Odyssey of the Mind
Pledge

Odyssey of the Mind is in the air, in my heart and everywhere. My team and I will reach together, to find a solution now and forever. We are the Odyssey of the Mind.
# 2015-2016 Tropical Region Odyssey of the Mind

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2015-2016
Tropical Region
Odyssey of the Mind
Board of Directors

ERIK VEIGA
Region Director

TROY GELINAS
Problem Captain- Problem #1

BRENT CAPLEY
Problem Captain- Spontaneous

VIVIAN VEIGA
Problem Captain- Problem #2

ROXANNA BRACHO
Problem Captain- Primary

KATHLEEN DOYLE
Problem Captain- Problem #3

GUILLERMO GUERRERO
Problem Captain- Score Room

ANGELA COULSON
Problem Captains- Problem #4

ANA RAMOS
Sales Coordinator

GLORIA ‘GIGI’ CAMPOS
Problem Captain- Problem #5
Dear OMers, Coaches, Parents and Friends,

Welcome to the Tropical Region’s annual regional competition for Florida Odyssey of the Mind. The last several months leading up to this day have been a whirlwind of activity as you worked on your long-term problem solution and mastered the art of Spontaneous problem solving. Today is the day when it all comes together and you have a chance to show off your hard work and preparation. Being here is an achievement in itself. Having come together as a team and participating in today’s competition is something that you can be proud of regardless of the final outcome. I wish everyone success and good luck. I know that your experience today is going to be a good one. You are all winners. You have learned what it is to work as a team. I congratulate you and wish you all the best!

Coaches congratulations! You have survived this far, even though at times you may have wondered if you would make it to competition. Without you and your hard work this day would not be possible. You have made it possible for your students to have a life changing experience, one that will be with them forever. No matter what happened in the months leading up to this day, your students will come together and make you proud.

Thank you judges. Thank you for mastering your long-term problem, for making the effort to become trained and certified, and for giving of your time today.

Parents today you will get to see just what has been taking up your child’s time during the last several months. Whether they have told you or not your support during that time and your being here today means the world to them, and to us. We expect to see you back next year, because as you’ll find out once you get involved, you are hooked for life.

A special thanks to Mr. Edward Smith for allowing us to use the facilities at Miami Springs Senior High School. Thanks also to MSSH activities director Ms. Amy Robaina for her immeasurable support.

The Odyssey Angels program was created to challenge Omers to use their unique creative problem-solving abilities to help some aspect of their community that would otherwise be overlooked. Last year an Odyssey team from Palmetto Middle School became Odyssey Angels when they took on a new project to further the cause against bullying. Their efforts were recognized at the Odyssey Angels display at the 2015 World Finals in Michigan and by school board member Dr. Lawrence S. Feldman. We congratulate them on their efforts and look forward to hearing about other Omers taking steps to help out their communities.

To my Tropical Board Members, for all of your efforts and hard work, I thank you. This year we welcomed a new member to our regional board. Mr. Brent Capley, our new problem captain for Spontaneous, is a long time Omer and long-term problem judge who has taken on the challenge of leading the group of officials that will see every team at tournament. He replaces Jorge Garcia who announced his retirement from the position last year after more than a decade of involvement in Odyssey of the Mind in Miami-Dade county. Thank you Jorge for your service to our community and to Brent for picking up the baton.

Good Luck & Warmest Regards,

Erik Veiga
Regional Director, Odyssey of the Mind Tropical Region

Erik Veiga
What is Odyssey of the Mind?

Odyssey of the Mind is a creative problem-solving program for students K-12 and college. It provides teams with the opportunity to learn creative problem solving, teamwork, brainstorming, self-reliance, and respect for individual strengths – unique, unforgettable experiences that will serve them in every aspect of their lives now and in the future.

Teams of five to seven students develop solutions to one of six Long-Term Problems over several months, while practicing for a Spontaneous Problem. Teams, problems and competitions are organized into five divisions by age groups (Primary, I, II, III, IV). The Primary division problem is a demonstration problem that is not judged competitively.

In the Long Term Problem teams develop a theatrical and engineering solution to a situational problem over several months. Just as much fun, are the Spontaneous Problems where the students develop brainstorming skills to solve problems given at the competition.

In Florida we have Regional competitions where teams advance to State Finals. Top teams from the State Finals go on to the Odyssey of the Mind World Finals.

The Florida Odyssey of the Mind program is made possible by the generous contributions of Volunteers, Parents, Teachers, Contributors and Sponsors. Volunteers serve as Coaches, Coordinators, Judges, Tournament Assistants, Trainers, Problem Captains and Board Members.

For more information, visit our Web site at: http://www.tropicalodyssey.org
Ranatra Fusca Creativity Award

The Ranatra Fusca Creativity Award represents the essence of Odyssey of the Mind. It is presented to teams or individuals who exhibit exceptional creativity, either through some aspect of their problem solution, or an extraordinary idea beyond the problem solution. A Successful problem solution is not a criterion for winning the award; rather, the award is a way to acknowledge and encourage creative thinking and risk-taking.

Ranatra Fusca is the term for a classification of water insect. Although this may seem like a remote association to creative thinking, the name has a special meaning in Odyssey of the Mind. The Odyssey of the Mind was born from a college class taught by its founder, Dr. Sam Micklus, in which he assigned students to create a flotation device to transport them across a pond. One student designed a water strider-like contraption. The device did not solve the problem because of its inability to maintain proper balance; however, if given the time and opportunity to go back to the drawing board, “the student would have been able to correct this and cross the pond. Even though the device did not work properly, the idea was exceptionally creative.

OMER’s Award

OMER’s Award is named for the Odyssey of the Mind raccoon mascot, OMER, in recognition of individuals or teams who demonstrate outstanding sportsmanship, exemplary behavior, or exceptional talent. Recipients of this award may be coaches, team members, parents, officials or anyone else that tournament officials or directors feel exhibit these traits. The award is not intended to reward creativity.

Anyone may inform a tournament official of a possible OMER’s Award candidate. That official will then determine if that person should be nominated. All nominees are reviewed by a panel that determines the final recipients.
The worldwide community often proves its ability to work together to help those suffering from a major disaster. While this generosity is important, too often those suffering in our neighborhoods get overlooked. Whether it’s an elderly woman needing help carrying her groceries, or a family struggling to pay their bills, someone needs help right in our backyards. Unfortunately, they may not receive any without the benefit of the world stage.

The Odyssey Angels program wants to challenge Odyssey participants to use their unique creative problem-solving abilities to help some aspect of their community that would otherwise be overlooked. In return, one team is selected to attend World Finals to present how it helped its community.

The Program:
The focus of an Odyssey Angel group can be anything within the neighborhood they live in. Groups should look for anything that could use creative problem-solving. This is the chance for students to utilize their strengths and help others. Anyone can participate! The only limitation is that one person in the Odyssey Angel group is on an Odyssey of the Mind team.

How it Works:
• Each group will register with the program
• Odyssey Angel teams will explain their charity project and results
• CCI will choose one that it considers to be not only creative, but beneficial to the community
• Up to five representatives of that group will be invited to World Finals as special guests
• There is no charge to become an Odyssey Angel
Odyssey of the Mind team members from Palmetto Middle School came together to raise funds for No Place for Hate, a program sponsored by the Anti-Defamation League, to help efforts to combat bullying in our community.

Andres Laventman, Dylan Leyva, Nicholas Leyva, Leah Melendez, Gabi Rousseau, Sofia Vinueza, & Maia Wenger created anti-bullying t-shirts with the slogan “Keep Calm and Stay Strong”. The team partnered with local schools including Palmetto Elementary, Palmetto Middle, Palmetto High School, Howard Drive Elementary and Pinecrest Elementary to sell t-shirts in the schools.

The schools hosted weekly spirit days and special events, including school fun fairs, for students to purchase and wear the shirts to promote the anti-bullying message.

By working hard on their Odyssey Angels project, the students from Palmetto Elementary and Middle Schools helped many kids feel better about themselves, look forward to seeing their friends at school, and helped build stronger character and stand up for themselves and others.

No Place for Hate and the Anti-Defamation League provided anti-bullying materials and handouts to distribute while the team sold the t-shirts. All funds raised from the campaign will be donated to the No Place for Hate Program and the Anti-Defamation League.

The team was recognized by the Village of Pinecrest and the Anti-Defamation League for their Odyssey Angels finalist project.
## 2015-2016 Tropical Region
### Odyssey of the Mind
#### Performance & Event Locations

<table>
<thead>
<tr>
<th>Event</th>
<th>Locations</th>
</tr>
</thead>
<tbody>
<tr>
<td>REGISTRATION</td>
<td>FRONT LOBBY</td>
</tr>
<tr>
<td>LONG TERM PROBLEMS &amp; SPONTANEOUS</td>
<td></td>
</tr>
<tr>
<td>Problem 1: No-Cycle Recycle</td>
<td>GYMNASIUM</td>
</tr>
<tr>
<td>Problem 2: Something Fishy</td>
<td>CAFETERIA</td>
</tr>
<tr>
<td>Problem 3: Classics... Aesop Gone Viral</td>
<td>LIBRARY</td>
</tr>
<tr>
<td>Problem 4: Stack Attack!</td>
<td>ROOM 170</td>
</tr>
<tr>
<td>Problem 5: Furs, Fins, Feathers &amp; Friends</td>
<td>AUDITORIUM</td>
</tr>
<tr>
<td>Primary: Stir the Pot</td>
<td></td>
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<tr>
<td>Spontaneous</td>
<td></td>
</tr>
<tr>
<td>SALES</td>
<td>FRONT LOBBY</td>
</tr>
<tr>
<td>OMER’S DANCE PARTY</td>
<td>GYMNASIUM</td>
</tr>
<tr>
<td>AWARDS CEREMONY</td>
<td>GYMNASIUM</td>
</tr>
</tbody>
</table>
**2015-2016 Tropical Region Odyssey of the Mind General Schedule**

<table>
<thead>
<tr>
<th>Event</th>
<th>Locations</th>
</tr>
</thead>
<tbody>
<tr>
<td>REGISTRATION</td>
<td><strong>BEGINS AT 8:30 AM</strong></td>
</tr>
<tr>
<td>LONG TERM PERFORMANCES</td>
<td><strong>BEGIN AT 9:00 AM</strong></td>
</tr>
<tr>
<td>SALES</td>
<td><strong>9:00 AM TO 2:00 PM</strong></td>
</tr>
<tr>
<td>OMER’S DANCE PARTY</td>
<td><strong>1:30 PM TO 3:30 PM</strong></td>
</tr>
<tr>
<td>AWARDS CEREMONY</td>
<td><strong>FOLLOWING OMER’S DANCE PARTY</strong></td>
</tr>
<tr>
<td></td>
<td>CEREMONY BEINGS AT 3:30 PM</td>
</tr>
<tr>
<td>STATE QUALIFYING MEETING</td>
<td><strong>IMMEDIATELY FOLLOWING AWARDS CEREMONY</strong></td>
</tr>
</tbody>
</table>

**ALL TEAM MEMBERS & COACHES ADVANCING TO STATE FINALS MUST ATTEND A MANDATORY MEETING AFTER THE AWARDS CEREMONY.**

**IMPORTANT!**

Fines & penalties will be assessed on teams for inappropriate behavior. This includes the behavior of their guests. We are therefore asking that parents who bring along siblings ensure that they are properly supervised, and not being disruptive. Fines will also be assessed for workers who fail to report to their assigned locations.
Teams will build, ride on, and drive a no-cycle, recycling vehicle. It will pick up discarded items, adapt them in some way, and then deliver them to places to be re-used. The vehicle must travel without pedaling for propulsion. In addition, the driver will have an assistant worker riding on the vehicle that will help process the trash items being repurposed. They will make an unplanned stop along the way to perform a random act of kindness.

### Problem 1: No-Cycle Recycle

**Troy Gelinas**

**Divisions I, II, & III**

Teams will build, ride on, and drive a no-cycle, recycling vehicle. It will pick up discarded items, adapt them in some way, and then deliver them to places to be re-used. The vehicle must travel without pedaling for propulsion. In addition, the driver will have an assistant worker riding on the vehicle that will help process the trash items being repurposed. They will make an unplanned stop along the way to perform a random act of kindness.

<table>
<thead>
<tr>
<th>LONG-TERM</th>
<th>SCHOOL</th>
<th>SPONTANEOUS</th>
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</thead>
<tbody>
<tr>
<td>9:40 AM</td>
<td>Vineland K-8 Center</td>
<td>2:00 PM</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>Howard Drive Elementary</td>
<td>11:40 AM</td>
</tr>
<tr>
<td>10:20 AM</td>
<td>Greenglade Elementary</td>
<td>12:00 PM</td>
</tr>
<tr>
<td>11:20 AM</td>
<td>Winston Park K-8 Center</td>
<td>10:00 AM</td>
</tr>
<tr>
<td>11:40 AM</td>
<td>Mater Academy Charter Middle/High School</td>
<td>10:40 AM</td>
</tr>
<tr>
<td>12:00 PM</td>
<td>Jorge Mas Canosa Middle</td>
<td>9:20 AM</td>
</tr>
<tr>
<td>12:20 PM</td>
<td>Miami Palmetto High</td>
<td>9:40 AM</td>
</tr>
</tbody>
</table>
Teams will design and operate a technical solution that simulates multiple styles of fishing. A Fisher Character will work from a designated area to “catch” three different objects that are outside of that area. The catch will be on the move and will include something expected, something unexpected, and a new discovery. The performance will also include a change of weather and a humorous character that portrays a potential catch and avoids being caught by the Fisher.

### Problem 2: Something Fishy

**Vivian Veiga**

**Divisions I, II, III & IV**

Teams will design and operate a technical solution that simulates multiple styles of fishing. A Fisher Character will work from a designated area to “catch” three different objects that are outside of that area. The catch will be on the move and will include something expected, something unexpected, and a new discovery. The performance will also include a change of weather and a humorous character that portrays a potential catch and avoids being caught by the Fisher.

<table>
<thead>
<tr>
<th>LONG-TERM</th>
<th>SCHOOL</th>
<th>SPONTANEOUS</th>
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<tbody>
<tr>
<td>10:20 AM</td>
<td>David Lawrence Jr.</td>
<td>1:00 PM</td>
</tr>
<tr>
<td></td>
<td>K-8 Center (Div II)</td>
<td></td>
</tr>
<tr>
<td>10:40 AM</td>
<td>GW Carver Middle</td>
<td>12:40 PM</td>
</tr>
<tr>
<td>11:40 AM</td>
<td>David Lawrence Jr</td>
<td>9:00 AM</td>
</tr>
<tr>
<td></td>
<td>K-8 Center (Div I)</td>
<td></td>
</tr>
<tr>
<td>12:00 PM</td>
<td>Palmetto Elementary</td>
<td>9:20 AM</td>
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</tbody>
</table>
Teams will create and present an original performance about a fable gone “viral.” The problem will include a list of fables attributed to Aesop. Teams will select one and portray it, and its moral, as going viral - that is, being shared throughout the community and beyond. The performance will be set in a past era and include a narrator character, an artistic representation of the fable’s moral, and a character that makes a wrong conclusion about the moral and is corrected.

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<tr>
<th>LONG-TERM</th>
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<th>SPONTANEOUS</th>
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</thead>
<tbody>
<tr>
<td>9:00 AM</td>
<td>Palmetto Middle</td>
<td>11:40 AM</td>
</tr>
<tr>
<td>9:20 AM</td>
<td>Winston Park K-8 Center</td>
<td>10:20 AM</td>
</tr>
<tr>
<td>9:40 AM</td>
<td>Mater Academy Charter Middle/High School</td>
<td>11:20 AM</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>GW Carver Middle</td>
<td>12:00 PM</td>
</tr>
<tr>
<td>11:00 AM</td>
<td>Coral Reef Elementary</td>
<td>12:40 PM</td>
</tr>
<tr>
<td>11:20 AM</td>
<td>North Beach Elementary</td>
<td>1:00 PM</td>
</tr>
<tr>
<td>12:20 AM</td>
<td>Jose Marty MAST 6-12 Academy</td>
<td>10:20 AM</td>
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</tbody>
</table>
Problem 4: Stack Attack! Angela Coulson

Divisions I, II, III & IV

This problem requires teams to design, build, and test a structure, made only of balsa wood and glue that will balance and support as much weight as possible—twice. During weight-placement, teams can “Attack the Stack” where they will remove all of the weights except for the bottom one and the crusher board. Teams will also receive score for removing weights! After Attacking the Stack, the weight placement process can be repeated to add to the total weight held. Teams will incorporate weight-placement, repetition, and Attacking a Stack into the theme of the performance.

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<thead>
<tr>
<th>LONG-TERM</th>
<th>SCHOOL</th>
<th>SPONTANEOUS</th>
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<tbody>
<tr>
<td>11:00 AM</td>
<td>Jorge Mas Canosa Middle</td>
<td>9:00 AM</td>
</tr>
</tbody>
</table>
The team’s problem is to create and present a humorous performance depicting problem solving from the perspective of three different animals. The animals will help a stranger, help each other, and solve a problem that threatens the survival of all animals. During the performance, the animals will sing and dance. They will also show curiosity, sympathy, frustration, and joy.

**Problem 5: Furs, Fins Feathers & Friends**  
Gloria ‘Gigi’ Campos

**Divisions I, II, III & IV**
The team’s problem is to create and present a humorous performance depicting problem solving from the perspective of three different animals. The animals will help a stranger, help each other, and solve a problem that threatens the survival of all animals. During the performance, the animals will sing and dance. They will also show curiosity, sympathy, frustration, and joy.

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<tr>
<th>LONG-TERM</th>
<th>SCHOOL</th>
<th>SPONTANEOUS</th>
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</thead>
<tbody>
<tr>
<td>9:00 AM</td>
<td>Pinecrest Academy South</td>
<td>1:20 PM</td>
</tr>
<tr>
<td>9:20 AM</td>
<td>Pinecrest Branch Library</td>
<td>1:40 PM</td>
</tr>
<tr>
<td>9:40 AM</td>
<td>Palmetto Elementary</td>
<td>12:20 PM</td>
</tr>
<tr>
<td>10:40 AM</td>
<td>Winston Park K-8 Center</td>
<td>9:40 AM</td>
</tr>
<tr>
<td>11:00 AM</td>
<td>GW Carver Middle</td>
<td>12:20 PM</td>
</tr>
<tr>
<td>12:00 PM</td>
<td>Jose Marti MAST 6-12 Academy</td>
<td>10:40 AM</td>
</tr>
<tr>
<td>12:20 PM</td>
<td>Alonzo &amp; Tracy Mourning</td>
<td>10:00 AM</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>Senior High</td>
<td></td>
</tr>
</tbody>
</table>
Teams will create and present a humorous performance about an object that comes to life when touched by an item that turns out to be magical. While it is alive, the animated object will encounter three other objects that will result in a dramatic change of behavior. There will be a narrator character that explains what is happening and a character that becomes friends with the object. The performance will also include a team-created poem, song, or dance.

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<thead>
<tr>
<th>LONG-TERM</th>
<th>SCHOOL</th>
<th>SPONTANEOUS</th>
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</thead>
<tbody>
<tr>
<td>1:00 PM</td>
<td>Vineland K-8 Center</td>
<td>11:20 AM</td>
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</table>

Each Team participating in the Long-Term problem solution is expected to participate in the Spontaneous problem competition. Spontaneous problems may be “verbal,” “hands-on,” or “verbal/hands-on.” Teams receive points for common and creative responses. Teamwork and speed are critical.

Teams do not know the exact nature of the spontaneous problem until after they enter the competition room. Each team, by problem and division, is given the same spontaneous problem. Spontaneous problems MUST remain closely guarded secrets until ALL teams have completed in order to avoid any unfair advantages to any Team.

ALL divisions participate and time depends on the problem assigned.

SPECTATORS ARE NOT PERMITTED IN THE SPONTANEOUS PROBLEM AREA.
2015-2016 Tropical Region Odyssey of the Mind Calendar of Events

SPONTANEOUS FAIR/COACH’S TRAINING
NOVEMBER 14, 2015
ADVANCED COACH’S TRAINING
JANUARY 30, 2016

REGIONAL COMPETITION
FEBRUARY 20, 2016

STATE FINALS- COACH’S MEETING
APRIL 8, 2016
UNIVERSITY OF CENTRAL FLORIDA
ORLANDO, FLORIDA

STATE FINALS COMPETITION
APRIL 9, 2016
UNIVERSITY OF CENTRAL FLORIDA
ORLANDO, FLORIDA

WORLD FINALS COMPETITION
MAY 25-28, 2016
IOWA STATE UNIVERSITY
AMES, IOWA

Tropical Region Competition
Spontaneous Fair, Coach’s Training & Meetings
Will be held at:

MIAMI SPRINGS SENIOR HIGH SCHOOL
751 DOVE AVENUE
MIAMI SPRINGS, FL 33166
Problem 1: No-Cycle Recycle

Problem 2: Something Fishy

Problem 3: Classics... Aesop Gone Viral

Problem 4: Stack Attack!

Problem 5: Furs, Fins, Feathers & Friends

Primary: Stir The Pot
Find Tropical Odyssey Online & On Social Media

Visit: www.tropicalodyssey.org

Welcome to Tropical Region Odyssey of the Mind!

If you are visiting us for the first time, Thank You!

Odyssey Develops Creativity

Go to the 'Odyssey Develops Creativity' page to learn more about the importance of creativity and the role Odyssey plays in its development.

Tag your Odyssey posts with #tropical2016