

CTOM SPOON ZONE Problem
Spoon, Spooner, Spoonist

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.
 - Give each participant 6 cards (30 in all)
 - In the center of the table place a teaspoon, a tablespoon, and a serving spoon
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Judge Instructions:

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

This is a verbal hands-on problem. 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 2 minutes to think, followed by 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 regular 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. Each of you has 6 cards. You may respond in any order. After giving a response you must hand a card to the judge. You may not share your cards. When you are out of cards you may no longer respond.
5. Your problem is organize some or all spoons on the table to look like something real or imagined and name it or say something about it. For instance you might look at the spoons and say “This one is too small, this one is too big, and this one is just right.”

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

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Team Copy

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