

# 1993 Long-Term Problems

## **Pit Stop 1992-1993**

Divisions II, III & IV

The team's problem is to design, build and drive a vehicle powered by one or two mechanical jack(s). It will travel a course and make pit-stops. At some point the vehicle will travel in reverse. Its physical characteristics will change and it will make part of its journey in "full glory." Time limit: 8 min. Cost limit: \$100 USD.

## **Classics . . . The Old Man and the Sea Analogy 1992-1993**

Divisions I, II, III & IV

The team's problem is to create and present a performance based on Hemingway's classic, The Old Man and the Sea. The performance will incorporate a parody or an analogy of the team's interpretation of the story. The performance will also include a conclusion. Time limit: 8 min. Cost limit: \$80 USD.

## **Folk Tales 1992-1993**

Divisions I & II

The team's problem is to create a performance that includes a team-originated folk tale, one or more team-originated legendary or mythical characters, and two or more quotes from a given list. One or two of these characters will be portrayed as the originators of the quotes. Time limit: 8 min. Cost limit: \$80 USD.

## **Dinosaurs 1992-1993**

Divisions I, II & III

The team's problem is to create and present a story about dinosaurs. The performance will include team-made dinosaurs, one or more of which will perform technical tasks. Teams will also make a new dinosaur discovery that, for now, we will call a "creativosaurus." The performance will have a theme that ties together the various required aspects. Time limit: 8 min. Cost limit: \$90 USD.

## **Which End Is Up? 1992-1993**

Divisions I, II & III

The team's problem is to design and build a balsa wood structure to balance and support as much weight as possible. One end, the top or bottom, must fit entirely over a 6" x 6" x 1" block. The opposite end must fit entirely within a 4" x 4" x 1" space. Time limit: 8 min.

## **Li'l Gourmet 1992-1993**

Primary