



WHY COACH AN ODYSSEY TEAM?

People have asked “Why do you volunteer so much time coaching an Odyssey team, for a performance that only lasts eight minutes?”

- I volunteer so my kids learn to make and accomplish goals.
- I volunteer for those kids who have little interest in sports but still need the lessons of being good teammates, gracious in defeat and humble in success.
- I volunteer so that kids will take ownership of solving their own problems, not relying on a teacher or coach to assign them tasks or drills to develop their abilities.
- I volunteer so my kids learn to respect not only themselves but their teammates, their competitors, the officials, judges and coaches.
- I volunteer so my kids learn to deal with disappointment, when things don't go their way, but still they go back again and again to give it their best shot.
- I volunteer so that my kids will stretch their minds creatively instead of sitting in front of a screen.
- I volunteer for that moment when the quietest kid on the team steps out of their comfort zone to perform before an audience.
- I volunteer to give kids the confidence that they can solve problems on their own.
- I volunteer so that my kids can learn that the greatest idea in

the world doesn't matter unless you can communicate it to your team, your coach and the judges.

- I volunteer for that flash of insight when they realize, on their own, that there must be a better way—other than making tape—to hold two 2x4s together.
- I volunteer so kids can see that no idea is too weird or silly or insignificant if it leads the thinking of the team to come up with a better solution.

“I volunteer for the opportunities Odyssey of the Mind gives my kids to develop attributes that will serve them well throughout their lives and give them the chance to bless the lives of others.”

- I volunteer for the moment when, to everyone's surprise, the kid that struggles the hardest in the classroom has the idea that makes their whole problem solution come together.

I could go on and on but to wrap this up, I don't volunteer so that my child can go to World Finals, or for the awards or trophies that they may or may not get. I don't even volunteer for that eight minutes they get to present their solution, as proud as I am of them.

I volunteer for the opportunities Odyssey of the Mind gives my kids to develop attributes that will serve them well throughout their lives and give them the chance to bless the lives of others. From what I have seen, I think it has been time well spent.

~Written by Dave Gombert, MI

If you have an Odyssey of the Mind testimonial you'd like to share please email it to pressroom@odysseyofthemind.com!

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MAX MANSFIELD AWARD WINNER ANNOUNCED

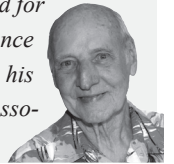
For the first time ever, an association has won the Max Mansfield award two years in a row! South Korea Odyssey of the Mind not only had the largest growth this year, but it far exceeded last year's growth. Its number of members have steadily risen since Directors Royce Young Hyun Back and In Suk Kim started and winning the award consecutively is a big accomplishment. They have worked tirelessly along with many South Korean volunteers to help spread creative thinking and problem-solving around the world. South Korea is the second International Association to win this award and it is the first time any association has won it two years in a row.

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

The directors believe that their membership growth is attributed to two things: having an online presence that makes taking part in Odyssey of the Mind more accessible; and appealing to young students to get them interested in the program. "Odyssey of the Mind is the world's best creativity education program and it helps support children to achieve their dreams and goals." said Back.

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

This award honors Max Mansfield and rewards membership growth. Max will always be remembered as someone who selflessly volunteered for Odyssey so that as many people as possible could experience creative problem solving. This award is CCI's way to honor his years of dedication and hard work as well as all Odyssey associations attempting to do the same.



Great Minds

Making Education Fun

Milton Bradley (1836-1911)

When dealing with trial and error of your ideas, remember some of the greatest inventions or ideas happened because of a mistake!

Milton Bradley started one of the largest board game companies in the US and is considered the father of board games. His company has continued to grow and inspire since it began in 1861 —and to think it wouldn't even have existed if Abraham Lincoln didn't grow a beard!

In 1860 Milton Bradley moved to Massachusetts and started the state's first lithography shop. He put all of his money into opening his business and creating color prints. One of his graphic designs of Abraham Lincoln was selling very well until Lincoln grew a beard making Bradley's design outdated.

With all of his money put into the lithography machine, Bradley needed to find something to do with it that could be profitable. When visiting a friend one night they played an old English game that inspired Bradley to turn it into a more modern game. He created The Checkered Game of Life, now known as The Game of Life. By

the spring, not only had the game helped keep Bradley in business, but over 45,000 copies had been printed and sold, convincing him that board games were his company's future.

Bradley continued to produce dozens of re-imagined and original games and puzzles. After about ten years of successfully producing games, Bradley became interested in a new movement promoting Kindergarten in schools after hearing a lecture about the philosophy of the German scholar Friedrich Froebel stating that children learn best through creative activities.

He believed so deeply in this cause that he changed the direction of his company by making educational items for those in Kindergarten—colored paper, paints, etc. He gave these items away to help promote the idea. His first big project was a set of blocks in different colors that were a big part of Froebel's plan for creative development. Bradley spent months planning the exact shades to create for the blocks. His final six choices are still the standard colors for children's art supplies: red, orange, green, blue, and violet.

At first this cost the company a lot of money and it almost went out of business during a recession. However, over time Bradley was proven right in his belief in creating educational tools for young kids. By the 1900's school supplies were the biggest part of the profits. He created things like toy money, multiplication sticks, clock dials, and more. His company also continued to create popular games for people of all ages and the business remained in the family for many years.

The long-term success of Bradley's company shows how important playing games can be during all phases of life!

2019-20 Long-Term Problem Synopses

**Tentative as of April 22, 2019. All problems have an 8-minute time limit.*

Problem 1: Longshot Solution

A group of “Longshots” believe a disastrous event that threatens the world is about to occur and must stop it. Because no one takes them seriously, it is up to the Longshots to solve the problem. To succeed they must send materials from all corners of the world using vehicles that overcome obstacles and travel simultaneously into and out of a Reaction Area. As time counts down the Longshots will use the components, including baking soda, to create a reaction that produces a very special effect and saves the day! *Divisions I, II & III*

Problem 2: Net Working

Computers, satellites, and servers work continuously to allow people from all over the world to network with each other. These networks give us access to information including communications, messages, and videos. In this problem, the networked devices are characters who work to keep the world connected. During the performance, an image, a text message, an email and other information will be transmitted between locations in a team-made system. Pop-up advertisements appear and a malware character will infect the network and take it offline. An anti-virus hero comes to the rescue and team-made instruments will be used to present an original song that explains their jobs. *Divisions I, II, III & IV*

Problem 3: Classics...The Effective Detective

You will be introduced to one of the greatest detectives the world has ever known as they follow clues to uncover the truth behind some of history’s real-world mysteries. The detective will investigate different types of information, including a clue that is a “red herring” i.e. a distraction, and do intellectual battle with a supervillain who wants the detective to fail. Sounds will ring out and settings will creatively change to set the scene and highlight the action. The team will also be challenged to use the smallest space possible to store its solution. *Divisions I, II, III & IV*

Problem 4: Balsa Limbo

Teams will build balsa wood structures that are created by adjusting its interconnected parts. When the parts are not in the final form for weight testing, they must be able to pass under a limbo bar. Higher score will be awarded for how low the bar is when the structure passes under it. However, the bar is not allowed to be lower than ½”! The limbo bar test and maneuvering the structure for testing will take place during the performance time. Testing of the structure will take place during a performance with a theme about dancing and movement. *Divisions I, II, III & IV*

Problem 5: Gibberish or Not

Genius or not so smart, statements change from Gibberish at the start. Do the thoughts shine or miss the mark? Masses think they’re being led out of the dark. A Champion arranges meetings with those in power, and gibberish ideas bloom like a flower. The crowd replaces thoughts with wisdom, and a Child sees it is all just humdrum. Misinterpreted over and again, twisted words fly in the end. Music blares and the celebration is wild, and misunderstanding is accepted by the child. The performance will explain why the child does not reveal the truth that what they believe is wisdom was really just gibberish. *Divisions I, II, III & IV*

Primary: The Fashion Bug

The team’s problem is to create and present a humorous performance that includes a fashion show for insects. An up-and-coming designer will be highlighted as a narrator describes the odd and curious fashions as they are modeled. A team-created song, a commercial, and a critic who reviews the Fashion Show are all part of the performance. *Grades K-2*

Coaches & Officials Problem

One Small Step...

A. The Problem

Not only is it the 40th anniversary of World Finals, but it is the 50th anniversary of the moon landing. That was a great moment in history showcasing the importance of creative problem solving and teamwork.

Now, we want you to create an original great moment. Your problem is to create a costume and a special effect representing a new “giant leap for mankind.” A description of the giant leap will be read as you demonstrate the costume by taking “small steps” towards a landing.

B. Limitations

1. You can work individually or in a group as a single entrant.
2. The costume must represent a giant leap. It can be an achievement, a change, an invention—anything you wish, real or imaginary. It can change appearance while you travel to help show the “leap.”
3. Each entrant will create a description of the costume and the “giant leap” it represents. It will be presented while the costume is being demonstrated. This description will be read by the team and must be no more than 3 minutes long. It can be pre-recorded or presented live. A microphone will be provided.
4. The costume and theme cannot identify a specific living person.
5. When you arrive at the end of the course, there must be a special effect indicating that you have landed. The special effect can be anything you wish, but it must be noticeable to the judges and the audience.
6. No part of the costume or special effect can cause damage or harm to the competition site as described in the *2018-19 Odyssey of the Mind Program Guide*.

C. The Competition

1. You will be assigned a number when you register at the competition site.
2. When a judge calls your number, you will move from behind the taped Start Line and walk to the taped Landing Area. As you display your costume/giant leap to the audience, the description of the giant leap will be read by a member of the team or a recording played into the microphone. The special effect must take place once you enter the Landing Area.
3. Each entrant will demonstrate its solution one at a time. When all entrants have completed their demonstration, there will be a parade around the course of all of the costumes in the order they performed and the winner’s determined.

D. Awards

1. Trophies will be awarded for 1st, 2nd, and 3rd place as determined by judges and audience reaction to your costume and special effect.
2. A trophy will be awarded to the entrant with the favorite “giant leap” as determined by the judges.





ODYSSEY OF THE MIND 2019-20 MEMBERSHIP APPLICATION

Questions? Email info@odysseyofthemind.com or call 856.256.2797

For new memberships or renewals, complete this form and return it with a check, purchase order, or credit card information below. **Check one: Divisions I, II, and III:**

- _____ Individual school: Must register in the school name. May enter one team per problem per division in competition.
- _____ Two or more schools: Must share the same principal to be under the same membership. Use school district name on application. May enter one team per problem per division in competition.
- _____ Home-schooled students: Must include at least four home-schooled students. May also include up to three members from other schools. May enter one team per problem per division in competition.
- _____ Community Group: May enter one team per problem per division in competition. May not be an organization established solely for the purpose of participating in Odyssey of the Mind. Please submit by-laws if this is a new membership.

Division IV:

- _____ All teams must have a majority of members who are high school graduates and registered for at least one class at a college or university. Other team members must be enrolled in one or more classes accredited by a college or university. They do not have to attend the same institution. May enter one team per problem. May proceed directly to World Finals.

Membership name _____ Membership number (for renewal, if known) _____
 Grades covered by membership _____ School district _____ County _____
 Contact person (may be a coach) _____ Mailing address (for correspondence) _____
 City _____ State/Province _____ Zip _____ Country _____
 Daytime phone _____ Email _____

Each individual membership costs \$135, but you will receive discounts if you purchase more than one membership. For each membership purchased, you get five **competitive long-term problems, one **primary problem**, one copy of the **Program Guide**, and more!*

- _____ **Individual 2019-20 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***
- _____ ****Solving Problems, Odyssey Style! @\$17 *Tips on problem-solving***
- _____ **Odyssey of the Mind Program Guide @ \$7.50 (one is automatically included with membership)**
- _____ **Spontaneous Combustion II @ \$8 *booklet with tips and practice Spontaneous problems***
- _____ **packs of Balsa Wood (premium grade AAA 36" x 1/8" x 1/8") ****New Pricing******
 @ \$25 per bundle (50 pieces) plus a \$15 Shipping & Handling flat rate (up to 6 bundles)

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

Subtotal _____
 S&H _____
Total _____

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

- **U.S. Mail:** Send this completed form along with a check or Purchase Order, payable to CCI, or with your credit card info to: **CCI: 406 Ganttown Road Sewell, NJ 08080**
- **FAX:** Send this form along with a copy of your Purchase Order or credit card information and fax to (856) 256.2798.
- **Online:** Pay by credit card at www.odysseyofthemind.com.

Shipping Address (For UPS Delivery)

Is this a residence? _____yes _____ no
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 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 four years Odyssey of the Mind's Sibling Booth has 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 would like to encourage you to look through your pin collection and donate duplicates, or find a stash that may be collecting dust and put them to good use.

If you would like to show some Odyssey spirit, donating pins is a win-win! There are two ways to donate for this kind cause. Drop pins off at the Sibling Booth during the Creativity Festival at World Finals or ship pins to CCI:

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

Graduating this year? Stay involved with OotM!

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

The official alumni organization is going strong and wants you to become a member. To join the 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. Alumni can join just to stay in touch with other OMers, to donate to OotM, or to volunteer in their areas. It is free to join and all are welcome!

To join visit: www.odysseyalumni.org.

