

1994 Long-Term Problems

MTV (Mini Terrain Vehicles) 1993-1994

Divisions II, III & IV

The team's problem is to design, build, and run a minimum of three vehicles to accomplish specific tasks. The vehicles will be run for accuracy. At each segment of the course, a vehicle will attempt to overcome an obstacle or encounter a difficulty, reach its finish line and break a balloon target. Each team will face eight course segments of which the seven highest scores will count. At the World Finals, two of the obstacles will be different from two of those in other levels of competition. In addition, the team must create and present a theme for its solution. This problem is nonlinguistic for Divisions II and III and linguistic for Division IV. Time limit: 8 min. Cost limit: \$90 USD.

Unbelievable Music 1993-1994

Divisions I, II & III

The team's problem is to design and construct a minimum of three devices that, when combined, will play a tune. The tune will first be presented to the judges and audience in any way the team chooses, e.g., using a cassette, instrument(s), voice(s), etc. Later in the performance there will be a recital in which the tune will be played by the team's devices. During this recital, team-made illustrations complementing the tune will appear. A conductor will also be included. Time limit: 8 min. Cost limit: \$90 USD.

Classics . . . The Iliad 1993-1994

Divisions I, II, III & IV

The team's problem is to create and present a performance of one scene chosen from a given list of scenes from the Iliad. The team will also present an historical scene that took place during the twentieth century that will include one or more gods and goddesses from the Iliad scene. The team must either present a transition between the scenes from the Iliad and the twentieth-century scene, or show some connection or relationship between the two. The team will also create one work of art that will be included in both scenes. Time limit: 8 min. Cost limit: \$80 USD.

Set It Free 1993-1994

Divisions I, II, III & IV

The team's problem is to design and build a structure of balsa wood and glue. The structure's design must allow a ping-pong ball to be placed inside the structure after it has been weighed in at the competition. The structure will be tested by balancing and supporting as much weight as possible while protecting the ping-pong ball and releasing it when the structure breaks. When the structure breaks, the ping-pong ball will be released. If it comes to rest on the tester, or beyond the tester, the team will receive bonus points. This is a nonlinguistic problem for Division I and a linguistic problem for all other divisions. Time limit: 8 min. Cost limit: \$75 USD.

Furs, Fins & Feathers 1993-1994

Divisions I & II

The team's problem is to create and present a humorous performance depicting the life of an animal from the animal's perspective. The performance will include the animal and an interaction between it and one or more human beings. During the performance the animal will display four feelings or emotions from a given list. Time limit: 8 min. Cost limit: \$75 USD.

Masquerade Party 1993-1994

Primary

This non-competitive problem offers teams the opportunity to create a performance about a masquerade party. During the performance the team members will each dress in a costume. They will represent real people, fictional people, animals, objects, etc., and must tell or show the audience and judges why each character/object was selected and the good the character/object did for society. At least some portion of the performance must be humorous. Time limit: 8 min. Cost limit: \$50 USD.