



2021 STATE VIRTUAL TOURNAMENT



Odyssey of the Mind®

Volunteers and Officials

Association Director

Tom Bojanski

Vice Association Director

Carolyn Braly

Region Directors

Central Region

Doris Barahona-Burton

Eastern Region

Tom Hansen

Lexie Groner

Northern Region

Becky Miller

Western Region

Pam Norton

Coastal Region

Carolyn Braly

State Problem Captains

Scoreroom

Aaron Smith, Debbie Lauria

Spontaneous

Carolyn Braly

P1 OMER the ROMER

Randy Burton

P2 Virtual Odyssey

Glenn Baron

P3 Omer & the

Beanstalk

Marj Moe

P4 It's a Trap

Glenn Sigmon

P5 Superhero Socks

Pam Norton

Primary

Patti Young

Problem & Spontaneous Judges

Emily Abbott

Paula Abbott

Robert Abbott

Ernie Abernethy

Nicole Adams

David Aguilar

Jeffrey Ardito

Shawn Babner

Allen Ball

Danny Ball

Patricia Ball

Doris Barahona-Burton

Glenn Baron

Bill Barrier

Nikki Bojanski

Christine Bonin

Robert Bothwell

Marie Brown Wilson

Susan Burek

Jami Burr

Donna Burroughs

Jackie Burton

Katie Burton

Candyce Edwards

Jessica Fusco

Barry Groner

Tom Hansen

Zoe Hansen Burnet

Jennifer Heilpern

Merrie Heilpern

Danielle Heindl

Karrie Helt

Erica Hennes

Shayna Hines

Harris Holt

Jamie Holt

Lyn Holt

Judy Huffman

Amit Kantheti

Sheri Kearney

Matthew Kelley

Suzanne Ladd

Melissa Light

John Luikey

Dale McCallister

Elizabeth McCallister

Ty Mew

Becky Miller

Jeff Newell

Catherine Parker

Andrew Patrick

Bob Peacut

Karin Pecaut

Jon Reynolds

Hannah Royal

Mark Santo

Sally Schmitt

Soumya Sen

Lauryn Slattery

Damian Smith

Sean Stickel

LaMarcus Thicklin

Katie Tolbert

Nolan Tomboulian

Nancy Van Camp

Scotty Vanhoozier

Jacob Welsh

Rita Welsh

Gretchen Westman

Ailsa White

Diana White

Special thanks to Bart and Karen Austin for awards support and Lizzie Fleming for program creation!

Dear OMers, Volunteers, Family, and Friends,

On behalf of the North Carolina Odyssey of the Mind (NCOM) State Board, welcome to the first-ever State *Virtual* Tournament! Odyssey of the Mind is all about creative problem solving and this year you have had to overcome many new obstacles in order to present your long-term solutions and respond to Spontaneous problems. Congratulations to all NCOMers on a job well done!

North Carolina Odyssey of the Mind offers a special thank you to all the coaches who have dedicated hours to this experience. This is one more way you touch and mold the lives of our youth. In so many ways, you make a difference.

The Odyssey of the Mind philosophy is based on problem-solving, team effort, perseverance, and sportsmanship. Our judges are trained to look for and reward unusual, creative ideas that relate to the long-term problem and in the spontaneous portion of the competition. It is creativity and risk taking we value. While we wish we could have seen you in person this year, the safety and health of our participants and volunteers come first. So, we look forward to seeing all of your solutions online and we also look ahead to seeing you in person next year!

Creatively Yours,

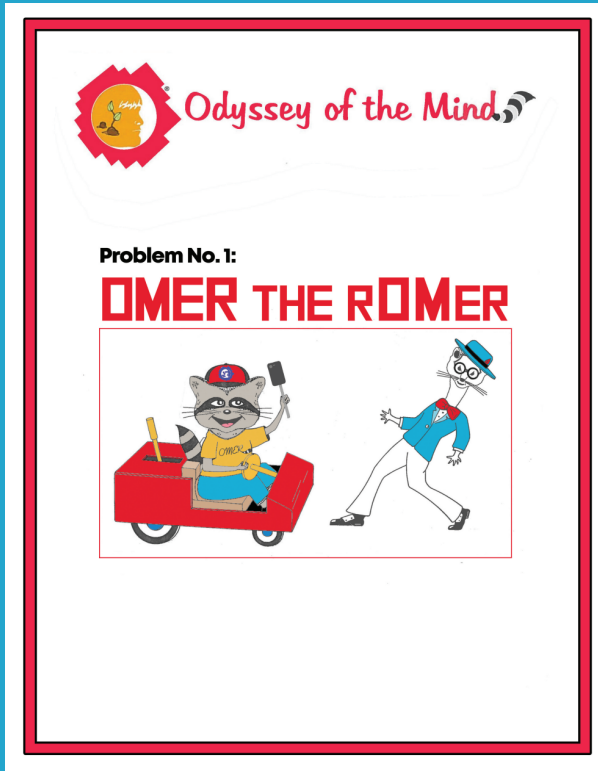
Tom Bojanski

Association Director - NCOM

Carolyn Braly

Vice Association Director - NCOM

Problem 1: OMer the ROMER



Vehicular

OMers are always looking for new fun—and funny—experiences! Teams will design and build a ride-on vehicle that takes an OMer character on an adventure in search of humor. The vehicle will use stored energy as it is propelled forward and in reverse. At each stop, the vehicle and the OMer will react to something humorous before traveling to the next destination. The humorous performance will also include an unplanned stop where the OMer character takes a selfie, a creative physical representation of the selfie, and a vehicle-produced special effect.

Competing Teams

Division I

Barringer Academic Center

Division II

GR Edwards Middle School

Randolph Middle School

St. Mark Catholic School

Northwest Guilford Kiwanis

Pine Hollow Middle School

Division III

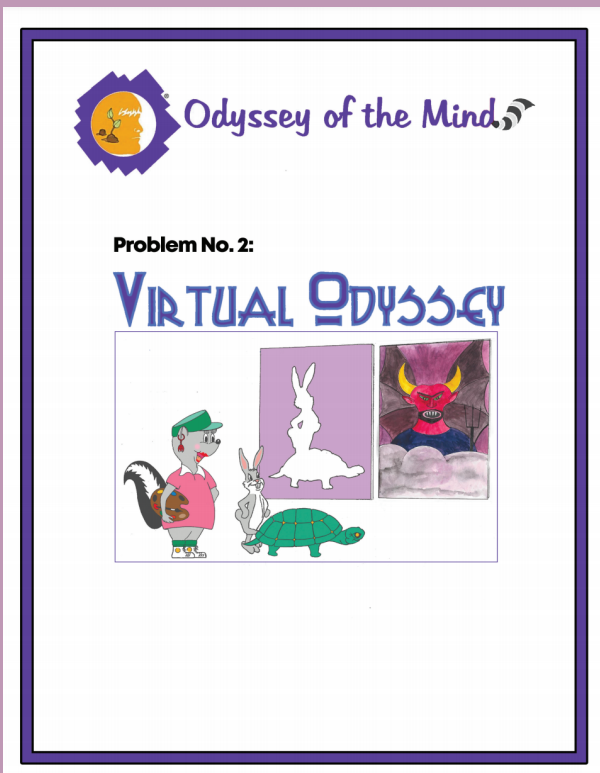
Myers Park High School

Chapel Hill High School

South Iredell High School

Providence High School

Problem 2: Virtual Odyssey



Technical

Creativity is boundless as teams create a performance that includes a Virtual Reality World. As part of the world, they will design and build various technical effects, which include changing something that is two-dimensional into three-dimensional. During the performance, a character will unknowingly enter the Virtual Reality World where it will encounter a nefarious creature. It will learn the rules of collecting credits in the virtual world as the odyssey progresses. Finally, the character will escape the “clutches” of the creature and earn the last credit that allows it to journey back into the real world. The team will also create a special effect indicating to the judges and audience when the performance goes into virtual reality.

Competing Teams

Division I

Celeste Henkel Ele Sch
Washington Elementary

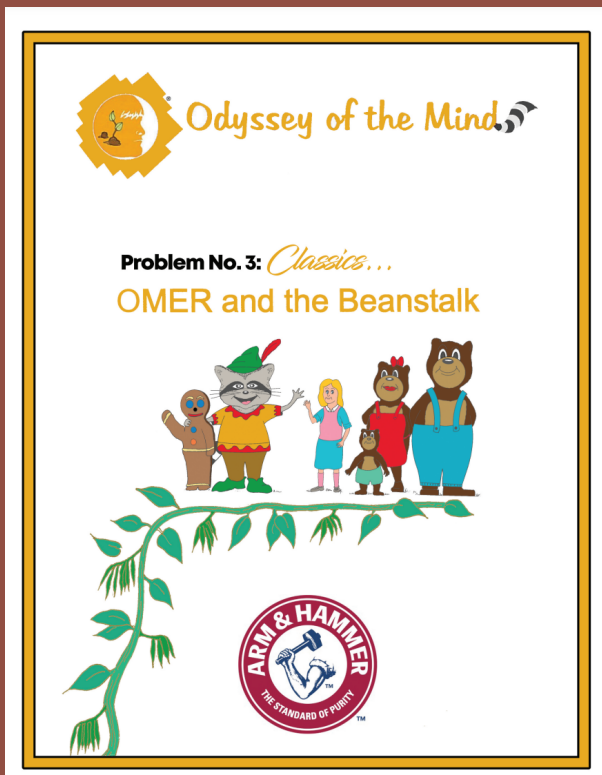
Division II

Randolph Middle School
St. Mark Catholic School
Moore Square Magnet MS
Boys and Girls Club Plateau

Division III

Myers Park High School
Richland HS
Westchester Country Day Sch
Providence High School
Friends Reynolda Manor Library
Gear Shifters Stem Explorers

Problem 3: OMER and the Beanstalk



Classics

Storybooks come alive when a special bean grows into a magic “beanstalk” that takes a youngster into a storybook land. There, a creative host will guide them around as they meet different storybook characters and encounter objects from selected stories that exist together in this mystical land. Teams will use ARM & HAMMER™ Baking Soda to create works of art relating to the stories. A set piece or prop that grows or appears to grow and an original Life Lesson learned by the youngster in storybook land will be part of the performance.

Competing Teams

Division I

Irwin Academic Center
Barringer Academic Center
Blue Creek Ele Sch
Dixon Ele Sch
Mills Park Ele Sch A
Mills Park Ele Sch B
Fuller Elementary School
Washington Elementary

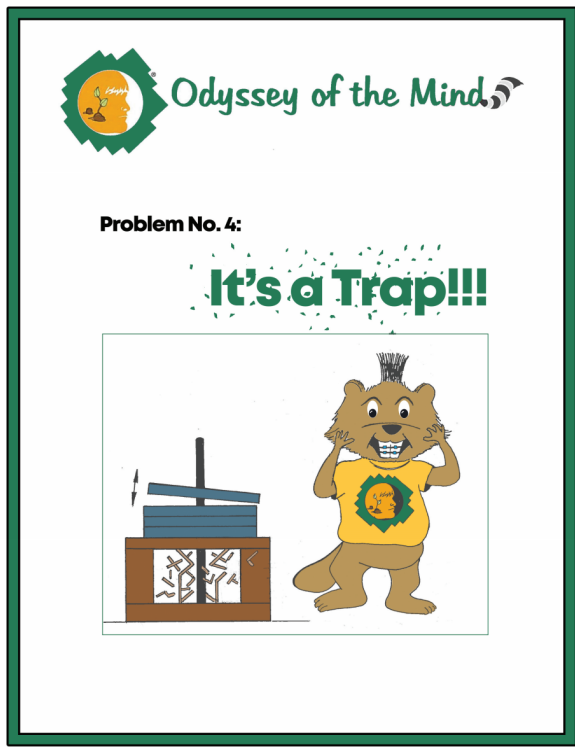
Division II

Randolph Middle School
Holy Trinity Catholic MS
West Iredell Mid Sch
The Expedition School
Jarvisburg Christian Academy
Our Lady of Lourdes Sch
Magellan Charter School

Division III

Charlotte Country Day Sch
Lake Norman HS
Providence HS
Thales Academy Patt

Problem 4: It's a Trap!!!



Oh no, it's a trap! Or is it? In this problem, teams will design and build a structure made of only balsa wood and glue, if desired, that holds as much weight as possible after it is used to trap a moving object. However, an oblivious character will unwittingly avoid traps it does not recognize in a humorous performance. The performance will also include a narrator character that alerts the audience to the action and the traps.

Structural

Competing Teams

Division I

Barringer Academic Center

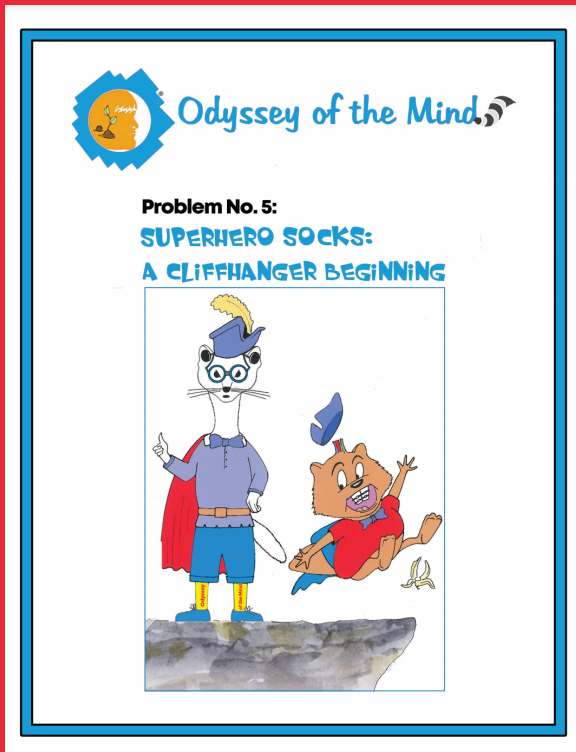
Division II

Carnage Magnet MS
GR Edwards Middle School
Randolph Middle School
The Expedition School
NC Stem Academy

Division III

Ardrey Kell High School

Problem 5: Superhero Socks: A Cliffhanger Beginning



Get ready for a story that begins with a cliffhanger “ending.” A Superhero is in peril and needs help to escape. Just as all hope seems lost, the Superhero puts on a pair of Super Socks that gives the hero a special power. The Superhero uses the power to escape and fend off an adversary who caused the cliffhanger situation. Teams will also create an extreme weather setting, a humorous character, and a sound effect that occurs whenever the character activates the Super Socks.

Performance

Competing Teams

Division I

Englewood Ele Sch
Irwin Academic Center
Mills Park Ele Sch A
Northwest Guilford Kiwanis
Fuller Elementary School
Pleasant Reunion
Washington Elementary

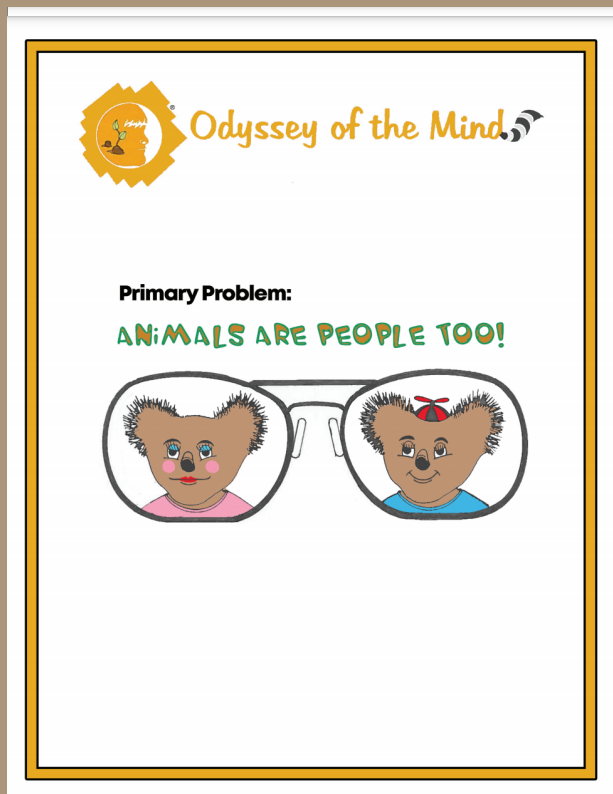
Division II

Carnage Magnet MS
GR Edwards Middle School
Randolph Middle School
Moore Square Magnet MS
Westchester Country Day Sch
Cuthbertson Mid Sch
West Iredell Mid Sch
Triangle Day School
The Carolina Reapers

Division III

William A. Hough HS
Spontaneous Combustion
Richlands HS

Primary: Animals are People Too!



Primary (K-2)

People see the world in different ways. Imagine looking at one thing and seeing something else. In this problem, teams will create and present a humorous performance about a magical pair of glasses that when looked through, make people look like animals. Teams will design a costume that transforms a character's appearance from human to an animal, and another costume that transforms an animal to a different animal. A character will attempt to duplicate the glasses, but the copycat version doesn't work the same way. What is seen through the copycat glasses will be represented by an artistic representation.

Competing Teams

Barringer Academic Center

Blue Creek Elementary School

Thanks to all of our OMers,
volunteers, and families!

Check out ncom.org for information on
how to win a Pin Towel full of your
favorite pins! In addition, all of our
NCOM pins and face masks are available
via the NCOM Store at store.ncom.org



We hope to see you
next year!
