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!
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.

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.

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 Iliad 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.

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.
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.

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.

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.

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.

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.
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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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.

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, parents, 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.)
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

* 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.

Subtotal ..............................................................

S & H ................................................................

Total ................................................................

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.


  ____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. ___________________________

Zip_____________________________ Country __________________________

Phone number: (_____)_____________________________
Hey Teams,
Always remember that solving the problem makes you a winner!

Your friend,
OMER

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