

Spontaneous Problem: Cat Helmet

- A. When the team enters the room, tell them, "This is a Verbal problem. In an actual tournament you would have one minute to select five team members to compete. The others could 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."

Note To Judge: All team members can participate in the Spontaneous Fair.

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

1. You will have 1 minute to think, and 3 minutes to respond. You may ask questions at any time, but the clock will continue.
2. Your team is to take turns in sequence. You may not skip your turn or repeat or pass. If one member of the team is stuck, the team is stuck.
3. Once the time begins, it will not be stopped. If the judge asks you to repeat a response, to clarify, or to give another response, time will continue. Speak loudly and clearly.
4. There is a picture in front of you. **Your problem is to say something about the picture or describe what the cat might be thinking.**
5. You will receive 1 point for each common response. Creative or humorous responses will receive 3 points.
6. Once again, there is a picture in front of you. **Your problem is to say something about the picture or describe what the cat might be thinking.**

- C. FOR JUDGES ONLY

1. Put a picture of the cat with the "lime helmet" in front of the team.
2. Examples of common responses might include:
"It's going to be a long day."
"I hate when they do this."
3. Examples of creative responses might include:
"The football coach yells 'Get out there Fluffy!'"
"Introducing Fluffy, the sky-diving feline."
"Lime juice really IS good for the fur."

Team Copy

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<p>Spontaneous Scoring: Cat Helmet Common: 1 point</p> <p>Creative: 3 points</p> <p>Total:</p> <p>Notes:</p>	<p>Spontaneous Scoring: Cat Helmet Common: 1 point</p> <p>Creative: 3 points</p> <p>Total:</p> <p>Notes:</p>
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