



Odyssey of the Mind[®]

Newsletter

Volume 30

Winter 2008

Number 2

Home Away From Home

Odyssey makes its journey back to College Park, Maryland

Some may think it impossible to have a celebration as big as Odyssey's last World Finals held at the University of Maryland campus — but then again this is Odyssey of the Mind. Teams do have a way of exceeding expectations in new and creative ways.

We are happy to be returning to University of Maryland, College Park for the seventh time. The University is one of the oldest World Finals sites and has hosted more World Finals than any other site. Odyssey was last in Maryland in 2004, which was also the program's 25th anniversary of the first-ever World Finals. As you can see, University of Maryland has come to be a "home away from home" for Odyssey of the Mind.

As teams begin to develop many solutions to this year's problems they have the goal of making it to World Finals in mind. While competition is important, the event is also filled with many memory-making moments:

- NASA will be sure to provide more exciting activities for participants with its E-Theater and Classroom Activities.
- Meeting people from different countries and cultures and making new friends worldwide.
- Seeing OMER and Dr. Sam.
- Having the satisfaction of participating in the highest level of OotM competition.
- Experiencing the other fun-filled events at WF like the Creativity Festival, International Festival, Float and Banner Parade, Coaches Competition, Opening and Awards Ceremonies, and much more!

As with all Odyssey events -- expect the unexpected. Remember, the greatest accomplishment in Odyssey of the Mind is coming up with your own original solution. Good luck to all Odyssey teams and volunteers throughout the competition year. As World Finals approaches gear up to show UM and the world what you can do!



A 2004 Odyssey team with Testudo, UM's mascot. It is a long-standing campus ritual to rub his nose for good luck!



Dr. Sam introducing his pal OMER at the 25th anniversary Founder's Dinner at World Finals in 2004.

Look what else is in this issue . . .

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PROBLEM CLARIFICATIONS AS OF JANUARY 23, 2008

Stay up-to-date with clarifications by logging on to www.odysseyofthemind.com.

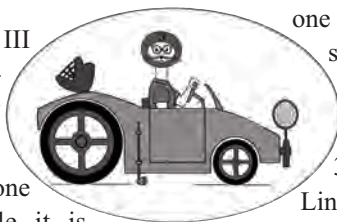
CLARIFICATION REMINDER

The problem clarification system is not intended to replace reading the problem and program guide. Please reread both again before submitting a clarification. Do not submit a clarification that asks: (1) if an idea is creative or if one idea would receive more score than another. (No comment regarding subjective scoring will be provided); (2) where the judges or audience will be during the performance (That is a question for your tournament director); (3) to confirm the wording of the problem; (4) if something may be different from an aspect that is specifically required (For example, if the problem requires 1/8" wood for a part you may not use 1/16" wood for that required part).

PROBLEM 1: ODYSSEY ROAD RALLY

1. B7g: This limitation is for Divisions II and III only. Division I team members may help propel, steer and operate the vehicle even if they are not riding on it.

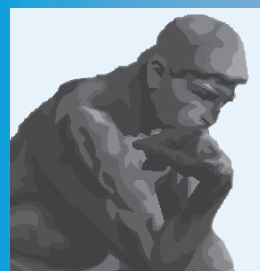
2. Teams in all divisions must have at least one team member riding on the vehicle while it is



traveling for score in D1. Teams in Division 1 must have at least one team member riding on the vehicle who provide at least some steering and/or guidance. Teams in Divisions 2 & 3 must have at least one team member riding on the vehicle who must provide all the steering.

3B10a: Soccer: Move a soccer ball that is at rest behind Line A so that it crosses over the taped Line D.

continued on next page



Great
Minds

Match the Muses

Match each "Great Mind" with its potential "Muse."

Homer: Much like the muses, some argue his existence. Homer is attributed with writing the *Illead* and the *Odyssey*. His works are universally praised for their poetic genius. His work even inspired Dr. Sam!

Walt Whitman: Whitman found a love for words while working at a printing press in the 1820's. He vowed to be a poet. And while he worked many different jobs during his life, Whitman continually worked on educating himself, editing, and printing his poetry collection *Leaves of Grass*, which included many poems about the civil war. Whitman is known as one of the most influential American poets.

Benjamin Banneker: Banneker was also self-taught. He was a pioneering African American inventor, scientist, and mathematician. He studied stars and constellations and devised a way to predict solar eclipses. His abilities led him to create an almanac in 1792. In addition to making the calculations himself, it included information about the time of eclipses, weather forecasts, the hours of sunrise and sunset, holidays, and much more. It became a popular resource for Americans.

Gilbert & Sullivan: This Victoria era duo created 14 comic operas that are still performed widely today. *The Pirates of Penzance* and *The Mikado* are among the most popular. Their works even influenced political discourse, literature, film, and television. Most importantly, the collaboration introduced innovations in content and form that paved the way for modern musical theatre.

Imagine having the job of encouraging all creative thought in people worldwide. Greek mythologists credit nine muses with doing just that. They believed that through song and stage the muses stimulated the creative process in artists and scientists alike.

While many disagree with the existence of muses, or even that the arts and sciences are similar, there is a common thread. Whether it be writing a poem or studying the stars, the arts and sciences both attempt to reveal underlying truths about our lives. And each depend on creative thinking. Each song or scientific discovery changes and enlightens others, which in turn, inspires them.

So, be it mythological or personal, muses do change the world and they motivate others to do the same.

A. Terpsichore:

The Muse of dance and chorus. Usually holding a lyre.

B. Urania:

The Muse of astronomy. Usually seen holding a globe.

C. Clio:

The Muse of history. Usually seen holding a scroll.

D. Calliope:

The Muse of eloquence and epic poetry. Usually seen holding a tablet.



Urania

art courtesy karenshimsy.com

PROBLEM CLARIFICATIONS (continued)

- 4. B10b: Ping-Pong: Move a ping-pong ball that is at rest behind Line B ball so it hits a wall placed by the team beyond Line A. It must then bounce back and hit the vehicle to be successful.
- 5. Lines A, B, C and D are not considered to be extended beyond their 3' taped length. Thus, an object that must cross a line must cross within the 3' boundary. Items that must be behind or beyond a line must be entirely within the 3' length of the line. They may be any distance from the line.
- 6. B8 Figure A states, "Minimum 3' free space behind Checkpoint 2." This should read "Minimum 3' free space behind Line D."
- 7. B7c: Batteries. To be allowed, a battery must be marked with its battery type or have a manufacturer's label with a part number along with supporting documentation provided by the manufacturer identifying the battery type and it must be one that complies with the general rules for batteries in the Program Guide.

PROBLEM 2: DINOSTORIES

- 1. B12: If the team has documentation as required in B12 that shows its selected creature was a dinosaur and that its species became extinct by the end of the Mesozoic Era the team may use that creature as its dinosaur character. It is understood that there may be opposing opinions and/or contradictory documentation but that does not alter the eligibility of allowing that dinosaur to be used.
- 2. B7e: Team members may portray characters throughout the skit including the time that the Technical Presentation is performed. However, team members are not allowed to portray characters in the Technical Presentation part of the performance. Team members may perform tasks, operate devices, and be involved in the Technical Presentation provided they themselves are not acting as characters within the Technical Presentation.



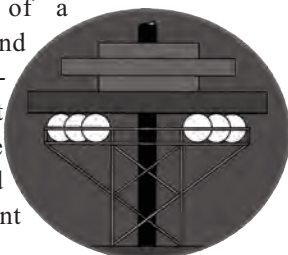
PROBLEM 3: THE WONDERFUL MUSES

- 1. In order to be more clear the three previous clarifications for this problem have been replaced with this one comprehensive clarification. The required muse must appear in her historical form, including mode of dress, when performing the moments of inspiration.
- 2. F Style: A required team-created work of art, as indicated on the team's list, may not be scored for any aspect in Style since all aspects of the work of art will be considered in D7a. However, if a song and dance are presented simultaneously, and the song is selected as the required work of art, the dance may be selected as a Style category. If a dance is accompanied by music and the dance is the required work of art, the creativity of the dance will be considered in relation to the music. Since the music is not judged, it may be selected as a Style category.
- 3. B11 - The list: The list must include B11a through B11e as well as a brief description of the team-created character and its positive achievement.



PROBLEM 4: TEE STRUCTURE

- 1. Should the structure break while the Crusher Board is being placed or repositioned, it will receive a weight held score of Zero. However, the team will receive bonus score for the golf balls that were on the structure when it broke. The judges decision is final as to whether a ball receives 2 or 4 points.
- 2. If a golf ball rests so it touches the top of a corner post, weight placement must stop. However, if a golf ball is at rest and touches any other part of a corner post and the judges determine it is not helping the structure hold weight, placement may continue.

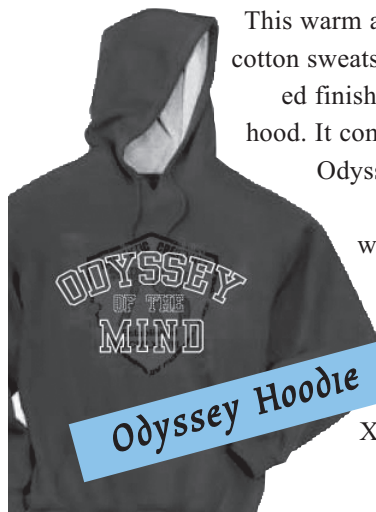


PROBLEM 5: THE ECCENTRICS!

- 1. B6b: Each of the three required Eccentric Characters must exhibit only human characteristics and capabilities while solving the problem. For example, an Eccentric Character may be super strong but must not exhibit superhuman strength when solving the problem with the Earth System.
- 2. The team-created fad may contain elements of one or more previously known fads. However, it must include a new team-created element distinguishing it from the old fads.
- 3. Not every Eccentric Character must work on and/or solve the problem. However, any EC who is working and/or solving the problem must be or appear to be human at that time. Anyone who does not work on or solve the problem must be or appear to be human at some point during the performance.



ODYSSEY SOUVENIRS!



Odyssey Hoodie

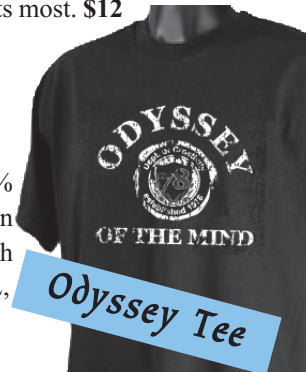
This warm and comfortable cotton sweatshirt has a sueded finish and drawstring hood. It comes in blue with Odyssey of the Mind embroidered in white over a cool navy and red design.

Adult sizes S, M, L, XL, **XXL. \$35



Odyssey Cap

This navy or purple cotton cap has OotM stitched using the shapes of people, with a pre-curved bill. The edge of the bill has the OotM logo attached to it. The hat is structured with a banded back. One size fits most. \$12



Odyssey Tee

The Odyssey of the Mind Tee is 100% preshrunk ultra heavy weight cotton with a seamless collar. It is navy with white imprint. Adult sizes S, M, L, XL, **XXL. \$10



COACH PIN

This colorful enamel coach pin is multi-colored to show that everyone is important at Odyssey of the Mind. It is 1½" and gold plated. \$3

BOBBLING OMER PIN

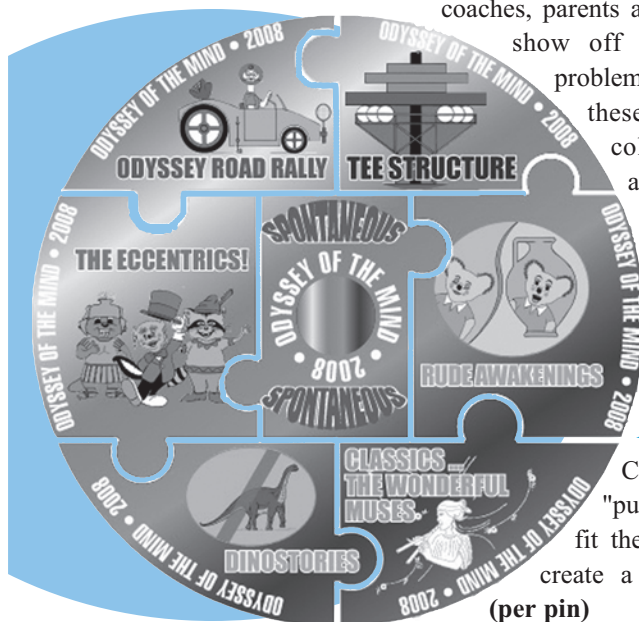
This 1¼" OMER will cheer everyone on during competitions! OMER is photo enamel and he bobbles from the shirt down. This ability makes for an extremely popular pin! \$5



Girl Long Sleeve

This chocolate-colored Girls Long Sleeve shirt is 100% combed cotton with a new OotM design. Odyssey of the Mind is imprinted in gold along with an "antique" accent on the chest and sleeves. Adult sizes S, M, L, XL. \$15

PROBLEM PINS — These are always great sellers! Teams, coaches, parents and judges can show off their favorite problems by wearing these lightweight, colorful photo art pins! Each pin is 1½" and shows the problem icon, title, and 2008.



Cool New Design!

Collect all the "puzzle" pins and fit them together to create a new pin! \$3 (per pin)

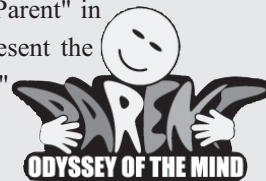
Blinkie Pin

Red, yellow, and green blinking lights flash on this 1½" silver-plated pin. It's sure to be a hit for kids, coaches, par-ents, and officials alike! Can turn lights off and on. (Batteries are replaceable.) Also comes as *Coach*. \$5



Parent Pin

Odyssey parents deserve a hug (and a pin)! This 1½" black enamel pin has "Parent" in multi-colored letters to represent the world-wide OotM "family." \$3



Minimum order of problem, coach, and parent pins is 3. Can be an assortment.

Turn the page for complete pricing and ordering information.

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

You can find our entire line of souvenirs and support items at

www.odysseyofthemind.com/shop/

(Sorry, no phone orders.)

Check out pg 5 to order OotM Golf Balls & Balsa.

Attention Tee Structure Teams



Teams participating in Tee Structure can purchase official Odyssey of the Mind Golf Balls for practice and competition. The Golf Ball is marked with the OotM Logo and *Odyssey of the Mind*. They can be ordered in different quantities: one Golf Ball for \$3; five for \$10; or ten for \$18.

Good luck at competition this year. Don't forget that we have Balsa Wood as well!

ODYSSEY OF THE MIND PRODUCT ORDER FORM

SUPPORT MATERIALS

- ___ packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") @ \$20 per 100 pieces
- ___ **OotM Golfball Sets** Official golfball for Tee Structure Participants.... ___@1 for \$3... ___@5 for \$10... ___@10 for \$18
- ___ ***Lots of Problems . . And Tips to Make You More Creative @ \$19** tips on problem-solving
- ___ **The Spirit of Creativity @ \$20** — Anecdotes about Odyssey of the Mind, written by Dr. Sam
- ___ **A Creative Experience @ 9.95**— Odyssey of the Mind promotional DVD
- ___ **Creative Interaction! @ \$19** Includes tips on building effective teams
- ___ **Applying Your Creativity @ \$18** Discusses different types of human creativity
- ___ **Creativity + Teamwork = Solutions! @ \$18** Includes tips on building effective teams
- ___ **Spontaneous Problem Competitions @ \$7.50** Booklet of problems and tips
- ___ **Odyssey of the Mind Program Guide @ \$7.50** (one is included with membership)
- ___ **Coaches Training Video @ \$20** Tips and techniques for coaches

SOUVENIRS & PINS (Order online and receive a 10% discount!)

- ___ ***Odyssey Hoodie @ \$35** ___ S ___ M ___ L ___ XL ___ XXL**
- ___ ***Odyssey Tee @ \$10** ___ S ___ M ___ L ___ XL ___ XXL**
- ___ ***Girl Long Sleeve @ \$15** ___ S ___ M ___ L ___ XL
- ___ ***Caps @ \$12** (specify number of each type) Navy Cap ___ Purple Cap ___
- ___ ***Bobbling OMER Pin @ \$5**
- ___ ***Blinkie Pin @ \$5** (specify number of each type) Blinkie ___ Blinkie Coach ___
- ___ ***A minimum of 3 of the following pins in any assortment @ \$3 each** (specify number of each)
- ___ Odyssey Road Rally ___ Dinostories ___ The Wonderful Muses ___ Tee Structure ___ The Eccentrics! ___ Primary
- ___ Spontaneous ___ Parent ___ Coach

Subtotal _____
 S & H _____
 Total _____

* Spend \$40 or more and get free Shipping & Handling. Orders under \$40, add \$6 Shipping & Handling.

** Add \$2 for each XXL

There are no S & H charges for pins. Contact CCI for shipping costs outside of the U.S.

Payment Method (Sorry, we do not accept phone orders.)

● **U.S. Mail:** Send this completed form along with a check, money order or purchase order, **payable to CCI**, or with your credit card info to:

CCI, 406 Ganttown Road Sewell, NJ 08080

● **FAX:** Send this form along with a copy of your purchase order, or include your credit card information and fax to **(856) 256-2798**.

● **On-line:** Pay by credit card at **www.odysseyofthemind.com**.

___ VISA ___ MasterCard ___ American Express ___ Discover
 Acct. no. _____ Exp. _____

Signature of cardholder _____

SHIPPING ADDRESS (For UPS Delivery)

Is this a residence? ___ yes ___ no

Name _____

Address _____

City _____ State/Prov. _____

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Phone number: () _____



Odyssey of the Mind

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Hey Teams,
Always remember that solving the problem
makes you a winner!

Your friend,
OMER

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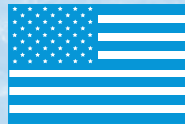
ODYSSEY AROUND THE WORLD

Anniversaries Here and Abroad

Every team is important in OotM. Thanks to all associations for providing teams with opportunities to explore and apply their creativity. As most of you know, once kids start they don't want to stop! That's why every anniversary is significant for OotM teams and supporters.

The following U.S. states are celebrating their **25th** anniversary this year:

- Colorado
- Georgia
- Maryland
- Wisconsin
- South Dakota



EuroFest 2008

Odyssey of the Mind EuroFest returns to **Hungary** for the second time in April. This will be the 16th annual Eurofest with about 70 teams from 10 to 15 countries expected to attend. EuroFest is a festival that gives Odyssey teams a chance to integrate internationally, have fun, and to showcase their solutions.

Additionally, each team will mingle with teams from other countries and then solve a unique EuroFest Problem during the event. Last year, several teams from the U.S. made it to EuroFest in **Germany** and had a blast.

For more information visit:
www.odysseyofthemind.eu

OotM

CREATIVE COMPETITIONS UPDATE

WE HAVE
MOVED!

CCI is happy to announce its successful move into its new office in Sewell, N.J. The transition would not have gone as smoothly without the help of many people including some kind-hearted volunteers who didn't mind getting their hands dirty during renovations.

Ken Rasbach flew to the new location two times from Florida (even braving some cold weather!). Long-time Odyssey volunteer **Wayne Otte** took time off from helping the New York state association to help renovate. Another

Odyssey volunteer, **Dave Firman**, N.J. also offered countless hours of help. All three Odyssey friends and volunteers definitely put in some hard work and creative problem solving during this time.

Another huge thanks goes to all Odyssey members. Everyone was extremely patient during the move and always offered good luck and best wishes. CCI is very thankful for friends new and old!