



Odyssey of the Mind

Newsletter

VOLUME 11,

NUMBER 3,

SPRING 1989



A happy world finals champion.

A Decade of World Finals

The 1989 World Finals marks a decade we've listened to sounds of structures crashing, chariots rescuing, monsters menacing, cool rods racing, cruppets performing, and mousetraps snapping. We've seen tears, smiles, and hugs. We've felt thrills of victories and agonies of defeats. We've watched creative children from Canada, Mexico, China, and all over the United States come together for friendly competition.

Although competitions were held in 1978 and 1979, they were not considered world finals as all participants came from New Jersey. After the initial two years, other state representatives attended the competition and, as of 1980, it was called a "world finals."

The 1980 World Finals held at Glassboro State College, Glassboro, New Jersey, saw the first use of spontaneous problems. Forty-four schools attended, representing a possible two teams, per problem, from the states that had OM. Attendance was on a first-to-apply basis. Five world champions were declared—four from New Jersey and one from New York.

The 1981 World Finals, again held at Glassboro State College, was filmed for the Bill Moyers' creativity series on PBS. The first Lipper Award was given—recipient Arthur Lipper III. The previous year's world finalists were invited back. The Ontario OM Association sent the first foreign teams to world finals. Eighty-seven schools participated and twelve world champions were declared.

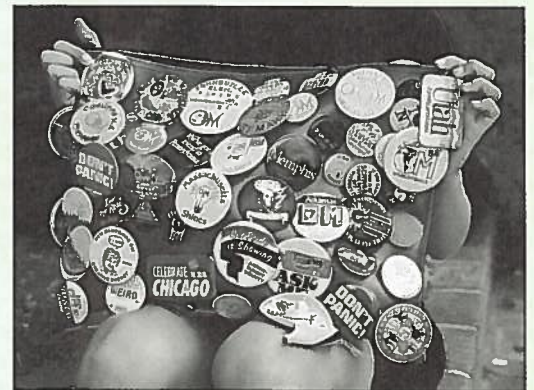
(continued on page 6)

World Finals Customs

What's it like to attend world finals? Well, it's like no other experience. And, therefore, it's difficult to explain without the reader having been there. Tours and sites of interest change yearly as dictated by the world finals' location. Almost every person in attendance takes a sightseeing tour to the local areas of interest. The grand canyon attracted many OM tourists in Arizona. And, of course, everyone wants to have a picture taken with OMER.

Pins and Badges

The activity participated in by almost everyone—team members, officials, coaches, and even grandparents—is the trading of pins and badges. This is a sure way to meet new friends from all the associations. OMER's cap gets full of pins and badges. The pins and badges are usually state/provincial or team designed and supplied to the team members to trade with other world finals participants. All over campus, students can be seen bargaining for a good deal. The rarer the pin, the better the deal. One may hear, "I'll trade you two New Jersey state pins for one of the British Columbia pins." Of course, the Chinese or Mexican pins trade at a premium.



A world finalist proudly displays her array of pins.

Students attach their pins and badges to painters' caps, sashes, jackets, hats and other articles of clothing. It's considered highly fashionable to walk around campus displaying your pin/badge collection.

(continued on page 2)

Hello, Everyone! I have some good news for OM high-tech teams and computer lovers. One of next year's long-term problems, OMITRONIC Humor, includes the option to use computer-driven equipment to operate pulleys, robots, etc. Teams needing to budget for next year should allow approximately \$200 for equipment purchases. This is an option, the problem will not require this equipment. In addition, the same equipment may be used for a future long-term problem.



OMer Decodes Ye' Gods Team's Cryptogram

Charlotte Paschall's Ye' Gods team members from Yorktown Elementary School, Yorktown, Virginia, wrote OMER the following cryptogram. Perhaps your students will enjoy trying to decode the message. Look on the bottom of page 7 for the decoded message.

If your students would like to write to OMER, please encourage them to do so. However, please encourage them only to write in traditional English because OMER is very busy and doesn't have the time to decipher that many coded letters.

HC//★ ★VCΔ,
 MH C PΔ★8/CV ★ZΔ
 MCWV VC/C[MC□
 EV VC G★□V. AC
 MHIVK IM AI// 8C
 W A★V□CΔ6Z/
 PΔ★8/CV, WV□ 6ZV
 M★★. AC WΔC
 6Δ★V V★ΔK M★ΔV
 C/CVCV MΔΔ VCH★★/
 8VC.
 VIVCCΔC/V,
 JZVMIV
 WΔIKW VΔWΔH
 KCVOΔW KC//V
 CHWV□/CΔ W/VVW
 VΔV. PΔVCHW//, C★WCH

World Finals Customs *(continued from front page)*

their individual state/provincial tee shirts. They supply them to their world finalists to wear proudly at world finals. Bleachers are sectioned for specific associations to sit for the ceremonies in the arena, and it's neat to identify the different associations by the colorful tee shirts they wear. Of course, just about everyone wants to purchase an OMER world finals tee shirt as a memento of being there.

Recreational Activities

College campuses vary as to available recreational activities. Students usually have the option to participate in bowling, swimming, tennis, racquetball, and table tennis. At the University of Colorado this year, students may also participate in ice skating on the rink Debbie Thomas practiced on before the Winter Olympics. Of course, several movies are always on the schedule for the world finalists to view.

Ceremonies/Meetings/Parties

Coaches meet with the problem captains the night prior to the beginning of competition to iron out any last minute clarifications or site requirements. While coaches meet, team members participate in warmup activities or some other chaperoned and organized activity geared towards helping team members make new friends.

Opening ceremonies, traditionally highlighted by a hat, banner, or flag parade entered by each team or association representative, officially kickoff the world finals. Often one team representative is called down to the arena floor to join hands with the others as music plays. The "Greatest Love of All," sung by Whitney Houston, has been our most appropriate music to date.

Competition spans two and one-half days. One evening is designated as entertainment night. Last year OMER was introduced during the entertainment and the United States Army Band played. This year, the Division IV competition will take place. The second evening is set aside for the coaches' competition. Here team members poke fun at the coaches who try to solve a problem which requires them to design and use an innovative device or vehicle.

The awards ceremony signifies competition is over. With tears and cries of happiness, third, second, and first place winning teams come down to the stage to receive their individual medals. Winning coaches receive team trophies for their schools. Ranatra Fusca award winners receive medals and their schools receive plaques. OMER has his picture taken with the world champions. The Lipper Award is given to an individual or organization that has demonstrated outstanding contributions to the development of creativity.

After the awards ceremony, three parties take place—one for preteens, one for teens, and an adult party appropriately called the "Coaches' Recovery Party." A disk jockey or a live band provides the music for dancing. Have you ever thought about hosting three parties at one time for approximately 6,000 people?

On Sunday morning, teams usually go home or go on tours.



OM Spotlight

Since Wisconsin became a chartered association six years ago, Patricia "Pat" Schoonover has served as its association director. This year Wisconsin ranks seventh in OM memberships. As part of her association responsibilities, Pat keeps direct personal contact with her twelve regional directors, conducts training sessions, and directs the state tournament. In addition, she serves as a private consultant in gifted education.



Pat wrote the *Regional Directors' Handbook* that OM mails to each regional director and a *Coaches' Training Guide* that she uses as a basis for her workshops. She also has judged at each world finals since 1983.

In 1985 Pat received an award from the Wisconsin Council for the Gifted and Talented and in 1986 she received the "Meritorious Service Award" given by the Wisconsin Association for Educators for the Gifted and Talented. Both awards were given for her Odyssey of the Mind involvement. She says, "I am most proud for my work in gifted/talented education and finally seeing results. OM is a 'user-friendly' program. Schools which initially begin OM with one membership usually rejoin with multiple memberships the following year."

The Schoonover family enjoy playing chess, a Japanese game called "Go," and another game called "Consulting Detective." Pat is most proud of her husband, Reid, and their two gifted sons, Ethan and Ezra. And, they are proud of her.

OM Notes

- * The **response card** in this newsletter should help us better to assess the curriculum materials. Please fill out and return the postage-free card soon after its receipt.
- * Please note. Any teams from unchartered areas wishing to participate in world finals must notify our office by **April 3rd**.
- * "The Odyssey of the Mind Program is user friendly."—**Pat Schoonover**, Wisconsin OM Association Director.
- * **Sandra Thompson** has joined the OM Association office staff. Her primary responsibilities lie in the shipping and receiving department.
- * In January, **Brad and Hari Huff**, California OM Association co-directors, presented OM to a group of **Russian students and Russian educators** visiting in Oakland and in Alamo. An interpreter translated OM videotape for the Russians to take back to the Soviet Union. Can you imagine trying to explain OM in another language?
- * The **Idaho OM Association** has complied with the requirements to become our newest chartered association.
- * We were sad to hear of the death of **Joe Nove**, New York OM regional director.
- * The **North Carolina OM Association** holds a yearly contest to select regional coaches of the year. Winning coaches are recognized at a coaches' banquet held the evening prior to their state tournament.

JUST IN TIME Teams Please Note

We understand some clever *Just in Time* teams made vehicles that go so fast they can't be caught by team members. Vehicles traveling too fast can conceivably be dangerous to participants, judges and/or spectators. Therefore, all vehicles must travel 16 feet in 2.5 seconds or more.

If vehicle(s) exceed the limit and travel the distance in less than 2.5 seconds, vehicle(s) must be slowed down for competition. Any vehicle traveling faster will be disqualified unless altered. Judges may ask teams to demonstrate the vehicle(s)' speed in the Staging Area. If speed is too fast, team members may add weights, incorporate a cardboard windshield for resistance, put tape on the tires, or make any changes that are within the problem's limitations.

Coaches' Corner

- * Please caution team members using **dry ice** about its hazards.
- * The majority of Odyssey of the Mind competing teams have finished competition for the year. If yours have, please send us the neat ideas of what you have them do now. If your team members are teenagers, you may want to see just how many creative answers they can come up with as to reasons for not cleaning their rooms. Be sure to put a time limit on their response time as the number of replies could run in the millions.
- * One tournament director suggests to raise money for a local tournament sell ads in the competition program. The ads can include quotes from patrons (parents, school administrators, teachers) such as instead of "Break a leg," the ad can read, "Don't break your structure."
- * For teams to raise money, a suggestion is to have a talent show, but with a twist—Have the parents perform instead of the students.
- * We have a new awareness videotape that coaches may wish to borrow to help with the solicitation of funds or to use to make others aware of the Odyssey of the Mind Program. **Bill Moyers**, a long-time supporter of the Odyssey of the Mind Program, introduces and narrates the tape. The tape may be borrowed from your association director, or your regional director may request one on ten-day loan for you by contacting our office.
- * **Kathy Robinson**, Delaware Association Director, informs us that the "plop plot" fund raiser explained in the winter newsletter grossed the **Lake Forest Schools** \$4,000 with \$1,000 going to the winner. By the way, the ticket holders anxiously waited for three hours before a winner could be determined. Now, that's a lot of bull.
- * For coaches who feel that one team is a tremendous responsibility, the most teams we've heard that a coach directly coached is sixteen. (We jokingly speculate, however, that this coach may have wound up in a mental institution.)



Hi, Performers! I have a suggestion for performance teams such as Classics...Ye' Gods! and Fables. Keep your performances 30 seconds to 1 minute under the time limit. Some teams have "show-stoppers." That is, the audience loved performances so much that they laughed and applauded for a long time, forcing the team to wait to continue. This could force a team into overtime and a penalty. Don't get penalized for being exceptionally good. A simple solution is to allow a little audience reaction time. Good luck!

Twelve Key Elements Which Make the Odyssey of the Mind Program Unique

(Taken from the California OM Association brochure)

- Students work in teams of five to seven members.** Unlike many "team" competitions which pool individual students' scores, OM students learn that working cooperatively over a period of time is necessary for success.
- Non-team members are prohibited from assisting with solutions.** The following quotation is taken from the outside assistance form each team member and coach signs: "The Odyssey of the Mind Program is your program. Its goals are to have you learn ways to solve problems, how to follow through with your ideas and produce a completed solution, how to work with others toward a common goal, and to display and appreciate good sportsmanship. Non-team members, including coaches and parents, are NOT allowed to help solve the problem."
- A supportive, low-stress working environment must be maintained where humor and wit are appreciated.** In creative problem solving many undeveloped, tentative, fresh ideas are needed. Team members learn to value diversity, Their minds must be free to imagine weird, wild, wacky, and wonderful ideas without fear of instant criticism.

- Students are in real decision-making situations.** They accept the consequences (good and bad), learning from their mistakes and exposure to other teams' solutions at competition. Coaches remark most often on how much their team members have "grown" from the OM experience.
- The spontaneous problem.** Solving an unknown problem "on the spot" as a team in only a few minutes with no one in the room but the team and the judges definitely tests the ability of the students to work effectively and creatively as a team.
- Modest cost limits exist for each problem.** Students must devote their energies to the creative use of inexpensive and used materials. They cannot "buy" the solution. In addition, students learn to shop and to budget wisely.
- Each year two problems are designated non-linguistic.** Students from different cultures and hearing-impaired students may compete equally in these problems.
- Creative and critical thinking skills are developed.** Divergent rather than convergent thinking is encouraged to foster creative solutions. The importance of stating a problem is often underestimated. Compare:
 - Design a better baseball glove.
 - Think of as many different ways as you can to catch a baseball.
 The second statement allows for an endless array of solutions.
- OM is interdisciplinary.** The information and skills needed to create and complete a solution span the entire curriculum.
- OM is NOT a pencil and paper, quick recall contest.** Team members must work in three dimensional with real materials rather than the ideal two-dimensional world of television screens, textbooks, and tests. Students must exhibit practical, problem-solving skills to design and to build: vehicles to carry people and accomplish tasks, theatrical sets, costumes, props, and special effects, balsa wood structures to balance and support metal weights, etc. Bright, but bored potential dropouts, "at risk" students, and troublemakers frequently become involved in OM with significant improvements in attitude, interest in school, and academic achievement.
- At competitions good sportsmanship is strongly encouraged.** Team members spend much of their unscheduled time at competition watching other teams compete. Generous enthusiastic support from spectators (the opposition) and excited discussions between teams complement each other's solutions. Penalty points are specified should a judge observe inappropriate behavior or language.
- Competition is the culmination, but not the objective, of the year's work!** "Odyssey of the Mind's greatest value is the means rather than the ends. Winning is great and everyone tries, but the most important thing is the development of each individual. . . ."

—Dr. C. Samuel Micklus

The most coveted award at an OM competition is the **Ranatra Fusca Award for exceptional creativity** given independently of points earned for a problem solution.



World Finals Coaches' Problem: ROUND TRIP

- * Purist Division (Coach must solve the problem alone.)
- * Poetic License Division (Coach may get help from others.)
- * Officials' Division

A. THE PROBLEM

Your problem is to design, build or adapt a vehicle that will travel forward to reach a qualifying line and then return as close as possible to its original position. The vehicle must break the imaginary plane of a qualifying (Q) line. The qualifying vehicle with the shortest distance to any part of its own start mark will advance in the competition. Also, any vehicle crossing the Q line that returns to its starting area and breaks the balloon in that area will automatically advance to the second round.

Thus, the **SPIRIT OF THE PROBLEM** is to have your vehicle cross the qualifying line and return, resting closer to its start mark than anyone else's vehicle comes to its start mark.

B. THE LIMITATIONS

1. The vehicle may not be guided by remote control.
2. The vehicle must be self-propelled. You may not assist it **except** in preparation (e.g., you may wind rubber bands, turn switches, etc.).
3. The vehicle must be self-contained. It may not drop off parts, etc.
4. The vehicle, including pins, etc., may not exceed 10" in width, 24" in length.
5. You may use up to 4 straight pins on your vehicle to break your balloon.
6. The vehicle must touch the balloon to break it. It may not shoot darts, pins, etc.
7. The vehicle must break the plane of the qualifying line prior to breaking its balloon to count.
8. Vehicles may turn around, go in reverse, or in any other manner return to the starting mark.
9. You may not touch the vehicle after it has been released.
10. You may not alter the competition site.
11. There are no cost limitations.
12. The judge will give the signal to begin. When the last vehicle stops, that round of competition will end.
13. If something is not prevented in the limitations, it is allowed.

C. THE COMPETITION

1. Each contestant is honor-bound to enter the appropriate division. The Purist Division may be entered only if the coach has solved the problem alone. Coaches electing to have their teams or others help them must enter the Poetic License Division.
2. The Judges' Division may be entered only by this year's OM World Finals judges.
3. Only contestants within a division may compete against each other. Competitions may not mix groups, e.g., a judge entering the Purist Division.
4. Each division will compete in two (or three) rounds. In round I (and possibly II) each qualifying round

will select up to three competitors that will advance in the competition. Rounds II or III will be the finals where the winners will be determined.

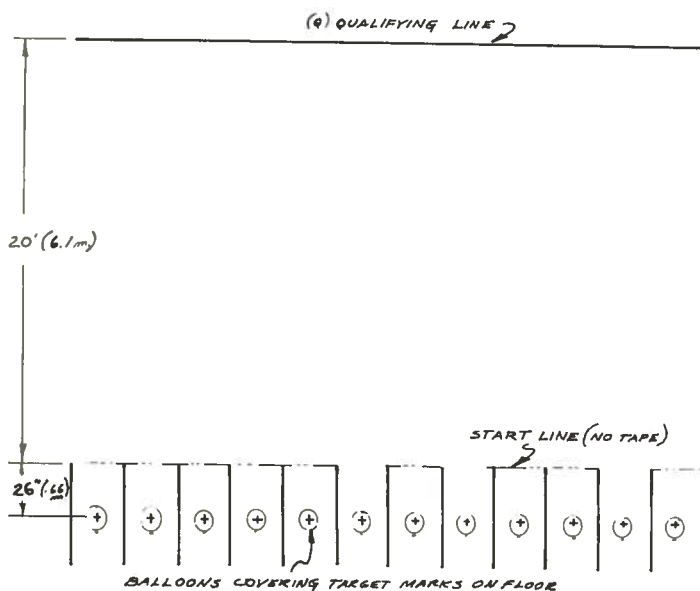
5. First, second and third place trophies will be awarded in each division.
6. The competition site should be set up as in figure A.

Round I (Possibly Round II):

1. Contestants and their vehicles must be entirely behind the start line and in their starting area when the competition begins.
2. Any vehicle not crossing the plane of the qualifying line will be eliminated. However, it will not be removed from the site until the last vehicle has come to rest.
3. If a vehicle impedes another vehicle's path, collides with another vehicle, or breaks the wrong balloon...SORRY!
4. A vehicle breaking the wrong balloon will not automatically qualify unless it also breaks the correct balloon.
5. Automatic qualifiers are in addition to, and not instead of, the selected competitors.

Round II (Round III if necessary):

1. The finalists from the preliminary competition(s) will play against each other.
2. The judges' decisions are final.
3. There will be no clarifications given for this problem. "You take your chances!"
4. If two or more vehicles tie when reaching their start marks, the first vehicle to break its balloon wins. In the event of a tie, where no vehicles break their balloons, the vehicles that tie will compete in another round.



A Decade of World Finals *(continued from front page)*

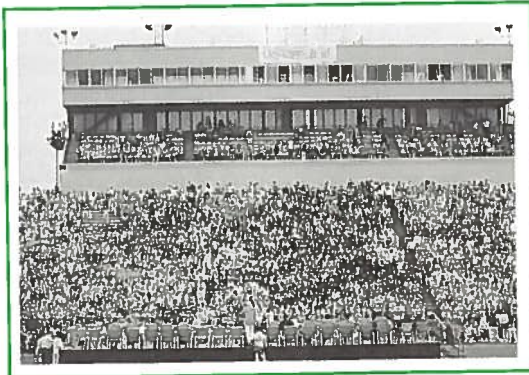
At the **1982 World Finals**, also at **Glassboro State College**, teams from Ontario were the first foreign members to attend. Dr. Paul Torrance received the Lipper Award. Ranatra Fuscas were first given. Two-hundred and thirty-eight schools participated. This world finals will be remembered for rain, rain, and more rain.

The **1983 World Finals** held at **Central Michigan University**, Mt. Pleasant, saw the first use of problem captains. This finals was the first of three consecutive where Commodore Business Machines sponsored an on-site computer problem. William Jones and the Chevron Corporation received the Lipper Award. Two-hundred and ninety-four teams participated in our last one-day competition.

The **1984 World Finals** was held on the **University of Akron**, Akron, Ohio, campus with most of the housing at nearby Kent State. Unfortunately, the most remembered happening at that world finals was the accidental death of a judge who was struck down by a car. Charles Clark received the Lipper Award. Four-hundred and sixteen teams participated in the two-day competition. Thirteen world champions were now declared.

Four-hundred and eighty-three teams participated in the **1985 World Finals** held at the **University of Maryland—College Park** campus. The Lipper Award winner was Walt Disney and the Walt Disney World Corporation. Many participants visited the sites of Washington, D.C. Dr. Robert Worthington represented the White House at the awards ceremony.

Northern Arizona University, Flagstaff, was the site of the **1986 World Finals**. The structure problem was the first non-linguistic long-term problem. This was the first year a world finals' video yearbook was produced. Dr. Paul MacCready received the Lipper Award. Four-hundred and ninety-nine teams participated. The Grand Canyon was the huge tourist attraction. Mona Charen represented the White House at the awards ceremony.



*The 1987
World Finals
Awards
Ceremony*

The **1987 World Finals** was again held at **Central Michigan University**. No tours were offered but a successful OM creativity festival took its place. Each chartered association was given the option to man a booth where it offered a creative activity to the world finals participants. This was also our only outdoor awards ceremony and it was probably the best one ever. President Reagan sent a mailgram to world finals congratulating the participants. The Lipper Award winner in 1987 was Dr. Sidney Parnes. This world finals marked the first appearance by a team from Mexico. Five hundred and ninety-nine teams participated.

International Business Machines, as the OM Association corporate sponsor, gave a poster and a notebook to each participant.



*A number
one structure
team*

Again at the **University of Maryland—College Park** campus, six-hundred and two teams participated at the **1988 World Finals** during our first two and one-half days' competition. OMER made his debut. The United States Post Office issued a commemorative postal cancellation with OMER's picture on it. Maryland's Governor Schaefer proclaimed June 2-4 Odyssey of the Mind days in Maryland. President Reagan sent a letter congratulating the participants. The MacArthur Foundation and its Fellows Program received the Lipper Award. A team from mainland China warmed the hearts of everyone watching it. Tours included the Smithsonian, the other Washington sites, and Goddard Space Center. International Business Machines gave each participant a poster and a zippered portfolio.

On **May 24-27, 1989** over six hundred teams will converge upon the **University of Colorado—Boulder** campus for our greatest world finals ever, a decade of OM.

Brief Descriptions of the 1989-90 Long-Term Problems

Problem No. 1, Divisions II and III: The team will design, build and drive a vehicle powered by the rowing motion of at least one team member. One or more team members will drive/ride the vehicle on an expedition to observe three countries. The driver(s) will race around the earth placing flags from ten countries onto specified locations.

Problem No. 2, Divisions I-IV: The team will develop and execute a comedy routine and/or a scenario about a comedy routine. The team will also design, build and operate an animated character that displays reactions and emotions.

Problem No. 3, Divisions I-IV: The team will create and perform a scenario based on the seven wonders of the ancient world. The team will recommend one of the six ancient wonders no longer in existence to be reconstructed and will show replacements for the other five.

Problem No. 4, Divisions I-III: During the team's performance time, it will assemble a minimum of seven prefabricated structure parts into a single structure that will balance and hold as much weight as possible.

Problem No. 5, Divisions I-II: The team will develop a non-verbal communication system used to guide blindfolded team members through a course and to collect refuse and to place it into specified locations.

Primary Problem: The team will create a story about how humans and animals help each other. The team will also write words to a song, design background props and costumes, and perform its solution.

SEP Registration Form

Print or type and return with deposit or full payment.


Name _____	Age _____	Sex _____
Address _____	City _____	
_____	St./Prov. _____	Zip _____
Phone # () _____ - _____	Amt. Enclosed \$ _____	
Parent's/Guardian's Name _____		
Check One: <input type="checkbox"/> Day Camp <input type="checkbox"/> Residential Camp		

Day or Residential Camps Offered for SEP

Creative Competitions, Inc. offers two options to students ages 10-16 wishing to participate in the Summer Enrichment Program. The first option is a residential camp on the College Misericordia campus in Dallas, Pennsylvania. Set in the Pocono Mountains, the camp runs from July 16-22. Cost is \$390.

The second option is a day camp located near Philadelphia at Neumann College in Aston, Pennsylvania. The dates and times of the camp are July 10-14, 9:00 to 4:00. The cost is \$250.

Instruction for both camps will aim to help campers develop skills that enhance OM style presentations, to develop spontaneous problem-solving skills, as well as to develop skills in solving long-term problems. Team work is a must. Campers will meet new friends who share similar likes and experiences with Odyssey of the Mind.

To reserve a place at either camp, send a \$25 non-refundable deposit payable to Creative Competitions along with a copy of the above completed registration form. Final payment must be received by June 9th. 

OMer's Cryptogram

Hello OMer,

The problem our team selected is
Ye Gods. We think it will be
a wonderful problem, and fun too.
We are from Yorktown Elementary School.

Bye.

Sincerely,

Justin	Sarah
Arika	Kelly
Kendra	Alyssa
Chandler	

Mrs. Paschall, Coach

Cause and Effect Team Members Please Note

The winter newsletter incorrectly stated a *Cause and Effect* clarification. Incorrectly stated, the clarification read that team members in the Cause and Effect site (not the launch area) during task completion will *not* be penalized. The correct wording is, "Team members in the Cause and Effect site (not the launch area) during task completion **will be penalized.**"

Curriculum Writers Meet Near Washington, D.C.

by Dr. C. Samuel Micklus

Curriculum writers for the 1989-90 OM curriculum materials met for two days at the Embassy Suites Hotel in Arlington, Virginia. The meeting began with a general discussion about education and the importance of developing creative skills in schools. The participants then divided into two groups to discuss ideas. One group worked on mathematics, science, and technology. The second group discussed language arts, social studies, and the primary materials. In the afternoon, they visited the National Geographic Society and various museums of the Smithsonian. On the second day, teams worked on activities in specific disciplines.

The meeting was motivating and productive. A number of activities were evaluated and finalized. These activities will be part of next year's curriculum packet. IBM, the OM Association corporate sponsor, will continue to fund the curriculum project.

The following writers attended the meeting:

Sissy Chappell , Virginia	Jean Miller , Maryland
Judy Delli Colla , South Carolina	Martha Murray , Maryland
Pat Echols , Texas	Joan Pallante , Pennsylvania
Kathy Martinchek , Michigan	Sandi Spieles , Michigan
Michelle McLeod , Arkansas	Ron Todd , New Jersey
Bart Micklus , New Jersey	Betty Vogel , New Jersey
Sam W. Micklus , New Jersey	Shirley Weddell , Colorado

Also present were:

Samuel Micklus, Project Director, New Jersey
James Pallante, Executive Editor, Pennsylvania





Odyssey of the Mind

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FORWARDING AND
ADDRESS CORRECTION
REQUESTED

The Odyssey of the Mind newsletter is published quarterly by OM Association, Inc., P.O. Box 27, Glassboro, NJ 08028. Individual subscription yearly rate: North America \$8; outside of North America \$10. Managing editor: Dr. Albert Oliver; Executive editors: Dr. Elisabeth Bradley and Dr. Samuel Micklus.



Please fill out this entire form. Do not put down a school district as your name. The cost of the membership is \$90 for Divisions I, II and III and \$125 for Division IV. Foreign country memberships: Outside of North America the membership fee is \$100. If the membership is a Department of Defense

School and all the membership mailings go to an APO or FPO address, the membership rate remains \$90. TO ORDER: Fill out and return this form to OM Association, P.O. Box 27, Glassboro, NJ 08028.

1989-90 OM MEMBERSHIP RENEWAL AND ORDER FORM

ENCLOSED IS CHECK # _____ PAYABLE IN US FUNDS OR PURCHASE ORDER # _____ IN THE AMOUNT OF \$ _____ FOR _____ MEMBERSHIP(S) AND . . .

FOR MEMBERSHIP \$ _____

- _____ Copies of *Make Learning Fun* book (\$16.95 @ plus \$1.75 shipping & handling) \$ _____
 - _____ Copies of *OM-AHA* book (\$15.50 @ plus \$1.75 shipping & handling) \$ _____
 - _____ Copies of *Odyssey of the Mind* book (\$12.50 @ plus \$1.75 shipping & handling) \$ _____
 - _____ Copies of *Problems, Problems, Problems* book (\$10.95 @ plus \$1.75 shipping & handling) \$ _____
 - _____ For multiple book orders: Shipping / handling is \$1.75 for the first book. Additional books, add \$1.00 each \$ _____
Outside of North America shipping / handling is \$4 per book
 - _____ Additional newsletter subscriptions (\$8.00 @ per year USA, \$10.00 @ per year outside USA). \$ _____
 - _____ Additional *Odyssey of the Mind* Program Handbooks (\$9.00 each) \$ _____
 - _____ Coaches' Training Videotape (\$25.00 each) \$ _____
 - _____ World Finals Video Yearbook (\$50.00) \$ _____
- Total Enclosed** \$ _____

MEMBERSHIP NAME _____ 1988-89 MEMBER # _____
(Please indicate your membership category by circling one of the categories below.)

- A** An individual School Name: In competition may enter one team per problem, per division, for each division within the school. (\$90)
- B** Program Name where an itinerant teacher works with the OM Program in two to five schools: In competition may enter each problem once. Under this membership, the itinerant teacher, not the program coordinator, must work with the OM Program. Tip: If you work with a specific program in just one school, it will probably be to your advantage to join under category A not B. (\$90)
- C** Two buildings served by the same principal: In competition may enter one team, per problem, per division. Please list both schools as the membership name. (\$90)
- D** A Community Group: In competition may enter each problem once. This must be an existing community group, not one formed just to join the OM Association. Community memberships are available only if the local schools refuse to participate in the program. (\$90)
- E** A College / University: May enter one team in each problem. (\$125)
- F** An Associate Member (Individual \$15, Family \$25)

COACH'S SCHOOL ADDRESS _____

CITY _____
STATE / PROV _____
ZIP _____ COUNTRY _____

COACH / CONTACT _____
COUNTY _____
SCHOOL # (^{area code}) _____
HOME # (^{area code}) _____
Grades Covered _____

Please return this form with your check or purchase order.