



Odyssey of the Mind®

Newsletter

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ODYSSEY OF THE MIND DOCUMENTARY NEEDS YOU!!

Exciting news! Former OotM participants and current filmmakers want to create a documentary about Odyssey of the Mind. There are many ways to help get this project off the ground! The first is to donate to the film's fundraiser through kickstarter. Every small donation helps. You can also spread the word to your friends and family. Finally, once fundraising is complete -- and we know OotM participants are expert fundraisers-- the filmmakers will need teams to document. Read below to see if your team is a good fit.

Odyssey of the Mind inspires students across the globe to work together, face unique challenges and think outside the box. Now it's your turn to INSPIRE US. This fall, we'll set out to follow a team, documenting the creative problem-solving process for all the world to see.

To be considered, please answer the following prompts:

- 1. What division is your team and what problem will you likely be doing next year?**
- 2. How many members will your team have? What are their names?**
- 3. Where do you live?**
- 4. Has your team worked together before? Tell us about your background with Odyssey of the Mind.**
- 5. How often do you meet and where? Does that change throughout the school year?**
- 6. Walk us through your average practice.**

From initial brainstorms to competition, we want to know... How does your team work? How do you generate ideas? Why would you like to be featured in a full-length documentary about Odyssey of the Mind?

Let us know why we should select your team. You can do it in the form of an essay, a video, a recording of one of your practices, a song..however you want! Be Creative!

We also need to know that your coaches, parents, and guardians are okay with us putting you on the big screen. An appearance release will be required for each team member and coach at the time of your submission. Contact the email listed below for a copy of the release.

This project will be funded exclusively via Kickstarter, meaning there's always a chance we don't reach our fundraising goal. Unfortunately, if that's the case, this documentary may not be made.

**Please send submissions by
June 30, 2017 to:
ootmdoc@gmail.com.
For additional information visit:
www.facebook.com/OotMDoc**

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MAX MANSFIELD AWARD WINNER ANNOUNCED

Not only did the New Jersey Association have the largest membership growth for this year, but it has steadily grown for the past 11 years! Not once in that time did memberships decline or even stay the same. This is NJ's second time winning this award.

NJ AD Nick Pankiewicz credits the NJ Board of Directors and the volunteers in the state. All have worked especially hard on two initiatives, "The whole NJ Board of Directors, from our executive board to the problem captains to the tournament staff have been focused on putting on high-quality tournaments and trainings giving our officials, coaches, teams, and spectators the best experience possible. As our numbers have grown they have adapted and risen to the challenges we've encountered."

This "kids first" attitude really shows in the state's efforts, "Odyssey of the Mind teaches many skills that are very much needed in the professional world. The ability to solve problems creatively, to present in front of large groups of people, to work with a team, to speak clearly and concisely are all things that will help prepare these youngsters for life after school and will help enrich the lives of the people around them. We believe the more kids that have the opportunity to participate in this program, the better, and we'll continue to do everything we can to give that opportunity to as many kids as we can."

The second big focus has been social media, "We've put a lot of concerted effort into increasing our social media presence. Our focus

on growing our online presence has helped us easily stay in touch year-round with our teams, coaches, officials, and spectators. In addition to content related to creativity and problem solving, we mix in content relevant to where we are in the year – buying a membership, coaches' trainings, registering your team, tips, etc. The reach social media has given us – for a minimal cost– is fantastic because our followers are becoming engaged, sharing our posts with friends, and spreading word of NJ Odyssey of the Mind," he said.

With a focus on creating the best experience possible for the kids in New Jersey, the association has continued its admirable growth for many years, with no signs of slowing down, "We couldn't be more proud of all of the hard work and dedication of the entire NJ Board of Directors, and to have that hard work recognized for a second time is wonderful. For almost 40 years Odyssey of the Mind has had a presence in New Jersey; we can't wait to see where the next 40 bring us," said Nick.

This award honors Max Mansfield and rewards membership growth. Max will always be remembered as someone who selflessly volunteered for Odyssey so that as many people as possible could experience creative problem solving. This award is CCI's way to honor his years of dedication and hard work as well as all Odyssey associations attempting to do the same.



Real Life Time Travelers

Herbert George "H.G." Wells (1866 - 1946)

Writers and readers are real-life time travelers. Writers use creativity to make new settings come alive. Readers are able to travel to those places because of the author's unique vision. The key to making this "time travel" possible is creating realistic realities – even with outlandish ideas and settings.

One author who was a pioneer of realism with fantasy elements is H.G. Wells. He was a writer of many highly regarded science-fiction works—including *The Time Machine* and *War of the Worlds*—who had a great influence on our vision of the future (or now, our past!).

In 1895, Wells became hugely popular with the publication of his novel, *The Time Machine*. The book was about an English scientist who develops a time travel machine. While entertaining, the work also explored social and scientific topics that made the story seem possible. He is sometimes called the "Father of Futurism" because so many of his predictions for our world came true. Today he is best credited as the "Father of Science Fiction."

Born in England in 1866, Wells was the son of domestic servants turned small shopkeepers. He grew up under the continual threat of poverty, and since the age of 14, began working different jobs and was in and out of various schools.

While this doesn't seem like the background of a renowned writer, one incident when he was young changed his life and shaped his future. An accident in 1874 left Wells bedridden with a broken leg. To pass the time, the eight-year-old began reading books from the local library. He soon became devoted to the new worlds and lives in the books, which fueled his desire to write and create his own. From servant to science teacher – the many jobs he had growing up helped shaped his writing style.

One of Wells's major contributions to the science fiction genre was his approach, which he referred to as his "*new system of ideas*" – meaning the author should always try to make the story as credible as possible, even if both the writer and the reader know certain elements are impossible. Science Fiction Historian **John Clute** describes Wells as "the most important writer the genre has yet seen," and claims his work shaped both British and American science fiction. He was nominated for the **Nobel Prize in Literature** four times.

Wells is remembered as an author, historian and champion of certain social and political ideals. Wells's fantastical tales continue to intrigue and entertain audiences worldwide, with several of his works returning to the big screen. Whether writer or reader – where will you be inspired to travel next?

2017-18 Long-Term Problem Synopses*

Tentative as of April 28, 2017. All problems have an 8-minute time limit.

Problem 1: Triathlon Travels

On your mark...get set...go! In this problem, teams will ride on and drive original vehicles in an Odyssey-style triathlon. They will try to score in “curling,” hit the right targets when “jousting,” and “run track” by navigating a course in two directions. Between these events, the team will entertain the audience and the vehicle will change appearance. All of the action will take place in a team-created performance that features the vehicles’ triathlon travels, a commentator, and a coach. *Divisions I, II, III & IV*

Problem 2: Emoji, Speak for Yourself 🤖

Three-dimensional emojis will be used to communicate the life story of a once famous, but now forgotten, emoji. Teams will create a performance where the emojis demonstrate special functions like growing, turning into a team member, and changing into a different emoji. Performances will also include a choreographed dance, a technical representation of texting, and sounds to enhance the performance. The twist? No spoken language is allowed. *Divisions I, II, & III*

Problem 3: Classics... Mockumentary! Seriously?

There are often two sides to the same story. In this problem, characters don’t always agree as they recount the classic story where they appeared. The team will select a classic from a list and present different characters in a humorous documentary-style performance where details are added, denied, exaggerated, and disputed. There will be interviews, behind-the-scenes “clips,” and voice-overs that take the audience through the story and help present the events as they “really” took place. Whose side will you be on? *Divisions I, II, III & IV*

Problem 4: Animal House

Over the years, Odyssey of the Mind teams have designed structures that changed into many unbelievable shapes and sizes that balanced and held as much weight as possible. This year, teams will turn their balsa wood structures into animals! Since animals need to eat, they must be fed. The structure will have its appearance transformed and explained during an original performance. During the performance, the structure must hold the team-created food while it supports weights. *Divisions I, II, III & IV*

Problem 5: A Stellar Hangout

In the outreaches of the universe, there is an Intergalactic Hangout where all sorts of creatures from different worlds stop, eat, refuel, and relax. Teams will create a humorous performance centered on this science fiction hangout that includes original creatures, foods, and a search for space treasure. There will also be a worker character, entertainment, and a futuristic map at the hangout. *Divisions I, II, III & IV*

Primary: We’re Cooking Now

Creativity heats up as teams create their own cooking show where a chef gives an original cooking lesson to a special guest. The show takes place from a creative kitchen where balsa wood is used to support a cookbook, a bowl, and an object of the team’s choosing. A special guest will visit and learn to cook from the chef by using team-created representations of food. Performances will also include a name for the show, theme music, and a story about the meal they are cooking. *Grades K-2*



OMER'S



Spectacular Fashion!

A. The Problem

OMER is hosting a creative fashion show and he wants YOU to be a part of it. Your problem is to design, create, and wear a costume that does something spectacular to impress OMER.

B. Limitations

1. The costume:
 - a. must be original, however, it may include commercially produced parts.
 - b. must not include components that are supported by the floor or something resting on the floor. The costume may touch the floor as long as the floor is not supporting it.
 - c. must be one costume worn by one or more competitors. There can be as many people involved in the costume as you wish.
 - d. can be anything you wish and can appear to be multiple items as long as the costume as a whole remains coordinated. It must move as one costume down the runway.
 - e. will do something spectacular at the end of the runway to impress OMER. This can be audible and/or visible. The more spectacular the effect, the higher you will place.
 - f. must be safe in its design. For example, your costume isn't allowed to have AC power. If it is judged to pose potential harm to anyone or the competition site, it will be prohibited. See *2016-17 Odyssey of the Mind Program Guide*.
2. Everything counts toward the appearance of the costume and the spectacular element including cosmetics, apparel, eyewear, etc. Any actions or sounds also count for the spectacular effect.
3. You will show off your costume in front of an audience so make sure your appearance is never inappropriate.
4. When your number is announced you move to the **Start Line** in costume. Anyone that will be part of the costume will follow. If members are only part of the spectacular element, they may join once you reach the end of the runway.
5. A judge will blow a whistle to indicate that it's time to demonstrate the costume.
4. Demonstrating the Costume:
 - a. Competitors will move one at a time from behind the **Start Line** down the **Runway** and into the taped **Spectacular Zone** at the end of the runway. The distance between lines will be approximately 35'. Two taped lines form the Runway (10' apart and parallel and 20 feet long) and at the end, a taped square 15' (Spectacular Zone). The taped lines are guides, not boundaries.
 - b. Once a competitor reaches the Spectacular Zone, you will signal to any additional members and OMER that it's time for the Spectacular element. You will have 30 seconds to show off your design. Then everyone that's part of the costume will walk back to the Start Line together.
5. Qualifying rounds will run as needed, with finalists advancing at each stage.

D. Awards

C. The Competition

1. You will be assigned a number when you register at the competition site.
2. Trophies will be awarded for 1st, 2nd, and 3rd place.
3. A trophy will be awarded to the person with the most outstanding **STYLE**. In this problem, Style will be how well you make yourself stand out from the rest. Every contestant is eligible, even those who place 1st, 2nd, or 3rd.



ODYSSEY OF THE MIND 2017-18 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 per division in competition.
- _____ Community Group: May enter one team per problem per division in competition. May not be an organization established solely for the purpose of participating in Odyssey of the Mind. Please submit by-laws if this is a new membership.

Division IV:

- _____ All teams must have a majority of members who are high school graduates and registered for at least one class at a college or university. Other team members must be enrolled in one or more classes accredited by a college or university. They do not have to attend the same institution. May enter one team per problem. May proceed directly to World Finals.

Membership name _____ Membership number (for renewal, if known) _____
 Grades covered by membership _____ School district _____ County _____
 Contact person (may be a coach) _____ Mailing address (for correspondence) _____
 City _____ State/Province _____ Zip _____ Country _____
 Daytime phone _____ Email _____ FAX _____

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 2017-18 Odyssey of the Mind Membership @ \$135**
- _____ **Additional membership(s) for the same school or community group @ \$100**
- _____ **6-10 memberships for the same school district (must register at the same time) @ \$120**
- _____ **11 or more memberships from the same school district (registered at the same time) @ \$100**

ODYSSEY OF THE MIND SUPPORT MATERIALS

- _____ **** Lots of Problems. . . And Tips to Make You More Creative @\$17 *Tips on problem-solving***
- _____ **** 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***
- _____ **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") ****New Pricing******
 @ \$25 per bundle (50 pieces) plus a \$15 Shipping & Handling flat rate (up to 6 bundles).....

Spend \$60 or more and get free Shipping & Handling! Excludes Balsa. Under \$40 or more than 6 balsa bundles, contact our shipping dept. to get your S&H quote: michael@odysseyofthemind.com.
 ** These are books with a collection of long-term and/or spontaneous problems from past years.

Subtotal _____
 S&H _____
 Total _____

Payment Methods (Sorry we do not accept phone orders.)

- **U.S. Mail:** Send this completed form along with a check or Purchase Order, payable to CCI, 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.

_____ **VISA** _____ **Master Card** _____ **American Express** _____ **Discover**
 Acct # _____
 Exp. _____ CSV (security code) _____
 Signature of cardholder _____

Shipping Address (For UPS Delivery)

Is this a residence? _____yes _____ no
 Name _____
 Address _____

 City _____ State/Prov _____
 Zip _____ Country _____
 Phone # _____



Odyssey of the Mind

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

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Hey Teams,
It's time to renew! Be among the first
to receive next year's Long-Term
problems.

Your friend,
OMER

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

Spring Cleaning? Donate pins for a cause!

World Finals is a time for team members to meet and connect with others from around the World. What is the most common venue for this? Pin Trading of course!

For the past three years Angela Wilkerson and her Sibling Booth volunteers have been accepting donated pins and giving them to siblings attending World Finals so they don't feel left out in all the fun of Pin Trading.

She would like encourage everyone to look through pin collections and donate duplicates, or find a stash that may be collecting dust and put them to good use.

If you would like to show some Odyssey spirit, donating pins is a win-win! There are two ways to donate for this kind cause. Drop pins off at the Sibling Booth during the Creativity Festival or mail pins before May 10th to CCI:

Creative Competitions, Inc. 406 Ganttown Road, Sewell, NJ 08080. Attn: Sibling Booth.

Graduating this year? Stay involved with OotM!

After graduation many Odyssey team members hope to stay connected with Odyssey friends from around the globe, but they also want to give back to the program that has meant so much to them over the years. Now there's a simple and effective way to get involved!

The official alumni organization is going strong and wants you to become a member. To join the or-

ganization, interested OMers simply have to register on the group's official website (see below). A short form allows alumni to choose the level of participation within the program. Alumni can join just to stay in touch with other OMers, to donate to OotM, or to volunteer in their areas. It is free to join and all are welcome! **To join visit: www.odysseyalumni.org.**

