

Spontaneous Problem: Pet Play Day

A. When the team enters the room, tell them, “This is a **hands-on verbal** problem. In an actual tournament you would have one minute to select five team members to compete. The others would leave or stay to watch, sitting in seats away from the table. If they stayed in the room, they could not assist in solving the problem and could not talk at ANY time. But today, all members may participate!”

B. JUDGE READS TO TEAM:

1. This is a two-part combination Building and Verbal Problem. In Part 1 you will have 4 minutes to create an item. In Part 2, you will be given 3 minutes to respond to your creation from Part 1.

Part 1:

In today's world, people spend money on a wide variety of products for pets of all sorts. Your problem is to use the materials given to make a toy for a pet. This toy may be of any variety, any size and intended for any use; however, you may only use the materials given. You may use the scissors, but they may not be part of your solution. You have 4 minutes to create a toy for a pet. You will receive up to 20 points for the creativity of the toy. The team is given 4 minutes to work.

Part 2:

You will have 1 minute to think and 3 minutes to give responses. Questions count against your time to think, and you may not talk among yourselves at any time. Common answers will receive 1 point. Highly creative or funny answers will receive 4 points. At the end of your thinking time, a judge will indicate which team member should give the first response and will then begin response time. The first person will give an answer and then you will continue clockwise, with the person on your left giving an answer when you have finished your own.

2. Once time begins, it will not be stopped. If the judge asks you to repeat a response, to explain it, or to give a more appropriate answer, time will continue while you respond. Please speak loudly and clearly so the judges can hear your answers.

3. Your question is: What animal might play with this toy and what would they do with it?

C. FOR JUDGES ONLY

1. At the start of Part 1, give the team the following items:
1 index card, 4 paper brads, 2 sticky labels, 1 felt square, 1 craft stick, 1 clothespin, and scissors.
2. It is not necessary that the toy be a realistic representation of an item; it only needs to represent the concepts of a toy.
3. Be sure to give points for the teamwork in Part 1, as well as the points for responses in Part 2.
4. Scoring
Common Examples
dog chew or fetch, cat chase, fish habitat

Creative Examples
cricket bandstand, porcupine pillow, rhino target

Scoring range for teamwork: 1 – 20 points

Team Copy

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