

2002 Long-Term Problems

The Chameleon 2001-2002

Divisions I, II, III & IV

The team will design, build and operate a vehicle that, like a chameleon, changes appearance. The performance will include three team-created environments, each with a different setting. One or more team members will operate the vehicle so it travels to each environment, where it will change appearance and blend in with its surroundings. The team member operating the vehicle, and any riders on the vehicle, will also blend visually into each environment. The team will also create a theme for its performance. Time limit: 8 min. Cost limit: \$135 USD.

OMER's Earthly Adventures 2001-2002

Divisions II, III & IV

In this technical problem, the team will present an original performance about environmental preservation. The performance will include OMER, the Odyssey of the Mind mascot, who will apply his creative problem-solving skills to fix malfunctions that prevent three tasks from being completed. Fixing the malfunctions will allow others to perform the tasks needed to help protect the environment. The team will select two tasks from given lists, and one task will be created by the team. Also, the team will create the illusion of OMER traveling. Time limit: 8 min. Cost limit: \$135 USD.



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Classics . . . Center Stage 2001-2002

Divisions I, II, III & IV

The team's problem is to create and present an original performance that is based on a work of classical literature selected from a given list. In a prologue, a Host will give a brief explanation of the essence of the story on which the presentation is based. The team will create a stage set and choreograph a dance that will be performed during the presentation. The performance will conclude with an epilogue that includes a character from a different work on the list. Time limit: 8 min. Cost limit: \$125 USD.

It's a Snap! 2001-2002

Divisions I, II, III & IV

The team's problem is to design and build components of a structure and to assemble them into a complete structure. The components will be made of balsa wood and glue and will interlock without the use of glue, string, or fasteners of any kind. The complete structure must stay together when lifted from any piece of wood. It will be tested by balancing and supporting as much weight as possible. Time limit: 8 min. Cost limit: \$125 USD.

The Ostrich Factor 2001-2002

Divisions I & II

The team is to create and present a humorous performance based on a character that possesses the Ostrich Factor. That is, when the character hides its head, it becomes invisible and remains invisible until its head reappears. However, there is another character that is not affected by the Ostrich Factor. This second character, like the judges and audience, always sees the character that possesses the Ostrich Factor. The Ostrich Factor character will hide its head at least five times during the performance. One of the times it will reappear to find that it missed a fun event and another time it will reappear in a different time and/or place. In addition, the team will create the way the character hides its head and will have a surprise for the audience during the performance. Time limit: 8 min. Cost limit: \$100 USD.

Me and My Shadow 2001-2002

Primary

The team will create and present a humorous performance about the life of a shadow. The shadow will be bound to its person when that person is in light, but when its person is in the dark, the shadow is free to leave and interact with other shadows in a fantasy Shadowland. At least three times during the performance the person will go from the dark to the light, at which time the shadow will return to the person's side. The team will create a signaling system to let the judges and audience know when the person is in the light. Time limit: 8 min. Cost limit: \$50 USD.