

# 2018-19 Long-Term Problem Synopses\*

*Tentative as of April 28, 2018. All problems have an 8-minute time limit.*

## **Problem 1: OMER to the Rescue OMER Again**

On your mark...get set...go! In this problem, teams will ride on and drive original vehicles in an Odyssey-style Who better to help those in distress than OMER? In this problem, OMER and his trusty Sidekick travel to different places with suitcases holding all of the parts of an OMER-mobile vehicle! OMER and his Sidekick will assemble and ride on the vehicle where it will function in different ways to “save the day.” Between attempts, the vehicle will be disassembled, put back into the suitcases, and taken to a different area where it will be reassembled and driven again. Finally, the OMER-mobile is thrown a hero’s parade as a show of appreciation!

*Divisions I, II & III*

## **Problem 2: Hide in Plain Sight**

Teams take a cue from nature in this problem where they create and build a team-made mechanical creature that hides in plain sight. The creature will change its appearance three times to avoid being detected by a Searcher Character trying to find it. The way the creature changes will be different each time! The team will create and present a performance where its creature gets into – or out of – various situations using this resourceful skill. In the end the creature will surprise everyone by changing its appearance a final time and reveal its true self.

*Divisions I, II, III & IV*

## **Problem 3: Classics... Leonardo’s Workshop**

Imagine how inspiring Leonardo DaVinci’s (LDV) workshop must have been. Teams will portray his workplace in an original, creative performance that includes LDV, a patron, and a naysayer. The team will recreate a DaVinci painting, make a three-dimensional representation of one of his works, and recreate another LDV work in any form the team wishes. There will also be an original “debunked” creation, that LDV “invented” but discarded because it was mocked. Ironically, the item will be shown as something commonly used in modern times.

*Divisions I, II, III & IV*

## **Problem 4: Structure Toss**

Step right up and put your structure to the test! Teams must strategize risk for points and “toss” their structures in this year’s problem-turned-carnival. They will use a device to propel the structure in a carnival game. If it travels in the air it gets higher score! Once the structure has been successfully tossed, it can be tested for strength. A carnival barker character will entice other characters to join the fun during a performance that incorporates testing the structure’s strength with creative games of skill and chance. *Divisions I, II, III & IV*

## **Problem 5: Opposites Distract**

Disagreements can distract groups from seeing the bigger picture. Teams will create and present a humorous performance about a sneaky character that distracts others while trying to take control of anything the team wishes. In the performance it will lure others into silly arguments and be successful two times. The arguments will be presented using different dramatic styles and will include attention-getting effects. In the end, the groups will learn that they have been intentionally distracted and will catch the sneaky character before it takes control.

*Divisions I, II, III & IV*

## **Primary: Museum Makers**

Creativity heats up as teams create their own cooking show where a chef gives an original cooking lesson to a special guest. The show takes place from a creative kitchen where balsa wood is used to support a cookbook, a bowl, and an object of the team’s choosing. A special guest will visit and learn to cook from the chef by using team-created representations of food. Performances will also include a name for the show, theme music, and a story about the meal they are cooking. *Grades K-2*