## **Judge: Preparation:**

- Set a table with five chairs for competing team members.
- Provide a copy of the problem instructions on the table for the team members.

(Judge: 1. All individuals competing in this problem must be from the same team. 2. You cannot comment at the end of the problem on any of the responses or how they were scored.)

## Judge Instructions:

(Judge: When team members enter the room, tell them)

This is a verbal challenge. You have 1 minute to select the five team members who will compete. The others must sit in these seats and watch or be escorted from the room. They may not assist in solving the problem and may not talk.

(Judge: After 5 Team Members Chosen and seated, Read all the instructions, repeat, then Start the Time)

- 1. You will have 2 minutes to think and 3 minutes to respond. You may ask questions; however, time will continue. Do not talk to each other at any time
- 2. Once time begins, it will not be stopped, even if a judge asks you to repeat a response, clarify it, or give a more appropriate response. Speak loudly and clearly.
- 3. Your team will respond in the order that you are seated. You may not skip your turn, repeat an answer or pass. If one member of your team is stuck, then the others must wait for that team member to answer.
- 4. Your challenge is to solve your Long-Term Problem as a spontaneous problem. Back in January you were working so hard that your whole team fell asleep, and it is now March (even though you think it is January). You have just woken up and the Tournament is tomorrow morning -- after this Spontaneous you will have just three hours to complete your Long-Term solution.
- 5. You will respond in order with ideas which could complete a missing part of your Long-Term Problem or dramatically improve it within the next three hours. Each idea should take less than one hour to implement. You will receive 1 point for each common idea, 3 points for each highly creative idea, and 4 points for each creative idea that could, in the Judges opinion, be completed in less than one hour.
- 6. Although the Judges can give you a score at the end of the Spontaneous, because of Outside-Assistance rules they will not comment on individual ideas or the scoring of individual ideas.

(Judge: Repeat all the instructions, then Start the Time)

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## CTOM SPON ZONE Problem Rip van Omer

**Team Copy** 

- 1. You will have 2 minutes to think and 3 minutes to respond. You may ask questions; however, time will continue. Do not talk to each other at any time
- 2. Once time begins, it will not be stopped, even if a judge asks you to repeat a response, clarify it, or give a more appropriate response. Speak loudly and clearly.
- **3.** Your team will respond in the order that you are seated. You may not skip your turn, repeat an answer or pass. If one member of your team is stuck, then the others must wait for that team member to answer.
- 4. Your challenge is to solve your Long-Term Problem as a spontaneous problem. Back in January you were working so hard that your whole team fell asleep, and it is now March (even though you think it is January). You have just woken up and the Tournament is tomorrow morning -- after this Spontaneous you will have just three hours to complete your Long-Term solution.
- 5. You will respond in order with ideas which could complete a missing part of your Long-Term Problem or dramatically improve it within the next three hours. Each idea should take less than one hour to implement. You will receive 1 point for each common idea, 3 points for each highly creative idea, and 4 points for each creative idea that could, in the Judges opinion, be completed in less than one hour.
- 6. Although the Judges can give you a score at the end of the Spontaneous, because of Outside-Assistance rules they will not comment on individual ideas or the scoring of individual ideas.