

1991 Long-Term Problems

OMER's Buggy Lite 1990-1991

Divisions I, II, III & IV

The team's problem is to create a theme that incorporates a lightweight battery-powered vehicle that the team designs, constructs and drives. The vehicle must attempt to attach itself to a trailer, tow the trailer, detach the trailer, travel between specific locations, move in reverse, and come to rest in a specified parking place. Time limit: 8 min. Cost limit: \$75 USD.

Give and Go 1990-1991

Divisions I, II & III

The team's problem is to make four separate devices that relay tennis balls from different locations into containers. Time limit: 8 min. Cost limit: \$75 USD.

Classics . . . Pompeii 1990-1991

Divisions I, II, III & IV

The team's problem is to create and present an original performance that includes a scene that takes place in the ancient city of Pompeii before or during its devastation. The performance must be supported with team-made works of art/artifacts presented in various media. Time limit: 8 min. Cost limit: \$75 USD.

Super Collider 1990-1991

Divisions I, II & III

The team's problem is to make and test a balsa wood structure. The structure will be tested to hold weight. The weight stack will be impacted with a collider to cause twisting and vibrations, affecting the structure. Time limit: 8 min.

Transformation 1990-1991

Divisions I & II

The team's problem is to create and present a performance that shows a series of real or imaginary changes or evolutions of something. Photographs and/or drawings illustrating each phase of the transformation must also be presented. Time limit: 8 min. Cost limit: \$75 USD.

Bedtime Story 1990-1991

Primary

The team's problem is to create an original bedtime story and perform a skit where a team member must tell the story to help someone sleep.