

## VERBAL SPONTANEOUS PROBLEM: “Spin the Bottle” meets “Once Upon a Time”

**JUDGE READS TO STUDENTS:** (*Do not read numbers or phrases in parentheses.*)

You will have one minute to think and four minutes to respond. Questions count against your thinking time. You may discuss the problem with your teammates only during the first minute.

You will receive one point for each common response. Highly creative or humorous responses will receive five points. Over-all creativity will be given 1-100 points. This will be a subjective opinion of the judge and the judge's decision is final.

**Your Problem:** Place a bottle in the middle of the table. You are then to spin the bottle. When the bottle stops, you are to start a story with the words “Once upon a time...” and immediately spin the bottle. As the bottle spins, you continue to tell a make-believe story until the bottle stops. When the bottle stops, the speaking person **MUST** stop immediately whether or not they have finished the sentence. The person that the bottle points to continues the story from that point and simultaneously spins the bottle. This continues in this manner until time ends or the team decides to end the story. The judge must give a warning when only 30 seconds remain. The team should end the story with the phrase, “and they all lived happily ever after”.

Once the time begins, it will not be stopped. If the judge asks you to repeat or to clarify your answer, it counts against your time. Speak loudly and clearly.  
(Repeat the problem)

### **FOR JUDGES ONLY:**

Be sure to give exactly one minute to think and four minutes to respond. Timing is critical. Students responding at the buzzer can finish and be scored.

If a bottle is not considered safe around your ultra creative team, assign each member a number and the judge can roll a dice, or use the numbers 1-7 from a deck of cards, and have the cards flipped in random order in 15 second intervals. Discuss with the team what their strategy might be if the points were one point for a common response, and only 2 points for a creative response. How does the point change affect their over all response score. Is the quantity of the responses more important then the quality of the responses? This discussion should help the team listen closer to the problem when it is read. **It is all about the points.**