



# Odyssey of the Mind® Newsletter



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When you see a need in your community and want to do your best to fix it—who do you call? Your fellow OMers of course!

This year's winning Odyssey Angels group is Team Brave Hearts from Longwood, Florida. The Brave Hearts found a way to continue its project from last year helping local foster children through an organization called Embrace Families, but also found a way to help reduce and reuse plastic in their local beaches—all while using Odyssey of the Mind problem-solving skills to do so.

Chloe Oakes, who started the group, said, "The CDC and Embrace Families help children who are abused and neglected. I saw a need in their organization and realized

how much more could be done with help from others. I competed in Odyssey of the Mind in elementary and middle school and loved every minute of it. I remembered the Odyssey Angels program and thought it would be a great way to get help from friends and classmates who also competed and had the same OotM skill set."

The group created fun visitation rooms for the Embrace Families local organization, "We took up the challenge to create an attractive, fun, inviting, environment that would promote education, creativity, and positive interaction between the parents and their children. We also built a bookcase and filled it with many new and gently used books to appeal to a wide variety of interests among the children and increase literacy." Now, into their second year as Odyssey Angels, the

Brave Hearts members combined their passion for helping foster children with helping the environment.

"We employed our Odyssey of the Mind skills regarding the problem of plastic pollution and environmental preservation. Awareness is one of the single most effective ways to grow the initiative and encourage the kind of conscientious mindset it takes to be a steward of the earth. We approached

this from multiple angles. With creativity at the center of our project, we began to brainstorm ways with which we could promote principles of mindfulness, reuse, and community strength while sharing our passion for the welfare of the environment and children everywhere."

The group started with a massive used crayon recycling drive to get schools and students involved. It chose to repurpose them

into heart-shaped crayons, representative of Team Brave Hearts and the compassion and support that they try to bring to children in need. The repurposed crayons were given out at the Magic Center Odyssey of the Mind Regional

Tournament to Odyssey team members who wished to make a card or write a supportive message to an Embrace Families child.

*(Continued on page 2)*



A VISITATION ROOM TO ENHANCE THE INTERACTION BETWEEN PARENTS AND CHILDREN AT THE PURPLE ENBRACE FAMILIES CREATED BY TEAM BRAVE HEARTS IN 2019.

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The group also spread awareness and collected used plastic bottles and tops at events, schools, and even at Orlando Magic games. They did clean-ups at local parks, beaches and springs. In all, they collected over 1,000 bottle caps and many garbage bags full of used plastic bottles. The girls opted not just to recycle the plastic; they wanted to transform it. They were inspired by recycled art seen at the Florida Aquarium. They set to work learning how to melt plastics of different grades, combine colors, and mold shapes. Through a lot of trial and error, and many hours of research and hard work, they mastered the formula.

Team Brave Hearts, returning to the original focus, made artwork for the Embrace Families visitation rooms. Using the various recycled materials, the group created two beautiful wall hangings. This supported the foster children by bringing beauty into the Embrace Families environment while emphasizing the strength of families and encouraging care of the environment through creative means.

“Much as we had done in our six years on Odyssey teams, we looked at the problem, the requirements, the constraints, and the potential to create something significant. We incorporated our Odyssey ingenuity, repurposing materials, working within budgetary constraints, and maximizing teamwork. We employed our Odyssey skills, woodworking

(problem 1), backdrop painting (problem 5), and creative technical solutions (problem 2),” said the Brave Hearts.

The group not only addressed the needs of local foster children now, but worked to help the planet these children will inherit as they grow.

“I can hardly imagine a team more deserving of a chance to share their talents, commitment, message and passion,” said Miriam Smith, spokesperson for Embrace Families.

The group is more inspired than ever to help its local community, “We have committed to continue our support of Embrace Families and the foster children that they serve. We have and will continue to replenish the visitation room

with books. We will continue to cultivate awareness and enhance participation and support in the community, all in an effort to bring comfort to those young, brave hearts who face adversity every day.”

“The Brave Hearts did an outstanding job helping the community and we are extremely proud of the differences they’ve made,” said Cheryl Micklus, Director of the Odyssey Angels program. She continued, “we’d like to thank all of our Odyssey Angels project members for the outstanding community service work they have done. One project may have been chosen but all the projects helped communities worldwide” 



USING PLASTIC BOTTLE CAPS THEY FOUND ON THE BEACHES, TEAM BRAVE HEARTS CREATED ARTWORK FOR THE VISITATION ROOMS FROM THEIR 2019 ODYSSEY ANGELS PROJECT.

**Become an Odyssey Angel**

*Angels are always among us...  
Helping communities around the world*

**Enroll Now at: [odysseyangels.org](http://odysseyangels.org)**

**Be a hero in your community!**

The Odyssey Angels program wants to challenge you to use your unique creative problem-solving abilities to help some aspect of your community that would otherwise be overlooked. In return, one team will be selected to attend World Finals to present how it helped its community.

**ENROLL TODAY AT:  
[WWW.ODYSSEYANGELS.ORG](http://WWW.ODYSSEYANGELS.ORG)**

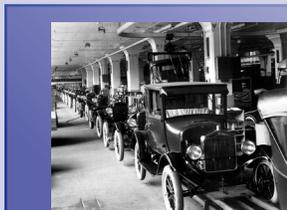
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## Great Ideas

### THE ASSEMBLY LINE

Think about the following items: a cell phone, an Odyssey of the Mind pin, a 12th century military ship, a desk lamp, an eye shadow palette, an automobile, a pen, a pack of gum, a cotton candy flavored popsicle, a license plate, saltwater taffy, and a stapler. What do these things all have in common? They are the product of an assembly line!

An assembly line is a sequence of strategically placed workers or machines that are assigned individual tasks to cohesively build an item from start to finish. When the product reaches the end of the assembly line, each task will have been completed thus successfully constructing the product without hinderance. Though the concept of an assembly line is heavily associated with Henry Ford because of his contribution in the mass-production of automobiles in the 20th century, the concept was adopted far earlier than the Industrial Revolution.

The Venetian Arsenal, a shipyard located in Venice, Italy, was established in 1104 and used a working system that closely resembles an assembly line. In the early years, it was a place to repair war ships and store equipment for the military. Over time, as the battle for

trade power heightened, the need to produce military ships was at it's peak. The Venetian Arsenal expanded and it's mission was to produce military ships to aid in the ever increasing battle for world power. To increase the rate of production, hundreds of warehouses were built on-site and the production process was divided and standardized. Each warehouse was strategically placed and given a specific task: some were responsible for cutting wood which would then go to the warehouse responsible for building the hull, others were responsible for assembling the galleys, and others were tasked with forging the anchors and cannons. Using natural water channels and canals to maneuver the vessel from one warehouse to another, the production rate of military ships significantly increased due to each warehouse successfully completing their task ensuring that each ship was assembled correctly and efficiently.

Assembly lines have a synonym: divisions of labor. Divisions of labor have one common definition; a separation of tasks to increase production. Instead of strictly viewing divisions of labor as manufacturing goods at a higher rate in a factory, broaden your scope to see that divisions of labor can be found everywhere. Monarchies and democracies have councils and other governing bodies to help carry out individual duties to aid in the well-being of the nation. Military have ranks. Corporations have chief officers, vice presidents, directors, managers, supervisors, and frontline workers who all have specific duties to carry out the mission of the company. In almost every place of business, department, and home, there is a chain of command and they all have a common theme: to ensure goals are achieved while staying true to the mission.

# Virtual Tournament Procedures

## Registering for a Virtual or Online Tournament:

Create a team login from your membership number once you know the problem and division you are competing in. After logging into members area under your member number, select 'Team Registration' and fill out your information. You will be given a team-specific login and password. This is what you will use going forward to enter the Members Area and compete in your tournament.

During a time pre-determined by your Tournament Director and communicated to all teams, the Spontaneous portion of competition can be found after logging into the Members Area. At some time during your virtual tournament, there will be a link to the Spontaneous problem that will be available over a number of days. Your team can only access the link once, so be sure to have a plan to be together either in person or virtually depending on health guidelines and your preferences before following the link. More info on how to compete in Spontaneous will be published in the future before your competition.



## Submitting the Long-Term Performance:

The video must be uploaded to a file sharing service of your choice (Google Drive, Microsoft, YouTube, etc.) provided it is publicly accessible in the USA.

Create a shareable link for the video and paste it into the appropriate field after your team logs into the Members Area. Be sure your sharing settings allow anyone with the link to view it.

Do the same with your paperwork, pictures, and script as described above. Check and double check your sharing settings for all so the judges don't miss an aspect of your solution.

*Please do NOT ignore or go against any health advisories. Understand that we will be evaluating your solutions, not the quality of your video. This means that you can "meet" as a team online and record the performance if that is your only option or gather and perform following school and local guidelines.*



## Creating the Video of the Problem Solution:

The video will include the 8-minute solution plus an additional seven minutes of explanation (15 minutes total).

The 8-minute portion must be a continuous and unaltered recording, the camera can move around the performance area, zoom in/out, etc. Edits in any way, added effects, etc. are not allowed in the solution video. All team members, props, settings, etc. must be in the frame at some time to be scored and do your best to show props, settings, and costumes.

The 7-minute explanation time is added after the performance is completed. The team is allowed to highlight components of the solution in the video. This could be how certain items were created, how they operated, how they added to the solution, and so on. This portion may be edited and must be included after the performance portion of the video. Non team members may appear in the explanation portion of the team's video, but the team members should be providing the additional explanation regarding the required Long-Term and Style elements. This is your chance to talk to the judges and show off different parts of your solution, so think about what you'd want the judges to know about your work!



**VIRTUAL DIVISION IV HAS BEEN EXPANDED! NOW, ANY GROUP OF INDIVIDUALS THAT DON'T QUALIFY FOR DIVISIONS I – III CAN QUALIFY FOR VIRTUAL DIVISION IV.**

**For the full version of Virtual Tournament Procedures, visit:  
[www.odysseyofthemind.com/virtual-tournament-procedures](http://www.odysseyofthemind.com/virtual-tournament-procedures)**

# Spontaneous & Long-Term Procedures for In-Person Tournaments

## Spontaneous Procedures

- 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.

- Entering spontaneous: The judge will tell you the type of problem you will solve: hands-on, verbal, or verbal/hands-on and direct you where to sit. All team members present at the competition will compete in the Spontaneous problem.
- 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.

- 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. Virtual Spontaneous Procedures will be published soon!

~Joy Kurtz, International Spontaneous Problem Captain.

## Long-Term Procedures

- The Check-In Area location will be marked at your tournament. Your team will meet here 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 are 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-minutes.

- 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.

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, adjustments due to health guidelines, etc. Read the problem carefully as well for any problem-specific procedures. Remember to relax, have fun, and be creative. Good luck! 🐾



# Odyssey of the Mind®

## MEMBERSHIP APPLICATION

Questions? Email: [info@odysseyofthemind.com](mailto:info@odysseyofthemind.com) or Call: 856-256-2797

For new AND renewing members, complete this **entire** form and return it with a check or purchase order. **Check one:**

**Traditional Memberships (eligible for in-person & virtual competition):**

- \_\_\_\_\_ **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, university, accredited technical school, or member of the military. Other team members must be enrolled in one of the above. They do not have to attend the same institution. May enter one team per problem. May proceed directly to World Finals.
- \_\_\_\_\_ **Virtual Memberships:** Eligible for Virtual Competition only. May enter one team; however members do not have to be from the same organization or school.
- \_\_\_\_\_ **Virtual Division IV:** any group of individuals that don't qualify for Divisions I – III.

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 traditional membership costs \$135, but you will receive discounts if you purchase more than one membership. For all memberships purchased, you get access to five **competitive long-term problems**, one **primary problem**, the **Program Guide**, and more! Membership packets are download-only. Once processed, log in to the Member Area to access the problems.*

\_\_\_\_\_ Individual Traditional 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 .....

\_\_\_\_\_ Virtual Membership (one team only) @ \$100.....

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Problem No. 3: *Classics...*

OMER and the Beanstalk



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.creativeopportunities.org](http://www.creativeopportunities.org).

Congratulations and good luck to these 2020 winners:

### **\$500 SCHOLARSHIP**

- |                         |                        |
|-------------------------|------------------------|
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| ● Kate Lemons, GA       | ● Angelina Tsuda, GA   |

### **JIMMIE JONES SCHOLARSHIP**

- Morgan Tiziker, NJ