



Odyssey of the Mind®

Newsletter

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Number 2

HOMESTAYS ARE FOR EVERYONE!

Last summer Greg Beers, Ky., generously opened his home to an OotM team from Poland. “The voyage started with a nine-hour drive from Maryland to Kentucky and ended with tearful goodbyes at the airport. The two teams spent over five days learning about each other’s culture and having fun shopping, eating, and visiting local landmarks. We feel the Homestay program is one of the most important parts of Odyssey of the Mind. Our team would love to host a team next year!” He was part of the OotM Homestay Program.

Imagine staying with a group of students that speak a different language and live on opposite sides of the world. Some may be tentative at this prospect but, in true Odyssey spirit, many Odyssey families welcome this opportunity. And participants often find out that they have more in common than they thought possible.

Not only does Odyssey help you make friends in your area, it helps you make friends from around the world. The Homestay Program brings together international and U.S. teams, where the international team travels to the homes of their matched U.S. team for a few days after World Finals.

“We had a fabulous adventure hosting a team from Germany this year. The coach and students were great guests, and so appreciative of the experience we were able to share with them. My family now has friends from across the world,” said Darlene Ryan, N.Y.

To participate, international teams must compete at World Finals, though it is important to note that **any U.S. team** may participate in the program without attending World Finals. Furthermore, you do not have to be involved in Odyssey to host teams, so neighborhoods could work together to share in the homestay experience.



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Beatrice Showman’s team from Florida hosted a team from Russia. She said, “The memories that were created, the ambassadorship that both teams experienced, could not have been better. We’ve formed lasting friendships that will forever impact our lives in an extraordinarily positive way.”

Robyn Norrbom,

Va., and family had a similar experience with her Japanese Homestay team, “Our Homestay gave us a little taste of Japanese culture, but mostly we delighted in their new experiences.”

Last year 20 international teams stayed with families from throughout the U.S. with many wonderful results. In fact, there were so many positive responses that demand for Homestays has greatly increased.

The Maine association hosted two teams. Association Director Fern Brown said, “After the neighborhood cookout, three families from the area decided they want to host teams next year. I hope more people will consider having a Homestay. Remember, the kids are not looking for Disney World — they want to know what American kids are like and how they live.”

want to know what American kids are like and how they live.”

The Homestay coordinators would like to encourage all U.S. Odyssey teams and families to contact them to participate in the

Homestay program, “The rewards are great and we don’t want you to miss out on all of the fun!”

Sign up early in order to ensure you get the opportunity. Remember, you can sign up any time during the year and do not have to be taking part in World Finals to be a part of the Homestay Program. Simply contact Tom Scott by emailing him at:

odysseyhomestay@gmail.com.



A Homestay Team from Germany with its new Odyssey friends from New York.

PROBLEM CLARIFICATIONS AS OF JANUARY 6, 2009

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

The problem clarification system is not intended to replace reading the problem and program guide.

Please reread both again before submitting a clarification.

- Earth Trek:** 1. The 24' x 24' Measuring Area is inside the 20' x 24' Competition Area. The location will vary depending on the site. The team will place its vehicle in the Measuring Area where it will be measured before the competition time begins. When time begins, the vehicle will be in the Measuring Area and all team members with their props will be in the Staging Area. After time begins the team may move its vehicle to any location before it attempts to travel to the first environment.
2. B7b identifies the NASA web site as <http://earthobservatory.nasa.gov/odysseyofthemind/index.html>. The correct address is: <http://earthobservatory.nasa.gov/odysseyofthemind>.
3. The vehicle must have a propulsion system that consists of the conversion of energy into movement of the vehicle. For example, automobile engines convert the energy in gasoline

to propel a car. In this problem the energy used by the vehicle's propulsion system does not need to be on the vehicle. Any physical material connected to the vehicle is considered to be part of the vehicle. For example, you could not use a system like a remote control toy where the control is connected to the vehicle by a wire.

Vehicles that use existing velocity are projectiles and are not allowed. For example, vehicles shot via a slingshot or rolled down a ramp are projectiles. Remember, human power cannot be used to accomplish the visits to the environments and the propulsion system may interact with the environments.

4. B9: The vehicle will have 4 noticeably different appearances by changing its appearance after visiting Environments 1, 2, and 3. One of these changes in appearance will result in the vehicle appearing to be a group of vehicles traveling at the same time.

continued on next page



Great Minds

Ride, Annie, Ride

Some great minds find cures to diseases, others invent machines to make life easier, some devise equations that give insight into how our world works. Other great minds simply feel the need to live differently and in doing so change the world by inspiring others to do the same.

A 23-year-old Jewish working-class mother did just that by bicycling around the globe. By today's standards, it's a difficult journey, but in 1894, it was unheard of. She did this in a time when women couldn't have a license to drive, own property, or vote. Even the men's riding pants she wore during her journey shocked many people used to popular Victorian dress. **Annie Cohen Kopchovsky** had the courage to change the path of her life, but her courageous act of independence cut a path for women around the world.

Her journey started in front of 500 friends, family, suffragists, journalists, and skeptics at the **Massachusetts State House**. She climbed onto a 42-pound bicycle and, as the *Boston Evening Transcript* described it, "... sailed away like a kite down Beacon Street."

According to her biography, *Around the World on Two Wheels*, Annie told newspapers the reason for her trip was a wager between herself and two wealthy businessmen. They bet her that she could not bicycle around the world while earning \$5,000 (aside from traveling expenses) without accepting gratu-

ity. Some argue that the "bet" was a ploy made up by Annie. She used the ensuing media frenzy to her advantage and became a skilled marketing and public relations wiz.

She creatively funded her trip and met the limitations of the bet by earning money lecturing, "celebrity appearances," finding sponsors, and essentially turning her bicycle and her trip into a billboard for businesses and causes worldwide. During her journey she became the character "Annie Londonderry." She agreed to carry a placard and take on the name from the Londonderry Lithia Spring Water Company, which became the first of her many sponsors.

She was also skillful at creating stories from her adventures that increased the media's interest surrounding her journey and was known to "never let the truth get in the way of a good story."

True or not, it worked. She left a trail of newspaper stories spanning the U.S., France, Egypt, Singapore, China, Japan, and other countries. One newspaper in France said, "The intrepid traveler has quickly captivated the love of the people of Marseilles."

The *New York World* credited her with becoming the first woman to bicycle around the world and said her trip was, "the most extraordinary journey ever undertaken by a woman."

In 1896 suffragist **Susan B. Anthony** said that the bicycle did more to emancipate women than anything else in the world and "it gives a woman a feeling of freedom and self-reliance."

Just two years earlier, Annie Londonderry proved her self-reliance by circumnavigating the globe. She shed stereotypes and reinvented herself as an independent entrepreneur and a world traveler. And while her journey was a personal one, she gave many other women inspiration to follow their dreams.

After Annie Londonderry's adventures, she moved to New York where she resumed her familial duties as well as worked as a sensationalist features writer. Her first story was a tale of her travels in which she opened with "I am a journalist and a 'new woman,' if that term means that I believe I can do anything that a man can do."

PROBLEM CLARIFICATIONS (continued)

Teach Yer Creature

1. D8c should read functional engineering of the AC to complete the action.
2. D4b, 5b, 6d, 7d, and 8c: The required AC actions may be completed using devices that are external to the AC and/or through team member involvement (direct for Div. I and indirect for all other divisions) and be scored as successfully being completed; however, the score for functional engineering of the AC to complete the action should reflect the functional engineering of **only** the AC's contribution to the completion of the action. It does not include the functional engineering of any external devices and it does not include the functional engineering of any components of the AC that are not used to perform the action.
3. B8: The required actions -Making a sound - Although the problem says the AC must produce the sound, it may originate externally and be transmitted to the AC as long as the sound emanates from the AC. For example, if the AC lip syncs to external sound then that sound does not qualify.
Move, Eat, and Soar - Teams may use external means to complete the tasks (only Div. I may use direct team member involvement)
Turning Its Head - The AC must turn its own head, no other device may turn it. Team members may help complete this task (direct for Div.I and indirect for all other divisions as described in B6d2)
4. B6d Team members assisting the AC: The restrictions on team member involvement in the operation of the AC is only for the performance of the required tasks. When the AC is not performing a task for score the team may contact it as it wishes.

The Lost Labor of Heracles

1. B6b: The character Heracles must be presented as the male Greek mythological character. The role of this character may be portrayed in any way including a female team member in costume.
2. B8 ends with the letter g (B8g). The following 9 is B9 with letters a (B9a) through d (B9d) under that limitation.

Shock Waves

1. C11b should read: The weight placement portion of the problem solution will end when : "any part of the structure touches anything other than the surface of the tester base and the bottom of the crusher board in a way that the judges determine is helping support the weight stack."
2. B9h: "Every other weight" does not mean every weight. The first set of spacers must be used while the structure is supporting the Crusher Board and one weight. The remaining sets of spacers must be used while the structure is supporting the Crusher Board and 3, 5, 7, and finally 9 weights. The sets of spacers may be used in any order the team wishes.
3. C11a-e: If a team wishes to continue to place weights for performance purposes after its structure breaks, a team member must rest a piece of paper on the top weight held to mark that spot before adding any additional weights to the stack. The additional weights will not count toward weight held score.
4. B10b: By hand means that the team members may not touch the structure using bare or covered body parts. For example, a hand in a glove cannot be used but a device operated by hand may be used.
5. C10: Weights placed onto spacers that are dropped and successfully supported by the structure can be repositioned or removed and placed back on the stack. They must not be replaced with a different size weight.
6. B10 (Placing the structure on the tester) & B11 (using the tester only in the normal process of placing weights):
The team is allowed to attach materials to the tester only to place its structure over the safety pipe and onto the tester. However, before weight placement begins all of the materials attached to the tester must be removed.

Superstition

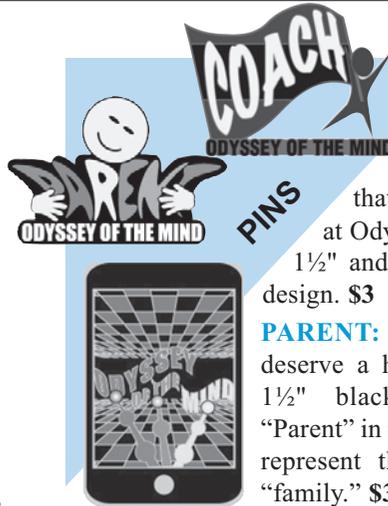
1. B10c states: "The objects may be moved or changed to transform into a different setting. No objects may be removed or added during the transformation."
The "Spirit of the Transformation" is to use items that serve a purpose in the pre-Transformed setting in a different way to create a Transformed setting. Hiding and/or revealing items simply to qualify them in both scenes is not allowed. However, when changing an object one or more of its components might become visible or hidden. If this is not intended to deceive the audience it is allowed. For example, if a box of tissues is opened and a tissue is removed that would be allowed. Tissues are found in tissue boxes. However, if a tissue box were opened and bubbles flew out, the bubbles would not be allowed.
The challenge is to creatively manipulate items so they create two different settings. If a transformation is judged to include items that do not qualify in both settings the score for D8a will be zero and those items will not be considered when scoring D8b & c.
2. B6: The two existing superstitions must already exist and be shared by a group of people and/or documented to be have been shared by a group of people to be valid for this problem. Individuals may have their own superstitions and behave in manners aimed to provide good luck, good health, etc, but these behaviors are not allowed to be the required superstitions.
3. Although section B9e states, "The two-person costume must look noticeably different when it is worn than when it is not being worn," the team need not display the costume in its unworn state during the performance. However, teams should be prepared to demonstrate the costume both worn and unworn after the performance should the judges ask the team to do so.

ODYSSEY SOUVENIRS!



**O O T M
H O O D I E**

This cotton sweatshirt has a sueded finish and draw-string hood. It comes in charcoal gray with *Odyssey of the Mind* imprinted in white over a cool faded gray design. Adult sizes S, M, L, XL, **XXL. \$35



P I N S

COACH:

This colorful enamel coach pin is multi-colored to show that everyone is important at Odyssey of the Mind. It is 1½" and comes in a new flag design. \$3

PARENT: 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

BLINKIE: This is 1½" silver-plated pin and it's new design makes it look like the new iTouch. Red, green, and yellow lights flash, bringing the screen to life. The lights can be turned off and on. (Batteries are replaceable.) Comes with *Odyssey of the Mind* or *Odyssey of the Mind Coach*. \$6



**O D Y S S E Y
T E E**

The *Odyssey of the Mind* Tee is 100% preshrunk ultra heavy weight cotton with a seamless collar. It is Texas orange with white imprint. Adult sizes S, M, L, XL, **XXL. \$12

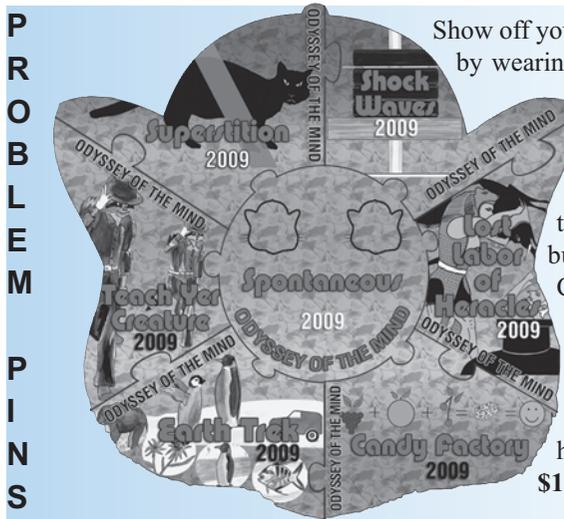


LANYARD

This year's woven polyester lanyard is a continuous rainbow of color. On both sides, *Odyssey of the Mind* is imprinted in white letters on a background with a fun mix of colors. Includes a standard key ring. Use them to display your pin collection! \$5

This red and black cotton cap has the *OotM* logo stitched on the front, with a pre-curved red, white and black bill. *Est. '78* is stitched on the side. The hat is structured with an adjustable velcro back. One size fits most. \$12

ODYSSEY CAP



**P R O B L E M
P I N S**

Show off your favorite problems by wearing these lightweight, colorful photo art pins! Separately, each pin shows the problem icon, title, and 2009. Or, buy the whole set! Collect all 7 puzzle pins and fit them together to create a new pin in the shape of Omer's head! \$3 per pin / \$15 per set

**D R A W S T R I N G
B A G**



Display your pin collection on the outside and carry all of your Odyssey of the Mind supplies at the same time! Comes with a handy front zipper pocket with *Odyssey of the Mind* imprinted in white. Comes as a mix of royal blue and red. \$8

Minimum order of individual 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!

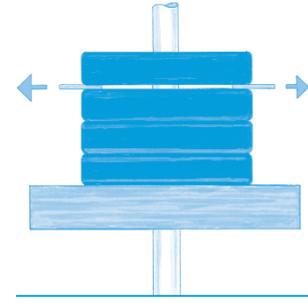
You can find our entire line of souvenirs and support items at

www.odysseyofthemind.com/shop/

(Sorry, no phone orders.)

Problem 4: Check out pg 5 to order OotM Spacers & Balsa.

Attention Shock Wave Teams



Teams participating in Shock Waves can purchase official Odyssey of the Mind spacers for practice and competition. The five sets of spacers meet all of the requirements of the problem.
 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 Spacer Sets** Official spacers for Tee Structure Participants (complete 5 sets @ \$25)
- _____ ***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.....
- _____ **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 @ \$12** _____ S _____ M _____ L _____ XL _____ XXL**
- _____ ***Lanyard @ \$5**.....
- _____ ***Odyssey Cap @ \$12**
- _____ ***Drawstring Bag @ \$8**.....
- _____ ***Blinkie Pin @ \$6** (specify number of each type) Blinkie _____ Blinkie Coach
- _____ ***Sets of Problem Pins @ \$15**.....
- _____ ***A minimum of 3 of the following pins in any assortment @ \$3 each** (specify number of each)
- _____ *Earth Trek* _____ *Teach Yer Creature* _____ *The Lost Labors of Heracles* _____ *Shockwaves* _____ *Superstition* _____ *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. _____ CVB Code _____
 Signature of cardholder _____

SHIPPING ADDRESS (For UPS Delivery)

Is this a residence? _____ yes _____ no

Name _____
 Address _____

 City _____ State/Prov. _____
 Zip _____ Country _____
 Phone number: () _____ - _____



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c/o Creative Competitions, Inc.

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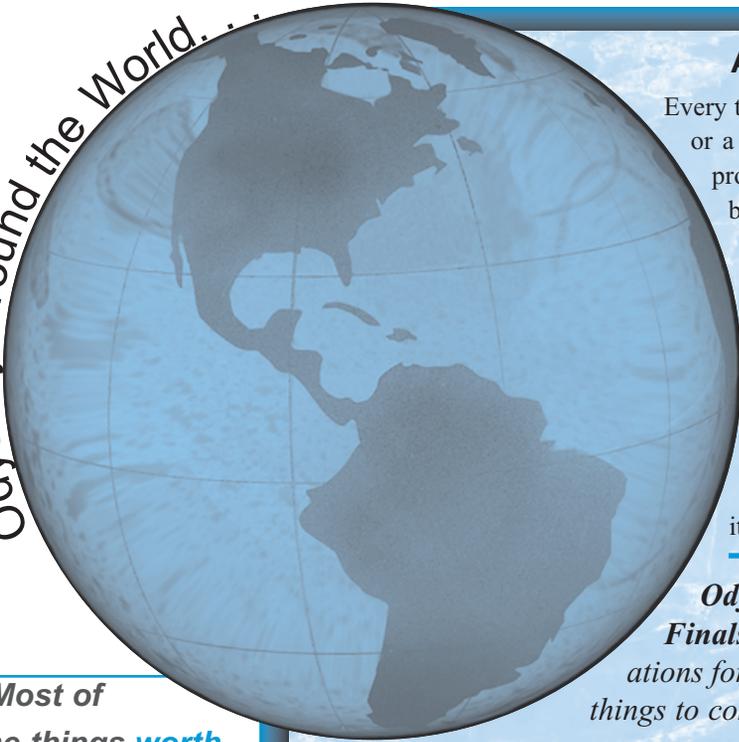


Hey Teams,
Always remember that solving the problem
makes you a winner!

Your friend,
OMER

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

Odyssey Around the World...



Anniversaries Here and Abroad

Every team is important in Odyssey, whether it is just starting out or a seasoned performer. Also, the associations that make the program available to the U.S. and abroad are also important because they give students the chance to explore their creativity and find their niche in the world. That is why celebrating all anniversaries are important within the program.

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

- Illinois
- Mississippi
- Montana
- New Mexico
- Nebraska
- Nevada

International Association **British Columbia** is celebrating its 25th anniversary this year as well.

Odyssey of the Mind is celebrating its 30th World Finals. We are proud of all of our members and associations for keeping it alive and strong. Be on the lookout for things to come!

EuroFest 2009

This year marks Slovakia's 10th anniversary as an association as well as the second time it will host Odyssey of the Mind Eurofest. This April will be the 17th annual Eurofest with over 70 teams from about 15 countries expected to attend.

This festival gives Odyssey teams a chance to interact internationally, have fun, and to showcase their solutions. Some expected countries are Hungary, Poland, Germany, Russia, Belarus, Moldova, Romania, and others.

Additionally, each team learns about other cultures while working together in groups to solve a unique Eurofest problem in only three days!

Last year, several teams from the U.S. made it to Eurofest in **Hungary** and had a blast. For more information visit: www.odysseyofthemind.eu

"Most of the things worth doing in the world had been declared impossible before they were done."

~ Louis D. Brandeis,
American judge