



Odyssey of the Mind[®]

Newsletter

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CELEBRATING 40 YEARS OF CREATIVITY IN NEW JERSEY!

New Jersey Odyssey of the Mind celebrated its 40th tournament this month. There were about 2,000 people in attendance to compete and to celebrate the proud history of creative problem-solving in New Jersey.

New Jersey is where Odyssey of the Mind got its start. It was inspired by the challenges Dr. Sam created for his industrial design classes at Rowan University (then Glassboro State College). News of his innovative teachings spread and through grassroots efforts, Odyssey of the Mind was created and his challenges were given to local schools. That continued to grow into tournaments in many states, and then countries!

The first one was in New Jersey of course. And from that small first tournament of local schools, it has grown and branched off into a world-wide program. Now World Finals attracts almost 25,000 people from across the U.S. and many other countries.

Current Association Directors Nick and Sarah Pankiewicz, along with the state's many volunteers, have the job of keeping New Jersey's creative legacy going — and they have been doing great. The association even won the coveted Max Mansfeld Award for membership growth last year! It is the only Association to win the award twice.

“The whole NJ Board of Directors, from our executive board

to the problem captains to the tournament staff have been focused on putting on high-quality tournaments and trainings giving our officials, coaches, teams, and spectators the best experience possible. As our numbers have grown they have adapted and risen to the challenges we've encountered,” said Nick about the growing association.

This year NJ made sure to make the 40th tournament extra special. It threw a pre-awards party with face painting, karaoke, and a light show with a DJ. During the Awards Ceremony, the Association presented Dr. Sam with a handmade birdhouse decorated like a raccoon and a banner that said “Thank you Dr. Sam for 40 years of creativity!” They also presented Dr. Sam and all the participants with a giant cake...but it turns out OMER was hiding inside and popped out to congratulate everyone! After the ceremony there were celebratory cupcakes for everyone to take on the way out.

Of course the competition itself was special as always, “The tournament went very well, I think it's one of the best we've ever had. We have a ton of really excellent teams in New Jersey this year - competition at States was fierce. Overall, it was an excellent tournament and I'm very happy with how it all turned out,” said Nick.

Happy Anniversary to New Jersey and thanks for keeping Odyssey's creative roots growing strong!



Odyssey New Jersey (Left to Right): The solution that inspired the Ranatra Fusca Award from one of Dr. Sam's early challenges; A college newspaper clipping from the lake challenge. Can you imagine judges getting this wet at a tournament now? Dr. Sam in the lake his students had to travel across! OMER surprising everyone as he jumps out of a giant cake at New Jersey's 40th tournament.

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MAX MANSFIELD AWARD WINNER ANNOUNCED

Not only did the South Korea Association have the largest membership growth for this year, but it has not declined in many years! Its number of members have steadily risen since new Directors Royce Young Hyun Back and In Suk Kim started. They have worked tirelessly along with many South Korean volunteers to help spread creative thinking and problem-solving around the world. South Korea is the second International Association to win this award.

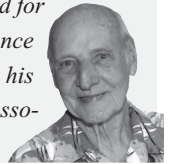
Director Back believes it is important to grow Odyssey of the Mind memberships because it helps students in his country stay connected to the world and strengthen 21st Century Skills, “It’s important to develop creativity and Odyssey of the Mind does just that. Its core beliefs are necessary for young students – teamwork skills to resolve any problems they encounter, creative thinking, and learning to overcome various challenges to things people are often afraid of – public speaking, differences of opinions, and struggling to make ideas work. Overcoming these challenges gives students courage and the ability to overcome any hardship they encounter. And all while developing important imaginative power.”

The directors believe that their membership growth is attributed to two things: having an online presence that makes taking part in Odyssey of the Mind more accessible; and appealing to young stu-

dents to get them interested in the program. “Odyssey of the Mind is the world’s best creativity education program and it helps support children to achieve their dreams and goals. With this in mind, we developed animated online information and gave it to kindergarten and elementary students so they can enjoy and experience the program. This has helped to expand Odyssey of the Mind for many in South Korea,” said Back.

Director Back credits the hard work of all their volunteers and is sincerely appreciative of receiving the Max Mansfield Award, “We just tried to work hard to share and expand Odyssey of the Mind with South Korean students. We did not expect to get an award for that. It’s such a great honor and pleasure to be recognized for something that benefits all of us. We promise that we will do our best to grow Odyssey of the Mind even more in the future.”

This award honors 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

Lights, Camera, Cook!

Dione Lucas (1909-1971)

Not only did Dione Lucas pave the way for modern cooking shows, but she also popularized a common breakfast dish in the U.S.! Lucas has a long list of “firsts” in many kitchens around the world.

She was the first woman to graduate from the prestigious Le Cordon Bleu culinary institute in Paris, she opened her own restaurant in London in the 1930s and opened the first accredited Cordon Bleu restaurant school in New York. As her clientele grew and news of her vast knowledge and technical skill in the kitchen spread, she rose to popularity in New York and worked to bring classic French Cooking to a broader audience.

Due to her popularity, New York’s CBS affiliate began to broadcast a cooking show featuring Lucas in her school. In 1948 she became the first woman in the U.S. and U.K. to be featured on a television cooking show. She hosted and starred in a one-hour cooking show called *To the Queen’s Taste*. Later it was renamed *The Dione Lucas Cooking Show* to take advantage of her rising popularity.

The show also made history for having the network’s first female director, **Frances Buss Buch**. The show showcased the chef’s remarkable precision and further increased her reputation for being a meticulous and skilled chef.

Onscreen, she created delicious dishes for her celebrity guests; offscreen, she gave private lessons to stars including artist Salvador Dali and actress Helen Hayes.

She also became a popular food writer. One of her most notable books was **The Cordon Bleu Cookbook**, her first of many books for home cooks. She was known to say, “The preparation of good food is merely another expression of art, one of the joys of civilized living.”

In this time, she also opened various restaurants, traveled across the U.S. and abroad to cook and appear on television and in magazines, received endorsement deals, wrote more cookbooks about Classic French cooking, and opened another cooking school under her own name.

By the mid ’50s, she was also known for introducing New Yorkers to omelets—her specialty—by opening a breakfast restaurant called Egg Basket at Bloomingdale’s. It was a counter-style restaurant serving 16 different kinds of omelets and had an open kitchen where diners could watch her in action. Just like in her television show, cooking remained a performance art and viewers were just as pleased to watch her perform as to eat her food.

While Lucas is not the most well-known celebrity chef, she created the recipe for this creative field.

2018-19 Long-Term Problem Synopses*

Tentative as of April 28, 2018. All problems have an 8-minute time limit.

Problem 1: OMER to the Rescue OMER Again

Who better to help those in distress than OMER? In this problem, OMER and his trusty Sidekick travel to different places with suitcases holding all of the parts of an OMER-mobile vehicle! OMER and his Sidekick will assemble and ride on the vehicle where it will function in different ways to “save the day.” Between attempts, the vehicle will be disassembled, put back into the suitcases, and taken to a different area where it will be reassembled and driven again. Finally, the OMER-mobile is thrown a hero’s parade as a show of appreciation!

Divisions I, II & III

Problem 2: Hide in Plain Sight

Teams take a cue from nature in this problem where they create and build a team-made mechanical creature that hides in plain sight. The creature will change its appearance three times to avoid being detected by a Searcher Character trying to find it. The way the creature changes will be different each time! The team will create and present a performance where its creature gets into – or out of – various situations using this resourceful skill. In the end the creature will surprise everyone by changing its appearance a final time and reveal its true self.

Divisions I, II, III & IV

Problem 3: Classics... Leonardo’s Workshop

Imagine how inspiring Leonardo DaVinci’s (LDV) workshop must have been. Teams will portray his workplace in an original, creative performance that includes LDV, a patron, and a naysayer. The team will recreate a DaVinci painting, make a three-dimensional representation of one of his works, and recreate another LDV work in any form the team wishes. There will also be an original “debunked” creation that LDV “invented” but discarded because it was mocked. Ironically, the item will be shown as something commonly used in modern times.

Divisions I, II, III & IV

Problem 4: Structure Toss

Step right up and put your structure to the test! Teams must strategize risk for points and “toss” their structures in this year’s problem-turned-carnival. They will use a device to propel the structure in a carnival game. If it travels in the air it gets higher score! Once the structure has been successfully tossed, it can be tested for strength. A carnival barker character will entice other characters to join the fun during a performance that incorporates testing the structure’s strength with creative games of skill and chance. *Divisions I, II, III & IV*

Problem 5: Opposites Distract

Disagreements can distract groups from seeing the bigger picture. Teams will create and present a humorous performance about a sneaky character that distracts others while trying to take control of anything the team wishes. In the performance it will lure others into silly arguments and be successful two times. The arguments will be presented using different dramatic styles and will include attention-getting effects. In the end, the groups will learn that they have been intentionally distracted and will catch the sneaky character before it takes control.

Divisions I, II, III & IV

Primary: Museum Makers

Kids can see the extraordinary in the ordinary. Now they will use that ability to create their own museum! The team will create and present an original museum and its exhibits. During the performance, the team will reveal three creative displays that explain the theme of the museum and show off team-made items. A tour guide will take audiences on a journey through the museum to meet a humorous artist and a curator. *Grades K-2*

All problems copyright Creative Competitions, Inc. — 2018

Coaches & Officials Problem

OMER's Five Minute Fold

A. The Problem

You will have five minutes to build the tallest structure possible using only sheets of paper and masking tape. In true Odyssey fashion, you will also represent an iconic structure from around the world through props, costumes — or whatever Style you choose!

B. Limitations

1. You are allowed to work individually or in a group of up to four people as a single entrant.
2. Each entrant will be given 30 sheets of paper measuring 8 ½" x 11" and a 30" piece of masking tape. Nothing else is allowed to be included in your structure.
3. To help build the structure, entrants can use one handheld device or object. It must be within the rules in the Program Guide and must be approved by the judges when you register at the competition site. Duplicates and other devices, tools, etc. are not allowed.
4. To qualify for score, your solution must rest on the floor only. When time ends, nothing is allowed to touch the structure, including the handheld device or object.
5. You are not allowed to interfere with other solutions. (Yes, this means no using a fan to blow down the competition!)
6. Each entrant will represent any of these existing structures through costume, setting, and/or sound: Eiffel Tower, Seattle Space Needle, Leaning Tower of Pisa, Empire State Building, or The Burj Khalifa.

7. Props can be used to help represent the selected building, but are not allowed to be used in the structure and cannot support the structure in any way.

C. The Competition

1. You will be assigned a number when you register at the competition site.
2. When your number is announced, the entrant will be given the paper and tape and be directed to a build area.
3. Five entrants will compete at a time.
4. A judge will blow a whistle to indicate that the 5-minute build time has begun.
5. After every entrant has competed, the three entrants with the highest recorded structure height will advance to the Finals. In the finals, the entrants will be given 40 sheets of paper and 40" of masking tape to build a new structure.

D. Awards

1. Trophies will be awarded for 1st, 2nd, and 3rd place as determined by the results of the Finals round.
2. A trophy will be awarded to the entrant with the most popular representation of a structure. This will be determined by the audience reaction and the judge's assessment.





ODYSSEY OF THE MIND 2018-19 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 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 other schools. May enter one team per problem per division 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 teams must have a majority of members who are high school graduates and registered for at least one class at a college or university. Other team members must be enrolled in one or more classes accredited by 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 correspondence) _____
 City _____ State/Province _____ Zip _____ Country _____
 Daytime phone _____ 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**, and more!*

- _____ **Individual 2018-19 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 (must register 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*
- _____ **** 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*
- _____ **Odyssey of the Mind Program Guide @ \$7.50** (one is automatically included with membership)
- _____ **Spontaneous Combustion II @ \$8** *booklet with tips and practice Spontaneous problems*
- _____ **packs of Balsa Wood (premium grade AAA 36" x 1/8" x 1/8") ****New Pricing******
 @ \$25 per bundle (50 pieces) plus a \$15 Shipping & Handling flat rate (up to 6 bundles)

Spend \$60 or more and get free Shipping & Handling! Excludes Balsa. Under \$60 or more than 6 balsa bundles, contact our shipping dept. to get your S&H quote: michael@odysseyofthemind.com.
 ** These are books with a collection of long-term and/or spontaneous problems from past years.

Subtotal _____
 S&H _____
Total _____

Payment Methods (Sorry we do not accept phone orders.)

- **U.S. Mail:** Send this completed form along with a check 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 credit card information and fax to (856) 256.2798.
- **Online:** Pay by credit card at www.odysseyofthemind.com.

Shipping Address (For UPS Delivery)

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 Address _____

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 Phone # _____



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Hey Teams,
It's time to renew! Be among the first
to receive next year's Long-Term
problems.

Your friend,
OMER

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Spring Cleaning? Donate pins for a cause!

World Finals is a time for team members to meet and connect with others from around the World. What is the most common venue for this? Pin Trading of course!

For the past four years Angela Wilkerson and her Sibling Booth volunteers have been accepting donated pins and giving them to siblings attending World Finals so they don't feel left out in all the fun of Pin Trading.

She would like to encourage everyone to look through pin collections and donate duplicates, or find a stash that may be collecting dust and put them to good use. If you would like to show some Odyssey spirit, donating pins is a win-win! There are two ways to donate for this kind cause. Drop pins off at the Sibling Booth during the Creativity Festival at World Finals or mail pins to CCI:

Creative Competitions, Inc. 406 Ganttown Road, Sewell, NJ 08080. Attn: Sibling Booth.

Graduating this year? Stay involved with OotM!

After graduation many Odyssey team members hope to stay connected with Odyssey friends from around the globe, but they also want to give back to the program that has meant so much to them over the years. Now there's a simple and effective way to get involved!

The official alumni organization is going strong and wants you to become a member. To join the orga-

nization, interested OMers simply have to register on the group's official website (see below). A short form allows alumni to choose the level of participation within the program. Alumni can join just to stay in touch with other OMers, to donate to OotM, or to volunteer in their areas. It is free to join and all are welcome! **To join visit: www.odysseyalumni.org.**

