

## Team Choice Elements / 60 Points (see pages 11-12 in *Rules of the Road*)

### What is a Team Choice Element (TCE)?

A TCE is anything the team creates in addition to what is being scored in the Central Challenge and is presented as part of the team's 8-minute Presentation that they would like to be scored on. It's typically something that really shows off their skills, talents, interests, and strengths. The selection of the TCEs is **up to the team** based on the rules outlined below.

### Why do we do this?

Since most Challenges require the teams present their solution as a theatrical presentation, there will be more presented than what is specifically being scored in the Central Challenge. Also, all teams have strengths and talents that they would like to showcase. TCEs give teams the opportunity to receive a score for creations that they are especially proud of beyond the Central Challenge scores.

### Rules 😊 - there are always rules

- Teams must choose two TCEs, each worth 30 points
- The TCEs **must not** be a specific item already being scored in the Central Challenge.
- Each TCE must be capable of being scored as a standalone item that Appraisers can quickly and easily identify.
- The TCEs must be presented during the 8-minute Presentation. So, for example, how the team conducted their research – i.e. a trip to a museum and meeting a scientist – is not an acceptable TCE, but how they applied the research to their solution might be if it's not being scored in the Central Challenge.

### What can be a TCE?

- Anything the team would like to be scored on that falls within the above rules.
  - Costumes; backdrops; props; songs; dance; performance; technical devices; etc., etc., etc.....
- If the team has written the music and lyrics of a song, they can ask that the music be one TCE and the lyrics be the second TCE – those can be evaluated separately. Also, the choreography of a dance and the performance of that dance can be two separate TCEs.
- The TCEs should have a meaningful connection to the Central Challenge solution.
- A single unique part of a required item, as long as an Appraiser can identify it by itself. Here are three examples (from *Rules of the Road*):
  - A "vehicle" is a required scoring item in the Central Challenge. The team may not list the entire vehicle as a Team Choice Element. However, the side of the vehicle might feature artwork painted by the team. The team may ask that the artwork on the vehicle be evaluated separately as a Team Choice Element. The artwork is part of the vehicle and is evaluated as part of the vehicle, and it can also be easily identified and evaluated as a stand-alone item for a Team Choice Element.
  - The same vehicle is being scored for overall technical design. A team may ask that a specific design element, such as the vehicle's braking or steering system, be evaluated separately as a Team Choice Element. In this case, the braking or steering system would be appraised as a Team Choice Element and for its contribution to the overall design of the vehicle, just as in a Challenge that is scored for overall effect, everything in the Presentation is evaluated as a whole, despite individual items being evaluated.

- A Challenge may require a piece of scenery. The team creates a backdrop of a kitchen to fulfill its scenery requirement. For one of its Team Choice Elements, the team creates a working mechanical clock on the wall of the kitchen scenery. The clock is part of the scenery and is evaluated as part of the scenery, and it can also be easily identified and evaluated as a stand-alone item for a Team Choice Element.
- **If the team wants to choose something and they are not sure it follows the above rules, ask for a Clarification.** If the Challenge Master at your site determines that the chosen TCE is being scored in the Central Challenge, the team will be asked to choose something else to be scored on, provided that the CM or Appraisers realize it before the presentation starts. This is very stressful for teams, and can throw them off their game. But, if the CM or Appraisers don't realize it until after the presentation is over, the team could get a zero on that TCE. If a team specific Clarification says it's ok, it's ok.

### **How will the Appraisers know what to score? Tournament Data Form (TDF)**

The only way the Appraisers will know what the team wants to be scored on for the TCEs prior to the team's presentation is by what's written on the TDF. How should teams do this?

- Be specific. The team needs to let the Appraisers know exactly what they want to be scored on. For example, the team wants to be scored on the unusual materials they used to build their dragon costume:
  - If they team says "Costumes" and that's all, then they will be scored on all seven costumes equally, and the jeans and tee shirt will have the same weight as the really amazing dragon costume. So the team needs to specify the dragon costume
  - If they just say 'the dragon costume', then they will be evaluated on everything about the costume, including its appearance, how it's made, what it's made of, etc. If they want to be scored on their use of materials, they have to say that on the TDF.
- The team can say all the costumes if that is their choice. They may have seven costumes that work together really well within the scope of the solution. They just have to make that clear on the TDF.
- The TDF should be clear, brief, succinct, and legible. The Appraisers have very little time to read and absorb what is written, so less is more. If the Appraisers do not understand what the team is asking to be scored on, they will ask.

### **Scoring**

TCEs are evaluated in three ways (up to 10 points each)

- *Creativity and originality* – is it novel and innovative; is it designed or written or created by the team, etc.
- *The quality, workmanship or effort that is evident* – how well thought out and well-made is it – what was the process – was it just thrown together at the last minute?
- *The integration of the TCE into the Presentation* – does it have a meaningful connection to the solution.

Remember, Team Choice Element is exactly that – up to the team. Teams approach this choice in different ways. There are two common approaches: some teams will create their solution and then look at what they have, choose two elements and perhaps enhance them. Others will decide that they are going to create specific TCEs, and work on those elements from the start with that in mind. There is no right or wrong way to do this – it's whatever works for the team. The only thing that would be wrong is that anyone besides the team is making the decision. This is their choice. For Team Managers to get involved in that process is Interference. You can give them the information presented here and get the conversation started, but it is their choice, whether or not you agree.