

CTOM SPON ZONE Problem  
**Too Much of a Good Thing**

**Judge: Preparation:**

- Set a table with five chairs for competing team members.
- Provide a copy of the problem instructions on the table for the team members.

---

**Judge Instructions:**

*(Judge: When team members enter the room, tell them)*

This is a verbal challenge. You have 1 minute to select the five team members who will compete. The others must sit in these seats and watch or be escorted from the room. They may not assist in solving the problem and may not talk.

---

*(Judge: After 5 Team Members Chosen and seated, Read all the instructions, repeat, then Start the Time)*

1. You will have 1 minute to think and 3 minutes to respond. You may ask questions; however, time will continue. Do not talk to each other at any time
2. You will receive 1 point for each ordinary response and 3 points for each creative response.
3. Once time begins, it will not be stopped, even if a judge asks you to repeat a response, clarify it, or give a more appropriate response. Speak loudly and clearly.
4. Your team will respond in the order that you are seated. You may not skip your turn, repeat an answer or pass. If one member of your team is stuck, then the others must wait for that team member to answer.
5. Your challenge is to say the result of too much of a good thing, filling in the blanks in the following:  
If you \_\_\_\_\_ then you will \_\_\_\_\_. For example you might say “If you work too late on your long-term problem, you will fall asleep during Spontaneous”.

*(Judge: Repeat all the instructions, then Start the Time)*

CTOM SPON ZONE Problem  
**Too Much of a Good Thing**

**Team Copy**

- 1. You will have 1 minute to think and 3 minutes to respond. You may ask questions; however, time will continue. Do not talk to each other at any time**
- 2. Once time begins, it will not be stopped, even if a judge asks you to repeat a response, clarify it, or give a more appropriate response. Speak loudly and clearly.**
- 3. Your team will respond in the order that you are seated. You may not skip your turn, repeat an answer or pass. If one member of your team is stuck, then the others must wait for that team member to answer.**
- 4. Your challenge is to say the result of too much of a good thing, filling in the blanks in the following: If you \_\_\_\_\_ then you will \_\_\_\_\_. For example you might say “If you work too late on your long-term problem, you will fall asleep during Spontaneous”.**