Spontaneous on competition day

1. A coach/adult generally reports to 'Spontaneous Check-in' about 15 minutes before the scheduled competition time.
2. All team members and one adult will then be directed to the Spontaneous Holding Room (if one is being used).
3. When the team is called, ONLY team members may go to the Spontaneous Problem Room.
4. Upon entering the Spontaneous Problem Room, a judge will tell the team the type of problem and where to sit/stand.
5. All team members should be certain they are not wearing a watch or other item that could beep. Teams may keep track of the time, but not have a stopwatch or timer or a watch with an alarm set.
6. The team members will be given copies of the problem in order to be able to read along as a judge reads the problem.
7. The spontaneous problem solving begins! Problems generally last 8-10 minutes…so think and create fast!

In-Person Competition Procedures

Spontaneous

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WHO WILL COMPETE:
ALL team members (up to 7) are encouraged to participate. This will apply to verbal, verbal/hands-on, and hands-on problems.

VERBAL & VERBAL/HANDS-ON PROBLEMS:
There will be a limited number of TEAM responses. Responses will be tracked using "tokens" that are randomly scattered on the table to start the problem. "Tokens" could be plastic discs, poker chips, coins, etc

GIVING RESPONSES:
Team members will select a token, place it in a container, and give a response. Team members may respond in any order. Individual team members may give as many or as few responses as the team wishes.

For ALL TYPES of problems, team members should listen closely to the directions for their specific problem.

Questions?
Contact spontaneous@odysseyofthemind.com