



### BARREL OF MAKERS ODYSSEY ANGELS

The selected 2015 Odyssey Angels not only used their problem-solving skills, but they helped others with physical disabilities express their creativity. The Barrel of Makers Odyssey Angels from Delaware worked to build intricate Drawbots, utilizing teamwork and creativity. They then taught kids in their community with disabilities how to use the machines to draw and create art.

The group worked with students that were part of a local art therapy program, “The Odyssey Angels demonstrated that ALL students with physical, intellectual, and communication disabilities can be empowered to their maximum potential of self-expression, self-esteem, and connection with peers. This experience validated that children with disabilities thrive with arts education encounters,” said Lisa Bartoli, Executive Director and founder of Art Therapy Express Program, Inc., “I can only hope that this is just the beginning of a truly magical relationship with these truly gifted and caring students,” she continued, referring to the Barrel of Makers Angels.

Drawbots are hand-sized robots that can be easily controlled with a joystick to aid creative minds in expressing themselves through hands that cannot be controlled in a traditional way. Fingers unable to manipulate pencils or paintbrushes can now use the group’s Drawbots to create art.

“It was a very rewarding experience to know that we could help a person express themselves with these devices. Not only did the devices benefit a group of people, but they also helped strengthen our STEM skills,” said member Nicola Habash about the project.

“The project didn’t affect a wide range of people, but of those who it did affect, it affected them deeply. People in our community who would not have been able to create anything by themselves were finally given the opportunity to express their creativity. The smiles on the young men and women’s faces were truly rewarding. I hope that our project also affected the Odyssey of the Mind community. I hope that we have encouraged teams to put together their own Odyssey Angel group, and use their creativity to help other people,” said Elizabeth Habash about her group’s project.

The group spent lots of time teaching fellow members of the community and helped to problem-solve any issues and engaged with kids in the community that normally don’t have these types of interactions. They also helped make creating art fun!

“The thing I liked most about being an Odyssey Angel was being able to see the smile on people’s faces that we helped. Knowing that I



*The Barrel of Makers Angels getting ready to accept their medals on stage at the 2015 Opening Ceremonies.*

was able to help another person was very rewarding. I would recommend to others that even if your project doesn’t seem that significant, but it helps a person live a better life, then it’s the most important thing in the world,” said Nicola Habash about being in an Odyssey Angels group.

As part of being the selected group to represent Odyssey Angels, Barrel of Makers presented its project during the 2015 WF. They received medals at Opening Ceremonies and showed others how to use Drawbots at the Creativity Festival. Overall the Barrel of Makers Angels liked being a part of Opening Ceremonies, pin trading, and meeting teams from around the world. “My favorite part about World Finals was spending a week with my friends and having tons of fun,” said Nikhil Mehata, summing it up perfectly.

The group showed that small actions can make a big difference in a community. Now is the time to start brainstorming creative ways to help your community. Learn more about registration and the Barrel of Makers Odyssey Angels at [www.odysseyangels.org](http://www.odysseyangels.org).

**Register now and be part of the Odyssey Angels 5th Anniversary!**

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## Odyssey Angels Gratitude

Odyssey Angels would like to thank Hannah Thurlby, (2013 Odyssey Angels Project member) for bringing back The Blanket Project to World Finals. Hannah contacted Creative Competitions, Inc. to see if she could continue her project at World Finals in order to help more foster children and to bring teams together from all around the world. She then contacted **Hancock Fabrics** and asked them to donate fabric to help make blankets for local foster children in Michigan. She also contacted **YRC Freight** and asked if they would donate their shipping services.

A very special thanks goes to **Jennifer Wineberg** of Hancock Fabrics for the very generous donation of fabric and also **Ben Oglesby** of YRC Freight Inc for donating shipping services to get the fabric from Hancock Fabrics in Baldwyn, MS to East Lansing. YRC Freight is located in Hannah's hometown, Overland Park, KS.

With the generous support of both Hancock Fabrics and YRC Freight, The Blanket Project booth was able to make and donate over 200 blankets to local Children and Family Service Charities of East Lansing, MI.

Thanks also to the Div IV teams from University of Victoria, BC and San Antonio College, TX for helping sort, cut, match, fold and assisting people making the blankets at the booth.

"Hannah showed the real spirit of Odyssey Angels - she wanted to do good in our Michigan community for no other reason than to help others, it wasn't about winning a prize or receiving attention. We are fortunate to have so many generous groups of Odyssey Angels just like Hannah that are really making a difference in their communities. We are thankful for every Angel in the program," said Cheryl Micklus, Odyssey Angels Director.



Hannah Thurlby, Odyssey Angel & creator of the WF Blanket Project Booth.



### Great Minds

"MAGICAL" AUTOMATA  
Pierre Jaquet-Droz: 1721-1790

For years children have been captivated by toys that move on their own. Even into adulthood, robotics, are a fascinating topic. Many know the life-like movements are not magic, but utilize some type of power sources with moving parts, computer technology, etc. Now imagine what people would think before computers or batteries existed! In 1768 Pierre Jaquet-Droz began to create toys that moved and completed human tasks. Many adults and children were amazed — or frightened — of this "magic" technology.

Pierre Jaquet-Droz was a Swiss mechanic and watchmaker that wanted to show off his skills while advertising for his watch shop, so he started creating intricate clocks and then moved on to animated dolls with many moving parts called **automata**.

The automata performed life-like movements and would even respond to commands. *The Writer*, one of his most famous machines, had 6,000 moving parts. The machine, completed in 1772, is a boy sitting on a stool holding a quill pen. He dips the pen in

an inkwell, shakes it lightly, and draws letters on paper. There is a special mechanism that allows his eyes to follow his work. *The Writer* is able to write a text of 40 characters (it has 40 cams that represents something like a computer program), spread over four lines. This program allows the boy to write text without external assistance. It is also possible to make him write any word, letter by letter. *The Writer* could even be interrupted, stopping in the middle of the word, if asked, and start to write another.

Jaquet-Droz's shop also created *The Draftsman*, a boy that drew various intricate pictures and *The Musician*, a girl that played the organ. The automata of Jaquet-Droz are also considered to be some of the greatest examples of human mechanical problem solving and many credit his creations as the beginning of computers and animatronics.

Jaquet-Droz is one of the beginning artists to create such detailed and realistic animated toys and was recognized as a leader in this field. His astonishing work gained the attention of many the world's most powerful people of the 18th century: the royal families of **Europe, China, India and Japan**. The automata drew a giant crowd in Switzerland, which led to a tour where he showed off these extraordinary works. He traveled from Geneva, Paris, Brussels, Spain and beyond with his automata before they were sold to a collector. They continued to be put on display for crowds for years to come, and are now housed in the **Museum of Art and History** of Neuchâtel, Switzerland in virtually the same condition as when they were first made, almost 250 years ago.

# 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 and 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.

**B**e sure to read these procedures for competing. Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, type of floor, etc. Read the problem carefully as well for any problem-specific procedures. 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 review 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.

# WELCOME BACK NASA!

**C**reative Competitions, Inc. and NASA are pleased to announce that NASA Earth Observatory mission is once again sponsoring Odyssey of the Mind.

“OotM is one of the very few organizations that can carry the NASA message to a broad audience in a positive and meaningful

way, with the great potential of influencing students to become the scientists and engineers that will be needed to carry forward NASA’s mission and vision,” said Dr. Michael King, former Earth Sciences Directorate.

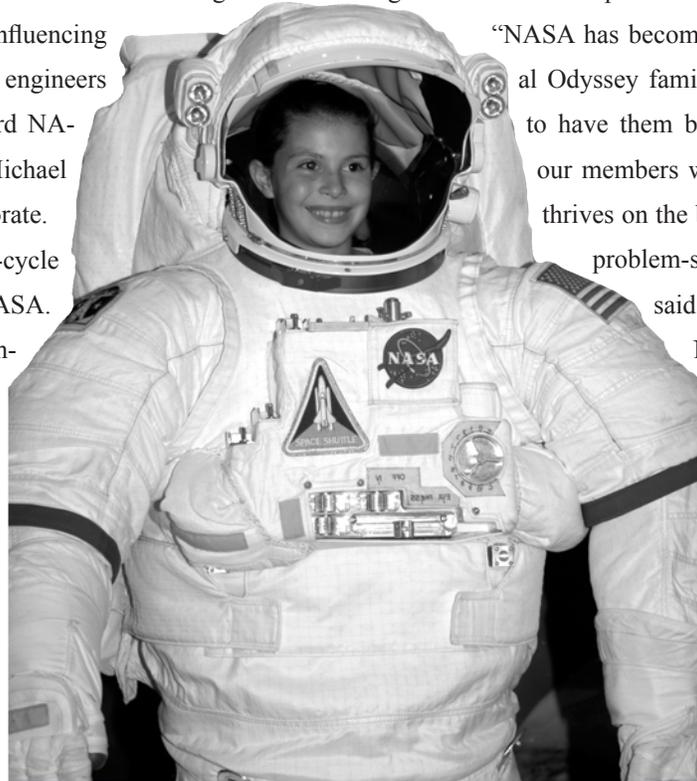
This year’s vehicle problem, No-cycle Recycle, is being sponsored by NASA.

Teams will use their creative problem-solving skills to figure out ways to preserve natural resources through repurposing items. In the problem, teams will research what makes up an ecosystem and create some of their own! They will then design, build, and drive a vehicle to different ecosystems while picking up items and repurposing them while on the

vehicle. These repurposed items will be dropped off at a different ecosystem to be used by the inhabitants. Not only will teams learn about the different parts that make up our planet, but they will devise creative ways to repurpose items and keep our planet green for future generations – a task perfect for OotM teams!

“NASA has become an important member of the global Odyssey family over the years, and we are proud to have them back. Even more, we are happy that our members will have support from NASA which thrives on the beyond the box thinking and creative problem-solving Odyssey teams represent,” said Sammy Micklus, OotM Director.

NASA will also be bringing all its fun activities to World Finals 2016 – E-Theatre, Classroom Activities, and a fun booth at the Creativity Festival. NASA has been an important member of the Odyssey of the Mind family for years, and we are pleased to welcome them back! Be sure to visit and explore [www.nasa.gov](http://www.nasa.gov) and look for NASA at WF!



## NASA/ODYSSEY FACTS:

- The first OotM problem sponsored by NASA was OMER’s Earthly Adventures (Problem 2: Technical). Part of the solution required teams to show an illusion of OMER traveling.
- NASA has been to World Finals 13 times and is sponsoring its 14<sup>th</sup> problem this year.
- Its first World Finals was held at University of Colorado at Boulder and has traveled to all of the current sites too.
- NASA has given 117 E-Theatre Presentations at WF. It handed out about 26,000 NASA pins, and gave away about 3,900 boxes of NASA educational materials. Each box holds 50-150 fliers, CDs and other fun giveaways, so up to 585,000 items!



NASA activities are always popular at World Finals. From their many Creativity Festival booth activities like getting a picture in a space suit (top), lifting up a giant replica of the planet (top left), or taking part in fun classroom activities (top right). The problem it sponsors is always a hit each year as well (left). Here is a solution from Jungle Bloke, one of the 14 problems NASA has sponsored.



# ODYSSEY OF THE MIND 2015-16 MEMBERSHIP APPLICATION

Questions? Email [info@odysseyofthemind.com](mailto: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 2015-16 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!** Under \$40 contact our shipping dept. to get your Shipping & Handling quote: [michael@odysseyofthemind.com](mailto: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](http://www.odysseyofthemind.com).

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## Odyssey of the Mind

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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

**C**reative Opportunities Unlimited (COU) is a non-profit group that 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](http://www.creativeopportunities.org). Congratulations and good luck to this year's winners:

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

- Tanner Atwater, *Grand Rapids, MI*

### \$500 SCHOLARSHIP WINNERS

- Shane Heinell *Fort Myers, FL*
- Lauren Hammons *Woolum, KY*
- Kara Profit *Stokesdale, NC*
- Emily Long *Orlando, FL*
- Emily Joseph *Grand Rapids, MI*
- Joseph Licari *Port Richey, FL*
- Skyler Hoover *Dalmatia, PA*
- Corinne Farley *Elkton, MD*
- Sarah Kuntzman *Grand Rapids, MI*

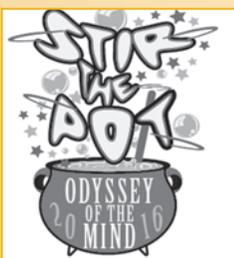
- Alaina Thaxter *Cobleskill, NY*
- Katherine Richardson *Chapel Hill, NC*
- Hannah Lasher *Coblekill, NY*
- Holly Gregory *Merrill, MI*
- Vanessa Sawson *Melbourne, FL*
- Grayson Carter *Pocahontas, AR*
- Caroline Bik *Houston, TX*
- Amos Pomp *Chapel Hill, NC*
- Kristen Lubawski *Verona, PA*
- Jessica Anne DeBasi *Verona, PA*
- Evan Martin *Grand Rapids, MI*
- Gunnar Kral *Sarasota, FL*

- Nathan Lerner *Houston, TX*
- Elana Howe *Webster, NY*
- Ryan Geary *Piffard, NY*
- Kayden Webb *Deerfield, KS*
- Zoe Hansen *Raleigh, NC*
- Marve Tucker *Port St. Lucie, FL*

### \$250 SCHOLARSHIP AWARDS

- Spencer Snoap, *Grand Rapids, MI*
- Hayden Lawrence, *Stokesdale, NC*

## OFFICIAL 2015-16 OOTM PROBLEM TEES



**S**how 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 *2015-16 Program Guide*.

Each shirt features a special logo representing the

problem on the front and the official 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](http://www.odysseyofthemind.com/shop).

They are a fun way to make a great team impression in your school and beyond. Show your OotM spirit!