

First Encounter

Welcome to MADI Team Manager Bootcamp

We are Irene Matteucci and Bethany Carlson, the Affiliate Challenge Masters for *First Encounter*, this year's Scientific Challenge.

Contact info: Irene: irenem316@gmail.com; Bethany: becarlson@gmail.com (please include MADI in the subject line – thank you)

We can answer questions on site procedures at tournaments, and can talk about how appraisers will be trained in Massachusetts. We cannot, however, validate solutions or answer specific questions regarding interpretation of the challenge requirements. If we are asked a question we can't answer, we will recommend that your team write for a clarification (see pp 24-25 of the *Rules of the Road*). The deadline for requesting clarifications is Friday, January 31, 2020 at 12:00am PST.

Please be sure you have the full version of the challenge. It is 14 pages long. You also need *The Rules of the Road* for the current year. The challenge cannot be completed successfully without both.

Some Things to Remember:

- READ THE CHALLENGE – all of it. Then, after you've read it, read it again and again and again
- Make sure the team reads the challenge. Stop on occasion during the season to re-read the challenge to make sure that the team has not missed anything and/or to make sure that they are not headed in the wrong direction.
- Your team is responsible for knowing about any published clarifications. These are binding on all teams and supersede the rules in the challenge and any team clarifications. All tournaments will abide by the published clarifications. Go to www.destinationimagination.org and click on 'Clarifications' in the 'Teams Challenges' drop-down menu on the homepage.
- **Special Definitions** – there are definitions in sections I.B.1; I.B.6; I.C.1.; I.D.1; and I.E.1. They start with “for this Challenge” and are the only definitions of these words that will be considered when appraising this Challenge. We don't care what *Webster's* says! Please note that these definitions apply every time the word is mentioned in the Challenge, not just to the section it appears in.
- **Read and understand *Rules of the Road* pages 21-23 under safety. If a team breaks any of the rules listed in this section, they may not be allowed to present. If anything the team brings is deemed to be unsafe based on these rules, the team will not be allowed to use it. Period. It is important that they know these rules!** You should also make sure you and they read the section on expenses (18-20), especially those items that are exempt from cost. The list is all-inclusive, so if an item is not on that list, a value must be assessed. You will also find the non-challenge specific paperwork the team needs to fill out in the *Rules of the Road*.

The Story:

- The story features the first encounter between an Outsider Species and a Habitat.
- How long the first encounter lasts is up to the team. However, they should take a close look at what the scoring elements are for the first encounter when making that decision. (IV.A.1, C.1, and D.1 are the scoring elements affected)

Outsider Species and Habitat:

- Things to note about the Outsider Species:
 - It must be a real, Earth-based species, living or extinct. If the team can identify a genus, species, and common name, they should be all set. If they're not sure, write for a clarification.
 - It **must NOT be *Homo Sapiens***.
 - It is *portrayed* using any theatrical style, method or manner the team chooses, but they must integrate their research about the Outsider Species into the story. An appraiser will ask every team to explain their integration after the presentation to make sure they don't miss anything.
 - B.5 is a change from the way this challenge is typically written: the team may include more than one member of the Outsider Species in the Presentation, and they will all earn points collectively for dramatic portrayal of the Outsider Species.
- Things to note about the Habitat:
 - It must be a real, Earth-based environment.
 - It is a *physical representation* of the environment designed and built by the team and can be any size the team chooses.
 - They must integrate research about the Habitat into the story. An appraiser will ask every team to explain their integration after the presentation to make sure they don't miss anything.
 - The Habitat does not have to be a habitat the species has encountered in real life, but it can be. That is up to the team.

Outsider Species Morph:

- The Outsider Species Morph **must be caused by the first encounter between the Outsider Species and the Habitat**. If it's not, an illegal procedure deduction will be assessed.
- Teams are being scored on Theatrical Effectiveness of the morph. It can be accomplished in any way the team chooses.
- The morph should be visible and/or audible from 25' away. This is not a requirement but, even though appraisers will do their best to be where they can see or hear the morph, the easier it is to see/hear, the easier it is for appraisers to score the theatrical effect.

Habitat Morph:

- The Habitat Morph **must be caused by the first encounter between the Outsider Species and the Habitat**. If it's not, an illegal procedure deduction will be assessed.
- Teams are being scored on Technical Design, Technical Innovation, and Theatrical Effect.
- The morph should be visible and/or audible from 25' away. This is not a requirement but, even though appraisers will do their best to be where they can see or hear the morph, the easier it is to see/hear, the easier it is for appraisers to score the theatrical effect.

Theater in the Round:

- This is a style of theater where the audience surrounds the stage on all sides.
- We will make every effort to provide a presentation site where we can have the audience on all sides, but it's possible the team will be at a site where the audience might only be on three sides. There will, however, be appraisers on all sides of the presentation area. Remember, there is no "front" of the stage – teams should present to all sides of the presentation site. Everyone in the audience should understand what's going on regardless of where they are sitting.
- The placement of the launch area will depend on the site. It may be over to one side like the diagram on page 8 of the challenge, but it could be on any side, or it may overlap with the presentation area, in which case it becomes part of the presentation area once the team begins. Teams should rehearse with this in mind.
- Teams are being scored on the 'Effective Use of Theater in the Round', which includes the use of 'blocking' (placement/movement of actors) and 'staging' (placement/movement of props, object, set pieces).
- This is very important: due to safety concerns **there will be NO tournament supplied electricity for teams at the presentation site**. This means there will be no use of electrical outlets, even if there is one close by, and there will be no extension cords to the center of the presentation site as there usually is. If the team plugs anything into an outlet on site, the presentation will be stopped, and the cord unplugged before it can start again. Time will not stop.
- The team may use batteries and/or other sources of power, but it must follow the safety rules in *The Rules of the Road* pages 21-23. If they have something that is deemed to be unsafe, they will not be allowed to use it.

Tournament Data Form (TDF)

- This four-part form is designed to assist the appraisers. We have not seen the team's solution before and will only have the presentation time and short Q&A after the presentation to evaluate that solution. We also have a very short amount of time to read the TDF before the presentation. It should be clear, **brief**, complete and **neat**. Please. The digital version of the challenge is interactive, so teams can type the info directly onto the form. We need hard copies at the tournament, though.
- Part Four of the TDF is not necessary at MA tournaments. If your team makes it to Globals it will be collected there, though appraisers will not see it. It is used by DI, Inc. for statistical and development purposes. It can also be used by you and your team as a way to approach the challenge and as a learning tool.

Team Choice Elements

- There are two Team Choice Elements.
- Items that are being scored in the central challenge and the team identification sign **cannot** be used as Team Choice Elements. Anything else can as long as it can be evaluated separately as a 'stand alone item'.
- The Team Choice Elements must be presented during the eight-minute presentation to be scored.
- The challenge specifically states that "each *Team Choice Elements* should have a meaningful connection to the team's *Central Challenge* solution". Appraisers will be trained to consider this when scoring Team Choice Elements.

Have a wonderful rest of the season, and remember that a team's solution is theirs, not yours. They own it, they are responsible for it. Let them have that – it's very empowering! You just bring the pizza! Also, the Team's solution is not complete until the last time they present it. They will probably still be working on it in Prep! Don't worry! Breathing is good!