



# Odyssey of the Mind®

## Newsletter

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## OoTM — A FAMILY AFFAIR

Not only has Odyssey of the Mind grown as a business, but it has grown as a family. As children continue to take part in the program, parents, coaches and teachers continue as well. Many Odyssey problem captains, association directors, and other volunteers stay with Odyssey long after their children graduate from the program. Families even vacation together to be a part of World Finals, and they still volunteer in their spare time.

“Odyssey of the Mind is a very big part of our family life. Our daughters each had the opportunity to compete at World Finals. The experience allowed them to become thinkers and doers. It gave them the opportunity to discover talents they did not know they had. It provided them with leadership skills, team-building, and confidence, all which have continued into their adult lives. Because of the Odyssey of the Mind program, we have memories to last a lifetime,” said Mark Lopes. Mark and his wife have been long-time volunteers in California.

“What began as something mom did as an extra duty at school turned out to be a total family affair. I went on to become state director and both of my daughters have volunteered as judges. It is something we will always remember with greatest regards.”

International Spontaneous Problem Captain Joy Kurtz agrees that Odyssey of the Mind can be an important family activity. “As the IPC for spontaneous, I have had several generations of mothers and daughters, fathers and daughters, and sons judging for me! How lucky to have a program where we are so intergenerational.”

The Kurtz family is also heavily involved in the program — with husband, Harold, and her children volunteering at various levels. She remembers one story involving her daughter June and OotM as one of her favorite mother-daughter moments.

“June was on a high school team with many of her friends, and judged in college. When she became a teacher, she also became an Odyssey coach. Although my daughter and I had many wonderful Odyssey experiences together, none can compare with the special

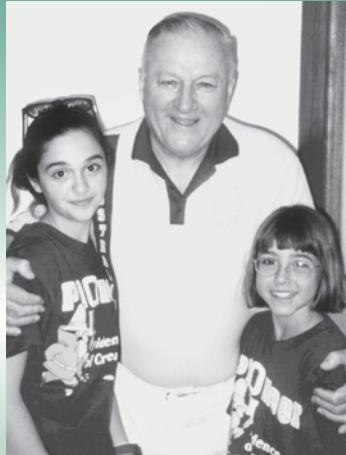
feelings we shared as I helped her with her first teams. I went with her on competition day. I can’t explain the incredible closeness we felt as mother and daughter as we shared the nervousness and happiness while we watched her teams compete. I knew that feeling as a coach, but watching my daughter as she coached was very special.”

In a time of big corporations, Odyssey of the Mind continues to be a family-run business that strives to make creative problem-solving fun for all. Much of Founder Dr. Sam’s family runs the program, with his son as Program Director. Even his young grandchildren help conceive

long-term problem ideas! They joined him onstage last year at World Finals as co-creators of problem three.

While Odyssey of the Mind’s intention is to help form generations of creative students, it also has had a pleasant side effect. It has helped bring generations of families closer. Odyssey of the Mind is not just a school activity — it has become a family activity as well.

“Odyssey is a special program — and participating as a family is certainly rewarding,” said Kurtz.



(Left): Former participants and volunteers Shauna (now in pharmacy school) and Janae Lopes (now in law school) with Dr. Sam at 1998 WF. (Right): Three generations of mother-daughter problem-solvers: Joy Kurtz, June Kurtz, and her daughter Sydney at an Odyssey event.



Also in this issue . . . 2. MAX MANSFIELD AWARD \* GREAT MINDS \* 3. 2010-2011 PROBLEM SYNOPSIS  
4. WORLD FINALS COACHES PROBLEM \* 5. 2010-2011 MEMBERSHIP APPLICATION \* 6. NEW PRODUCTS

## Max Mansfield Memorial Award Winner Announced

Vermont is this year's award winner for membership growth. It has steadily increased for the past eight years.

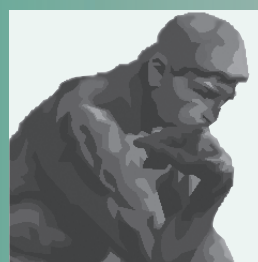
Association Director Tim Perkins thinks it's important to grow Odyssey of the Mind's memberships because it helps students in an economical way. "Many students just aren't challenged to think creatively. Odyssey of the Mind gives them the opportunity to use their minds, develop new problem-solving approaches, and have fun doing it. Also, in a poor economy, schools sometimes cut back on activities. OotM is a very cost-effective way for a school to have an enrichment program."

Aside from Vermont's dedication to the Odyssey spirit, the association also helps new schools or groups by helping to find sponsors who will pay for memberships or team registration costs. It also offers awareness sessions and trainings nearby to make it easy for new members to get started.

Another key factor in Vermont's membership growth is simple — talking. Perkins said, "Talk to everyone and show them your enthusiasm for Odyssey of the Mind. We always carry around a few copies of informational literature to give to people who want to know about the program. It makes them want to learn more. . .and once they start to learn more. . .they're hooked."

*Creative Competitions, Inc. created this award in honor of Max Mansfield and rewards membership growth.*

*Max will always be remembered as someone who selflessly volunteered for Odyssey so that as many people as possible could experience creative problem solving. This award is CCI's way to honor his years of dedication and hard work as well as all Odyssey associations attempting to do the same.*



Great  
Minds

### THE ICE LADY — DR. MARY ENGLE PENNINGTON

Would you want to drink spoiled milk or eat moldy bread? As teams around the world are debating what types of foods are good and bad, there is one thing all can agree on — rotten food is definitely bad!

Therefore, it is important to keep food as fresh as possible. One scientist's passion for chemistry and food helped her break through gender barriers in order to help create ways to keep the public safe when eating.

Mary Engle Pennington was a bacteriological chemist who revolutionized methods of storing and transporting foods. She also inspired farmers, markets, and the government to hold higher standards for perishable food. She dedicated her life to learning and inventing ways to keep food fresh longer.

At age 12 Pennington found a book about chemistry at her local library and was hooked ever since. Her curiosity led her to break many barriers. She became a leading expert in the evolution of safe and sanitary ways of processing, storing and ship-

ping milk, poultry, eggs, fish, and more. She is even credited with developing the egg cartons we use today that prevent excessive breakage.

Pennington had to do so at a time when women were still struggling to have equal rights. In fact, she was denied a bachelor's degree in 1892 because she was a woman. However, she received a certificate of proficiency in chemistry and went on to earn a PhD in chemistry from the **University of Pennsylvania** in 1895.

Over the next 60 years of her career she did bacteriological analyses, developed milk and dairy standards that were adopted throughout the United States, and traveled the nation investigating the efficiency of refrigerator cars and recommended standards for construction and insulation. Pennington educated the government and the public in food storage techniques and the importance of proper handling.

While she was known as the "Ice Lady" her personable approach helped her convince an industry to change its standards and procedures.

She was also hired by the government to help provide scientific information for the **Pure Food and Drug Act** in 1906 and became the first female member of the **American Society of Refrigerating Engineers**. Pennington was the author of books, articles, pamphlets, and government bulletins. She gave many addresses and received many awards over her lifetime.

Mary Engle Pennington became a recognized authority on refrigeration and its effect on food. She also proved that anyone can overcome hurdles with hard, quality work and perseverance. She was a valued member of many scientific and governmental teams that normally would not accept a woman in the ranks, and her problem-solving skills helped millions worldwide.

## 2010-11 Long-Term Problem Synopses\*

*\*Tentative as of March 25, 2010. All problems have an 8-minute time limit.*

### 2010-2011 Long-Term Problem Synopses

#### **Problem 1: Extreme Mouse Mobiles**

This problem requires teams to design, build, and run vehicles that use mousetraps as their only source of energy. The Mouse Mobiles will travel a course that has segments with different challenges. The team can choose from assorted tasks such as driving through a tunnel, raising a flag, hitting a target, changing direction, making a delivery, and will also perform two team-created challenges. The running of the Mouse Mobiles will be presented in a performance with a team-created theme.

*Divisions: I, II, III & IV. Cost limit: \$145.*

#### **Problem 2: As Good as Gold...berg**

Teams will present an uncomplicated existing item that is used in a simple and effective way to complete a real life task. The teams will also create their own solution, a device made out of an unnecessarily complex series of components that will perform the same task as the existing item. The performance will include an inventor character and a marketing plan/sales pitch for its creation.

*Divisions: I, II & III. Cost limit: \$145.*

#### **Problem 3: Classics . . . Lé Tour Guide**

Teams will create and present an original humorous performance where a classical character acts as a Tour Guide. The tour will make three stops including one that will be a team-created location. During the tour an inanimate object will show signs of life, the Tour Guide will give the wrong explanation about something, and will give a creative explanation about why it is important to guard and secure a worthless item.

*Divisions: I, II, III & IV. Cost limit: \$125.*

#### **Problem 4: Unhinged Structure**

The problem is to design and build a solution using only balsa wood and glue that folds into the team's structure without coming apart. The team may use material other than balsa wood and glue to serve as a hinge. The team will test its "folded" structure by placing as much weight as possible on it during a performance that also includes three different objects that change appearance by being folded or unfolded.

*Divisions: I, II, III & IV. Cost limit: \$145.*

#### **Problem 5: Full Circle**

The problem is to create and present a humorous performance where something changes form or appearance at least three times and eventually undergoes a final change where it returns to its original form and appearance. The team will signal the audience each time there is a change. The performance will include a very silly character, a very serious character, a song and dance, and a surprise ending. **Sponsored by NASA.**



*Divisions: I, II, III & IV. Cost limit: \$125.*

#### **Primary Problem: Money Maker**

The team is to create and present a humorous performance about a Money Maker character that tries to make money from wild ideas. The Money Maker will fail three times but will finally succeed. There will be another character that thinks all of the ideas are great and encourages the Money Maker to keep trying out his wild ideas. The performance will also include a commercial, a customer, and a real life example of an actual successful "wild" idea.

*Grades K-2. Cost limit: \$125.*

## COACHES & OFFICIALS PROBLEM

# Casting Away!



### A. The Problem

Your problem is to design and create three “fish” and a device that you will use to retrieve the fish from the “water” and into your “boat.”

### B. Limitations

1. Your retrieval device must:
  - a. be original, however, it may include commercially produced parts.
  - b. must not touch the floor or anything touching the floor outside of the boat when the start whistle is blown.
  - c. all or part of the device may touch the floor outside of the boat in order to retrieve the fish. Nothing else may be used to solve the problem.
  - d. be safe in its design and use. It must not include anything sharp that can harm yourself or others and must not be able to damage the floor. If it is judged to pose potential harm to anyone or the competition site, it will be prohibited. See *2009-10 Odyssey of the Mind Program Guide* pages 39-40.
2. Your fish must:
  - a. be team-created and can complement the retrieval device’s design. One fish must be marked 5, one marked 15 and one marked 25.
  - b. each fit inside a common shoe box that can be closed with one or more fish inside.
  - c. have the same appearance and shape when they are used for score as they do when they are in the box.
  - d. be placed so they are completely in the “water.”
  - e. be retrieved one at a time.

### C. The Competition

1. You will be assigned a number when you register at the competition site.
2. You will line up according to number and place your retrieval device behind the boat line and place your fish anywhere you wish behind the water line.
3. The boat and water will be marked as taped lines. They will be 20’ apart.
4. Retrieving the fish:

- a. You will get three attempts to retrieve your fish. The fish may be retrieved in any order.
- b. A judge will blow a whistle to start your first attempt. You will have 30 seconds for the attempt to be completed.
- c. A judge will blow the whistle to start the next two attempts and you will have 30 seconds for each of those to be completed.
- d. You must stay behind the boat line at all times after the first whistle is blown. You must not retrieve any part of your device, a fish, or adjust the fish after the first attempt starts.
- e. Nothing but the device must touch the fish until it crosses the boat line. Once it enters the boat (crosses the line) you can disconnect it from the device.

### D. Awards

1. You will be scored as follows:
  - a. You will receive the score marked on the fish for each fish successfully retrieved.
  - b. In the event of a tie the audience will choose the winner through applause. Bring your cheering section!
2. Trophies will be awarded for 1st, 2nd, and 3rd place.
3. A trophy will be awarded to the person with the most outstanding STYLE. In this problem, Style will be the appearance of the competitor, the fish, and the retrieval device. Every contestant is eligible, even those who place 1st, 2nd, or 3rd in competition.

**Notes:** Teams can cross the boat line between attempts to make adjustments to their device or to move fish that did not make it into the boat back to behind the water line.







# ODYSSEY OF THE MIND®

## 2010-11 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 (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 2010-2011 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

- A Creative Experience** — Odyssey of the Mind promotional video DVD @ \$9.95 .....
- \*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. ....
- Spontaneous Combustion @ \$7.50** Booklet of problems and tips .....
- Odyssey of the Mind Program Guide @ \$7.50** (one is included with membership) .....
- Coaches Training DVD @ \$20** Tips and techniques for coaches.....
- packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") @ \$25 per 100 pieces.....

*\* Spend \$40 or more and get free Shipping & Handling. Orders under \$40, add \$7.50 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**
- \_\_\_\_ VISA \_\_\_\_ MasterCard \_\_\_\_ American Express \_\_\_\_ Discover

Acct. no. \_\_\_\_\_

Exp. \_\_\_\_\_ CVV (security) Code \_\_\_\_\_

Signature of cardholder \_\_\_\_\_

### SHIPPING ADDRESS (For UPS Delivery)

Is this a residence? \_\_\_\_\_ yes \_\_\_\_\_ no

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City \_\_\_\_\_ State/Prov \_\_\_\_\_

Zip \_\_\_\_\_ Country \_\_\_\_\_



## Odyssey of the Mind

c/o Creative Competitions, Inc.

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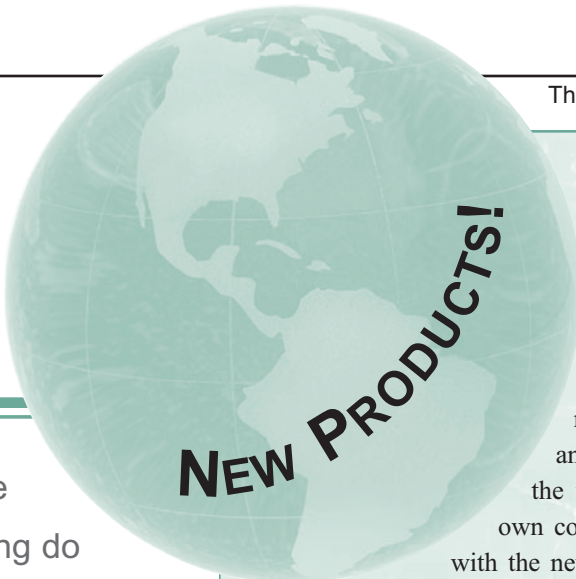
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*Hey Teams,  
It's that time again! Renew your  
membership now and be one of the first  
to get next year's long-term problems.  
Your friend,  
OMER*

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



### 2010 Problem Tees

Show off the problem you completed this year with an Odyssey of the Mind problem shirt. Each tee comes in white and has the name of a problem, 2010, and *Odyssey of the Mind* on the front. Each problem has its own color imprint that matches up with the new long-term problem wrist-

bands. It also goes great with a complementary pin! The back is blank so you can decorate it to show your own creativity. These items are available online only. It's a great way to show off your Odyssey spirit!



See complete set of  
T-Shirts in color at  
[www.odysseyofthemind.com](http://www.odysseyofthemind.com).

“The young do not know enough to be prudent, and therefore they attempt the impossible — and *achieve* it, generation after generation.”

~ Pearl S. Buck  
*American Writer*

### New Book in Production

Not often does a book tell you to go out and start creating problems, but as with most things Odyssey of the Mind — always expect the unexpected!

A new book about creativity is in the works now that encourages readers to make up their own problems in order to help enhance their creative problem-solving skills. While there will be samples of past long-term and spontaneous problems, there will also be ways to cre-

ate your own problems using inspiration from every day life and objects. It's your chance to “think outside-of-the-program!”

With practice, you will be creating problems (and solutions) at any time. Soon you will be able to see objects in your surroundings and be stimulated to think and create.

You'll be using one of Dr. Sam's favorite sayings when you see something out of the ordinary — “There's a problem in that!”