

NORTH CAROLINA ODYSSEY OF THE MIND PIN GUIDELINES

PIN SALES - The official North Carolina Odyssey of the Mind pins will be available for purchase at all regional tournaments and the state tournament. All proceeds from the sale of pins help support the state program.

PINS FOR WORLD FINALS - All team members, coaches, officials, and other individuals advancing to World Finals may buy the official North Carolina trading pins.

INDIVIDUAL TEAM PINS - The North Carolina Odyssey of the Mind Board of Directors encourages teams to buy the official North Carolina pins which will be available to all teams advancing to World Finals. If a team or individual designs their own pin, the pin **CANNOT** bear the letters "NCOM, NC Odyssey of the Mind, North Carolina Odyssey of the Mind, North Carolina OotM, NC OotM or NC OM." These letters can only appear on official North Carolina state and regional trading pins. Individual team pins cannot have the registered trademarks of CCI without permission. These may be seen under Trademarks on page 42, item 25. No team may use World Finals, WF or the WF logo. Teams and/or any other group must obtain permission from its local association or CCI for the use of any other OotM trademark or copyright may be used at World Finals. All team or individual pins should be designed with proper subject matter, and they must have their team's school or membership name on the pin! They may have their hometown & NC and/or their OM problem name & division. Teams must get their pin design(s) approved through Carolyn Braly (bralyc@gmail.com) Pin Chairperson. She will send it to the CCI for final approval. ***Pins may be confiscated at WF by officials if this requirement is NOT met.***

Odyssey of the Mind Intellectual Properties:

ALL pins MUST adhere to the Intellectual Properties as dictated by CCI or their pins will be confiscated at World Finals. There is no set percentage or degree of change that makes a registered trademark or service mark legal to use. Some pointers to keep in mind when creating new pins: this is not an exhaustive list and you must follow all the bullet points below, not just one or two. Refrain from directly copying any third party works (i.e. using a picture of Optimus Prime to create the Optimus Prime-themed pin), Try to use stock features associated with the type of character at issue (aka, scenes a faire*) (i.e. you could depict the raccoon in a cape flying in the air, as many superheroes exhibit these characteristics but refrain from depicting the same using the Superman "S" symbol and/or in similar colors or with laser vision, etc.) Refrain from depicting identifying characteristics that are associated with the character (e.g., the Captain America shield, the numbers 1 and 2 on thing one and thing two, the hat and the goldfish in the Cat in the Hat and the 4" logo on the Fantastic Four characters). Use different color schemes than those associated with the character at issue. In short, you should not create any pin or tee shirt design that either directly copies from an underlying character or source and/or that copy unique or expressive features of the underlying characters.

Odyssey Trademarks: Current Odyssey of the Mind members may use the following copyrights and trademarks, which are federally registered to Creative Competitions, Inc., in their solution,

for advertising or fundraising purposes within their membership area, and for program awareness. Teams may produce tee-shirts and similar items bearing any of these marks for their own use. However, if they intend to offer any items for sale that bear the marks, they must first secure written permission from their Association Director or CCI and cannot sell the items online, e.g., ebay.

- Odyssey of the Mind®
- OotM™
- Creative Competitions®
- OMER®
- Current Long-Term Problem Icons
- OMER's friends
- Current Long-Term Problem cover art
- Odyssey Angels
- OM™

The team must assume responsibility for using any other registered trademarks such as the NIKE swoosh and McDonald's golden arches. Teams must be aware that trademark holders could prosecute them if they use registered marks without obtaining permission from the owner. No team may use *World Finals*, *WF* or the WF logo. Teams and/or any other group must obtain permission from its local association or CCI for the use of any other OotM trademark or copyright at World Finals.

Pin Etiquette:

1. Pin trading helps you meet other Omers.
2. Basic trade rules ensure respectful and enjoyable exchanges.
3. Trade only for pins **you** like! If someone wants to trade for one of your pins and you do not want to part with it, a simple, no thank you will work. You do not have to complete a trade if you do not want to do so. Do not allow anyone to bully you into a trade.
4. Trading pin for pin or set for set is usually a fair trade. But a 6-pin set is not a fair trade for a 4-pin set. Working out a solution that is fair to both traders is best! Negotiate!
5. Most importantly, it is to have fun!