



TEAM MANAGER BOOT CAMP SESSION DESCRIPTIONS

INTRODUCTION - For ALL Team Managers

SURVIVING A TOURNAMENT - For NEW Team Managers

What happens at a tournament? Where do we go? What do we do? In this session, we will go through the day and give you an idea of what to expect. **Recommended for all new Team managers even if you've attended tournaments as a spectator, a parent or a participant.**

UNRAVELING THE INSTANT CHALLENGE MYSTERY—ICBASICS FOR NEW TEAM MANAGERS:

It's not Rocket Science, but the secrecy and silence surrounding IC cause a lot of stress. This workshop is intended for new team managers and will help familiarize you with the basics of Instant Challenge. The Basis include: Instant Challenge Process (aka what to expect on Tournament Day); Instant Challenge Scoring (learn about objective and subjective criteria and how to help your team maximize their points); Types of Instant Challenge (learn about the types of challenges that will be given to your team); Helpful Hints.

CHALLENGE SESSIONS –

Meet with the Affiliate Challenge Master for your team's Challenge to discuss challenge issues and tournament procedures. **It is imperative that you attend the session for your team's challenge.**

- Challenge A-Technical – *The Big Fix* – Betsy Broughton & Adam Morin
- Challenge B-Scientific – *First Encounter* – Irene Matteucci & Bethany Carlson
- Challenge C-Fine Arts – *Picture This* – Sarah Matteucci & Matthew Miller
- Challenge D-Improvational – *To the Rescue* – Kaitlin Keddy & Olivia Capp
- Challenge E-Engineering – *In the Cards* – Nikki Zea & Mike Druding
- Challenge PO-Service Learning – *It's About Time* – Kay Klos & Johanna Nikula
- Challenge RS-Early Learning – *Blast Off!* – Jessie Roh & Abby Stewart

OPEN TO ALL TEAM MANAGERS

DI DISCIPLINE 1: DEALING WITH INDIVIDUAL BEHAVIOR ISSUES

Whether your team is elementary, middle, or secondary level, over the year certain behaviors will occur that can be disruptive or just plain confusing. This session deals head-on with a variety of behaviors that you may come across with your team. Once identified, we will work on ways to cope with and (hopefully) curtail some of them!

DI DISCIPLINE 2: TEAM DRAMA – GROUP DYNAMICS

This session looks at an example of a group that just cannot get along. How did this happen? What is to blame? And what are strategies for managing group dynamics that go astray?

EXPENSE REPORT

Most Challenges have a Team Budget, and the total value of the materials used in the presentation may not exceed this amount. What does the 'team budget' mean? How do we value items or materials that may be used or donated? What items or materials are exempt? The expense report and team budget will be explained in this session.

FORMS AND PAPERWORK

When teams come to a Tournament they are required to provide paperwork to officials at both the Central Challenge site and the Instant Challenge site. In this session, we will tell you what is required, what information we are asking the team to provide and why it is necessary.

IMPROV ACROSS DI

Improv skills are helpful for any DI team to navigate many of the requirements of any DI challenge. This is a hand-on session that will provide you with tools and activities for the developing team work and story development skills that would be helpful for all Central Challenges and Instant Challenge.

PERFORMANCE TECHNIQUES

In this session, we will focus on how to take the characters that your team has created on paper and translate them to the stage. We will review basic performance techniques, including how to be seen, heard, and understood by an audience. We will then look at physical and vocal ways to portray different types of characters, allowing your team to transform and effectively tell their story.

PROPS/COSTUMES/SCENERY USING UNUSUAL MATERIALS

DI Solutions for most Challenges require the presentation of an 8 minutes 'play', which often means props, scenery, and costumes. DI Challenges also have very limited budgets, so we're going to talk about ways of creating props using recyclables, 'trash', and unusual materials to stretch the team's budget and creativity.

TEAM CHOICE ELEMENTS

While the Central Challenge has a very specific structure, Team Choice Elements (TCEs) can sometimes feel ambiguous...and perhaps *too* open-ended. But in this class, we will approach TCEs as an *opportunity!* We will explain what TCEs are, why we have them, and what can and cannot be used, allowing teams to showcase their strengths. We will also discuss how to fill out the Tournament Data Form, which is how teams tell the Appraisers what they want to be scored on.

TECHNICAL DEVICES – Timing and Testing

Most Challenges have a technical device of some kind – a device that has to be designed and built by the team, and has to perform some function during the Presentation. So, how do they take it from concept to finished product - that works? In this session, we will look at building a device from a practical standpoint – how to make the best use of time, how much time they'll need, and the importance of testing.

TYPES OF INSTANT CHALLENGE AND STRATEGIES FOR SUCCESS – ADVANCED IC

This workshop explains the types of challenges that may be encountered at an instant challenge. This session repeats some material from the IC Basic course but goes into more depth.

USING TEAM ROLES TO SUCCEED IN IC – ADVANCED IC

This session provides suggestions on some pre-defined roles that could be used by a team during instant challenge. We will discuss the possible impacts to Problem Solving and Scoring.