

Spontaneous Problem: Heading Down the Highway

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 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. You will have 1 minute to think and 4 minutes to respond. Questions count against your time to think, and you may not talk among yourselves at any time.
2. Common answers will receive 1 point. Creative or funny answers will receive 3 points. Highly creative or humorous answers will receive 4 points.
3. 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. After the first person gives a response, the person to the left will give the next response.
4. 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.
5. Your question is: Dice have been placed in front of you. On your turn, you will roll the dice. If the combined number is odd you will give a word, phrase or sentence containing the word "high." If the combined number is even, you will give a word, phrase or sentence containing the word "way." If the two numbers match, you must use both words – but may not use the word "highway".
6. After your turn is ended, pass the dice to your left.
7. You will have one minute to think and 4 minutes to give answers.

C. FOR JUDGES ONLY

1. The team may talk during think time. However, do not tell them this unless they ask.
2. Teams may discuss the problem during their think time. Do not tell them this unless they ask.
3. Place the dice on the table before the team sits down. Answers to this problem are limited only by the 4 minute time frame. Much of the team's success will depend on their cooperation in controlling the dice. Keep in mind that words such as "weigh," and "hi" are acceptable.

3. Scoring Examples

Common: 1 point

Hi there. All the way. Way to go.

Creative: 4 points

We Live in the Milky'Way' galaxy.

Good morning your 'High'ness.

A continued theme around the table can be very creative.

Team Copy

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