

Spontaneous Problem: Spool

- A. When the team enters the room, tell them, "This is a Verbal problem. In an actual tournament you would have one minute to select five team members to compete. The others could leave or stay to watch, sitting in seats away from the table. If they stayed in the room, they could not assist in solving the problem and could not talk at ANY time."

Note To Judge: All team members can participate in the Spontaneous Fair.

B. JUDGE READS TO TEAM:

1. You will have 1 minute to think, and 3 minutes to respond. You may ask questions at any time, but the clock will continue.
2. Your team is to take turns in sequence. You may not skip your turn or repeat or pass. If one member of the team is stuck, the team is stuck.
3. Once the time begins, it will not be stopped. If the judge asks you to repeat a response, to clarify, or to give another response, time will continue. Speak loudly and clearly.
4. Your problem is to **Name something you can put on a spool**. For example, you might say, "thread."
5. You will receive 1 point for each common response. Creative or humorous responses will receive 3 points.
6. Once again, your problem is to **Name something you can put on a spool**. For example, you might say, "thread."

C. FOR JUDGES ONLY

1. Examples of common responses might include:
"Thread."
"Wire."
2. Examples of creative responses might include:
"A Giant's Shoelace."

Team Copy

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4. Your problem is to **Name something you can put on a spool.** For example, you might say, “thread.”
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Notes for Coaches Only

1. This is a basic verbal problem, similar to many that are used in competition. Similar problems such as “Name things that are Red” may allow for puns (“A book is read”) or words containing the key word, such as “Redemption.”
2. What should you do if you get stuck? Some ideas for getting unstuck are:
 - Look around the room you are in for ideas. Classrooms often have interesting posters on the wall.
 - Think about things in your bedroom at home, your school locker, or some other place that you are very familiar with.
 - Have a default fallback idea like “dinosaurs,” and if you get stuck, always try to say something about dinosaurs. “Put a dinosaur’s tail on the spool.”
 - Use the example that was given when the judge read the problem. Your team should be allowed to give that as a common response once.
 - Try to do a variation on a teammate’s response. You should get away with one variation; afterwards, an answer similar to this one will be called a “duplicate.” If the judge calls the first variation a duplicate, you need to come up with a different answer.
3. What should you do if your teammate is stuck? It might be tempting to glare at him, nod your head, have steam visibly coming out of your ears, etc. This is really bad teamwork, it probably makes it harder for your teammate to think of something, and it is a waste of **valuable** time. Instead, you might give them an encouraging glance, but then you should spend the time thinking of a really killer creative answer! If one team member gets stuck, but by the time she gets unstuck, all of her teammates have thought of creative answers, you might get more total points in the long run.