

Rolling Along

(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) Your problem is to name something that rolls and what happens when it rolls. For example, you might say: "When snow rolls it becomes a snowball."

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.