

A Walk In The Park

1. This is a Hands-On problem.
2. You will have 7 minutes to complete your solution. You may ask questions at any time, but time will continue.
3. You will be scored as follows:
 - Use of materials – 1-50 points
 - Creative ideas or concepts – 1-50 points
 - Artistic value – 1-25 points
 - How well the team works together – 1-50 points
 - Time management – 1-25 points
 - Overall theme – 1-100 points

Scoring is a subjective opinion of the judge(s), and cannot be disputed.

2. In front of you are some supplies to be used in your problem solution.
3. Each team member must take a “hands-on” part in the construction of the solution.
4. Once time begins, it will not be stopped.
5. Your problem is: By using only the materials given, construct one or more objects that may be found in a park that move. At the end of your 7-minute time, you will be given 1 minute to describe your solution.

Repeat #7.

FOR JUDGES ONLY: Be creative with the supplies. Paper clips, string, tape, paper plate, plastic cups, pencils, ping-pong balls, play dough, eraser, coins, newspaper, Tupperware, 3x5 cards, and whatever is found in that junk drawer in the kitchen...

The problem states that they are to build objects in a park that move, it did not state that their team constructed object had to likewise move. It just needs to be a representation of the objects in the park. Do not tell them this unless they ask. A creative solution would be to fold a 3x5 card in half and then rip it in to the shape of a dog. The items can be from any type of park. Water Parks, Skate Board Park, and an Amusement park would also be creative solutions that could be used in the team’s solution. Have the team think beyond the problem at face value. Remind the team to ask questions directed to the judges as they solve the solution. See line #2. This is a big reason why some teams do better then others. Risk taking is the key, but

have them ask if it will be acceptable before they put a lot of effort in to their solution. The team may be rewarded if the actual items do move, but it would be another question to be clarified. Get the picture?

All Spontaneous problems and Long-term problems alike have an element of risk when the team is thinking outside the box. This is what makes a team good at what they do. What makes them GREAT is when they ask questions. ASK! ASK! ASK!

Today's Tip: While solving the teams Long Term problems, go to www.odysseyofthemind.com, click on Clarifications, and get a ruling on those super creative solutions before investing too much time in the wrong direction. All questions and answers remain confidential. So... Ask away. Those that win are those that ask the right questions.

This problem brought to you via the creative minds of Chris and Crista DePinto, Magic Region Spontaneous Problem Captains extraordinaire!!!

Barbie's Great Adventure!

This is a hands-on problem. You have one minute to determine which team members will solve the problem.

JUDGE READS TO TEAM (after participants are determined):

You will have 10 minutes to complete this problem. You may talk or ask questions at any time; however, time continues.

Your problem is to build one vehicle that will transport a "Barbie Doll" through the obstacle course. You will be given materials to be used in your solution. No other materials may be used.

The Barbie Doll must be placed in or on the vehicle. The Barbie Doll must be completely within the taped off start and finish areas to count for score. Dolls must be removed from the vehicle at the completion of each attempt. Barbie Dolls that extend past the outside edge of the taped boundary will receive no score. Score will be as follows:

Each Barbie to successfully make it down the slide without falling out or touching the ground: 10 points

Each Barbie doll to make it across the guide wire without falling: Additional 50 points

Each Barbie doll to make it down the stairs without falling out or touching the stairs: Additional 100 points

How well your team works together will receive 1-20 points.

If you touch the Barbie dolls or the vehicle while outside of the start and finish boxes, with anything other than the supplies provided, no further points will be added for that attempt. You may rerun the course as many times as possible. All attempts will be scored.

Materials and Setup

Give each team the following materials:

2 empty water bottles

4 piece of yarn 12" in length

4 straws

4 mailing labels

1" square of clay

5 unsharpened pencils

1 sheet of construction paper

4 paper clips

1 Rubberband

1 Coat Hanger
1 Fly swatter
1 pair of scissors
2 sets of wheels from an old toy

JUDGES ONLY:

On a hard surface or tabletop, tape off a 2' square for the start area at the top of the slide.

Starting at the tabletop, make a slide to reach the floor. This could be a piece of wood or a leaf from a table. At the bottom of the slide, tape off another 2' square area for the start/stop area.

Use a string as a guide wire. The starting end of the string should lay loose at the bottom of the slide.

The other end of the string should be secured beyond and higher than the stairs that you are to provide. This end of the string could be tied off to another table.

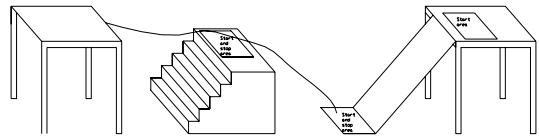
At the top of the stairs, you will need another 2' taped off start/stop area.

The stairs can be made out of whatever you want them to be. They can be stacks of books, seat cushions, etc. At the bottom of the stairs, tape off another 2' square area.

The vehicle must be in contact, in some way, with the obstacle at all times to be counted for score.

The team does not have to complete the course for score.

This problem may be altered to conform to materials available. If it is too hard or too easy for the team, change it up and try it again. Most of all...Have fun.



Chain letter

Judges: Tell teams this is a Hands On problem

You will have 7 minutes to solve this problem.

Give each team member an unsharpened pencil. Place in front of them 30 paper clips all hooked together to form a chain. Place the paperclip chain inside an envelope, place that envelope inside a paper bag, and place the paper bag inside a box.

Your Problem: In front of you are a closed box with several items inside, and five unsharpened pencils. Each team member should have only one pencil to use as a tool. The team must separate the items as much as possible in seven minutes. They may talk, but they may not give each other their pencils or use any part of their person.

Score:

Opened box: 5 points

Opened bag: 5 points

Opened envelope: 5 points

20 points for each separated Paper clip

Minus 10 points for every time the team physically touches the items

1 point for every second remaining on the clock after all the items are separated.

Reread the problem.

For experienced teams, make the problem a non-verbal problem to enhance the problem.

Spontaneous is like three pigs in a copper tub of cherry Jell-O; It's only a problem if you can't see through the Jell-O.

Be Spontaneous....

HANDS-ON Problem: A Charlie Brown Christmas

Tell the team: This is a hands-on problem. You have one minute to decide which 5 team members will participate in solving the problem.

JUDGES READS (after team selects 5 participants): This is a two-part problem. In Part 1, you will have 5 minutes to build a “tree” with the materials provided. In Part 2, you will have 2 minutes to accumulate score. Any materials unused during Part 1 may be used in Part 2.

Your problem is for you to build an item out of the materials provided. This will be affectionately called the “tree”. Your tree must be entirely within the marked off Tree Area to count for score. You must remain outside the Foul Area at all times during this Hands on problem; meaning you may not touch any part of the floor within the foul area.

When part 2 begins, each of you will choose a foul area in which to sit or stand. You will then attempt to place as many Ping Pong balls upon the tree for score.

Score will be as follows:

Each one-inch of height of your tree will receive 2 points.

Each Ping Pong ball on the tree will receive 2 points for every inch that the ball is off the floor

Teamwork during Part I: 1-20 points

Give teams the following materials:

4 yard sticks, brooms, or similar, 1 paint bucket, maybe a couple of branches from the yard, but don't make this too easy. 6 sheets of paper, 4 paper cups, 1 fish tank net, 1 brick, 2 mailing labels 3 small pieces of cardboard, Four 8' pieces of string, 6 Ping Pong Balls

Remember, practice problems may be altered according to what the coach has available.

Site Setup (May be altered according to space you are using.) Foul Areas should be 4 feet away from the Tree Area. Tree area should be about 2' square. Team may build the tree outside of the tree area as long as the tree is placed in the tree area before the end of part one, but don't tell them this unless asked. The team may use items not used to make the tree to place the balls on the tree. If it looks like it is going to be too easy for the team to place the balls on the tree, change the foul line. Why not make them get creative?

Color Blind

When the team enters the room, tell them that this is a hands-on problem.

Judge reads to team:

In part one, you will have 4 minutes to devise a communication method between a team of blind-folded members and a team of communicators. In part two, you will have 2 minutes to solve the problem. You may ask questions during your think time, however, time continues. Once time begins, it will not be stopped. During part two, no verbal communication will be permitted.

Your problem: In part one, you will have 4 minutes to devise a communication method between a team of blind-folded members and a team of communicators using only the items provided. You may practice during this 4 minute time frame in part one. Select two members to be blindfolded. When time starts in part two, the communication team must guide the blind-folded members to place the jellybeans into the appropriate cups of the same color. Blue jellybeans in the blue cup, red jellybeans in the red cup, and so on. The communication team may only use the items provided to communicate to the blindfolded team. They may not touch or talk to each other during part two. The jelly bean jars must not be moved at any time.

Scoring: You will receive 10 points for each jelly bean placed in the correct container. You will lose 5 points for each one placed in the wrong container.

Re-read the problem, then start the timer.

Give the team a bell, a whistle, a sheet of paper, a tin can, some coins, a yard stick, two cups, a squirt gun with water, a straw, 20 feet of yarn, a clicker, etc. Set up a jar filled with 4 different colored jellybeans. Ten feet away place 4 labeled ups to accept the jellybeans.

Don't tell the team yet, but...

A blind-folded member may use a cup to carry the jellybeans if asked. The communicating team may touch the blindfolded members with the items proved, but they may never touch them by any part of their person. They can use the string as a guide wire if asked. They may carry more than one jellybean at a time.

Practice, practice, practice! LET'S HEAR THOSE SOLUTIONS! I LOVE TO HEAR HOW THE CREATIVE JUICES ARE FLOWING!

Mini Spontaneous:

Name things that are best when hot.

Name things that are best when cold.

HANDS-ON Problem: WHATEVER FLOATS YOUR BOAT

Tell the team: This is a hands-on problem. You have one minute to decide which 5 team members will participate in solving the problem.

JUDGE READS (after team selects 5 participants): This is a two-part problem. In Part 1, you will have 5 minutes to build solutions and practice with the materials. In Part 2, you will have 4 minutes to accumulate score. Any materials damaged during Part 1 will NOT be replaced for Part 2.

Your problem is to build two items. One item will be a structure used to float objects on top of the water. This will be known as the boat. The second item will be used to lower objects down onto the floating structure. This will be known as the crane. You may use any and all the materials provided to build either item. When part 2 begins, each of you will choose a foul area in which to sit or stand. Once time begins you may not touch the floor outside of your foul area.

To receive score, your boat must float in the water provided. Then, the items used for weights will be lowered down on to the boat using the crane that you built. The weights must remain on the boat for 5 seconds to receive score for that item. Once an item is placed on the boat, it must remain on the boat to receive score. If an item falls out of the boat, you may still continue, but only items that are on the floating boat will be counted for score. You may stop at any time before time has expired. You may not touch the weights once the item passes over the foul line.

Score will be as follows:

The structure floats: 50 points

Creativity of boat: 1-50 points

Creativity of crane: 1-50 points

Teamwork during Part I: 1-20 points

Total weight score: Total of all items held for 5 seconds after time is called.

REREAD THE PROBLEM

Give teams the following materials to build with: (Vary as needed)

10 pencils, 2 sheets of paper, 4 paper cups, 2 water bottles,

6 mailing labels, 3 small pieces of cardboard,

24" piece of string, 16" piece of masking tape,

10 soda straws, 15 toothpicks, 5 marshmallows

1 yard stick, 1 broom, 1 spatula, 4 safety pins

36" long wooden dowel rod, 2 coat hangers

The Foul Line may be altered according to the space you are using. Foul Areas should be 3 feet away from the water. You may use a tub, sink, pool, or a large plastic storage bin to hold the water. Vary the items used for the weights. The following are some suggestions for weights. Assign the points as you see fit.

A fork, Soup can, Empty soda can, Marshmallows, A plastic cup
Marbles, Plastic credit cards, Empty coffee can
Plastic 1 liter soda bottle (full), Paper clips, dice, coins

(The crane may be altered during the weight placement as needed by using any materials not used for the boat, but do not tell them this unless asked. They may also build more than one crane if they choose.)

Thought of the day: An optimist may say the cup is half full. A pessimist may say the cup is half-empty. A well-trained Odyssey of the Mind response might be that we are just using the wrong size cup.

Going the Distance

When the team enters the room, tell them this is a hands-on problem

Judge Reads to Teams:

This is a two-part problem. In part one, you will have 6 minute to build a device from the materials provided. In part two, you will have 2 minutes to present your solution to the problem. You may ask questions during your think time, however, time continues. Once time begins, it will not be stopped.

Your problem: In part one, you will have 6 minute to build a devise that will be used to get an empty soda can to travel the greatest distance possible. No human power may be used to move the empty soda can forward. You may not move the empty soda can by direct or indirect human power. Meaning, the empty soda can and the devise must be at rest when released. You may use only the items provided. When time starts in part two, only the team's longest distance will be recorded. You may try as many attempts as possible during the 2 minutes in part two. Re-read the Problem. Then start the timer.

Supplies given to the team: one plastic shopping bag from your favorite store with the following items inside; Empty soda can, large paper or plastic plate, 10 toothpicks, 4 plastic straws, balloon, 2 plastic spoons, large Styrofoam cup, 8' tape measure, 6" square of contact paper, sheet of plain paper, business size envelope, small bottle of sticky glue, two rubber bands, scissors.

Coach: Let the team get creative. Nothing said the can had to keep its shape. The team may use the plastic bag and the tape measure for their device, but don't tell them this unless asked. When measuring distance traveled, be sure to measure the path traveled, not the distance from the initial start point. Linear direction is fine, but how can the team get more points for distance traveled? I have a great idea in mind to get the can to travel over 50 feet even in a 10 x 10-foot room. Let's hear those ideas and maybe, just maybe, I will give you a clue as to how I solved the problem.

Horseshoes and Hand Grenades

Read to the team:

This is a hands-on problem. You will have 8 minutes to complete this problem.

Your problem is to relocate the given marbles to the items located on the floor. No one is allowed to pass over the foul lines. Time will end after 8 minutes or you run out of marbles. You will be given materials to assist you in moving the marbles.

Scoring: 50 points for every marble in the shot glass
 25 points for every marble in the cup
 15 points for every marble on the plate
 5 points for every marble within 1" of the plate

Materials: 25 marbles 8' tape measure yard stick 4 coat hangers
 8' of clothes line Billiard cue 4 rubber bands
 sock cardboard tube Dixie cup

Set up: Before the teams enter, mark off a 10' square with tape. This will become the foul line. Place a shot glass about 5 feet away from the foul line. Place a cup on a plate about 4' away from one side of the foul line.

Let the team be creative. You may allow the team to move the cups closer as long as they don't cross the line. Don't let them know this unless they ask. They may retrieve failed attempts, but they should not be allowed to just move the failed marbles closer to the plate to receive points. If this gets too easy or too hard, move the foul lines to accommodate. Change the rules a bit and try it again.

Hands on PROBLEM: Humpty Dumpty

1. This is a Hands-on problem.
2. This is a two part problem. You will have 7 minutes to build a vehicle in part 1. In part 2, you will have 3 minutes to solve the problem. Questions count against your building time.
3. Points will be awarded on creativity and successful completion of the task. This is a subjective opinion on the part of the judge, and the judges' decision is final.
4. Your team will use the supplies given to build a vehicle. Only those items may be used in the device.
5. Materials: 2 empty pop cans, 2- 8 1/2" x 11" pieces of paper, 2 unsharpened pencils, 8 Popsicle sticks, 3 paper clips, 5 assorted rubber bands, 1- 12" piece of string, 2- 6" pieces of masking tape, 2 plastic spoons, 1 pair of scissors.
6. Your Problem...
Using the materials supplied, create a transportation device that will be used to transport a raw egg a distance of 4 feet. The egg may be touched only when it is being placed in or on the transportation vehicle. Hands or feet may not be used to propel the vehicle while it is transporting the egg.
7. Score: Creativity 1-200 Distance traveled: 25 points per foot up to 4 feet.
Teamwork 1-100 points Cracked egg: minus 20 points Smashed egg:
Unhappy coach and minus 50 points
Reread the problem again before starting

FOR JUDGES ONLY:

They may not kick or throw the vehicle. They must propel the vehicle with the items provided in some way. Creativity is the key to a successful team.

Have fun and be Spontaneous...

Mixed Fruit Salad

This is a hands-on problem. You have one minute to determine which team members will solve the problem.

JUDGE READS TO TEAM (after participants are determined):

You will have 7 minutes to complete this problem. You may talk or ask questions at any time; however, time continues. At the end of 7 minutes, your solution will be scored.

Your problem is to place as many pieces of fruit as possible in the square in front of you. You will be given materials to be used in your solution. No other materials may be used.

Each piece of fruit must be placed one at a time into the square. The fruit must be completely within the taped off area to count for score. The fruit that extends past the outside edge of the taped boundary will receive no score. The fruit may be removed after placement, but they must also be removed one at a time.

Score will be as follows:

Each Grape completely within the square will receive 2 points

Each Orange inside the square will receive 4 points

Each Banana inside the square will receive 6 points

If every piece of fruit is completely within the square, you will receive 20 additional points.

How well your team works together will receive 1-20 points.

Materials and Setup

Give each team the following materials.

1 sheet of newspaper

1 piece of yarn 12" in length

4 straws

3 spaghetti noodles

A 1" square of clay

1 sheet of construction paper

JUDGES ONLY:

On a hard surfaced floor or tabletop (I suggest a table top that can be cleaned up afterwards.), tape off a square for fruit placement to measure 7" x 7"

For Divisions 2 and 3 make the square to measure 5" x 5"

Give each team a bag or basket containing 20 grapes and 12 oranges and two bananas. (You may vary this for practice, depending on what you have available, of course). The bag or basket may NOT be used as part of the solution.

The team may use only the given materials for containing the fruit in the taped area.

When scoring, use a ruler placed on the outside edge of the taped boundary to determine whether a fruit is entirely within the boundary. Fruit outside the boundary will NOT count for score; however, a piece of fruit supported by one outside the boundary WILL count for score if that supported fruit is entirely within the square. The shape of the fruit may be altered but don't tell them this until after they have solved the problem.

After scoring is complete, eat the oranges for a snack as you talk about the solution to the problem. The remainder of the fruit may no longer be recognizable. Have Fun and be Spontaneous.

Picasso Would Be Proud

Judges: Tell teams this is a Hands-on problem

This is a three-part problem. In part one, you will have 3 minutes to come up with a non-verbal solution to the problem. In part two, you will assign a caption provided by the judges to the solution to the problem in part 1. In part three, you will have 3 minutes to respond to the solution and present this verbally to the judges.

Your problem is to use the materials supplied to create an individual work of art. This must be done non-verbally. At one-minute intervals announced by the judge, you will trade off your solution with one of your teammates. You will then add to the work of art that you now have in front of you.

At the end of part 1, time will be called. In part 2, you will have one minute to place one of the 8 captions next to the works of art created in part one. (They may talk now but don't tell them this) At the end of part two, each team member must take turns in sequence to respond creatively using the caption and the work of art by which to respond.

Score will be as follows

Teamwork in Part 1: 1-25 points

Creativity of the artwork: 1-15 points

Use of materials 1-50 points

Creativity in the responses in part three will get 1 point for a standard response, and 5 points for a creative response.

How well the team represented itself throughout the Spontaneous challenge 1-50 points.

Reread the problem

Coaches:

Give the team various supplies for the artwork:

Marshmallows, macaroni, playing cards, pipe cleaners, clay, pencils, coins, tape, tooth picks etc...whatever is available

Use these for the captions or create your own:

What happened? , Sold, Baby, Upside down, Leftovers, Pet, A bad joke, When?, Where?, Why?, When I grow up, Ugliest, First place, Last place, Whatever, Lost and Found...

Have you been Spontaneous today?

Hands-On Spontaneous Problem: Sweet dreams.

A. *When the team members enter the room, tell them, "This is a hands – on problem. You have one minute to select the five team members who will compete. The others may sit in these seats and watch or leave the room (indicate seats). They may not assist in solving the problem and may not talk at any time."*

B. JUDGE READS TO TEAMS:

(1) This is a hands-on-problem. You will be given 7 minutes to solve the problem

(2) It is often said "Sweet dreams" to wish someone a good night's sleep. In front of you are items that are definitely sweet in nature. Your problem is to use these sweets to create the "dream" and to present this to the judges. This can be anything the team chooses.

Only the materials provided may be used. You will also be given tools for construction but they may not be used in your solution. All members must take turns in the dream's construction.

(3) Your scoring will be as follows:

1-400 points for Creativity

1-50 points for Artistic abilities

1-400 points for teamwork

1-200 points for use of materials

1-500 points for how well the team presents the solution to the judges

Judges: I suggest having the team build their solution on a 14"x 20" baking tray. Give the team a variety of sweets: Gram Crackers, tubes and cans of icing, sprinkles, M&M's, mints, string licorice, marshmallows, gumdrops, gummy bears, chewing gum, cookies, Hershey Kisses, chocolate chips, and whatever else just happens to be lying around the house.

For tools, give the team plastic knives, plastic spoons and five glasses of Kool-Aid (Just to confuse them). The Kool-Aid is a tool. It is not to be used in the finished solution. You may be surprised at their creativity. This spontaneous is best done at the end of the day. You may want to send the team home before the sugar high kicks in.

Ten Clumsy Fingers

When the team enters the room, tell them this is a hands-on problem.

Ever hear the saying “The whole is greater than the sum of the parts”? In theory, this statement doesn’t add up. $2+2+2+2+2=10$. (Not greater than 10.) What this statement means is that if we work as a team instead of individually, we may accomplish so much more. Therefore, the whole team is better than 5 individuals all doing their own thing. The following problem will make this statement a reality.

Judge Reads to Teams:

This is a two-part problem. In part one, you will have 6 minutes to build a device from the materials provided. In part two, you will have 2 minutes to disassemble your solution to the problem. You may ask questions during your think time, however, time continues. Once time begins, it will not be stopped.

Your problem:

In part one, you will have 6 minutes to build a device that will be used to suspend an empty soda can as far away from the start point as possible. Each member may only use one thumb and one finger each to build the device. You may not switch fingers once you begin. You may use only the items provided. The structure must begin on the “X” on the table, and remain touching the “X” at all times. The can must be placed somewhere on the structure, and the distance will be measured from the start point to the furthest edge of the can. When time starts in part two, the team must successfully disassemble the device and return the items to their original start point. If any items were altered, the team must make every attempt to reassemble the items to their original shape and form. The items must be returned to their exact locations.

Scoring:

Distance measured: 5 points per inch

Teamwork: 1-50 points

How well the team managed to replace the items in part 2: 1-100 points

Re-read the Problem. Then start the timer.

Supplies given to the team: one plastic shopping bag from your favorite store with the following items inside; Empty soda can, large paper or plastic plate, 10 toothpicks, 4 plastic straws, 5 balloons, 2 plastic spoons, large Styrofoam cup, 2’ of string, 6” square of contact paper, 3 sheets of plain paper, business size

envelope, small bottle of sticky glue, two rubberbands, scissors. Substitute items when needed.

Coach: Let the team get creative. Nothing said the can had to be suspended up off the table as long as the can does not rest directly on the table. The can could hang off the table, or simply rest on a piece of paper on the table. The team may use the plastic bag for their device, but don't tell them this unless asked. GET A GOOD LAUGH WHEN THE TEAM BLOWS UP THE BALLOONS. HOW ARE THEY GOING TO TIE THEM?

Today's mini Spontaneous: Name things that are often forgotten.

Name things that are used as or act as containers. (Lots of room for creativity here)

The Tower of Babble

Judges: Tell teams this is a Hands-on non-verbal problem

This is a two-part problem. In part 1, you will have 5 minutes to come up with a solution and practice. In part 2, you will have 5 minutes to demonstrate your solution to the judges.

Your problem is to form two teams. One team will be known as the hands-on team. The other team will be known as the non-verbal team. Your problem is to recreate a structure from the supplies given in the exact order and appearance as seen only by the non-verbal team. The non-verbal team must communicate with the hands-on team through the use of the items found in box "A". Box "B" must have the exact same items that are used to construct the original hidden structure. The two teams may handle the items during this time, but the items must not be mixed together. The hidden structure is not to be seen by either team until part 2 begins.

At the end of part 1, the solution is revealed for only the non-verbal team to see. The nonverbal team must now communicate by using only the items provided in box "A". The non-verbal team may only communicate through the use of the items provided.

Scoring is as follows:

Ability to establish a means of creative communication: 1-50 points

Successful completion of the solution: 1-100 points

Teamwork: 1-25 points

Penalty for speaking during part 2: 1-5 points each infraction

Penalty for communicating without the using an item from box 2: 1-5 points

Choose your teams wisely. Remember that the non-verbal team must be non-verbal in voice and in body language. Signaling to the hands-on team by shaking ones hand or head to give direction will be viewed as verbal body language and not permitted.

(read the problem a second time).

Your time begins now!

For the judges only:

Build a structure of varying complexity, as you feel fit, or from what I have listed below. You will need two of each item, one for your structure and one of each item to be placed in box "B" Your structure must be hidden from both teams

until part 2 begins and then it should only be seen by the non-verbal team when part 2 begins. This can be done by keeping it in a covered box or behind a curtain.

Here is a sample structure. A paper clip clipped on to a straw; the straw is stuck into a potato. The potato sits on top of a CD with the label of the CD facing down on a soda can. The soda can sits on the corner of a sheet of construction paper which has one of the corners folded over. There is a string tied around the soda can. The string is tied to a rubber band.

The communicating tools in box “A” could be: A can of soda, a ruler, a non-sharpened pencil, a pretzel, an eraser, a ball, a deck of cards, a penny, a nickel, a dime, and a quarter. The team may use all or just some of these items.

As I have found, the kids love this spontaneous. Switch teams and redo the solution in a different configuration, or change out some of the props. The hands-on team may ask questions directed to the non-verbal team at anytime but don't let them know this unless they ask. The non-verbal team must be warned every time they communicate without the use of the tools provided. They will be talking about these problems for hours afterwards.

Spontaneous is like an unlabeled pickle jar in a dark room. You must first find it, ponder it, open it up, feel it, smell it, taste it and consume it, for it to be all that it can be.

What was in your jar???

Be Spontaneous....

Water Water Everywhere, and Not a Drop to Drink

This is a hands-on problem. You have one minute to determine which 5 team members will solve the problem.

JUDGE READS TO TEAM (after participants are determined):

You will have 7 minutes to complete this problem. You may talk or ask questions at any time; however, time continues. At the end of 7 minutes, your solution will be scored.

Your problem is to transfer the water from one glass into the other as many different ways as possible in a 7 minute period of time. You will be given materials to be used in your solution.

Score will be as follows:

Successful transfer of water from the start cup to the acceptable fill line on the receiving cup. 20 points

Creativity per transfer 1-50 points

Teamwork 1-50 points

Cleanliness 1-100 points

Start with two glasses, one of which is filled to the top, and the other that will be empty. The empty cup will need to have a fill line located about half way up the cup. The task will be considered successful as soon as the water reaches the fill line of the receiving cup. As soon as the cup reaches the line the judge will shout "SCORE". The team must then return the fluid to the first cup and try another means of water transfer. This will continue until time expires. Water maybe added to the start cup as needed, but not during an attempt. If you are unable to transfer enough water to reach the line, you must start over. (Reread the problem) Your time begins now.

Materials and Setup (Substitute as needed)

Give each team the following materials:

2) 12 ounce plastic cups

Gallon of water in a pitcher

2 pieces of yarn 12" in length

4 straws

5 Oreo cookies (optional, could be fun)

1" square of clay

1 sheet of construction paper

1 spoon

1 sandwich bag

2 pencils

1 thimble
1 small spoon
5 extra “start cups”

JUDGES ONLY:

Be prepared for spills

The rules are worded such that the team can handle the cups any way they see fit.

They may use their hands to move the cups, but I am sure that they will find more creative ways.

They may use other items found on their person, but don't tell them this.

They may prepare several start cups at the same time, but they may use only one “start cup” per attempt.

A creative means of transfer would be:

1. Hold the start cup over top of the receiving cup, then push your fist into the cup to force the water to spill over into the receiving cup.
2. Use your shoe to transfer the water
3. Use your mouth
4. Use the yarn to make a handle on the start cup, then hold the yarn and use the pencil to tip the water out of the cup.
5. Pour the water from tool to tool in series before pouring the water into the receiving cup

Discuss the problem, try it again, and see if they can increase their score. Be wacky... Be Crazy... But most of all just be open-minded. Creative minds can be like a sponge. They just keep soaking it all in. Use those creative sponges to clean up the mess afterwards. Have fun. Joe

You don't say ...

Judges: Tell teams this is a Hands-on non-verbal problem

This is a two-part problem. In part 1, you will have 5 minutes to come up with a solution and practice. In part 2, you will have 5 minutes to demonstrate your solution to the judges.

Your problem is to form two teams. One team will be known as the hands-on team. The other team will be known as the non-verbal team. Your problem is to recreate a structure from the supplies given in the exact order and appearance as seen only by the non-verbal team. The non-verbal team must communicate with the hands-on team through the use of the items found in box "A". Box "B" will have the exact same items as those used to construct the original hidden structure. The two teams may handle the items during this time, but the items must not be mixed together. The hidden structure is not to be seen by either team until part 2 begins.

At the end of part 1, the solution is revealed for only the non-verbal team to see. The non-verbal team must now communicate by using only the items provided in box "A". The non-verbal team may only communicate through the use of the items provided.

Scoring as follows:

Ability to establish a means of creative communication: 1-50 points

Successful completion of the solution: 1-100 points

Teamwork: 1-25 points

Penalty for speaking during part 2: 1-5 points each infraction

Penalty for communicating without using an item from box 2: 1-5 points

Choose your teams wisely. Remember that the non-verbal team must be non-verbal in voice and in body language. Signaling to the hands-on team by shaking ones hand or head to give direction will be viewed as verbal body language and not permitted.

(read the problem a second time).

Your time begins now!

For the judges only:

Build a structure of varying complexity, as you feel fit, or from what I have listed below. You will need two of each item, one for your structure and one of each item to be placed in box "B" Your structure must be hidden from both teams until part 2 begins and then it should only be seen by the non-verbal team when part 2 begins. This can be done by keeping it in a covered box or behind a curtain.

To build the sample structure, use what ever you have easy access to. Lego's work well if you want to keep it simple. To make it more complex, you can use just about anything that you have two of. Build a tower or a bridge. After you build the structure, hide the structure from view and place the same quantity of the items that were used into box "B".

The communicating tools in box "A" could be: A can of soda, a ruler, a non sharpened pencil, a pretzel, an eraser, a ball, a deck of cards, a penny, a nickel, a dime, and a quarter. The team may use all or just some of these items.

As I have found, the kids love this spontaneous. Switch teams and redo the solution in a different configuration, or change out some of the props. The hands-on team may ask questions directed to the non-verbal team at anytime but don't let them know this unless they ask. The non-verbal team must be warned every time they communicate without the use of the tools provided. They will be talking about these problems for hours afterwards.

Spontaneous can be compared to a finely tuned grand piano. You only get out of it what you put into it. Practice... Practice... Practice ...

Be one with Spontaneous....

HANDS-ON Problem: You need Bob's approval 12/1/05

Tell the team: This is a hands-on problem. You have one minute to decide which 5 team members will participate in solving the problem when actually competing at the competitions, but for today, all members may solve this problem.

JUDGES READS: This is a two part problem. In Part 1, you will have 5 minutes to build solutions and practice with the materials. In Part 2, you will have 3 minutes to accumulate score. Any materials damaged during Part 1 will NOT be replaced for Part 2.

Your problem is to build a tower out of the items provided. You must build your tower within the marked off Tower Area, and your tower must be touching inside the Tower marked off area after the tower falls to receive score.

When part 2 begins, you will have 3 attempts to get Bob's approval for score. Bob is a Bobble Head Doll. You will push your tower over with the stick provide by the judge. The problem is to have the tower fall on Bob and to get him to shake his head. Bobs head must move from direct contact with the tower to get credit for that attempt. If Bob's head moves, it will be considered as Bob giving his approval and you will be scored for that attempt.

To receive score, your tower must be completely within in the marked off Tower Area when built, and it must remain touching the taped off area when it has completed the attempt. You will be given materials to use. Nothing else may be used.

Score will be as follows:

Each one-inch of height of your tower will receive 2 points.

If you get Bobs head to move by having the tower fall on his head, you will also get 5 points for every inch of distance that Bob is away from the taped off area, but the tower must remain touching within the taped off area to receive score for the hit. You will be given three attempts for score. All three attempts will count for score.

Give teams the following materials:5 pipe cleaners, 2 sheets of paper, 3 paper cups, 1 soda can, 6 mailing labels, 3 small pieces of cardboard, 1

piece of string, (1) 6" piece of masking tape, 5 soda straws, 5 toothpicks

Judges: The list of items given to the team to solve the problem may be altered. If you don't have a Bobble Head Doll, a desk type bell, or anything that can be made as a target, will do.

The towers height should be measured for every attempt, because nothing stated that it had to remain the same for every attempt.

When in doubt, give them credit for the attempt.

The tower doesn't have to stay intact to get credit for score, but some part of the tower must be touching inside the box after they knock it over.

Let them get creative, but don't let them get reckless or out of control.

Have fun and enjoy.

Ask them questions about their attempts and what they could have done different. They will love to share.

**VERBAL SPONTANEOUS PROBLEM:
“Spin the Bottle” meets “Once Upon a Time”**

JUDGE READS TO STUDENTS: (*Do not read numbers or phrases in parentheses.*)

You will have one minute to think and four minutes to respond. Questions count against your thinking time. You may discuss the problem with your teammates only during the first minute.

You will receive one point for each common response. Highly creative or humorous responses will receive five points. Over-all creativity will be given 1-100 points. This will be a subjective opinion of the judge and the judge's decision is final.

Your Problem: Place a bottle in the middle of the table. You are then to spin the bottle. When the bottle stops, you are to start a story with the words “Once upon a time...” and immediately spin the bottle. As the bottle spins, you continue to tell a make-believe story until the bottle stops. When the bottle stops, the speaking person **MUST** stop immediately whether or not they have finished the sentence. The person that the bottle points to continues the story from that point and simultaneously spins the bottle. This continues in this manner until time ends or the team decides to end the story. The judge must give a warning when only 30 seconds remain. The team should end the story with the phrase, “and they all lived happily ever after”.

Once the time begins, it will not be stopped. If the judge asks you to repeat or to clarify your answer, it counts against your time. Speak loudly and clearly.
(Repeat the problem)

FOR JUDGES ONLY:

Be sure to give exactly one minute to think and four minutes to respond. Timing is critical. Students responding at the buzzer can finish and be scored.

If a bottle is not considered safe around your ultra creative team, assign each member a number and the judge can roll a dice, or use the numbers 1-7 from a deck of cards, and have the cards flipped in random order in 15 second intervals. Discuss with the team what their strategy might be if the points were one point for a common response, and only 2 points for a creative response. How does the point change affect their over all response score. Is the quantity of the responses more important then the quality of the responses? This discussion should help the team listen closer to the problem when it is read. **It is all about the points.**

VERBAL SPONTANEOUS PROBLEM: Think big... Think bigger

JUDGE READS TO STUDENTS: (*Do not read numbers or phrases in parentheses.*)

1. You will have one minute to think and four minutes to respond. Questions count against your thinking time.
2. You will receive one point for each common response. Highly creative or humorous responses will receive five points. This will be a subjective opinion of the judge and the judge's decision is final.

Each team member must name something heavier than the object named by the previous team member. Start by having the first team member name something heavier than a brick. (1 pt common, 5 pts creative).

4. Once the time begins, it will not be stopped. If the judge asks you to repeat or to clarify your answer, it counts against your time. Speak loudly and clearly.

(Repeat the problem)

FOR JUDGES ONLY:

Be sure to give exactly one minute to think and four minutes to respond. Timing is critical. Students responding at the buzzer can finish and be scored.

You should repeat the problem for each team. You may answer questions during the one minute thinking period, but the time will not stop.

Score: One point for each common response and five points for each creative.

Common Responses: A brick, then a bicycle, then a log, then a table, then a couch, etc

Creative Responses: Any more humorous, unusual, or abstract pictures, such as a brick, then a brick with a caterpillar hanging on to one edge, then a wet brick with a caterpillar hanging on one edge, then a wet brick with a caterpillar-eating-frog on top of the brick, then a bunch of bricks, then a small brick oven, then a small brick oven grilling frog legs, etc

Also try the problem using duration, rather than weight: name things that take longer or last longer than the previous thing named.

Discuss with the team what their strategy might be if the points were one point for a common response, and only 2 points for a creative response. How does the point change affect their over all response score. Is the quantity of the responses more important than the quality of the responses? This discussion should help the team listen closer to the problem when it is read. **It is all about the points.**

Can You Hear Me Now?

This is a Verbal Problem

1. You will have 1 minute to think and 3 minutes to respond. You may ask questions during your think time: however, time continues. No other talking is allowed.
2. You will receive 1 point for each common response. Highly creative or humorous responses will receive 5 points. This will be the subjective opinion of the judges and the judges decision is final.
3. 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.
4. Once time begins, it will not be stopped. If the judge asks you to repeat a response, or to clarify it, or to give a more appropriate response, it counts against your time. Speak loudly and clearly.
5. Your problem is to imagine that the item placed in front of you is a cell phone. You must use this item during your response time to call anyone of your choice, and ask him any question you choose. For instance, you may say, "Hello Mr. President, do you prefer your eggs scrambled or sunny side up?" Or "Hello Mr. Trump, Could you give me the name of your Hairdresser?" (reread the problem)

For a tougher challenge, have one person ask a question, and then have them hand off the "phone" to another team member to respond to the question as if they were the person on the other end of the "phone".

Vocabulary word of the day: Creativity (noun)

A highfalutin word for what I have to achieve between now and the competition date.

Extra...Extra Read All About It

When the team enters the room, tell them this is a verbal problem.

Judge Reads to Teams:

You will have 2 minutes to think and 4 minutes to respond. You may ask questions during your think time: however, time continues. You may discuss the problem with your teammates during the first two minutes of thinking time.

You will receive 1 point for each common response. Highly creative or humorous responses will receive 5 points. This will be the subjective opinion of the Judges and the judge's decision is final.

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. Once time begins, it will not be stopped. If the judge asks you to repeat a response, or to clarify it, or to give a more appropriate response, it counts against your time. Speak loudly and clearly.

Your problem is to imagine that you were a Newspaper sales person on the corner of a very busy street. You are to hold up the newspaper and cry out the heading of the top news article in such a way to catch the reader's attention. You must have the newspaper in your hand to respond.

For example: Man landing on the moon could be said: Extra Extra Read all about it... Man lands on moon but nobody home! -or - Extra Extra Read all about it... Cheese not found! Astronauts go hungry! (Feel free to get dramatic. It helps with the presentation, thus a better chance for more points.)

Reread the problem, then start time.

Here are some historic events to use. Write them on 3 x 5 cards and place them on the table for all to see.

Dinosaurs found in Tar pit
Empire State building completed
Man circles globe in hot air balloon
Edison invents light bulb
Lincoln shot
Gates tops richest person list
Mad cow disease found in UK
McDonald sells 10 millionth burger

Wright brothers first flight
World is not flat
Disney Grand opening
Christopher Columbus finds new land
Robinhood steals from the rich
Gators beat Noles
A 78-year-old woman gives birth to alien (Sorry... Couldn't resist)
Global warming
Beatles land at JFK
7 dwarfs rescue Snow White

How well did the team use their thinking time? Were they organized? Did they pick cards for themselves or did they leave them for all to see. Cards can be used as many times as needed. Question the team as to whom they see had the best responses.

Today's Quickie Spontaneous:
List as many items as you can that can be lost or found.
Name things that can be broken.
Name things that can be fixed.

VERBAL SPONTANEOUS PROBLEM: Say Cheese

JUDGE READS TO STUDENTS: (*Do not read numbers or phrases in parenthesis.*)

1. You will have one minute to think and four minutes to respond. Questions count against your thinking time.
2. You will receive one point for each common response. Highly creative or humorous responses will receive five points. This will be a subjective opinion of the judge and the judge's decision is final.
3. Each team member has been given 6 marbles (*beans, whatever small item is handy for coach/judges*). Each time you give an answer, you must put one marble in the container in the center of the table. You may not skip your turn, not repeat nor pass. If one member of the team is stuck, the team is stuck. When you have no more marbles or when three minutes ends, your response time ends.
4. Once the time begins, it will not be stopped. If the judge asks you to repeat or to clarify your answer, it counts against your time. Speak loudly and clearly.

THE PROBLEM IS: Have you ever said the phrase “I wish I had a picture of that”? Well now is your chance to make it happen. You have been given a new digital camera called the Flash Back Six Pack. This camera allows you to go back in time, to record on film, what you feel would be the six best moments in time. For instance, these pictures can be of historical events, to help solve a mystery, or of something that is very unusual. This camera only takes six pictures. You have been given six marbles to help you keep track of the pictures you have taken. Take your pictures wisely, or those moments will be forever lost in time. (*Repeat "The Problem Is..."*).

FOR JUDGES ONLY:

Give each team member 6 small objects, and place a bowl or Tupperware™ container in the center of the table.

Be sure to give exactly one minute to think and three minutes to respond. Timing is critical. Students responding at the buzzer can finish and be scored.

You should repeat the problem for each team. You may answer questions during the one minute thinking period, but it time will not stop.

Score: One point for each common response and five points for each creative.

Common Responses: A picture of my first birthday, a Dinosaur, Big foot,.

Creative Responses: Any more humorous, unusual, or abstract Pictures, such as Big foot playing touch football with the Loch Ness Monster, The day we as aliens landed on the earth back in the beginning of time. The surprise on my Dad's face when I got an A on my report card. A picture of Cleopatra to see if she really was all that good looking. A picture to prove that the roman coliseum was just a resort bathhouse for the Elite.

VERBAL SPONTANEOUS PROBLEM: But...It Could Have Been Better.

JUDGE READS TO STUDENTS: *(Do not read numbers or phrases in parentheses.)*

You will have one minute to think and four minutes to respond. Questions count against your thinking time.

You will receive one point for each common response. Highly creative or humorous responses will receive five points. This will be a subjective opinion of the judge and the judge's decision is final.

Your Problem: Name things that normally you would be happy to hear but, maybe it wasn't as good as it could have been. Each response must have the word "but" in the reply. Example: I got a new soccer ball for my birthday BUT, I have a broken leg.

Once the time begins, it will not be stopped. If the judge asks you to repeat or to clarify your answer, it counts against your time. Speak loudly and clearly.

(Repeat the problem)

FOR JUDGES ONLY:

Be sure to give exactly one minute to think and four minutes to respond. Timing is critical. Students responding at the buzzer can finish and be scored.

Discuss with the team what their strategy might be if the points were one point for a common response, and only 2 points for a creative response. How does the point change affect their overall response score. Is the quantity of the responses more important than the quality of the responses? This discussion should help the team listen closer to the problem when it is read. **It is all about the points.**

VERBAL SPONTANEOUS PROBLEM: MAY I TAKE YOUR ORDER?

JUDGE READS TO STUDENTS: (*Do not read numbers or phrases in parenthesis.*)

1. You will have one minute to think and three minutes to respond. Questions count against your thinking time.
2. You will receive one point for each common response. Highly creative or humorous responses will receive five points. This will be a subjective opinion of the judge and the judge's decision is final.
3. Each team member has been given 6 marbles (*beans, whatever small item is handy for coach/judges*). Each time you give an answer, you must put one marble in the container in the center of the table. You may not skip your turn, not repeat nor pass. If one member of the team is stuck, the team is stuck. When you have no more marbles or when three minutes ends, your response time ends.
4. Once the time begins, it will not be stopped. If the judge asks you to repeat or to clarify your answer, it counts against your time. Speak loudly and clearly.

THE PROBLEM IS: Everyone is ordering more often from the Internet these days. It is fun to imagine being able to order almost anything in the world. Your problem is, *if you could order anything ever created, what would you order, and who would you sent it to?*
(Repeat "*The Problem Is...*").

FOR JUDGES ONLY:

Give each team member 6 small objects, and place a bowl or Tupperware™ container in the center of the table.

Be sure to give exactly one minute to think and three minutes to respond. Timing is critical. Students responding at the buzzer can finish and be scored.

You should repeat the problem for each team. You may answer questions during the one minute thinking period, but it time will not stop.

Score: One point for each common response and five points for each creative.

Common Responses: Any items that you could actually order from a catalog or on the internet, sent to people you might ordinarily send such items. For example, "I would order flowers for my mother," or "I would order a book of Shakespeare for my teacher."

Creative Responses: Any more humorous, unusual, or abstract orders, such as "I would order a football tee for Charlie Brown," "I would order a trampoline for

Tigger," "I would order more hours in the day for my Odyssey of the Mind team," or "I would order a horse for Richard III."

NOTE: Once an answer is given and then another very similar answer is given, count it as common only and then declare any other answers that are basically the same as duplicates.

Now Eye Sea it Two

When the team enters the room, tell them this is a verbal problem.

In the English language many words sound alike but they have different meanings. This verbal spontaneous will make use of some of these words to tell a story of your choice.

Judge Reads to Teams:

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 4 minutes to solve the problem. You may ask questions during your think time, however, time continues. Once time begins, it will not be stopped.

Your problem: The team is to tell a story using the words that are placed out on the table. Each team member will select 3 cards for his hand. The team's problem is to 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 phonetically the same as the actual word or in any part of the word. For example: The Story will start with the person who holds the card "One" One can be "once", "won", "wonderful", or simple "one". After that card is played, any other member of the team may add to the story using one of his cards to respond. Team members may use their cards over and over again after they have used each one from there own hand. You may not share cards once part two begins.

Scoring:

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: 1-50 points

Teamwork: 1-50 points

Re-read the Problem. Then start the timer.

Possible words: One, two, four, eight, be, see, I, Tea, you, by, meat, red, blue, sew,

Question Me Coach

When the team enters the room, tell them this is a verbal problem

Judge Reads to Teams:

You will have 1 minute to think and 3 minutes to respond. You may ask questions during your think time: however, time continues. No other talking is allowed.

You will receive 1 point for each common response. Highly creative or humorous responses will receive 5 points. This will be the subjective opinion of the judges and the judge's decision is final.

Each team member will be given 7 jellybeans. Before responding, you must place one of your jellybeans in the provided cup located at the center of the table. Time will end when each member no longer has any jellybeans, or time has expired.

Once time begins, it will not be stopped. If the judge asks you to repeat a response, or to clarify it, or to give a more appropriate response, it counts against your time. Speak loudly and clearly.

In *Odyssey of the Mind*, a coach must not give the team ideas on how he or she feels the problem should be solved. Throughout the year, the coach's position has been to ask thought provoking questions to get the team to be as creative as possible in their solution to the problems. It is now your turn to be the coach.

Your problem is: Pretend that you are the coach. Ask a question just as if you were the coach to get your team to start thinking. For instance you may ask, "Are you sure that this is in the rules?" or on the day of competition he may ask, "Do we have everything? Who has the forms?" (Repeat the problem)

Coaches: This is another perfect problem to test the teams on scoring. It should be easy to respond to this problem, but let's go for the gold medal. Since each team member can only respond once for each of the jellybeans, each response should be super creative to maximize the possible score. When you look at the possible response scores, the range can be anywhere from 35 to 175 points if all 5 members use all 7 jellybeans. This is the difference between first and nowhere near first place. Get the team to recognize the need to make the most of both the time and the points. It would be a good idea to ask how much time is left when you get towards the end. Don't start out too fast. Most teams will try and rush their responses in the beginning. Often the responses are so quick that the judges may

not quite understand the response. If they have to stop the team and ask for the response to be repeated, this really kills the momentum of the team.

Add some flare to your responses any way you can to make the response more likely to be graded higher. A creative response could be "What was I thinking when I took over the role of coach?". Yes, this is creative, but what if you were to state it while shake your head as if in playful agony? This is just one way if making sure that your responses are the most creative. Add as much personality to responses as you can. This can be done through actions, expressions, or just the tone of your voice. Another possible response would be "Do we need to include that on the Cost Form Sheet?" or "Has anybody read page 36 of the program guide? (For the Answer to this question and many more, got to www.Odysseyofthemind.com and click on the program guide link at the bottom of that page.)

Practice Practice Practice..

Today's mini Spontaneous: Name things that are measured. Name things that can be tied together.

Seven Wonders of the World

When the team enters the room, tell them this is a verbal problem

Judge reads to Teams:

You will have 1 minute to think and 3 minutes to respond. You may ask questions during your think time: however, time continues. No other talking is allowed.

You will receive 1 point for each common response. Highly creative or humorous responses will receive 5 points. This will be the subjective opinion of the judges and the judge's decision is final.

Each of you has seven coins in front of you. You are to place a coin in the cup in the center of the table before responding.

Once time begins, it will not be stopped. If the judge asks you to repeat a response, or to clarify it, or to give a more appropriate response, it counts against your time. Speak loudly and clearly.

The Problem: Most have heard about the seven ancient wonders of the world. The list included seven, but the pyramids are one of the only actual ancient wonders still existing today. As time passes, new lists are formed to represent the modern times. Some of the newer seven wonders are the Golden Gate Bridge, the Panama Canal, the Empire State building, amongst others. Your problem is to come up with your own list of items for your very own seven wonders. They can be any person, place, or thing that you feel to be note worthy. Be creative. (Reread the problem)

Speak Doggie Speak

JUDGE READS TO STUDENTS: (Do not read numbers or phrases in parenthesis.)

You will have two minutes to think and two minutes to respond. Questions count against your thinking time.

You will receive one point for each common response. Highly creative or humorous responses will receive five points. This will be a subjective opinion of the judge and the judge's decision is final.

Your team is to take turns in sequence. You may not skip your turn, nor repeat nor pass. If one member of the team is stuck, the team is stuck.

Once the time begins, it will not be stopped. If the judge asks you to repeat or to clarify your answer, it counts against your time. Speak loudly and clearly.

THE PROBLEM IS:

Often you hear people trying to get their dog to bark by telling them to "Speak". But what if instead of the dog barking, the dog actually spoke words? Your problem is respond on what you think the dog would say. For instance the dog might say: I think it is your turn to sleep in the doghouse.

(Repeat #5, THE PROBLEM IS:)

"BEGIN" (Judge starts timer).

FOR JUDGES ONLY:

Be sure to give exactly two minutes to think and two minutes to respond. Timing is critical. Students responding at the buzzer can finish and be scored.

You should repeat the problem for each team. You may answer questions during the two minutes thinking period, but time continues.

Score: One point for each common response and five points for each creative.

Common Responses: I like it when you pet me here. I like canned dog food. It is my turn to walk you on a leash. Why can't I catch my tail?

Creative responses: Why do you always tell me to come without saying please first? Please call me Ralph, my friends call me Ralph. Could you please look the other way when I do my business, I don't watch you. I can't understand why people don't like to be called a dog; look at us, we got it goin' on.

Tears in my Eyes

A. *When the team enters the room, tell them this is a verbal problem*

B. Judge Reads to Teams:

1. You will have 1 **minute** to **think** and 3 **minutes** to respond. You may ask questions during your **think** time: however, time **continues**. No other **talking** is allowed.
2. You will receive 1 **point** for each common response. Highly creative or humorous responses will receive 5 **points**. This will be the subjective **opinion** of the judges and the judge's decision is **final**.
3. 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.
4. Once time **begins**, it will not be stopped. If the judge asks you to repeat a response, or to clarify it, or to give a more appropriate response, it counts **against** your time. Speak loudly and clearly.
5. Your problem is to name **things** that are found "**In**" or "**Inside**" something. Example: I had tears **in** my eyes from laughing so hard. Your response must have the word "**in**" **in** your response. (Repeat Number 5)

Creative responses could be:

The letter B can be found **in** the alphabet.

The word "**in**" can be found in the word **Mind**.

I am **in** deep thought

I am **in** way over my head.

Sometimes I am really **in** the mood for Ice Cream

I had the **inside** scoop to the news story

Your responses were cracking me up on the **inside**.

I could not tell if it was **inside** out or outside **in**.

Coaches: Don't settle for responses like "I was sitting in the house" or "There is water in my bottle" unless they team is really stuck for an answer.

To get the team to respond creatively, give each member 5 marshmallows each. Give them three minutes to respond, but then also tell them they must eat a marshmallow only when they give a creative response and the goal is to eat all their marshmallows. Count up the remaining marshmallows after the three-minute response time. (Hopefully the marshmallows will force them too slow down and think. Let me know how this worked out.) Substitute crackers if you like, but I also tend to give the kids the sugar high to get the creative juices flowing.

This spontaneous problem was drafted for my Odyssey of the Mind friends in British Columbia, Canada. Thanks for visiting the site and emailing me with your comments. Glad to hear about the exciting things happening there in Odyssey of the Mind. You ROCK B.C.! Hope to see you at World Finals. Sunny Florida.

The Great Candy Bar Caper

When the team enters the room, tell them this is a verbal problem

Judge Reads to Teams:

You will have 2 minute to think and 3 minutes to respond. You may ask questions during your think time: however, time continues. You may talk amongst each other during your thinking time.

You will receive 1 point for each common response using the words provided. Highly creative or humorous responses will receive 5 points. This will be the subjective opinion of the judges and the judge's decision is final.

Your team is to take turns randomly to create a story from the list of items provided. Once time begins, it will not be stopped. If the judge asks you to repeat a response, or to clarify it, or to give a more appropriate response, it counts against your time. Speak loudly and clearly.

Shown here in front of you is a list of candy bars found in your favorite candy store. Your problem is to use the list of candy bars to create a story. You may use the items from the list more then once. Your story must have a theme. For example, it could be about a crime involving the abduction of Baby Ruth, the ransom letter and all the clues leading up to her rescue. You are to use the names of the candy bars to tell the story. You may add to the list during your 2 minute thinking time as needed.

Give points as follows:

Each time a Candy bar is used in a sentence to tell the story: 1 point

Candy bars names used creatively in a sentence to tell the story: 5 points

Content of the story: 1 to 10 points

Creativity should be scored: 1 to 10 points

Teamwork throughout the problem: 1 to 10 points

(Reread the Problem)

100 Grand

Kit Kat

Snickers
Mounds
Reese's Peanut Butter Cup
Milky Way
Baby Ruth
Kisses
Butterfinger
3 Musketeers
Take 5
Almond Joy
Big Kat
Whatchamacallit
S'mores
Stacker2
Twix
CaramelStick
Swoops
York
Jolly Rancher
Crispy Crunch
Fruit & Nut

After Eight
Pay day
Overload,
Oh Henry
Old Faithful
Mr. Good Bar
Mirage
Look
Krakel,
5th Avenue
Fast Break
Bit-O-Honey
Eskimo Pie
Treasures
Rocky Road
Symphony
Shake and break
U-No
Whoppers

VERBAL SPONTANEOUS PROBLEM: One Thing Two Thing

JUDGE READS TO STUDENTS: (Do not read numbers or phrases in parenthesis.)

1. You will have two minutes to think and three minutes to respond. Questions count against your thinking time.
2. You will receive one point for each common response. Highly creative or humorous responses will receive three points. This will be a subjective opinion of the judge and the judge's decision is final.
3. Your team is to take turns in sequence. You may not skip your turn, nor repeat nor pass. If one member of the team is stuck, the team is stuck.
4. Your team has been given a die. On your turn, you must roll the die. If the resulting number is even – a 2, 4, or 6 – you must give one type of answer; if the resulting number is odd – a 1, 3, or 5 – you must give another type of answer. The person who will roll the die first is (indicate one team member) and then you will continue in order, going clockwise.
5. Once the time begins, it will not be stopped. If the judge asks you to repeat or to clarify your answer, it counts against your time. Speak loudly and clearly.

THE PROBLEM IS:

6. We often find that things are “singular” or “one of a kind”. We also can find things that come in pairs. You are to roll the die. If the resulting number is odd – a 1, 3, or 5 – you must say something that is one of a kind. For example, you could say "A unicorn has one horn". If the resulting number is even – a 2, 4, or 6, you must say things that come in pairs. For example, you could say "a pair of socks."

(Repeat #6, THE PROBLEM IS:)

7. You have two minutes to think. "BEGIN" (Judge starts timer).

FOR JUDGES ONLY:

Be sure to give exactly two minutes to think and three minutes to respond. Timing is critical. Students responding at the buzzer can finish and be scored.

You should repeat the problem for each team. You may answer questions during the two minutes thinking period, but time continues. After thinking time is over, reset the stopwatch for three minutes.

Examples of Odd numbered creative answers:

One of a kinds: Mona Lisa, a Diamond, Individual thoughts, My nose, A fingerprint, I an one of a kind, Everyday is unique in its own way, I will only try something once, Once upon a time, etc...

Examples of even numbered creative answers:

Things that come in pairs: Pants, Two peas in a pod, Sometimes you can get a worm in a Pear, double trouble, Sunglasses, Animals on the ark, Twins always come in pairs, The ants come marching two by two...hurrah! Hurrah!

VERBAL HANDS-ON PROBLEM: 101 Uses and still counting

1. This is a verbal hands-on problem.
2. You will have two minutes to think and four minutes to respond. Questions count against your thinking time.
3. You will receive one point for each common answer. Humorous or creative answers will be worth 3 points. This is a subjective opinion on the part of the judge, and the judges' decision is final.
4. Your team will take turns in sequence. You may not skip your turn, nor repeat, nor pass. If one member of the team is stuck, the team is stuck.
5. Your Problem...In front of you is an item. You are to show how this item may be used in the everyday life of a creative Omer.
6. Once time begins, it will not be stopped. If the judge asks you to repeat your answers, clarify it or give another answer, it counts against your time. Speak loudly and clearly.

Reread the problem again before starting

FOR JUDGES ONLY:

Search the house or the garage and find an item that is so unusual that the team members will have no idea what it is normally used for. This will force them to use their creative juices.

Team members do not have to use the items as they might normally be intended. Creative responses could be made by using the items in creative ways. After they complete this Spontaneous, switch the item out with an item that is very familiar to them, and run the Spontaneous again. A rubber band, a stir stick, a paper cup, etc.. Push the team to only answer creatively. Example: A coffee stir stick could be a pole-vault for a cockroach, or a tooth pick for an elephant.

Change is good

JUDGE READS TO STUDENTS: (Do not read numbers or phrases in parenthesis.)

1. You will have two minutes to think and three minutes to respond. Questions count against your thinking time.
2. You will receive one point for each common response. Highly creative or humorous responses will receive five points. This will be a subjective opinion of the judge and the judge's decision is final.
3. Your team is to take turns in sequence. You may not skip your turn, nor repeat nor pass. If one member of the team is stuck, the team is stuck.
4. Once the time begins, it will not be stopped. If the judge asks you to repeat or to clarify your answer, it counts against your time. Speak loudly and clearly.

THE PROBLEM IS:

5. You are to roll the dice. If the number is an odd number (1,3 or 5), you are to name something that gets bigger. For example: I grow taller every year. If you roll an even number (2, 4, or 6), you are to name something that gets smaller. For example: An icicle melts during the heat of the day.

(Repeat #5, THE PROBLEM IS:)

6. "BEGIN" (Judge starts timer).

FOR JUDGES ONLY:

Be sure to give exactly two minutes to think and three minutes to respond. Timing is critical. Students responding at the buzzer can finish and be scored.

You may answer questions during the two minutes thinking period, but time continues.

Score: One point for each common response and five points for each creative.

Common Responses:

Smaller: My hair after a haircut. An eraser on a pencil. A Popsicle as I lick it.

Bigger: I get taller as I get older. Trees grow taller. My belly after I eat a pizza

Creative responses:

Smaller: My wallet after buying useless junk. My ego when I lose. My ability to stay awake as the day drags on. My attention span in math class on Friday afternoons. My “to do” list when I put my mind to it. Bubbles in the bath tub over night. The distance I will be able to walk while my foot is in a cast.

Bigger: How much trouble I will be in every time I don't do my homework. The dirty laundry pile as you slide into home base. A soda can in the freezer. My foot after I twist my ankle. A cake in the oven. The area a water balloon covers before and after it brakes. Lies as time goes on.

If you have missed last weeks problem, got to [www. Floridaodyssey.org](http://www.Floridaodyssey.org) and click on the weekly spontaneous link. Practice, practice, practice, until pigs fly and the cows come home. See you in Iowa.

Color Me A Rainbow

Read to the team:

This is a two-part problem. You will have 6 minutes to complete part 1. Part 1 is a non-verbal problem. No questions may be asked regarding the solution of the problem, although, you may ask the judges to reread any part of the instructions or scoring. Part 2 will be verbal responses to part 1.

Your problem:

Each team member is given a different color of marker. On a large piece of paper, team members, in a circle, will take turns adding onto the drawing of the person before them. After part one ends, team members that participated can make creative comments about the teams' masterpiece.

Scoring:

Use of colors: 1-10 points

Theme: 1-20 points

How well the team built upon the idea: 1-50 points

Complexity of the drawing: 1-50 points

Part two responses: 1 point for a common response, 5 points for a creative response.

REREAD THE PROBLEM.

For Coaches: After completing the above Spontaneous, have the group try it again, but this time, score the drawing as follows: All items drawn must be completed with more than one color. They may not color over another color. For instance: Some one could draw pants, another the shirt and another a hat, to form a person. They would not get any score for a yellow sun, but if they added orange rays of sunshine, this would score well. Remember that this is a non-verbal Spontaneous. Watch them stumble, and have a good laugh... Joe

VERBAL Hands on PROBLEM: Instant Fable

1. This is a verbal hands-on problem.
2. You will have 4 minutes to think and 3 minutes to respond. Questions count against your thinking time.
3. Points will be awarded based on teamwork (1-100 points); creativity(1-50 points); quality of content (1-50 points) and the length of time used, (1 point for every second used of the three minutes). This is a subjective opinion on the part of the judge, and the judges' decision is final.
4. You must choose only five team members for this problem. This must be done after your 4 minute think time ends and your 3 minute response time begins.
5. Your Problem...In front of you are various props to choose from. You are to produce a creative performance, skit, or play, using only these props. The items must enhance the story. The story starts out with a team member saying, "In a land far, far, away..."and continues for up to 3 minutes or until the team wishes to stop. The story must end with the phrase, "and they lived happily ever after". Once time begins, it will not be stopped. When the judge has called time, you must say the phrase, "and they all lived happily ever after". Reread the problem again before starting

FOR JUDGES ONLY: Find the most "off the wall" items you can find and some more common items from around the house to use for props. Some suggestions could be a plant, a potato, a toy car, a hat, a glass jar, a couple of beanie babies, string, a couple sheets of news paper, clay, and macaroni noodles, and some nuts and bolts.

The skit can be performed by them or directly through the props, using the props as characters. They are not limited to the use of just the tabletop. Extra points should be granted for using all the props.

It Is Better To Give Than To Receive

1. This is a verbal hands-on problem.
2. You will have two minutes to think and four minutes to respond. Questions count against your thinking time.
3. You will receive one point for each common answer. Humorous or creative answers will be worth 3 points. This is a subjective opinion on the part of the judge, and the judges' decision is final.
4. Each team member will be given 5 tokens representing imaginary money to spend on each response given. You spend one of your tokens before responding by placing the token in the jar located at the center of the table.
5. Once time begins, it will not be stopped. If the judge asks you to repeat your answers, clarify it or give another answer, it counts against your time. Speak loudly and clearly.
6. Your problem is: You are to imagine yourself as the recipient of the "Creative Mind Sweepstakes" and that you have just been awarded \$100,000. The only stipulation to this massive cash reward is that you must spend the money creatively on people other than yourself. You must spend a token before responding. Time ends in 4 minutes or when you have used all your tokens.
7. Any unused tokens will be forfeited as time expires.
8. Repeat #6 & 7.

This week's Spontaneous Mini: Name things that change size...

VERBAL HANDS-ON PROBLEM: Looks are Deceiving

1. This is a verbal hands-on problem.
2. You will have one minute to think and four minutes to respond. Questions count against your thinking time.
3. In front of you are various items. You are to use two of them to demonstrate each response you give, or use them as part of your response.
4. You will receive 1 point for each response that states how the items are different. You will receive 3 points for stating how the items are the same. Responses will be worth double points if the response is creative or funny.
5. Your team will take turns in sequence. You may not skip your turn, nor repeat, nor pass. If one member of the team is stuck, the team is stuck.
6. Once time begins, it will not be stopped. If the judge asks you to repeat your answer, clarify it or give another answer, it counts against your time. Speak loudly and clearly.
7. Your problem is: In front of you are various items labeled one through six. Each person, in turn, rolls the dice, and then must create a sentence using the two selected objects together in a sentence to state how the items are the same or how they are different. If you roll doubles, the second item will be yours to choose. Before responding, you must first say if the comparison will be how they are the same, or how they are different by stating the words "Same" or "Different" before giving the response.

Your problem is: Repeat # 7. (It may be a good idea to physically roll the dice and demonstrate how to respond to this problem.)

FOR JUDGES ONLY: Give the team 6 items from around the house. The stranger the items, the better it will be. This will challenge them to see how well they can go after the higher point responses. The team should be given items such as a hat, an earring, a cup, a tomato, a pair of socks, and a screwdriver.

Team members do not have to use the items as they might normally be intended. Creative responses could be made by using the items in creative ways.

Now have the team members find 6 items that they would like to use and try the problem again. Question them afterwards on how they can improve their scores.

Today's mini Spontaneous: If I was a coin, I would... (Think wildly creative, then paint the picture)

VERBAL HANDS-ON PROBLEM: Just follow the directions

1. This is a verbal hands-on problem. It is a two part Problem
2. In part 1, you will be given instructions to follow. In part 2, you will have two minutes to think and four minutes to respond to the solution in part 1. You will not be able to ask any questions at any time.
3. In part one you will be given a piece of paper on which to draw. You will take turns in sequence drawing on the paper per the instructions given by the judge. In part 2, you will respond to the team created drawing. You will receive one point for each common answer. Humorous or creative answers will be worth 3 points. This is a subjective opinion on the part of the judge, and the judges' decision is final.
4. Your team will take turns in sequence. You may not skip your turn, nor repeat, nor pass. If one member of the team is stuck, the team is stuck.
5. Once time begins, it will not be stopped. If the judge asks you to repeat your answers, clarify it or give another answer, it counts against your time. Speak loudly and clearly.
6. Your Problem...Follow these directions given by the judge to create a team created drawing. After creating the drawing you will be given time to think and respond creatively to the drawing.
7. Reread the problem...

FOR JUDGES ONLY:

These directions are very vague for a reason. Do not give any further directions other than what is listed here. Do not let them ask questions. You should repeat the directions given as many times as it takes for them to complete that given instruction. This is to help the team to learn that listening and following instructions are OK, but if the instructions are not clear enough, you must ask the questions or take the chance of making a mistake. This makes for great discussion after they are done with the spontaneous problem.

Instructions:

1. Start by drawing a straight line on the paper. This line should be parallel to the bottom edge of the paper. Locate the line $\frac{2}{3}$ of the way down from the top of the page.

2. At the top corner of the page, draw a circle
3. Draw a vertical line upwards starting from the center of the original line.
4. Connect the outside points of the first line with a curved line. The curved line should be located below the original line.
5. Between the first line and the curved line, draw three small circles.
6. Draw a triangular shape over the top of the vertical line.
7. At the top of the vertical line, draw a flag.
8. Below and beside the curved line, draw some squiggly lines.
9. Starting at the circle, draw 6 evenly spaced lines that shoot out from the edge of the circle.
10. Draw a stick figure anywhere on the original straight line
11. Draw some simple stick figure-like "V" shaped birds located on the upper third of the page.
12. Draw 3 stick-figure like fish at the bottom of the page
13. Face the paper around the table for all to sign their names at the bottom of the page
14. Label the stick figure with the coach's name.

Part one is now complete. Continue with part two of the spontaneous.

If you can't figure out what the drawing was to represent, drop me a line at Donoughes@yahoo.com. I would love to hear how this was received with the team. Enjoy.

Thought of the day:

Have you ever noticed that you can say any foolish thing to a dog, and the dog will give you a look that says, "By Golly, you're right! I never would've thought of that!"

S.P.O.N.T. = Spontaneous Prepared Omers are Never Thwarted

1. This is a verbal hands-on problem.
2. You will have two minutes to think and four minutes to respond. Questions count against your thinking time.
3. You will receive one point for each common answer. Humorous or creative answers will be worth 3 points. This is a subjective opinion on the part of the judge, and the judges' decision is final.
4. In front of you are some Acronyms. Acronyms are words formed from the initials of other words. You are to use one of these Acronyms as part of your response.
5. Your team will take turns in sequence. You may not skip your turn, nor repeat, nor pass. If one member of the team is stuck, the team is stuck.
6. Once time begins, it will not be stopped. If the judge asks you to repeat your answers, clarify it or give another answer, it counts against your time. Speak loudly and clearly.
7. Your problem is: When it is your turn, you are to choose an Acronym from the list placed in front of you. You are to spell out the Acronym and state what it might stand for. For instance, B.F.N. could stand for "bye for now" and L.O.L. could stand for "laughing out loud".
8. Repeat # 7.

FOR JUDGES ONLY:

Team should be given a list of 10 or more acronyms on individual 3" x 5" cards. Here is a list to help you get started. See if the team can come up with some creative acronyms that they may be able to incorporate in to their set or performance. Small items like this can go a long way towards STYLE POINTS if the team puts their minds to it.

G.N. N.L.D. P.A.T. W.T.M.I. R.I.G. J.A.M.

D.B.A. M.R.T. P.S.S.T. L.O.N.G. C.A.T. A.B.C..

W.A.C. T.A.L.L. F.O.B N.E.W.S. P.I.G A.R.T.

F.O.E. F.L.A.G. R.D. R.P.C. S.D. S.T.A.T.

4.G.R.P.S.R.=For Great Responses Practice Spontaneous Regularly

The Show Must Go On !!!

Read to the team:

This is a 2 part verbal hands-on problem. You will have 8 minutes to complete this problem. The competition will end when you are finished or when time has ended.

The problem is: Your problem is to construct a mini play with the items presented to you by the judges. The play should have as many elements of a play as possible, including characters, props and background.

In part 1, your problem is to build a miniature set, characters and props, within the marked square on the table. You will be given materials with which to build your solution to the problem. You may use only those materials for your solution. You may talk and ask questions at anytime during part one. The team must declare when they are done with part 1. In part 2, you will use the items in part 1 to perform a miniature play within the taped off area. The taped off area will act as your stage. There is not a set time for which to stop part 1 before moving on to part 2 of the problem, but the team should allow time at the end to perform the play with their solution. Time will end at 8 minutes or when the teams says "The End"

Scoring: Use of materials 1-100
Use of time 1-200
Creativity of skit 1-100
Teamwork 1-300

Suggested Materials:

1 small piece of scotch tape	5 straws
1 wire coat hanger	3 pipe cleaners
4 pieces of spaghetti	1 sheet of paper
1 empty can	1 12" piece of string
4 sticks of gum with wrappers	5 marbles
1" cube of clay	Multiple colored markers
A pair of scissors	A 12" ruler

Set up: Before the teams enter, mark a 2'x 2' square on the floor or table with masking tape.

For younger teams, have them recreate their long-term performance or their favorite Nursery rhyme using the items provided. This problem should emphasize the importance of teamwork and time management.