

# Blind Man's Bluff

This is a hands-on problem. In an actual tournament you would have one minute to select the five team members who would compete.

**This is a two-part problem. In part 1, you will have 6 minutes to develop your solution and practice. In part 2, you will be given 2 minutes to solve the problem for score.** You may ask the judge questions at any time; however, time will continue.

**In Part 1 of this problem, you will choose one member of your team as the Blind Man. The judges will blindfold this team member before the start of Part 2.**

**Your Problem Is: In Part 1, your team must devise a nonverbal, nonvisual communication system that uses the materials provided.** You will be given a practice solution sheet to use for Part 1. In Part 2, the non-blind team members will be given the official solution sheet. **The non-blind team members must then use the team-created communication system to help the Blind Man place the items in this bag (*indicate bag*) into the containers, just as they appear on the official solution sheet. No team members may talk to each other or make noises without the use of the communication materials during Part 2.** Incidental noise will not be penalized.

**You will be scored as follows:**

**Every correctly placed item will receive 5 points.**

**Every incorrectly placed item will receive minus 7 points.**

**The creativity of your solution will receive 1-25 points.**

**How well your team works together will receive 1-15 points.**

*Repeat items in bold. Begin by saying 'I repeat:'*

**FOR JUDGES ONLY:**

Mark out a 10'x10' square on the ground with tape. Inside the square, place an assortment of ten containers of different shapes and sizes. If the following maps don't represent your arrangement, you can draw your own.

For the communication materials, the following list may be helpful:

Plastic cup

Spoon

5 pennies

Rubber band

Spatula

Bell

Balloon

3 colored note cards

For the placement materials, use the following list:

Tennis ball

Toothpick

Pencil

Pair of dice

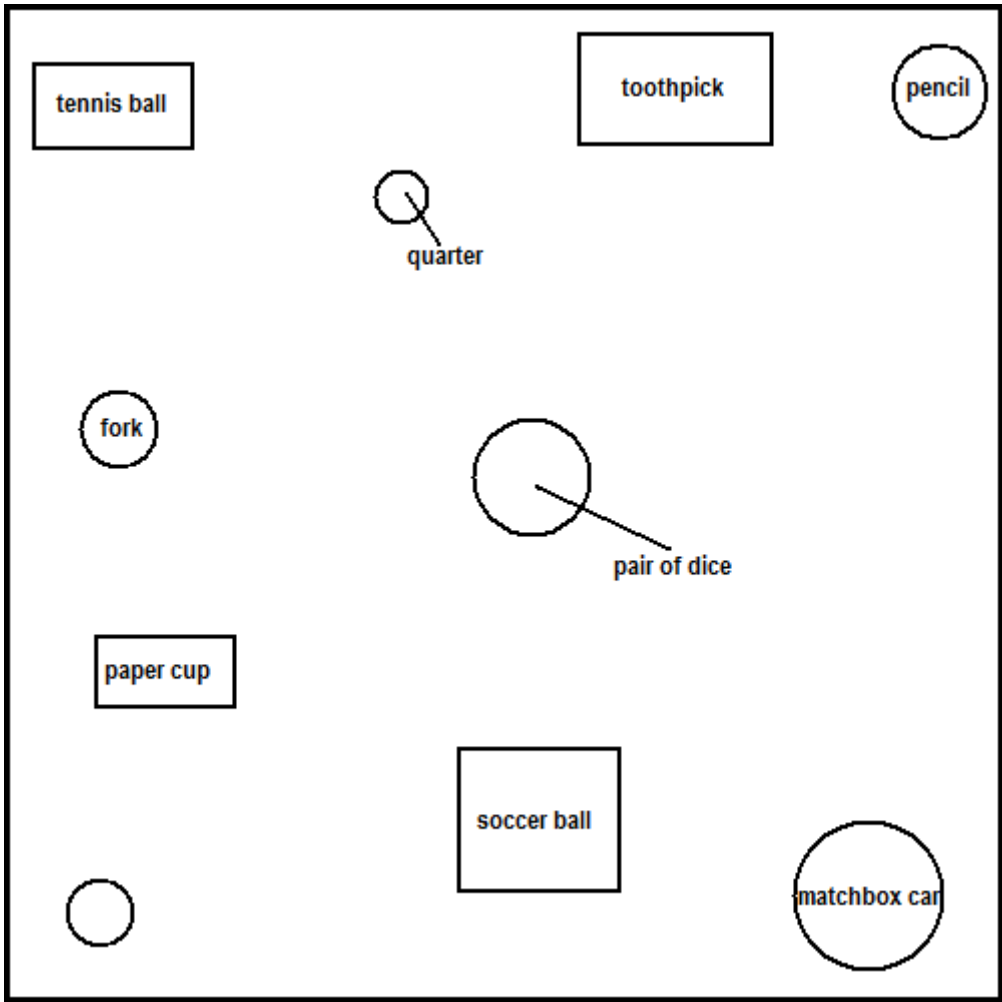
Paper cup

Soccer ball

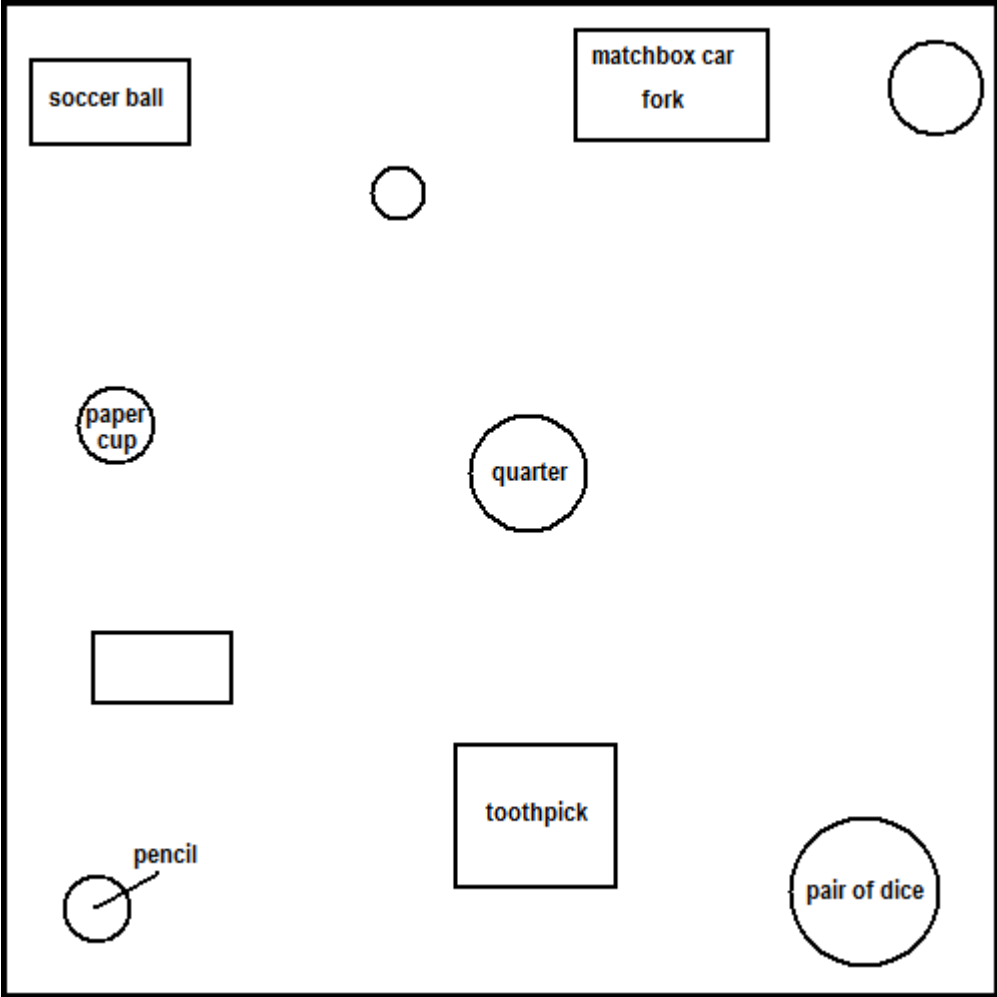
Quarter

Matchbox car

Fork



Practice Map



Official Map