

## **Dumb as a Rock**

(When the team enters the room, tell them that this will be a verbal problem)

- 1) You will have 2 minutes to think and 5 minutes to respond.
- 2) Each of you has 7 cards. After each response, you will place a card in the box. You will respond in sequence. You may give responses until you no longer have any cards or until time ends, whichever occurs first.
- 3) Questions count against your thinking time. You may not skip your turn, nor repeat, nor pass. If one member of the team is stuck, the team is stuck.
- 4) Common answers will receive 1 point. Creative answers will receive 3 points. Highly creative or humorous answers will receive 5 points.
- 5) People often say “dumb as a rock,” but maybe rocks aren’t so dumb after all. There is a rock in front of you. Your problem is to say what the rock might say if it could talk. For example, you might say, “I’m not dumb at all, I have a degree in geology.”

## **For Judges Only**

- 1) Provide 35 cards. If you have colored cards or cards that are somehow marked, that works the best.
- 2) Looking for unusual responses and always reward humor.

