester lanyard is a continuous rainbow of color. On both sides, *Odyssey of the Mind* is imprinted in white letters on a background with a fun mix of colors. Includes a standard key ring. Use them to display your pin collection! \$5



**2010 DRAWSTRING BAG** — This nylon bag with a drawstring allows you to carry it on your back or over your shoulder. Comes with a handy front zipper pocket with *Odyssey of the Mind Rocks* imprinted in white. Kids can display their pin collections on the outside and carry all of their OotM supplies at the same time! Comes as a mix of navy and gray. \$8

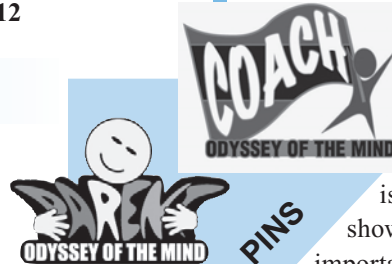
**OOTM HAT** — This navy and white cotton cap has *Odyssey of the Mind* stitched on the front, with a pre-curved navy and white bill. *Est. '78* is stitched on the side. The hat is structured with an adjustable velcro back. One size fits most. \$12



**PROBLEM PINS**

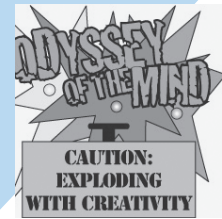


**PROBLEM PINS** — Show off your favorite problems by wearing these lightweight, colorful photo art pins! Separately, each pin shows the problem icon, title, and 2010. Or, buy the whole set to create the *Odyssey train*! \$3 per pin/ \$15 per set



**COACH:**

This colorful enamel coach pin is multi-colored to show that everyone is important at *Odyssey of the Mind*. It is 1½" and comes in a new flag design. \$3



**PARENT:** *Odyssey* parents deserve a hug (and a pin)! This 1½" black enamel pin has "Parent"

in multi-colored letters to represent the worldwide OotM "family." \$3

**BLINKIE:** This is 1½" silver-plated pin is yellow, red, and green with flashing lights. It's sure to be a hit for kids, coaches, parents, and officials alike. The lights can be turned off and on. (Batteries are replaceable.) Comes with *Odyssey of the Mind* or *Odyssey of the Mind Coach*. \$6

Minimum order of individual problem, coach, and parent pins is three. Can be an assortment!

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

See all sale items in color online — you can find our entire line of souvenirs and support items at

[www.odysseyofthemind.com/shop/](http://www.odysseyofthemind.com/shop/)

(Sorry, no phone orders.)

# ODYSSEY OF THE MIND PRODUCT ORDER FORM

## SUPPORT MATERIALS

- \_\_\_\_\_ packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") @ **\$25 per 100 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 @ 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 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 Sweatshirt @ \$35** \_\_\_\_\_ S \_\_\_\_\_ M \_\_\_\_\_ L \_\_\_\_\_ XL \_\_\_\_\_ XXL\*\*.....
- \_\_\_\_\_ **\*\*Baby Doll Tee @ \$12** \_\_\_\_\_ S \_\_\_\_\_ M \_\_\_\_\_ L \_\_\_\_\_ XL .....
- \_\_\_\_\_ **\*\*Odyssey Tee @ \$10** \_\_\_\_\_ S \_\_\_\_\_ M \_\_\_\_\_ L \_\_\_\_\_ XL \_\_\_\_\_ XXL\*\* .....
- \_\_\_\_\_ **\*Lanyard @ \$5**.....
- \_\_\_\_\_ **\*OotM Hat @ \$12** .....
- \_\_\_\_\_ **\*2010 Drawstring Bag @ \$8**.....
- \_\_\_\_\_ **\*Blinkie Pin @ \$6** (specify number of each type) Blinkie \_\_\_\_\_ Blinkie Coach \_\_\_\_\_.....
- \_\_\_\_\_ **\*Sets of Problem Pins @ \$15** .....
- \_\_\_\_\_ **\*A minimum of 3 of the following pins in any assortment @ \$3 each** (specify number of each) .....
- \_\_\_\_\_ *Nature Trail'R* \_\_\_\_\_ *Return to the Gift of Flight* \_\_\_\_\_ *Historic Treasures* \_\_\_\_\_ *Column Structure* \_\_\_\_\_ *Food Court*
- \_\_\_\_\_ *Primary* \_\_\_\_\_ *Spontaneous* \_\_\_\_\_ *Parent* \_\_\_\_\_ *Coach*

\* Spend \$40 or more and get free Shipping & Handling.  
 Orders under \$40, add **\$7.50** 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, 406 Ganttown Road Sewell, NJ 08080**
  - **FAX:** Send this form along with a copy of your purchase order, or include your credit card information and fax to **(856) 256-2798**.
  - **On-line:** Pay by credit card at **www.odysseyofthemind.com**.
- \_\_\_\_\_ VISA \_\_\_\_\_ MasterCard \_\_\_\_\_ American Express \_\_\_\_\_ Discover
- Acct. no. \_\_\_\_\_
- Exp. \_\_\_\_\_ CVB Code \_\_\_\_\_
- Signature of cardholder \_\_\_\_\_

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## Odyssey of the Mind

c/o Creative Competitions, Inc.

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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 team is important in Odyssey, whether it is just starting out or a seasoned performer. Also, the associations that make the program available to the U.S. and abroad are also important because they give students the chance to explore their creativity and find their niche in the world. That is why celebrating all anniversaries are important within the program.

The following U.S. states are celebrating their 25<sup>th</sup>:

- California
- Minnesota
- Missouri
- New York
- Washington
- West Virginia

**Delaware, Michigan, New Jersey, and Pennsylvania** are celebrating their 30<sup>th</sup> anniversary with Odyssey of the Mind!

## EUROFEST 2010

EuroFest will be held in Belarus from April 22 - 27. This is the first time Belarus will be hosting this event. Hosting EuroFest will not only bring more attention to this fast-growing association, but will bring creative minds together from across the globe. This April will be the 18<sup>th</sup> annual Eurofest with over 70 teams from about 15 countries expected to attend.

This festival gives Odyssey teams a chance to interact internationally, have fun, and to showcase their solutions. Some expected countries are Hungary, Poland, Germany, Russia, Slovakia, Moldova, Romania, and others.

Additionally, each team learns about other cultures while working together in groups to solve a unique Eurofest problem in only three days!

Last year, several teams from the U.S. made it to EuroFest in **Slovakia** and had a blast. For more information visit: [www.eurofest2010.com/](http://www.eurofest2010.com/)

**“Imagination will often carry us to worlds that never were. But without it we go nowhere.”**

~ Carl Sagan,  
Astronomer