



Problem 1: OMER to the Rescue, Again

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!

Schedule for OMER to the Rescue Again

Division I Location: Dance Studio

Long Term	Number	Membership	Spont
9:30am	42215	EVERGREEN ELE SCH	11:00am
9:50am	41192	NORDSTROM ELE SCH	11:20am
10:10am	29453	MISSION SAN JOSE ELE SCH	11:40am
10:30am		--Break	
10:50am	44190	INDUZ FREMONT A	1:00pm
11:10am	38012	FOREST PARK ELE SCH	1:20pm

Schedule for OMER to the Rescue Again

Division II Location: Dance Studio

Long Term	Number	Membership	Spont
11:30am	46503	CALIFORNIA CROSSPOINT ACADEMY	1:40pm

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.

Schedule for Hide In Plain Sight

Division I Location: B3

Long Term	Number	Membership	Spont
9:00am	45090	INDUZ FREMONT C	10:20am
9:20am	38012	FOREST PARK ELE SCH	10:40am
9:40am	44190	INDUZ FREMONT A	11:20am
10:00am		--Break	
10:20am	41192	NORDSTROM ELE SCH	11:40am
10:40am	41351	MILPITAS CHRISTIAN SCH	12:00pm
11:00am		--Break	
11:20am	44191	INDUZ FREMONT B	1:20pm
11:40am	45766	CONNECT COMM CHARTER SCH	1:40pm
12:00pm	19580	WEIBEL ELEMENTARY SCH A	2:00pm

Schedule for Hide In Plain Sight

Division II Location: B3

Long Term	Number	Membership	Spont
1:20pm	40817	EVERGREEN COMMUNITY CENTER	9:00am
1:40pm	44190	INDUZ FREMONT A	9:20am

Schedule for Hide In Plain Sight

Division III Location: B3

Long Term	Number	Membership	Spont
2:00pm	44105	THE GIFTED IN FREMONT	9:40am



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.

Schedule for Classics... Leonardo's Workshop

Division I Location: C4

Long Term	Number	Membership	Spont
9:00am	19580	WEIBEL ELEMENTARY SCH A	1:00pm
9:20am	44190	INDUZ FREMONT A	1:20pm
9:40am	41199	TOM MATSUMOTO ELE SCH	1:40pm
10:00am		--Break	
10:20am	40951	WEIBEL ELEMENTARY SCH B	2:20pm
10:40am	44191	INDUZ FREMONT B	2:40pm

Schedule for Classics... Leonardo's Workshop

Division II Location: C4

Long Term	Number	Membership	Spont
11:20am	41199	TOM MATSUMOTO ELE SCH	9:00am
11:40am	44190	INDUZ FREMONT A	9:20am
12:00pm	34504	CHALLENGER SCH	9:40am
12:20pm		--Lunch	
1:20pm	23081	C T ENGLISH MID SCH	10:20am
1:40pm	44105	THE GIFTED IN FREMONT	10:40am
2:00pm	45766	CONNECT COMM CHARTER SCH	11:00am
2:20pm	28159	BURLINGAME INT SCH	11:20am

Schedule for Classics... Leonardo's Workshop

Division III Location: C4

Long Term	Number	Membership	Spont
2:40pm	44191	INDUZ FREMONT B	11:40am

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.

Schedule for Structure Toss

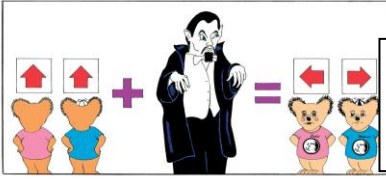
Division I Location: Dance Studio

Weigh In	Long Term	Number	Membership	Spont
11:30am	1:15pm	29453	MISSION SAN JOSE ELE SCH	10:00am

Schedule for Structure Toss

Division III Location: Dance Studio

Weigh In	Long Term	Number	Membership	Spont
11:40am	1:35pm	46420	UNIV PREP ACADEMY CHARTR SCH	10:20am



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.

Schedule for Opposites Distract

Division I Location: B2

Long Term	Number	Membership	Spont
9:00am	35931	CAROLYN CLARK ELE SCH	12:20pm
9:20am	45090	INDUZ FREMONT C	12:40pm
9:40am		--Break	
10:00am	41192	NORDSTROM ELE SCH	1:00pm
10:20am	41199	TOM MATSUMOTO ELE SCH	1:20pm

Schedule for Opposites Distract

Division II Location: B2

Long Term	Number	Membership	Spont
11:00am	19580	WEIBEL ELEMENTARY SCH A	9:00am
11:20am	35931	CAROLYN CLARK ELE SCH	9:20am
11:40am	44191	INDUZ FREMONT B	9:40am
12:00pm		--Lunch	
1:00pm	28159	BURLINGAME INT SCH	10:20am
1:20pm	44190	INDUZ FREMONT A	10:40am

Opposites Distract

Division III Location: B2

Long Term	Number	Membership	Spont
1:40pm	40669	EVERGREEN VALLEY H S PTSA	11:00am



Problem 6: Museum Makers

Kids can see the extraordinary in the ordinary. Now they will use that ability to create their own museum! The team will create and present an original museum and its exhibits. During the performance, the team will reveal three creative displays that explain the theme of the museum and show off team-made items. A tour guide will take audiences on a journey through the museum to meet a humorous artist and a curator.

Schedule for Museum Makers

Primary Location: C2

Long Term	Number	Membership	Coach	Spont
9:00am	41199	TOM MATSUMOTO ELE SCH	BHARGAVA	1:15pm
9:15am	35931	CAROLYN CLARK ELE SCH	KUMAR	1:30pm
9:30am	44190003	INDUZ FREMONT A	ARASU	1:45pm
9:45am		--Break		
10:00am	38012	FOREST PARK ELE SCH	KRISHNAMOORTHY	2:15pm
10:15am	41192	NORDSTROM ELE SCH	BERGENER	2:30pm
10:30am	44190005	INDUZ FREMONT A	RACHAM	2:45pm
10:45am	19580002	WEIBEL ELEMENTARY SCH A	BUDATI	3:00pm
11:00am		--Break		
11:15am	38012002	FOREST PARK ELE SCH	SAHU	9:00am
11:30am	44190004	INDUZ FREMONT A	MORE	9:15am
11:45am	35931002	CAROLYN CLARK ELE SCH	MONGE	9:30am
12:00pm	44190006	INDUZ FREMONT A	KOTYAN	10:00am
12:15pm		--Lunch		
1:15pm	19580	WEIBEL ELEMENTARY SCH A	PAK	10:15am
1:30pm	41199002	TOM MATSUMOTO ELE SCH	KODALI	10:30am
1:45pm	44190	INDUZ FREMONT A	SANGHI	10:45am
2:00pm		--Break		
2:15pm	19580003	WEIBEL ELEMENTARY SCH A	NARASIMHAN	11:15am
2:30pm	35931003	CAROLYN CLARK ELE SCH	JHAVERI	11:30am
2:45pm	44190002	INDUZ FREMONT A	PANCHAL	11:45am
3:00pm	41199003	TOM MATSUMOTO ELE SCH	AGARWAL	12:00pm