

2004 ASSOCIATION FINALS Verbal Spontaneous Problem: Animal Assistance

- **A.** When the team members enter the room, tell them, "This is a verbal problem. You have 1 minute to select the five team members who will compete. The others must sit in these seats and watch (indicate seats) or leave the room. They may not participate in any way."
- B. JUDGE READS TO TEAMS: (Do not read material in parentheses.)
 - (1) You have 2 minutes to think and 5 minutes to respond. You may ask the judges questions, however, time will continue. You may not talk to each other during response time.
 - (2) You will receive 1 point for each common response and 5 points for each creative response. This will be a subjective opinion of the judges, and the judges' decision is final.
 - (3) Each of you has 8 response cards. You may respond in any order. Before you give a response, you must hand one of your cards to the judge. You may not share your cards.
 - (4) Speak loudly and clearly. Once time begins, it will not be stopped, even if the judge asks you to repeat your response, or to clarify it, or to give a more appropriate response.
 - (5) Your problem is to name an animal and a task that you could use that animal to do. For example, you might say, "Use a giraffe to knock apples out of a tree" or, "Have my dog bring in the newspaper."
 - (6) Competition is over when time ends or when you have used all of your cards.

(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 all teams.
- 2. Place two copies of the Team's Copy of the problem in view of the team members before you read the problem to them. They may use them as a reference during the competition.
- 3. Before time begins, give each team member a set of 8 cards. Each set should be distinguishable from the others in color, markings, etc.
- 4. Before a team member gives a response, collect one response card from that person. Team members may respond in any order; however, they may not share their response cards.
- 5. Give the team exactly 2 minutes to think and 5 minutes to respond. Timing is critical. Team members responding as time ends may finish and be scored.
- 6. Score 1 point for each common response and 5 points for each creative response.

7. Examples of Common Responses:

Obvious match between task and animal: Use a rooster to wake up my little brother; Have my dog bring in the newspaper; Use a giraffe to knock apples out of a tree; Use a horse to travel; Have my dog scare away intruders; Use a pigeon to deliver messages; Use an aardvark to get rid of ants.

Not really a task: Sit on a tortoise; Fly on an eagle; Use a spider to make scarves; Surf on a hippo; Use a porcupine as a pillow; Use a chicken to peck at a tree; Use an emu to teach me about Australia; Use a turkey as the main course on Thanksgiving.

Little relationship between task and animal: Use a snake as a baseball bat; Use a cat as a footstool; Rake leaves with an ostrich; Make a chicken do my chores.

8. Examples of Creative Responses:

Appropriate task based on an animal's reputation: Use my parrot to answer my phone; Use a mouse to keep my mom out of my room; Use an elephant to take my history exam; Use a chicken to serve me eggs.

Humans as animals: Score this as creative the first time. Score any others common, unless the task is highly unusual.

Animal Puns: Use "moose" to style my hair; Use a "bat" to hit home runs; Use a shark to handle my lawsuit; Have a mosquito "bug" my friends; Use a "mole" to spy on my friends; Use a "mouse" to play video games on my computer; Use my "dawgs" to get me to school; Have an "ant" take care of my cousins; Use a "rattle" snake to entertain my baby brother; Use a "worm" to destroy a computer's hard drive; Use a snake to unclog the drain; Get some "chicken" to do my homework.

Note: Once a response is given, if a very similar response is given, count it as common only and then declare any other responses that are basically the same as a repeat.

TEAM'S COPY

Verbal Spontaneous Problem: Animal Assistance

- (1) You have 2 minutes to think and 5 minutes to respond. You may ask the judges questions, however, time will continue. You may not talk to each other during response time.
- (2) You will receive 1 point for each common response and 5 points for each creative response. This will be a subjective opinion of the judges, and the judges' decision is final.
- (3) Each of you has 8 response cards. You may respond in any order. Before you give a response, you must hand one of your cards to the judge. You may not share your cards.
- (4) Speak loudly and clearly. Once time begins, it will not be stopped, even if the judge asks you to repeat your response, or to clarify it, or to give a more appropriate response.
- (5) Your problem is to name an animal and a task that you could use that animal to do.
- (6) Competition is over when time ends or when you have used all of your cards.