

## Tips for Success in the Spontaneous Room

- No electronic devices are allowed in the Spontaneous room, including watches and phones.
- Team members can each take a specific role during spontaneous problem solving; this is especially helpful for Hands On. Assigning roles will help the team to organize quickly and use time efficiently. For example, a time keeper tracks the time, a score keeper tells the team how the problem is scored, a problem analyzer reads the problem carefully, a supply manager keeps track of supplies and a captain listens to team members and decides which ideas should be tried. Roles can be added or tailored to fit the team dynamics. Team members must be respectful of each member's role on the team and allow them to do their job without criticism or argument. Teams are scored on teamwork; arguments or misbehavior will always work against the teamwork score. Teams that show respect for one another tend to score higher.
- Every team member should listen very carefully to the details as the judge reads the problem to the team; the problem will be read twice. The judge should not be interrupted while reading the problem. Questions can be asked once the judge starts the timer.
- Once time starts, the team should share their ideas one at a time; the team captain should decide which idea will be tried first or if possible, will direct team members to try different ideas and choose the one that works best. The captain should be sure everyone is included.
- The problem analyzer should refer to the team's copy of the problem to be certain the team understands what is expected. If a copy of the problem is not given to the team after the judge reads the problem, the problem analyzer should politely and respectfully ask for a copy.
- The score keeper should review the problem scoring to be sure the team understands how to score the most points and should continue to focus on this detail while the team is working through solutions and make suggestions, if necessary. Meanwhile, problem analyzer might consider alternate ways to solve the problem – ways that might be easier or more direct.
- The supply manager should review the problem to make certain all supplies are available to the team and to make certain the supplies are used as directed.
- In verbal problems, team members should speak loudly/ clearly and should answer with enthusiasm. Team members should be dramatic, sing, smile, laugh, rhyme and have fun!
- Judges are adults who might not be familiar with the latest trends in music, movies or the internet; team members should give appropriate answers judges will understand & appreciate.