

# 1997 Long-Term Problems

## **Ballonacy Cars 1996-1997**

Divisions II, III & IV

This problem requires teams to design, build and run three small vehicles that will break moving and stationary balloons. Each Car will carry its own set of cards, which will limit the number of scoring runs it may make. One of these Cars will be the Carrier, which will be run to transport the other Cars, in addition to breaking balloons. Time limit: 8 min. Cost limit: \$100 USD.

## **OMERdroid 1996-1997**

Divisions I, II, III & IV

The team's problem is to create and present a humorous performance that includes a team-made OMERdroid (android) that has physical human features. The OMERdroid, designed built and operated by the team, must perform human actions during the performance. Time limit: 8 min. Cost limit: \$100 USD.

## **Classics . . . Can You Dig It? 1996-1997**

Divisions I, II, III & IV

For this problem the team will create and present a performance about archaeology that includes four team-made artifacts and a team member who portrays an archaeologist. The performance will include an act that takes place during an ancient time, where the purpose and/or use of the artifacts are based on his or her conclusions. Time limit: 8 min. Cost limit: \$100 USD.

## **Double Trouble 1996-1997**

Divisions I, II, III & IV

The team's problem is to design and build one structure that is made up of two individual balsa wood and glue structures. One of the structures will be a beam structure designed to bridge a gap; the other will be a load-bearing structure designed to rest on the beam structure and balance weights. The combined structure will be tested by supporting as much weight as possible. The team members will also create and present a theme for their solution, and will be judged on how well they work together during the presentation of their solution. Time limit: 8 min. Cost limit: \$90 USD.

## **Heroic Proportions 1996-1997**

Divisions I & II

The team is to create and present a humorous performance that includes a character that has one or more out-of-proportion characteristics, or is extremely large or extremely small. This characteristic will enable the character to do something better or something it otherwise could not do. The character will use this ability at one time to help a member of its species and at another time to help a member of a different species. Time limit: 8 min. Cost limit: \$90 USD.

## **The Good News 1996-1997**

Primary

The team's problem is to create and present a television news broadcast that includes three stories. At some time during the performance, the team must show the good in something that is usually bad. The presentation must include at least one humorous news anchor and a simulation of a live news clip. Time limit: 8 min. Cost limit: \$50 USD.