



Odyssey of the Mind®

Newsletter

Volume 24

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Number 1

A Message to Our Members

Our deepest sympathies go out to those who have lost family members and friends in the September 11 attack on the United States. They are the ones who have suffered the gravest of losses, but every one of us has been affected by this tragedy.

It is trying times such as these that strengthen the bonds of humanity. We thank our affiliates around the world for their offers of assistance and their concern for our safety, and we honor the heroes who risked their lives for the safety of others.

The Odyssey of the Mind family is stronger than ever. We share more than a program; we share the vision of a future where people work together, learn from

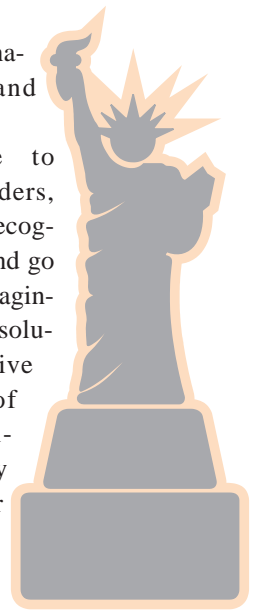
each other, accept one another's differences, and use creativity to help make the world a better place.

Concern for the children of the world is, as always, at the forefront of our daily operations. The Odyssey of the Mind program provides an arena for children to express their feelings and concerns. Today, participation could be as therapeutic as it is educational.

Safety is also at the forefront of our concerns. At Odyssey of the Mind International, we will not allow fear to keep us from moving forward. We will hold tournaments as usual in the spring, and we are actively planning our 2002 World Finals in Boulder, Colorado. We will, however, take extra measures to

make these tournaments safe and secure.

We strive to build future leaders, those who can recognize a problem and go beyond the unimaginable to create a solution. If we deprive our children of these opportunities now, we may never realize our full potential as a unified society: one that stands for life, freedom, and harmony. 🇺🇸



"Camp Odyssey" at Camp Emerson a Huge Success!

This past summer, Odyssey of the Mind collaborated with Camp Emerson, in Hinsdale, Mass., to offer "Camp Odyssey." The summer program was a pilot for future summer camp programs at Camp Emerson that feature Odyssey of the Mind activities.



Camp Odyssey gives summer campers a taste of outdoor creative problem solving.

Camp Odyssey takes all the elements of Odyssey of the Mind and adapts them to the camp environment. Teams of seven campers are formed, based on age, with one coach per team. Each team is given a problem

to solve in a limited amount of time. There are a few differences, though. First, instead of having months to work on a problem, the campers have only three weeks to create their solutions. Second, in addition to the usual cost limit, the campers have limited resources at their disposal. "It makes Odyssey even more challenging in a camp setting," says James Thompson, advisor of the Camp Odyssey program.

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Meet Bob DuBois, International Scoring Captain



Bob DuBois is a well-seasoned scoreroom volunteer for Odyssey of the Mind New Jersey. He has replaced Jimmy Jones as International Scoring Captain.

Bob DuBois, NJ, is the newest Odyssey of the Mind International Scoring Captain, replacing Jimmy Jones, AR, who retired in June.

Bob got involved with Odyssey of the Mind back in 1982 as a favor to a friend. The school where Bob's wife Mary Lou taught, Elmer Elementary, started the program that year and the coach, Fred Walker, asked Bob to help out in the scoreroom. He went back year after year, until eventually he was asked to become state scoring captain for New Jersey.

Bob has volunteered in the scoreroom for all but three

World Finals since 1988. In 1998, he was named Assistant International Scoring Captain to Jimmy Jones. Also in 1998, when Pennsylvania lost its scoring captain, Bob took over.

Presently, Bob works quadruple duty for Odyssey of the Mind: as state scoring captain for NJ and PA, as Treasurer of CU in NJ, and now as International Scoring Captain. Bob lives on a farm in Elmer, New Jersey, with his wife Mary Lou, a World Finals judge for Problem 5.



Thanks Again, Jimmy!

Jimmy Jones, Arkansas, stepped down as International Scoring Captain after serving in the position since 1992. At World Finals 2001, he was awarded a special plaque for his years of service. Jimmy will remain involved in his creative endeavors as a member of Creative Opportunities Unlimited and Odyssey World.



Now that the temperature is dropping throughout the U.S., we're not concerned with cooling off, but come June ways to escape the heat will be in the forefront of our minds. Millions of households across the U.S. have air conditioning. What was once a luxury has become the norm.

Air conditioning is more than an appliance; it's a social force. It changed the direction in which people have migrated, and it has lessened the popularity of the community "front porch." When the heat is on, people stay in.

The first serious attempt to build an air conditioner was in the 1830's by Dr. John Gorrie of Florida. His system forced air over buckets of ice suspended from the ceiling to lower temperatures of hospital patients with malaria and yellow fever. Then, in the summer of 1881, when President Garfield lay dying from an assassin's bullet, naval engineers contrived a box where melted ice water saturated cloths over which a fan blew hot air. This could lower the temperature of a room by 20 degrees, but in two months used up more than half a million pounds of ice.

In 1902, Willis Carrier, a young engineer from Buffalo, NY, created his "Apparatus for Treating Air." He used chilled coils to

cool the air and lower humidity to any level desired. The exactness of his invention was incredible and became the prototype from which all future air conditioners were modeled.

At the time, Carrier worked for a publishing company. He was looking for a way to stop humidity from thwarting printers' efforts to reproduce color accurately. Other industries soon used air conditioning, but it wasn't until 1914 that the first air-conditioned home appeared — in Minneapolis, of all places.

The biggest step forward for Carrier's invention was when he sold it to movie theaters. Perhaps the most important debut came in 1925 at the Rivoli on Broadway in New York City. Adolph Zukor, head of Paramount Pictures, showed up for the opening. Carrier was there, too, "sweating it out" because the opening of the doors to let people in kept the building from cooling down. Carrier wrote of that night, "From the wings we watched in dismay as 2,000 fans fluttered. We felt that Mr. Zukor was watching the people instead of the picture — and saw all of those waving fans." Then, as things settled down and cool air flowed through the air ducts, people started dropping their fans, one by one. According to Carrier, "We had stopped them 'cold.'"

Soon after, offices, railroad cars, department stores, and government buildings were using air conditioning. The industry's biggest growth spurt, however, came after WWII, when the first window units appeared. By the 1950's, the dripping box jutting out of the bedroom window was a common fixture in the American landscape. Now, in the 21st century, with summer comes the hum of the central air conditioning unit, and it is sweet — yet constant — music to our ears.

Information for this article taken from Newsweek, Winter 1997-98.

LONG-TERM PROBLEM PROCEDURES

For All Problems

The Pre-Staging Area

A Pre-Staging Area may be used at some tournaments. This will be located outside of the performance area. Approximately 15 minutes before the scheduled competition time, the Staging Area Judge will call the team members and coach(es) into the Staging Area. They will then have 3 minutes to clear the Pre-Staging Area.

The Staging Area

Teams should have the required number of completed copies of their Style Form, Materials Value Form, Outside Assistance Form, clarifications specific to the team's solution, and their list, if 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, then 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 provided. After that no one may assist the team in any way until the presentation is completed.

The Timekeeper is introduced to the team and then introduces the team to the audience. He or she will ask the audience to turn off all pagers, cellular phones and other electronic devices, and announce if the team will allow flash photography and/or videotaping of their presentation.

When the Timekeeper says, "Begin," time begins and the team has 8 minutes for setup, Style and the problem solution. The team must clear the Staging Area within 3 minutes of when time begins.

After the Team Competes

When competition ends, the judges will meet with all team members to discuss the solution, ask questions, or request demonstrations. The team may point out any special aspects of its solution. The team will then quickly remove its solution. It is the team's responsibility to bring materials to clean up any mess and leave the competition area clean and dry for the next competing team. Others may help with cleanup.

Unless otherwise indicated, the Head Judge reviews with the coach the team's long-term raw score, including penalties but NOT Style, after it is compiled. The Head Judge may have a sign indicating when the scores are ready for each team. If a sign is not available, the coach should inquire when and where this review will take place. The coach has 30 minutes to return if additional questions or concerns arise.

Problem 1: The Chameleon



In the Staging Area, the Staging Area Judge will review the team's vehicle, and check the planned operation and the floor contact points for potential floor damage and safety hazards.

The competition site will include a 3' x 3' taped "HOME" and a 15' taped line that separates the Environment Area from the Travel Area. During the presentation of its solution, the team will attempt to visit each of the three environments. The vehicle and operator will blend in with each environment.

The competition will end either at the end of 8 minutes, or before if the team notifies the judges.

-- Wayne Kehrli, International Problem Captain

Problem 2: OMER's Earthly Adventures



The Timekeeper will call time at the end of the 8 minutes and the team must stop. If the team's solution is completed before the 8 minutes, it must signal the judges that it is finished.

-- Alice McRae, International Problem Captain



This problem is sponsored by NASA.



Problem 3:

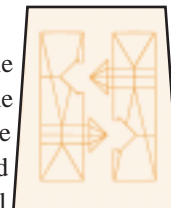
Classics... CENTER STAGE

The Timekeeper will remind the team that if it chooses to distribute copies of its playbill to the audience this must be done after time begins, by team members, beginning from the Staging Area.

The Timekeeper will not call time but an overtime penalty will be assessed if the team takes more than 8 minutes. When the team is finished, it must signal the judges.

-- Rita Sleeman, International Problem Captain

Problem 4: IT'S A SNAP!



Before its scheduled competition time, the team or a team member must report to the weigh-in site, where the component parts of the structure will be measured, weighed and checked for rule infractions. The team will assemble the component parts into the complete structure, which will then be weighed and measured. Once the weigh-in process is over, the team must disassemble the complete structure into its individual components. If time permits the team may make corrections of any infractions. After filling out the weigh-in checklist, a Weigh-in Judge will seal, mark and store the structure in a team-supplied container or paper bag.

(continued on page 4)

Long-Term Procedures *(continued)*

Approximately 25 minutes before their scheduled competition time, a team member will pick up the structure and take it to the competition site. The Coach and other team members will report to the competition site 20 minutes before the team's scheduled time with the props, membership sign and anything else needed for the long-term problem solution.

At the Staging Area, the Staging Area Judge will remove the weigh-in checklist. The team will inform him/her whether Style will continue after the structure breaks.

If an adult assistant is used in Division I or II, he or she must be identified in the Staging Area and will remain with the team throughout the long-term solution. It must be apparent to the judges that when the adult is assisting in weight placement a team member is involved in supporting the weight and is not just touching it.

The only people allowed inside the testing area during the long-term solution are the team members, judges and adult assistant, if used. Style may take place at any time during the 8-minute competition. When the long-term solution is completed, all wood from the crushed structure, or the whole structure if it does not break, will be placed in a paper bag and returned to the weigh-in site by a designated judge. After the competition, a judge may request to inspect the structure again at the weigh-in site.

-- Dan Semenza, *International Problem Captain*

Problem 5: The Ostrich Factor

Adults may assist the team in carrying equipment to the Staging Area. However, after props, etc. are placed in the Staging Area, no one may assist the performing long-term members in any way until the performance is completed.



The Timekeeper will not call time but an overtime penalty will be assessed if the team takes more than 8 minutes. When the team is finished, it must signal the judges.

-- Marietta Kehler, *International Problem Captain*

GET YOUR WF VIDEO YEARBOOK NOW!

The Odyssey of the Mind 2001 World Finals Video Yearbook is now available. The 35-minute videotape features highlights of many team performances and the events that were held throughout the week. Besides being a great memento, it's fun viewing for the entire family! Quantities are limited, so order yours now. Cost is \$20 plus shipping and handling (see Order Form).

Spontaneous Problem Procedures

It is recommended that tournaments use a holding room where spontaneous teams should report 10 minutes before their scheduled competition time. (If there is no holding room, teams should report to the competition site 10 minutes before the scheduled time and wait quietly for further instruction.) Only one coach should accompany the team into the holding room. One team member should register the team, giving the team's long-term problem and division, the team membership number and name, and demographic information. The team will wait in the holding room until it is called to compete. Only the seven team members will be accompanied to the spontaneous problem room by the Problem Judge. The coach will remain in the designated area and wait for the team to return. Where possible, this should be a different area so the holding room does not get congested.

All seven team members are allowed (and are encouraged) to enter the spontaneous room. The judges will identify the type of problem: verbal, combination verbal/hands-on, or hands-on. The team will then have 1 minute to decide among themselves which five members will compete. The other two team members may remain and watch, but they must not talk, signal, or intervene in any way. If they wish, the two non-competing team members may leave the room; however, this is discouraged. Watching the team compete allows all team members to feel valued and allows them to know the problem their teammates have solved without having to discuss it outside the competition site. Remember, spontaneous problems must be kept secret until after the competition, because all teams in the same long-term problem and division have the same spontaneous problem.

Once the team has chosen the five competing team members, the judge will read the problem to the team. A copy of the problem is placed in front of the team to refer to as needed. It is recommended that coaches remind team members to listen carefully and look at the judges, who often point and use gestures to help clarify the intent of the problem. In a verbal and/or verbal hands-on problem, the judges will use the following language:

- If a team member speaks too fast or mumbles and the judges can't understand, they will say, "UNCLEAR. Please say it again."
- If the response doesn't make sense to the judges or is not acceptable, they will say, "INAPPROPRIATE. Please clarify or give another response."
- If the response is a repeat of what another team member has said, the judges will say, "DUPLICATE. Please give another response."

Once the team has competed it should leave the room quietly and meet the coach at the designated area. Team members should be reminded not to discuss the problem. Spontaneous problems are generally not subject to the grievance procedure; 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*

2001-2002 ODYSSEY OF THE MIND MEMBERSHIP APPLICATION

For new memberships or renewals, complete this form and return it with a check, purchase order, or credit card number (see below).

Check one:

Divisions I, II & 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. Use school district name on application. May enter one team per problem per division in competition.
- Home-schooled students:** All students on the team must be home-schooled. May enter one team per problem.
- Community Group:** May not be an organization established solely for the purpose of participating in Odyssey of the Mind. May enter one team per problem in competition. Please submit by-laws if this is a new membership.

Division IV: May enter one team per problem. Proceeds directly to World Finals and has the opportunity to compete at the Association level.

Membership name _____ Membership number (if renewal) _____

Grades covered by membership _____ School district _____

Contact person (may be a coach) _____

Mailing address (for newsletter delivery and correspondence) _____

City _____ State/Province _____ Zip _____

County _____ Country _____

Daytime phone _____ FAX _____ E-mail _____

*Each individual membership costs \$135, but you will receive discounts if you purchase more than one membership. For each membership purchased, you will receive five competitive **long-term problems**, one **primary problem**, one **Program Guide**, one **booklet of spontaneous problems and practice tips**, one **scholarship application**, one **newsletter subscription** and various other materials.*

- Individual 2001-2002 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 for the same school district (registered at the same time) @ \$100

ODYSSEY OF THE MIND SUPPORT MATERIALS

- *Applying Your Creativity @ \$18** Discusses different types of human creativity.....
- *Creativity + Teamwork = Solutions! @ \$18** Includes tips on building effective teams.
- *Odysseymania! @ \$17** Includes a chapter on humor and creativity
- *Make Learning Fun @ \$17** Provides a history of the program
- Spontaneous Problem Competitions @ \$7.50** Booklet of spontaneous problems w/coaching & judging tips ...
- Odyssey of the Mind 2001 World Finals Video Yearbook @ \$20** Highlights of the event
- Coaches Training Video @ \$18** Tips & techniques for coaches.....

NEW!

**These books are a collection of long-term and spontaneous problems.
Shipping & handling for the above books & videos is \$3.50 for the first item, \$1 for each additional item.
There are no shipping & handling charges for membership packets and the items listed below.*

- additional copies of **Odyssey of the Mind Program Guide @ \$5** (one is included with membership).....
Contains basic competition information and membership rules. (Price includes shipping & handling.)
- packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") @ \$20 per 100 pieces (includes S & H).....

Contact CCI with any questions Subtotal _____
 856.456.7776 ● info@odysseyofthemind.com ● fax 856.456.7008 Shipping & Handling _____
 www.odysseyofthemind.com Total _____

To submit payment:

- Complete this form and mail it to CCI, 1325 Rte 130 S, Suite F, Gloucester City, NJ 08030, along with a check, money order or p.o., payable to CCI, or with your credit card information.
 - If paying by p.o., you may FAX your order to 856.456.7008.
 - If paying by credit card, you may FAX your order, order by phone: 856.456.7776, or e-mail info@odysseyofthemind.com.
- VISA MasterCard American Express Discover
- Acct. no. _____ Exp. _____
- Signature of cardholder _____

SHIPPING ADDRESS (For UPS Delivery)

Name _____

Address _____

City _____ State/Prov _____

Zip _____ Country _____



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Good News Gang!

There are no problem clarifications as of the publication date of this newsletter. Be sure to check clarifications@odysseyofthemind.com regularly for updates.

OMER

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

Camp Odyssey (continued)

In addition to offering Camp Odyssey as one of the choice activities, Camp Emerson also held meal-time spontaneous exercises for all campers and Camp Odyssey events that included half-day competitions for all campers.

The Camp Odyssey program will continue to be a part of Camp Emerson and will be offered along with the usual summer camp activities such as tennis, rocketry, water-skiing, camping, pottery, dance, martial arts, and swimming.

Thompson spoke to participants of Camp Odyssey and here are some of their comments:

- “It was so cool. I got to do Odyssey of the Mind all summer long. Now I get to go back to school and participate during the winter as well.”
- “I can’t wait to come back next summer to pick Camp Odyssey as my first-choice activity.”
- “It was great to try something new.”
- “You get to meet new people.”
- “It was a blast!”

Camp Emerson representatives are available to come to your local competitions to discuss Camp Odyssey. There’s also a camp video and CD ROM that includes footage from Camp Odyssey. For information, call 800-532-CAMP or e-mail sue@campemerson.com, or visit www.campemerson.com.



Campers in a typical Odyssey setup.

Odyssey of the Mind Family Album

- Washington AD **Dan Resch** got married over the summer. He met his new wife, **Lori**, in the 5th grade when they were both Odyssey of the Mind participants.
- **Keith Barrack**, a former Odyssey participant, is now the AD for New Jersey. He is a corporate lawyer and sits on the CU in NJ Board of Directors.
- Odyssey alumna **Martha Goode** of Norfolk, VA, spent the summer interning at the John F. Kennedy Center for the Performing Arts in Washington, D.C. She was one of 29 selected out of 400 applicants. The prestigious internship is recognized by the *Princeton Review* as one of the “Top 100 Internships” in the U.S. Martha hopes to continue her involvement in the arts by becoming a professional theater sound designer.
- Creative Competitions has two new staff members: **Stephanie Skow** is our newest office assistant; **Jason Newlin** will be handling shipping, inventory, and product management.
- **Kristy Kaminsky** is interning at Odyssey of the Mind International for the Fall semester. Kristy is a senior in the Public Relations program at Rowan University in NJ.

We’d love to hear about teams, coaches, officials, or anyone else in the Odyssey of the Mind family. Send items to 1325 Rte 130 S, Ste F, Gloucester City, NJ 08030, or e-mail carolann@jersey.net.