

Team Copy

“Now **Eye** **Sea** It **Two**”

1. This is a two-part problem. In part one, you will have 2 minutes to think and ask questions. You may talk amongst yourselves during the first two minutes. In part two, you will have 6 minutes to solve the problem. You may ask questions during your think time, however, time continues. Once time begins, it will not be stopped.

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 whole team is stuck. Speak loudly and clearly. Every time you give a response, you must place a response card in the middle of the table.

3. Your problem: The team is to tell a story using the words that are placed out on the table. You will tell a story using the word on the card as it is written, or for additional points, a different spelling for that word as long as it sounds the same as the actual word or in any part of the word. For example: “You” could be used in a common response as “You are my friend” or in a creative response as “Usually my friend waves to me.” After a response, the next team member will add to the story using one or more of their words in a response. Team members may use their cards over and over. You may not share cards once part two begins. The story will start with the person who holds the card “One” and will continue clockwise around the table. You will end when time runs out or when the last response card is turned in.

4. Scoring is as follows:

Words used as written: 1 point

Words that sound the same but with a different meaning: 5 points

Creativity and flow of the story line: 1-20 points

Teamwork: 1-10 points



Spontaneous Problem: Now Eye Sea it Two

JUDGE READS TO TEAM (Do not read portion in parenthesis):

1. This is a verbal two-part verbal problem. In part one, you will have 2 minutes to think and ask questions. You may talk amongst yourselves during the first two minutes. In part two, you will have 6 minutes to solve the problem. You may ask questions during your think time, however, time continues. Once time begins, it will not be stopped. Every time you give a response, you must place a response card in the middle of the table.

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 whole team is stuck. Speak loudly and clearly

3. Your problem: The team is to tell a story using the words that are placed out on the table (each team member should have 3 words). You will tell a story using the word on the card as it is written, or for additional points, a different spelling for that word as long as it sounds the same as the actual word or in any part of the word. For example: “You” could be used in a common response as “You are my friend” or in a creative response as “Usually my friend waves to me.” After a response, the next team member will add to the story using one or more of their words in a response. Team members may use their cards over and over. You may not share cards once part two begins. You will not receive additional points for using more than one of your words in a response. The story will start with the person who holds the card “One” and will continue clockwise around the table. You will end when time runs out or when the last response card is turned in.

4. Scoring is as follows:

Words used as written: 1 point

Words that sound the same but with a different meaning: 5 points

Creativity and flow of the story line: 1-20 points

Teamwork: 1-10 points

5. I repeat: this is a two part problem. You will have two minutes to think and three minutes to respond. You must take turns in sequence. You are to tell a story using the cards in front of you. Responses that use the word as it is written will receive 1 point, and responses that use a different spelling or use the word in another part of a word will receive 5 points. For example, you might use “red” in a common response by saying “the car is red” or a creative response by saying “he “read” the book.” Two minutes thinking time starts now (start the timer).

NOTE: I would recommend using 5 response cards and no more than 7.

Judges Notes:

Possible words:  one, two, four, eight, be, see, I, tea, you, by, meat, red, blue, sew, pair, peak, bear, so, sun, play, break, hi, toe, right, stair, heard, rest

 (Google “English homophones” for additional words)

Creative responses:

-One: once upon a time, I have wonderful friends

-Two: today I went to the store, tomorrow will be sunny,

 -Be: before I left, I couldn’t afford the ring

-Eight: I ate the cake, I have great friends

-Be: before I left, bees chased me across the field

-See: I like my house down by the sea, he is unseen, I don’t like to make scenes

-I: He poked my eye, “aye aye, captain”

-Tea: I have a great soccer team, I play golf at tee time

-You: usually I have pasta, the unicorn was magical

The main focus of the problem is to help team members start to understand wordplay – OM judges love puns. 5 point responses are awarded *only* for a different uses of words, not for adding creative detail to the story. A word used in a different context/spelling only gets scored as a 5 once – every additional use will be a common response.

Because they do not receive additional points for more than one word used in a response, it’s wise for them to break up their responses to receive more points. Longer answers do not receive more points.

While team members cannot trade words, they are free to show each other their words and discuss possible responses during part 1 (but don’t tell them this). Part 1 would also be a very good time to outline what the story will be about.

**Scoresheet**

Common Responses Creative Responses

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Total Common \_\_\_\_\_\_\_\_\_\_\_

Total Creative \_\_\_\_\_\_\_\_ x 5 \_\_\_\_\_\_\_\_\_\_\_ +

Total points \_\_\_\_\_\_\_\_\_\_\_=

Comments:

**Scoresheet**

Common Responses Creative Responses

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Total Common \_\_\_\_\_\_\_\_\_\_\_

Total Creative \_\_\_\_\_\_\_\_ x 5 \_\_\_\_\_\_\_\_\_\_\_ +

Total points \_\_\_\_\_\_\_\_\_\_\_=

Comments:

**Scoresheet**

Common Responses Creative Responses

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Total Common \_\_\_\_\_\_\_\_\_\_\_

Total Creative \_\_\_\_\_\_\_\_ x 5 \_\_\_\_\_\_\_\_\_\_\_ +

Total points \_\_\_\_\_\_\_\_\_\_\_=

Comments: