



ODYSSEY ALUMNI: GROWING BY LEAPS AND BOUNDS

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 has been reenergized and is reaching out to past OMers far and wide interested in being a part of the group - does that include you?!

"There is a great deal of value from having an active alumni organization," said Dr. Jim Mourey, a leader behind the new initiative and alumnus. "From career opportunities to financial support, recruiting volunteers, to making new friends around the world when you travel, the Odyssey family is a large, loving family. We wanted to help make those connections for everyone's mutual benefit."

To join the organization, 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.

"Our opt-in system makes joining the alumni association easy. Some alumni just want to provide financial support to local teams. We can help make that happen. Others are interested in volunteering at local tournaments. We can help make that happen, too. Whatever relationship our alumni want to have with Odyssey, we will accommodate," Mourey said.

Because of its new site, the Odyssey Alumni group has provided Association Directors around the world with the names and contact information of former OMers interested in volunteering at local tournaments, which benefits so many people worldwide.

"Former OMers make some of the best judges and volunteers because they have experienced the program from the perspective

of the teams," Illinois Judge and Volunteer Coordinator, and alumnus, Rob Mills said.

International Problem Captain Dan Semenza agrees, "Alumni help bring uniformity to all areas of the program, especially one that emphasizes such divergent and original ideas."

In addition to keeping OMers involved in the program beyond their competition years, the Odyssey Alumni organization keeps OMers connected to each other, including meeting new one another when abroad.

"One of our options when you sign up for the organization is the ability to form social connections with other OMers living or visiting in your area," Mourey said, "We have OMers in the organization representing over 30 countries and just about every U.S. state. No matter where you go, you have a friend not too far away."

"OMers are a special group of people, something we are reminded of each year when we watch new teams perform their solutions," Mourey said, "When you realize that over four decades of OMers exist with millions of participants, coaches, volunteers, and parents—the value of an alumni organization becomes apparent. We want to welcome those alumni back home so that they, too, can continue to be a part of the Odyssey."

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To join Odyssey Alumni visit:

www.odysseyalumni.org

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MAX MANSFIELD AWARD WINNER ANNOUNCED

For the first time, an association is being recognized for a second time with this coveted award for Membership Growth.

CCI recognized California with the award in 2011, and in the five years since, it has continued to grow. The California association is 20% larger since that time! “As a percent it is not too difficult for small associations to have large fluctuations, but for an organization the size of California, this is not a fluctuation but the state of a constantly growing program,” said Program Director Sammy Micklus.

Since taking over as State Director three years ago, Lynn Larson and her volunteers began focusing on increasing California OM’s presence on social media and supporting the regions in their outreach efforts. They also began to alternate the state tournament location in order to accommodate regions that traveled far to participate. “We have great leadership in all of our regions, including new regional directors in several areas – they are energized and ready to bring the program to more teams,” said Lynn.

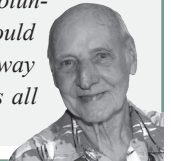
She continued, “We all believe so strongly in what Odyssey of the Mind provides for the children and adults that participate. We regularly hear about students having their lives changed by participating in Odyssey.” Lynn speaks out of experience as a volunteer and director of the program, and as a parent. Her twins participated in the program and not only used Odyssey as a topic in all of their

college essays and scholarships, but already give back through volunteering as well.

“Kids learn so much more than creativity - they have hands-on experience with budgeting, building, teamwork, problem solving, writing, engineering, leadership, and getting crucial experience performing in front of a group and talking clearly with adults. These are LIFE lessons that positively impact these kids in ways they can’t even imagine,” she said.

Lynn also credits the hard work of all of the California volunteers in helping to grow the program and to win the Max Mansfield Award for the second time, “It’s so rewarding to know that all of the hard work across the state is resulting in more kids having the opportunity to participate in this amazing program. I’m so proud of our board members, our regional directors, their boards, all of our volunteers and officials, coaches, and team members who have made this program so great in California!”

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.



World-Famous Animal Friends

A.A. Milne (1882 - 1956)

The simple adventures of a teddy bear, piglet, donkey, tiger, and kangaroo have become a beloved part of people’s lives around the world. The children’s classic story of Winnie-the-Pooh written by A.A. Milne captured the public’s attention and changed the author’s life and career.

Alan Alexander Milne earned a BA in mathematics at Cambridge University before dedicating himself to his true passion – writing. He moved to London where he worked as the assistant editor of the humor magazine Punch. After serving as an officer in the British army in World War I, he devoted his career to writings of many genres. He found success with various humorous plays and essays. He even wrote a successful mystery novel; however his children’s books eclipsed all the other genres.

Winnie-the-Pooh books started out as a poem Milne wrote for his wife about their son. She sent it to a local magazine that published the poem. It was so well-received that he continued with three

books: *Winnie-the-Pooh* published in 1926, followed shortly after by *The House at Pooh Corner* and *Now We Are Six*.

The inspiration for the character was son Christopher Robin Milne’s stuffed bear, originally named “Edward, but was renamed Winnie-the-Pooh after a Canadian black bear used as a military mascot in World War I. “The pooh” comes from a local swan with the same name. The rest of Christopher Robin Milne’s toys were incorporated into A. A. Milne’s stories, and two more characters – Rabbit and Owl – were created by Milne’s imagination.

The rights to Milne’s Pooh books were left to four beneficiaries: his family, The Royal Literary Fund, Westminster School and the Garrick Club. From there, Winnie-the-Pooh only got more famous as the Walt Disney Company eventually bought the rights and made many cartoon movies, television shows, and merchandise.

Christopher Robin’s toys that inspired the books are on display at the New York public library where hundreds of thousands of people visit them every year. A collection of the original illustrations by E.H. Shepard of Winnie-the-Pooh and his friends sold for more than 1.2 million at Sotheby’s London auction in 2008. Winnie-the-Pooh was also ranked the most valuable fictional character by Forbes magazine, and has generated over \$6 billion in sales, only outranked by Mickey Mouse!

Perhaps this year will mark a new beloved group of animal friends going on adventures – and maybe they will be friends with furs, fins, and feathers!

2016-17 Long-Term Problem Synopses*

Tentative as of April 21, 2016. All problems have an 8-minute time limit.

Problem 1: Catch Us If You Can

This is your Odyssey, should you choose to accept it...your team will design, build, and run vehicles from a multi-level Parking Garage to a secret meeting place without being stopped. Vehicles will travel different routes to reach the same destination. During their Odyssey, the vehicles will do something that prevents them from being followed. The performance will include the reason for the meeting, someone that wants to prevent the meeting, a simulation of a scene taking place inside a vehicle as it travels, and a soundtrack to accompany the vehicles' travel.

DIVISIONS I, II III & IV. Cost limit: \$145 USD.

Problem 2: Odd-a-Bot

For this problem, teams will create a humorous story about a family that brings home an "Odd-a-Bot." Instead of being programmed to perform tasks, this Odd-a-Bot robot learns from watching others. Teams will design, build, and operate an original robot that demonstrates human characteristics when performing tasks. In the performance, the Odd-a-Bot will move and learn human actions from watching characters perform activities such as household chores, creating art, and dancing. The Odd-a-Bot learns more than it was expected to learn, and will confuse its actions with humorous results.

DIVISIONS I, II & III. Cost limit: \$145 USD.

Problem 3: *Classics...* It's Time, OMER

The future and the past collide in this problem about important works of art – both existing and yet-to-be-created. Teams will create and present an original performance about time travelers looking to discover the inspiration for great works of art, little did they know – it was OMER every time! The travelers go back in time — twice into our past and once into our future. They will see OMER inspire two classical artists and a team-created artist — also from their past but from our future. The performance will include how the three works of art positively impact the world, a visual and audible effect that indicates when time travel is occurring, two re-creations of the classic works of art selected from a list, and a team-created work of art.

DIVISIONS I, II, III & IV. Cost limit: \$125 USD.

Problem 4: Ready, Set, Balsa, Build!

Creativity can be defined by using only what you have to get a job done. In this problem, teams will design, build, and test a structure made of only balsa wood and glue that will balance and support as much weight as possible. The structure must include sets of balsa pieces of predetermined sizes and quantities as listed in the problem. Some sets must be parts of the structure while others, if incorporated, will receive additional score — the more sets of pieces used, the higher the score! Teams will present a performance with a theme about using what's available and that incorporates weight-placement and assembling original team creations.

DIVISIONS I, II, III & IV. Cost limit: \$145 USD.

Problem 5: To Be Continued: A Superhero Cliffhanger

Creativity is being taken away from the world, and it is up to Odyssey teams to rescue it! Teams will create and present a humorous performance about an unexpected superhero that encounters three different situations where it must save creativity in some way. The superhero will change appearance when it displays its superpowers and go back to blending in with society when not. The performance will also include a clumsy sidekick, a nemesis character, a choreographed battle, and a cliffhanger ending.

DIVISIONS I, II, III & IV. Cost limit: \$125 USD.

Primary: Movin' Out!

Teams will create and present a performance about a group that is moving out of one place and into another. In one scene, team-created props and scenery will make up the first setting. To transform into a new setting, team-made devices will move the scenery and props to a new location. Everything in the setting for the next scene must be made from the transported items. The performance will also include a humorous Moving Character, a reason for the move, and a lost item that is rediscovered in an unusual place.

Grades K-2. Cost limit: \$125 USD.

COACHES & OFFICIALS PROBLEM

AIMING HIGH WITH SUPER STYLE

A. The Problem

The problem is for your team to design, build, and operate a device that will propel balls so they stick to an elevated target that will be raised higher and higher as the competition goes on. Each round the most successful teams will advance and one unsuccessful team that demonstrates “Super Style” will advance.

B. Limitations

1. The Device:
 - a. must be designed, built and operated by one person or a team of people. A coach or official must be part of the entry to count.
 - b. must be original, however, it may include commercially-produced parts. The part (or parts) that propel the balls is not allowed to be an unaltered, commercially produced item made for shooting balls.
 - c. is not allowed to use AC current and must comply with the general rules of the Program Guide.
 - d. must be safe in its design. If it is judged to pose potential harm to anyone or the competition site, it will be prohibited. See the *2015-16 Odyssey of the Mind Program Guide*.
 - e. must fit through a standard doorway. No part of the device may be within 15 feet of the target when it is being used to launch a ball.
 - f. will launch up to three Ping Pong balls per round. Launched balls cannot be retrieved until the end of the round. Teams must provide three standard balls. The Ping Pong balls:
 - (1) must be marked so they are easy to identify and return to the contestants.
 - (2) may have materials added/attached to them as long as they do not alter the ball or present a hazard.
 - (3) must look like an undamaged Ping Pong ball after the competition in order to qualify. This means that any materials added to it must be removed and when looking at the ball it looks like a round, unbroken/undented ball.
2. The Target:
 - a. will be a felt 4' x 4' fabric with a bull's-eye in the middle. Both sides of the target count for score.
 - b. will be provided by the Tournament Director.
 - c. will start 20' off the ground and will be raised 5' per round.

C. The Competition

1. Entries will be assigned a number when registering at the competition site.
2. When a team's number is announced it must move to the Start Line with its device.
3. A judge will blow a whistle to indicate that it's time to launch the balls and again when time is up. Teams will have 90 seconds to launch three balls.
4. Any team that successfully has one or more balls stick anywhere on the target will advance to the next round. The bull's eye will be a tie-breaker only.
5. All of the teams that were unsuccessful will have a Super Style Demonstration. They will have 5 to 10 seconds to show off to the audience. The team judged to have the most Super Style will advance to the next round. Super Style rules are as follows:
 - a. Only one team will advance to the next round based on Super Style.
 - b. Each round there will be a Super Style opportunity to advance unless it is a tie-breaking round.
 - c. Entries must be based on one real animal, or a combination of real animals.
 - d. Each team must have a name and a motto. The judge will announce the team by name and say its motto. Teams may change their names and mottoes as the competition advances.
 - e. Audience applause along with judges' observations will determine the Super Style team for each round. The same team may advance in more than one round.
6. If the competition goes to a third round, or beyond, teams will advance based on the number of balls that stick to the target. Of course, in each round a Super Style will advance.
7. Rounds will continue as needed. In the final round, the ball closest to the bulls-eye will win.

D. Awards

1. Trophies will be awarded for 1st, 2nd, and 3rd place.
2. A trophy will be awarded to the team with the most outstanding SUPER STYLE. This will be awarded to the entry that has the most creative/popular costume. Every contestant is eligible, even those who place 1st, 2nd, or 3rd or advance through the Super Style challenge.



ODYSSEY OF THE MIND 2016-17 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 one school. 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 team members must be high school graduates and registered for at least one class at a college or university. They do not have to attend the same institution. May enter one team per problem. May proceed directly to World Finals.

Membership name _____ Membership number (for renewal, if known) _____

Grades covered by membership _____ School district _____ County _____

Contact person (may be a coach) _____ Mailing address (for correspondence) _____

City _____ State/Province _____ Zip _____ Country _____

Daytime phone _____ Email _____ FAX _____

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 2016-17 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)**
- _____ **Coaches Training Video @ \$20 *DVD with tips and techniques for coaches***
- _____ **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 \$40 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.

_____ **VISA** _____ **Master Card** _____ **American Express** _____ **Discover**

Acct # _____

Exp. _____ CSV (security code) _____

Signature of cardholder _____

Shipping Address (For UPS Delivery)

Is this a residence? _____ yes _____ no

Name _____

Address _____

City _____ State/Prov _____

Zip _____ Country _____

Phone # _____



Odyssey of the Mind

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406 Ganttown Road • Sewell, NJ • 08080
www.odysseyofthemind.com

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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

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



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 three 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.

"We have averaged giving away 400-500 lanyards with 3-5 pins on each. They go to 'little' brothers and sisters of team members who did not bring pins to World Finals," said Angela.

She would like 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. The children are delighted to receive these "vintage" pins, and it makes their World Finals experience even better. If you'd like to show some Odyssey spirit and donate pins, here's how:
For 2016 World Finals send pins by May 10th to:

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

Donations will be accepted at the booth during World Finals as well. Feel free to donate throughout the year!

"The joy on even one child's face when receiving a lanyard to become a member of the largest team at World (not limited to 7 members!) says it all. No one needs to feel left out at World Finals," said Angela.



Teams from the US and Korea find common ground over pin trading at last year's WF. Give siblings a chance for this same connection by donating your old pins for this great cause!