

### PROBLEM 1: CATCH US IF YOU CAN

Teams will design, build, and run vehicles from a multi-level Parking Garage to a secret meeting place without being stopped. Vehicles will travel different routes to reach the same destination. During their Odyssey, the vehicles will do something that prevents them from being followed. The performance will include the reason for the meeting, someone that wants to prevent the meeting, a simulation of a scene taking place inside a vehicle as it travels, and a soundtrack to accompany the vehicles' travel.

#### Catch Us If You Can Div I

Long Term Location: Dance Studio  
Spontaneous Location: E Wing

Long Term	Membership Name	Number	Spont
8:30am	NORDSTROM ELE SCH	41192	10:50am
8:50am	THE GIFTED IN FREMONT	44105	11:08am
9:10am	INDUZ FREMONT A	44190	11:26am

#### Catch Us If You Can Div II

Long Term Location: Dance Studio  
Spontaneous Location: E Wing

Long Term	Membership Name	Number	Spont
9:30am	--Break		
9:50am	TIERRA LINDA MIDDLE SCHOOL	32190	12:44pm
10:10am	JAMES F SMITH ELE SCH	39715	1:02pm
10:30am	EVERGREEN ELE SCH	42215	1:20pm
10:50am	--Break		
11:10am	STRATFORD SCHOOL	43874	1:38pm

#### Catch Us If You Can Div III

Long Term Location: Dance Studio  
Spontaneous Location: E Wing

Long Term	Membership Name	Number	Spont
11:30am	EVERGREEN COMMUNITY CENTER	40817	2:14pm
11:50am	IRVINGTON HIGH SCHOOL	45099	2:32pm

## PROBLEM 2: ODD-A-BOT

Teams will create a humorous story about a family that brings home an "Odd-a-Bot." Instead of being programmed to perform tasks, this Odd-a-Bot robot learns from watching others. Teams will design, build, and operate an original robot that demonstrates human characteristics when performing tasks. In the performance, the Odd-a-Bot will move and learn human actions from watching characters perform activities such as household chores, creating art, and dancing. The Odd-a-Bot learns more than it was expected to learn, and will confuse its actions with humorous results.



### Odd-a-Bot Div I

Long Term Location: B3  
Spontaneous Location: E Wing

Long Term	Membership Name	Number	Spont
10:30am	--Break		
10:50am	MISSION SAN JOSE ELE SCH	29453	9:00am
11:10am	INDUZ FREMONT A	44190	9:18am
11:30am	CAROLYN CLARK ELE SCH	35931	9:36am
11:50am	--Lunch		
12:50pm	FOREST PARK ELE SCH	38012	10:14am
1:10pm	INDUZ FREMONT B	44191	10:32am

### Odd-a-Bot Div II

Long Term Location: B3  
Spontaneous Location: E Wing

Long Term	Membership Name	Number	Spont
9:50am	PRICE MID SCH	42209	11:10am
10:10am	FOREST PARK ELE SCH	38012	11:28am

### Odd-a-Bot Div III

Long Term Location: B3  
Spontaneous Location: E Wing

Long Term	Membership Name	Number	Spont
9:30am	INDUZ FREMONT A	44190	11:46am



### PROBLEM 3: IT'S TIME, OMER

The future and the past collide in this problem about important works of art – both existing and yet-to-be-created. Teams will create and present an original performance about time travelers looking to discover the inspiration for great works of art, little did they know – it was OMER every time! The travelers go back in time — twice into our past and once into our future. They will see OMER inspire two classical artists and a team-created artist from our future. The performance will include how the three works of art positively impact the world, a visual and audible effect that indicates when time travel is occurring, two re-creations of the classic works of art selected from a list, and a team-created work of art.

#### It's Time, OMER Div I

Long Term Location: C4

Spontaneous Location: E Wing

Long Term	Membership Name	Number	Spont
9:10am	INDUZ FREMONT C	45090	10:18am
9:30am	WEIBEL ELE SCH B	40951	10:54am
9:50am	CAROLYN CLARK ELE SCH	35931	11:12am
10:10am	--Break		
10:30am	INDUZ FREMONT A	44190	8:30am
10:50am	WEIBEL ELE SCH A	19580	8:48am
11:10am	TOM MATSUMOTO ELE SCH	41199	9:06am
11:30am	--Lunch		
12:30pm	NORDSTROM ELE SCH	41192	9:42am
12:50pm	INDUZ FREMONT B	44191	10:00am

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#### It's Time, OMER Div II

Long Term Location: C4

Spontaneous Location: E Wing

Long Term	Membership Name	Number	Spont
1:10pm	MARTIN MURPHY MIDDLE SCHOOL	44812	11:30am

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#### Ready, Set, Balsa, Build! Div I

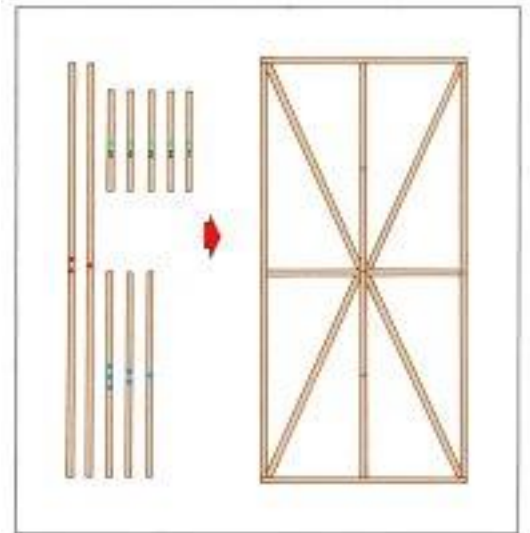
Long Term Location: Dance Studio

Spontaneous Location: E Wing

Long Term	Weigh In	Membership Name	Number	Spont
12:10pm	--Lunch			
1:30pm	12:30pm	EVERGREEN ELE SCH	42215	9:20am

### PROBLEM 4: READY, SET, BALSA, BUILD!

Creativity can be defined by using only what you have to get a job done. In this problem, teams will design, build, and test a structure made of only balsa wood and glue that will balance and support as much weight as possible. The structure must include sets of balsa pieces of predetermined sizes and quantities as listed in the problem. Some sets must be parts of the structure while others, if incorporated, will receive additional score - the more sets of pieces used, the higher the score! Teams will present a performance with a theme about using what's available and that incorporates weight-placement and assembling original team creations.



### Ready, Set, Balsa, Build! Div I

Long Term Location: Dance Studio  
Spontaneous Location: E Wing

Long Term	Weigh In	Membership Name	Number	Spont
12:10pm	--Lunch			
1:30pm	12:30pm	EVERGREEN ELE SCH	42215	9:20am

### Ready, Set, Balsa, Build! Div II

Long Term Location: Dance Studio  
Spontaneous Location: E Wing

Long Term	Weigh In	Membership Name	Number	Spont
1:50pm	12:45pm	CENTRAL MID SCH	35654	9:38am
2:10pm	1:00pm	THE GIFTED IN FREMONT	44105	9:56am
2:30pm	1:15pm	INDUZ FREMONT A	44190	10:14am



**PROBLEM 5: TO BE CONTINUED: A SUPERHERO  
CLIFFHANGER**

Creativity is being taken away from the world, and it is up to Odyssey teams to rescue it! Teams will create and present a humorous performance about an unexpected superhero that encounters three different situations where it must save creativity in some way. The superhero will change appearance when it displays its superpowers and go back to blending in with society when not. The performance will also include a clumsy sidekick, a nemesis character, a choreographed battle, and a cliffhanger ending.

**To Be Continued: A Superhero Cliffhanger Div I**

Long Term Location: B2  
Spontaneous Location: E Wing

Long Term	Membership Name	Number	Spont
8:00am	GOMES ELE SCH	25402	10:20am
8:20am	CAROLYN CLARK ELE SCH	35931	10:38am
8:40am	TOM MATSUMOTO ELE SCH	41199	10:56am
9:00am	WEIBEL ELE SCH C	45190	11:14am
9:20am	--Break		
9:40am	EVERGREEN ELE SCH	42215	12:32pm
10:00am	TECH FOR CHANGE	45082	12:50pm
10:20am	WEIBEL ELE SCH B	40951	1:08pm
10:40am	INDUZ FREMONT B	44191	1:26pm
11:00am	--Break		
11:20am	FOREST PARK ELE SCH	38012	2:04pm
11:40am	WEIBEL ELE SCH A	19580	2:22pm
12:00pm	INDUZ FREMONT A	44190	2:40pm
12:20pm	NORDSTROM ELE SCH	41192	2:58pm

**To Be Continued: A Superhero Cliffhanger Div II**

Long Term Location: B2  
Spontaneous Location: E Wing

<b>Long Term</b>	<b>Membership Name</b>	<b>Number</b>	<b>Spont</b>
12:40pm	--Lunch		
1:40pm	INDUZ FREMONT B	44191	8:30am
2:00pm	THE GIFTED IN FREMONT	44105	8:48am
2:20pm	MARTIN MURPHY MIDDLE SCHOOL	44812	9:06am
2:40pm	INDUZ FREMONT A	44190	9:24am

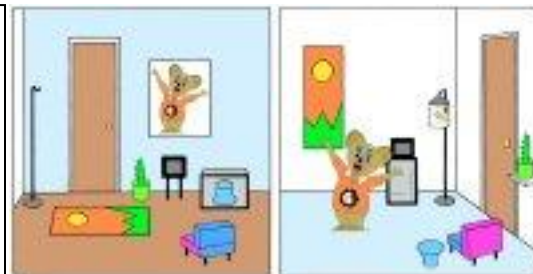
**To Be Continued: A Superhero Cliffhanger Div III**

Long Term Location: B2  
Spontaneous Location: E Wing

<b>Long Term</b>	<b>Membership Name</b>	<b>Number</b>	<b>Spont</b>
3:00pm	MISSION SAN JOSE H S	24409	9:42am

## PRIMARY: MOVIN' OUT!

Teams will create and present a performance about a group that is moving out of one place and into another. Team-created props and scenery will make up the first setting. Team-made devices will then move the scenery and props to a new location and the scene will then transform into a new setting. Everything in the transformed scene must be made from the transported items. The performance will also include a humorous Moving Character, a reason for the move, and a lost item that is rediscovered in an unusual place.



### Movin' Out! Primary

Long Term Location: C2

Spontaneous Location: E Wing

Long Term	Membership Name	Number	Spont
8:30am	EVERGREEN ELE SCH Coach Mujoo	42215	12:52pm
8:50am	WASHINGTON OPEN ELE SCH Coach Brock	25795	1:10pm
9:10am	FOREST PARK ELE SCH Coach Selvaraj	38012	1:28pm
9:30am	--Break		
9:50am	MISSION SAN JOSE ELE SCH Coach Kaur	29453	2:06pm
10:10am	TOM MATSUMOTO ELE SCH Coach Doraivelu	41199	2:24pm
10:30am	WEIBEL ELE SCH A Coach Durve	19580002	2:42pm
10:50am	--Break		
11:10am	INDUZ FREMONT B Coach Dhingra	44191	8:30am
11:30am	THE GIFTED IN FREMONT Coach Mehta	44105	8:48am
11:50am	WASHINGTON OPEN ELE SCH Coach Shambaugh	25795002	9:06am
12:10pm	--Lunch		
1:10pm	TOM MATSUMOTO ELE SCH Coach Vishwakarma	41199002	9:44am
1:30pm	INDUZ FREMONT B Coach Singh	44191002	10:02am
1:50pm	WEIBEL ELE SCH A Coach Ramaswamy	19580	10:20am
2:10pm	--Break		
2:30pm	INDUZ FREMONT B Coach Rai	44191003	10:58am
2:50pm	WEIBEL ELE SCH A Coach Pathak	19580003	11:34am
3:10pm	TECH FOR CHANGE Coach Kharat	45082	11:16am