

Project Rumpelstiltskin a Huge Success Once Upon a Time . . .

There was a problem in the Land of OM. Well, actually there were no problems . . . that was the problem! So, a call went out to the far corners of the land to find those who from nothing, with little time, could create the impossible . . . perform magic . . . from straw, spin gold.

Problem Makers, called Spinners in the Land of OM, of varied talents came to "travel uncharted paths" and spin glorious problems for "seekers of knowledge" to solve. In a matter of hours, minutes actually, they became a real team to represent the citizenry of OM. Together they had over 200 years of experience in the Land of OM and brought with them all the wishes, desires and dreams of countless conversations and discussions with OMers of all ages. They all agreed it would be a privilege and an honor "to use our creativity to make the world a better place in which to live." They spent many days writing, talking, sharing, rewriting, building, brainstorming, snacking, rewriting the rewritten, laughing, and, well — you get the point.

Four long days and nights later, six gold nuggets remained from all the gold that had been spun from their straws of years and work in the land. The problems were golden, but they had yet to be refined. After all, gold is but three straws' distance from lead.

The work of pounding, grinding and polishing stretched to fill the entire summer. Untold hours, phone calls, faxes, smiles and e-mail messages later, the "Rumps" received their reward

when the 1998-99 Long-Term problems were published, shining brightly in their new format.

At last the "Rumps" show their faces to the light. They were afraid to come out of their spinning room but wanted to hear and learn more to become better spinners for the future of the land. They come forward in hopes that the citizens will see their own ideas in these problems and be proud that they too contributed to Project Rumpelstiltskin.

And so with excitement, pride and humility the "Rumps" have presented to you, the people of the Land of OM, their names and their golden problems for your pleasure, in hopes that you will continue the tradition of spinning priceless and unequalled solutions to the golden problems in the land of OM . . . happily ever after.

The members of Project Rumpelstiltskin Team are: **Bill Allen** (California), **Ryan**

Bardsley (Massachusetts), **Ganeath Brewer** (Mississippi), **Val Conroy** (Connecticut), **Ned Eckhardt** (New Jersey), **Linda Foster** (OM, NJ) **Mo Guy** (Michigan), **Janet and Jimmie S. Jones** (Arkansas), **Susan Beth Lindsay** (Tennessee), **Lynn Macey** (California), **Mike Pappas** (Connecticut), **Jean Piland** (Virginia), **Bob Purifico** (OM, NJ) **Rick Rand** (New York), **Bill Reinhart** (New Jersey), **Cy Richard** (New Hampshire), **Jill Schoonmaker** (New Hampshire) and **Dee and Bruce Urban** (New York).



OM Announces New International Problem Captains

OM Association, Inc., in its continuing mission to "value and nurture creativity," is very proud to announce the following eight Co-International Problem Captains (Co-IPC's) for the 1998-99 Odyssey of the Mind year:

Rick Rand, Problem #1: *Over the Mountain*
Lynn Macey, Problem #2: *EnvirOMental Challenge*
Cy Richard, Problem #3: *"O, My Faire Shakespeare"*
Bruce Urban, Problem #4: *RatiOMetric Structure*
Janet Jones, Problem #5: *CustOMer Service*

Ganeath Brewer, Problem #6: *Saving our IncOMe*
Reggie Bunis, Spontaneous
Jimmie S. Jones, Scoring

This group of talented people is dedicated to the "development of cooperation, self-respect and the appreciation and understanding of others." To learn more about the new Co-IPC's, turn to pages 4 and 5 of this *Newsletter*.

OM Around the World

OMAPOC (OM Asian Pacific Organizing Committee)

Chartering Countries: Australia, China, Hong Kong, Singapore

Interested Countries: Japan, Korea, New Zealand

History: OMAPOC was officially approved as an OM affiliate in June of 1997. Its Director, Elaine Street, a high school science teacher, single-handedly trained coaches and judges presented all OM awareness meetings and workshops. She has served as Australia's OM Association Director since it first chartered in 1992.

Annual Event: OMAPOC will host its first OM Asian Pacific Carnival in January, 2000 in Newcastle, Australia. Newcastle, was voted Australia's Best City and Carnival participants will have the opportunity to enjoy a magnificent waterfront and visit the shops and many restaurants of Queen's Wharf.



**OMAPOC Director:
Elaine Street**

Belmont Languages HS
New South Wales, Australia

OMEOC (OM European Operating Council)



Chartering Countries: Benelux (Belgium, Luxembourg, Netherlands), Germany, Hungary, Italy, Kazakhstan, Lithuania, Poland, Russia, United Kingdom (England, Iceland, Scotland)

Interested Countries: Denmark, Estonia, France, Kyrkyzstan, Latvia, Moldova, Norway, Romania, United Arab Emirates

History: the OM European Operating Council was formed in 1992 as the OM European Organizing Committee. OMEOC's third (and current) Director, Adam Rusilowski, is Head of Education at State Theatre in Gdansk where he has been in charge of numerous drama projects. Since 1997, he has been the consultant of the European Cultural Foundation in Amsterdam for project "Art, For Social Change" in Eastern Europe.

Annual Event: Lithuania, a country in Eastern Europe which borders the Baltic Sea between Latvia and Russia, will be the host country to EuroFest '99 — the sixth European Festival. In addition to the regular non-competitive format that participant teams will showcase, EuroFest also features a "mixer" problem. Distributed early in the Festival, the mixer problem teams kids from different countries who speak different languages. They have the next two days to work together to solve the problem.



**OMEOC Director:
Adam Rusilowski**

Teaching Theatre Wybrzezak
Gdansk, Poland

OMLAOC (OM Latin American Organizing Committee)

Chartering Countries: Colombia, Curaçao, Peru

Interested Countries: Argentina, Aruba, Bolivia, Brazil, Chile, Costa Rica, Ecuador, San Salvador, Guatemala, Honduras, Mexico, Panama, Paraguay, Venezuela, Virgin Islands

History: Thom Budish, OM Association Director of Curaçao, with the help of the OM Assistant Director, presented an Odyssey of the Mind workshop to the Association of American Schools in South America. From this workshop, OMLAOC was born. Under Thom's directorship, OMLAOC was formally accepted by the OM Board of Directors as an OM affiliate in 1996. Thom is Director of his private school, Curaçao-American Preparatory School, and he has coached a World Finals' Championship team.

Annual Event: The Third Annual OM Latin American Showcase for the 1998-99 year will be hosted by Curacao OM Association. Tournament dates are Friday, March 26, 1999 (Opening Ceremonies) through Sunday, March 28 (Awards Ceremonies). Approximately 40 teams from throughout Latin America and the world are expected to participate. Teams will have the option of staying a few extra days for sight-seeing purposes.



**OMLAOC Director:
Thom Budish**

Curaçao American
Preparatory School
Willenstad, Curaçao

NASA Supports Odyssey of the Mind Long-Term Problem

As part of its ever-expanding outreach and education efforts, the National Aeronautics and Space Administration (NASA), has funded a grant to support an Odyssey of the Mind (OM) problem for the 1998-99 school year. You might be surprised to learn that NASA is concerned with more than space travel! NASA's Earth Science Enterprise is a comprehensive program studying the Earth as an environmental system, and that's what one of this year's Long-Term problems involves.

OM representatives visited Goddard Space Flight Center (GSFC) and educated a diverse group from GSFC and NASA about the OM philosophy. After the presentation, it was readily apparent that OM could provide a unique forum for students to learn more about the Earth Science Enterprise. A unanimous decision to support an Earth Science problem prompted the return of OM representatives. After a day of intense discussions with NASA scientists, educators, and other members of the EOS staff, the Long-Term problem was formulated. It's the EnviroMental Challenge!

Just as scientists use satellites and other tools to study the Earth, NASA hopes that its support of the Odyssey of the Mind problem will inspire students to gain a better understanding of the global environment by exploring the interaction between the Earth's atmospheric systems. OM'ers will work to solve the problem much as Earth scientists do — they rarely work independently of one another — instead, they bounce ideas around, build on research made by other Earth scientists, and try to solve problems collectively by sharing knowledge and experience.

The EnviroMental Challenge was designed to encourage students to think divergently, critically and cooperatively about a complex problem in the same way that Earth scientists, weather forecasters, farmers, fishermen, politicians, and planners must confront daily the dual challenge of understanding how natural processes affect humanity, and how we affect those same natural processes. NASA is proud to

include OM Association in a long list of partners who are working together to improve our knowledge of the Earth and to use that knowledge for the benefit of all humanity.

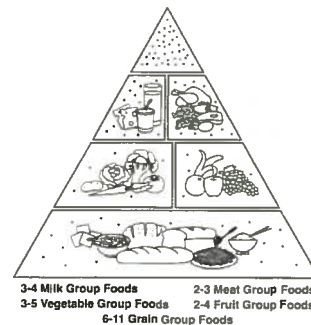
NASA's Web site is available to OM teams for research regarding this problem.

It is located at <http://eosps.gsfc.nasa.gov/om.html>.



After School Snacking is Cool . . . and Can be Healthy, Too!

As every Omer knows, kids need to eat many nutritious foods daily in order to grow up healthy. Snack foods like yogurt, apples and string cheese help kids meet their daily nutrition requirements.



So, here are some ideas to help OMers plan healthy after-school snacks:

- Check out the website www.familyfoodzone.com for healthy snack ideas!
- Make copies of this healthy and yummy Groovie Smoothie recipe and pass it out to your OMers.
- Suggest that kids drink flavored milks instead of soda.
- Offer healthy snacks — such as cheese and crackers or milk and fruit — at OM meetings and events.
- Be a good role model. Eat healthy snacks yourself!
- Start this school year right with healthy snacks!

Fun food idea:

Groovie Smoothies

- 2 ripe small bananas, cut into chunks
- 1 cup frozen unsweetened whole strawberries
- 1 8-ounce carton vanilla low-fat yogurt
- $\frac{3}{4}$ cup milk

Place the banana chunks, frozen strawberries, yogurt and milk into blender container. Cover and blend until smooth. Serve immediately. Makes 2 servings.

Recipe courtesy of MAAPEP.



NATIONAL DAIRY COUNCIL
AMERICA'S DAIRY FARMERS

Judges & Officials Certification

Just a reminder that all judges and officials wishing to be considered for selection as a World Finals' Official, must be certified in a Long-Term problem or Spontaneous. This applies to all World Finals' Officials whether serving in a judging or non-judging position.

Please contact your Regional or Association Director for the information on judges' training sessions in your area.

Upon completion of the training, each judge will receive a certification card. Judges may be certified in more than one Long-Term problem.

Meet the Odyssey of the Mind Co-International Problem Captains



Rick Rand, Problem #1:

Over the Mountain

Rick's OM experience has covered all levels of the program. He has been a proud OM parent of twin boys and co-coach for five years, during which time the team won an OM World Finals' Championship. Rick has judged for two states at Regional Tournaments and Association Finals, assuming roles as Problem Judge, Head Judge, Association Problem Captain and Judges' Trainer. He has judged the past five years at World Finals and may have even been seen as a competitor in the Coaches' and Officials' Competition. When not involved in OM activities, Rick is a Senior Engineer at IBM's T. J. Watson Research Center in Yorktown Heights, New York, where he is currently working on future computer design.

Lynn Macey, Problem #2:

EnvirOMental Challenge

Lynn Macey has been active in California OM since 1990. He has contributed as a Problem Judge, Regional and Association Problem Captain. He currently is the listmaster for the VOMBO-sponsored mailing lists and is the VOMBO webmaster. He also serves on California OM's Region 11 Board of Directors. In "real life," Lynn is an Information Systems Manager for Informix Software. He shares his home in San Jose with his wife Bonita, children Stephanie and Josh and assorted flora and fauna.



Cy Richard, Problem #3:

"O, My Faire Shakespeare"

Cy has been involved in OM for fifteen years as a Problem Judge, Head Judge, Judging Coordinator for New Hampshire OM, Association Problem Captain for Problem #3 and Spontaneous, State Tournament Director and a member of the NHOM Board of Directors. Cy has also been an OM World Finals' Judge for ten years. When he's not volunteering his time to OM, Cy works as a travel agent for Stratham Travel in New Hampshire. Melinda Richard, Cy's daughter and an OMER for eleven years, currently serves as Secretary to the OM Alumni Association.

Bruce Urban, Problem #4:

RatIOMetric Structure

Bruce Urban has been active in OM since 1985 when his daughter came home from school and informed him that she had volunteered him to coach an OM team! Since that time, he has contributed not only as a coach, but also as a judge at every level of competition, a Head Judge and Association Problem Captain. Bruce is a psychologist for the State of New York's Office of Mental Retardation and Developmental Disabilities. He makes his home in Orchard Park, New York, with his wife Dee (an OM Regional Director) and OMER daughters Lauren and Brooke.



Janet Jones, Problem #5:

CustOMer Service

Janet Jones, an "OM Mom," has been a volunteer for the OM program since 1985, when her younger son, Evan, joined his first team. Janet and her husband, Jimmie S. (OM Scoring IPC), coached their son's team for three years. She has served as a Head Judge and as a Regional Problem Captain and has been a judge at eight OM World Finals. She is the Manager of the National Distribution Center for Heifer Project International - an ecumenical, non-profit organization that helps people feed themselves, generate income and care for the earth. She works with field volunteers in 21 states. Janet lives in Conway, Arkansas with her husband.



Ganeath Brewer, Problem #6:

Saving Our IncOMe

Ganeath Brewer, Association Director for Mississippi OM and President of OMADAB (OM Association Directors Advisory Board), brings over twelve years of experience as an OM judge to her new position. She has also served as an assistant coach for a World Finals' Championship team and spent two years as a Judges' Trainer. In addition to her OM "judging" experience, Ganeath enjoys judging for pageants and talent shows. She is an elementary school teacher who enjoys conducting seminars and workshops on motivational, creative teaching in the elementary school. She is the mother of one daughter and two sons. Ganeath will help to coordinate the further development of this non-competitive problem.

Meet the Odyssey of the Mind Co-International Problem Captains *(continued)*



Reggie Bunis, *Spontaneous*

For Reggie, indoctrination in OM began when her daughter, Tara, who had participated in the program for a year, begged her to coach their all-girl team. That year, the team qualified to attend World Finals. Reggie's OM involvement soon expanded with an appointment to the Pennsylvania OM Association Board of Directors where she has served as Regional Director, Association Problem Captain, Association Co-Director and Association Director. Reggie has created and conducted Spontaneous workshops through Pennsylvania and around the country and was the recipient of OMADAB's President's Service Award. She is also affectionately known as the "Pin Lady" of World Finals. In her non-OM life, Reggie is a psychotherapist specializing in abuse issues and is a Girl Scout leader, trainer and Service Unit Director. She lives in Rose Valley, Pennsylvania, with her husband and two OMers, Tara and Michael.

Jimmie S. Jones, *Scoring*



Jim Jones began his involvement with OM as a parent, then as a coach for three years. At an OM Regional Tournament, he was asked if he knew anything about computers. When he replied that that's how he made his living, he was recruited to the Score Room. That was in 1986, and he has not left the Score Room since! Jim has been a Regional Director and has served on the Texas OM Board of Directors. He has been the Problem Captain for Scoring at numerous Regional and Association tournaments and has served in the World Finals' Score Room nine out of the last ten years. This will be Jim's eighth year as International Problem Captain for Scoring. In addition, he gives support to OM Associations with their computer and scoring difficulties and has been instrumental in the development and testing of the OM Member Manager (OMMM). Jim owns his own computer consulting firm, Computer Help of Conway. He resides with his wife Janet in Conway, Arkansas. They have two adult sons, Jay and Evan (a five-year OMer, five-time Ranatra Fusca awardee and OM scholarship recipient), who reside in Denton, Texas.

Alaska to Charter as 49th State

As this Newsletter goes to print, Alaska is preparing to become OM's newest Chartered Association. Welcome to our 49th Chartered state. Further details will be published in the Winter issue.

1998-99 OM Chartered Association Cut Off Dates

Australia	TBA	Kansas	02/01/99
Benelux	01/31/99	Kentucky	TBA
Canada:		Louisiana	01/15/99
Brit Columbia	01/01/99	Massachusetts	12/01/98
NW Territories	TBA	Maryland	03/01/99
Ontario	01/01/99	Maine	02/01/98
China	12/31/98	Michigan	02/01/98
Colombia	01/31/99	Minnesota	12/11/98
Curacao	TBA	Missouri	12/31/98
Germany	12/31/98	Mississippi	01/15/99
Hong Kong	12/31/98	Montana	01/15/99
Hungary	TBA	North Carolina	12/15/98
Italy	01/31/99	North Dakota	TBA
Kazakhstan	TBA	Nebraska	12/15/98
Lithuania	TBA	New Hampshire	02/15/98
Peru	TBA	New Jersey	01/15/98
Poland	TBA	New Mexico	02/01/99
Singapore	TBA	New Mexico	02/01/99
Russia	TBA	Nevada	01/15/99
United Kingdom	TBA	New York	02/01/99
		Ohio	TBA
		Oklahoma	01/19/99
United States:		Oregon	01/08/99
Alabama	12/18/98	Pennsylvania	01/25/99
Alaska	TBA	Rhode Island	12/31/98
Arkansas	12/18/98	South Carolina	02/13/99
Arizona	01/15/99	South Dakota	12/15/98
California	01/08/99	Tennessee	12/01/98
Colorado	01/15/99	Texas	TBA
Connecticut	01/15/99	Utah	02/02/99
Dist of Columbia	TBA	Virginia	01/15/99
Delaware	12/01/98	Vermont	01/15/99
Florida	01/08/99	Washington	01/15/99
Georgia	12/22/98	Wisconsin	12/20/98
Iowa	12/11/98	West Virginia	02/01/99
Idaho	10/31/98	Wyoming	01/15/99
Illinois	01/31/99		
Indiana	12/20/98		

TBA = to be announced

OM Association, Inc. Announces First Place Tie for 1998 Outstanding Dissertation Award



Patricia Schoonover, Ph.D.
University of Wisconsin — Stevens
Point, WI
*"The Preference For and Use of
Creative Problem-Solving Tools
Among Adaptors and Innovators"*

Douglas Shook, Ph.D.
Summerour Middle School —
Norcross, GA
*"The Effect of Participation in the
Odyssey of the Mind Program on
Student Creative Thinking
and Problem Solving Skills"*



GENERAL PROBLEM PROCEDURES

Each team is scheduled for both a Long-Term (including *Style*) and a Spontaneous presentation at each tournament. The typical procedure for Long-Term presentations follow:

1. Team coach/captain registers the team upon arrival at the tournament site.
2. Props may be brought into the building prior to the presentation time. If prop storage areas are provided, props must be placed there. If not, the Tournament Director will provide further instructions.
3. At some tournaments, a Pre-Staging Area will be used to facilitate the schedule. Check with the Tournament Director for site specific information about the tournament your team will attend.
4. Teams, with all paperwork and props, **must arrive** at the Staging Area (or Pre-Staging Area) 20 minutes before their scheduled Long-Term presentation.
5. Team meets the Staging Area Judge (SAJ), answers any questions, and submits all necessary paperwork. If the team has any questionsask them now!
6. The Staging Area Judge will collect:
 - ✓ Three copies of the *Style* Form.
 - ✓ One copy of the Outside Assistance Form. Teams must explain any Outside Assistance on the back of this Form.
 - ✓ One copy of the Cost Form.
 - ✓ Three copies of a Synopsis (50 words or less) of the team's Long-Term problem solution.
 - ✓ Description of either the team-selected Fine Arts or Technical Element.
 - ✓ Lists or Forms required within the problem.
 - ✓ Trademark or copyright authorization(s)
 - ✓ Team clarification(s)
7. After completing the Staging Area Checklist, the Staging Area Judge will distribute the team's paperwork to the *Style* and Problem Judges, then introduce the Timekeeper. *NOTE: If the Style Judges have questions regarding the team's Style elements, one or more may ask the SAJ to clarify choices.* The Head Coach will be instructed on the proper procedure for receiving the team's raw Long-Term score. Non-performing team members and coach(es) will proceed to designated seating.
8. The Timekeeper will ask for the name of the coach(es), and the correct pronunciation of the team's membership name.
9. The Timekeeper will then introduce the team to the audience, ask for silence and confirm that both team and Judges are ready. Flash photography and/or videotaping of the performance is not permitted without previous permission from the Head Coach.
10. When Judges and team are ready, the team replies "READY," or in some way signals the Timekeeper that they are ready to begin. The Timekeeper says, "BEGIN," and time begins.
11. Performing team members should quickly move all items into the presentation area. The team has eight minutes for set-up, presentation of the solution and *Style* performance.
12. The performance ends when the Timekeeper calls "TIME!" or when the team signals the end of its performance, whichever occurs first. No points will be given for anything that happens or appears after the Timekeeper calls time.
13. After the team's performance, non-performing team members join the performing members on center stage to take a bow and meet with the judges to answer questions. Judges may ask the team to explain special aspects of the performance. No one other than team members may be in the performance area with the judges during these discussions.
14. Once the judging team is finished and the team has been thanked, anyone may help the team remove its items quickly and help clean up. Parents and others are encouraged to assist with clean up in order to facilitate the schedule. It is the team's responsibility to bring necessary clean-up materials. The performance area must be left clean and dry for the next team.
15. The coach should return to the presentation site in approximately 30 minutes to receive the team's raw Long-Term score. The raw *Style* score is not given to the coach. When the team's raw score is ready, the Head Judge asks the coach (or Division III or IV Team Captain) to meet at a designated place. **Address any questions or concerns you may have at this point!** Coaches may pick up any "special" team paperwork.
16. The Head Judge will record the time of day at the top of the Score Sheet, and will initial it as will the coach, before giving the coach a copy. Any appeal of the score must be made within 30 minutes of the time noted on the Score Sheet.
17. The team's final score is calculated by the Score Room, including the team's percentaged Long-Term, *Style* and Spontaneous, less deductions.
18. All of the competitive problems specify a \$100 (U.S.) cost limit and an 8-minute time limit.

In addition to these General Tournament Procedures, each of the Long-Term problems has its own specific procedures. Please review these carefully.

Good Luck & Have Fun!

Problem #1: Over the Mountain

The team reports to the Staging Area with three copies of the *Style* Form; any Problem C items must be submitted. The Staging Area Judge then introduces the team. The performance site will be a mini stage. Once the Timekeeper gives the team has three minutes to clear the Stage making the four trips in the sequence they may proceed to the next one in the sequence of its performance, whichever occurs first.

Problem #2: EnvirOMental Challenge

In the Staging Area the team will be given 10 minutes to prepare the performance area while this is completed. During the performance, it may be necessary to use the Habitat Zone. A team member doing the performance will say, "STOP, REVEAL CARD," to the judges and must leave the performance area. See section H.12 for the conditions. The performance will stop at the end of the performance. If the performance is ended, the non-performing team members may ask questions, and the judges will discuss *Style* categories.

Problem #3: "O, My Faire Shakespeare"

Carefully list the four *Style* categories and make certain that what you have selected is one of those listed in E.6.a. Describe how categories 1 through 4 enhance the performance. REQUIRED LIST - A list, in order as they appear in the problem section, of the costumes and scene is one of those listed in E.6.a. A play will provide the judges with a preview of the costumes which to evaluate in the performance. The judges know which to evaluate in the performance. The judges know which to evaluate in the performance. The judges know which to evaluate in the performance. Once all paperwork has been submitted, the judges will discuss your unique solution to this year's problem.

Problem #4: RatiOMetric Structure

One or more team members will be measured first. Once the weight of the structure has been determined, the team will be weighed in. Alternatively, the team could choose to be weighed in first. Once the team considers weighing in, they will be weighed in before presentation time. The bag/container will be weighed in with a container with a container. If an adult assistant is used in the performance area, the team will be weighed in. In the competition area, the team will be weighed in. Anyone entering the stage will be weighed in. The structure and adjust its position inside the performance area during the performance. The structure will stop when the eight-minute time limit has expired.

Problem #5: CustOMer Service

The Staging Area Judge will introduce the team. The team reports to the Staging Area with three copies of the *Style* Form; any Problem C items must be submitted. The Staging Area Judge then introduces the team. The performance site will be a mini stage. Once the Timekeeper gives the team has three minutes to clear the Stage making the four trips in the sequence they may proceed to the next one in the sequence of its performance, whichever occurs first. The performance will end when the Timekeeper calls "TIME!" or when the team signals the end of its performance, whichever occurs first. No points will be given for anything that happens or appears after the Timekeeper calls time. After the team's performance, non-performing team members join the performing members on center stage to take a bow and meet with the judges to answer questions. Judges may ask the team to explain special aspects of the performance. No one other than team members may be in the performance area with the judges during these discussions. Once the judging team is finished and the team has been thanked, anyone may help the team remove its items quickly and help clean up. Parents and others are encouraged to assist with clean up in order to facilitate the schedule. It is the team's responsibility to bring necessary clean-up materials. The performance area must be left clean and dry for the next team. The coach should return to the presentation site in approximately 30 minutes to receive the team's raw Long-Term score. The raw *Style* score is not given to the coach. When the team's raw score is ready, the Head Judge asks the coach (or Division III or IV Team Captain) to meet at a designated place. **Address any questions or concerns you may have at this point!** Coaches may pick up any "special" team paperwork. The Head Judge will record the time of day at the top of the Score Sheet, and will initial it as will the coach, before giving the coach a copy. Any appeal of the score must be made within 30 minutes of the time noted on the Score Sheet. The team's final score is calculated by the Score Room, including the team's percentaged Long-Term, *Style* and Spontaneous, less deductions. All of the competitive problems specify a \$100 (U.S.) cost limit and an 8-minute time limit.

SPECIFIC PROBLEM PROCEDURES

approximately 20 minutes before the scheduled competition time. The team presents all of the forms including the Cost Form; Outside Assistance Form; three copies of the List that must include:

- d) Methods of motion.
- e) The 50-word (or less) synopsis of the team's Long-Term solution.

it.

The membership sign, checks the vehicle and props for potential floor damage and safety hazards, and checks for required foot coverings on all team members.

A 20' x 24' (6.1 m x 7.3 m). The area will be taped in accordance to the site diagram in the problem specification. A wood block will be taped to the floor in Area M.

At "Begin," the team may bring out all the required items and props, including the Mountain, place them in the appropriate positions and present its solution. The judges, at which time the judges may move the remaining items aside to allow the next team to enter. During the presentation, the team will perform the journey by the problem statement. All of the specified items, Cultural Events, and Showcase Display must occur as specified. If an event or device is unsuccessful, the team's Timekeeper will call "Time" at the end of eight minutes. The performance will end when the eight-minute time period is announced or the team signals the end. The judges will then meet with all team members to discuss their solution.

Use samples in opaque bags and select a card from the randomization deck as described in H.3. - 5. of the Long-Term Problem.

Use sample sets and the Habitat Effect cards in the performance area in accordance with the instructions in H.5. It may be necessary to have the team turn their backs to the card from the randomization deck is to be returned to the Staging Area Judge and put back into the randomization deck.

It is necessary for the team to reveal one or more of the Habitat Effect cards. A card must be revealed if a team member is active in the collection process from within the performance area in the Habitat Zone does not, by itself, require that a card be revealed. If a team member attempts to remove a sample from a habitat, a Problem Judge will determine if the card is to be revealed. If the revealed card is the Poison Card, then any team members in the Habitat Zone immediately become non-performing team members. This includes team members doing *Style*. No team member may be in the Habitat Zone after the Poison card is revealed without becoming a non-performing team member when a team member is in the Habitat Zone.

At the end of the 8-minute time limit, or at the signal from the team, or if all team members are rendered non-performing, whichever occurs first. As soon as the performance ends, the team should quickly join their teammates at center stage and take a bow to the applauding audience! After this celebration, the judges will discuss the team's solution with the team. Ask for demonstrations. Problem Judges will discuss the discriminating device, the collection process, and other technical elements with some team members while the other team members. No one other than the team members may be in the performance area during these discussions.

As your team would like the *Style* Judges to evaluate. The first two categories are mandatory. The set design used for your required scene and a team-designed costume. Provide a description of the costume you want evaluated so the judges will know which one to score. In selecting your two free choice categories, be specific and do not already being judged by the Long-Term problem judges. The last *Style* category is "Effect of categories 1,2,3 and 4". On the *Style* Form you are asked to describe your Long-Term solution. This information will only be seen by the *Style* Judges for use in determining the score for this *Style* category.

Limit the list to no more than 2 sheets of 8 1/2" x 11" or A4 computer paper that must include the team's membership name and number. Please list the items in the same order, lettering your list "a" through "i". The title of the team's original play should be the same as the title on the team poster. Be certain that the Shakespearean play or scene or more consecutive lines listed will be verified to be from the selected scene and will be used in judging G.4. item E.5.g. A brief outline of the team's original play and assist them in recognizing the more complete synopsis of your play presented during the performance. The title of the song to be scored is provided. Since the possibility exists for you to incorporate many technical elements in your performance, item E.5.i. asks for a description of the Technical Element that is to be added to this list an additional requirement lettered "j", a fifty (50) word (or less) synopsis of the team's Long-Term solution. This is to assist the problem judges in

Presented to the judging team, tournament procedures will be followed and your team will present its solution after which you will have an opportunity to discuss with the judges. The performance will be over, however, your team's odyssey will continue, with an enhanced appreciation for the "Classics."

At Weigh-In at least 1 hour prior to their scheduled performance time. Teams should transport and store their structure in a protective container. The weight of the structure is placed on the scale and the scale has had a chance to stabilize, the lowest weight value observed will be recorded as the weight of the structure. After the weigh-in specifications will be verified.

If a team of any violations of problem specifications and give them the opportunity to remove the structure from the Weigh-In Area and take corrective action. If a team presents a different structure for the Weigh-In Judge to evaluate. However, any time a team presents a structure to the Weigh-In Judge, it must go through the entire Weigh-In

When its structure complete, the Weigh-In Judge will seal the structure in a bag and staple the Weigh-In Sheet to the bag. The team will place the structure into the Weigh-In area and seal the container with the Weigh-In Sheet. A team member(s) should pick up the sealed bag/container containing their structure 20 minutes prior to the weigh-in, with the Weigh-In Sheet attached, until it is presented to the Staging Area Judge. If the team wants its structure returned, it must provide the Staging Area Judge with the team name and membership number. The Head Judge will inform the team where it may pick up the structure.

Division I or II, s/he must be identified in the Staging Area and remain with the team throughout the Long-Term solution unless otherwise directed by a judge.

The apparatus (see Our Manual — pages 26-33) should be set on a solid, bare, level floor. A 30-inch (76 cm) safety zone will be taped around the perimeter of the structure. The one must wear safety goggles during weight placement. Once the Timekeeper gives the signal to "Begin," the structure may be placed on the tester. The team may place the tester during the placement of the pressure board. The structure may not be touched if any metal weights are on the pressure board. The only people allowed on the tester are the five team members, judges and adult assistant in Division I and II. *Style* may take place before, during and/or after the structure breaks. The performance period ends or at a signal from the team, whichever comes first.

The team's List of descriptions. The List must include:

Complete one or more tasks and the task(s) it will complete. (See E.10)

Element. (See E.12)

Record.

Scored.

Of the team's Long-Term solution.

Lists are required. From a Pre-Staging Area, the team has 3 minutes to move all props and equipment to the Staging Area. Anyone may help the team with moving items in the Staging Area, the performing team members will have 3 minutes to move all items out of the Staging Area onto the performance site, once time begins.

The area is a minimum of 7' x 10' (2.1 m x 3 m). It is desirable that a larger area is used, however, teams must be prepared to perform within a 7' x 10' area. The area is not taped off from the edge of any drop-off.

When the Timekeeper calls "TIME!" or when the team signals the end of its performance, whichever occurs first. No points will be given for anything that happens or occurs after the performance is ended. Judges meet with all team members and will look carefully at the team's Technical Element and task-performing Prop, making sure they are familiar about the auditory and theatrical elements and the sales transaction between a sales team and a Memorable Character. Other items of interest to the Judges are any other aspect of the culture in which the performance takes place and the team's *Style* categories, including the appearance of the Memorable Character, one of the Memorable Characters. Good luck to all the Customer Service teams! You're going to enjoy solving this problem!

SPECIFIC PROBLEM PROCEDURES (continued)

Problem #6: Saving Our IncOMe	<p>The Primary Problem is non-competitive and for performance ONLY. Teams will not be scored nor ranked. The intent is to showcase the creative solutions and divergent thinking skills of beginning OMers aged 8 and under. Judges will respond to each team by acknowledging various strengths that are displayed during the team's performance. This problem will be evaluated and not scored. Please see "Our Manual" pages 24-25 for the Primary Problem Judge's Evaluation Form.</p> <p>There will be no outlets provided in the performance area (minimum 12' X 12') as teams must solve this problem without the use of electricity. While this problem carries a 10-minute time limit, the Timekeeper will not call "Time" and teams will be allowed to complete their performance.</p> <p>While the Primary Problem introduces the OM Program to very young children and teaches these students about the competitive program, rules for this problem are less restrictive. All students on a team may present the solution to the audience and judges, and participate in an optional Spontaneous problem (if provided by the Tournament Director). A coach may accompany Primary teams into the spontaneous solution site, and remain with his/her team throughout the solution of the problem.</p> <p>Saving Our IncOMe! Has a \$50 (U.S.) cost limit. Time limit is 10 minutes.</p>
Spontaneous	<p>Before The Tournament:</p> <p>All team members, accompanied by one adult (usually the coach), report twenty minutes before scheduled competition time to the Spontaneous Holding Room if one is being used. To avoid congestion, only one adult may accompany the team members to the Holding Room.</p> <p>If there is no Holding Room, the team members should report outside of the Spontaneous Problem Room ten minutes before the scheduled time. Do not knock on the door or enter the room. Wait quietly!</p> <p>When the team is called, all team members may go to the Spontaneous Problem Room. Upon entering the Spontaneous Problem Room, a judge will ask the team for a copy of its signed Outside Assistance Form and tell the team members whether the problem is Verbal, Hands-On or a Verbal Hands-On. The team members will be given one minute to decide which five team members will participate. (If there are only five, then all must participate.) The non-participating team members may stay and must remain quiet and serve as observers only. Any interference from the non-participating team members may result in a score deduction.</p> <p>During Spontaneous:</p> <p>Each problem states the rules for that problem. Team members must listen carefully to the judge reading the problem. In a Hands-On problem, if the judges feel that the team misunderstood the problem, they will voluntarily provide information to attempt to clarify the problem. Once time begins, it may not be stopped.</p> <p>During a Verbal or Verbal Hands-On problem the following terms will be used by the judges: (1) If students repeat an answer that was already given, the judge will say, "Duplicate, give another response." (2) If an answer is inappropriate or doesn't make sense to the judge, the judge will say "Inappropriate, clarify or give another response." (3) If students can't be heard, or can't be understood, the judge will say, "Unclear, say it again."</p> <p>If the problem is Hands-On, unless the problem specifically states otherwise, a taped or marked course may not be altered. Timing devices that beep or make a sound signifying an elapse of time may not be brought into the competition room.</p> <p>After Spontaneous:</p> <p>The team is to leave quickly and quietly. Team members are not permitted to discuss the problem with anyone, not even their coach, until all teams compete. Revealing the problem can cause the team to be assessed deductions. Remember-all teams in a problem and a division receive the same Spontaneous problem — thus, secrecy is essential!</p> <p style="text-align: center;"><i>Remember, judges' subjective decisions may not be challenged!</i></p>
Score Room	<p>The Score Room is the most important location of any tournament. Long-Term, <i>Style</i> and Spontaneous scores, for every team participating, are sent there to be checked and verified. With the increasing number of teams competing, at all levels of Odyssey of the Mind, it is very important that we work toward consistency in how we run our Score Rooms.</p> <p>To accomplish this, starting this year, we will require Local, Regional State/Association Score Rooms, be under direct supervision and control of a Problem Captain for Scoring. Also, all Officials working in the Score Room must complete officials' training and pass a certification test, as required of all other tournament Officials. In addition on site Score Checker/Compilers must be certified in both the Long-Term problem to which they are assigned and in Scoring.</p> <p>Also, Score Room Officials at World Finals must have completed certification in any of the Long-Term problems or as a Score Room Official. The exception to this will be anyone who has served as Association Director, Regional Director or Problem Captain, including Problem Captain for Scoring, during the past year.</p>

Lithuania to Host EuroFest '99

Klaipeda, Lithuania will serve as host city to OM teams participating in EuroFest '99. The Festival will take place May 10-15, 1999 and will feature a "mixer" problem which teams OMers from different countries who speak different languages.

The city offers youth summer camps and boasts a 4-star hotel. Festival participants can visit the Aquarium and Sand Dunes Peninsula. EuroFest attendees will be treated to a Shakespearean presentation and a Parade/Open Ceremony in the Old Town.

For more information, contact Adam Rusilowski via e-mail at: a.rusilowski@iname.com.

Odyssey of the Mind Materials Get a "New" Look

"It doesn't look the same, feel the same or sound the same." Welcome OMers to the 1998-99 Odyssey of the Mind Membership School Program. Out with the old, in with the new and, that's exactly what has happened with this year's membership packet. For years, dedicated OMers, inclusive of coaches, judges, participants and directors have suggested programmatic changes inclusive of Rulebook and Manual changes, Curriculum Guide changes, and most importantly, problems that not only test the creative talents of children throughout the world, but help them to learn the "process" of creative problem-solving and divergent thinking. Well, as the commercial once said, "you asked for it, you got it" — *IT'S OM!*

Welcome to the new **Odyssey of the Mind School Program Rulebook**. Its new outline format has been designed to better assist coaches in both comprehending and referencing rules and procedures relating to the Odyssey of the Mind School Program. Its bold and highlighted captions are intended to facilitate visual identification of programmatic procedures and policies. Its underlined sections are designed to identify to veteran coaches changes in the program and underscore them as areas of importance to our new coaches. Its Tournament Forms have been redesigned to increase both comprehension and facilitate their completion. Yes, it is certainly not yet perfect, but we feel we have taken a significant step towards the development of a more reader friendly Rulebook.

Welcome to **Our Manual**, the new Odyssey of the Mind Program manual. Our Manual has been developed to better assist coaches by providing them with important information needed to coach an OM team. It includes new categories such as; OM Program Philosophy and Goals, Frequently Used OM Words, What to Look For In the OM Membership Packet, Who's Who in OM and the role of OM Affiliates, the Coach's Role, Basic Timelines for Coaches, What You Need to Know about Long-Term, Style and Spontaneous, an OM Tournament Sample Site Set Up, Tournament Information inclusive of the Coaches' Top Ten Things to Bring to a Tournament, a new Primary Problem Judges' Evaluation Form, specifications on how to build the Rumpel, (RatiOMetric structure testing

apparatus), new sample Spontaneous and Curriculum Problems, and OM World Finals Award Winners. Of note, you will identify that there are no longer problem penalties but "score deductions," as OM attempts to accentuate the importance of solving problems is not to access penalties but assist OMers in developing the skill of creative problem-solving. Yes, it is new, yes it is different and yes it will change and grow with the organization.

Welcome to the second edition of the newly formatted **OM Curriculum Guides**. The guides, reformatted in 1997, have been developed by OMers within the field of education. Their teacher-friendly format is one meant for children of all ages, regardless of academic standing and are presented in the areas of Language Arts, Math, Science, Social Studies and Technology. The OM Curriculum Guides represent an extended effort of the OM Association to further reach into any place of learning and provide a "framework" or model for educators and instructional leaders to become involved in the creative problem-solving process. They remain one of the building blocks of the OM Model School Program and have been warmly received by educators throughout the world. We look forward to their continued use in all learning environments and to any feedback our OMers would offer.

And finally, welcome to **Project Rumpelstiltskin** and the newly formatted **Odyssey of the Mind Long-Term problems**. Throughout all six problems, inclusive of the Primary problem Saving Our IncOMe, you will note a consistency in format designed not only to help teams understand the problem, but to increase their ability in learning the skill of creative problem-solving. These newly formatted Long-Term problems were developed by a dedicated group of OMers throughout the country. (See cover story.) It is truly their hope as well as that of the OM Association, that the creative opportunity our coaches are to provide "for the kids" will ultimately help them to go forward ".....to make the world a better place in which to live." Together, we wish all OMers the best of luck in the pursuit of this endeavor in the forthcoming OM year and welcome your comments regarding our new problem and membership format!

OM Training Facilitators Announce Training Dates for 1998-99

OM Training Facilitators, Mo Guy and Rosemary Bognar will conduct Judges' Training Certification (JTC), Coaches' Training Certification (CTC) and Tournament Directors' Certification workshops as follows:

DATE	STATE	TYPE
October 23/24	IN	CTC, JTC
October 24/25	OR	CTC, JTC
October 31	MT/ID/WY/Alberta	CTC
November 6/7	SC	CTC, JTC
November 21	Ontario	TDC
January 9/10	AR	CTC, JTC

Call for World Finals' Interpreters

It may be months away, however, preparations are already under way for the 1999 World Finals at the University of Tennessee in Knoxville. At the 1998 World Finals, OM Association was fortunate to have two OM Officials who served as interpreters for the international teams.

The OM Judges' and Rules Coordinator has anticipated that interpreters who speak the following languages will be needed for the 1999 World Finals: Cantonese, Dutch, German, Hungarian, Italian, Japanese, Korean, Mandarin, Polish, Russian and Spanish. If you are able to serve as a translator, please contact your Regional or Association Directors so that he/she may nominate you.

Mailing Address (for U.S. Postal Service delivery):
 PO Box 547
 Glassboro, NJ 08028-0547

**OM ASSOCIATION, INC.
 PRODUCT ORDER FORM**
 Prices effective through December 31, 1998
 (609) 881-1603 • Fax: (609) 881-3596

Shipping Address (for delivery via alternate carrier):
 114 East High St.
 Glassboro, NJ 08028-2549

- _____ Copies of **Creativity + Teamwork = Solutions** book (@ \$18.75 plus shipping and handling)\$
Contains 12 Long-Term problems, 30 verbal Spontaneous and 15 nonlinguistic Spontaneous problems, with a special chapter on how to build an effective Odyssey of the Mind team.
- _____ Copies of **Odyssey Update** book (@ \$17.75 plus shipping and handling)\$
Revised versions of the best problems from three favorite books plus new Spontaneous problems. Includes 12 Long-Term, 46 Verbal Spontaneous, and 8 nonlinguistic Spontaneous problems.
- _____ Copies of **Competition Stimulates Creativity** book (@ \$17.50 plus shipping and handling).....\$
Contains a collection of 12 Long-Term, 28 verbal Spontaneous, and 15 nonlinguistic Spontaneous problems. Features a chapter on the value of competition in the workplace and in education.
- _____ Copies of **OMermania! Encouraging Humor and Creativity Using the Odyssey of the Mind Problems** book (@ \$19.50 plus shipping and handling)\$
Features a discussion on humor and includes 12 Long-Term problems as well as 40 verbal and 17 nonlinguistic Spontaneous problems for practice.
- _____ Copies of **Problems to Challenge Creativity** book (@ \$18.50 plus shipping and handling).....\$
Contains 15 Long-Term problems, 29 verbal Spontaneous problems, and 21 nonlinguistic Spontaneous problems. Includes a chapter on why all OMers are winners!
- _____ Copies of **Make Learning Fun! Activities to Develop Creativity** book (@ \$17.95 plus shipping and handling)\$
Contains 11 Long-Term problems, 19 nonlinguistic Spontaneous problems and 38 Spontaneous problems.
- _____ Copies of **1998-99 OM Curriculum Materials** (@ \$19.95 plus shipping and handling).....\$
Contains 25 OM-style activities instructionally suitable for all ages in all arenas of learning.
- _____ Copies of **1997-98 OM Curriculum Materials** (@ \$19.95 plus shipping and handling).....\$
Contains 25 OM-style activities instructionally suitable for all ages in all arenas of learning.
- _____ **Shipping and Handling for above orders: Add \$4.00 for the first book**\$
- _____ **Additional books, add \$2.00 each. Outside of North America add \$15.00 per book.**
- _____ Copies of **1998 OM Rulebook** (@ \$3.50 plus \$1.00 shipping and handling)\$
A brand new version in an easy to read format.
- _____ Copies of **1998 Our Manual** (@ \$5.00 plus \$1.00 shipping and handling).....\$
Also new for this year. Replaces the Handbook.
- _____ Copies of **Officials' Training Video** (@ \$30.00 includes shipping and handling).....\$
New for this year, this videotape is used by OM Chartered Associations to train judges and officials. Also available to coaches.
- _____ Copies of **Creativity Around Us* Video** (@ \$68.45 which includes shipping and handling; current members may purchase this package at a discounted price of \$43.45 which includes shipping and handling)\$
This video, accompanied by a discussion and activity guide, examines many creative achievements throughout history and suggests how we can make our own creativity work better for us.
- _____ Copies of the **OM Marketing Video — A Fascinating Journey*** (@ \$19.95 which includes shipping and handling)\$
An eight-minute video that tells the OM story – from its goals to its benefits! This is one more tool to help you secure funds for your local OM program or OM organization.
- _____ Copies of **So Now You're On An OM Team Videotape*** (@ \$29.95 which includes shipping and handling)\$
A 30-minute video for team members, coaches, parents and judges which includes a guide for viewing. Explains what it's like to be part of an OM team.
- _____ Copies of **Advanced Coaches' Training Videotape*** (each video comes with one **Advanced Coaches' Training Workbook**) (@ \$25 which includes shipping and handling)\$
Used in conjunction with the Advanced Coaches' Training Workbook, which provides coaching techniques.
- _____ Additional copies of **Advanced Coaches' Training Workbook** (@ \$5.00 which includes shipping and handling).....\$
Used in conjunction with the Advanced Coaches' Training Videotape.
- _____ Copies of **OM Experience Videotape*** (@ \$19.95 which includes shipping and handling).....\$
Narrated by Bill Moyers, this tape introduces the viewer to the OM Experience.
- _____ Copies of **1998 OM World Finals Video Yearbook*** (@ \$50.00 which includes shipping and handling)\$
Highlights events and activities of the 1998 World Finals. Includes music videos and lots of OM-style fun!



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ADDITIONAL SUPPORT MATERIALS

Additional subscriptions of **1998-99 OM Newsletter** (@ \$10 per year in USA, \$15 outside USA)\$
Published five times per year, it contains noteworthy and newsworthy information about the OM program, problems, events and participants.

1998-99 Associate Membership (Individual \$20; Alumni \$25; Family \$35)\$
Provides the subscriber with a newsletter subscription and a ticket(s) to the Coaches' Recovery Party at the 1999 World Finals.

My total order is:

Enclosed is check # _____ payable to OM Association, Inc. in **U.S. FUNDS**, a purchase order or U.S. Postal Money Order.

Please note: Any customs and/or duty charges are the responsibility of the purchaser.

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OM ASSOCIATION, INC. ODYSSEY OF THE MIND SCHOOL PROGRAM APPLICATION FORM

(609) 881-1603 • Fax: (609) 881-3596

Please complete this form and include a check, U.S. Postal Money Order or Purchase Order payable to OM Association, Inc. (in U.S. funds). The Odyssey of the Mind membership fee is \$135 if the membership mailings go to a North American address. Outside North America the membership fee is \$150. Non-U.S. members must make payment in U.S. funds drawn on a U.S. bank or via U.S. Postal Money Order. All membership categories receive a subscription to the *OM Newsletter*.

MAILING ADDRESS (for U. S. Postal Service Delivery):
P.O. Box 547, Glassboro, NJ 08028-0547

SHIPPING ADDRESS (for delivery via alternate carrier):
114 East High St., Glassboro, NJ 08028-2549

Membership Name _____ School Classification (circle one) rural urban suburban
Member # (if renewal) _____ Grades Covered in Membership School _____

Name and address of individual authorized by member to act on its behalf in reference to all matters pertaining to OM Association, Inc:

(Please indicate your membership type by circling the appropriate category below.)

DIVISIONS I, II and III only:

MEMBERSHIP CATEGORIES

- A Individual School.** In competition, may enter one team, per problem, per division, within the school. Must register as the school name.
- B Home-School students in a certified home-school program.** In competition, may enter one team per problem. Must register as the certified school program name.
- C Two or more schools with the same principal.** One principal that serves two or more schools may join for the schools s/he heads. In competition, may enter one team, per problem, per division, for each division housed within the schools. Only this category uses the name of the school district, such as "Glassboro Schools."
- D Community Group.** An established community-based organization housed within the community, with a mission to serve youth. In competition, may enter one team per problem. The president/director/leader must sign below to attest that this group falls within those parameters. Also, you must include the organization's by-laws with this application. Supplemental education support groups (i.e., PTA's) are not eligible for membership under this category.

_____ signature _____ typed or printed name

DIVISION IV:

E College/University

OM SUPPORTERS:

F Associate Member: (Individual \$20; Alumni \$25; Family \$35)

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_____ Additional copy of *1998-99 Rulebook*
(@ \$3.50 plus \$1.00 shipping and handling)\$ _____
A brand new version in an easy to read format.

_____ Additional copy of *1998-99 Our Manual*
(@ \$5.00 plus \$1.00 shipping and handling)\$ _____
Also new for this year. Replaces the Handbook.

_____ Additional subscription of *OM Newsletter*
(@ \$10.00 per year in USA, \$15.00 outside USA)\$ _____
A brand new version in an easy to read format.

_____ Associate Membership (see Category F above)
Includes newsletter subscription and a ticket(s) to the Coaches' Recovery Party at the 1999 World Finals\$ _____

If this is a new membership, please specify how you learned about the OM Association, Inc. School Program:

- Recommended by a colleague/parent
- Read about OM in _____ publication
- Viewed your World Wide Web home page
- Received an unsolicited mailing
- Heard about it at _____ conference
- Other _____

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NOTE: If you have an APO/AE address, please indicate location: CITY _____ COUNTRY: _____

ENCLOSED IS CHECK # _____ PAYABLE TO OM ASSOCIATION, INC. (in U.S. funds), A PURCHASE ORDER OR U.S. POSTAL MONEY ORDER IN THE AMOUNT OF \$ _____ FOR _____ MEMBERSHIP(S) (\$135 NORTH AMERICAN, \$150 OTHER).



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Third Annual OM Latin American Showcase

Now is the time to start planning and fund-raising for your teams' next trip to the tropical island of Curaçao. The Third Annual OM Latin American Showcase will once again be hosted by Curaçao OM March 25-31, 1999. Teams from around the world are being invited to join teams from Curaçao, Central America and throughout South America for an exciting exchange of creativity and culture as Willemstad (the capital of Curaçao and of the five islands of the Netherlands Antilles) celebrates its 500th anniversary!!!

Willemstad has been recognized by UNESCO as a world heritage site, and will offer OMers an exciting opportunity to experience Dutch hospitality, tropical beaches and creativity - Antillean style.

Teams will be housed at an hotel directly on the beach and take part in a three-day, non-competitive exchange of solutions to this year's Long-Term problems. Island discovery days have also been scheduled into the week-long event, with ample opportunity available for teams from different countries to interact with each other as they explore "dushi Korsou," to learn the local language and to solve a hilarious Spontaneous "problem" concerning Curaçao's diverse cultural history.

Exact costs for teams, coaches and chaperones will be available at the end of November. For more information contact **Curaçao OM** at fax number **011-5999-737-6587** or e-mail to **curamprep@curinfo.an**. For an application form, please write to OM Association, Inc., P.O. Box 547, Glassboro, NJ 08028 USA.

Annual Dissertation Award

OM Association, Inc. once again announces its annual Outstanding Dissertation Awards Program. Any doctoral candidate may enter if his or her dissertation was completed and approved since the 1993 academic year from an institution of higher education that is sanctioned by a state, regional, provincial or country accrediting agency.

The association honors doctoral candidates whose dissertations significantly advance the knowledge and understanding of education theories, concepts and practices related to the OM mission.

OM Mission Statement

The OM Association values and nurtures creativity. Through its activities, the association provides opportunities to develop creative problem-solving skills that are important in an ever-changing world. OM's mission includes the encouragement and development of cooperation, self-respect and the appreciation and understanding of others.

Summary and entry must be submitted by June 1, 1999. Winners will be notified by September 1, 1999.

First-place winner will receive \$1500. Second place winner will receive \$750. For more information and entry form contact OM at:

OM Association, Inc.
Dissertation Awards Program
PO Box 547
Glassboro, NJ 08028
Fax: (609) 881-3596