



Odyssey of the Mind[®]

Newsletter

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Number 1

Taking off with NASA

NASA has helped students journey around the world, save jungles, invent new forms of communication, build futuristic vehicles, and much more. The fun will continue as NASA begins its eighth program year as sponsor of The Eccentrics!

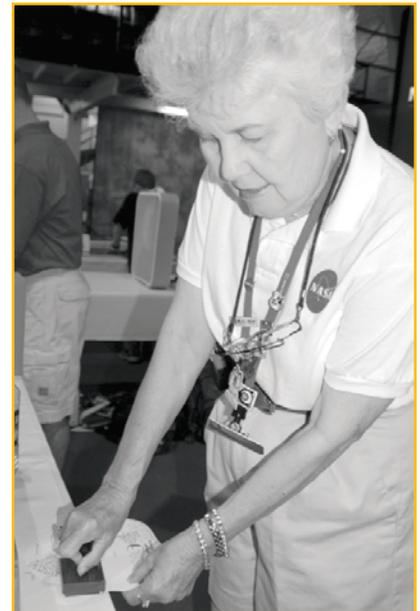
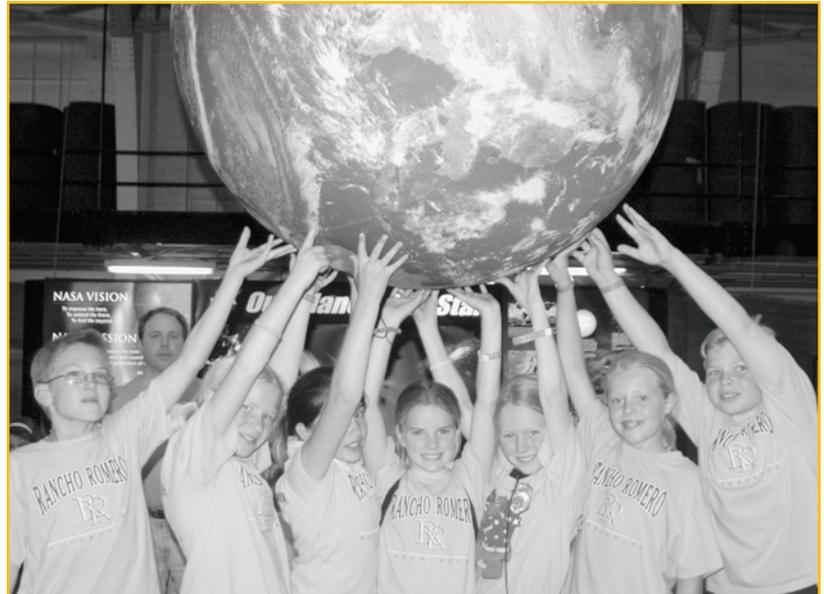
The NASA-sponsored problems are some of the most popular and this year is sure to be the same, especially with students around the world thinking up their own “eccentric” characters who help the planet.

Important information to help with this problem and many others can be found at NASA’s Ootm web portal: <http://earthobservatory.nasa.gov/odysseyofthemind/>. Here, students can learn all about the many facets of Earth and its atmosphere as well as seeing actual NASA satellite photographs.

NASA also provides interesting information and fun activities each year at World Finals. The NASA Creativity Festival booth offers many pamphlets, posters, stickers, activities, and a chance to talk with NASA staff volunteers.

At last year’s World Finals NASA also had new classroom activities where participants got to learn about earth sciences and take part in fun projects.

Dr. Michael King, a senior NASA scientist had this to say about OotM after visiting WF, “The very basis for Odyssey’s existence is team effort, creative problem solving, risk taking, divergent thinking, etc. NASA’s foundation is based upon these same attributes. Had it not been for these attributes, NASA would not have been able to send man to the moon, and we would not be successfully launching satellites to study the Earth and our Solar System today. Odyssey of the Mind and NASA form a great partnership.”



Also in this Issue . . .

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6. COU Scholarship Winners

NASA Fun! (Clockwise from top): World Finals participants learn about our planet at the Creativity Festival — and get to carry it around! • NASA volunteer Charlotte Griner stamps a “passport” at the creativity festival. • OMER in space! WF attendees could get their picture taken at last year’s NASA booth. • Teams and coaches got the chance to learn from a NASA scientist and create fun projects during the NASA classroom activities.

CLARIFICATION REMINDER

The problem clarification system is not intended to replace reading the problem and program guide. Please reread both again before submitting a clarification. Do not submit a clarification that asks: **(1)** if an idea is creative or if one idea would receive more score than another. (No comment regarding subjective scoring will be provided); **(2)** where the judges or audience will be during the performance (That is a question for your tournament director); **(3)** to confirm the wording of the problem; **(4)** if something may be different from an aspect that is specifically required (For example, if the problem requires 1/8" wood for a part you may not use 1/16" wood for that required part).

PROBLEM CLARIFICATIONS AS OF NOVEMBER 1, 2007

PROBLEM 1: Odyssey Road Rally

1. B7g: This limitation is for Divisions II and III only. Division I team members may help propel, steer and operate the vehicle even if they are not riding on it.

PROBLEM 5: The Eccentrics!

1. B6b: Each of the three required Eccentric Characters must

exhibit only human characteristics and capabilities while solving the problem. For example, an Eccentric Character may be super strong but must not exhibit superhuman strength when solving the problem with the Earth System.

Stay up-to-date on clarifications by checking on-line at:
www.odysseyofthemind.com/clarifications.



Great Minds

Scientists Gone "Mad"

Some of the world's greatest minds were sometimes some of the most eccentric. Writer Edgar Allen Poe said, "Men have called me mad, but the question is not yet settled whether madness is or is not the loftiest intelligence." While creativity and imagination exist in every human, is it just a coincidence that genius sometimes comes with "quirks?" Many important scientists not only made life-changing discoveries, but were also well-known for their eccentricities.

For instance, **Nikola Tesla** is widely respected as one of America's greatest electrical engineers. He is best known for his ideas on the discipline of electricity and magnetism. He developed in rapid succession the induction motor, new types of generators and transformers, a system of alternating-current power transmission, fluorescent lights, and a new type of steam turbine. He held over 700 patents at the time of his death.

Tesla was famous for elaborate and exciting presentations using electricity while at the same time known to be eccentric. He would wear gloves a few times and then throw them away because of germs. He also was repulsed by human hair and was afraid of pearls, especially earrings. He did things in threes, and was adamant about staying in a hotel room with a number divisible by three. He was most known to live in elegant hotels such as the Waldorf Astoria where he always ordered special meals and could only be served by the maitre de.

In contrast to Tesla's extravagant dinners and outrageous presentations, mathematician **Oliver Heaviside** lived much of his life as a recluse in England. He is most known for adapting complex numbers to the study of electrical currents and paved the way for modern communication, including improving the telegraph.

He is also credited with predicting the existence of the ionosphere, as well as accomplishing many great mathematical feats.

Heaviside preferred working in swelteringly hot, dark rooms. He had many battles with his gas company complaining that its gas and equipment was too inferior and even attempted dangerous home "repairs." He was extremely worried about not having enough heat and went to great lengths to be sure to wear plenty of warm clothing.

Heaviside also signed his name with a meaningless acronym W.O.R.M because he was sure that the world despised him. He also reportedly started painting his fingernails pink and had granite blocks moved into his house for furniture. Biographer Paul J. Nahin described him as, "a man who often was incapable of conducting himself properly in the most elementary social interactions." He lived the last 25 years of his life in "eccentric" retreat.

A century earlier, another important scientist went to even greater lengths to stay hidden from the public view. **Henry Cavendish**, a physicist/chemist of the late 1700's was an English aristocrat who made many brilliant discoveries. He established the composition of water, measured the mass and density of the Earth, and more. He also devised astronomical instruments.

His wealth helped support his reclusive behavior. He built secret staircases and entrances to his home in London in order to avoid people. He instructed his servants to stay out of sight or risk being fired and left them instructions through notes. He did all he could to avoid talking to or seeing women in general. Many of his biographies claim that Cavendish mostly only ate a leg of mutton at meals.

He would venture into the community only to attend scientific meetings. His need for solitude both helped and hurt his scientific reputation. While he had plenty of time to experiment, his extreme shyness kept him from publishing his findings. Many of his discoveries were not credited to him until after his death.

These are just a few of many scientists with different eccentricities, but one thing is similar for all. Through their non-conformity and even mental instabilities, they achieved greatness and changed many lives for the better.

Maybe this means that the eccentric kid sitting in the back of your class repeatedly gluing his hands together and pulling them apart is really on the brink of an amazing discovery!

SPONTANEOUS PROBLEM PROCEDURES

Teams should report to the spontaneous holding room 10 minutes before the scheduled competition time. If there is no holding room, teams report to the competition site 10 minutes before the scheduled time and wait quietly for further instruction. Only one coach may accompany the team into the holding room.

One team member will register the team, giving its long-term problem and division, the team membership name and number. Team members will wait in the holding room until a judge calls them. A judge will then accompany the team members to the spontaneous problem room. The coach will remain in a designated area and wait for the team.

All team members are allowed to enter the spontaneous room. A judge will give the type of problem the team must solve: verbal, hands-on, or verbal/hands-on. The team members will then have one minute to decide among themselves which five members will compete. The non-participating members may remain and watch or they may choose to leave the room. If they remain, they must not talk, signal, or intervene in any way, otherwise they will be warned and/or asked to leave. The team's competition time will continue. If a team has five or fewer members at competition, all must participate in spontaneous. Teams with fewer than five members may be at a disadvantage in the Spontaneous portion of competition.

Teams should listen carefully to the judge's directions, as every spontaneous problem is different and specific rules for each individual problem may apply.

A judge places a copy of the problem in full view of the participating team members and reads the problem aloud. The team may refer to its copy of the problem as necessary. Once the judge finishes reading the problem, he or she will say, "Begin," and time starts. The team members may ask the judges questions, but time will continue. In some instances, judges may tell the team that they cannot answer their specific question, and may refer the team to the problem. Judges will try to clarify the problem so the team members understand what the problem requires; however, judges will not give information that helps solve the problem. In verbal and/or verbal/hands-on problems the judges will use the following language:

- If a team member speaks too fast or mumbles and the judges cannot understand, the judges will say, "UNCLEAR. Please say it again."
- If a response does not make sense to the judges, or it is not acceptable, they will say, "INAPPROPRIATE. Please clarify or give another response."
- If a response is a repeat of a previous response, the judges will say, "DUPLICATE. Please give another response."

Once competition is over the team must leave the room quietly and meet the coach at the designated area. Teams must not discuss the spontaneous problem with anyone until after the competition.

Spontaneous problems are not subject to the grievance process; however, if a team has a concern, one team member 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

LONG-TERM PROBLEM PROCEDURES

Teams should report to the Check-in Area approximately 15 minutes before their scheduled competition time. They should have the required number of completed copies of their Style Form, Material Values Form, Outside Assistance Form, clarifications specific to the team's solution, and any other paperwork listed in the long-term problem, along with all items needed for their problem solution. The Staging Area Judge will check for clarity and completion of all paperwork and pass it to the Timekeeper, who will distribute it to the Problem and Style Judges. The judge will then check all props for safety, the team members' foot coverings and the membership sign. The team will then be able to ask questions.

The Staging Area Judge will also explain the procedure for picking up the long-term raw score to the coach, who will be directed to sit in a designated area, if available. Once directed by the Staging Area Judge, the team members will have 3 minutes to remove their materials from the Check-In Area and proceed to the Staging Area (If areas are in a different place.), where they will be met by the Timekeeper. (Others may help move items into the Staging Area. After that, no one may assist the team in any way until the presentation is over.) Once time begins, the team must clear the Staging Area within the first 3 minutes of the performance time.

The Timekeeper will introduce the team to the audience, and ask that all cell phones and other electronic devices are turned off. The Timekeeper will announce if the team will allow flash photography and/or videotaping of its presentation. No one, including the Timekeeper, may read a description of the team's solution aloud. If the team wants it read, it must do so during its competition time. When the Timekeeper says, "Begin," the team has 8 minutes for setup, Style and the presentation of the problem solution. At the end of 8 minutes, judges will call "time," and the team must stop. An Overtime Penalty will be given if the team takes longer. In problems 2, 3, and 5 judges will stop the team after one minute of overtime.

When competition ends, the judges meet with all team members to ask questions or request demonstrations. The team may point out any special aspects of its solution. When dismissed by the judges, the team will quickly clear the competition site. It is the team's responsibility to bring cleanup materials, and to leave the competition area clean and dry for the next competing team. Others may help with clearing the site and cleanup.

Unless otherwise indicated, the Head Judge reviews with the coach the team's long-term raw score, including penalties, but not Style. Some sites post signs when scores are ready for review. After the score is reviewed, the coach has 30 minutes to return if additional concerns arise.

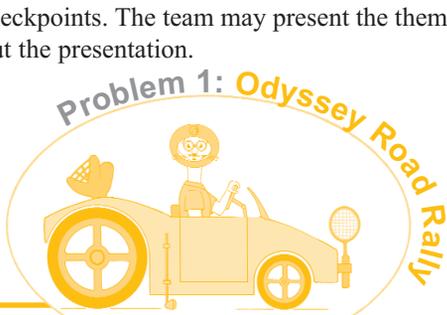
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Long-Term Problem Procedures (continued from page 3):

The Staging Area Judge will collect the team's paperwork. The team is given the opportunity to review the course layout and must move its vehicle so it is resting completely within the Start Area. The team returns to the Staging Area.

Once time begins, the team will drive and operate its team-created vehicle and present its solution to four sports-related tasks at different checkpoints. The team may present the theme and style throughout the presentation.

~ Wayne Kehrl, International Problem Captain

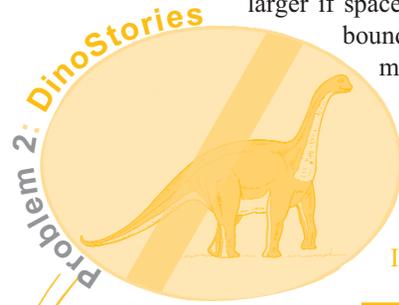


Problem 1: Odyssey Road Rally

Teams will present to the Staging Area Judge documentation to verify that the dinosaur and existing animal qualify for the spirit of this problem. The team will also present three copies of a list as described in B13 with all of the other necessary paperwork.

The competition site is a minimum of 7' x 10' but may be larger if space permits. There are no taped boundaries. If space allows, teams may perform or place equipment outside of the area. Caution tape may be placed 30" from any drop-off area as a warning not a boundary.

~ Carol Biros, International Problem Captain



Problem 2: DinoStories



Problem 4: Tee Structure



Problem 5: The Eccentrics!

Before its scheduled competition time, the team or a team member must report to the weigh-in site where the structure will be measured, weighed and checked for rule infractions. At that time, the team will demonstrate how the golf balls will fit into the structure. Once the weigh-in process is over, the team must remove the golf balls. If time permits, the team may make corrections of any infractions. After filling out the weigh-in checklist, a Weigh-in Judge will seal, mark, and store the structure and golf balls in a team-supplied container or paper bag.

Approximately 25 minutes before the scheduled competition time, a team member will pick up the structure and take it to the competition site.

At the staging area, the Staging Area Judge will remove the weigh-in checklist. The team will inform the judge whether Style will continue after the structure breaks.

If an adult assistant is used in Division I or II, he or she must be identified in the staging area and will remain with the team throughout the long-term solution. It must be apparent to the judges that when the adult is assisting in weight placement a team member is choosing the weights and supporting at least 50% of each one that is placed.

The only people allowed inside the testing area during the solution are the team members, judges, and adult assistants. Style may take place any time during the 8-minute competition. When the solution is completed, all wood from the structure must be placed in a paper bag and returned to the weigh-in site by a designated judge. It may be inspected again at the weigh-in site. ~ Dan Semenza, International Problem Captain

Along with the required paperwork, the team will present the Staging Area Judge with its list as described in B11. The competition site will be a minimum of 7' x 10' and will not be marked. If space permits the team may perform and/or place equipment, props, etc. outside the 7' x 10' area. Judges will inform the team when they may exit the competition site. Others not on the team's roster may help the team clear the site, remove the props and clean up and debris. The site must be left clean and dry for the next team.

~ Rita Sleeman, International Problem Captain

Problem 3: Classics... Those Wonderful Muses



When the team arrives in the Check-In Area the judge will ask the team to identify its three Eccentric Characters, Fad, Problem/Solution, and which Earth System used.

The judge will record this information on his/her staging area checklist (thus eliminating the "required information list" asked for in years past) and present it, along with all other required paperwork, to the long-term judges.

The competition site will be a minimum of 7' X 10' and will not be marked. If a drop off exists beyond the 7' X 10' dimensions, a caution line may be taped 30" from the edge of the drop off. This will serve as a warning not a boundary. If space permits, the team may perform and/or place equipment, props, etc. outside the 7'x10' space.

~ Sharlene Smith, International Problem Captain



ODYSSEY OF THE MIND®

2007-08 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, purchase order, or credit card information (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 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 **one** school. May enter one team per problem in competition.
- Community Group:** May enter one team per problem 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 team members must be high school graduates and registered for at least one class at 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 newsletter delivery and correspondence) _____

City _____ State/Province _____ Zip _____ Country _____

Daytime phone _____ FAX _____ 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**, one **newsletter subscription**, and more!*

- Individual 2007-08 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

- NEW! **Lots of Problems . . . And Tips to Make You More Creative @ \$19** tips on problem-solving.....
- The Spirit of Creativity @ \$25** — Anecdotes about Odyssey of the Mind, written by Dr. Sam.....
- A Creative Experience DVD @ \$9.95** — Odyssey of the Mind promotional video.....
- **Creative Interaction @ \$19** Discusses the importance of interaction between students.....
- **Applying Your Creativity @ \$18** Discusses different types of human creativity.....
- **Creativity + Teamwork = Solutions! @ \$18** Includes tips on building effective teams.....
- 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.....
- packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") **@ \$20 per 100 pieces**.....

** Spend \$40 or more and get free Shipping & Handling. Orders under \$40, add \$6 Shipping & Handling. Contact CCI for S & H outside of the U.S.*

***There are no Shipping & Handling charges for membership packets.**

***These books are a collection of long-term and spontaneous problems from past competition years.*

Subtotal _____

S & H _____

TOTAL _____

Payment Method:

- **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:** If paying by credit card, go to **www.odysseyofthemind.com** to access this form.
- VISA MasterCard American Express Discover
- Acct. no. _____ Exp. _____
- Signature of cardholder _____

SHIPPING ADDRESS (For UPS Delivery)

Is this a residence? yes no

Name _____

Address _____

City _____ State/Prov _____

Zip _____ Country _____



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Hey Teams,

Remember — there's no limit to creativity!

Your friend,

OMER

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

Creative Competitions Inc. is Moving!

In order to accommodate the ever-growing Odyssey of the Mind program, CCI is moving to a new location. The move is anticipated to happen at the end of November. From then on all correspondence should go to the following address:

**406 Ganttown Road
Sewell, NJ
08080**

The office will also have a new phone number and a new fax number:

phone — 856-256-2797

fax — 856-256-2798

It is also very important that all schools and community groups contact their business offices and make them aware of the change of address and contact numbers. This will make the moving process more efficient and easier for all members.

Continue to check www.odysseyofthemind.com for the latest updates on the upcoming move. Thanks in advance for your cooperation.

COU Scholarship Winners

Creative Opportunities Unlimited (COU) rewards Odyssey of the Mind participants who demonstrate exemplary creative problem-solving skills, perseverance, good sportsmanship, and teamwork in their everyday lives. For more information about how to apply for the scholarship and to find out about other COU programs, visit: www.creativeopportunities.org. Congratulations and good luck to this year's winners:

- Thomas Sawyer, CA
- William Querry, ME
- Allison Fletcher, CO
- Samuel Lamphier, NY
- Phillip Mullenberg, PA
- April Boyd, VA
- Zachary VanDerwerker, VA
- Aixa Lopez, TX
- Leighann Cornacchio, NY
- Priya Modi, FL
- Meg Bevilacqua, TX
- Brook Sanford, NY
- Maggie Pforts, DoDDS
- Kaitlin Krorning, WI
- Rachel Hammond, VA
- Charles Knuckles, FL
- Preeyam Patel, NC
- Eric Pukos, NY
- Aruba Iqbal, NY
- Zachary Fruit, GA
- Seth Stewart, CA
- Dana Hach, WI
- Ian Fredotovich, FL
- Brook Alumbaugh, IA