



Odyssey of the Mind[®]

Newsletter

Volume 31

Fall 2008

Number 1

ODYSSEY TEAMS THINK GREEN

Odyssey of the Mind has always supported “green practices” and it also encourages tomorrow’s leaders to create their own ideas in making the world more efficient. Odyssey students learn that it is important to act now to help the earth and its resources, but it is also important to use innovation and creativity to find new and better ways to treat our planet.

Go to any Odyssey of the Mind tournament. You will be sure to see tons of materials being reused and recycled as costumes, backdrops, props, and inventions. Because Odyssey students work on a budget, they find useful ways to turn “trash” into “treasures.”

Many judges and supporters are surprised and delighted at the highly detailed costumes made out of discarded bottle caps, newspaper, and anything else you can imagine — and many things you’ve never thought possible! Students learn the need and benefits of recycling. Plus, they must think creatively in order to make a lot out of a little. Students who show innovation in this area are rewarded with higher scores for creativity during competition.

Aside from the green ideas students think of on their own when devising solutions, OotM problems often focus on finding ways to help the environment.

For example, *The Eccentrics* asked students to find a real or imagined problem within an Earth system and find a creative way to fix it. This encourages students to learn about

potential environmental problems and prepares them to use creative problem solving in order to fix them.

Envirover challenged students to create a human-powered vehicle that collects trash and delivers it to a factory where it is made into something new. These students could be designing and building the next “green” car, or be finding new ways to recycle products. This plants seeds of knowledge and curiosity for future scientists, doctors, and other positions in innovative fields.

Another example is *Ecology Dozer* where teams built vehicles that could transplant trees instead of cutting them down.

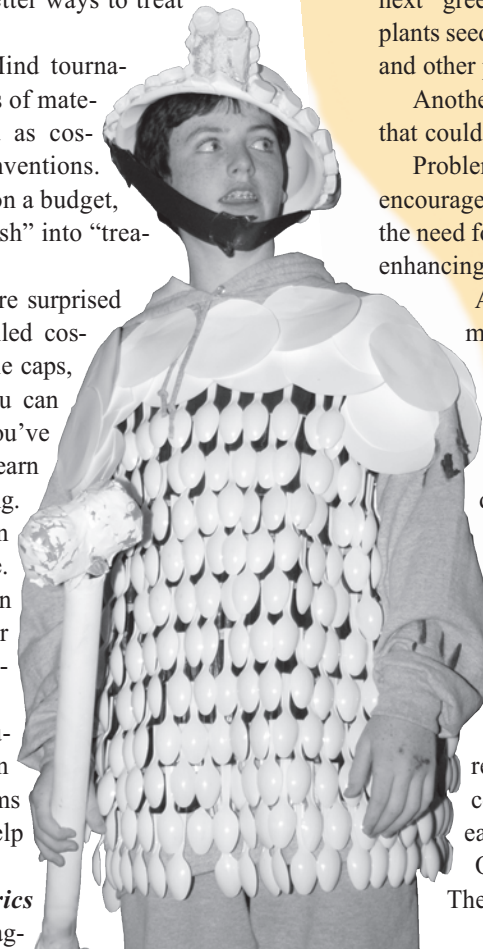
Problems dating back to Odyssey’s inception in 1978 have encouraged students to find ways to reuse items and even predicted the need for alternative energy, recycling, and preservation all while enhancing students’ creative problem solving skills.

As a business Odyssey of the Mind also attempts to minimize waste by offering its materials via the Internet instead of bulk mailings. It also has a “green trails” program for World Finals, where participants can explore WF locations on foot.

NASA, OotM sponsor, also educates Odyssey students about the environment through its Odyssey web portal: earthobservatory.nasa.gov/odysseyofthemind. Students can explore various images of earth and learn about its many regions.

For example, they can view images from its Landsat-7 satellite. Scientists use satellites to gather remotely sensed images of the land surface and surrounding coastal regions for global change research, regional environmental change studies, and other civil and commercial purposes. OotM students get an inside view of earth’s changes through NASA materials.

Odyssey teams realize the value of our earth’s resources. They learn to reuse and recycle and even integrate those practices into solutions. This teaches students to make green living a way of life as they surely incorporate these ideals into everyday practices — and even invent new, improved ways of doing it!



Plastic spoons, coffee filters, and bottle caps seem like trash to most, but in OotM they can become a new trend!

Also in this Issue . . .

2. Clarifications & Great Minds

3.-4. Problem Procedures

5. Order Form

6. Important: CCI web info!!

6. COU Scholarship Winners



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 OCTOBER 22, 2008

Problem No. 1: Earth Trek

1. The 24" x 24" Measuring Area is inside the 20' x 24' Competition Area. The location will vary depending on the site. The team will place its vehicle in the Measuring Area where it will be measured before the competition time begins. When time begins, the vehicle will be in the Measuring Area and all team members with their props will be in the Staging Area. After time begins the team may move its vehicle to any location before it attempts to travel to the first environment.

Problem No. 2: Teach Yer Creature

1. D8c should read: functional engineering of the AC to complete the action.

Problem No. 4: Shock Waves

1. C11b should read: The weight placement portion of the problem solution will end when any part of the structure touches anything other than the surface of the tester base and the bottom of the crusher board in a way that the judges determine is helping support the weight stack.
2. B9h: "Every other weight" does not mean every weight. The first set of spacers must be used while the structure is supporting the Crusher Board and one weight. The remaining sets of spacers must be used while the structure is supporting the Crusher Board and 3, 5, 7, and finally 9 weights. The sets of spacers may be used in any order the team wishes.



Great Minds

Pavlov: Trainer or Trainee?

When Rover sits and wags his tail upon hearing the rustling of your grocery bags, he's anxiously awaiting a treat that he's "sure" is inside. He has learned that sometimes food comes inside those noisy bags.

This expectation is called **classical conditioning** and was theorized and proved by **Ivan Pavlov**, a Nobel award-winning scientist whose studies with animals actually gave much insight into human behavior.

Pavlov originally went to seminary school, but soon found that his passion was for science. He attended the University of St. Petersburg to study natural sciences and received his doctorate in 1879. During his career, Pavlov contributed to many areas of physiology and neurology.

Pavlov's experiments on the digestive systems of dogs provided the first true, detailed observations of how the digestive system worked. It is also important to note that his surgical technique allowed the dogs to live healthy lives while observations could be made over a lifetime. This gave true understanding into the functioning of a healthy digestive system. His research helped future scientists find cures for various diseases and disorders.

During his studies, Pavlov noticed something else. The dogs recognized the lab assistants that fed them and would salivate

before actually getting their food. Pavlov thought this was intriguing and set out to investigate what he called "psychic secretion."

He predicted that if something in a dog's surroundings was always present when the dog was given food, then this stimulus would become associated with food and cause salivation on its own. In his initial experiment Pavlov used bells to call the dogs to their food and, after a few repetitions, the dogs started to salivate in response to just the bell. The bell became a stimulus because it was always paired with the food. Pavlov referred to this learned relationship as a conditional reflex, now called **Conditioned Response**.

These experiments were carried out in the 1890's and 1900's. As Pavlov's work became known around the world, the idea of "conditioning" as an **automatic form of learning** became a key concept in developing specialties within psychology and behaviorism. Pavlov inspired scientists and philosophers alike, including psychiatrist Carl Jung and philosopher Bertrand Russell.

Pavlov and other great minds have increased our knowledge of the world by simply paying attention to details and asking the ultimate question — "why?"

He said of the importance of these habits, ***"While you are experimenting, do not remain content with the surface of things. Don't become a mere recorder of facts, but try to penetrate the mystery of their origin."***

Pavlov also taught us that while humans are able to teach animals many things, animals can teach us many things as well.



Quick-Thinking

Challenge:

Brainstorm things you think dogs would train humans to do.

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.

Teams should report to 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.

Check-in Area 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.

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. There will be a three-prong electrical outlet available for the team's use. Teams must provide any necessary extension cords or outlet adapters.

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.

Continued on next page

*~ Joy Kurtz
International Spontaneous
Problem Captain*

Long-Term Problem Procedures

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

Problem 1: Earth Trek

The Staging Area Judge will collect the team's paper work. The team must move its vehicle so it is resting completely within the *Measuring Area* where it will be measured. The team returns to the Staging Area. Once time begins, the team may move the vehicle to any location. The vehicle will visit an *Environment* where it will change in appearance before visiting the next environment. There are four environments and three changes in appearance. The team may present the theme and style throughout the presentation.

~ Wayne Kerhli, IPC

Problem 2: Teach Yer Creature

Teams will present all documentation to the Staging Area Judge, which includes three copies of a list as described in B9.

The competition site is a minimum of 10' x 12' but may be larger if space permits. A taped line measuring 5' long will be placed on the floor in the center of the competition site. This tape will be used for the "Move" action by the Animal Creature. A taped "X" measuring approximately 12" long will be taped anywhere on the competition site by the Tournament Director.

The team will place the Animal Creature on the "X" before time begins. Power cords or extensions of any kind may be attached to the AC after time begins. Once time begins, the team may move the Animal Creature anywhere on the competition site.

There are no taped boundaries. If space allows, teams may perform or place equipment outside of the 10' x 12' area. Caution tape may be placed 30" from any drop-off area as a warning not a boundary.

The cost limit for this problem is \$145 (U.S.). Teams should be prepared to show proof of cost limit (receipts) at all levels of competition.

~ Carol Birros, IPC

Problem 3: The Lost Labor of Heracles

Along with the required paperwork, the team will present the Staging Area Judge with its list as described in B12. 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.

~ Rita Sleeman, IPC

Problem 4: Shock Waves

Before its scheduled competition time, the team or a team member must report to the weigh-in site, where the structure and spacers will be measured, weighed, and checked for rule infractions. 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

spacers in a team-supplied container or paper bag. Approximately 25 minutes before their scheduled competition time, a team member must pick up the structure and take it to the competition site. The coach and other team members will report to the competition site 20 minutes before the team's scheduled time with the props, membership sign, and anything else needed for the long-term problem solution.

At the Staging Area, the Staging Area Judge will remove the weigh-in checklist. The required paperwork and any team clarifications will be collected and given to the Problem Judges. The team informs them whether Style will continue after the structure breaks. The coach and all seven team members should be present in the Staging Area while the judge goes through a list of procedures and answers any questions from the team. After this is completed, the coach and non-performing team members, if any, will be directed to leave the Staging Area and informed if any special seating has been arranged for them.

If an adult assistant is used in Division I or II, he/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 supporting at least 50 percent of each weight being handled.

The only people allowed inside the testing area during the long-term solution are the team members, judges, and adult assistants, if used. Style may take place at any time during the 8-minute competition. When the long-term solution is completed, all wood from the crushed structure, or the whole structure if it does not break, must be placed in a paper bag and returned to the weigh-in site by a designated judge.

The judges will want to talk to the team members to discuss the problem solution and clear up any questions. The structure may be inspected again at the weigh-in site.

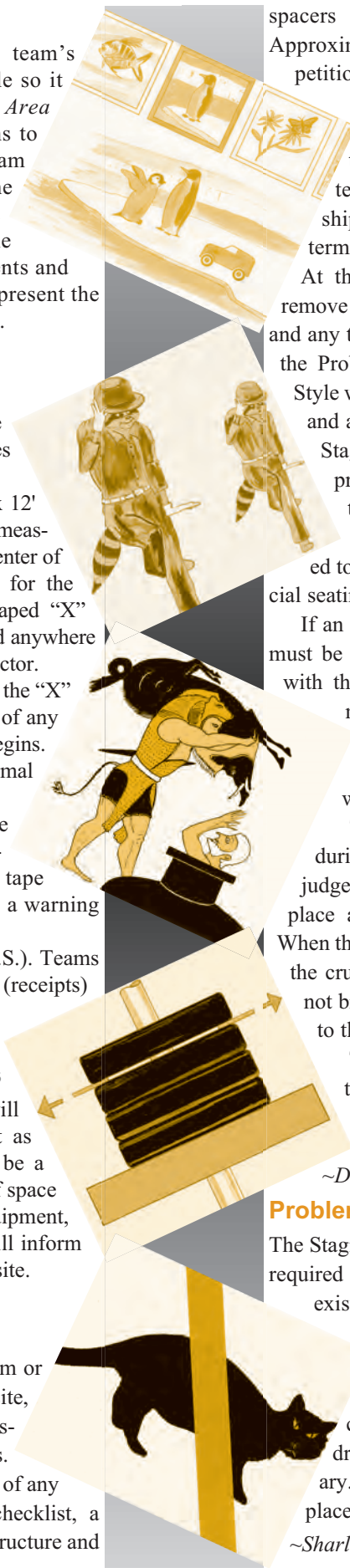
~Dan Semenza, IPC

Problem 5: Superstition

The Staging Area Judge will greet the team and collect all required paperwork including documentation of the two existing superstitions.

The competition site will be a minimum of 7' x 10' and will not be marked off. 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' x 10' area.

~Sharlene Smith, IPC





ODYSSEY OF THE MIND® 2008-09 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 2008-09 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

- **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.....
- NEW Book!! Spontaneous Combustion @ \$7.50** Booklet of spontanous 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 _____ CVV Code _____

SHIPPING ADDRESS (For UPS Delivery)

Is this a residence? yes no

Name _____

Address _____

City _____ State/Prov _____

Zip _____ Country _____



Odyssey of the Mind

c/o Creative Competitions, Inc.

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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.

OotM Website News

Be on the lookout for a totally revamped website in the coming months. There will be many new helpful and fun features including games, photo galleries, and tips and activities to enhance your creative problem-solving skills. Thanks in advance for your patience with this big creative project!



Where's Omer?

Each year Omer travels around the world visiting Odyssey of the Mind tournaments and activities. Here, he visits Odyssey's association in North Central Pennsylvania and has fun with teams at an Odyssey beach party.

If you'd like to share one of your pictures of Omer having fun at an Odyssey event email it to: pressroom@odysseyofthemind.com

COU Scholarship Winners

Creative Opportunities Unlimited (COU) rewards OotM participants that demonstrate exemplary creative problem-solving skills, good sportsmanship, and teamwork in their everyday lives. For more information visit: www.creativeopportunities.org. Congratulations and good luck to this year's winners:

\$1000 Scholarship: Daniel Taylor, NC

Jimmie S. Jones Memorial Scholarship:

- Kelsey Charity, PA
- Alexis Smith, CT
- Melissa Gambal, PA

\$500 Scholarships:

- Tyler Price, VA
- Rachel Cope, FL
- Sidney Armstrong, KY
- Brittany Frantz, NY
- Nicholas Reising, WI
- Kristin Bell, NY
- Samantha Stamper, MI
- Chelsea Woolbright, FL
- Andrew Spence, NY
- Laura Brader, CA
- Ioaua Cristei, VA
- Ryan Balton, PA
- Ethan Keiser, KY
- Elizebeth Dunn, KY
- Drew Hawkins, MI
- Lauren Dean, PA
- Katie Jordan, GA
- Jay Valentine, FL
- Shauna Henige, MI
- Jared Fradette, TX
- Joshua Young, NJ