



Odyssey of the Mind®

Newsletter

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Odyssey of the Mind in British Columbia Celebrates 20 Years of Creativity

by Kim Thomas, parent

What do you get when you mix Dr. Sam, 232 kids, Odyssey alumni, scores of volunteers, a clown or two, and more cake and icing than you can shake a stick at all in a rain forest downpour? You have two seconds to think and one to answer. If you said Odyssey BC's Fun Day and 20th birthday celebration you get 5 points!

On November 15, the highly anticipated and sold out day began with sessions entitled Sew What?, Set Design, Build It!, Acting Out, Balsa Basics, Let's Go, Spontaneous, Do It With Style, Painting Techniques, Scriptwriting, Wiring and Mask-Making. After he had a chance to tour all of the sessions, Dr. Sam told a standing-room-only audience of parents and teachers, "It's like a mini conference for kids!"

As they spilled out of their sessions, the kids raced to share their experiences with their friends. Some of the kids took the opportunity to tell Dr. Sam what they love about Odyssey. Some wanted to show him what they did in the sessions. Alexander Lo thought a giant of a man like Dr. Sam ought to have a giant toothbrush and showed him what he meant (see photo).

The love wasn't limited to the little ones. An alumna was overheard saying, "Isn't he wonderful! I feel like I'm 5 years old again!" Parents and teachers shared their gratitude and stories of the positive impact Odyssey has had on their children.

After lunch the kids had a chance to strut their creative stuff in zany and colourful PPP (Problem, Prop, Plot) presentations that had the audience in stitches figuratively and some of the participants in stitches literally.

How do you end such a day? How about inviting even more alumni and having a party with cake and songs and cake and balloons and cheers and smiles and chocolate, vanilla and carrot cakes? We've had an outstanding first 20 years and are looking forward to many more as part of the Odyssey world-wide family.

Editor's note: We thank BC Association Director Cheryl Atwater for her hard work and dedication over the years, and especially for putting together this fine celebration!

'Parents and teachers shared their gratitude and stories of the positive impact Odyssey has had on their children.'



Odyssey participant Alexander Lo shows Dr. Sam the giant toothbrush he made just for him.



During a structure-building session, Dr. Sam got some good advice from a student: "Never glue your fingers to the structure!"



Look what else is in this issue . . .

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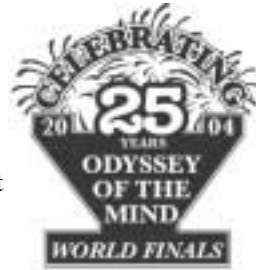
We'd like your feedback!

In honor of the 25th Anniversary of World Finals this year, we're conducting an opinion poll. We'd like to find out the most popular long-term problems over the years. Some of you may remember *Mechanical Golf* from way back in 1978. Others may be familiar with only this year's problems. It doesn't matter. Everyone's opinion is important and we'd like to hear from all of you, whether you were – or are now – a team member, coach, judge or other official. We'd also like to know your favorite type of problem – vehicle, invention, classics, structure or performance.

For a special display at World Finals

and for our Web site, we're looking for videotapes and photos of past performances, anecdotes and your favorite stories about your Odyssey of the Mind experiences. Perhaps Odyssey of the Mind has touched your life in a way that you can tell us about. Sometimes we don't realize the value of something until years later when we look back on it or apply it to our lives outside of the learning experience.

Former team members: Now is a good time to contact those teammates that



you haven't seen in a while. To jog your memory, you can find all past problem titles and their descriptions on our Web site. Reminisce about the struggles, the achievements, and, most of all, the good times you had solving the problems.

You can take our poll and submit your comments at odysseyofthemind.com. Send videos and/or photographs to:

Odyssey of the Mind 25th Reunion
1325 Route 130 South, Suite F
Gloucester City, NJ 08030

Be sure to include your contact information, and team and problem name, if applicable. For photos, caption information would be helpful.



FIRST IN FLIGHT -- ORVILLE & WILBUR WRIGHT

The next time you board a plane, think about how far the field of flight has progressed in such a short time and how it all started with a pair of bicycle shop owners from Dayton, Ohio, the Wright Brothers.

Orville and Wilbur Wright became fascinated with flight at a young age. Their curiosity may have been sparked in 1878, when their father brought home a toy helicopter, and fueled by a home environment that encouraged the pursuit of intellectual interests. They were already experts in kite flying when they began making their own toy helicopters. They soon became discouraged when they realized the larger they made them, the sooner they fell to the ground. They returned to kite flying until they outgrew the sport, then turned to designing and building printing machinery and, later, bicycles.

In 1896, the death of German engineer Otto Lilienthal, designer of the first glider to fly a person long distances, transformed the Wrights' curiosity into a strong desire to accomplish human-powered flight. Many others experimented in aeronautics, especially during 1885 to 1900, and there were high hopes that human flight was imminent.

The Wrights tirelessly researched Lilienthal and others to find the problems they discovered in their experiments. They looked for the answers to those problems by observing large gliding birds, noting how they changed the shape of their wings to turn and maneuver. They focused on balance and control of a flyer, figuring that if such an unstable machine as the bicycle could be controlled, so could an airplane. They soon recognized

that when one side of an aircraft met the oncoming flow of air at a greater angle than the opposite wing, it generated more lift on that side.

As with all innovation, the Wrights' concepts had to be applied before they could be useful. The brothers' keen ability to transfer concepts into reality gave them a strong advantage over their competitors and colleagues. In 1899, they designed their first flyer, a biplane glider flown as a kite. They fitted it with wings that were twisted mechanically to test the brothers' solution of controlling the craft by "warping," a method of arching the wingtips to control the aircraft's rolling and balance.

Their next feat was to control climb and descent. They disregarded previous attempts to control the center of pressure by human shifts in weight and, instead, devised an elevator, a movable horizontal surface mounted to the front wings that controlled the upward or downward pitch of the plane.

They mastered flight with several biplane gliders by applying their discoveries, but before they could build and fly their first powered plane, they had to design and construct efficient propellers and a suitable engine.

Finally, the brothers felt their calculations proved ready to apply to powered flight with a structure sturdy enough to carry 600 pounds – the total weight of the structure itself, one human and an 8-horsepower motor. On December 17, 1903, the first recorded human-powered flights took place on the windy terrain of Kill Devil Hill, NC. The first attempt lasted 12 seconds at an altitude of 10 feet and a distance of 120 feet. By the fourth attempt, the flight sustained for 59 seconds and a distance of 852 feet. Unfortunately, confidence in the success of human flight was so low at the time because of the failures of so many others that only five spectators witnessed the event.

It's been 100 years since that very first flight, and the engineering and functionality of airplanes have undergone amazing changes, but, still, the basics remain the same as that very first "flying machine" – the Wright Brothers' *Kitty Hawk*.

Go to www.wam.umd.edu for an article written by the Wright brothers.

PROBLEM CLARIFICATIONS AS OF JANUARY 23, 2004

Stay up-to-date with clarifications by logging on to www.odysseyofthemind.com.

ENVIROVER

Problem 1: Divisions I, II, III & IV

1. B.12 - The Spirit of the Problem is for the entire Envirover to travel from one place to another (e.g., Trash Collection Site to the Factory). Simply extending a part of the Envirover into an area without the entire Envirover traveling a comparable distance will not count as the required travel and will receive a Spirit of the Problem penalty.



STRATEGY SPHERE

Problem 2: Divisions II, III & IV

1. For purposes of this problem, the geosphere will include plants. However, it does not include animals.
2. In C.1, the metric conversion for the 18' x 18' competition area should be 5.5m x 5.5m, not 16.5m x 16.5m.
3. If a team member stops a launched ball (B. 10, l) or touches a ball (B. 11, c), he/she must place that ball on the floor in the approximate location where it was touched. The ball may not be placed on or in the Retriever. Once the ball is in place, the team may start or resume the retrieval process.
4. Although how the change in the geosphere affects the atmosphere does not have to be proven, it must be believable.



Classics . . . FANTASTIC ART

Problem 3: Divisions I, II, III & IV

1. B. 6. d. lists the artist's name as Albert Dürer. His name is Albrecht Dürer.
2. "In the presence" of a character is determined by the skit. Regardless of how it is depicted (i.e. asleep, blind, deaf, etc.), if a character notices or could notice, in any way, the living work of art, that character is considered in the presence of that work. Being asleep, blind, deaf, etc. does not determine being or not being in the presence of a work of art. For example, a character with its eyes closed who is standing in front of a work of art is considered in the presence of that work even though the character cannot see it.

Likewise, a character could be positioned on the competition site near the work and not be in its presence. In this case, the performance must show that there is no way the character at that point in the skit could sense the work being alive. For example, instead of its eyes being closed it would be portrayed as being somewhere not in the presence of the work of art, like a different room or place. Part of the Spirit of the Problem is for the




works of art, when alive, to go unnoticed in all ways, by all characters that are not also living works of art.

3. Teams should add the following information to the list in B, 12: "f. A one-sentence description of the required character (scored in D. 9) who is to see the four required works of art before any of them come alive and after they return to their original state."

BALANCING ACT

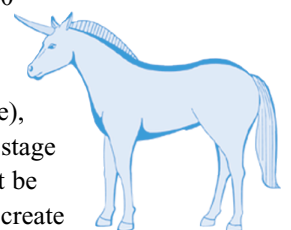
Problem 4: Divisions I, II, III & IV

1. The second sentence in limitation B, 5 (a) has a typo. It should read: "It may not be artificially strengthened, and no other materials may be part of the structure." 
2. If the trip to the Safety Area is unsuccessful for any reason, the container can be picked up and returned to the original start point and restarted without penalty. All rules concerning the container and traveling will still be in effect for future attempts.
3. The measurement of the top of the structure will be accomplished in the Weigh-In Site by having a team member turn the structure upside down and place it over the 8 x 8 x 1 1/2 inch block. The structure must rest on the table and totally encompass the block. The top contains all of the contact points where the crusher board touches the structure when testing during weight placement.
4. In order to encompass the opening, the structure must have at least one contact point that touches the crusher board beyond each 8" side of the box/block. These may be at any place in relation to the side (middle, end, etc.) and one contact point will only count for one side.

FEATURED CREATURE

Problem 5: Divisions I, II & III

1. F.1 should read "1. One costume worn by a team member other than the two required mythological creatures."
2. B. 6 should read, "The mythological creature to be scored in D. Scoring 3 must be from the following list."
3. For the stage set to be considered altered, part, or all, of the stage set (see definition in the *Program Guide*, page 53) must visually appear different than it did in the original setting.
4. In the scoring of D, 4, the team-created mythological creature, it says you can get 0, 9, OR 70 points. It should read "0 or 9 to 70 points."
5. To fulfill the requirement of B, 5 (e), an item or items that comprise the stage set (*Program Guide*, page 53) must be moved or changed in some way to create a different setting.



25th Anniversary Commemorative Souvenirs

ORDER THESE SPECIAL 25TH ANNIVERSARY SOUVENIRS WHILE SUPPLIES LAST!



FLASHING PIN -- Red, yellow and green blinking lights illuminate the fireworks on this 1 1/4" pin. Has an on/off button. Also available with "Coach" and "Parent."



JACKET -- 100% brushed air-jet textured nylon with a water-repellent finish and covered zip-front pockets, elasticized cuffs and drawcord, and a cape back. Black with silver embroidery. Comes in adult S, M, L, XL, XXL.



JEWELRY -- Purchase this 3/4" charm on its own or as a necklace, bracelet, dangle earrings, tie tack or lapel pin. Nickel-plated silver with loop. Embossed with *Odyssey of the Mind Silver Anniversary* with a "25" cutout.



HAT -- *Odyssey of the Mind WF Anniversary* is stitched in silver along the seams and on the back adjustable velcro strap of this black hat. One size fits all.



MAGIC MUG -- 11-oz. ceramic mug in white with black, blue & silver imprint that disappears when you add hot liquid to reveal titles of the long-term problems since 1978.

2004 PROBLEM & PARENT PINS!



Show off your favorite problems by wearing these lightweight colorful photo art pins! Each Problem Pin is 1 1/2" and shows the problem icon and title, and 2004. The 1 1/2" Parent Pin is on goldtone enamel with a colorful smiley face "parent" and "kids."

Turn the page for complete pricing and ordering information. You can find our entire line of souvenirs and support items at www.odysseyofthemind.com/shop/

Odyssey Around the World

Focus On: Uzbekistan

Odyssey of the Mind got started in Uzbekistan in 2000, under the auspices of "Yogdu," the Center for Supporting Educational and Cultural programs. Dr. Karl Ernst Plageman, Association Director of Germany Odyssey of the Mind, visited Uzbekistan to help Director Feruza Rashidova organize the program there. He consolidated a special agreement with Yogdu that would allow Uzbek teams to compete in local competitions, and to take part in Germany's Association Finals, the European Festival, and World Finals. In 2002, Uzbekistan formed an association and, in January 2003, held its first national tournament in Tashkent. Since then, they've conducted conferences, trainings, spontaneous workshops, and a regional tournament in Bukhara. This past January, they held their second official Odyssey of the Mind national tournament in Tashkent.

Report On: Europe and Central Asia

In addition to Uzbekistan and Germany, Odyssey of the Mind is available in the countries of Georgia, Hungary, Kazakhstan, Lithuania, Moldova, Netherlands, Poland, Russia, Slovakia, Ukraine, DoDDS Europe and, as a newcomer, Belorussia, with a school in Brest. Of these, the three strongest and most experienced associations are Germany, Poland, and Russia, each with a history of 13 or more years. Most of these countries will be represented at the European Festival, scheduled for April near Budapest, Hungary.

Germany, Poland, Russia, Ukraine and Uzbekistan have invited teams from other countries as guests to their national tournaments to give them a more international flavor and to share experiences. If any teams from the U.S. travel abroad to attend a tournament, we'd like to hear from you!



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

25th ANNIVERSARY SOUVENIRS

- _____ **Pin @ \$7** (specify number of each version) _____ standard _____ Coach _____ Parent.....
- _____ **Hat @ \$16**
- _____ **Jacket @ \$45** _____ S _____ M _____ L _____ XL _____ XXL
- _____ **Charm @ \$5**
- _____ **Necklace @ \$12** Comes on a 17" silver-plated chain
- _____ **Bracelet @ \$10** Comes on a 7" silver-plated chain
- _____ **Dangle Earrings @ \$8** (per pair)
- _____ **Tie Tack @ \$7**

PROBLEM/PARENT PINS

- _____ **A minimum of 3 pins in any assortment @ \$3 each** (specify number of each).....
- _____ Envirover _____ Strategy Sphere _____ Fantastic Art _____ Balancing Act _____ Featured Creature _____ Spontaneous _____ Parent

* Add \$4 Shipping & Handling for the first item, \$1 for each additional item.
 There are no S & H charges for anniversary souvenirs or pins.
 Contact CCI for shipping costs outside of the U.S.

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, 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.
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SHIPPING ADDRESS (For UPS Delivery)

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Zip _____ Country _____

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Odyssey of the Mind

c/o Creative Competitions, Inc.

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Hey Gang,
It's tournament time again. Remember to do
your best 'cause everyone's a winner!
Your friend,
OMER

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

Student Wins 1st Place for Essay About 'Dr. Sam'

The following is an excerpt of an essay written by Geoffrey Wright, a 6th-grade student at Chapman School, Cheshire, CT. The Cheshire Junior Women's Club challenged 5th and 6th graders to write about a role model who inspired and influenced them. We're honored that Geoffrey chose Odyssey Founder Dr. Sam Micklus, and we congratulate him on his achievement.

“My role model is Dr. Sam Micklus . . . He’s changed people’s lives through the development of his program. He supports that winning isn’t everything, but hard work can pay off in the end.

“ . . . Micklus encourages children to develop useful skills such as teamwork and self-motivation. Creativity and imagination are all pulled together and used when we solve the necessary problems that we are presented. Listening to others talk and accepting other people’s ideas are necessary in working as a team. The skills that are used to solve each problem are skills that these children will have all their lives . . .

“People who have worked on structure problems . . . have gone on to become architects. Kids who have done problems involving building vehicles may go on to be better car designers. Those kids could go on to change the world for the better. Who knows what the world would be without him.

“Odyssey . . . has helped me in many ways . . . talking in front of crowds is now much easier . . . Being able to state my own ideas in a group has helped me to stand up to peer pressure.

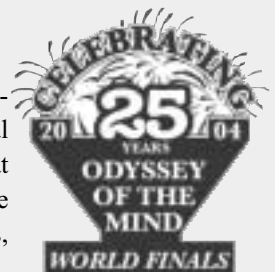
“Micklus . . . encourages all the participants to talk, greet, meet, and develop friendships . . . His message of encouragement and friendship is spread around the world.

‘Dr. Sam is helping the world out by having kids learn skills that could change the world’s future.’

“Dr. Sam is helping the world out by having kids learn skills that could change the world’s future. He . . . wants us to bring our new skills into our everyday lives to teach and touch others we see each day. That shows that he cares about kids and wants them to have fun. That’s something I would like to see in everyone and myself. He molds the future by helping kids of the present so that they can feel good about themselves so they can change the world for the best. For all this Dr. Sam is truly amazing because he keeps on encouraging kids to try harder and to be more creative.”

Reminder...

Odyssey of the Mind is celebrating 25 years of international creativity at the 2004 World Finals at the University of Maryland, College Park, and Creative Competitions, Inc. wants you there!



That’s right – coaches, judges, parents, participants and anyone else ever involved in Odyssey of the Mind in any capacity is invited to the reunion on May 29. For details, go to www.odysseyofthemind.com.