

## **New Uses**

(When the team enters the room, tell them this is a verbal hands on 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 pass.
- 4) Common answers will receive 1 point. Creative and humorous responses will receive 5 points.
- 5) On the table in front of you are several items with obvious uses. Your problem is to pick up one of the items and improvise with it in a way different from its normal usage. For example, you might pick up the comb, pretend to throw it and say “it might be used as a boomerang.”

## **For Judges Only**

- 1) Provide 35 cards. If you have colored cards or cards that are somehow marked, that works the best.
- 2) Place several items that have common uses on the table. For example: an ink pen, a comb, a spoon, a fork, a straw, a paper clip, etc.
- 3) Looking for unusual (creative) responses and always reward humor.

Examples of creative responses:

the straw- “it might be used an escape route to another world”;  
the paper clip- “it might be used as a racetrack for an ant colony”