



Odyssey of the Mind®

Newsletter

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ARM & HAMMER™ JOINS THE ODYSSEY FAMILY!



We are excited to announce our newest partner, ARM & HAMMER™. Starting with the 2019-2020 tournament year, ARM & HAMMER™ will be sponsoring a problem where teams use Baking Soda as a key element in their solutions. This exciting partnership will support one of Odyssey of the Mind's continuing goals, to encourage students to see the world around them in new ways and to make the ordinary into something extraordinary.

ARM & HAMMER™ also believes the partnership is beneficial, "We love getting Baking Soda involved in crafts and experiments that keep learning fun and get kids excited about STEM," said Brand Manager Joanne Lesaca.

"We're thrilled to introduce Baking Soda into the longstanding tradition of Odyssey of the Mind™ and look forward to seeing what

solutions these powerful minds come up with."

For over 170 years, ARM & HAMMER™ Baking Soda has been committed to encouraging inventive problem-solving from the kitchen, to the outdoors, to the classroom, empowering millions of consumers to dream up countless versatile uses for the product.

"Odyssey of the Mind™ is excited to enter into this partnership with ARM & HAMMER™ to promote opportunities for creative problem solving, which is an important component of the educational goals of today's students," said Director Sammy Micklus.

For more information about ARM & HAMMER™ Baking Soda, please visit armandhammer.com.

We can't wait to see all the new and creative uses for this fun material!

ODYSSEY ANGELS UTILIZE OOTM SKILLS

Odysey Angels asks that groups look within their neighborhoods with an eye for creative problem-solving and then brainstorm a way to help those in need. The 2019 Odyssey Angels of Remsenburg-Speonk Elementary School in Remsenburg, New York did just that.

After helping with a fundraiser at their community animal shelter, the team noticed the puppies there seemed sad. They decided this was the perfect opportunity to use their creativity to help.

They tried to think of ways to make the puppies happy, all while teaching them to be playful and have fun—making them more adoptable.

They learned that it was dangerous for the puppies to have decorations in their cages, so to help them learn and play, the team developed a safe and fun sensory puppy playground, "When dogs and cats are trained to know that different sights, sounds, smells, and textures are safe, they make better pets. Not only does this help the shelter animals become happier, but it also helps the people who adopt from shelters."

The sensory playgrounds themselves were also good for the planet, "We used our Odyssey of the Mind creative thinking skills to repurpose everyday materials that would otherwise be thrown away. Doing this not only helps the shelter animals, but also helps our planet. The dogs and cats love using their senses on the playground!"

The team continues to apply the engineering design cycle to improve the playground, making for increasingly happy animals – well on their way to become happily adopted pets!

"As a teacher, parent and coach, I am most excited about sharing

how Odyssey Angels applies OotM training with volunteer service to help make a brighter future in our communities and around the world," said Coach Laureen Andria.

"Service-learning is an invaluable way for students to apply their classroom knowledge to help others," said Andria. "Odyssey Angels is an important part of a well-rounded, creative problem-solving program and I hope to see even more teams get involved."



Remsenburg-Speonk Elementary Odyssey Angels receiving its medals on stage at the 2019 World Finals Opening Ceremonies.

Along with many honorary Angel siblings, parents, teachers, administrators and OotM members, the RSE Odyssey Angels have 19 students (grades four to six) on the roster. These Odyssey Angels used their creative problem-solving and engineering skills to create a playground for animals that are often

overlooked. Because of their new ideas, teamwork, and use of Odyssey skills, the group made a true impact on their community. What do you see in your community that could use some "creative" help?

OA enrollment for 2020 is open! Learn more:
www.odysseyangels.org



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SHOW YOUR ODYSSEY STYLE!

OFFICIAL 2019-20 OOTM PROBLEM TEE IS HERE

Show 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 *2019-20 Program Guide*.

The shirt features special logos representing this year's Odyssey

of the Mind problems. All problems will be represented on one fun shirt that you can mark to show your problem. See the shirt in color online at:

www.odysseyofthemind.com/shop.

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

See the problem tee and other fun Odyssey of the Mind souvenirs and books on the web!

www.odysseyofthemind.com/shop



Great
Minds

THE QUEEN OF MYSTERY

Agatha Christie (1890–1976)

Agatha Christie is often referred to as the “Queen of Mystery.” She continues to be the world's best-selling mystery writer and is considered a master of suspense, plotting, and characterization. She helped create enduring mysteries and detectives that still have a place in popular culture today and is a pioneering force in the mystery writing genre.

She is best known for her 66 detective novels and 14 short story collections, as well as the world's longest-running play – *The Mousetrap*. Her books have sold over a billion copies in the English language and a billion in translation. A prolific writer with many awards over the years, Christie created two famed detectives—Miss Marple and Detective Poirot.

As with many “greats” Christie didn't set out to become a mystery writer, but her interests, jobs and life experiences prepared her to become a successful writer. While she always liked writing and reading as a child being homeschooled by her mother, she had another passion—playing music. During her teenage years she moved from her home in **Torquay, England** to **Paris** to study vocals and piano. However, she was too shy to play in public.

She began her writing career during World War I while working as a dispensary nurse at a hospital. Her new-found expertise in poisons would bring credibility to many scenes in her books. This knowledge was so well described in her first book that Christie received a review in the *Pharmaceutical Journal*—something unheard of for a fiction author.

This first book came about because of a bet. Christie's sister bet

her she couldn't write and finish a good detective story. *The Mysterious Affair at Styles* was the result and became the first of her many popular detective novels, even though she had trouble getting it published at first. It took five years before publication and was rejected by six publishers.

The book was eventually released in 1920 to much praise. It also introduced the world to one of the most well-known literary detectives—**Hercule Poirot**. He was a fictional Belgian detective who appeared in 33 novels, one play, and more than 50 short stories published between 1920 and 1975. Poirot has been portrayed on radio, in film and on television by various actors and is the only fictional character to have an obituary published on the front page of the *New York Times*.

Another character famous for solving mysteries was **Miss Marple**, an elderly woman acting as an amateur detective. Christie based this character after her grandmother and her friends. Miss Marple appeared in various books like *The Moving Finger* (1942) and *A Pocket Full of Rye* (1953), and been played on screen by actresses like Angela Lansbury, Helen Hayes and Geraldine McEwan.

Her second husband was an archeologist, so she spent a lot of time working on digs and writing in various parts of the world. This inspired many intriguing backdrops for her mysteries. The **Pera Palace Hotel** in Istanbul has an Agatha Christie Room where, it claims, she wrote *Murder on the Orient Express*.

The Guinness Book of World Records lists Christie as the best-selling novelist of all time and her estate claims that her works come third in the rankings of the world's most-widely published books, behind Shakespeare's works and the Bible. And while she was not actual royalty, in 1971 she was appointed a Dame Commander of the Order of the British Empire for her contribution to literature.

Although she tried to avoid the public eye in her music career, she would instead find her spotlight by becoming one of the most successful authors of all time and a pioneering force in the mystery writing genre.

NEW TO ODYSSEY OF THE MIND COACHING?

.....► WHAT IS THE PROGRAM GUIDE?

You've signed up. You've received a packet of problems and a book of rules. Now the fun begins! Creating a unique solution to an Odyssey of the Mind problem. What exactly is the Program Guide and why should I read it every year? Knowing all the rules of participation will help you do well at your tournament. The guide helps you form teams, brainstorm and lists all the rules of the program. Ensure a seamless and successful year participating in Odyssey of the Mind by reading the Program Guide! Here is a breakdown of what's inside.

THE BEGINNING: *Membership & Coaching*

The first half of the Guide explains how to set up a membership and a team. It is what you focus on before actually solving the problem. This ensures that you know who can join the team, who can coach, and what Division your team will compete in. This helps build your team and gets you ready for a successful year in Odyssey of the Mind. It also includes tips on training your team to think beyond the box. Once you understand the basics of membership, team-building, and coaching, you move on to the next part of the Guide—the problems and going to a competition.

THE MIDDLE: *About the Problems and Competition*

Here you are introduced to the different types of problems that make up Odyssey of the Mind. Understand the basics of how the Long-Term and Spontaneous problems are scored, including the Style portion and why that is important. It also helps you select what to be scored in Style so that you can get the maximum points!

Another important aspect of Odyssey is being able to ask questions and get things clarified for your team. The guide explains clarifications, deadlines, and what can be asked.

Once you learn about the types of problems and how they are scored, the guide describes how competitions work and what paperwork is needed. Learn when to show up, what you need to bring, and how the overall competition works.

THE END: *Rules & Penalties*

Once you understand the program and the problems and are prepared to attend a competition, it's important to know the overall rules of the

program and penalties involved. Learn what can and can't be used during a competition, what is acceptable footwear, use of batteries and other tools, and more. It is important to be very familiar with this section—if something in your solution is deemed illegal, you will not be able to use it and your score may suffer. Knowing the rules ensures that all of your creative ideas are presented!

THE GLOSSARY *Forms & Freebies*

You will notice some words in the problem are in italics. This means they are defined in the Glossary of the problem or in the Program Guide. Usually this means the word has a specific meaning or definition in regard to Odyssey of the Mind and might be a little different than what you'd find in a dictionary.

After the Glossary is the Appendix, which contains the various forms used in competition and free practice Spontaneous Problems!

TIPS FOR READING THE GUIDE

Read and re-read parts that pertain to solving the problems and going to competition. Using a battery? Check to see which are allowed. Using something you bought at a yard sale, learn how to list that on your cost form, etc. It is helpful for the team to get involved and become “experts” at one section. This helps make the Guide manageable and ensures your solution is within the rules. You receive one copy of the guide in your membership packet and can purchase additional copies at our online store. You can also download it for free on the Odyssey home page or in the member's area under “downloads.” Make sure to read the Program every year, even if you've read it before. Good luck and have a wonderful Odyssey year!



Knowing the Program Guide can help you best prepare for your tournament. For example: In picture one, use it to figure out the cost of the costume. In picture two, can this be scored as Style? And picture three, is this battery legal? As a game, try to find out the answer to these by looking up these subjects in the Guide!



AND A BONUS TIP!



Get social! Look for Odyssey HQ on your favorite social media platform. Often notifications are given when local trainings or activity days are held, as well as all kinds of information about creativity. Your local association or region may have its own page too!

Once you have the basics covered, continue to the next page to see what happens during an Odyssey of the Mind Tournament.

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. All of 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 decide which members will compete depending on the type of problem.

▷ **ENTERING SPONTANEOUS:** Every team member may enter the room; however, only five will compete. The judge will tell you the 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, they must not talk, signal, or intervene. If that happens, they will be asked to leave while time continues.

▷ **STARTING SPONTANEOUS:** You will get a copy of the problem for reference. 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 you during a verbal or combination 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.

Be sure to read these procedures before 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 at least 15 minutes before you are scheduled to compete. Bring everything you need for competition and your paperwork: four completed copies of the Style Form and Team list Form; and one copy of your Cost Form, Outside Assistance 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 your props are safe to use. 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 your performance ends.

▷ **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 clock starts and 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” unless you are in Problem 3 or 5. In these problems, the judge will call time after one minute of overtime. An overtime penalty will be assessed, but teams are still scored for items presented during that time. There is no overtime in problems 1, 2, and 4. All activity must stop at the end of the 8-minute time period.

▷ **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.



ODYSSEY OF THE MIND 2019-20 MEMBERSHIP APPLICATION

Questions? Email info@odysseyofthemind.com or call 856.256.2797

For new memberships or renewals, complete this form and return it with a check or purchase order. **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 other schools. May enter one team per problem per division 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 teams must have a majority of members who are high school graduates and registered for at least one class at a college or university. Other team members must be enrolled in one or more classes accredited by 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 correspondence) _____

City _____ State/Province _____ Zip _____ Country _____

Daytime phone _____ 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 2019-20 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

- _____ **** Lots of Problems. . . And Tips to Make You More Creative @ \$17** *Tips on problem-solving*
- _____ **Spontaneous Combustion II @ \$8** *booklet with tips and practice Spontaneous problems*
- _____ **Odyssey of the Mind Program Guide @ \$7.50** (one is automatically included with membership)
- _____ **packs of Balsa Wood (premium grade AAA 36" x 1/8" x 1/8") ****New Pricing******
@ \$25 per bundle (50 pieces) plus a \$15 Shipping & Handling flat rate (up to 6 bundles)

Spend \$60 or more and get free Shipping & Handling! Excludes Balsa. Under \$60 or more than 6 balsa bundles, contact our shipping dept. to get your S&H quote: 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: **CCI: 406 Ganttown Road Sewell, NJ 08080**
- **FAX:** Send this form along with a copy of your Purchase Order and fax to (856) 256.2798.
- **Online:** Pay by credit card at www.odysseyofthemind.com.

Shipping Address (For UPS Delivery)

Is this a residence? _____ yes _____ no

Name _____

Address _____

City _____ State/Prov _____

Zip _____ Country _____

Phone # _____



Odyssey of the Mind

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www.odysseyofthemind.com

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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

Creative 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. Each year COU provides university scholarships to team members as they prepare to pursue higher education. To apply for the scholarship an applicant must:

- Be a *current* high school senior.
- Plan to be enrolled as a student at an institution of higher learning for the upcoming school year.
- Obtain a letter of recommendation from an Odyssey of the Mind coach, a teacher, or a university professor.
- Assemble information about past/current involvement in Odyssey of the Mind (problems, awards, accomplishments, years involved, etc.)
- Answer three short essay questions.

To apply for a scholarship visit: www.creativeopportunitites.org.

Congratulations and good luck to these 2019 winners:

\$500 SCHOLARSHIP

- Emma Haggard, AR
- Shannon Melton, PA
- Conner Sanchez, NY
- Jennifer Clifford, ME
- Neil Kothari, VA
- Rose Weinbuam, PA
- Nicole Pilla, DE
- Patrice Minoque, FL
- Rhys Floyd, NY
- Caitlyn Casper, WA
- Erin Ramsey, VA
- Alex Kruger, NY
- Kimberly Bailey, DE
- Marleigh Ziolkowski, PA

\$250 SCHOLARSHIP

- Eloise Carlson-McNally, NY
- Marlee Peterson, NY

\$1,111 WAYNE R. KEHRLI MEMORIAL SCHOLARSHIP

- Katie Harr from Drexel University.