2003 REGIONAL TOURNAMENT

Verbal Spontaneous Problem: I Don’t Wanna!

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 will have 1 minute to think and 3 minutes to respond. You may ask the judge 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 and 3 points for each creative response.

3. Each of you has 6 response cards. You will take turns in order. After you give a response, you will place one of your cards in the container.

4. Speak loudly and clearly. Once time begins, it will not be stopped.

5. You may not skip your turn. If one member of the team is stuck, the team is stuck.

6. You will be finished when response time ends or you have used all of your cards.

7. Your problem is to complete this statement: "I would not want to (blank) against a (blank)." For example, you might say, "I would not want to lean against a wall of wet paint." You must include the entire statement in your response.

(Repeat number 7, "Your problem is . . . ." 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 the team's copy of the problem in full view of all team members before reading the problem to them. They may use this as a reference.

3. Place a copy of the statement in full view of all team members.

4. Give each team member 6 unnumbered cards. Each set of cards should be different from the others, such as different colors, or marked with different shapes, etc. Make sure team members surrender a card after each response. Once a team member responds and hands in his or her last card, that team member may no longer respond.

5. Place a container within reach of all team members. Make sure it has an opening large enough and that it can hold all 30 cards.

6. Be sure to give exactly 1 minute to think and 3 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, 3 points for each creative response.

8. Examples of Common Responses:
   - **Physical actions**: walk against the wind; lie against a bed of nails; lean against wet paint; swim against the current; fall against scissors; wrestle against a shark; kneel against a burning sidewalk; drive against the flow of traffic; place my hand against a hot burner on the stove.
   - **Competition**: lose against the rival team; play tennis against Anna Kournikova; race my bike against Lance Armstrong.
   - **Threatening situations**: be pinned up against the wall by someone bigger than me; lean against a tiger's cage.

9. Examples of Creative Responses:
   - **Physical actions**: rub against a porcupine; scratch my fingernails against a chalkboard.
   - **Competition**: lose against the last-place team; compete against last year's 1st place team; sing in a talent contest against Britney Spears; debate against the smartest kid in class; you to be fighting against me.
   - **Ethical struggles**: drive against the law; do anything against my will; go against my mother's wishes; be coerced against doing the right thing; vote against what I believe in; be siding with my mom against letting Dad watch football all day.
   - **Miscellaneous**: be glued against anything; be struggling against a math problem; be deciding to vote for or against my local politician; be fighting against terminal disease; find myself up against a wall; be racing against the clock; get distracted after throwing a ball against a wall.

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. If a team member does not say the complete statement, stop them and instruct them to say the complete statement in their response. Do not pause the time.
I would not want to again.
I don't wanna!

Team COPY
### ODYSSEY OF THE MIND REGIONAL COMPETITION
### VERBAL SPONTANEOUS SCORESHEET

Long-Term Problem ___________________________ Division ________

**INDIVIDUAL JUDGE’S SCORESHEET**

Membership Name ___________________________ Membership Number ________
City, State/Prov. ____________________________
Judge ____________________________

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<thead>
<tr>
<th>COMMON RESPONSES</th>
<th>CREATIVE RESPONSES</th>
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Total Common Responses ________ Total Creative Responses ________

### TOTAL RESPONSES

(Add Total Common Responses and Total Creative Responses)

This number should be the same for all judges.