

ROCKFORD ODYSSEY ANGELS: SENIOR OUTREACH SHINES

The Rockford Odyssey Angels were selected to attend the 2014 WF and present their OA project. The group set up a program to teach seniors how to use technology. Here is an interview with one of its coaches, Renne' Wyman. See more about their project at www.odysseyangels.org. Megan Witt of the Rockford team summed up the OA year perfectly: "It doesn't matter if you're young or old, small or big, you can make a difference. That is what Odyssey Angels is about and how it impacts the community and also us."

Q: WHAT EFFECTS DID YOUR ODYSSEY ANGELS PROJECT HAVE ON THE COMMUNITY?

A: The impact at Richter Place Apartments, where our project was completed, has been amazing. Seniors talk about apps they are using, games they are playing, things they download or read about on social media. It creates such a positive feeling in the community spaces. I have been amazed by the impact on the community of Rockford as well. Our project is referred to through the Community Ed office, School Board, and from the seniors themselves to their church communities, friends, neighbors, and families. The opportunity to work with the seniors has given us a platform to preach the spirit of service by sharing the inspiration that grew from a quiet little idea brewed between 15 girls at a summer OM camp.

Q: AND...ON YOUR TEAM?

A: All of our Angels took something precious away from this year-long investment. The surprise of loving these folks, of seeing how our effort and energy changed how they got through a week or month, will forever make the idea of service seem EASY. A little work from us paid in grand dividends — the joy, laughter and relationship-building that came from this project still astounds us.

Q: HOW DO YOU THINK PARTICIPATING IN ODYSSEY OF THE MIND HELPED YOU BE SUCCESSFUL IN YOUR PROJECT?

A: A million ways! The ability to problem solve under the pressure of being watched was immensely helpful. These girls sat one-on-one with seniors who believed them to be technology experts, when really they were just kids who are comfy with their own devices. Watching the girls practice patience was a joy to watch as a coach. I watched them share ideas, run scenarios for possible issues, and create agendas in ways that OMers must do across their season.

Q: WHAT DID YOU LIKE ABOUT BEING AN ODYSSEY ANGEL?

A: I am extremely proud that we participated in this project. We knew giving back would feel good. I don't think we knew how much

we would learn in the process. Initially it felt like an "energy going out" task, very quickly it became a "receiving energy" experience. We wanted to hear more about these seniors' lives. We were excited to get there and share the homework we did to help the seniors do things online. It felt amazing to be a part of changing OUR world... one senior at a time. IT mattered....IT was important...and WE did something no one here in Rockford had ever done before. We have definitely been recommending OA to anyone who will listen.

Q: WHAT WAS YOUR FAVORITE PART ABOUT ATTENDING WORLD FINALS?

A: Wow! What an amazing and inspiring experience. I think for me, the time with the Micklus family behind the scenes at opening ceremonies was very special.

Having the stage time at the Creativity Festival to share our inspiration was such a great extra opportunity to practice presenting and interacting at a very high level. Representing our community and our strong Rockford OM community was a privilege.

The overwhelming, best part for me, was the one-on-one interaction with other coaches from around the globe who share a passion for service. Hearing their ideas, sharing ours and expanding the spirit of giving THROUGH our OM teams is a priceless way to take an already amazing program and expand it with inspiration and life-long meaning!



The Rockford Odyssey Angels with two of the Richter Place residents being interviewed at a local TV station.

...and expanding the spirit of giving THROUGH our OM teams is a priceless way to take an already amazing program and expand it with inspiration and life-long meaning!

Also in this issue...

- | | |
|--|-----------------------------------|
| 2. Special Offer | 4. Procedures Cont. |
| 2. Great Minds | 5. Membership App. |
| 3. LT & Spontaneous Problem Procedures | 6. COU Scholarship & Problem Tees |



ATTENTION TEACHERS & COACHES!

Rubik's Cube Lending Library — Completely Free for 1st 100 Requests

Due to last year's strong response, Rubik's Cube is extending the special invitation to participate in its Lending Library. The 1st 100 coaches to respond to this article may borrow one math education set for 6 weeks at absolutely no cost!

Now you can bring the fun, challenge, and benefits of learning to solve the Rubik's Cube to your students for FREE.

Borrow 12-36 Rubik's Cubes and materials (including solution guides) for up to 6 weeks and teach students how to solve the Rubik's Cube, create a Rubik's Cube mo-

saic, teach STEM/STEAM, math concepts and 21st Century Skills!

At the end of the 6 week period you may keep all the set contents except the Rubik's Cubes and Instructional Curriculum CD. Simply return the 12-36 Rubik's Cubes to the shipping box, apply the UPS label, and return it via UPS.

Supplies are limited. Request an application by emailing:

HollyR@SevenTowns.com or calling 617-379-2988.

Read on to see what one of your colleagues discovered while using a set last year:



Teachers used the cubes to help with student confidence by showcasing their abilities to solve the cube, but also were amazed at how the students engaged themselves with other students to help as well. It was a great ice breaker during our mentoring program and helped students feel comfortable with partnering with another by starting off with the Rubik's skill based learning.

Additionally, our OotM students used the cube to begin working problem-based solutions all geared around the the Rubik's Cube. This is a phenomenal program for all schools across all disciplines."

~Jeffrey Whitt
Durham, North Carolina



Great Minds

AMAZING GRACE:

Admiral Grace Hopper, computer pioneer

If you're experiencing technical difficulties with your computer, you may say it has a 'bug' in it. This term can be traced back to an important innovator in computer science, Grace Hopper. She traced an error in the Mark II computer to a moth trapped in the system. However, her contribution to computer science goes much deeper. Hopper dedicated her life to education and computer advancement.

She believed in the importance of computers, even in the 1940's and knew they could be made useful for military, education, and business needs. However, she also saw that computers needed to use a more user-friendly language. So she helped create a common computer language based on spoken word instead of math formulas— essentially she taught computers to speak the same language as the operator.

Grace Hopper graduated at 22 from Vassar College in 1928 then she earned an MA in 1930 and a math PhD in 1934. A woman earning a doctorate in mathematics was a rare accomplishment at that time. She then became a member of the Vassar faculty.

Hopper was not only a university math and computer science professor, but worked her way up to become an admiral in the US

Navy. Much of her military service was devoted to keeping the Navy on the leading edge of computer technology. She is one of few women admirals in the history of the United States Navy.

Admiral Hopper retired in 1986 as the U.S. Navy's oldest officer on active duty and began a new career at age 79 at Digital Equipment Corporation. She remained active in industry and education until her death on January 1, 1992. During her career Admiral Hopper taught at several colleges and universities, including Vassar, Barnard, Harvard, University of Pennsylvania, and George Washington University. She also worked as a senior mathematician at Eckert-Mauchly Computer Corporation in Philadelphia and helped program the UNIVAC I, the first commercial large-scale electronic computer.

At her retirement ceremony from the Navy, then Navy Secretary John F. Lehmann Jr., presented Admiral Hopper with the Distinguished Service Medal. She received more than 40 honorary degrees. She was the recipient of the first Computer Science's "Man of the Year" award. Her entry in "Who's Who" takes 34 lines to thumbnail her accomplishments, appointments, and honors.

Although many colleagues told her that computers had to use math to work, she forged ahead and created her own language — one that was accessible to a wider range of people. Her early recognition of the potential for commercial applications of computers, and her leadership and perseverance in making this vision a reality, paved the way for modern data processing.

She crossed many gender and science boundaries and is an inspiration to women and scientists everywhere. Admiral Hopper's message to the world was simple, but powerful: Be innovative, open minded and give people the freedom to try new things.

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. 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 pick which members will compete in each type of problem.

▷ **ENTERING SPONTANEOUS:** Everyone on your team may enter the room; however, only five will compete. The judge will tell you what 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 or 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 before it is read. 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 your response during a verbal 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 for competing in Long-Term and Spontaneous problems. Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, type of floor, etc. 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 15 minutes before you are scheduled to compete. Bring everything you need to compete and your paperwork: four completed copies of the Style Form, Cost Form, Outside Assistance Form, Team Required List 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 all your props are safe. 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.

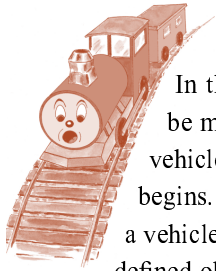
▷ **THE STAGING AREA:** is where you will wait to compete. Once the SA Judge finishes checking your paperwork, you must move all of your competition materials into this area as quickly as possible. (Depending on your tournament location, this may be the same place.) Others can help you; however, once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

▷ **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 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.” There is no overtime in problems 1, 2, & 4. All activity must stop at the end of the 8-minute time period. An overtime penalty will be given to any team that takes longer in problems 3 and 5. The judges will stop the performance after one minute of overtime. Teams will be scored for items presented during overtime in these two problems.

▷ **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 go over 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.



Problem 1: Runaway “Train”

In the Staging Area, the team’s assembled vehicle(s) will be measured to confirm it is no larger than 12” x 18”. All vehicles and props will remain in the Staging Area until time begins. Once time begins, the team will set up its tracks, and a vehicle will travel on them between stations while attempting defined obstacles. A flag or banner will be displayed on the vehicle during the final lap. The team will have a humorous conductor character that describes each trip and provides travel advice. The team’s performance will present a theme that incorporates the vehicles experiences on the tracks while completing the obstacles.

~Wayne Otte, IPC

Problem 2: Experiencing Technical Difficulties

Along with the paperwork, the Staging Area Judge will check rubber bands if possible. Teams should bring a sample of each type of rubber band used to power the devices in their solution. If the rubber bands can’t be verified in the Staging Area, it will be done after the team competes. The competition site is a minimum of 10’ x 15’ (3 m x 4.5 m) but may be larger if space permits. Teams may perform or place equipment, props, etc. outside the 10’x15’ area. Nothing can be placed on the competition site until time begins.

If a drop off exists beyond the site dimensions, a caution line may be taped 30” from the edge of the drop-off. This will serve as a warning not a boundary.

All parts of the team’s solution must fit inside two suitcases or containers. The containers will each measure 62” outside linear dimensions (L+W+H). The membership sign and costumes do not have to fit inside the suitcases.

~Carol Biros, IPC



Problem 3: Classics. . . Pandora’s Box



The competition site will be a minimum of 7’ x 10’ (2.1m x 3m) and will not be marked. It may be larger if space permits. Teams may perform and/or place equipment, props etc. outside the 7’ x 10’ area. If a drop off exists beyond the site dimensions, a caution line may be taped 30” from the edge of the drop off. This will serve as a warning, not a boundary. A three-prong electrical outlet will be provided. Teams must supply their

own extension cords and outlet adapters if needed.

Teams are also expected to provide a protective floor covering if dancing, scenery movement, or any other action may damage the floor.

Teams are also reminded make sure they have all paperwork in order before going to the staging area 15 minutes before they are scheduled to compete.

Please check the OotM website regularly for clarifications.

Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, type of floor, etc.

Best of luck! ~Matt Lopez, IPC

Problem 4: Lose Your Marbles

Before its scheduled competition time, the team or a team member must report to the weigh-in site with its structure and marbles to be checked for rule infractions. If time permits, the team may make corrections. The team may place its marbles in the structure any time after they are checked. After filling out the weigh-in checklist, the judge will seal, mark, and store the structure in a bag supplied by the tournament director.

Approximately 20 minutes before its scheduled competition, a team member will pick up the structure and proceed to the competition site with the rest of the team and its coach. At the Staging Area, the judge will remove the weigh-in checklist and ask the team if judging for Style should continue after the structure breaks.

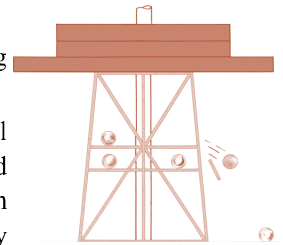
If an adult assistant is used in Division I or II, he or she must be identified in Staging and will remain with the team throughout its presentation. It must be apparent to the judges that when the adult is assisting in weight placement that a team member is selecting the weights used and is supporting at least half of the weight being handled.

Once time begins, the team will begin releasing marbles and stacking weights.

The only people allowed inside the tester area during the presentation are the team members, judges, and adult assistants, if used.

Style may take place at any time during the 8-minute competition time.

When the solution is completed, all wood from the structure must be placed in a bag and be returned to the weigh-in site by a designated judge in case any questions arise. ~Dan Semenza, IPC



Problem 5: Silent Movie

The competition site will be a minimum of 7’x10’ (2.1m x 3m) larger if possible. Teams may perform and/or place equipment, props, etc. outside the 7’x10’ area. If a drop-off exists beyond the site dimensions, a caution line may be taped 30” from the edge. This will serve as a warning, not a boundary. Teams must supply their own extension cords, outlet adapters (if needed) and cleanup materials if necessary. A three-prong electrical outlet will be provided.

Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, floor surface (ex. tile or carpet), registration procedures, etc. It is important to remember that all parts of a problem solution and the containers they are shipped in must fit through a doorway that measures 28”x78” (.71m x 1.98m), and they must be able to stand or be placed in an upright position in a standard room (ceilings 7.5-8 feet (2.28-2.43m). Good luck to all the teams!

~ Sharlene Smith, IPC





ODYSSEY OF THE MIND 2014-15 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, purchase order, or credit card information 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 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 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) Street _____

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**, and more!*

_____ **Individual 2014-15 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

_____ A Creative Experience @ \$9.95 *Odyssey of the Mind promotional DVD*

_____ ** Lots of Problems. . . And Tips to Make You More Creative @ \$17 *Tips on problem-solving*

_____ ** Creative Interaction @ \$17 *Discusses the importance of interaction between students*

_____ **Applying Your Creativity @ \$15 *Discusses different types of human creativity*

_____ The Spirit of Creativity @ \$15 *Anecdotes about OotM written by Dr. Sam*

_____ **Spontaneous Combustion @ \$7.50 *Booklet of spontaneous problems and tips*

_____ Odyssey of the Mind Program Guide @ \$7.50 (one is automatically included with membership)

_____ Coaches Training Video @ \$20 *DVD with tips and techniques for coaches*

_____ packs of Balsa Wood (premium grade AAA 36" x 1/8" x 1/8") @ \$20 per bundle (50 pieces)

Spend \$40 or more and get free Shipping & Handling! Contact CCI for international S&H.

Subtotal _____

Orders under \$40 add \$7.50 for S&H. There is no S&H charge for membership packets.

S&H _____

** These are books with a collection of long-term and/or spontaneous problems from past years.

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, 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 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 # _____

_____ **VISA** _____ **Master Card** _____ **American Express** _____ **Discover**

Acct # _____ Exp. _____

CSV _____ Signature _____



Odyssey of the Mind

c/o Creative Competitions, Inc.
407 Ganttown Road • Sewell, NJ • 08080

www.odysseyofthemind.com

PRSR STD
US Postage
PAID
Bellmawr, NJ 080
Permit 7



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) rewards OotM participants that demonstrate exemplary creative problem-solving skills, good sportsmanship, and teamwork in their everyday lives. For more information visit: www.creativeopportunities.org.
Congratulations and good luck to this year's winners:

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

- Courtney Oare, *NY*

\$500 SCHOLARSHIP WINNERS

- Helen Girod, *CA*
- Sarah Larson, *CT*
- Joshua Combs, *DE*
- Victoria Leonard, *ME*
- Christianna Querry, *VA*
- Clare Devlin, *GA*
- Heather Reitmeyer, *PA*
- Michelle Zhang, *MI*
- Jessica Alzamora, *FL*

- Fallon Oeser, *CT*
- Omid Boozarpour, *CA*
- Benjamin Doran, *NY*
- Karlyle Munz, *FL*
- Isabella Brown, *NY*
- Caroline Langley, *GA*
- Riley Deutsch, *IA*
- Kristen DeVilliers, *PA*
- Cheryl Limer, *NY*
- Emylie Short, *MI*
- Alexandra Holmes, *NY*
- Julia Portocarrero, *PA*

- McKenzie Wybron, *NY*
- Lydia Herman, *PA*
- Dalaney Connolly, *NY*

\$250 SCHOLARSHIP AWARDS

- Ann Marie Kim, *PA*
- Grace Watson, *NY*
- Kyle Rinaudo, *GA*
- Francesco D'Amanda, *NY*
- Brooke Haydan, *CT*
- Emma Beyca, *NY*
- Alison Dzwil, *NY*
- Grace Pynnonen, *MI*

SUPER HERO 2014-15 OOTM PROBLEM TEES



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 *2014-15 Program Guide*.

Each shirt features a special super hero logo

with the problem name on the front and the 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.