



# Odyssey of the Mind®

## Newsletter

Volume 27

Winter 2005

Number 2

### Team's Fundraising Efforts Pay Off for Rocky Mount, NC, School

The Englewood Elementary *Featured Creature*, Division I team took third place at the 2004 World Finals. It was a wonderful experience for the team members, and they were thrilled to have had the opportunity. But their involvement didn't end there.

The all-girl team had worked long and hard to raise funds for the trip to the University of Maryland, and were hugely successful. The girls solicited donations from individuals and organizations, and held the usual car wash and bake sales. They were extra fortunate that their school and community were so supportive. They had a movie night and sold food at lunch and school functions. The PTA even paid them to perform their solution for the school and community.

The girls used what they needed for the trip to Maryland and even had funds left over. When faced with the question of what to do with the money, the answer came easily: Give something back. As an expression of gratitude for the overwhelming support, they donated some of the money to Englewood Elementary to assist future World Finals teams. Then

they got really creative and decided to purchase books for



The *Feature Creature* Div I team purchased books for every class in the school and met with the book's award-winning author. Left to right: (front row) Allison Raper, Julia Amend; (middle row) Catherine Stuart Wallace, Annika Sinha, Aubrey Reeves; (back row) Catherine Hedgepeth, author Linda Sue Park, and Heather Werner.

every classroom in the school. But it couldn't be just any book — they wanted one that embodies the Odyssey of the Mind spirit.

They chose *When My Name Was Keoko* by Newbery-award-winner Linda Sue Park. They even invited the author to pay a visit — and she accepted!

The girls put much thought into their donation by choosing an author whose works have the same ideals as Odyssey of the Mind. They chose Park's book because of her themes about courage, creativity, perseverance, acceptance of differences, and respect for all cultures. These were the same themes the girls emphasized in their *Feature Creature* solution.

The team was excited to meet the author when she spoke at Edwards Middle School, where the girls are now students.

The books even feature a bookplate with information about Odyssey of the Mind, so other students can learn about the program for years to come.



#### Something About the Author

Linda Sue Park was born in the U.S. to Korean immigrants. *When My Name Was Keoko* is the true story of Linda's mother, who grew up in Japanese-occupied Korea in the 1940's.

In 2002, Park received the John Newbery Medal for *A Single Shard*, the story of a poor orphan boy in Korea in the 1100's who dreams of making beautiful pottery.

The Newbery Medal is awarded annually to the author of the most distinguished contribution to American literature for children published in English in the U.S.

Look what else is in this issue . . .

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## PROBLEM CLARIFICATIONS AS OF FEBRUARY 2, 2005

Stay up-to-date with clarifications by logging on to [www.odysseyofthemind.com](http://www.odysseyofthemind.com).



### PROBLEM 1: STUNT MOBILES

- In Figure D, the  $3\frac{1}{2}$ " x  $3\frac{1}{2}$ " x 36" board runs parallel to the Start Line. In Figure H, it runs perpendicular to the Start Line. Figure D is correct. It will run parallel to the Start Line.
- In E. Penalties: It should read "Deducted from percentaged scores" and not include "not from total weight held."
- In B.9.e, The Popping Board: Figures A and B, and the description should indicate that the Popping Board can be made from either a commercially produced 18" long board 1" x 8" or 2" x 8". The seven course thread screws must extend outward from the board at least  $\frac{3}{4}$ " to and no more than  $1\frac{1}{2}$ " from its front (B.9.e(1)). Both the feet (B.9.e(2)) and the safety boards (B.9.e(3)) must extend 2" from the front of the popping board so the screw tips cannot touch the floor if the board is knocked over and face down.
- A Stunt Mobile must be entirely behind the Start Line (infinite extension) at the time of release and some part of the vehicle must cross the 18" taped portion of the Start Line.
- If a Stunt Mobile uses external propulsion, only the Stunt Mobile has to meet the size restriction in B.6.e. Everything used in the external propulsion system, not including the Stunt Mobiles, must meet the size restriction in C.6. In Scoring D.2, the external propulsion system and the Stunt Mobile will be considered as one system. The Stunt Mobile and the external propulsion system must both be constructed using team-made parts and/or commercially produced parts (B.6.d).
- To receive score for D.8, at least one part of the Stunt Mobile must make physical contact with the top surface of each step.
- In B.9.c(3), the metric conversion for 8 oz. should be 0.228 kg, not 0.227 kg. In C.1.b, the metric conversion for 9' should be 2.74 m, not 2.4 m. In C.1.b, the metric conversion for 18' should be 5.49 m (nothing is given). In C.1.c, the metric conversion for 12' should be 3.66 m (nothing is given). In C.1.d, the metric conversion for the 30" should be 0.76 m not 0.61 m, and the distance from the Start Line to the Finish Line is 18' (5.49 m) not 2.44 m. In C.1.e, the metric conversion for the  $1\frac{1}{2}$ " high x 11" wide x 48" long third step should be 3.81 cm x 27.94 cm x 122 cm, not 3.81 cm x 27.94 cm x 122 m.
- An item that is removed or becomes disconnected in any way from a Stunt Mobile cannot be reused. Only components attached to the Stunt Mobile and within the size limitation will be considered part of the vehicle.
- 8.a is scored 5 points if the Stunt Mobile makes physical contact with the top surface of the first step, 10 points if physical contact is made with the top surface of the first two steps, and 15 points if contact is made with the top surface of all three steps.
- Scoring for a course stops as soon as a scored item within the course receives zero score. For example, if in D.7 a ping-pong ball is not knocked off the cup, then 7.a is scored zero points; therefore, 7.b, c and d all receive zero points.
- Teams may place a vehicle on a ramp, provided the vehicle and ramp are completely behind the Start Line.
- C.2. If the course was altered and has not been restored by the team to be in compliance with the problem, the judge at the Start Line will raise a red flag prior to the release of the Stunt Mobile. Once a course is in compliance, the judge will raise the green flag indicating that it is OK to attempt the course. If the Stunt Mobile was not entirely behind the line, then the judge will lower the green flag and raise the red flag. If the red flag remains raised or is raised, then that attempt cannot continue for score.
- In the Climber, at least one part of the Stunt Mobile must make physical contact with the top surface of each step in order to have climbed that step. You may receive score for climbing the first step, climbing the first two steps, climbing all three steps, climbing all steps and crossing the finish line, etc.
- Only costumes and street clothing worn by the team members in the Staging Area are exempt from fitting into the 2 x 3 x 5 area.
- B.7.c. Nothing that is not part of the vehicle, whether it touches the vehicle or not, may be used after the vehicle crosses the start line to guide the vehicle, change its direction, or propel it.



### PROBLEM 2: IN YOUR DREAMS

- The whole monster must make the 180-degree (or more) turn. It may rotate in any direction or make a U-turn. If only part of the monster turns, such as the head, it will not count for score for D.9.
- A team member may be in, on or under the monster in order to push buttons, pull levers or manipulate strings, sticks, etc. in order to make the monster move. He/she may not put his/her body part(s) into the body part(s) of a monster and move it to make the monster move.

*continued on next page*

## PROBLEM CLARIFICATIONS (continued)

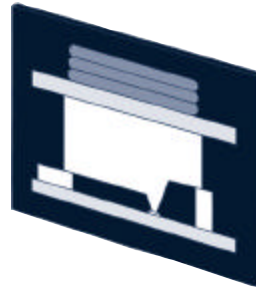


### PROBLEM 3: GET THE MESSAGE?

1. B.11. The narrator/host must describe what is taking place in the performance and/or introduce and/or comment on portions of the presentation

(B.11.b and/or c) to receive score in D.4. The narrator/host may have a larger role in the performance. However, score for D.4 will only include the narrator/host's performance and appearance as described in B.11.b and/or c.

2. B.9. Teams must create one visual signal for each method of communication. Each required signal must show one stage of one Earth process selected from B.9.c. Together the three required signals must depict three stages from the same Earth process. Additional signal(s) will only be scored if selected by the team as a Free Choice Style category.
3. Penalty 7 will be used if a portion of a team's method of communication used to tell the story is not from the list in B.6. The penalty will be based on how much the incorrect element helped communicate the story for that portion. If the total method is not from the list, the team will be given a zero score in that scoring category and Penalty 7 will not be assessed.
4. B.8.c. The basic components of the story such as events, characters and their role cannot change but details can be added and/or removed as the story is told. Time, place and the name of characters may change as the story is told.
5. B.6.a and b. Methods of communication from lists B.6.a and b may be used in the performance even when not used to communicate the story for score. For example: a team member may use body language such as in its portrayal or dramatic interpretation of a character when not telling the story.
6. B.9.b. The signals used to indicate the methods of communication must be used only when the corresponding method is being used to communicate the story for score. Judges will rely on the signal and the team's list to distinguish the difference between when a method of communication is used to tell the story and when it is used in other areas.
7. B.6. Only the story told using a method(s) of communication selected by the team will be considered in scoring. Example: if the primitive method of dance is selected, only dance may communicate the story and only the portion of the story told using dance will be scored. (The creativity of the story is scored in D.3 and how well the story is told using a method(s) of communication is scored in D.5, 6 or 7.)
8. B.6. Methods of communication may not become characters or be personified when telling the story. For example, a newspaper may not talk or a picture may not come alive and tell the story.



### PROBLEM 4: CRAZY COLUMNS

1. Nothing may be on the bottom of the surfaces that leaves a residue on the tester base.
2. Pieces of balsa wood that are resting on a required surface must be either connected to pieces of balsa wood that touch the other two required surfaces or extend from the required surface upwards to touch the crusher board. They may be part of a series of connected pieces of wood that meet this requirement. For example, a piece may rest on a surface and be connected to a second piece that is connected to a third piece that touches the crusher board.
3. Nothing may be done to the three required surfaces to assist the structure in maintaining its placement or holding weight.
4. The crusher board and all subsequent weights must be placed over the safety pipe in order to assure that they do not fall and injure someone. The safety pipe will be in the middle of the tester as shown in Fig. B.
5. Only costumes and street clothing worn by the team members in the Staging Area are exempt from fitting into the 2 x 3 x 5 area.
6. If a piece of the structure breaks completely off, it is no longer considered part of the structure. Therefore, if it touches the tester base, weight placement will be permitted to continue.
7. To clarify C.15.d, weight placement will end if the structure loses contact with any of the three surfaces.



### PROBLEM 5: LAUGH-A-THON

1. The reflection may not be a shadow.
2. The image in the reflection feature is the character portrayed by the team member being reflected.
3. In the reflection feature, the reflection should look and act like the image being reflected. How well the reflection looks like the image will be considered in D.2.
4. If the reflection speaks during the reflection feature, judges will disregard its speaking.
5. If two features are combined and both are eligible to be scored for humor, only one will receive score for the humor in that sequence. In order for both features to receive score one feature must also be in a separate routine. You cannot receive score twice for the same humor.
6. Only costumes and street clothing worn by team members in the Staging Area are exempt from fitting into the 2 x 3 x 5 area.



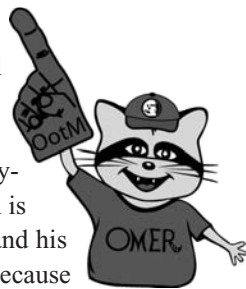
# Odyssey of the Mind ★ Official Souvenirs ★



**ODYSSEY OF THE MIND HOODED SWEATSHIRT** -- This warm and comfortable cotton sweatshirt has a stylish sueded finish and convenient pockets. It comes in black with heather trim. *Odyssey of the Mind 2005* is imprinted in gray on the front. Adult sizes S, M, L, XL, XXL.

**OMER #1**

**FAN PIN** -- Full of spunk, this 1 1/4" OMER will cheer everyone on. OMER is photo enamel and his hand bobbles because of a spring in his wrist. It's an extremely popular pin!



**OMER ART PIN** -- Show your artistic side with this pin featuring OMER and his portrait of Dr. Sam. It is 1 1/2" with hard enamel color screen print.

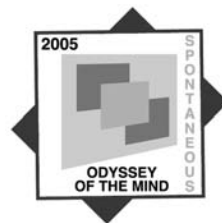
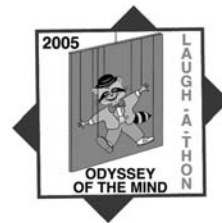
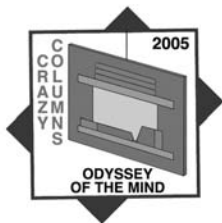
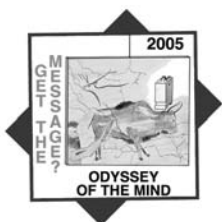
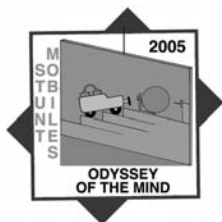


**BLINKIE PIN** -- Red, yellow and blue blinking lights flash on this 1 1/4" pin. Batteries are replaceable. Also available with "Coach."



**KNIT CAP** -- Back by popular demand! This *Odyssey of the Mind* beanie hat is navy with brilliant red trim and red embroidery. One size fits all.

**2005 PROBLEM PINS!**



**PROBLEM PINS** -- Show off your favorite problems by wearing these lightweight colorful photo art pins! Each pin is 1 1/2" and shows the problem icon, title, and 2005.

**COACHES PIN** -- This colorful enamel pin surrounds *COACH* in smiley stars to show that everyone is important at Odyssey of the Mind. It's 1 1/2" and silver plated.



**PARENT PIN** -- A yellow "parent" and two "children" in blue, yellow and red top off this 1 1/2" gold-plated enamel pin with *Odyssey of the Mind Parent* in blue.



*Minimum order of problem, coaches and parent pins is 3. Can be an assortment.*

Turn the page for complete pricing and ordering information.

**Order on-line with a credit card and receive a 10% discount on your total order!**

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

[www.odysseyofthemind.com/shop/](http://www.odysseyofthemind.com/shop/)

(Sorry, no phone orders.)

# ODYSSEY AROUND THE WORLD




The **Philippines** is the newest Odyssey of the Mind Association, led by Association Director Anna Maria.



We have a new arm of the Department of Defense Dependent Schools (DoDDs) in **Okinawa**, headed by Tiffiney Weddle.



In the **U.S.** several associations are celebrating their 25th Anniversary of participation in Odyssey of the Mind this year. Congratulations to:

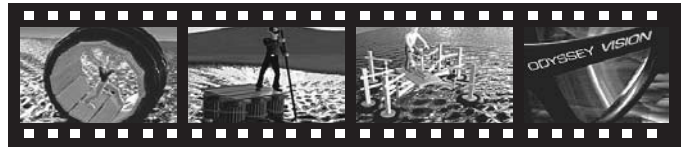
- Delaware
- Michigan
- New York
- Ohio
- Oklahoma
- Vermont

## A CREATIVE EXPERIENCE – SPREAD THE WORD!

**C**reative Competitions, Inc. has just released a new DVD designed to introduce schools to the Odyssey of the Mind program. *A Creative Experience* is 10 minutes long and features testimony by teachers, parents, coaches and team members, who talk about the benefits and rewards of participation. And there's lots of great problem footage filmed on location at past World Finals.

If you know of any schools or groups that might be interested in joining Odyssey of the Mind, showing them *A Creative Experience* is a great way to get them excited about the program. Contact your regional or association director, who may be available to come to your area to make a presentation. (Click on "local contacts" at [odysseyofthemind.com](http://odysseyofthemind.com).)

Let others see what you've already discovered — that Odyssey of the Mind is a valuable addition to any student's education — *and* it makes learning fun!



## 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.....
- \_\_\_\_\_ \***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 .....

### SOUVENIRS & PINS (Order on-line and receive a 10% discount!)

- \_\_\_\_\_ **Blinkie Pin** @ \$7 (specify number of each type) Blinkie \_\_\_\_\_ Blinkie Coach \_\_\_\_\_
- \_\_\_\_\_ **OMER #1 Fan Pin** @ \$5 .....
- \_\_\_\_\_ **OMER Art Pin** @ \$4 .....
- \_\_\_\_\_ \***Knit Hat** @ \$10 .....
- \_\_\_\_\_ \***Hooded Sweatshirt** @ \$40 \_\_\_\_\_ S \_\_\_\_\_ M \_\_\_\_\_ L \_\_\_\_\_ XL \_\_\_\_\_ XXL\*\* .....
- \_\_\_\_\_ **A minimum of 3 of the following pins in any assortment @ \$3 each** (specify number of each).....
- \_\_\_\_\_ Stunt Mobiles \_\_\_\_\_ In Your Dreams \_\_\_\_\_ Get the Message \_\_\_\_\_ Crazy Columns \_\_\_\_\_ Laugh-a-thon \_\_\_\_\_ Spontaneous \_\_\_\_\_ Parent \_\_\_\_\_ Coach

\* Add \$4 Shipping & Handling for the first item, \$1 for each additional item. \*\* 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, 1325 Route 130 S, Suite F, Gloucester City, NJ 08030**
  - **FAX:** Send this form along with a copy of your purchase order, or include your credit card information and fax to **(856) 456-7008**.
  - **On-line:** Pay by credit card at [www.odysseyofthemind.com](http://www.odysseyofthemind.com).
- \_\_\_\_\_ VISA \_\_\_\_\_ MasterCard \_\_\_\_\_ American Express \_\_\_\_\_ Discover  
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 Signature of cardholder \_\_\_\_\_

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## Odyssey of the Mind

c/o Creative Competitions, Inc.

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Hey Teams,  
Best of luck at your tournaments.  
I'm rootin' for ya'!

Your friend,  
*OMER*

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

*This came to us from Mary Rutherford, a coach from Pineville Elementary School, North Carolina.*

### *'Twas the Night Before Competition*

'Twas the night before competition  
and all through the house  
not a person was stirring,  
not even my spouse.

The props were all tucked  
in the trailer with care,  
in hopes that tournament day  
soon would be there.

The teammates were nestled  
all snug in their beds,  
while visions of Ranatra Fuscas  
danced in their heads.

My son in his PJ's  
and I in my thinking cap  
had just snuggled down  
for a short night's nap.

When out on the driveway  
there arose such a clatter,  
I sprang from my bed  
to see what was the matter.

Away to the window  
I ran with a dash,  
tore open the miniblinds  
and batted my lash.

For what to my wondering  
eyes should appear,  
but a nice older fellow  
and seven tiny O-meer.

I knew in an instant  
it must be Dr. Sam,  
for you will never meet  
a more likable man!

He was dressed in an Odyssey shirt  
and wore pins from head to toe,  
that made a faint jingle  
wherever he did go.

A wink of his eye,  
and a twist of his head  
soon led me to know  
I had nothing to dread.

He spoke not a word,  
but went straight to his work.  
He checked all the props,  
then reviewed our paperwork.

And laying his finger  
aside of his nose,  
he gathered his O-meer  
and struck a friendly pose.

"You my good coach  
have done very well.  
There's no outside assistance  
of which I can tell.

Your team members thought  
carefully all for themselves.  
They worked even harder  
than Santa's own elves.

No one should take  
more pride than you  
in what these amazing children  
have proven they can do!"

Before I could think of something  
spontaneous to say,  
Dr. Sam and his O-meer  
had driven away.

But I heard him exclaim  
ere he drove out of sight,

*"Happy tournament to all  
and to all a good night!"*