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.