



# Odyssey of the Mind<sup>®</sup>

## Newsletter

Volume 26

Fall 2003

Number 1

## COME CELEBRATE OUR 25TH WORLD FINALS AT THE ODYSSEY REUNION!

**O**dyssey of the Mind is celebrating its 25th year of World Finals and we're throwing a reunion bash! Everyone ever involved in the program is invited to attend the reunion at the University of Maryland, College Park, May 29 and 30, 2004. Come reminisce with your former teammates, your favorite coach, or your fellow volunteers!

The reunion is being held in conjunction with the 2004 World Finals so while you're swapping stories about the early days, you'll also get to see how the program has grown since its beginnings.

Some of you may remember back to 1978 when Dr. Sam Micklus organized the very first creative problem-solving competition at Glassboro State College in New Jersey (now Rowan University). Twenty-eight local middle and high school teams participated. Back then, the program was known as "Olympics of the Mind."



Each year, more and more teams from across the U.S. traveled to Glassboro to compete in the event. In 1980, the program became international with the addition of teams from outside of the U.S. and the first official "World" Finals took place. In 1983, the competition moved from Glassboro State to Central Michigan University, and then on to other campuses around the U.S. The program eventually became the "Odyssey of the Mind."

We're collecting video clips, anecdotes, and photographs for a special display at the reunion, so send us your favorite memories. Email your favorite Odyssey stories to [carolann@odysseyofthemind.com](mailto:carolann@odysseyofthemind.com); mail videos and photos, along with descriptions, to Odyssey Reunion, 1325 Rte. 130 S, Suite F, Gloucester City, NJ 08030.

Check [odysseyofthemind.com](http://odysseyofthemind.com) for reunion updates, and spread the word -- we want to see everyone there!



## ANOTHER GOOD DEED DONE IN TRUE ODYSSEY SPIRIT

**A**s many of you already know, China, Japan and Hong Kong Odyssey of the Mind teams did not make the trip to the 2003 World Finals because of the outbreak of the SARS virus in those countries. The teams competed in their countries' tournaments and were anxiously awaiting the trip to World Finals when the outbreak happened. Although the teams were given a clean bill of health, they felt a responsibility toward the safety of others. While the teams were missed by everyone at World Finals, they certainly were not forgotten.

It started at Opening Ceremonies. When Program Director Sammy Micklus announced the reason for the teams' absence, the audience of 14,000 stood to give them a standing ovation. It was a moving response, and we hoped that the teams were watching the ceremonies via the live Internet broadcast from Hilton Coliseum at Iowa State University. Then, the teams were given an honorary Outstanding OMER Award for putting their concern for others ahead of their own wishes.

And that was only the beginning. Over the three-day competition that followed, many World Finals teams collected pins, t-shirts and other souvenirs to send to their

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- 2 Problem Clarifications
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## PROBLEM CLARIFICATIONS AS OF OCTOBER 30, 2003

### STRATEGY SPHERE: Problem No. 2, Divisions II, III & IV

1. For purposes of this problem, the geosphere will include plants. However, it does not include animals.
2. In C. 1, the metric conversion for the 18' x 18' competition area should be 5.5m x 5.5m, not 16.5m x 16.5m.
3. If a team member stops a launched ball (B. 10, l) or touches a ball (B. 11, c), he/she must place that ball on the floor in the approximate location where it was touched. The ball may not be placed on or in the Retriever. Once the ball is in place, the team may start or resume the retrieval process.

### Classics... FANTASTIC ART: Problem No. 3, Divisions I, II, III & IV

1. B. 6. d. lists the artist's name as Albert Dürer. His name is Albrecht Dürer.

### FEATURED CREATURE: Problem No. 5, Divisions I, II & III

1. F.1 should read "1. One costume worn by a team member other than the **two required** mythological creatures."
2. B. 6 should read, "The mythological creature to be scored in D. Scoring 3. must be from the following list."
3. For the Stage Set to be considered altered, part, or all, of the Stage Set (see definition in the *Program Guide*, page 53) must visually appear different than it did in the original setting.
4. In the scoring of D. 4, the team-created mythological creature, it says you can get 0, 9, OR 70 points. It should read 0 or 9 to 70 points.



### THE "INVENTION" OF PHOTOGRAPHY (in a nutshell)

Photography was not so much an invention as it was an evolution involving the technical, scientific and artistic contributions of many determined individuals.

It goes back to ca. 350 B.C., when **Aristotle** described how light passing through a hole in a dark room cast a reversed and inverted image of the objects in its path. This phenomena came to be known as *camera obscura*, meaning "dark chamber."

Arabian scholar **Ibn al Haitam** wrote about the principle ca. A.D. 1000 and told of how he used a tent as a camera obscura for viewing the eclipse of the sun to avoid hurting his eyes. It was used as such by astronomers for many years.

Fast forward to 1558. **Giovanni Battista Della Porta**, in his book *Natural Magic*, suggested the camera obscura be used as a drawing aid. It evolved into a small box with a hole fitted with a lens on one side and a translucent screen on the opposite side, where the artist placed tracing paper and copied the reflected image. Angled mirrors were eventually added that reflected the image to a screen at the top so it could be viewed right side up. This remains the basic principle of operation for today's 35mm single lens reflex cameras.

Tracing was not enough, however; people wanted a better way to capture reality. It was known that when light struck certain salt solutions it caused them to darken and could create an impression of an image. The problem was that the image soon disappeared.

French inventor/lithographer **Nicephore Niepce** had been searching for a way to etch pictures with light when, in 1826, he coated a pewter plate with a light-sensitive substance and loaded it into his camera obscura. After an 8-hour exposure, he recorded a courtyard scene from his window, considered to be the ear-

liest known photograph. When Niepce tried to repeat the process, he could not duplicate the formula he used.

In Paris, showman and painter **Louis Daguerre** was also searching for a way to capture images with light. He met Niepce in 1829, and they worked as partners until Niepce's death in 1833. In 1837, Daguerre succeeded in making a 30-minute exposure on silver-plated copper coated with silver iodide. He named it the "daguerreotype," without credit to Niepce, who did most of the work. On January 6, 1839, the French government announced Daguerre's process to the world. The daguerreotype had its shortcomings, though: it could only produce one-of-a-kind "positive" images, which had to be preserved under glass to avoid fading.

Only weeks later, Englishman **Henry Fox Talbot** came forward and told of a process he had been working on since 1834: He made paper negatives in the camera that he used to make multiple copies of positive prints. He also worked out an imperfect technique for "fixing" his images, which he called *calotypes*.

When English chemist **Sir John Hershel** heard of the advances of Daguerre and Talbot, he revealed his 1819 discovery of "hypo," a substance that removed unexposed silver salts in photos. Daguerre and Talbot switched over to Hershel's hypo and eliminated the problems of images fading. Hershel also coined the terms *photography* -- from the Greek words for "light writing" -- and *negative* and *positive*. The photographic process was now complete, but it was feasible for only a small group of users.

In 1888, the popularity of photography advanced in leaps and bounds thanks to **George Eastman's** Kodak camera. This small black box was affordable and came loaded with a roll of 100-exposure film. The user took the pictures and sent the loaded camera back to Eastman, where the film was processed and returned along with the camera loaded with a fresh roll.

Jump ahead to the 20th century when, in 1957, **Russell Kirsch** made the first computerized photo. First, he invented the photographic scanner and the software to go with it. That first scanned image of his infant son was the initial step in digital photography. In 1982, **Sony** introduced the first digital camera for consumer use and sent the latest phase of picture-making on its way. Still, the story of photography continues to develop . . .

## LONG-TERM PROBLEM PROCEDURES

### BEFORE THE TEAM COMPETES

At all competition sites, a Staging Area is used. A Staging Area Judge will meet the team here approximately 15 minutes before its scheduled competition time. Teams should have the required number of completed copies of their Style Form, Material Values Form, Outside Assistance Form, clarifications specific to the team's solution, and any other paperwork designated in the long-term problem. They must also have all items needed for their problem solution. The Staging Area Judge will check for clarity and completion of all paperwork and pass it to the Timekeeper, who will distribute it to the Problem and Style Judges. The Staging Area Judge will then check all props for safety, the team members' foot coverings and the membership sign. The team will then have an opportunity to ask questions.

The Staging Area Judge will explain the procedure for picking up the long-term raw score to the coach, who is then directed to sit in a designated area, if available.

After that, no one may assist the team in any way until the presentation is completed. Once time begins, the team must clear the Staging Area within the first 3 minutes of its 8-minute performance time, unless a Pre-Staging Area was used.

At some competition sites, a Pre-Staging Area may be used. If this is the case, the team will report here initially, and the Staging Area Judge will perform all of the tasks mentioned above in this area. When dismissed by the Staging Area Judge, the team members will have 3 minutes to remove their materials from the Pre-Staging Area and proceed to the Staging Area, where they will be met by the Timekeeper. Others may help to move items into the Staging Area.

The Timekeeper will introduce the team to the audience, and ask that all cell phones and other electronic devices are turned off. The Timekeeper will announce if the team will allow flash photography and/or videotaping of its presentation. No one, including the Timekeeper, may read a description of the team's solution aloud. If

the team wants it read, it must do so during its competition time. When the Timekeeper says, "Begin," the team has 8 minutes for setup, Style and the presentation of the problem solution.

### AFTER THE TEAM COMPETES

When competition ends, the judges meet with all team members to ask questions or request demonstrations. The team may point out any special aspects of its solution. When dismissed by the judges, the team will quickly clear the competition site. It is the team's responsibility to bring cleanup materials, and to leave the competition area clean and dry for the next competing team. Others may help with clearing the site and cleanup.

Unless otherwise indicated, the Head Judge reviews with the coach the team's final long-term raw score, including penalties, but not Style. At some sites a sign may be posted when scores are ready for review. After the score is reviewed, the coach has 30 minutes to return if additional questions or concerns arise.

### Problem 1: Envirover



In the Staging Area, the Staging Area Judge will ask the team to place its Envirover within the taped D.O.T. Garage area then examine the team's Product Prototype. The judge will check its size, planned operation, the floor contact points for potential floor damage, and safety hazards.

The competition site is a minimum of 20' x 22' with a taped 4' x 6' D.O.T. Garage, 3' x 3' Trash Collection Site, and 3' x 3' Factory. The Envirover will leave the D.O.T. Garage and attempt three round trip deliveries from the Trash Collection Site to the Factory. It will pick up trash items while in the Trash Collection Site and deliver them to the Factory. Before time ends, the Envirover will travel back to the D.O.T. Garage. The team will use the Trash delivered to the Factory to assemble five Final Product Samples based on its Product Idea and Product Prototype. The team will use the Prototype in a humorous "Sales Pitch" to sell the Final Product. The Timekeeper will call time at the end of 8 minutes and the team must stop. If the team finishes before then, it may signal the judges.

-- Wayne Kehrli  
International Problem Captain

### Problem 2: Strategy Sphere

The Staging Area Judge will check that the team's devices are marked "1" and "2"; count and measure the balls, and check that they are round; and measure the width and height of the team's hoop.

The Staging Area Judge will check that there is a Bonus Ball with a star attached or, if not, have the team demonstrate how it will attach the star, then hand the team a set of 26 Attempt Cards.

The competition site is a minimum of 18' x 18'. The floor will be marked with 1" tape to designate foul lines A, B, C and D, the Free Throw lines and the Score Area lines. If space permits, teams may perform



and/or place equipment outside the competition area. On the site, there will be one judge wearing a "1" and another judge wearing a "2," which represents Device 1 and Device 2. Before each launch, the team must hand an Attempt Card to the judge wearing the number of the device that will perform the launch. If a team does not give the judge an Attempt Card before a launch, it will be considered a practice launch and will not be scored.

The Timekeeper will call time at the end of the 8 minutes and the team must stop. If the team's solution is completed before then, the team may signal the judges that it is finished.

-- Carol Biros  
International Problem Captain

### Problem 3: Fantastic Art

The team must present graphic documentation for the two required replicas to the Staging Area Judge. It will also present its list at this time. The competition site is a minimum of 7' x 10'. The Timekeeper will not call time but an overtime penalty will be assessed if the team takes more than 8 minutes to complete its solution. When the team is finished, it must signal the judges.

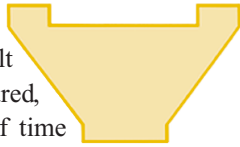


-- Rita Sleeman  
International Problem Captain

### Problem 4: Balancing Act

At least one hour before its scheduled competition time, the team or a team member must bring its structure and team-built container to the Weigh-In site to be measured, weighed and checked for rule infractions. If time permits, the team may correct any infractions. A Weigh-In Judge will seal, mark, and store the structure and container in a box or plastic bag supplied by the Tournament Director, and attach the completed Weigh-In checklist to the outside. Approximately 25 minutes before the team's scheduled competition time, a team member will pick up the sealed structure and container and take it to the competition site. The Staging Area Judge will remove the Weigh-In checklist and instruct the team to place its container in a designated place within the Staging Area. The Staging Area Judge will ask the team if Style will continue after its structure breaks.

For Divisions I and II, if an adult will assist in weight placement, he or she must be identified in the Staging Area and will remain with the team throughout the presentation. It must be apparent that when the adult is assisting in weight placement, a team member is involved in supporting the weight, not just touching it.



The only people allowed inside the testing area during the presentation are the team members, judges and the adult assistant, if used. Style may take place at any time during the 8 minutes. After the competition, a judge may request to inspect the structure again and may place all wood from the structure into a paper bag and return it to the Weigh-In site.

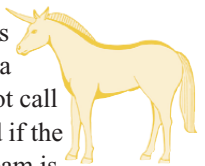
The Timekeeper will call "time" at the end of 8 minutes and the team must stop. If the team finishes before 8 minutes, it must signal the judges. If a team member calls "time," the performance is over whether the structure is crushed or not.

-- Dan Semenza

*International Problem Captain*

### Problem 5: Featured Creature

The team will present its list to the Staging Area Judge along with its required paperwork. The competition site is a minimum of 7' x 10'. The Timekeeper will not call time but an overtime penalty will be assessed if the team takes more than 8 minutes. When the team is finished, it must signal the judges.



-- Marietta Kehler

*International Problem Captain*

## SPONTANEOUS PROBLEM PROCEDURES

Every tournament site should have a spontaneous holding room where teams report 10 minutes before their scheduled competition time. (If there is no holding room, teams should report to the competition site 10 minutes before the scheduled time and wait quietly for further instruction.) Only one coach may accompany the team into the holding room.

One team member should register the team, giving its long-term problem and division, and the team membership name and number. The team will wait in the holding room until it is called to compete. A judge will accompany the team members to the spontaneous problem room. The coach will remain in a designated area and wait for the team to return. Where possible, this should be a different area so the holding room does not get congested.

All team members are allowed to enter the spontaneous room. A judge will identify the type of problem: verbal, hands-on, or verbal/hands-on. The team members will then have one minute to decide among themselves which five will compete. The non-participating members may remain and watch or they may choose to leave the room. If they choose to remain they must not talk, signal, or intervene in any way. If a non-participating team member interferes in any way, that team member will be

asked to leave the room, but the team's time will continue. Allowing the non-participating team members to watch the team compete allows all team members to feel valued and allows them to know the problem their teammates have solved without having to discuss it outside of the competition site.

If a team has five or fewer members at a competition, all of the members must enter the spontaneous room and all must participate in solving the problem.

Team members should listen carefully to the judge's directions, as every spontaneous problem is different and specific rules for each individual problem may apply.

A judge places a copy of the problem in full view of the participating team members and reads the problem aloud. The team may refer to its copy of the problem as necessary. Once the judge finishes reading the problem, he or she will say, "Begin," and time starts. The team members may ask the judges questions, but time will continue. In some instances, judges may tell the team that they cannot answer their specific question, and may refer the team to the problem. Judges will try to clarify the problem if necessary to ensure that the team members understand what the problem requires; however, judges will not give information that aids

in solving the problem. In verbal and/or verbal/hands-on problems the judges will use the following language:

- If a team member speaks too fast or mumbles and the judges cannot understand, they will say, "UNCLEAR. Please say it again."
- If a response does not make sense to the judges or is not acceptable, they will say, "INAPPROPRIATE. Please clarify or give another response."
- If a response is a repeat of what another team member said, the judges will say, "DUPLICATE. Please give another response."

Once the team has competed it will be directed to leave the room quietly and meet the coach at the designated area. Team members should be reminded that spontaneous problems must be kept secret until after the competition, because all teams in the same long-term problem and division must solve the same spontaneous problem. Spontaneous problems are not subject to the grievance process; however, if a team has a concern, one team member should ask to speak to the Spontaneous Problem Captain, who will then speak with the judges and the entire team, if necessary.

-- Joy Kurtz, *International Spontaneous Problem Captain*



# ODYSSEY of the MIND®

## 2003-2004 MEMBERSHIP APPLICATION

Questions? Email [info@odysseyofthemind.com](mailto:info@odysseyofthemind.com) or call (856) 456-7776

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. Use school district name on application. May enter one team per problem per division in competition.
- Home-schooled students:** 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. May enter one team per problem. Proceeds directly to World Finals, but may compete at the Association level.

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, Odyssey of the Mind and NASA curriculum activities, one newsletter subscription, and more!*

Individual 2003-2004 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

**\*\*Creative Interaction @ \$19** Discusses the importance of interaction between students.....

**\*\*Applying Your Creativity @ \$18** Discusses different types of human creativity .....

**\*\*Creativity + Teamwork = Solutions! @ \$18** Includes tips on building effective teams.....

**\*\*Odysseymania! @ \$17** Includes a chapter on humor and creativity.....

**\*\*Make Learning Fun @ \$17** Provides a history of the program .....

**Spontaneous Problem Competitions @ \$7.50** .....

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

**Coaches Training Video @ \$20** Tips and techniques for coaches .....

packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") @ \$20 per 100 pieces.....

Shipping & handling is \$4 for the first item plus \$1 for each additional item.  
 Contact CCI for shipping costs 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:  
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  - **FAX:** Send this form along with a copy of your purchase order, or include your credit card information and fax to **(856) 456-7008**.
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Phone number: (    ) \_\_\_\_\_ - \_\_\_\_\_



# Odyssey of the Mind

c/o Creative Competitions, Inc.

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Hey Teams,

I hope your solutions are coming along creatively!

Your friend,  
**OMER**

The *Odyssey of the Mind Newsletter* is published by Creative Competitions, Inc. Editor: Carol Ann DeSimine; Assistant, Kristy Kaminsky.

## Another Good Deed *(continued from page 1)*

friends abroad. The Division I, *Fooled Ya* team from Afton Elementary School in Yardley, PA, collected pins at Pennsylvania's booth at the Creativity Festival. Team members waited in the spontaneous area and at every competition site wrote cards, notes and greetings to send to their international friends.

Even NASA joined in the efforts. They donated boxes of pins, mini-globes, educational CD's, and other materials for the teams. After the event, the folks at Creative Competitions, Inc. packed up all the memorabilia and sent it to the three associations.

We thank everyone who contributed to making these teams feel a part of the World Finals event. Even though they could not be there in body, they certainly were in spirit. We honor the teams from China, Hong Kong, and Japan for their sacrifice, and, equally, we admire the World Finals teams who unselfishly took time away from their own activities to help their friends feel a part of the event. Teams – you make us proud!



## Association Update

We welcome the newly formed association of **Washington D.C.**, led by Association Director **Megan Abadie**. Also this year, we have teams from **Haiti** and **El Salvador**. They're eager to attend their very first World Finals!

## Odyssey of the Mind Family Album

- **Amanda Lawrence**, TN Association Director, presented at the conference, "Hystorical Fictions: Women, History, and Authorship" at the University of Wales, Swansea, in August. Her paper was about Korean American writer Theresa Hak Kyung Cha and her book *Dictee*, and was taken from part of her dissertation on immigrant literature.
- **Jim Lynch** joined the staff of Creative Competitions, Inc. in September. He's the man to contact with your shipping inquiries, and he's also helping to keep our inventory current and organized. Jim is retired from Acme Markets, where he was employed for 27 years. He has a B.S. in Business and Finance from Mt. St. Mary's College in Maryland, and he also runs his own part-time tax service.



*We'd love to hear news about teams, coaches, officials, or anyone else in the Odyssey of the Mind family. Send items to 1325 Route 130 South, Suite F, Gloucester City, NJ 08030, or email [carolann@odysseyofthemind.com](mailto:carolann@odysseyofthemind.com).*