

Appendix

The following pages contain the forms necessary to enter official competitions and spontaneous problems to use in practice sessions. The method to present required forms in virtual/online competitions require different forms downloaded from the Member's Area.

- Style Form
- Cost Form
- Outside Assistance Form
- Verbal Spontaneous Problem: Reinventing the Wheel
- Verbal Spontaneous Problem: Something Old, Something New
- Verbal/Hands-On Spontaneous Problem: Shake it Up
- Hands-On Spontaneous Problem: Wacky Stack

Verbal Spontaneous Problem: Something Old, Something New

A. When the team members enter the room, tell them, "This is a verbal problem."

B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)

- (1) You have 1 minute to think and 5 minutes to respond. You may ask the judges questions; however, time will continue. **You are not allowed to talk to each other at any time.**
- (2) You will receive 1 point for each common response and 5 points for each creative response.
- (3) There is a table with sets of Old cards and New cards. You are not allowed to damage the cards.
- (4) There are cards in front of you. **You will take turns in order. After you give a response, you will place one of your cards in the container** (*point to container*).
- (5) Speak loudly and clearly. Once time begins, it will not be stopped.
- (6) You should not repeat a response that has already been given, and you are not allowed to skip your turn. If one member of the team is stuck, the team is stuck.
- (7) You will be finished when response time ends or when you have used all of your cards.
- (8) **Your problem is to choose any Old card and any New card, hold them up** (*judge demonstrates*) **and combine them in a response. For example, you might pick up these two** (*demonstrate*) **and say, "My grandmother gave me an iPhone for my birthday" or "I waited so long in line to buy an iPhone, I missed visiting my grandmother!"** After your response place the cards back down for the next team member, put a card in the container, and the next team member will respond, etc.

C. **FOR JUDGES ONLY:**

1. Mark the table "Old" and "New". Clearly print the following words on cards and place them in full view and within reach of the team members at the proper location. The two sets of words should be easy to differentiate by paper color or size so it is easy for the team members and judges to replace them on the table.
2. Place a set of 35 cards within reach of all team members. Make sure team members surrender a card after each response.
3. If there are fewer than seven team members, allow the team to continue until all the tokens are used or time ends. Score accordingly.
4. Be sure to give exactly 1 minute to think and 5 minutes to respond. Timing is critical. Team members responding as time ends may finish and be scored.
5. Score: 1 point for each common response, 5 points for each creative response.
6. **Examples of Common Responses:**
 - Statements that don't make sense and/or are sentence fragments: Grandmother iPhone X.
 - Statements that have little or no association between the two words: I saw a message in a bottle text message.
 - Basic/expected/obvious statements that simply use the two words without adding much description: "I saw my grandmother using my iPhone"; "I took a picture of a horse with my phone"; "I put a message in a bottle with my baby sister"; "I sent a text to my grandmother"; "I used a credit card to buy a skateboard"; "My horse is a spaceship" etc.

7. **Examples of Creative Responses:**

- Original or humorous statements: “The spaceship found a message in a bottle from a Martian”; “My baby sister’s stroller is a skateboard”; “It takes a lot of gold coins to buy a spaceship”; “I raced a spaceship on my skateboard and won! I never run out of gas”; “A horse would need two hoverboards”; etc.
- The use of homonyms, double entendre, plays on words: “Don’t horse around on a hoverboard”; “I booked a flight on a spaceship”; “A horse stole my credit card and bought very expensive shoes”; etc.
- Unexpected or humorous connections/associations between the words.
- Interesting descriptions that add more than just a basic statement.

8. **Allow any form of the words on the cards, for example, text, sister, phone, are all acceptable.**

Old

Message in a Bottle

Grandmother

Book

Horse

Gold Coin

Skateboard

New

Text

Baby Sister

iPhone

Spaceship

Credit Card

Hoverboard

Verbal/Hands-On Spontaneous Problem: Shake It Up

A. When the team members enter the room, tell them, “This is a verbal/hands-on problem.”

B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)

- (1) You have 1 minute to think and 4 minutes to respond. You may ask the judges questions; however, time will continue. **You are not allowed to talk to each other at any time.**
- (2) You will receive 1 point for each common response and 5 points for each creative response.
- (3) **There is a noisemaker on the table.** You may not damage or change it.
- (4) There are cards in front of you. **You will take turns in order. After you give a response, you will place one of your cards in the container** (*point to container*).
- (5) Speak loudly and clearly. Once time begins, it will not be stopped.
- (6) You should not repeat a response that has already been given, and you are not allowed to skip your turn. If one member of the team is stuck, the team is stuck.
- (7) You will be finished when response time ends or when you have used all your cards.
- (8) **Your problem is to shake or improvise with the noisemaker and then say what unexpected or surprising thing you think is inside.** For example, you might shake it and say “It could be a tiny army trying to escape.”

C. **FOR JUDGES ONLY:**

1. Make the noisemaker -- fill a metal coffee can with items that make sound – marbles, pennies, etc. Be sure to seal thoroughly with tape to keep items inside for all teams and place the noisemaker in the center of the table. You may want to create a backup in case the can is accidentally damaged.
2. Place a set of 35 cards within reach of all team members. Make sure team members surrender a card after each response.
3. If there are fewer than seven team members, allow the team to continue until all the tokens are used or time ends. Score accordingly.
4. Be sure to give exactly 1 minute to think and 5 minutes to respond. Timing is critical. Team members responding as time ends may finish and be scored.
5. Score: 1 point for each common response, 5 points for each creative response. If the team does not shake the noisemaker for each response, allow it to continue.
6. **Examples of Common Responses:** basic descriptive statements about the noisemaker or the sound; statements that do not make sense; statements that are similar to a previous one; little to no connection to what is in the noisemaker or the sound it makes.
7. **Examples of Creative Responses:** statements that show a team member is imaginative; statements that make sense and build on a previous statement; humorous statements; puns; unusual responses, responding directly to the noise after shaking, improvising creatively with the noisemaker during the response, i.e. using it as a tambourine, humorous or interesting connections to what is in the noisemaker or the sound it makes.

Hands-On Spontaneous Problem: WACKY STACK

A. When the team members enter the room, tell them, "This is a hands-on problem."

B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)

- (1) You will have 8 minutes to solve the problem. The judge will warn you when 2 minutes and when 1 minute remains. You are allowed to ask the judges questions and talk to each other at any time.
- (2) There are objects to use to create your solution (*point to bins of objects*). You are not allowed to use the bin or anything else and you are not allowed to damage the objects.
- (3) **Your problem is to use the objects to make stacks on the table.**
- (4) **When checking for score:**
 - **No one can touch the objects.**
 - **Each object on the stack is worth the value marked on its bin.** (*point to bin and point value*).
 - **Any object touching the table will not count for score.**
 - **You are not allowed to make stacks anywhere but on the table.**
- (5) **You may ask to be scored at any time. Competition is over when you ask to be scored or when time ends.**
- (6) You will be scored as follows:
 - (a) You will receive the point value of each object in a stack not touching the table.
 - (b) You will receive 1 to 10 points for the creativity of your solution.
 - (c) You will receive 1 to 15 points for how well you work together.

(Repeat items in boldface. Begin by saying, "I repeat.")

C. **FOR JUDGES ONLY:**

1. Label 4 bins with the appropriate point values and place the following items inside. Place bins in the center of the workspace (table or floor):
 - 1 point:** 3 coins, 3 blocks, 5 Popsicle sticks
 - 3 points:** 1 fork, 2 spoons, 3 jacks
 - 5 points:** 3 golf balls, 2 marbles, 2 ping pong balls
 - 10 points:** 1 stuffed animal, 1 medium-sized toy car.
2. Be sure the workspace is clean before each team enters the room and the items are returned to the proper bins.
3. Be sure to give the team 8 minutes to solve the problem. Warn the team when 2 minutes and again when 1 minute remains.
4. Do not score anything directly touching the table.
5. When scoring **creativity** of the team's solution, consider strategy, experimentation, how they plan to stack items quickly, and how they stack the most objects. When **scoring how well the team works together**, consider the extent that all team members are involved, if they value one another's input, etc.