

SPONTANEOUS PROBLEM PROCEDURES

It is recommended that tournaments use a holding room where spontaneous teams should report 10 minutes before their scheduled competition time. (If there is no holding room, teams should report to the competition site 10 minutes before the scheduled time and wait quietly for further instructions.) Only one adult should accompany the team into the holding room. One team member should register the team, giving the team's long-term problem and division, the team membership number and name, and demographic information. The team will wait in the holding room until it is called to compete. Only the seven team members will be accompanied to the spontaneous problem room by the Problem Judge. The adult will remain in the designated area and wait for the team to return. Where possible, this should be a different area so the holding room does not get congested.

All seven team members will be allowed (and are encouraged) to enter the spontaneous room. The Judges will then identify the type of problem: verbal, verbal hands-on, or hands-on. The team will then have 1 minute to decide among themselves which five team members will compete. The other two team members may remain and watch, but they must not talk, signal, or intervene in any way. If they wish, the two non-competing team members may leave the room; however, this practice is discouraged. Watching the team compete allows all team members to feel valued and allows them to know the problem their team members have solved without having to discuss it outside the competition site. Remember, spontaneous problems must be kept secret until

after the competition, because all teams in the same long-term problem and division have the same spontaneous problem.

Once the team has chosen the five competing team members, the Judge will read the problem to the team. A copy of the problem will be placed in front of the team to refer to as needed. It is recommended that coaches remind team members to listen carefully and look at the judges, who often point and use gestures to help clarify the intent of the problem. In a verbal and/or verbal hands-on problem, the judges will use the following language:

- î If a team member speaks too fast or mumbles and the Judges can't understand, they will say, **AUNCLEAR**. Please say it again.@
- î If the response doesn't make sense to the Judges or is not acceptable, they will say, **AINAPPROPRIATE**. Please clarify or give another response.@
- î If the response is a repeat of what another team member has said, the Judges will say, **ADUPLICATE**. Please give another response.@

Once the team has competed it should leave the room quietly and meet the coach at the designated area. Team members should be reminded not to discuss the problem. Although spontaneous problems are generally not subject to the grievance procedure, if a team has a concern, one team member should ask to speak to the Spontaneous Problem Captain, who will then speak with the Judges and the entire team if necessary.

--Joy Kurtz,

International Spontaneous Problem Captain