

Above all, have fun with Spontaneous. This should be an enjoyable and exciting way for everyone (including YOU) to expand his (her) thinking skills.

#1 TIP FOR IMPROVING VERBAL SPONTANEOUS: Have the team bring in interesting articles or things they've read and discuss them. The more their "database" of knowledge, the more likely they will have divergent thoughts from which to pull answers. You could, for example, discuss the American West, and then say "name things that are red ... in the American West".

SUGGESTIONS FOR A "MAGIC BOX 'O SPONTANEOUS" SUPPLIES TO KEEP AROUND THE HOUSE

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| Sticky Labels | Paper Clips | Spaghetti | Toothpicks |
| Envelopes | 8 ½ x 11 " paper | Chalk | Scissors |
| String | Masking Tape | Ping Pong Balls | Golf Balls |
| Rubber Bands | Small containers | Unsharpened Pencils | Clay |
| Pencils and Pens | Marbles | Plastic Cups | Scotch Tape |
| Clothespins | Turkey Baster | Other kitchen gadgets | Tissue Paper |
| Tinker Toy Parts | Straws | Washers | Nails |
| Jar Lids | Markers | Empty toilet papers rolls | Band-Aids |
| Miniature Marshmallows | Cotton Balls | Plastic Spoons | Colored Yarn |
| Wooden Molding | Dowels | A Brick | Balloons |
| Pins (older teams) | Paper Plates | Aluminum foil | Ribbon |
| Corks | Plastic Lids | Twist Ties | Deck of cards |
| Spinner | Dice | Stopwatch or timer | Imagination |

A Belief That Kids Will Have Fun with Whatever You Give Them!

PROCEDURES FOR SPONTANEOUS PROBLEMS AT TOURNAMENTS

1. All team members and one adult report to the Spontaneous Holding Room if one is being used.
2. When the team is called, ONLY team members may go to the Spontaneous Problem Room.
3. Upon entering the Spontaneous Room, a judge will tell the team the type of problem.
4. The team members will be given one minute to decide which five team members will participate. (If there are only five the ALL must participate, if they are present at the tournament.)
5. The non-participating team members may stay in special seats set aside for them in the room. If they choose to stay, they must remain quiet and serve as observers only. It is recommended that all team members stay, since they are still part of the team, whether speaking or not.
6. All team members should be certain they are not wearing a watch or other item that could beep. Teams may keep track of the time, but not have a stopwatch or timer or a watch with an alarm set.
7. There will be NO PENALTY for not sending more than five team members. However, **if a team has only five or fewer team member, all must report.**