



Odyssey of the Mind®

Newsletter

Volume 34

Fall 2011

Number 1

ODYSSEY ANGELS PROGRAM: TAKING OFF!

Now that you've been brainstorming all summer, it's time to put your Odyssey Angels project into action! The first year of the program officially started this fall. Here are the specifics:

STEP 1 Find someone or something in your community that you think needs help and find a **creative** way to fix it. Visit the Odyssey Angel website for brainstorming tips!

STEP 2 Enroll in the Odyssey Angels program. You don't have to complete the project yet. This is just to let us know what your plans are and to make the pledge to help your community. You can enroll online at www.odysseyangels.org. The deadline for enrollment is **December 1, 2011**. Again — this is just an enrollment to qualify to attend WF. No further action is needed until you are ready to start.

STEP 3 Implement your plan! In the coming months you can meet with your group, make plans, brainstorm, or simply get to work helping your community. You can work within any timeline you feel comfortable, and your idea



could take months or an afternoon! The only limitation is that you help someone or something in your community and that one person in your group is affiliated with Odyssey of the Mind.

STEP 4 Submit your results. The deadline to turn in your results is **April 1, 2012** if you wish to be rewarded with a trip to attend World Finals where you will present your idea to others. There will be a simple form online where you will explain the results of your project. After the deadline, a panel will review all of the submissions and choose one group of representatives to come to the 2012 World Finals at Iowa State University as special guests. The selected group will show others how they helped their communities through presentations at the Creativity Festival. Remember that, as in all things Odyssey-related, creativity is key!

Odyssey participants are some of the most creative and generous folks around, so we're sure there will be plenty of great ideas and communities that will reap the benefits of them.

To learn more visit www.odysseyangels.org or contact info@odysseyangels.org. Everyone's creative problem-solving abilities are sure to help many people across the U.S. and beyond. Good luck!



Also in this Issue . . .

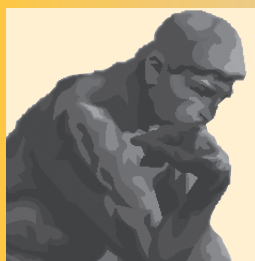
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| 2. Clarifications & Great Minds | 5. Order Form | 6. COU |
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IMPORTANT CLARIFICATION UPDATE

As noted in the Program Guide, clarifications are now only accepted via email. Also, as a reminder, clarifications will not be published in the newsletter because often more clarifications are posted during the printing process. CCI hopes to avoid confusion and wants to keep teams the most up-to-date. You can view clarifications any time at: www.odysseyofthemind.com/clarifications. This is also where you can email clarifications. Be sure to check online often — this will help your team to be even more prepared for upcoming tournaments! The clarification cutoff date remains the same at February 15, 2012, but be sure to check the web site after that date. Sometimes tournaments bring to light further need for clarification.

CLARIFICATION SUBMISSION 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).



Great
Minds

The Ladies of Halsted Street

Jane Addams always knew that she wanted to help others. When her attempts at becoming a doctor failed due to health reasons, she was at a loss. She began traveling the world to seek inspiration and learn about other cultures. She eventually came upon a house in London geared toward helping its poverty-stricken parts of town. This made her realize that she didn't need a special degree to help others — she just needed the courage and motivation.

Addams returned to the U.S. and started the first woman-run settlement house in America. She knew the best way to help those suffering around her was to live with them and learn what would truly change their lives for the better.

Addams became a worldwide role model and through her work became a social and political activist, an author and lecturer, a public intellectual, and more. She emphasized that women have a special responsibility to help uplift their communities through volunteerism in order to make them better places to live. Her life-long journey to help others in need led to her being the first American female recipient of the **Nobel Peace Prize**.

Jane Addams was co-founder and head resident of Chicago's **Hull House** from 1889 and continued her selfless

work until her death in 1935. Its mission was to improve lives of the poor in Chicago neighborhoods. This led her to study and fulfill many roles. From nurse to housekeeper, no job was too small or large for Addams. She also worked on social reform issues including promoting women's rights, ending child labor, and mediating during workers' strikes.

The Hull House helped neighborhoods in a variety of ways: it established the city's first public playground, bathhouse, and public gym. It pursued educational and political reform, and investigated housing, working, and sanitation issues. It created a neighborhood kindergarten for young children whose mothers worked in factories and an adult night school.

The Hull House also opened an art gallery to inspire and educate Chicago's residents. Among the other projects that the members of the Hull House created were the Immigrants' Protective League, the Juvenile Protective Association, the first juvenile court in the United States, and a psychiatric clinic for children.

Because of its innovative social, educational, and charitable programs, the Hull House became a model for over 500 **settlement houses** across the country. These houses were built in poor urban areas that middle-class volunteer workers lived in an attempt to help their low-income neighbors through education, meals, shelter, and many more necessities.

While the original building is now a museum chronicling the Hull House's impact on society, Addams' need to help her community still lives through the **Jane Addams Hull House Association**, which is one of Chicago's largest non-profit organizations.

Some claim that Addams and her work in the Hull House deeply influenced the philosophy of social work and changed the field into what it is today. In her book, *Twenty Years at Hull House*, Addams wrote of the importance of helping others, "social advance depends quite as much upon an increase in moral sensibility as it does upon a sense of duty."

Long-Term & Spontaneous Problem Procedures

Spontaneous Problem Procedures

✓ **The Holding Room:** you will see a Spontaneous competition time on the 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 giving the judge your long-term problem, division, and membership name and number. 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.

✓ **Entering Spontaneous:** Everyone on your team may enter the room, however, only five will compete. The judge will tell you what type of problem you will solve: hands-on, verbal, or verbal/hands-on. You will have one minute to decide what five team members will compete. 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:** The judges will read your problem aloud — be sure to listen carefully because each problem has its own set of rules. Once the judge finishes reading, you will get a copy of the problem for reference. Then, the judge will say “Begin” and time starts. You may ask questions, but your time will continue. Sometimes the judge may tell you that they cannot answer their specific question, but will refer you to the problem. Judges will make every attempt to clarify the problem to make sure you understand what the problem requires; but, judges cannot help you solve the problem. The only time judges will interrupt you is if they cannot hear your response.

✓ **Competition is over:** 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 the competition. 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*

Going to competition can be intimidating, so it is important to prepare yourselves for what will actually occur at your tournament. Be sure to read these procedures for competing in Long-Term and Spontaneous problems. Just remember to relax, have fun, and be creative. Good luck!

Long-Term Problem Procedures

✓ **The Check-in Area:** location will be marked at your tournament. This is where you will meet 15 minutes before you are scheduled to compete. Bring everything you need to compete: **four completed copies** of the Style Form, Cost Form, Outside Assistance Form, Team Required List Form, clarifications specific to the team’s solution, and any other paperwork listed in the long-term problem, along everything needed for your problem solution. 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 all your props are safe. The SA Judge will pass your paperwork to the Timekeeper, who will then pass it on to the rest of the judges for you. 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 presentation.

✓ **The Staging Area:** is where you will wait to compete. Once the SA Judge finishes checking your paperwork in the Check-In area, you will have three minutes to move all of your competition materials into this area. (Depending on the tournament location, these may be in the same spot.) Others can help you, however, once everything is in the Staging Area, no one can assist you until after your performance.

✓ **The Timekeeper:** will meet you in the Staging Area once the three minutes have passed. 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 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.” An overtime penalty will be given to any team who takes longer. In problems 3 and 5 the judges will stop the performance after one minute of overtime.

✓ **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 with the judges, you must quickly clear the competition site, leaving it clean and dry for the next team. Others may assist you now. 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 chords or adapters needed.

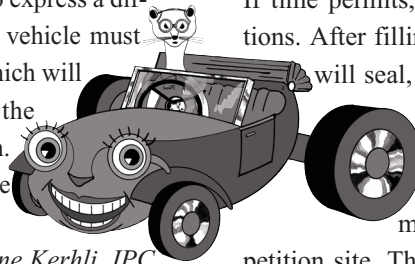
✓ **The Scores:** The Head Judge will go over the team’s raw long-term score and any penalties with the coach. After the review, the coach has 30 minutes to return if any additional concerns arise.

Continued on next page

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

Problem 1: Ooh-Motional Vehicle

The Staging Area Judge will collect the team's paperwork. The team must move its vehicle completely within the 4' x 6' Start Area. The team returns to the Staging Area. Once time begins, the vehicle will leave the Start Area showing the first emotion. The vehicle will display a total of four emotions changing to express a different emotion at each of the three stops. The vehicle must travel in reverse for one of the required trips which will be portrayed as part of the reaction to the encounter that causes the change in emotion. The team will present a theme that includes the vehicle traveling and changing emotion.



~ Wayne Kerhli, IPC

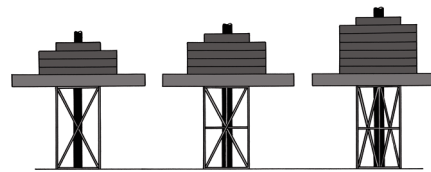
Problem 4: You Make the Call

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

This will determine the weight category the structure will be in. 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 in a team-supplied container or paper bag supplied by the tournament director. Approximately 20 minutes before its scheduled competition time, the team must pick up the structure and take it to the competition site. The coach and other team members will report to the competition site 15 minutes before the team's scheduled time with anything else needed for the long-term problem solution.

At the staging area, the Staging Area Judge will remove the weigh-in checklist. The team informs the judge whether Style will continue after the structure breaks. Division I or II adult assistants 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. It also must be apparent that the team

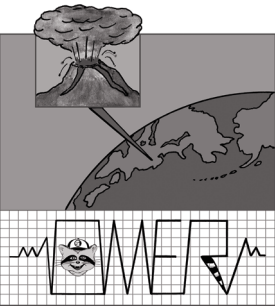
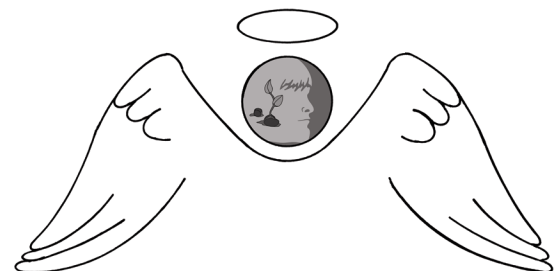
is selecting each weight being used.



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 structure may be inspected again at the weigh-in site.

~Dan Semenza, IPC



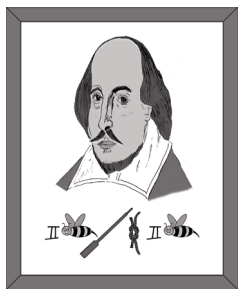
Problem 2: Weird Science

The competition site is a minimum of 10' x 15' (3 m x 4.6 m) but may be larger. If space permits, teams may perform or place equipment, props, etc. outside the 10' x 15' area. Nothing can be placed on the competition site until time begins.

If a drop-off exists beyond the site dimensions, a caution line may be taped 30" from the edge. This will serve as a warning, not a boundary.

The team will have 8 minutes to present its performance, which includes a team of scientists, the team-created device and two samples. The performance will include the appearance of traveling and a report on their findings.

~ Carol Biros, IPC



Problem 3: To Be Or Not To Be

The competition site will be a minimum of 7' x 10' (2.1m x 3m) and will not be marked. It may be larger if space permits. Teams may perform and/or place equipment, props etc. outside the 7' x 10' area. If a drop off exists beyond the site dimensions, a caution line may be taped 30"

from the edge of the drop-off. This will serve as a warning, not a boundary. Teams must supply their own extension cords and outlet adapters if needed.

Contact your local Tournament Director about site specifics such as height of ceilings, handicap accessibility, etc. Best of luck!

~ Matt Lopez, IPC

Problem 5: Odyssey Angels

The competition site will be a minimum of 7' x 10' (2.1m x 3m) and will not be marked. It may be larger if space permits. Teams may perform and/or place equipment, props etc. outside the 7' x 10' area. If a drop-off exists beyond the site dimensions, a caution line may be taped 30" from the edge. This will serve as a warning, not a boundary. ~Sharlene Smith, IPC



ODYSSEY OF THE MIND® 2011-12 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, 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 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 2011-12 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 @ \$17** tips on problem-solving.

_____ **The Spirit of Creativity @ \$15** — Anecdotes about Odyssey of the Mind, written by Dr. Sam.....

_____ **A Creative Experience DVD @ \$9.95** — Odyssey of the Mind promotional video

_____ ****Creative Interaction @ \$17** Discusses the importance of interaction between students

_____ ****Applying Your Creativity @ \$15** Discusses different types of human creativity.....

_____ **Spontaneous Combustion @ \$7.50** Booklet of spontaneous problems and tips.....

_____ **Odyssey of the Mind Program Guide @ \$7.50** (one is included with membership).....

_____ **Coaches Training DVD @ \$12.95** Tips and techniques for coaches

_____ packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") @ \$20 per 50 pieces

Subtotal _____

S & H _____

TOTAL _____

** 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.*

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**.
 - **Online:** 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 _____ CSV Code _____

SHIPPING ADDRESS (For UPS Delivery)

Is this a residence? _____ yes _____ no

Name _____

Address _____

City _____ State/Prov _____

Zip _____ Country _____



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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.

Problem T-Shirts are back!



Show off your OotM problem as a team member, or your support as a parent or coach with the newly-designed 2011-12 problem t-shirts. Not only do they make great shirts to show your Odyssey pride, but they can also be worn during competition and are exempt from cost as written in the *2011-12 Program Guide*.

The shirts can be viewed in color and purchased online at www.odysseyofthemind.com/shop. They are available in all the long-term problems, including Primary. The shirts feature the problem name, icon, and current year. They are a fun way to make a great team impression in your school and beyond.

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:

Jimmie Jones Computer Technology Award:
Dylan Outtrim, NY

\$500 Scholarships:

- Katie McNeill, FL
- Zachary Hatcher, NY
- Beth Musick, VA
- Nicole Geiger, IL
- Katelyn McFadden, CT
- Andrew Molboski, ME
- Marshall Fagenbush, KY
- Lisa Riggsloe, NC
- Christine Mrozek, PA
- Katherine Boas, VA
- Brian Schaller, CT
- Kaitlyn Dwelle, CA
- Amy Massiah-Karwandy, BC, Canada
- Alaina Cramb, GA
- Nicholas Bair, DE
- Lizbeth DaBramo, NY
- Evelyn Atwater, MI
- Rochelle Dymond, PA
- Samantha Scott, NY
- Joy Stephenson, DE
- Kent Miller, FL
- Adrienne Evans, PA
- Jennifer Ross, NY
- Michael Bojanski, NC
- Jeffrey Bensen, PA
- Samantha Marnon, NY
- Kelsey Kraynak, PA