



# WHAT'S YOUR ODYSSEY STYLE?

## OFFICIAL 2017-18 OotM PROBLEM TEES ARE 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 *2017-18 Program Guide*.

Each shirt features a special logo representing the problem on the front and the official problem icon on the back.

There is a different shirt for each long-term problem, including Primary. See the shirts in color online at:

[www.odysseyofthemind.com/shop](http://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 all of the problem tees  
in color on the web!**

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



## Great Minds

### SCIENCE FICTION BECOMES FACT

*Robert Goddard: 1882-1945*

Imagine someone that had many failed experiments as a high schooler. As a scientist, had such futuristic ideas that many in the scientific community called him funny names. And as a professor, had so many prototypes of his inventions blow up that local police halted any more experimenting. Would you believe that this person is one of the key minds that sent mankind into space?

Robert Goddard was an engineer, professor, physicist, and inventor who is credited with creating and building the world's first liquid-fueled rocket. During his time, many people ridiculed his idea that man could send a rocket to the moon, but is now considered one of the founding fathers of modern rocketry and space travel.

From childhood, Goddard had been fascinated by space travel, finding inspiration from H. G. Wells's *War of the Worlds*. He experimented often as an adolescent, attempting to work out the principles and calculations for rockets and space travel, including building a balloon made of aluminum—it did not succeed, but his meticulous note taking and determination paved the way for many successful inventions to come.

He began studying physics at Worcester Polytechnic Institute in 1908 and later entered Clark University where he received his doctorate, taught physics, and carried out rocket experiments. In his small laboratory there, he was the first to prove that thrust and propulsion can take place in a vacuum, needing no air to push against.

That would mean travel in space was possible! He was the first to explore mathematically the ratios of energy and thrust per weight of various fuels, and developed a rocket motor to use those fuels, including liquid oxygen and liquid hydrogen. He continued to speculate about travelling in space and published *A Method of Reaching Extreme Altitudes*, a now classic text on the topic, but at the time was unheard of.

His quest for the best rocket fuel led to many success and some explosive failures! Finally, in 1926, he launched the world's first liquid-propelled rocket, a small 10 lb. device that went up 41 feet and landed 184 feet away. Despite this limited success, reporters and fellow scientists ridiculed Goddard's efforts. This marked the beginning of his life-long struggle to be taken seriously. His experiments and calculations took place at a time when any news of his work drew ridicule from the press and the public that "Moony" Goddard could believe in the possibility of space travel.

Just ten years later, he became the first to shoot a liquid-fueled rocket faster than the speed of sound. He obtained the first patents of a steering apparatus for the rocket machine and the use of "step rockets" to gain greater altitudes. He also made the first pumps suitable for rocket fuels and many other components of an engine designed to carry man to outer space.

Goddard always believed in studying and pushing the limits of invention, even saying during his high school graduation speech, "It is difficult to say what is impossible, for the dream of yesterday is the hope of today and the reality of tomorrow." Mankind has benefitted in many ways due to his philosophy and his "far out" ideas started progress on making space exploration more than fiction. His philosophy of thinking beyond what is accepted by modern science also benefits Odyssey students since the division of NASA named after him (NASA Goddard Space Center) is Odyssey's long-time sponsor!

# NEW TO ODYSSEY OF THE MIND COACHING?

## .....▶ CLARIFICATIONS

*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. But what if the team has questions about an aspect of the problem? Ask for a Clarification! Here is how.*

### RE-READ THE PROBLEM

If the team is unsure about an aspect of the problem, be sure to read it again. There are many elements to solving an Odyssey problem, so it is important to read it a few times, especially B. Limitations. It often helps to split up parts of the problem among team members and make each one an “expert” at that section. The team members will brainstorm and work together to create a solution within limitations.

### CHECK THE PROGRAM GUIDE

The Program Guide is updated each year so it is important to read it and understand the general rules of competition. It includes important information about cost, things like allowed battery size and other important rules about tournaments. It includes the rules of competing and forms for the tournament. The problem may contain items that supersede the rules in the Program Guide.

### CHECK THE WEB - GENERAL CLARIFICATIONS:

Every year kids think of things that no one else thought of, which is why clarifications are so important! If a team asks for a clarification and a negative reply would affect all teams, a general clarification is posted. Clarifications amend or further explain a long term problem's limitations. They take precedence over the limitations listed in the problem and the rules in the Program Guide. You can find general clarifications under the “Team” section of the website. General Clarifications are public, anyone can go online and check without having to log in to the Member Area.

### SUBMIT:

If the team has a question about the problem that is not addressed in the Program Guide, general clarifications, or in another read of the problem, it can submit a clarification. Simply login at the Member Area, select Long-Term Problem Clarifications from the top menu, pick the problem in question, and follow the prompts. A reply is sent within seven days.

### PRIVACY:

While general clarifications are public, team-specific clarifications are always kept private so it is okay to include elements of the solution. Team-specific clarifications are meant to allow teams to submit a request that asks if its ideas for a solution are allowed or if they meet the problem's requirements. This is one reason creating a team log-in is important!

### KEEP ON CHECKING!

The deadline for submitting clarification requests is February 15, 2018, but it is important to check throughout the year and before each level of tournament because sometimes a clarification for everyone is posted. This could affect the team's solution and its score, so continue to check all the way up to your tournament.

### REMINDER:

Keep in mind, the only clarifications that are official come from the Odyssey of the Mind clarification system. Information about a solution from someone else could be considered outside assistance or even incorrect. Questions about your local tournament-- such as cost, location, or specifics about the site should be directed towards your tournament director (see Local Contacts on the website).



Odyssey kids always create solutions beyond expectations, which is why the clarification system exists. When in doubt, feel free to ask a question! Good luck to all teams!



### AND A BONUS TIP!



Get social! Look for Odyssey HQ on your favorite social media platform. Often notifications are given whenever there is a general clarification posted. Your local association or region may have its own page as well. Both are helpful!

*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, you must not talk, signal, or intervene. If that happens, you 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.

**B**e 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 to compete 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 2017-18 MEMBERSHIP APPLICATION

Questions? Email [info@odysseyofthemind.com](mailto: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 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 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 2017-18 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*** .....
- \_\_\_\_\_ **\*\* Creative Interaction @ \$17 *Discusses the importance of interaction between students*** .....
- \_\_\_\_\_ **\*\*Applying Your Creativity @ \$15 *Discusses different types of human creativity*** .....
- \_\_\_\_\_ **The Spirit of Creativity @\$15 *Anecdotes about OotM written by Dr. Sam*** .....
- \_\_\_\_\_ **Odyssey of the Mind Program Guide @ \$7.50 (one is automatically included with membership)** .....
- \_\_\_\_\_ **Spontaneous Combustion II @ \$8 *booklet with tips and practice Spontaneous problems*** .....
- \_\_\_\_\_ **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](mailto: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, 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 credit card information and fax to (856) 256.2798.
- **Online:** Pay by credit card at [www.odysseyofthemind.com](http://www.odysseyofthemind.com).

\_\_\_\_\_ **VISA** \_\_\_\_\_ **Master Card** \_\_\_\_\_ **American Express** \_\_\_\_\_ **Discover**

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## Odyssey of the Mind

c/o Creative Competitions, Inc.  
406 Ganttown Road • Sewell, NJ • 08080  
[www.odysseyofthemind.com](http://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

**C**reative 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. To apply for a scholarship this year simply fill out the form enclosed in your membership packet and return to COU. For more information visit:

[www.creativeopportunitites.org](http://www.creativeopportunitites.org).

Congratulations and good luck to this year's winners:

**\$1,000 JIMMIE S. JONES TECH. AWARD** Lia Combs, Delaware

### \$500 SCHOLARSHIP WINNERS

- Magan Poole, Florida
- David Murse, Connecticut
- Janelle Deal, North Carolina
- Joshua Castillo, Texas
- Payton Wayment, Colorado
- Natalie Kolczynski, Pennsylvania
- Prasiddhi Jain, North Carolina
- Seth Boyd, New York
- Jocelyn Scott, Colorado
- Patrick Ramsey, Virginia
- Micheal Munley, Virginia
- Rachel Melton, Pennsylvania
- Alexis Carolann Cook, Georgia
- Mia Moshier, Delaware
- Luke Safris, Iowa
- Paul Alley, Kentucky
- Bianca Dunkle, Florida
- Melanie Lyons, New York
- Emma Richardson, North Carolina
- Brandon Burlison, Texas
- Reghan Fitch, Pennsylvania
- Avery Arena, Maine
- Emma Kral, Florida
- Keri Boyne, Florida
- Lillian Penick, Florida
- Kendra Snyder, Pennsylvania
- Emily White, Pennsylvania
- Ryan Pecaut, North Carolina