

VERBAL SPONTANEOUS PROBLEM: **MY TURN**

A. *When the team enters the room, tell them "This is a verbal problem. You have 1 minute to select the team members who will compete. The other team members must sit in these chairs and watch (indicate seats) or may leave the room. They may not participate in any way. (Allow the team 1 minute to decide.)*

B. JUDGE READS TO TEAM:

- (1) You will have one minute to think and three minutes to respond. You may ask the judges questions; however time will continue. You may not talk to each other at any time.
 - (2) You will receive 1 point for each common response, 3 points for each creative response, and 6 points for each highly creative response.
 - (3) Each of you has a set of response cards. You do not have equal numbers of response cards: some team members have more and some have fewer.
 - (4) You will give responses in turn. When someone no longer has any response cards, that person will skip giving any responses on all future rounds. The person in seat #1 will begin, and you will answer in a clockwise direction. (*Judge indicates first person and indicated the direction of responses.*)
 - (5) When it is your turn to give a response, you will place a response card in the container and then give your response. When you no longer have any response cards, you will skip your turn.
 - (6) Speak loudly and clearly. Once time begins, it will not be stopped, even if the judge asks you to repeat your answer or to clarify your answer, or to give a more appropriate response.
 - (7) You may only skip your turn when you have no more response cards. Time will end when response time ends, or when no team members have any response cards.
 - (8) YOUR PROBLEM IS: Name things that turn. For example, you could say "a wheel turns."
- (Judge repeats #8, beginning by saying, "I repeat..."; then begin one minute thinking time. At the end of one minute, reset the timer and begin three minute response time.)*

FOR JUDGES ONLY:

- (1) You will need 40 response cards. These can be playing cards, or can be numbered index cards.
- (2) Before each team enters the room, put the correct response cards at each seat as follows:
Place 6 cards with #1 (or "ace") on the cards at seat 1
Place 9 cards with #2 at seat 2
Place 8 cards with #3 at seat 3
Place 10 cards with #4 at seat 4
Place 7 cards with # 5 at seat 5
- (3) Be sure the cards are stacked so that the team does not initially see there is any difference in the seats.
- (4) Place a container for response cards in the center of the table.

Common responses: Anything which turns or takes a turn, such as wheels, spinners, lazy susan, it's my turn, turn right, the Earth turns, etc.

Creative responses: These might include different uses of the word “turn,” such as “the criminal turned himself in;” literary or pop culture references, such as “As the World Turns,” and “Return of the Jedi;” or different meanings of “turn,” such as “one good turn deserves another,” or “autumn leaves.”

Highly creative responses: These might include any words or phrases which are very humorous, or which go one step beyond the simplest meanings of turn or which take two steps from the word; for example, “the nickel turned on the dime” (in which “turn” has two meanings – something is said to “turn on a dime,” in the sense of driving, and a person can “turn” against another person), or “there was a large turnout at the turn-off” (with two different used of “turn” in one sentence), or “American Revolution” (because a kind of turn is a revolution, and a kind of revolution is the American one).

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