



Odyssey of the Mind[®]

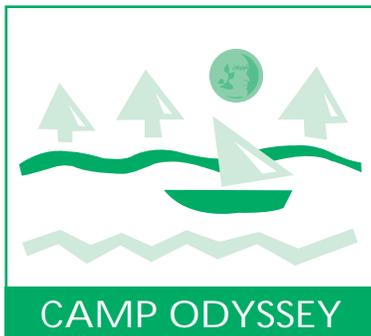
Newsletter

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Creative Minds Join Forces to Introduce "Camp Odyssey"



creative minds of both organizations to challenge children's imaginations through team-powered events.

Throughout its 34 years of operation, Camp Emerson, a coed resident summer camp, has been known for its innovative programming for boys and girls ages 8 to 15. Sue Lein, Director of Camp Emerson, approached CCI to tailor the Odyssey of the Mind program to the camp setting. "Camps are always looking for something new to offer. Odyssey of the Mind fits with the traditional camp goals of building self esteem, having fun and working as a group, but it adds a new forum to accomplish these ends," said Lein.

This summer, Camp Emerson will pilot Camp

Creative Competitions, Inc. (CCI) has partnered with Camp Emerson in Hinsdale, MA, to develop "Camp Odyssey," a new program for the summer camp industry. This joint venture marries the cre-

Odyssey to its campers and staff. Each team will solve a problem then present its solution in a formal competition. The results are expected to be as original as the campers themselves. Lein says, "This is a program that can work at any type of camp for any type of camper. The Odyssey of the Mind formula has shown that the excitement generated by the process of working together can be even greater than the solution itself."

After this summer's pilot, CCI and Camp Emerson will introduce Camp Odyssey to day and resident camps across the U.S. As more camps become involved, regional and national events will take place where teams compete for top honors.

According to Lein, "There are few places where kids can truly test the limits of their creativity. Odyssey of the Mind is the world leader in stimulating 'out of the box' thinking by kids, for kids. Kids at camp are already primed to be independent and try new experiences. When you take away the pressures of the school year, one can only imagine what different results might emerge when they participate in Camp Odyssey."

For more information about Camp Odyssey, call Sue Lein at 1-800-532-CAMP.

It's CU in '02 -- Back to Boulder for World Finals!

It's official -- Odyssey of the Mind will return to the University of Colorado at Boulder for the 23rd annual World Finals competition. This will be the third time World Finals will be held at CU -- once in 1989 and again in 1992. The dates of the event are May 22-26, 2002.

Boulder is easily accessible via Denver International Airport. Known as the "Mile High City" for its altitude of 5363 feet, Boulder sits in the shadows of the magnificent snow-capped Rocky Mountains.

The sprawling campus has 21 residence halls and many historical buildings. It is within walking distance to the downtown area, with many hiking and biking trails, so teams can get out and enjoy nature when they are not attending competitions.



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A South Carolina Team's German Odyssey



Pictured above are members of the teams from China, Gaffney HS, and Germany. With them are Odyssey of the Mind Founder, Dr. Sam Micklus (7th from right), and Dr. Karl Plagemann of Germany International (3rd from right).

The Gaffney High School *Achilles' Heel*, Division III team from Gaffney, SC, attended the Germany International Finals on March 17 at the FEZ in Berlin. Gaffney HS represented the U.S. Besides Germany, other countries represented include China, Uzbekistan, Ukraine and the Netherlands.

Gaffney team members are Jim Byars, Ricky Rudnick, Heidi Villa, Ashley Huskey, Philipp Muller, Jenna Cabaniss and Damien Villa. Coaches are Cindy and Mike Byars.

The competition was part of Germany International's Festivity Week, so the team's 10-day stay was packed with

activity. Coach Cindy attended an Odyssey of the Mind Conference, where Dr. Sam was a guest speaker, while the students attended classes with their buddy team. Other activities included sight-seeing trips, a day to spend time with the host families, and helping to plant a Tree of Unity in the courtyard of the FEZ, a tradition that takes place each year before the start of the competition.

The team stayed with families of Gaffney's buddy team from the 2000 World Finals. To perpetuate this cultural exchange, the Gaffney team hopes to bring a team from Germany home to South Carolina after the 2001 World Finals.



We all know the amazing things computers can do. While many of us have a general idea of their history, not everyone knows who is credited as being the very first computer programmer, even though a common computer language, ADA, is named after her.

Ada Byron Lovelace was born in London in 1815 to Lady and Lord Byron, the famous poet. She grew up with her father's artistic nature, with a strong passion for music, but, since Lord Byron left his family shortly after Ada was born, Lady Byron was determined that her daughter grow up to be nothing like her father. Instead, she raised Ada to be a mathematician and scientist.

The Byrons traveled in upper-class circles, and Ada met many famous and influential people throughout her life. At 18, she was introduced to Charles Babbage and learned of his ideas for a new calculating device, the Difference Engine. This "thinking machine" was the size of a travel trunk, powered by a hand crank, and made up of about two thousand brass and steel components. Impressed by Babbage's "universality of ideas," Ada asked

to see the plans and diagrams. She soon became an expert on the machine. When Babbage decided to abandon his work on the Difference Engine for that of a far more sophisticated machine, Ada saw great potential. The Analytical Engine was similar to a modern computer in structure, and Ada understood it better than most others who were older and more experienced.

The Italian mathematician Menabrea was to explain the Analytical Engine at a conference in Vienna, and Ada was given the task of translating his paper into English. In the process, she added footnotes and explanations, which enhanced the original document significantly. The paper ended up being three times as long as Menabrea's original and much more useful. In it, Ada suggested that the machine be used to calculate Bernoulli numbers, which eventually became the first "computer program." She also predicted that the machine would compose music, produce graphics, and be used for both practical and scientific purposes.

Babbage published and distributed Ada's work. It was written with such clarity and insight that it became the premier text explaining the process now known as computer programming.

Ada died in 1852 at 36, the same age as her famous father. More than a century later, in 1979, the U.S. Department of Defense developed a general purpose language designed to become the standard to replace the many specialized computer languages in use today. It's named ADA, in honor of a very inquisitive, innovative, technological visionary.

Odyssey of the Mind

2001-2002 Long-Term Problem Synopses

Problems are tentative as of **April 27, 2001**, and are subject to change. A longer description of each problem will be released on www.odysseyofthemind.com in several weeks. All problems have an 8-minute time limit.

The Chameleon

The team will create and drive a vehicle that, like a chameleon, changes appearance. The performance will include three team-created Environments, each with a different setting. A team member will drive the vehicle to each Environment, where it will change its appearance and blend in with its surroundings. The team member driving the vehicle will also blend visually into each Environment.

Divisions: I, II, III & IV Cost limit: \$135

OMER's Earthly Adventures

In this technical problem, the team will present an original performance about environmental preservation. The performance will include OMER, the Odyssey of the Mind mascot, who will apply his creative problem-solving skills to fix malfunctions that prevent three tasks from being completed. Fixing the malfunctions will allow others to perform the tasks needed to help protect the environment. The team will select two tasks from given lists, and one task will be team-created. Also, the team will create the illusion of OMER traveling.

Divisions: II, III & IV Cost limit: \$135

Center Stage

The team's problem is to create and present an original humorous performance that is based on a selection from a given list of classical literature. A host will set the tone of the performance in a prologue and, at some time during the performance, give a brief explanation of the essence of the story. The team will create a stage set and choreograph a dance that will be performed during the presentation. The performance will conclude with an epilogue that includes a character from a different work on the list.

Divisions: I, II, III & IV Cost limit: \$125

It's a Snap!

The team's problem is to design and build components of a structure and to assemble them into a complete structure. The components will be made of balsa wood and glue and will interlock without the use of glue, string or fasteners of any kind. The complete structure must stay together when lifted from any piece of wood; it will be tested by balancing and supporting as much weight as possible.

Divisions: I, II, III & IV Cost limit: \$125

The Ostrich Factor

The team is to create and present a humorous performance based on a character that possesses the Ostrich Factor. That is, when the character hides its head, it becomes invisible and remains invisible until its head reappears. However, there is another character that is not affected by the Ostrich Factor. This second character, like the judges and audience, always sees the character that possesses the Ostrich Factor. The Ostrich Factor character will hide its head at least five times during the performance. One of the times it will reappear to find that it missed a fun event and another time it will reappear in a different time and/or place. In addition, the team will create the way the character hides its head and will have a surprise for the audience during the performance.

Divisions: I & II Cost limit: \$100

Me and My Shadow

The team will create and present an original performance about the life of a shadow. The shadow will be bound to its person when that person is in light, but when its person is in the dark, the shadow is free to leave and interact with other shadows in a fantasy shadowland. At least three times during the performance the person will go from the dark to the light, at which time the shadow will return to the person's side. The team will create a signaling system to let the judges and audience know when the person is in the light.

Primary: Grades K-2 Cost limit: \$50



Coaches & Officials Problem

TARGET OMER

- **Purist Division** (Coaches and Officials must solve the problem alone.)
- **Poetic License Division** (Coaches and Officials may have help from others.)

A. The Problem

Your problem is to make a device to move five tennis balls from behind a foul line into a target approximately 20 feet (6.1m) away. The person who gets the balls with the highest total value into the target will be the winner.

B. Limitations

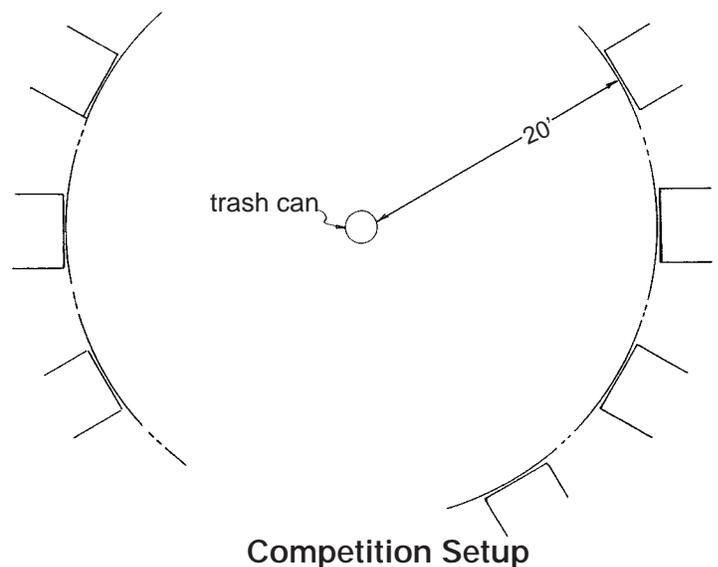
1. Devices must move the tennis balls in a safe manner. Devices judged unsafe will be disqualified.
2. Contestants must provide their own tennis balls.
3. Each ball must have the contestant's name, state/province and country printed on it in the English language before the competition begins.
4. Two of the five tennis balls will be OMER bonus balls. These must have "OMER" printed on the ball, or have his face drawn on the ball.
5. The tennis balls may not be altered in any other way, or have anything attached.
6. You may not throw the tennis balls directly (such as by hand) or indirectly (such as swinging a tennis racket to hit them.)
7. Balls cannot be packaged together and moved at the same time.
8. Contestants and devices must be entirely behind the foul line until an official gives the signal to begin.
9. Contestants must remain behind the foul line until time ends and the judges signal that they may cross the line.
10. The container will be a standard plastic trash can (app. 30 gallons).
11. There are no size or cost limitations.
12. There will be no clarifications for this problem.

C. The Competition

1. Contestants and their devices will take their positions behind a foul line. The line may or may not be taped.
2. Contestants will compete in rounds. Each competition time period is 3 minutes. An official will give the signal to begin the 3-minute time period.
3. When time ends all of the balls in the target will be removed and scored. Balls still traveling will not be allowed to finish for score. The target will be returned for the round.
4. Each OMER ball in a target will receive 3 points. The other balls will each receive 1 point.
5. In the event of a tie, there will be a playoff to determine first-, second- and third-place winners.
6. If there is a playoff the contestant whose ball enters the target first will win, enters second will come in second, and so on.

D. Awards

1. Trophies will be awarded for first-, second- and third-place in both divisions.
2. A trophy will be awarded to the person with most outstanding STYLE. Every contestant is eligible, even those who place first, second or third.



2001-2002 ODYSSEY OF THE MIND MEMBERSHIP APPLICATION

For new memberships or renewals, complete this form and return it with a check, purchase order, or credit card number (see below).

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. Use school district name on application. May enter one team per problem per division in competition.
- Home-schooled students:** All students on the team must be home-schooled. May enter one team per problem.
- Community Group:** May not be an organization established solely for the purpose of participating in Odyssey of the Mind. May enter one team per problem in competition. Please submit by-laws if this is a new membership.
- Division IV:** May enter one team per problem. Proceeds directly to World Finals, and has the opportunity to compete at the Association level.

Membership name _____ Membership number (if renewal) _____

Grades covered by membership _____ School district _____

Contact person (may be a coach) _____

Mailing address (for newsletter delivery and correspondence) _____

City _____ State/Province _____ Zip _____

County _____ Country _____

Daytime phone _____ FAX _____ E-mail _____

*Each individual membership costs \$135, but you will receive discounts if you purchase more than one membership. For each membership purchased, you will receive five competitive **long-term problems**, one **primary problem** one **Program Guide**, one **booklet of spontaneous problems and practice tips**, one **scholarship application**, one **newsletter subscription** and various other materials.*

Individual 2001-2002 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 (registered 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



copies of **Applying Your Creativity** @ \$18 Discusses different types of human creativity..... _____

copies of **Creativity + Teamwork = Solutions!** @ \$18 Includes tips on building effective teams..... _____

copies of **Odysseymania!** @ \$17 Includes a chapter on humor and creativity _____

copies of **Make Learning Fun** @ \$17 Provides a history of the program _____

All of the above books are a collection of long-term and spontaneous problems from past competition years.

Shipping & handling for the above books is \$3.50 for the first book, \$1 for each additional book.

There are no shipping & handling charges for membership packets and the items listed below.

additional copies of **Odyssey of the Mind Program Guide** @ \$5 (one is included with membership)..... _____

Contains basic competition information and membership rules. (Price includes shipping & handling.)

packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") @ \$20 per 100 pieces (includes S & H)..... _____

Subtotal _____

Shipping & Handling _____

Total _____

Contact CCI with any questions

856.456.7776 ● info@odysseyofthemind.com ● fax 856.456.7008

www.odysseyofthemind.com

To submit payment:

- Complete this form and mail it to CCI, 1325 Rte 130 S, Suite F, Gloucester City, NJ 08030, along with a check, money order or p.o., payable to CCI, or with your credit card information.
- If paying by p.o., you may FAX your order to 856.456.7008.
- If paying by credit card, you may FAX your order, order by phone: 856.456.7776, or e-mail info@odysseyofthemind.com.

VISA MasterCard American Express Discover

Acct. no. _____ Exp. _____

Signature of cardholder _____

SHIPPING ADDRESS (For UPS Delivery)

Name _____

Address _____

City _____ State/Prov _____

Zip _____ Country _____



Odyssey of the Mind

c/o Creative Competitions, Inc.

1325 Rte 130 S ● Suite F ● Gloucester City, NJ 08030

www.odysseyofthemind.com

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IT'S TIME TO
RENEW FOR 2002!

REGISTER EARLY

The *Odyssey of the Mind Newsletter* is published by Creative Competitions, Inc. Editor: Carol Ann DeSimine.

PROGRAM UPDATES FOR 2001-2002

Remember that the earlier you apply for renewal, the earlier you'll receive your membership packet with the complete long-term problems and support materials. Please note the following reminders and changes that are in effect for the 2001-2002 program year.

On-line registration. You may register on-line using your credit card.

Cut-Off Dates for Divisions I and II. Division eligibility is determined by age or grade and the determining date is now **May 1**. Team members are in Division I if they are less than 12 years old or are in fifth grade on May 1. Team members are in Division II if they are less than 15 years old or are in the eighth grade on May 1. As always, the division will be determined by the age of the oldest team member.

Division III. There is no maximum age. Full-time high school students may compete in Division III.

Problem Clarifications. Long-term problem clarifications can be submitted via e-mail.

Newsletter Subscriptions. Members may purchase additional subscriptions to the *Odyssey of the Mind Newsletter* for \$4 per year. Simply fill out and submit the order form included in your membership packet. One newsletter subscription and one *Odyssey of the Mind Program Guide* are included with each membership.

Cancellation of Membership. To be eligible for a refund, packets must be returned to CCI within 30 days of receipt and include written notice of withdrawal from the program. There is a \$25 charge for each canceled membership.

Membership Cards. We will send your membership card with your packet if you send payment with your application. Otherwise, we will wait to receive payment before sending your card. Remember: a purchase order is not payment, only promise of payment.

Membership Card Replacement. Remember, if you misplace your membership card, it will cost \$5 for a replacement.

Membership Card Changes. If we list your name incorrectly on your membership card, send a copy to us with the corrected name and we will reissue the card.



Odyssey of the Mind

Family Album

- Erin Cunningham Sloan and husband Garry are new parents of a baby girl, **Emma Elizabeth**. Emma was born on March 27, weighed in at 6 lbs. 6 oz. and was 19.5" inches long. Mom Erin is an Oklahoma Regional Director and World Finals Judge and emcee.
- We extend our condolences to International team liaison **Mabry King**, whose mother recently passed away after a long illness.
- The annual Eurofest celebration took place the second week of April in Hungary. **Dr. Sam** and **Carole Micklus** were in attendance.