

Team Members
Up to seven but no more except RS
– no limit for RS

- May compete with fewer than seven team members.
Minimum 2 members.
- Once at 7, cannot replace member(s).
- A person cannot be a team member on two different teams in the same Team Challenge. Doing this will result in the disqualification of both teams.

Team Manager

- Must have one (1) Team Manager of Record who is 18 years old or older.
- Assistant Team MGR under the age of 18 may NOT accompany a team into the Instant Challenge.
- A Team Manager cannot be a member of the team he/she is managing, since only team members can have input into the solution.
- For University Level only, a team member who is over the age of 18 may serve as Team Manager.

Rules of Interference for Team Challenges

- Help from non-team members, including Team Managers, is **Interference**.

The team may ask a store to cut material to a specific size. ***This is not Interference as long as the cutting required is standard practice for that type of item and the store cuts the item in a standard way that would be the same for any customer.***

- At the Tournament, only members of the team may assemble, prepare, or repair props.
- Reuse of items from prior years' *Team Challenge* solutions is permitted but may not be claimed as original creations.
- Anyone MAY help unload, uncrate and move scenery and props to and from the Tournament Site(s) and to the Launch area, depending on the Site.
- Team MAY NOT involve the audience or the Appraisal team in their performance in any way.
- Handbills, programs & flyers can be handed out to Appraisers ONLY during the performance. They can be handed out to the audience at any time.
- During the Presentation, no one in the audience may communicate or signal with or to the team.
- Video and audio recordings may be used for portions of the Presentation but cannot replace a live performance.

audio recordings **MUST** be included in expense report.

Time Limit

- The Time Limit includes the set up of scenery and props.
Teams may not go over time, but teams do not need to use all of their allotted time.
- Cleanup of Performance Site takes place after time is up.

Team ID Sign

- Team **should** provide a freestanding Identification Sign
It **CANNOT** be scored
- Used only for the purpose of identifying team
It will be exempt from cost.
- Team will not receive a deduction for no sign.

Team Presentation Area

- AC Power **MAY** be provided at least to the edge of the Presentation Site.
- The configuration of the Site, the type of flooring, and the way a team will enter the Site will depend on the Site location.

- Team **CANNOT** tape to walls or floor. They **CANNOT** use anything in the performance area that is not theirs.

- Team must leave Site in the same condition in which they found it.

Budget & Exp Report

- If the Appraisers feel that the solution may be over the allowed budget, team will be allowed to quickly bring solution into compliance.
- If the Expense violation is not found in the Prep Area, team may receive an Illegal Procedure deduction.

Exp Report Categories

- ⊗ **Clothing.** Everything that is visible to the Appraisers that contributes to the solution must be included on the *Expense Report* form under *Clothing*.
- ⊗ **Exempt clothing:**
 - DI t-shirts, t-shirts with jeans or plain pants/skirts, and other typical clothing items are exempt as long as they do not contribute to the solution.
 - Items for safety purposes
Decorations or alterations to safety items must be listed on the *Exp Report*.
 - Glasses, hearing aids, casts, etc. as long as they do not contribute to the solution in any way.
 - Jewelry and watches when not used as props or costumes.

All equipment used as a computer or used to create computing devices are exempt. This includes, but is not limited to: laptops, desktops, mobile devices (such as tablets, smartphones, PDAs, smartwatches, etc.), printers, networking equipment (such as WiFi hotspots and routers), microcomputers (such as Raspberry Pi), microcontrollers (such as Arduinos and basic stamps) and Lego Mindstorms. Equipment that is used in the modification of these computing devices is also exempt. This includes parts kits, such as breadboards and jumpers. Related hardware, such as a cart used specifically and only to support the computer, and commercially produced and available software, as long as the product resulting from its use is of the team's design, are also exempt.

- Donated new or unused material **MUST** be listed at their "new" price.

Safety
AEROSOL PROPELLED PAINTS ARE STRICTLY FORBIDDEN!

- The solution must be safe and not pose a hazard to the audience, the Appraisal Team, or the Site.
- Appraisal Team may stop a Presentation at any time if they feel that a solution poses a safety risk.
- Officials may deny team's participation if any part of the solution is found to be damaging or unsafe.
- **Foot coverings:** All team members must wear shoes or reasonably impenetrable foot coverings at all times.
- Team may not use laser pointers or any type of light or scanner that produces a high intensity beam of light
- **Helium balloons are not allowed at any site.**
- **Fire and Ice Issues:** team may **NOT** use devices or substances which produce an open flame or extreme heat or cold; e.g.: lit candles, caps, combustion engines, fire extinguishers, fires, fireworks of all types, flammable fuels, "party poppers," smoke bombs, sparklers, or substances that explode in any way.
- ⊗ No smoke or fog machines.
- *** **Dry Ice: No dry ice at any location.**
- Commercially available batteries are allowed if they are unmodified.
- Flooded-electrolyte lead-acid batteries or any battery that can spill liquids are **prohibited**.
- No live animals may be used.

DC Current Circuits:

- Battery Voltage may not exceed 28Vdc (Volts dc) between 2 points.
- Properly rated current limiting devices (fuses or circuit breakers) are required and must be mounted as close to the battery as possible.

⇒ **Current limiting devices (fuses, etc.) must be used if current exceeds 10 amps.**

AC Current Circuits: All electrical devices used must be safely wired with appropriate gauge wire, and insulated against possible shock and/or fire.

- Team-created or modified circuits **MUST** have a Ground-Fault Interrupter (GFI). GFI protection is required if any power draw is greater than 1,000 Watts.

MAX voltage – 120VAC.

GFI's and converters are exempt from expense report

Firearms, weapons, and violence: in recognition of the fact that teams can handle themes of war, crime, etc. in a moving and responsible ways, the following is suggested:

- If a team needs to depict a weapon it must be team-created and/or obviously benign.
- It is the team's responsibility to find out from the Tournament Director prior to the Tournament if there is a "Zero Tolerance" policy.
- Paint ball guns, BB guns, air rifles and the like are **NOT ALLOWED**.

Copyrights/Trademarks

- The law allows parodying of music and public figures without permission.
- The law allows "fair use" of "©" & "TM" materials for education purpose.
- Although a team **will not receive a deduction**, teams with non-original material should score lower than teams with original team creations.

Clarifications

The Rules of the Road state general rules applicable to all Challenges.

BUT: A Team Challenge takes precedence over the RotR.

HOWEVER: A Published Clarification supersedes both the RotR and the Team Challenge.

Moving Scenery/Props (pg 250)

- Presentation materials must fit through the opening of a standard doorway, approximately 30in. x 76in. (0.76m x 1.93m).

- Only team members may touch and or move props into the Performance Site from the Launch Area.
- Teams may complete assembly of props and scenery in the Launch Area as long as this activity does not interfere with another team's Presentation or delays the Tournament schedule.

Instant Challenge

- Only one team manager may accompany a team into IC and they may only go into IC once per season.
- If a team member is on two or more teams, the Tournament Director must be notified so that the Instant Challenge presented for those Challenges at the tournament will be different.

Conduct/Concerns at Tournaments

- Team members must be clothed appropriately at all times. Nudity and revealing clothing are not acceptable at any time, including during performances.
- Profanity and vulgarity are unacceptable anywhere and any time.
- Teams should use good judgment and remember that all performances should be appropriate for all audiences.
- Trying to learn the scores of other teams prior to the end of the Tournament is Unsportsmanlike Conduct unless all parties choose to share this information willingly.

Types of Scores

⊗ **Objective scores** are based on whether a Challenge requirement was or wasn't produced. Objectively scored items are awarded full point value if the required element occurs. Appraisers **MUST** agree!

⊗ **Subjective scores** are based on the Appraisers' opinions as to how well or how creatively the team produced a Challenge requirement.

⊗ **Zero Scores:** If a required action does not take place during the Time Limit of the performance, or if a required element is missing or does not appear during the Time Limit, the team cannot be scored on that item.

Deductions

3 categories of deductions are:

1. Interference: When a team receives help or input from non-team members, points are deducted from the team's score proportionate to the amount of interference.

score. The Appraisers remove only the number of points the team might have received as a result of the Interference.

Deducted from Scoring Element!

2. Illegal Procedure: deduction may be assessed when a team operates outside the stated rules or intent of the Challenge. Some examples might include the following:

- a. A team disregards or is unaware of a Published Clarification prohibiting some aspect of a solution and includes the aspect anyway.
- b. A team's *Expense Report* contains unrealistic values for one or more items.
- c. In a Challenge, a required sequence of events is not followed in the correct sequence.

3. Unsportsmanlike Conduct:

- Intentional, disruptive behavior such as name calling, booing, or arguing.
- Creating loud noises in restricted or quiet performance spaces
- Intentional destructive behavior such as vandalism, or unintentional carelessness that mars or damages the Tournament Site, building, personal property or landscape.
- Showing lack of respect for other teams, Tournament Officials, or others attending the Tournament.
- Unfair or unethical behavior.
- Creating an unsafe environment – anywhere on the school grounds.

Deducted from Teams' Total Scaled Score!

The Appeals Process

- Items that **CAN** be sent to the Dialogue team for review:

- a. Deductions for **Unsportsmanlike Conduct**
- b. Deductions for **Interference**
- c. Deductions for an **Illegal Procedure** committed by the team.
- d. A **Procedural Irregularity**, which was not the team's fault.
- e. An **Objective or Zero** score
- Items that **CANNOT** be sent to the Dialogue Team for review:
 - a. **Subjective** scores
 - b. **Videotape(s) or Picture(s)** of the/a performance.
 - c. Questions or concerns about another team.

Team should check for site-specific issues before the Tournament (weapons, latex and dry ice)!