NAME OF CHALLENGE

TYPE OF CHALLENGE:
TECHNICAL; SCIENTIFIC; FINE ARTS; IMPROVISATIONAL; ENGINEERING; SERVICE LEARNING

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GETTING STARTED

Approaching this Challenge

This Challenge can be solved on many levels, ranging from the simple to the complex.

Focus on solving this Challenge based on the intent in which it was designed. All Challenge requirements must be met unless otherwise stated using the terms "should" or "may." If you find the details of the Challenge unclear, we encourage you to ask for a Team Clarification. (See Rules of the Road.) Remember, if it doesn't say you can't, then you can.

Solving the Challenge

The information in the following materials is binding on all teams.

Your team must read and follow this Challenge in its entirety, the Rules of the Road resource for teams, and all Published Clarifications (online at **DestinationImagination.org**).

Team Budget

The total value of the materials used must not exceed

$_____ US. Usually around $150 depending on the Challenge.

Time Limit

Complete the Presentation (including setup) in **8 minutes or less**.

Improv has different timing

☑ Tournament Data Form

Your team must explain elements of your Challenge solution on the Tournament Data Form found at the end of this Challenge. The check mark icon pinpoints the elements that will appear on the form.

Team Budget is the **VALUE** of all the items **on the 'stage' during the Presentation**, not the cost. So, everything on stage is assessed a 'value' even if it was free – if it's something purchased for the solution, it's the purchase price minus tax and shipping, if it's used than a reasonable 'garage sale' price is assessed, or a $0 if it's exempt or a trash item. Anything used to make the sets, costumes, or props such as tools or a sewing machine, or items purchased but not used, like a can of paint, or items built to, for example, test a structure or technical device and are not on the stage are not included in the Team Budget - see Rules of the Road pages 18-20.

Section I, typically called "The Central Challenge" is the 'meat' of the challenge. This gives the details of what is required. There are 'will' and 'must' statements here. It is split up into sections which relate directly to how the scoring elements are set up – for example, a section for 'The Story' and one for 'The Sympt-O-Matic', etc. This is where you will find the requirements and restrictions for this challenge – where the parameters are explained. You and your teams must read and reread this section. Not including a required element could lead to a zero for that element or a very low score. Ignoring a restriction could lead to an 'Illegal Procedure Deduction'. If the challenge says you must include an animal but it cannot be a purple alligator and your team uses a purple alligator for that scoring element, they will get a deduction. Know this section! If there is something in this section that the team does not understand, they should write for a Clarification (see The Rules of the Road pages 24 and 25)

How Challenge requirements are stated:
- As a statement, as in (from 2018 challenges) 'Create and present a story about a Medical Mystery…'; 'Include a Diagnosis in the story'; 'Select a real Game from any time period and research it's history, design, and use'; 'Design and create a Game Gizmo' (typically used for a technical device); 'Present part of the story in Double Vision'. These are requirements and are being scored.

- <u>Must</u> – when the challenge says the team must do something, it is a requirement and is being scored. Example: 'Technical Methods must be used to…'; 'The human character must experience at least one Symptom…'

- <u>Must not</u> – when the challenge says the team must not do something, this is also a requirement and if they do it, they will probably be assessed an Illegal Procedure Deduction. For example, the challenge may say that the team must not use electricity or that they must not use any prerecorded sounds.

- <u>Can</u> – something they are allowed to do but is not a requirement. Something like 'the team can use computer generated images'.

- <u>Should or should not</u> – strong suggestions but not requirements. They are designed to help the team help the appraisers, generally. For example, if the challenge says that a device should be visible from 25' and it's not, the team will not receive a deduction, but if it's difficult for the appraisers to see, the team risks getting a lower score than they might have otherwise.

Special Definitions: Most challenges include words which will then be defined within the challenge. Some things to remember about this:
- Typically, the Challenge will state the word, and the next sentence will be "For the purposes of this Challenge…." For example, from last year: 'Present part of the story in Double Vision. For this Challenge, Double Vision is one action or scene that is shown from 2 or more perspectives at the same time.'

- This is telling teams that when the challenge uses this particular word, this is what it means. We don't care what Websters says – this is the only definition that will be accepted for this word in this challenge.

- The definition will only be included the first time the word is mentioned in the challenge, but the special definition will apply <u>every time the word is used throughout section A of the challenge.</u>

- If a word is used for a requirement and is not defined, then the standard definition for that word applies. For example, if the challenge requires that something be a 'character', and there is no special definition, it is referring to the standard definition of a character in a play.

I. THE CENTRALCHALLENGE

A. First section based on the Challenge – often story, but could be a technical device or a structure. This is the first scoring section.

B. Second section based on the Challenge – often story, but could be a technical device or a structure. This is the second scoring section.

C. Third section based on the Challenge – often story, but could be a technical device or a structure. This is the third scoring section. Most Challenges have three sections, but some have more.

II. TEAM CHOICE ELEMENTS

A. ☑ Present TWO creations that show off your team's interests, skills, areas of strength, and talents. Your team may create anything it wishes, including props, music, technical gadgets, costumes, physical actions, etc.

B. Each Team Choice Element should have a meaningful connection to your team's Central Challenge solution and must be presented as part of the 8-minute Presentation.

C. A Team Choice Element may not be a specific item that is required in the Central Challenge that is already being evaluated. A Team Choice Element MAY be a single unique PART of a required item, as long as it can be evaluated as a stand-alone item. Or, a Team Choice Element MAY be a larger item that includes a required element, as long as the required element can be evaluated as a single unique part of the Team Choice Element. Examples of these can be found in Rules of the Road.

D. Both Team Choice Elements may be presented at the same time ONLY IF both can be easily identified and scored separately.

E. Each Team Choice Element will be evaluated in three ways: for creativity and originality, for quality, workmanship, or effort that is evident, and for integration into the Presentation

III. AT THE TOURNAMENT

A. Presentation Area: The minimum required size is___ft x___ft (____m x_____m). Your team may use any additional space that tournament officials designate as available, but your team *should be prepared to present your solution in the minimum space*. The Presentation Area will be a large space with a hard floor, such as wood, linoleum, concrete, or very short-napped carpet. Your team should be prepared to deal with a variety of floor surfaces. A single 3-prong electrical outlet will be provided at the edge of each Presentation Area for your team's use. **This is where you will learn what the site minimums are for the challenge. This tends to be fairly standard, but sometimes a challenge requires, for example, a floor that is not carpeted, that specific dimensions be taped off or that there be no electricity. If the challenge required specific dimensions or areas that are to be taped off, there will be a diagram in this section.**

B. Forms: Your team will need to bring copies of your completed Expense Report, Declaration of Independence, and Tournament Data Form to the tournament. (See Rules of the Road for the Expense Report and Declaration of Independence. The Tournament Data Form can be found at the end of this Challenge.)

C. Team Identification Sign: Your team will provide a freestanding sign displaying your team name, Team Number, school/organization, and level. The purpose of the sign is to identify your team to the Appraisers. (See Rules of the Road, Team Identification Sign.) **This is not required and never scored, but it is helpful to appraisers to double check their forms, especially if there are a large number of teams**

D. Instant Challenge: At a tournament, your team will solve one Instant Challenge in addition to showcasing your Team Challenge solution. Instant Challenges are kept secret until the day of the tournament. (See Rules of the Road.) Because Instant Challenge is worth 25% of a team's overall score at a tournament, teams often practice different types of Instant Challenges throughout the season. (See Roadmap.)

IV. SCORING

The Central Challenge: Up to 240 Points *except Improv, which is 300 points*

	Up to ___
A. First main section title – these will be the same as in Section I, and in the same order	the total points for this section
1. Each scoring element will be about a requirement in the Challenge It could also include a definition ('This means…'or, for example, 'Technical Design is…') or further explanation ('This includes…; or, for example, 'A story is more creative when…')	Up to ___ the possible points for this section - subjective
2. Most scoring elements are subjective, and are written as 'Up to___'. There are at least two appraisers per element, they each decide on a score independent of each other, and those scores are averaged. If there are objective scoring elements, they will be written as '0 or_' and will be a yes or no question: 'Did the light go on when the knob was turned.' All appraisers scoring this element have to agree.	0 or the possible points for this section - objective
B. Second main section title – Etc.	**Up to ___**

Team Choice Elements: Up to 60 Points

All challenges except Improv have two Team Choice Elements

C. Team Choice Element 1 (See Section II.)	**Up to 30**
1. Creativity and originality	Up to 10
2. Quality, workmanship, or effort that is evident	Up to 10
3. Integration into the Presentation	Up to 10
D. Team Choice Element 2 (See Section II.)	**Up to 30**
1. Creativity and originality	Up to 10
2. Quality, workmanship, or effort that is evident	Up to 10
3. Integration into the Presentation	Up to 10

Putting it all Together

- Central Challenge 60%
- Instant Challenge 25%
- Team Choice Elements 15%
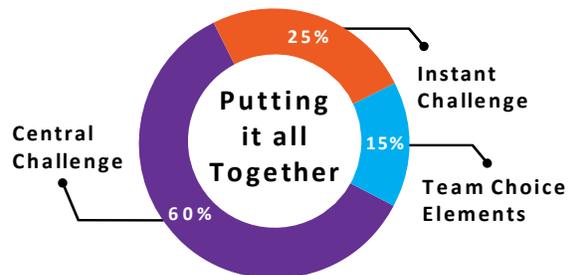
TOURNAMENT DATA FORM PAGE 1

TEAM INFO

Team Name: [_____] Team Number: [___] - [_____]

School/Organization: [_____] Level: ☐EL ☐ML ☐SL ☐UL

To our teams and Team Managers:

Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please fill out this 3-page form completely and neatly. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team.

PART ONE: REQUIRED PAPERWORK

At the tournament Presentation Site, the Prep Area Appraiser will ask for your team's completed forms. A checklist of the required forms is below. None of the forms listed below can be used as a scoring item. Your team needs:

6 copies **Tournament Data Form Pages 1 and 2** This is PAGE 1 of the form.	**1 copy** **Tournament Data Form Page 3** This page helps your team reflect on how you experienced the creative process.	**2 copies** **Declaration of Independence** Blank copies of this form can be found in Rules of the Road. Take one copy to your Team Challenge and the other to your Instant Challenge.	**1 copy** **Expense Report** This form can be found in Rules of the Road. Be sure to bring copies of your receipts in case you are asked for them. It is not necessary to attach your receipts to the form.	**1 copy** **Team Clarifications** Bring a copy of each Team Clarification issued to your team.

See Rules of the Road for more information.

You need to be sure you are aware of any Published Clarifications for this Challenge available at **DestinationImagination.org**.

PART TWO: BRIEF DESCRIPTION OF TEAM CHOICE ELEMENTS

What is your Team Choice Element 1?

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?

[_____]

What is your Team Choice Element 2?

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?

[_____]

TEAM INFO

Team Name:

Team Number: ☐☐☐-☐☐☐☐☐

School/Organization:

Level: EL   ML   SL   UL

All Challenges have this page, and the questions relate to the specific Challenge. This form is not scored.

This Challenge asks the team to supply the following information to help the Appraisers evaluate your solution. This is PAGE 2 of the form. Be sure to fill in all pages.

1. Briefly describe …

2. What is your team's _____?

3. What is…?

4. How does…?

5. Explain how…?

6. Briefly describe the Technical Methods your team used to initiate, operate, and/or produce the _____

These are the types of questions the team will be asked on the Tournament Data Form (TDF), with 'Briefly describe…' being the popular favorite. The purpose is to help the Appraisers understand what they are looking at and looking for so that they can immediately focus in on what they need to see in order to properly evaluate your team. The team has been working on this solution for months and know every part of it – the Appraisers are seeing it for the first time. This form needs to be clear, concise, brief, and LEGIBLE. The Appraisers have a very few minutes to read and digest what this form says.

Team Name: _____ Team Number: ☐☐☐ - ☐☐☐☐☐

School/Organization: _____ Level: ☐EL ☐ML ☐SL ☐UL

This page is not required in Massachusetts. It is a good tool to help your team learn about the creative process if you would like to use it. This page is collected at Globals (one copy), but it's ok if the team doesn't have it. The appraisers never see this page.

Reflect on how your team experienced each stage of the creative process as you solved the Team Challenge.

1. **RECOGNIZE:** What process did your team go through in order to understand all the issues or points of the Challenge?

2. **IMAGINE:** How did your team use your imagination to explore new ideas about possible solutions to the Challenge?

3. **COLLABORATE AND INITIATE:** How did your team take risks and go beyond the minimum as you committed to a solution? How did your team work in a collaborative way?

4. **ASSESS:** How did your team assess your solution as it was being created?

5. **EVALUATE AND CELEBRATE:** Reflect on your experience. What did your team learn? How did your team celebrate your journey and accomplishments