

Northeast Pennsylvania Odyssey of the Mind 2017 Karl R. Schneck, Jr Scholarship

Karl R. Schneck Jr. was an amazing person who dedicated himself to the Odyssey of the Mind program. He believed in combining creativity and teamwork to solve problems. No one loved crazy, wild, outrageous solutions more than Karl. Unfortunately, we lost Karl much too soon, and when he was far too young. As a way to honor his memory, and his love of creative problem solving, we offer a scholarship to a graduating NEPA OotM senior each year.

The scholarship is not based on financial need or academic performance. It is awarded to an OotM high school senior who creates a unique, wild, crazy and outrageous solution to a problem created by the NEPA OotM Board of Directors. All entries are reviewed by the NEPA OotM Board of Directors and as a team, they determine the winner.

Scholarship Application Requirements

- A letter from a coach stating you have been a member of a team that has participated at a regional OotM tournament for three or more years. At least two of the years must be at the NEPA Regional tournament. Application is not restricted to current OotM participants.
- A letter of recommendation from at least one of your coaches. The first two items may be combined as one letter, if appropriate.
- A copy of an acceptance letter from a higher learning institution. If you have not yet heard from the school you hope to attend, send a list of schools to which you have applied.

All scholarship entries must be received by **March 1, 2018**.

Please email your application to regionaldirector@nepaootm.com

Incomplete entries will not be considered.

This Year's Problem

Up is Down and Down is UP

It's a typical day at school. Going from class to class listening to teacher after teacher... blah, blah blah. Suddenly you see a door that you never saw before. Like an elevator, it opens up in front of you and your inner voice says get in. You do. The door closes and you are immediately transported to another dimension where everything is backwards.

Describe in detail your adventure in this new dimension and how you return to your own. Include in your narrative the use of five standard objects that in this new dimension have a very different use/ability.

Your job is to create a humorous and witty adventure that includes these five objects with very unique but plausible uses. You may include photos, diagrams, and illustrations with your narrative.

There will be no clarifications for this problem.