



Odyssey of the Mind®

Newsletter

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ODYSSEY ANGELS TO HELP COMMUNITIES WORLDWIDE

Odssey of the Mind students are special because not only can they accomplish anything they put their minds to — they know that they can! Participants also learn to use their creativity to solve problems —and that there is always more than one way to solve them. Because of this, CCI will be unveiling a new charity group called Odyssey Angels this summer. While it will still be a competition, many people will reap benefits simply by being a part of the charity program and many neighborhoods will reap benefits from housing these exceptional students and families.

Who can participate?

Anyone can participate! The only limitation is that one person in the Odyssey Angel group is on an Odyssey of the Mind team. The group can be of any size and made up of any individuals with no age limitations. It can be a family, a class, a team, a group of friends – anyone who wants to help their community. In Odyssey Angels “Outside Assistance” is a good thing!

Who does it benefit?

The focus of an Odyssey Angel group can be anything within the neighborhood they live in. Groups should start observing neighborhoods now – look for anything that could use creative problem-solving. (See page 3 for brainstorming ideas.) This is the chance for students to utilize their strengths and help others.

Aside from communities around the world that will benefit, participants that form an Odyssey Angels team will also learn

important lessons in teamwork, creative problem-solving, compassion, and more.

How is it a competition?

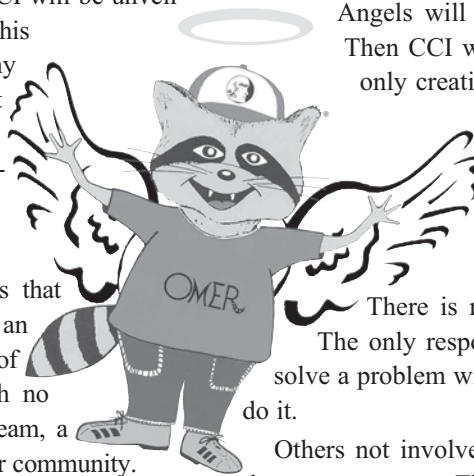
Each group will register at odysseyangels.org. Odyssey Angels will explain their charity project and results. Then CCI will choose one that it considers to be not only creative, but beneficial to the community. That group will be invited to World Finals to present its experiences at the Creativity Festival. Learn more this summer once the web site is unveiled.

How much does it cost?

There is no charge to become an Odyssey Angel. The only responsibility is to find creative ways to help solve a problem within your local community and attempt to do it.

Others not involved in Odyssey Angels can also choose to become a sponsor. This is a perfect sponsorship opportunity for those who believe in children and families getting involved with their communities. Sponsoring an Odyssey Angel team will benefit students by helping them utilize their creative problem-solving abilities as well as helping neighborhoods. You can also donate to the program at: Odyssey Angels: 406 Ganttown Road, Sewell, NJ 08080 (More information forthcoming).

Becoming an Odyssey Angel is simple — just follow a few guidelines and have the desire to help others! While the program is in the planning stage, now is a good time to take notice of someone or something that you can help within your community.



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ODYSSEY ANGELS INSPIRATION



A team from the Burton School District in California has been receiving accolades for combining its creative problem-solving skills with public service. Over the past years, they've helped numerous friends and classmates overcome physical disabilities through their inventions. Behind this generous and inspiring team is seasoned coach Todd “Hoss” McNutt. Both the team and its coach have received awards within Odyssey of the Mind and they continue to be an inspiration to all.

Attention Teams!

Problem 1 Mouse Traps — are available for purchase for teams competing in Problem 1: *Extreme Mousemobiles*. These mouse traps meet the specifications required by the problem.

They are a classic mouse trap with a metal pedal and are made out of wood sourced from Forest Stewardship Council (FSC) from environmentally-managed forests.

The traps measure 4" L x 1 3/4" W and are available for purchase online at www.odysseyofthemind.com/shop or on page five of the newsletter.



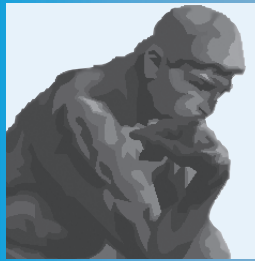
Price: \$4.50 for a pack of 5, and \$8.25 for a pack of 10.

PROBLEM CLARIFICATIONS

Stay up-to-date with clarifications by logging on to www.odysseyofthemind.com

CLARIFICATION 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

LONDON'S CALLING

Reading coupled with imagination can take us anywhere in the world... and beyond. While books can be vessels to help us travel, authors serve as tour guides.

Author Jack London was a guide for people around the world. He led his many readers on adventures of survival and triumph in the North American wilderness. He took them to places not often traveled: from the harsh Klondike in *To build a Fire* to the Yukon Territory in *The Call of the Wild* or the San Francisco Bay area in *The Sea Wolf*.

London's adventures in life often mirrored the adventures readers traveled through in his writings. He always sought an adventurous lifestyle whether it be mining gold, taking sailing voyages, or ranching in the mountains of California.

He was quoted in *the Bulletin*, a San Francisco newspaper, as saying, "...The proper function of man is to live, not to exist. I shall not waste my days in trying to prolong them. I shall use my time."

This wanderlust could have been fueled by his difficult

childhood. London moved often as a youth while looking for work and sustenance. He was forced to quit school in order to work to support his family.

He began selling newspapers on the street at age ten and continued working laborious jobs for the next 14 years including work in a cannery, a jute mill, shoveling coal in a power station, being a sailor, a gold prospector, and more.

Through all of this manual labor, London still dreamed of becoming a writer. He continued studying and reading. He was mostly self-taught, taking advantage of the public library. He began writing short stories and sending them to publications and received steady rejections for three years. London used the same resolve to become a writer as he used in his other work.

He continued writing and found some work as a journalist. Eventually London became one of the best-selling, highest paid, American authors of his time. He wrote prolifically: between 1900 and 1916 he completed over fifty books, including both fiction and non-fiction, hundreds of short stories, and numerous articles on a wide range of topics.

Many of his stories revolve around survival and adventure – most likely fueled by his own experiences at sea, or in Alaska, or in the fields and factories of California where he also struggled. This appealed to many people around the world — they could identify with London's struggles and desire to succeed. He also led many people on adventures within their own imaginations, which he also found to be an important part of life, "I write for no other purpose than to add to the beauty that now belongs to me. I write a book for no other reason than to add three or four hundred acres to my magnificent estate," said London.

Family Album

There is a new Problem 3 International Problem Captain, Matt Lopez. While being an IPC is a new position within Odyssey of the Mind, Matt is a long-time member of the Odyssey family. Combining his time as a competitor and a judge, he's been involved with the program for 22 years.

He competed on a team starting in fourth grade and continued until graduating high school. From then, he volunteered as an official and continued volunteering for various positions for the past 14 years. He is also a member of the NYSOMA board and an official at the regional and state levels.

Matt has worked on every level and in many volunteer positions within the program, proving that there is no "small" role in Odyssey. Every volunteer has an important role in helping students express their creativity.

Outgoing Problem Captain Rita Sleeman believes Matt is prepared to take on this new position, "Matt is a perfect fit for the role of IPC due to his experience as both an OMER and his involvement as an official at all levels. He is a team player who easily connects with teams and judges. He has a good sense of humor and looks at all sides of a problem to solve it. He is a natural addition to the OotM IPC team."

When he's not busy within OotM, Matt is also working hard in

other aspects of his life. He has worked as a math teacher for the past nine years. He also has directed the middle school musical for his school for five years and works as the school's OotM coordinator. He's been married for two years and recently celebrated the birth of his first child.

He has many goals in this new position, "I would like to increase public awareness of the Odyssey of the Mind program, as I feel it is very beneficial to helping kids develop their creativity and work as part of a team, all while creating lasting friendships along the way."



New Problem 3 IPC Matt Lopez with his wife, Kristin, and daughter Samantha Rose.

ODYSSEY ANGEL BRAINSTORM

Every community has different needs and situations, so YOU are the best expert of what area needs help within your community. There are many ways to help others, and as part of Odyssey of the Mind, you are uniquely equipped to think of an outside-of-the-box solution to those in need. While there is no limit to who or what an Odyssey Angel can do to help in neighborhoods, here are a few areas that you can take note of in order to start brainstorming. Perhaps you can combine items in categories to solve a problem. The options are limitless!

- ELDERLY:** Are there senior centers in your community? Is there a way you can assist seniors in your community? Can you think of a way to help with chores, make someone laugh or keep someone company?
- ENVIRONMENTAL:** Is there a park or playground that needs renovation? Does your area have a community garden or a place to plant vegetables? Does some part of your community need beautifying? Do you see some other area that is lacking? Can you think of a new way to recycle a previously thrown-out item, or a way to make something that appears useless into something useful?
- SCHOOLMATES:** Is there someone in need that could use your creative abilities? Remember the Odyssey of the Mind team that helped inspire Odyssey Angels: they used their engineering skills to build a prosthetic arm for a fellow classmate and modified another friend's wheelchair so he could join marching band. Don't just concentrate on mechanical skills, perhaps younger students are missing out on taking part in more theatrical activities such as dancing, singing, or acting. Remember use your particular Odyssey of the Mind creative problem-solving skills to help!
- FAMILIES/GROUPS:** Are there other groups or families that could use assistance in some way? Can you build something for them? Entertain? Help in other ways by solving a problem?
- ANIMALS/PETS:** Is there an animal shelter in need? How can you use your creativity to help stray animals or shelters better care for animals? Perhaps they need supplies like blankets, or dogwalkers?



ODYSSEY SOUVENIRS!

ODYSSEY SHIRTS

HOODIE SWEATSHIRT — This warm and comfortable sweatshirt has a sueded finish, drawstring hood, and is 60/40 cotton/polyester mix. It comes in navy with Odyssey of the Mind imprinted in white. Adult sizes S, M, L, XL, **XXL. \$35



GIRLS LONGSLEEVE TEE — This crimson red long sleeve tee is 100% cotton. *Love My Creativity* and *Odyssey of the Mind* is imprinted in gray print on the front. Adult sizes S, M, L, XL. \$14



ODYSSEY OF THE MIND TEE — The Odyssey of the Mind Tee is 100% preshrunk ultra heavy weight cotton with a seamless collar. It is brown with white and black imprints. Adult sizes S, M, L, XL, **XXL. \$10



ACCESSORIES

LANYARD — This year's woven polyester lanyard is a continuous rainbow of color. On both sides, *Odyssey of the Mind* is imprinted in white letters on a background with a fun mix of colors. Includes a standard key ring. Use them to display your pin collection! \$5



2011 DRAWSTRING BAG — This nylon bag with a drawstring allows you to carry it on your back or over your shoulder. Comes with a handy front zipper pocket with Odyssey of the Mind imprinted in gray. Kids can display their pin collections on the outside and carry all of their OotM supplies at the same time! Comes as a mix of green and maroon. \$8

OOTM HAT — This black and brown cotton cap has OotM stitched on the front, with a pre-curved black and brown bill. Est. '78 and Odyssey of the Mind are stitched on the back in brown. The hat is structured with an adjustable velcro back. One size fits most. \$12



PROBLEM PINS

PROBLEM PINS — Show off your favorite problems by wearing these lightweight, colorful photo art pins! Separately, each pin shows the problem icon, title, and 2011. Or, combine your problem pin with the spontaneous pin to create a stage with your problem at the center. \$3 per pin/ \$15 per set

Minimum order of individual problem, coach, and parent pins is three. Can be an assortment!

COACH: This colorful enamel coach pin is multi-colored to show that everyone is important at Odyssey of the Mind. It is 1½" and comes in a new flag design. \$3

PARENT: This 1½" black enamel pin has *Parent* in multi-colored letters to represent the world-wide OotM "family." \$3

BLINKIE: This is 1½" silver-plated pin is yellow, red, and green with flashing lights. It's sure to be a hit for kids, coaches, parents, and officials alike. The lights can be turned off and on. (Batteries are replaceable.) Comes with *Odyssey of the Mind* or *Odyssey of the Mind Coach*. \$6

PINS

Spontaneous 2011

Example of pins put together.

Order online with a credit card and receive a 10% discount on these items!
 See all sale items in color online — you can find our entire line of souvenirs and support items at www.odysseyofthemind.com/shop/
 (Sorry, no phone orders.)

ODYSSEY OF THE MIND PRODUCT ORDER FORM

SUPPORT MATERIALS

- _____ packs of **Balsa Wood** (premium grade AAA 36" x 1/8" x 1/8") @ **\$20 per 50 pieces**.....
- _____ packs of **Mousetraps** _____packs of 5 (\$4.50) _____packs of 10 (\$8.25)
- _____ ***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 DVD.....
- _____ **Creative Interaction! @ \$17** Includes tips on building effective teams
- _____ **Applying Your Creativity @ \$15** Discusses different types of human creativity.....
- _____ **Spontaneous Combustion @ \$7.50** Booklet of problems and tips.....
- _____ **Odyssey of the Mind Program Guide @ \$7.50** (one is included with membership)
- _____ **Coaches Training DVD @ \$20** Tips and techniques for coaches.....

SOUVENIRS & PINS (Order online and receive a 10% discount!)

- _____ ****Hoodie Sweatshirt @ \$35** _____ S _____ M _____ L _____ XL _____ XXL**
- _____ ****Girls Long Sleeve Tee @ \$14** _____ S _____ M _____ L _____ XL
- _____ ****Odyssey Tee @ \$10** _____ S _____ M _____ L _____ XL _____ XXL**
- _____ ***Lanyard @ \$5**.....
- _____ ***OotM Hat @ \$12**
- _____ ***2011 Drawstring Bag @ \$8**
- _____ ***Blinkie Pin @ \$6** (specify number of each type) Blinkie _____ Blinkie Coach
- _____ ***Sets of Problem Pins @ \$15**
- _____ ***A minimum of 3 of the following pins in any assortment @ \$3 each** (specify number of each).....
- _____ *Extreme Mousemobiles* _____ *As Good as Gold...berg* _____ *Lè Tourguide* _____ *Unhinged Structure* _____ *Full Circle*
- _____ *Primary* _____ *Spontaneous* _____ *Parent* _____ *Coach*

* Spend \$40 or more and get free Shipping & Handling.
 Orders under \$40, add **\$7.50** Shipping & Handling.
 ** Add \$2 for each XXL
 There are no S & H charges for pins.
 Contact CCI for shipping costs outside of the U.S.

Subtotal _____
S & H _____
Total _____

Payment Method (Sorry, we do not accept phone orders.)

- **U.S. Mail:** Send this completed form along with a check, money order or purchase order, **payable to CCI**, or with your credit card info to: **CCI, 406 Ganttown Road Sewell, NJ 08080**
 - **FAX:** Send this form along with a copy of your purchase order, or include your credit card information and fax to **(856) 256-2798**.
 - **On-line:** Pay by credit card at **www.odysseyofthemind.com**.
- _____VISA _____MasterCard _____American Express _____Discover
 Acct. no. _____
 Exp. _____ CSV Code _____
 Signature of cardholder _____

SHIPPING ADDRESS (For UPS Delivery)

Is this a residence? _____ yes _____ no

Name _____
 Address _____

 City _____ State/Prov. _____
 Zip _____ Country _____
 Phone number: () _____ - _____



Odyssey of the Mind

c/o Creative Competitions, Inc.

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Hey Teams,
Always remember that solving the problem
makes you a winner!

Your friend,
OMER

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

ANNIVERSARIES HERE AND ABROAD

Every team is important in Odyssey, whether it is just starting out or a group of seasoned performers. Also, the associations that make the program available to the U.S. and abroad are important because they give students the chance to explore their creativity and find their niche in the world. That is why celebrating all anniversaries are important within the program.

Here are this year's anniversaries:

- **Germany is celebrating its 20th**
- **Massachusetts is celebrating its 25th**
- **Connecticut and Virginia are celebrating their 30th**

Congratulations to all and thanks again!

EUROFEST 2011

EuroFest will be held in Gdansk, Poland from April 30 - May 1. Hosting EuroFest will bring creative minds together from across the globe. This April will be the 19th annual Eurofest with over 70 teams from about 15 countries expected to attend.

This festival gives Odyssey teams a chance to interact internationally, have fun, and to showcase their solutions. Some expected countries are Hungary, Belarus, Germany, Russia, Slovakia, Moldova, Romania, and others.

Additionally, each team learns about other cultures while working together in groups to solve a unique Eurofest problem in only three days!

Last year, several teams from the U.S. made it to EuroFest in **Belarus** and had a blast representing the country at the event.

Odyssey Around the World...

**"Logic
will get you
from A to B.
Imagination
will take you
everywhere."**

- Albert Einstein