



Odyssey of the Mind[®]

Newsletter

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It's Coming Up Quick -- World Finals is Just Around the Corner!

It's an exciting time of year in Odyssey of the Mind. This is when it all comes together for the teams who have been working so diligently on their solutions to the long-term problems. Soon they'll be showing their stuff in regional and association tournaments, and for some, at World Finals. We wish the best to every team that competes. Although not every team can place first in competition, every team is a winner when it does the best that it can. Remember, if you don't make Worlds this year, you'll have a better chance next year because you'll be more experienced.

ISU Awaits

It's been seven years since Odyssey of the Mind participants descended on the campus of Iowa State University in Ames, but we're going back on May 28-31 for the fourth time. World Finals was last held at ISU in 1996, and before that in 1994 and 1990; and we've committed to returning in 2006 and again in 2009. I guess you could say we can't get enough of that good ol' Midwestern hospitality!

The campus is as beautiful as ever. Its public art is impressive -- 2,000 works can be seen throughout the campus, including murals by Iowan artist Grant Wood. The newest addition to campus is Reiman Gardens, a 14-acre site that draws 100,000 visitors a year and houses tropical plants, seasonal flowers, and hundreds of species of butterflies. The campus was founded in 1868 so it's rich in history as well as supplied with many modern-day activities such as indoor rock climbing. The town of Ames has plenty to offer in the way of restaurants and sites to see. In fact, it's ranked 2nd as the most livable mid-sized city in the U.S.

Creativity Festival

A special addition to this year's World Finals is the Odyssey of the Mind Creativity Festival. All associations are invited to have a creativity booth that offers some type of creative activity or game for World Finals participants to enjoy. The boundaries are limitless in what you can enter (within the 10' x 10' size limitations, of course). Use your imagination and think fun!

There are prizes at stake, too. Here's how it works: All World Finals team members will receive special tokens to play games or participate in activities at the booths. The number of tokens each booth collects is tallied up at the end of the Festival and the three booths with the most tokens will win prizes.

The Creativity Festival will open on Thursday morning and continue until 12 noon on Saturday. It's a great place to meet new teams and challenge your creativity between



Also In This Issue...

- 2 Great Minds**
- 2 International Programs**
- 3 Problem Pins**
- 3 Product Order Form**
- 4 Problem Clarifications**
- 4 Family Album**


SHARE YOUR CULTURE BY HOSTING AN INTERNATIONAL TEAM

Since Odyssey of the Mind spans the globe, what better way to cross cultural barriers than by extending an invitation for team members to stay in your home? Since 1992, international teams visiting the U.S. for World Finals have been extending their time here by living with U.S. team members and their families. The Homestay Program is the brainchild of International Liaison Mabry King (TN), who wanted to see international and U.S. teams experience each other's culture in their everyday lives.

What can you expect when you invite team members to stay in your home? Every situation is different but here is a general guideline: The average length of stay is 3-4 days; the average number of

more on page 2



watching competitions. It's also a great way to get parents and other team supporters involved in the creative spirit since, unlike with Odyssey problems, outside assistance *is* allowed in creating your booth. If you are interested in having a booth, please contact your Association Director. 

continued from page 1

people associated with each international team is 10; although the team is treated as one unit, all members do not have to stay in one home but may be split up into homes nearby.


Teams and families do not have to participate in World Finals to be a host. The homestay host is required to provide lodging, meals, and activities. Teams want to learn what real life in America is like, so oftentimes it's enough to just hang out at home, go shopping, or have a cookout. There's no need to plan extravagant excursions for the entire stay.

In 2002, international teams stayed with hosts in Arizona, Colorado, Illinois, and Texas. In Texas, Jeanne and Tom Scott gave a beach party for all the host families and the Polish teams who stayed with them. Jeanne says, "We had almost 100 people attend -- a new record for our beach house. It was a blast -- don't know when I've had so much fun!"

Bonnie Amick of Colorado opened her home to Hungarian team members. She suggests for families planning a homestay that they develop some aware-

ness for the international team's country, culture, and language beforehand but intense planning is not required. Bonnie says, "Don't be afraid of language barriers . . . you get along somehow, and the attempts by all to make yourself understood are often the funniest and longest-lasting memories of the visit . . . and laughter and affection don't need to be translated."

The friendships, memories and international relations built through the Homestay Program continue throughout the years and across the globe. U.S. teams have gone to Germany for the German Finals, to EuroFest, and to visit teams in Japan and Australia, for example.

The Homestay Program continues to grow in popularity. Each year more international teams request a homestay in the U.S. and more U.S. families are requesting that teams stay with them. If you are interested in hosting an international team, contact your Association Director or the Odyssey of the Mind International Liaison, Mabry King at 423.855.1250 or mabryjk@aol.com 

The Odyssey of the Mind International Program

The purpose of the Odyssey of the Mind International Program is to make visiting teams feel "welcome," to assist them with logistical problems, to provide a way for teams to learn about each other's culture, and to promote international relations in general. There are three aspects of the International Program.

1. **Buddy Teams:** At World Finals a U.S. team "adopts" an international team.
2. **Homestays:** International teams extend their World Finals visit by staying with U.S. families.
3. **Phase 3** (in development): Provide opportunities for international exchange in the way of camps, workshops, and study opportunities in creative problem solving.



Oops! It happened again. Another life-changing convenience is invented by accident. This one allows us to defrost bagels in only 30 seconds and cook a 5-pound roast in one quarter of the usual time – not to mention all the tasty quick-cooking meals that have been designed as a result of it. It's all done with microwaves, a form of electromagnetic radiation similar to sunlight and radio waves.

It was 1946 when an engineer for Raytheon Corporation, **Percy LeBaron Spencer**, was testing the magnetron, a tube that produces microwaves. During the course of a radar-related research project, he noticed an unusual thing: The candy bar in his pocket had melted. Once he realized it had something to do with the magnetron, Spencer, an inventor who held more than 120 patents, did what any good inventor would do: He went for some popcorn. He held a bag of uncooked kernels next to the tube then watched them shoot around the room as they popped. Then he placed a raw egg near the tube and was amazed when

it vibrated to the point of explosion from the pressure built up inside. Spencer concluded that exposure to low-density microwave energy caused food to "cook."

That was the beginning of what we now know as microwave cooking. Further experiments proved that microwave heating could raise the internal temperature of many foods far more rapidly than a conventional oven. In 1947, Amana produced the first commercial microwave oven. Called the RadarRange, it weighed more than 750 pounds and stood more than five feet tall – not something you could put on a countertop. It was mostly used in restaurants and places that needed to prepare large quantities of food.

The idea of the microwave oven did not catch on at first, mostly because people were skeptical about its safety. In 1967, after 20 years of modifications, adjustments and improvements, the first countertop household microwave hit the market. By 1975, fears subsided, prices declined, and microwave oven sales surpassed that of gas ranges. Today, more than 90 percent of American households have a microwave oven.

Thanks to Spencer's happy accident, and the persistence to satisfy his curious mind, we can now send back our cold restaurant meals and have them warmed in just seconds, or defrost the main course an hour before it's served, or "bake" a potato exactly to our liking, or grab a three-course meal in minutes. Yes, we can have "fast" food anytime!

GET YOUR OFFICIAL 2002-2003 PROBLEM PINS NOW!



Back by popular demand! This year's official problem pins are now available to all of our members. Each pin is 1 1/2" goldtone aluminum with a colorful problem icon. Minimum order is 4. Cost is \$2 each with free shipping and handling.

ODYSSEY OF THE MIND PRODUCT ORDER FORM

PUBLICATIONS

- _____ ****Applying Your Creativity @ \$18** Discusses different types of human creativity
- _____ ****Creativity + Teamwork = Solutions! @ \$18** Includes tips on building effective teams.....
- _____ ****Odysseymania! @ \$17** Includes a chapter on humor and creativity
- _____ ****Make Learning Fun @ \$17** Provides a history of the program
- _____ additional copies of **Odyssey of the Mind Program Guide @ \$5** (one is included with membership).....
- _____ additional copies of **Spontaneous Problem Competitions @ \$7.50** (one included with membership)

VIDEOS

- _____ **World Finals 2002 Video Montage @ \$10** Shown at Opening and Closing Ceremonies VHS ___ CD ___
- _____ ***Coaches Training Video @ \$20** Tips and techniques for coaches (S & H included)

PROBLEM PINS

- *A minimum of 4 pins in any assortment @ \$2 each (S & H included).....
- _____ **Problem 1** _____ **Problem 2** _____ **Problem 3** _____ **Problem 4** _____ **Problem 5** _____ **Spontaneous**

SUPPORT MATERIALS

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

Shipping & handling is **\$3.50** for the first item, **\$1** for each additional item.
Orders outside of the U.S. will be charged additional shipping.

***There are no shipping & handling charges for these item within the U.S.**

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

Subtotal _____

Shipping & Handling _____

Total _____

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, call **856.456.7776**, or e-mail **info@odysseyofthemind.com**.

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Signature of cardholder _____

SHIPPING ADDRESS (For UPS Delivery)

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Odyssey of the Mind

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Hey Teams,
Good luck at your tournaments!
Hope to see you at World Finals!
Your friend,
OMER

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

PROBLEM CLARIFICATIONS AS OF JANUARY 22, 2003

A Scene From Above

1. If a vehicle is in the Assembly Station Area and has not been transported by another vehicle, then it will not be penalized, but will not be considered when scoring the final scene.
2. A vehicle may be opened, closed, disassembled and reassembled without penalty only if it is restored to its original size and shape before its next run.

The Know-It-All

1. Anything attached to the A.I. character is considered a part of the A.I. character. All parts of the A.I. character that are attached to it when it begins its move to cross the line must cross the 1-inch line entirely to be scored as being successful in D. Scoring, 3a.
2. The A.I. character must reply using some form of audible communication. However, to receive score in D.5 and D.6, the replies must be presented in the spoken native language of the competition during the performance or on the required list.

Classics... Put a Spin On It

1. The spin session is the part of the performance where the team takes the team-created reason for the undertaking of the achievement and turns (spins) it into the historically accepted reason. The spin session must include the historically accepted reason and two other possible reasons for the achievement. The spin session may be the whole performance or only part of it.
2. A team member(s) may not be the representation, or part of the representation, of the achievement. However, team members may participate in presenting the achievement.

Odd Pod Structure

1. The size of the pods should be no less than 1" wide x 1" long x 1/2" high and no more than 2" wide x 2" long x 1/2" high.
2. In B.7 the second sentence should read, "Pieces will be measured from the tester surface to their highest point to determine their height."

3. Each pod that is to be scored must touch both the tester base and the structure.
4. When the pod is resting on the tester base, only one surface may face the crusher board and it must be flat.
5. No two pods may support the same leg of the structure. A leg is a piece of wood or laminated pieces of wood that serve the same function. A column may not be supported by more than one pod even if each piece of wood touches only one pod.
6. The pods may not be connected to each other or to the structure. They are not considered part of the structure's weight.
7. The pods must not be attached to anything, including the structure and each other.

Fooled Ya!

1. In B. Limitations, there is no number 6.

Odyssey of the Mind

Family Album

- ◆ Vermont Regional Director **Kathy Jacob** was named Vermont Teacher of the Year for 2003. Kathy, a teacher at Mill River Union H.S. in North Clarendon, will represent her state in the Shadow Program at the 2003 World Finals. If you run into her, be sure to say, "Congratulations!"
- ◆ **Jacob Collins**, a North Carolina team member, competed on *Jeopardy!* on January 8. Jacob qualified in Atlanta the day after the NC Association Finals last year, and he and his family flew to California in the fall for taping. In his interview with host Alex Trebek, Jacob spoke solely of Odyssey of the Mind and what it means to be a World Champion. Good job, Jacob!