

# 2004-2005 Long-Term Problem Synopses

*This synopsis is tentative as of April 12, 2004.*

## **Problem 1: Stunt Mobiles**

The problem is for teams to design, build and run two original Stunt Mobile vehicles that will travel from behind Start Lines and over six obstacle courses. The Stunt Mobiles will operate on different types of power, and they will travel around, over, and through all kinds of obstacles to break balloon targets.

**Divisions: I, II, III & IV. Cost limit: \$140.**

## **Problem 2: In Your Dreams**

The team will create a performance that includes a dream that, at times, will be cheerful, non-sensical, and nightmarish. The nightmare will include a monster, designed and built by the team, that changes in appearance and performs various tasks, including two designed by the team.

**Divisions: I, II & III. Cost limit: \$125.**

## **Problem 3: Classics . . . Get The Message?**

For this problem, the team will create and present an original performance that includes a story told using three different forms of communication. Two forms of communication will be chosen from given lists, while the third will be a future method created by the team. The presentation will include a Narrator or Host and a stage set.

**Divisions: I, II, III & IV. Cost limit: \$125.**

## **Problem 4: Crazy Columns**

Teams will use only balsa wood and glue to create a structure that will be tested for its ability to balance and support as much weight as possible, but here's the twist: The parts of the structure do not have to be connected, although they can be if the team wishes. The "structure" will rest at three different heights, but the top of the structure will be at least 8 inches from the surface of the tester base. The two outer resting spots will be 10½ inches apart. The third spot will be determined by the team, but within a specified area.

**Divisions: I, II, III & IV. Cost limit: \$125.**

## **Problem 5: Laugh-a-thon**

In this problem, teams will create and present a humorous performance that has team members portraying a puppet, a mime, and an image and its reflection. The performance will also include a comedy routine or humorous sketch, and the effect of something happening much faster than usual. Teams will add two elements of their own choosing to the performance.

**Divisions: I, II, III & IV. Cost limit: \$125.**

## **Primary: Fable-us!**

For this non-competitive problem, teams will create and present a performance that includes an original fable that has a moral. There will be no "humans" in the performance, only animals and inanimate objects with human characteristics. The moral will teach a lesson or provide advice to help one or more characters in the performance.

**Grades K-2. Cost limit: \$50.**