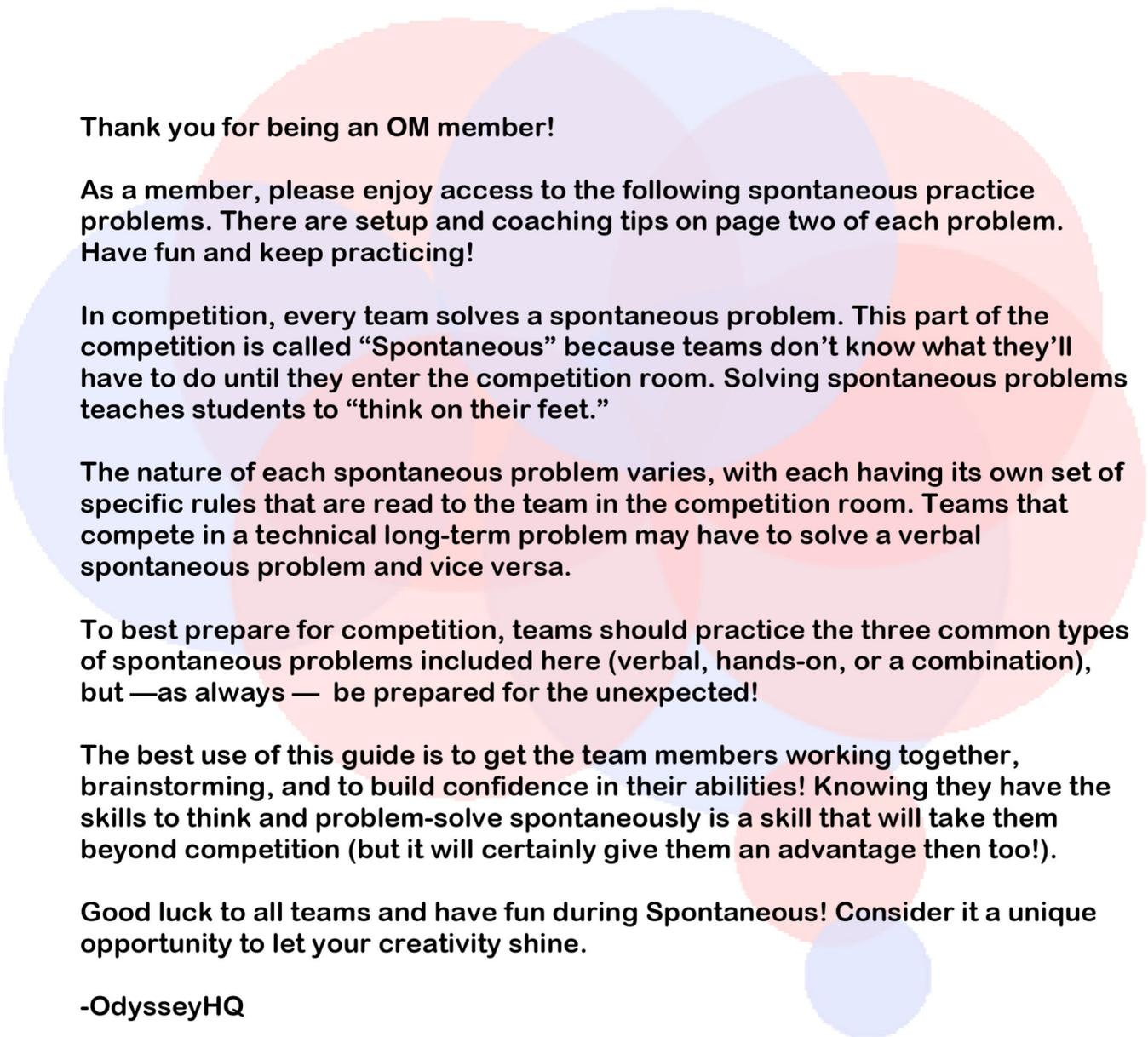




Odyssey of the Mind[®]

Spontaneous
Practice
Problems 2



Thank you for being an OM member!

As a member, please enjoy access to the following spontaneous practice problems. There are setup and coaching tips on page two of each problem. Have fun and keep practicing!

In competition, every team solves a spontaneous problem. This part of the competition is called “Spontaneous” because teams don’t know what they’ll have to do until they enter the competition room. Solving spontaneous problems teaches students to “think on their feet.”

The nature of each spontaneous problem varies, with each having its own set of specific rules that are read to the team in the competition room. Teams that compete in a technical long-term problem may have to solve a verbal spontaneous problem and vice versa.

To best prepare for competition, teams should practice the three common types of spontaneous problems included here (verbal, hands-on, or a combination), but —as always — be prepared for the unexpected!

The best use of this guide is to get the team members working together, brainstorming, and to build confidence in their abilities! Knowing they have the skills to think and problem-solve spontaneously is a skill that will take them beyond competition (but it will certainly give them an advantage then too!).

Good luck to all teams and have fun during Spontaneous! Consider it a unique opportunity to let your creativity shine.

-OdysseyHQ



Odyssey of the Mind[®]

PRACTICE PACKET VERBAL SPONTANEOUS PROBLEM FOLLOWERS

A. *When the team members enter the room, tell them, "This is a verbal problem. Please step over to the competition area (indicate area) to begin."*

B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)

- (1) You have 1 minute to think and 5 minutes to respond. You may ask the judges questions once time begins; however, time will continue. **You are not allowed to talk to each other at any time.**
- (2) You will receive 1 point for each common response and 5 points for each creative response.
- (3) **There are 35 items and two containers on the table. With each response, you will place one of the items in the container** (*point to container*).
- (4) Speak loudly and clearly. Once time begins, it will not be stopped.
- (5) **You should not repeat a response that has already been given. You may respond as often as you wish, and in any order, but must place an item in the container with each response you give.**
- (6) You will be finished when response time ends or when you have used all of the items.
- (7) **Your problem is to give examples of something that follows something else.** For example, you might say, "B follows A."

(After reading the entire problem aloud, repeat the items in boldface. Begin by saying, "I repeat." After reading boldface items, say "Begin think time now. Then, for response time say "Begin response time now.")

C. FOR JUDGES ONLY:

1. Judges should discuss and practice solving the problem before the first team competes. Make any necessary decisions and or notes. All decisions must be applied uniformly to all teams.
2. Practice reading the problem out loud before the first team competes. When reading to the teams, illustrate the problem by indicating items and portraying actions.
3. Place two copies of the Team's Copy of the problem in full view of all team members before you read the problem to them. They may use them as a reference during the competition.
4. Place two containers and spread 35 **items randomly on the table** within reach of all team members. Make sure team members surrender an item before each response. These items may be poker chips, coins, tokens, etc. Make sure the containers can accept and hold them. Make sure there are at least two containers.
5. If there are fewer than seven team members, allow the team to continue until all the items are used or time ends. Score accordingly.
6. Be sure to give exactly 1 minute to think and 5 minutes to respond. Timing is critical. Team members responding as time ends may finish and be scored.
7. Score: 1 point for each common response, 5 points for each creative response.
8. **Examples of Common Responses:**
Literal examples: B follows A; 2 follows 1; 9a.m. follows 8:59a.m; Page 3 follows page 2; Night follows day; 2nd place follows 1st place.
Seasons and seasonal changes: Spring follows winter; Winter follows fall; Warmth follows cold.
9. **Examples of Creative Responses:**
Animals: Predators follow prey; Hunting dogs follow rabbits; Geese follow the leader.
Literal exceptions: C follows A in the alphabet unless you start at B; E follow I expect after C.
People: Fans follow celebrities; Soldiers follow the leader; Good citizens follow the law; Fans follow football; Police follow suspects.
Miscellaneous: People follow religion; Sharks follow the scent of blood in the water; A hangover follows too much partying; Grief follows the death of a loved one; Sleepiness follows eating too much; Tidal waves follow seaquakes; My shadow follows me; Credits follow the end of a movie; Homework assignments follow class; Extra points follow touchdowns; Exhaust follows cars; Mechanics follow directions; Non-existent people follow paranoid people; Honest people follow their conscious; Embarrassment follows split pants; Musicians follow conductors; The press follows politicians; Rats followed the Pied Piper.

***NOTE:** You may remind team members to speak more loudly if you cannot hear them. Time continues.

Team's Copy

Verbal Spontaneous Problem: Followers

- (1) You have 1 minute to think and 5 minutes to respond. You may ask the judges questions once time begins; however, time will continue. **You are not allowed to talk to each other at any time.**
- (2) You will receive 1 point for each common response and 5 points for each creative response.
- (3) **There are 35 items and two containers on the table. With each response, you will place one of the items in the container.**
- (4) Speak loudly and clearly. Once time begins, it will not be stopped.
- (5) **You should not repeat a response that has already been given. You may respond as often as you wish, and in any order, but must place an item in the container with each response you give.**
- (6) You will be finished when response time ends or when you have used all of the items.
- (7) **Your problem is to give examples of something that follows something else.** For example, you might say, "B follows A."



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PRACTICE PACKET VERBAL SPONTANEOUS PROBLEM STELLAR IDEA!

A. *When the team members enter the room, tell them, "This is a verbal problem. Please step over to the competition area (indicate area) to begin."*

B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)

- (1) You have 1 minute to think and 5 minutes to respond. You may ask the judges questions once time begins; however, time will continue. **You are not allowed to talk to each other at any time.**
- (2) You will receive 1 point for each common response and 5 points for each creative response.
- (3) **There are 35 items and two containers on the table. With each response, you will place one of the items in the container** (*point to container*).
- (4) Speak loudly and clearly. Once time begins, it will not be stopped.
- (5) **You should not repeat a response that has already been given. You may respond as often as you wish, and in any order, but must place an item in the container with each response you give.**
- (6) You will be finished when response time ends or when you have used all of the items.
- (7) **Imagine that scientists just discovered a new planet. Your problem is to give it a name and say the reason for that name. For example, you might say, "I'd call it Tomatonia because it is red like a tomato."**

(After reading the entire problem aloud, repeat the items in boldface. Begin by saying, "I repeat." After reading boldface items, say "Begin think time now. Then, for response time say "Begin response time now.")

C. FOR JUDGES ONLY:

1. Judges should discuss and practice solving the problem before the first team competes. Make any necessary decisions and or notes. All decisions must be applied uniformly to all teams.
2. Practice reading the problem out loud before the first team competes. When reading to the teams, illustrate the problem by indicating items and portraying actions.
3. Place two copies of the Team’s Copy of the problem in full view of all team members before you read the problem to them. They may use them as a reference during the competition.
4. Place two containers and spread 35 items randomly on the table within reach of all team members. Make sure team members surrender an item before each response. These items may be poker chips, coins, tokens, etc. Make sure the containers can accept and hold them. Make sure there are at least two containers.
5. If there are fewer than seven team members, allow the team to continue until all the items are used or time ends. Score accordingly.
6. Be sure to give exactly 1 minute to think and 5 minutes to respond. Timing is critical. Team members responding as time ends may finish and be scored.
7. Score: 1 point for each common response, 5 points for each creative response.
8. **Examples of Common Responses:**
Simple/predictable responses: “Candyland because it looks like candy”; “Planet Royal because it looks like it’s made of jewels”; “Wonderland because it looks like Christmas lights”; “Marble planet because it looks like a marble.”
Miscellaneous: “Krypton, look likes superman’s home planet”; “Planet V34-u because it is new”; “Earth 2.0 because we could live on it.”
9. **Examples of Creative Responses:**
Creative/Humorous responses: “Planet Nuclearon because it looks like glowing nuclear waste”; “Slimetron because it looks like someone will get slimed”; “Planet of my dreams! It looks like candy”; “Festivus because it looks like holiday lights.”
Miscellaneous: “Jell-topia because it looks like lime Jell-o;” “Dr. Samus because it’s bursting with good ideas;” “Picasso planet because it’s so colorful it looks like a painting.”

***NOTE:** You may remind team members to speak more loudly if you cannot hear them. Time continues.

Team's Copy

Verbal Spontaneous Problem: Stellar Idea!

- (1) You have 1 minute to think and 5 minutes to respond. You may ask the judges questions once time begins; however, time will continue. **You are not allowed to talk to each other at any time.**
- (2) You will receive 1 point for each common response and 5 points for each creative response.
- (3) **There are 35 items and two containers on the table. With each response, you will place one of the items in the container.**
- (4) Speak loudly and clearly. Once time begins, it will not be stopped.
- (5) **You should not repeat a response that has already been given. You may respond as often as you wish, and in any order, but must place an item in the container with each response you give.**
- (6) You will be finished when response time ends or when you have used all of the items.
- (7) **Imagine that scientists just discovered a new planet. Your problem is to give it a name and say the reason for that name. For example, you might say, "I'd call it Tomatonia because it is red like a tomato."**



Odyssey of the Mind[®]

PRACTICE PACKET VERBAL SPONTANEOUS PROBLEM MAKING CONNECTIONS

A. *When the team members enter the room, tell them, "This is a verbal problem. Please step over to the competition area (indicate area) to begin."*

B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)

- (1) You have 1 minute to think and 5 minutes to respond. You may ask the judges questions once time begins; however, time will continue. **You are not allowed to talk to each other at any time.**
- (2) You will receive 1 point for each common response and 5 points for each creative response.
- (3) **There are 35 items and two containers on the table. With each response, will place one of the items in the container** (*point to container*).
- (4) Speak loudly and clearly. Once time begins, it will not be stopped.
- (5) **You should not repeat a response that has already been given. You may respond as often as you wish, and in any order, but must place an item in the container with each response you give.**
- (6) You will be finished when response time ends or when you have used all of the items.
- (7) **Your problem is to say something that connects two items on the list.** For example, you might say, "The book is in my house."

(After reading the entire problem aloud, repeat the items in boldface. Begin by saying, "I repeat." After reading boldface items, say "Begin think time now. Then, for response time say "Begin response time now.")

C. FOR JUDGES ONLY:

1. Judges should discuss and practice solving the problem before the first team competes. Make any necessary decisions and or notes. All decisions must be applied uniformly to all teams.
2. Practice reading the problem out loud before the first team competes. When reading to the teams, illustrate the problem by indicating items and portraying actions.
3. Place two copies of the Team’s Copy of the problem and the list in full view of all team members before you read the problem to them. They may use them as a reference during the competition.
4. Place two containers and spread 35 **items randomly on the table** within reach of all team members. Make sure team members surrender an item before each response. These items may be poker chips, coins, tokens, etc. Make sure the containers can accept and hold them. Make sure there are at least two containers.
5. If there are fewer than seven team members, allow the team to continue until all the items are used or time ends. Score accordingly.
6. Be sure to give exactly 1 minute to think and 5 minutes to respond. Timing is critical. Team members responding as time ends may finish and be scored.
7. Score: 1 point for each common response, 5 points for each creative response.
8. **Examples of Common Responses:**
Predictable responses: “I use my boat to waterski when the sun is out”; “Animals sleep in the sun”; “My mom says, ‘No, no animals in the house’”; “We have a nice car and a nice house”; “There are books to teach how to fix a car.”
9. **Examples of Creative Responses:**
Unusual/Humorous responses: “We always take our boat out on SUNdays”; “Animals and the sun are part of nature”; “A bear’s den is an animal’s house”; “It’s a bad day when you drive your car through your house”; “He stole a car so the police BOOKed him.”

***NOTE:** You may remind team members to speak more loudly if you cannot hear them. Time continues.

MAKING CONNECTIONS LIST

BOAT

SUN

ANIMAL

HOUSE

CAR

BOOK

Team's Copy

Verbal Spontaneous Problem: Making Connections

- (1) You have 1 minute to think and 5 minutes to respond. You may ask the judges questions once time begins; however, time will continue. **You are not allowed to talk to each other at any time.**
- (2) You will receive 1 point for each common response and 5 points for each creative response.
- (3) **There are 35 items and two containers on the table. With each response, will place one of the items in the container.**
- (4) Speak loudly and clearly. Once time begins, it will not be stopped.
- (5) **You should not repeat a response that has already been given. You may respond as often as you wish, and in any order, but must place an item in the container with each response you give.**
- (6) You will be finished when response time ends or when you have used all of the items.
- (7) **Your problem is to say something that connects two items on the list.** For example, you might say, "The book is in my house."



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PRACTICE PACKET VERBAL SPONTANEOUS PROBLEM PICK-A-STORY

A. *When the team members enter the room, tell them, "This is a verbal problem. Please step over to the competition area (indicate area) to begin."*

B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)

- (1) You have 1 minute to think and 5 minutes to respond. You may ask the judges questions once time begins; however, time will continue. **You are not allowed to talk to each other during response time.**
- (2) **There are 35 items and two containers on the table. With each response, you will place one of the items in the container** (*point to container*).
- (3) Speak loudly and clearly. Once time begins, it will not be stopped.
- (4) **You should not repeat a response that has already been given. You may respond as often as you wish, and in any order, but must place an item in the container with each response you give.**
- (5) You will be finished when response time ends or when you have used all of the items.
- (6) **Your problem is to select one of these topics** (*point to topics*) **and tell a story about it. The first team member will point to the topic and then start the story, the next team member will add to it and so on.** For example, the first team member could start the story by saying, "I was on my way to school and I accidentally took a wrong turn." Then the next team member might say, "I must have been sleep-walking!"
- (7) You will receive 1 point for each common response and 5 points for each creative response. Responses will be judged on creativity and how well they add to the story.

(After reading the entire problem aloud, repeat the items in boldface. Begin by saying, "I repeat." After reading boldface items, say "Begin think time now. Then, for response time say "Begin response time now.")

C. FOR JUDGES ONLY:

1. Judges should discuss and practice solving the problem before the first team competes. Make any necessary decisions and or notes. All decisions must be applied uniformly to all teams.
2. Practice reading the problem out loud before the first team competes. When reading to the teams, illustrate the problem by indicating items and portraying actions.
3. Place two copies of the Team’s Copy of the problem and the list of topics in full view of all team members before you read the problem to them. They may use them as a reference during the competition.
4. Place two containers and spread 35 **items randomly on the table** within reach of all team members. Make sure team members surrender an item before each response. These items may be poker chips, coins, tokens, etc. Make sure the containers can accept and hold them. Make sure there are at least two containers.
5. If there are fewer than seven team members, allow the team to continue until all the items are used or time ends. Score accordingly.
6. Be sure to give exactly 1 minute to think and 5 minutes to respond. Timing is critical. Team members responding as time ends may finish and be scored.
7. Score: 1 point for each common response, 5 points for each creative response.
8. **Examples of Common Responses:**
 - Statements that do not make sense.*
 - Statements that are not associated to the previous one.*
 - Statements that are plausible but do not add to the story.*
 - General descriptive statements (for example, “The cucumber is green”).*
 - Statements that add to the story but are predictable.*
9. **Examples of Creative Responses:**
 - Original, unexpected or humorous statements that continue the story.*
 - Statements that continue the story and allow an opportunity to change the story completely.*
 - Statements that rhyme and continue the story.*
 - Unusual or humorous comments about a previous response.*
 - Creative puns that add to the story.*

***NOTE:** You may remind team members to speak more loudly if you cannot hear them. Time continues.

Pick-A-Story Topics

(Select one of the following)

The underdog becomes successful.

Someone's wish comes true.

We found a missing pet.

I took a wrong turn.

Team's Copy

Verbal Spontaneous Problem: Pick-A-Story

- (1) You have 1 minute to think and 5 minutes to respond. You may ask the judges questions once time begins; however, time will continue. **You are not allowed to talk to each other during response time.**
- (2) **There are 35 items and two containers on the table. With each response, you will place one of the items in the container.**
- (3) Speak loudly and clearly. Once time begins, it will not be stopped.
- (4) **You should not repeat a response that has already been given. You may respond as often as you wish, and in any order, but must place an item in the container with each response you give.**
- (5) You will be finished when response time ends or when you have used all of the items.
- (6) **Your problem is to select one of these topics (*point to topics*) and tell a story about it. The first team member will point to the topic and then start the story, the next team member will add to it and so on.** For example, the first team member could start the story by saying, "I was on my way to school and I accidentally took a wrong turn." Then the next team member might say, "I must have been sleep-walking!"
- (7) You will receive 1 point for each common response and 5 points for each creative response. Responses will be judged on creativity and how well they add to the story.



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PRACTICE PACKET

HANDS-ON SPONTANEOUS PROBLEM

CREATIVE BRIDGE

- A. *When the team members enter the room, tell them, "This is a hands-on problem. Please step over to the competition area (indicate area) to begin."*
- B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)
- (1) You have 6 minutes to discuss the problem and create your solution. The judge will warn you when 2 minutes, when 1 minute, and when 30 seconds remain. You are allowed to ask the judges questions, but time will continue.
 - (2) **Your problem is to build as many bridges as possible that span between these tables** (*point to the gap between tables*).
 - (3) The tables are sectioned off into different scoring areas (*point to areas*). **Your score will be based on the sections that you choose to start and end your bridges.**
 - (4) You will use these materials to build the bridges (*point to materials*). Nothing else can be used, and you are not allowed to damage items marked with a yellow label. (*Point to label.*)
 - (5) **A bridge is eligible for score as long as it only touches the top surface of both tables. Bridges are not allowed to touch each other.**
 - (6) You will be finished when time ends or when you ask to be scored.
 - (7) You will be scored as follows:
 - (a) Each legal bridge will receive the score of the highest scoring area it touches on each table.
 - (b) You will receive 1 to 15 points for the creativity of your solution.
 - (c) You will also receive 1 to 10 points for how well you work together.

(Repeat items in boldface. Begin by saying, "I repeat.")

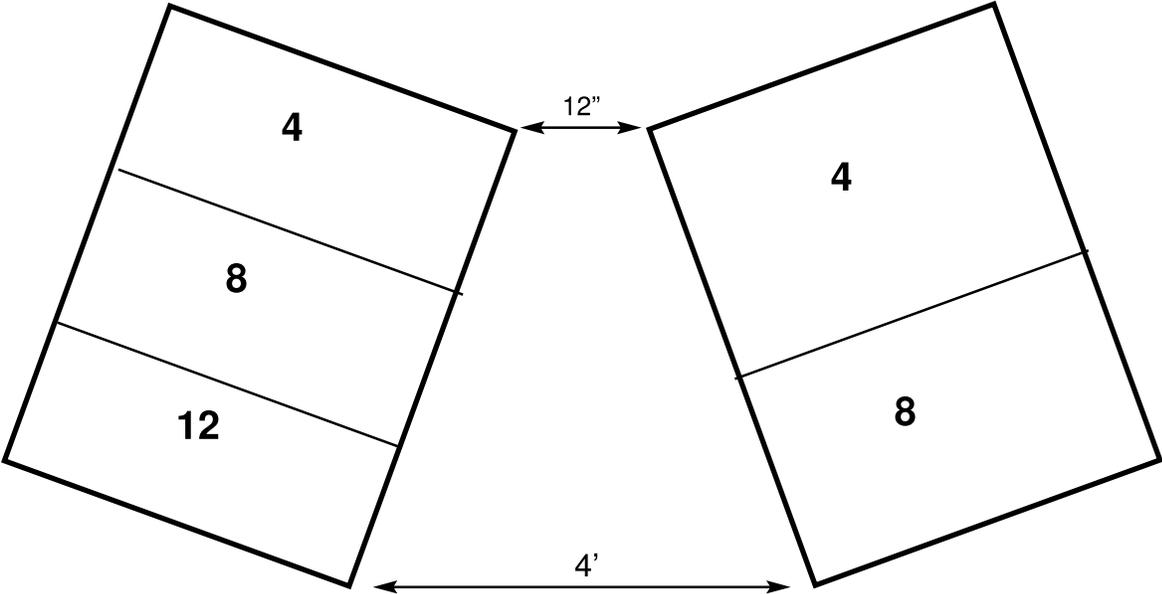
C. FOR JUDGES ONLY:

1. Discuss and practice the problem before the first team competes. Make any necessary decisions and/or notes. All decisions must be applied uniformly to all teams.
2. Practice reading the problem out loud before the first team competes. When reading to the teams, judges should illustrate the problem by indicating items and portraying actions.
3. Place two copies of the Team's Copy in full view of all team members before you read the problem to them. They may refer to them during the competition.
4. Before the team enters the room, place the following materials on a table:

*3 unsharpened pencils	4 pieces of string, 6"	2 8-oz. Styrofoam cups
*1 ruler, approx 12"	2 ounces of clay	8" piece of painter's tape
8 paperclips	8 plastic straws	40 toothpicks
8 rubber bands	2 sheets of paper, 8 ½" x 11"	

** Mark with a yellow label.*
5. Set up two tables in a "v" formation as shown in Site Setup. Mark each scoring area with tape and label the score for each section. Be sure the tables remain the same for each team.
6. Be sure to give each team exactly 6 minutes to create their solution. Warn the team when 2 minutes, when 1 minute, and when 30 seconds remain.
7. When scoring **creativity of the solution**, assess use of materials, variety of ideas considered, and the final solution. When **scoring how well the team works together**, consider how the team plays to each other's strengths, if they value one another's input, etc.
8. If it is obvious that the team does not understand the problem, you should provide information to clarify the problem's intent and its limitations. **Do not offer tips on how to solve the problem.**
9. A bridge is eligible for score as long as it only touches the surface of the tables. To score, add together the scoring area values that each part of each bridge is touching. If a bridge touches more than one scoring area on a table, award the team the higher of the values.
10. Keep a spray bottle and towels nearby in case there is any residue from the clay after a team competes.

Site Setup: Creative Bridge



Place two tables in a "v" formation and mark and label the scoring areas with tape.

Team's Copy

Hands-On Spontaneous Problem: Creative Bridge

- (1) You have 6 minutes to discuss the problem and create your solution. The judge will warn you when 2 minutes, when 1 minute, and when 30 seconds remain. You are allowed to ask the judges questions, but time will continue.
- (2) **Your problem is to build as many bridges as possible that span between these tables.**
- (3) The tables are sectioned off into different scoring areas. **Your score will be based on the sections that you choose to start and end your bridges.**
- (4) You will use these materials to build the bridges. Nothing else can be used, and you are not allowed to damage items marked with a yellow label.
- (5) **A bridge is eligible for score as long as it only touches the top surface of both tables. Bridges are not allowed to touch each other.**
- (6) You will be finished when time ends or when you ask to be scored.
- (7) You will be scored as follows:
 - (a) Each legal bridge will receive the score of the highest scoring area it touches on each table.
 - (b) You will receive 1 to 15 points for the creativity of your solution.
 - (c) You will also receive 1 to 10 points for how well you work together.



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PRACTICE PACKET

HANDS-ON SPONTANEOUS PROBLEM

HIT THE BUCKET

- A. *When the team members enter the room, tell them, “This is a hands-on problem. Please step over to the competition area (indicate area) to begin.”*
- B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)
- (1) This is a two-part problem. In Part I, you will have 5 minutes to discuss the problem, create a solution, and practice. You will be warned when 2 minutes and when 1 minute remains. In Part II, you will have 3 minutes to test your solution for score. You are allowed to ask the judges questions and talk to each other at any time.
 - (2) There is a bucket inside a taped area, materials, and a taped line (*point to each*). You are not allowed to change the setup or damage anything marked with a label (*point to label*).
 - (3) **Your problem is to assemble these materials into two scoring objects and throw them in the bucket (*point to bucket*).**
 - (4) In Part I you will assemble the scoring objects using the materials. You are allowed to move around and practice as you wish.
 - (5) **In Part II, you will toss the two objects into the bucket for score. You must stand behind the line (point) when attempting to score.**
 - (6) **After an object has been thrown, you can leave it where it landed to be scored; or retrieve it and try again. Materials that fall off the object cannot be reconnected.**
 - (7) You will be finished when time ends or you ask to be scored.
 - (8) You will be scored as follows:
 - a. You will receive 5 points for each scoring object that rests within the taped square instead of the bucket.
 - b. You will receive 10 points for each scoring object that rests in the bucket.
 - c. You will receive 1 point for each material still attached to a scoring object when it is scored.
 - d. You will receive 1 to 10 points for the creativity of your solution.
 - e. You will receive 1 to 10 points for how well you work together.

(After reading the entire problem aloud, repeat the items in boldface. Begin by saying, “I repeat.” After reading boldface items, say “Begin Part I Practice time now. Then, for Part II say “Begin Part II Solution time now.)

C. FOR JUDGES ONLY:

1. Judges should discuss and practice solving the problem before the first team competes. Make any necessary decisions and or notes. All decisions must be applied uniformly to all teams.
2. Practice reading the problem out loud before the first team competes. When reading to the teams, illustrate the problem by pointing to items.
3. Place two copies of the Team's Copy of the problem in full view of all team members before you read the problem to them. They may use them as a reference during the competition.
4. Set up the competition area: Use a toy bucket or something similar that can hold all of the materials and tape it to the floor. Tape a square 1' around the bucket. Tape a foul line 3' away from the taped square.
5. Before the team enters the room, place a set of the following materials near the competition area:

2 pieces of string, 8"	1 piece of 8 ½"x 11" paper	2 wood cube approx. 3"x3"
3 plastic straws	2 pipe cleaner	
3 marbles	6 paper clips	
4 metal washers	*1 wiffle ball	

* *Yellow label on these items.*
6. In Part II, team members must stand behind the line when throwing the scoring objects. They can retrieve it to try again or keep it and receive score. If a material falls off, do not allow the team to re-attach it.
7. Be sure to give each team exactly 5 minutes to assemble its solution in Part I and 3 minutes to test it in Part II. Warn the team when 2 minutes and when 1 minute remains in Part I.
8. When scoring **creativity of the solution**, assess how the team assembles the scoring objects, how they use the materials in different ways, altering materials, variety of ideas considered, etc. When **scoring how well the team works together**, consider how the team plays to each other's strengths, if they value one another's input, etc.
9. If it is obvious that the team does not understand the problem, you should provide information to clarify the problem's intent and its limitations. **Do not offer tips on how to solve the problem.**
10. If an object lands outside of the square, it will still qualify for the material scoring in 8c. If the team is confused about when they will be scored, judges should clarify that.

Team's Copy

Hands-On Spontaneous Problem: Hit The Bucket

- (1) This is a two-part problem. In Part I, you will have 5 minutes to discuss the problem, create a solution, and practice. You will be warned when 2 minutes and when 1 minute remains. In Part II, you will have 3 minutes to test your solution for score. You are allowed to ask the judges questions and talk to each other at any time.
- (2) There is a bucket inside a taped area, materials, and a taped line. You are not allowed to change the setup or damage anything marked with a label.
- (3) Your problem is to assemble these materials into two scoring objects and throw them in the bucket.**
- (4) In Part I you will assemble the scoring objects using the materials. You are allowed to move around and practice as you wish.
- (5) In Part II, you will toss the two objects into the bucket for score. You must stand behind the line when attempting to score.**
- (6) After an object has been thrown, you can leave it where it landed to be scored; or retrieve it and try again. Materials that fall off the object cannot be reconnected.**
- (7) You will be finished when time ends or you ask to be scored.
- (8) You will be scored as follows:
 - a. You will receive 5 points for each scoring object that rests within the taped square instead of the bucket.
 - b. You will receive 10 points for each scoring object that rests in the bucket.
 - c. You will receive 1 point for each material still attached to a scoring object when it is scored.
 - d. You will receive 1 to 10 points for the creativity of your solution.
 - e. You will receive 1 to 10 points for how well you work together.



Odyssey of the Mind®

PRACTICE PACKET

VERBAL/HANDS-ON SPONTANEOUS PROBLEM

ADD TO IT

A. *When the team members enter the room, tell them, "This is a verbal/hands-on problem. Please step over to the competition area (indicate area) to begin."*

B. **JUDGE READS TO TEAMS:** (Do not read material in parentheses.)

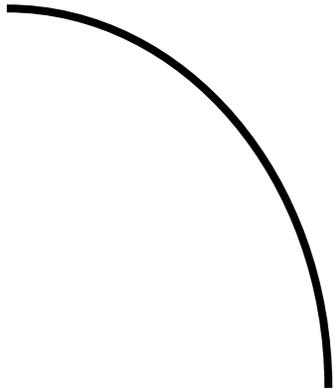
- (1) You have 2 minutes to think and discuss the problem and 5 minutes to respond. You may ask the judges questions once time begins; however, time will continue.
- (2) On the table is a drawing and markers to use to add to the drawing. Nothing else can be used.
- (3) **There are 35 items and two containers on the table. To give a response, you will select one of the markers and add to the drawing. When you finish adding to the drawing, you will give your response and place one of the items in the container (*point to container*). The next team member will add to the drawing, give a response, place an item in the container, and so on.**
- (4) Speak loudly and clearly. Once time begins, it will not be stopped.
- (5) **You should not repeat a response that has already been given. You may respond as often as you wish, and in any order, but must place an item in the container with each response you give.**
- (6) You will be finished when response time ends or when you have used all of the items.
- (7) You will be scored as follows:
 - a. 1 point for each common response and 5 points for each creative response.
 - b. 1-15 points for how well your team works together.

(After reading the entire problem aloud, repeat the items in boldface. Begin by saying, "I repeat." After reading boldface items, say "Begin think time now. Then, for response time say "Begin response time now.")

C. FOR JUDGES ONLY:

1. Judges should discuss and practice solving the problem before the first team competes. Make any necessary decisions and or notes. All decisions must be applied uniformly to all teams.
2. Practice reading the problem out loud before the first team competes. When reading to the teams, illustrate the problem by indicating items and portraying actions.
3. Place two copies of the Team’s Copy of the problem in full view of all team members before you read the problem to them. They may use them as a reference during the competition.
4. Place a copy of the drawing on the table for each team and a set of colored markers. The markers must be the same colors for each team.
5. Place two containers and spread 35 **items randomly on the table** within reach of all team members. Make sure team members surrender an item before each response. These items may be poker chips, coins, tokens, etc. Make sure the containers can accept and hold them. Make sure there are at least two containers.
6. If there are fewer than seven team members, allow the team to continue until all the items are used or time ends. Score accordingly.
7. Be sure to give exactly 2 minutes for the team to think and discuss the problem and give the team 5 minutes to respond. Timing is critical. Team members responding as time ends may finish and be scored.
8. Score: 1 point for each common response, 5 points for each creative response, and 1-15 points for how well the team worked together. When scoring how well the team worked together, consider if they talked about story ideas, if they left room in the drawing for more additions, if they allowed their addition to be added to easily, etc
9. **Examples of Common Responses:**
 - Statements that don’t make sense and/or are sentence fragments.
 - Statements not associated to the previous one and/or don’t add to the story.
 - Statements that don’t enhance the story and don’t have anything to do with the drawing or what was added to the drawing.
10. **Examples of Creative Responses:**
 - Original or humorous statements
 - Statements that add to the previous one to tell a story
 - Clever Captions
 - Statements made by something in the drawing

***NOTE:** You may remind team members to speak more loudly if you cannot hear them. Time continues.



Team's Copy

Verbal/Hands-On Spontaneous Problem: Add To It

- (1) You have 2 minutes to think and discuss the problem and 5 minutes to respond. You may ask the judges questions once time begins; however, time will continue.
- (2) On the table is a drawing and markers to use to add to the drawing. Nothing else can be used.
- (3) **There are 35 items and two containers on the table. To give a response, you will select one of the markers and add to the drawing. When you finish adding to the drawing, you will give your response and place one of the items in the container. The next team member will add to the drawing, give a response, place an item in the container, and so on.**
- (4) Speak loudly and clearly. Once time begins, it will not be stopped.
- (5) **You should not repeat a response that has already been given. You may respond as often as you wish, and in any order, but must place an item in the container with each response you give.**
- (6) You will be finished when response time ends or when you have used all of the items.
- (7) You will be scored as follows:
 - a. 1 point for each common response and 5 points for each creative response.
 - b. 1-15 points for how well your team works together.



Odyssey of the Mind®

PRACTICE PACKET

VERBAL/HANDS-ON SPONTANEOUS PROBLEM

CRAFTY RESPONSE

A. *When the team members enter the room, tell them, "This is a verbal/hands-on problem. Please step over to the competition area (indicate area) to begin."*

B. **JUDGE READS TO TEAM:** (Do not read material in parentheses.)

- (1) This is a two-part problem. After you complete Part I, the judge will read Part II.
- (2) Part I: You will have 4 minutes to discuss the problem and create your solution. You can ask the judges questions; however, time will continue. You will be warned when 1 minute and when 30 seconds remain.
- (3) There are materials for you to use (*point to materials*). Nothing else can be used.
- (4) **Each of you will create something using the materials.**
- (5) **When Part I ends, you will place your creations in the center of the table** (*point to center of table*).
- (6) You will receive 1 to 10 points for the overall creativity of your creations. You will also receive 1 to 10 points for how well your team works together.

(Repeat items in boldface. Begin by saying, "I repeat." After the team members place their creations in the center of the table, read Part II.)

- (7) Part II: You will have 3 minutes to give responses. You may ask the judges questions once time begins; however, time will continue. **You are not allowed to talk to each other at any time.**
- (8) **There are 21 items and two containers on the table. With each response, you will place one of the items in the container** (*point to container*).
- (9) Speak loudly and clearly. Once time begins, it will not be stopped.
- (10) **You should not repeat a response that has already been given. You may respond as often as you wish, and in any order, but must place an item in the container with each response you give.**
- (11) You will receive 1 point for each common response and 5 points for each creative response.
- (12) You will be finished when response time ends or when you have used all of the items.
- (13) **Your problem is to say something about a creation, to a creation, or what the creation might say.** For example, you might point to one and say, "I saw you in a movie! Can I have your autograph?"
(Repeat items in boldface. Begin by saying, "I repeat.")

C. FOR JUDGES ONLY:

1. Judges should discuss and practice solving the problem before the first team competes. You may make decisions that are uniform to each team.
2. Place two copies of the Team's Copy of the problem in full view of all team members before reading the problem to them. They may use them as a reference.
3. Before the team enters the room, place a set of the following materials on a table. Keep an area clear for the team to place its solution.

4 pieces of construction paper	1 scissors*	15 pipe cleaners
2 tennis balls*	4 paper plates	15 colored toothpicks
4 plastic cups, 12 oz or larger	colored markers*	10 cotton balls
1 cardboard box	36" colored yarn	1 roll of clear tape

**Mark these materials with a yellow label.*

4. Place two containers and spread 21 **items randomly on the table** within reach of all team members. Make sure team members surrender an item before each response. These items may be poker chips, coins, tokens, etc. Make sure the containers can accept and hold them. Make sure there are at least two containers.
5. Be sure to give exactly 4 minutes for Part I. Warn the team when 1 minute and again when 30 seconds remain. Give the team exactly 3 minutes in Part II. Team members responding as time ends can finish and be scored.
6. When judging **overall creativity of the creations**, consider variety, originality, and if there is a common theme. For **how well the team works together**, consider how team members share the materials, if they consult with one another, etc.
7. Score 1 point for each common response and 5 points for each creative response in Part II.
8. **Examples of Common Responses:**

Basic descriptions: It's pretty, funny looking, ugly, round, etc.; It looks like my dog's favorite toy, a cartoon character, snowman, etc.

Basic statements: "You are so cool"; "Wish I could be like you"; "You must be the new school mascot"; "Who do you think you are"; "Who's your daddy"; "Are you trying to start a new trend?"

9. **Examples of Creative Responses:**

Statements that show imagination: "I saw you in the store last night and thought you were a cleaning product"; "You're something that a rag mop could emulate"; "If we win this one Marge, we're on our way to World Finals."

Humorous statements/ puns: "Who 's your stylist"; "Will you be my date for the prom -- I want people to notice me"; "You're such a square"; "Would it hurt to dress a little nicer once in a while -- this is a public place"; "When they made you they broke the mold"; "Who do you think you are -- a craft supermodel?"; "That's my new girlfriend -- I picked her up at the craft fair"; "What are you trying to do -- score points for being creative?"

Statements that make sense and build on a previous one: Having the creations talk to one another or creating a story, as long as the responses add something and are not just standard sayings, such as "I answered the phone."

***NOTE:** You may remind team members to speak more loudly if you cannot hear them. Time continues.

Team's Copy

Verbal/Hands-On Spontaneous Problem: Crafty Response

- (1) This is a two-part problem. After you complete Part I, the judge will read Part II.
- (2) Part I: You will have 4 minutes to discuss the problem and create your solution. You can ask the judges questions; however, time will continue. You will be warned when 1 minute and when 30 seconds remain.
- (3) There are materials for you to use. Nothing else can be used.
- (4) Each of you will create something using the materials.**
- (5) When Part I ends, you will place your creations in the center of the table.**
- (6) You will receive 1 to 10 points for the overall creativity of your creations. You will also receive 1 to 10 points for how well your team works together.

- (7) Part II: You will have 3 minutes to give responses. You may ask the judges questions once time begins; however, time will continue. **You are not allowed to talk to each other at any time.**
- (8) There are 21 items and two containers on the table. With each response, you will place one of the items in the container.**
- (9) Speak loudly and clearly. Once time begins, it will not be stopped.
- (10) You should not repeat a response that has already been given. You may respond as often as you wish, and in any order, but must place an item in the container with each response you give.**
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- (13) Your problem is to say something about a creation, to a creation, or what the creation might say.** For example, you might point to one and say, "I saw you in a movie! Can I have your autograph?"