



# TOURNAMENT GUIDE

A large, stylized gold medal with a red ribbon, positioned centrally between the words "TOURNAMENT" and "GUIDE". The medal has a scalloped edge and a red ribbon with a white outline.

# FOR TEAMS

2019-20 Challenge Season

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# Destination Imagination

**Our Vision:** Inspire and equip participants to achieve anything they can imagine in life.

**Our Mission:** To engage participants in project-based challenges that are designed to build confidence and develop extraordinary creativity, critical thinking, communication, and teamwork skills.

The Destination Imagination program is a fun, hands-on system of learning that fosters students' creativity, courage, and curiosity through open-ended academic Challenges in the fields of STEM (science, technology, engineering, and mathematics), fine arts, and service learning. Our participants learn patience, flexibility, persistence, ethics, respect for others and their ideas, and the collaborative problem-solving process. Teams may showcase their solutions at a tournament.

**The Creative Process:** Destination Imagination participants experience these components of the creative process while solving our Challenges:

## Recognize

- Becoming aware of the Challenge
- Gaining an in-depth understanding of the Challenge

## Imagine

- Generating ideas with team members
- Focusing on promising ideas
- Creating a project timeline

## Collaborate & Initiate

- Researching, exploring, and experimenting
- Committing to options; building and completing all requirements

## Assess

- Assessing progress; reworking or reimagining ideas
- Practicing presenting the solution

## Evaluate & Celebrate

- Presenting at a tournament
- Reflecting on and celebrating the experience

# The Tournament Guide for Teams

## Introduction: What is a Tournament Guide?

**This Tournament Guide for Teams is for you!** It tells you what to expect at your tournament. Inside this guide, you will find information that includes what will happen at your Presentation Site and tips from teams and Team Managers on how to have a great tournament experience. We hope you have a great tournament day!

### Here are the most important things to know about your tournament:

1. **The Tournament Team wants it to be a great experience for you!** Everyone has worked very hard to set up your tournament so that you can have a great day filled with fun and creativity. Sometimes things don't go as well as we would like, but we want you to know that your Tournament Team is doing the very best job it can. Who is your Tournament Team? It's the Tournament Directors, Challenge Masters, Appraisers, your Team Managers, and your parents - all the people who are working together to give your team a great, creative day where you can show off your Challenge solution!
2. **We want to award your team points!** The Appraisal Teams are going to work very hard to make sure that your team receives every possible point you've earned. They aren't trying to find ways to deduct points from your score. They want to give all teams lots of points, but they need to be fair to everyone, and that means they can't give you points you didn't earn.

## Some Terms You Should Know:

**Team Challenge:** The Team Challenge (except for the Improvisational Challenge) has two parts. The first part is the **Central Challenge** that your team has been working on for the past several months, and the second part is the **Team Choice Elements**. You will be presenting the solution to your Team Challenge at the tournament. Your family and friends can watch you present your solution.

**Central Challenge:** When you see the term Central Challenge, this means the Challenge-specific portions of the Team Challenges:

- Technical Challenge: The Big Fix
- Scientific Challenge: First Encounter
- Fine Arts Challenge: Picture This
- Improvisational Challenge: To the Rescue
- Engineering Challenge: In the Cards
- Service Learning: It's About Time
- Early Learning Rising Stars®: Blast Off!

**Team Choice Elements:** Team Choice Elements are two creations that your team chooses to include in your Team Challenge Presentation. There are two Team Choice Elements in all Team Challenges except the Improvisational Challenge, which has none. The two Team Choice Elements can be anything your team chooses that is not already being scored in the Central Challenge.

**Instant Challenge:** At the tournament, your team will also solve a Challenge on the spot. We call this type of Challenge an "Instant Challenge." Your family and supporters may NOT watch this part of the tournament day, but one Team Manager may go into the Instant Challenge room and watch, if your team wants.

# Section 1: Who's Who at the Presentation Site

This is an introduction to the different types of volunteers who will be working with you at your tournament. Some will be Appraisers and others will be volunteers in other roles.

**Appraiser, Appraisal Team:** Just like you, Appraisers work in teams. Your Destination Imagination Appraisal Team is made up of the volunteers who will help you prepare for your Presentation and who will watch, time, and evaluate your Presentation. Some people might call this team a “panel of judges,” but we think they are more than judges. They are a caring team of people who have volunteered to work together to make sure your team can present your solution in the best way possible. Each member of the Appraisal Team has a special job to do, and they have been trained to do it well.

## The Challenge Master

A **Destination Imagination Challenge Master** is the top official for your Team Challenge or Instant Challenge at your tournament. The Challenge Master is the person who trains the Appraisal Team and who sets up and oversees all the Presentation Sites for that specific Challenge at the tournament. So, the Challenge Master for your Team Challenge or Instant Challenge is the top expert in your Challenge.

## Head Appraiser

A **Head Appraiser** supervises the Appraisal Team for one specific Presentation Site. The Head Appraiser is trained by the Challenge Master. It is the Head Appraiser's job to make sure the Presentation Site runs smoothly.

- For example, if your tournament has more than one Presentation Site for the Fine Arts Challenge, the Challenge Master oversees all of the Fine Arts Presentation Sites, but each site would have a Head Appraiser who makes sure that the specific site's Appraisal Team is doing its job.

Either the Head Appraiser or the Challenge Master will present your team representative and/or Team Manager with your Team Challenge Raw Scores.

## Appraiser

An **Appraiser** is a person who evaluates one or more parts of your team's Presentation. There are several different appraising “roles” or jobs at a tournament.

## The Prep Area Appraiser (All Team Challenge Presentation Sites)

The **Prep Area Appraiser** will:

1. Greet your team and Team Manager(s).
2. Collect and check all required items, such as paperwork and props.
3. Tell you about the Presentation Site and the Appraisal Team.
4. Answer any questions you have and take care of you until it is time for you to present your solution.

## The Team Challenge Appraiser

The **Team Challenge Appraiser** evaluates some of the required elements in your team's Challenge, including the Team Choice Elements. Usually there are at least three Appraisers doing this job. After your Presentation, these Appraisers will talk to your team about your Presentation. Be sure to show them and tell them about the things of which you are proudest.

### **Engineering Challenge Only: The Bridge Check-In Appraiser**

The **Bridge Check-In Appraiser** will examine, measure, weigh, and make sure your Bridge parts and Load Test weights meet the guidelines in the Challenge. Before your team goes to the Prep Area for the Engineering Challenge, you **MUST** have your Bridge parts and Load Test weights checked by this Appraiser.

### **Engineering Challenge Only: The Bridge Appraiser(s)**

The **Bridge Appraisers** will monitor Bridge assembly, Bridge placement, and Load Tests during the Presentation to help your team make sure you are following all of the procedures correctly. The Bridge Appraiser will also record Load Test information, including the Load Test weights and Measurement Zones, for every Load Test your team attempts.

### **The Instant Challenge Appraiser**

There will be two or three **Instant Challenge Appraisers** for each Instant Challenge room. The Appraisers will score your team based on how well you solve your Challenge. Instant Challenge Appraisers are very friendly and they love to watch teams work on their solutions.

### **Support Officials**

A **Destination Imagination support official** is a person who is part of the Appraisal Team, but who does not evaluate any part of your team's Presentation. Support officials include the On-Site Scorer, the Appraisal Team Organizer, Doorkeeper, Timekeeper, and Announcer. Sometimes these jobs are combined.

1. The **On-Site Scorer** sorts all the score sheets after the Appraisers have marked their scores on them, then puts them in order, tallies the scores, and sends them to the Score Room where they will be checked again. The On-Site Scorer will put the scores into the Scoring Program at the Presentation Site. Then, the On-Site Scorer will send the score packet to the Score Room so that all the scores can be entered a second time to be sure they are accurate.
2. The **Appraisal Team Organizer (ATO)** is used when the scores are tallied in the Score Room at a tournament rather than at the Presentation Site. The ATO sorts all the score sheets after the Appraisers have marked their scores, then puts the score sheets in order and sends them to the Score Room where they will be tallied and entered into the Scoring Program.
3. The **Doorkeeper** is a person who makes sure that the door to your Presentation Site stays shut while your team is presenting, if you have a site that requires a closed door.
4. The **Timekeeper** is the person who times your Presentation.
5. The **Announcer** is the person who introduces your team and provides you with Improvisational Elements, if your Challenge has these requirements. Usually the roles of Timekeeper and Announcer are combined and one person completes all the tasks involved in these roles.

# Section 2: Site Procedures

## Instant Challenge

**Also see “Instant Challenge Procedures” in Rules of the Road.**

Each team will report to the Instant Challenge Check-In Appraiser at least 15 minutes prior to its scheduled Instant Challenge time. The team will give this Appraiser 1 copy of its completed Declaration of Independence form.

1. The team will be escorted by an Appraiser to the Instant Challenge room. One adult Team Manager, preferably the Team Manager of record, may accompany the team to the Instant Challenge room, but that Team Manager may not advise, signal, or communicate with the team during the Instant Challenge.
  - a. Team members make the decision of whether the Team Manager will accompany the team to the Instant Challenge room.
  - b. Assistant Team Managers under the age of 18 may NOT accompany the team into the Instant Challenge room.
  - c. If a Team Manager manages 2 teams in the same Team Challenge and the same competition level, the Team Manager cannot go into the Instant Challenge room at the tournament. At some tournaments, different Team Challenges and levels will be presented with the same Instant Challenge. At those tournaments, if a Team Manager manages 2 teams or more, the Team Manager cannot go into the Instant Challenge room at the tournament. The Tournament Director will make this ruling. At the discretion of the Tournament Director, the Team Manager may be allowed in the Instant Challenge room for his or her last scheduled team's Instant Challenge.
2. The team or Team Manager may not bring any devices, including but not limited to cameras, cell phones, iPads or tablets, computers, timing devices, and wrist watches into the Instant Challenge room. The team can ask the Appraisers for the time remaining at any point during the Instant Challenge.
3. Before the team members are presented with their Instant Challenge, they will be asked to repeat the promise below. They may also have this presented in written form and they will sign the promise. This may take place when the team members check in at Instant Challenge, while they are in the holding area, or when they are in the Instant Challenge room.

**“We promise not to talk about the Instant Challenge or what we did in our solution UNTIL AFTER THE END OF MAY. If we are heard or are found to have shared this Challenge with anyone, we will be disqualified from the tournament. However, we can talk about it privately among our team and Team Manager(s)!”**
4. The Team Manager and any team member who chooses not to participate will be seated out of the way where they may observe the team working on its solution.
  - a. Destination Imagination encourages all team members to participate, but only two are required.
  - b. Neither the Team Manager nor any non-participating team members may speak or motion in any way to the team. If this happens, it will be considered Interference and a deduction may be assessed.
  - c. Neither the Team Manager nor any non-participating team members may take notes, videotape, or record the team during its Instant Challenge.

5. An official will read:

**“Welcome to the Instant Challenge portion of our tournament! Anything is possible here, and you will have the opportunity to use the creative problem solving tools and the creative process you have learned. Every team participating in your Team Challenge at your competition level will be presented this Instant Challenge today. Once the Instant Challenge begins, any participating team member may ask how much time remains in that part of the Challenge.”**

6. The Instant Challenge will then be presented to the team. Each team in a given Team Challenge and level will be given the same Instant Challenge by the same Appraisers.
  - a. If the Challenge is Task-Based, unless otherwise stated, taped or marked areas may not be altered in any way.
  - b. If the Appraisers feel that the team is working under an obvious misconception, they will attempt to clarify the Challenge without adding to the solution.
7. If a team member has a question about the Instant Challenge, he or she is welcome to ask it, but this is done after time has begun. There is NO period of time set aside specifically for questions.
8. When the team has finished its Instant Challenge, an Appraiser will escort the team out of the Instant Challenge area. Scores for the Instant Challenge will not be revealed until after the Closing Ceremony. Instant Challenge score sheets are NOT returned to the teams.

## Site Procedures Technical Challenge: The Big Fix

The specific procedures for your tournament will be determined locally by the Technical Challenge Master and Tournament Director.

### When does a team report to the Prep Area and what happens there?

All team members and Team Manager(s) should bring their props, costumes, required paperwork, and any other items used in their Presentation to the Prep Area at least 20 minutes before their scheduled Presentation time. At most tournaments, the Prep Area is very near the Presentation Site. Once there, the Prep Area Appraiser will greet the team and accept the team's paperwork.

**The team's paperwork includes one copy of the Declaration of Independence, one copy of the Expense Report, one copy of page 3 and six copies of pages 1 and 2 of the team-completed Tournament Data Form.** The Tournament Data Form is only informational. The team's paperwork is not scored and is used only to help the Appraisers as they look at Challenge requirements. If an element that fulfills a Challenge requirement occurs, even if it does not happen in the exact way it is described on the Tournament Data Form, it will receive a score. In addition, the team should bring **one copy** of any Team Clarifications it has received.

Using the Prep Area Checklist, the Prep Area Appraiser will verify that all required Challenge elements are present, inspect props for safety, and make sure all presenting team members are wearing required foot coverings. The Prep Area Appraiser will answer the team's questions and explain to the team and the Team Manager(s) when and where the team's Raw Scores may be picked up after the Presentation. The Prep Area Appraiser will give the team's paperwork to the appropriate Appraiser(s). The Prep Area Appraiser will escort the team to the Launch Area, where they will be introduced to the Timekeeper/Announcer for final preparations and instructions.

The Launch Area is a 'holding area' immediately adjacent to the Presentation Area where the team members and all of the items they need for their Presentation will be when the Presentation time begins. After all of the items the team needs for its Presentation have been moved to the Launch Area, the Team Manager(s) and any non-presenting team members will be directed to leave the Prep Area and be shown to their designated seats.

Non-team members associated with the team may help move items to the Launch Area, but only team members may repair anything that is accidentally damaged. Appraisers and tournament officials may not move or help move items for the team.

If the Appraisers have questions about the paperwork that need to be clarified prior to the team's Presentation, the Timekeeper/Announcer will get the answers from the team members in the Launch Area before their Presentation begins.

### When does the Presentation begin?

The Timekeeper/Announcer will ensure that the team knows where the tournament-supplied 3-prong electrical outlet at the edge of the Presentation Area is located. At least one team member will go over to the electrical outlet with the Timekeeper/Announcer and confirm that the power to the outlet is ON. The Timekeeper/Announcer will answer any additional questions the team may have.

All presenting team members will return to the Launch Area and the Timekeeper/Announcer will introduce the team to the audience and ask both the team and the Appraisers if they are ready. When all are ready, the Timekeeper/Announcer will say, "Team, you may BEGIN." From that point, the team will have 8 minutes to set up and complete the Presentation.

**When does the Presentation end and what happens then?**

The Presentation will stop when the 8-minute time period ends, at a signal from the team, or when any team member calls “time,” whichever comes first. Any non-presenting team members should join the group at this time. The team members should take center stage and take a bow to the applauding audience. After this celebration, the Appraisers will discuss the team’s solution with all team members, ask questions, and possibly ask for demonstrations.

An official will tell the team when it is time to remove all items from the Presentation Site. Anyone may help the team remove its items quickly and help the team clean up the site. It is the team’s responsibility to bring clean-up materials. The Presentation Site must be left clean and dry for the next team.

**When does the team receive its Raw Scores?**

Approximately 30 minutes after the team’s Presentation, the Head Appraiser or Challenge Master should have the Team Challenge Raw Scores available. This time period may vary at tournaments, depending on Score Room procedures. One team representative and one Team Manager may approach the Head Appraiser and ask for the scores. The Head Appraiser will review the Team Challenge Raw Scores and any deductions with the team representative and the Team Manager. The team representative will then return to the team to share the scores with the other team members. The team has 30 minutes to send ONE team representative and the Team Manager back to the Head Appraiser or Challenge Master with any questions or concerns. For a complete explanation of the Scoring and Appeals process, see Rules of the Road.

## Site Procedures, Scientific Challenge: First Encounter

The specific procedures for your tournament will be determined locally by the Scientific Challenge Master and Tournament Director.

### When does a team report to the Prep Area and what happens there?

All team members and Team Manager(s) should bring their props, costumes, required paperwork, and any other items used in their Presentation to the Prep Area at least 20 minutes before their scheduled Presentation time. At most tournaments, the Prep Area is very near the Presentation Site. Once there, the Prep Area Appraiser will greet the team and accept the team's paperwork.

**The team's paperwork includes one copy of the Declaration of Independence, one copy of the Expense Report, one copy of page 3 and six copies of pages 1 and 2 of the team-completed Tournament Data Form.** The Tournament Data Form is only informational. The team's paperwork is not scored and is used only to help the Appraisers as they look at Challenge requirements. If an element that fulfills a Challenge requirement occurs, even if it does not happen in the exact way it is described on the Tournament Data Form, it will receive a score. In addition, the team should bring **one copy** of any Team Clarifications it has received.

Using the Prep Area Checklist, the Prep Area Appraiser will verify that all required Challenge elements are present, inspect props for safety, and make sure all presenting team members are wearing required foot coverings. The Prep Area Appraiser will answer the team's questions and explain to the team and the Team Manager(s) when and where the team's Raw Scores may be picked up after the Presentation. The Prep Area Appraiser will give the team's paperwork to the appropriate Appraiser(s). The Prep Area Appraiser will escort the team to the Launch Area, where they will be introduced to the Timekeeper/Announcer for final preparations and instructions.

The Launch Area is a 'holding area' immediately adjacent to the Presentation Area where the team members and all of the items they need for their Presentation will be when the Presentation time begins. After all of the items the team needs for its Presentation have been moved to the Launch Area, the Team Manager(s) and any non-presenting team members will be directed to leave the Prep Area and be shown to their designated seats.

Non-team members associated with the team may help move items to the Launch Area, but only team members may repair anything that is accidentally damaged. Appraisers and tournament officials may not move or help move items for the team.

If the Appraisers have questions about the paperwork that need to be clarified prior to the team's Presentation, the Timekeeper/Announcer will get the answers from the team members in the Launch Area before their Presentation begins.

### When does the Presentation begin?

In the Launch Area, the Timekeeper/Announcer will answer any additional questions the team may have. The Timekeeper/Announcer will introduce the team to the audience and ask both the team and the Appraisers if they are ready. When all are ready, the Timekeeper/Announcer will say, "Team, you may BEGIN." From that point, the team will have 8 minutes to set up and complete the Presentation.

### When does the Presentation end and what happens then?

The Presentation will stop when the 8-minute time period ends, at a signal from the team, or when any team member calls "time," whichever comes first. Any non-presenting team members should join the group at this time. The team members should take center stage and take a bow to the applauding

audience. After this celebration, the Appraisers will discuss the team's solution with all team members, ask questions, and possibly ask for demonstrations.

An official will tell the team when it is time to remove all items from the Presentation Site. Anyone may help the team remove its items quickly and help the team clean up the site. It is the team's responsibility to bring clean-up materials. The Presentation Site must be left clean and dry for the next team.

### **When does the team receive its Raw Scores?**

Approximately 30 minutes after the team's Presentation, the Head Appraiser or Challenge Master should have the Team Challenge Raw Scores available. This time period may vary at tournaments, depending on Score Room procedures. One team representative and one Team Manager may approach the Head Appraiser and ask for the scores. The Head Appraiser will review the Team Challenge Raw Scores and any deductions with the team representative and the Team Manager. The team representative will then return to the team to share the scores with the other team members. The team has 30 minutes to send ONE team representative and the Team Manager back to the Head Appraiser or Challenge Master with any questions or concerns. For a complete explanation of the Scoring and Appeals process, see Rules of the Road.

## Site Procedures, Fine Arts Challenge: Picture This

The specific procedures for your tournament will be determined locally by the Fine Arts Challenge Master and Tournament Director.

### When does a team report to the Prep Area and what happens there?

All team members and Team Manager(s) should bring their props, costumes, required paperwork, and any other items used in their Presentation to the Prep Area at least 20 minutes before their scheduled Presentation time. At most tournaments, the Prep Area is very near the Presentation Site. Once there, the Prep Area Appraiser will greet the team and accept the team's paperwork.

**The team's paperwork includes one copy of the Declaration of Independence, one copy of the Expense Report, one copy of page 3, six copies of pages 1 and 2 of the team-completed Tournament Data Form, and six copies of the team-selected Photograph (see Question 1 on page 2 of the Tournament Data Form).** The Tournament Data Form is only informational. The team's paperwork is not scored and is used only to help the Appraisers as they look at Challenge requirements. If an element that fulfills a Challenge requirement occurs, even if it does not happen in the exact way it is described on the Tournament Data Form, it will receive a score. In addition, the team should bring **one copy** of any Team Clarifications it has received.

Using the Prep Area Checklist, the Prep Area Appraiser will verify that all required Challenge elements are present, inspect props for safety, and make sure all presenting team members are wearing required foot coverings. The Prep Area Appraiser will answer the team's questions and explain to the team and the Team Manager(s) when and where the team's Raw Scores may be picked up after the Presentation. The Prep Area Appraiser will give the team's paperwork to the appropriate Appraiser(s). The Prep Area Appraiser will escort the team to the Launch Area, where they will be introduced to the Timekeeper/Announcer for final preparations and instructions.

The Launch Area is a 'holding area' immediately adjacent to the Presentation Area where the team members and all of the items they need for their Presentation will be when the Presentation time begins. After all of the items the team needs for its Presentation have been moved to the Launch Area, the Team Manager(s) and any non-presenting team members will be directed to leave the Prep Area and be shown to their designated seats.

Non-team members associated with the team may help move items to the Launch Area, but only team members may repair anything that is accidentally damaged. Appraisers and tournament officials may not move or help move items for the team.

If the Appraisers have questions about the paperwork that need to be clarified prior to the team's Presentation, the Timekeeper/Announcer will get the answers from the team members in the Launch Area before their Presentation begins.

### When does the Presentation begin?

The Timekeeper/Announcer will ensure that the team knows where the tournament-supplied 3-prong electrical outlet at the edge of the Presentation Area is located. At least one team member will go over to the electrical outlet with the Timekeeper/Announcer and confirm that the power to the outlet is ON. The Timekeeper/Announcer will answer any additional questions the team may have.

All presenting team members will return to the Launch Area and the Timekeeper/Announcer will introduce the team to the audience and ask both the team and the Appraisers if they are ready. When

all are ready, the Timekeeper/Announcer will say, "Team, you may BEGIN." From that point, the team will have 8 minutes to set up and complete the Presentation.

**When does the Presentation end and what happens then?**

The Presentation will stop when the 8-minute time period ends, at a signal from the team, or when any team member calls "time," whichever comes first. Any non-presenting team members should join the group at this time. The team members should take center stage and take a bow to the applauding audience. After this celebration, the Appraisers will discuss the team's solution with all team members, ask questions, and possibly ask for demonstrations.

An official will tell the team when it is time to remove all items from the Presentation Site. Anyone may help the team remove its items quickly and help the team clean up the site. It is the team's responsibility to bring clean-up materials. The Presentation Site must be left clean and dry for the next team.

**When does the team receive its Raw Scores?**

Approximately 30 minutes after the team's Presentation, the Head Appraiser or Challenge Master should have the Team Challenge Raw Scores available. This time period may vary at tournaments, depending on Score Room procedures. One team representative and one Team Manager may approach the Head Appraiser and ask for the scores. The Head Appraiser will review the Team Challenge Raw Scores and any deductions with the team representative and the Team Manager. The team representative will then return to the team to share the scores with the other team members. The team has 30 minutes to send ONE team representative and the Team Manager back to the Head Appraiser or Challenge Master with any questions or concerns. For a complete explanation of the Scoring and Appeals process, see Rules of the Road.

## Site Procedures, Improvisational Challenge: To the Rescue

The specific procedures for your tournament will be determined locally by the Improvisational Challenge Master and Tournament Director.

### Reporting to the Prep Area

All team members and the Team Manager(s) should bring their research notes (if any), required paperwork, and Team Identification Sign to the Prep Area at least 20 minutes before their scheduled Presentation time. At most tournaments, the Prep Area is very near the Presentation Site. Once there, the Prep Area Appraiser will greet the team and accept the team's paperwork.

**The team's paperwork includes one copy of the Declaration of Independence, one copy of the Expense Report, once copy of page 3 and six copies of page 2 of the team-completed Tournament Data Form.** The Tournament Data Form is only informational. The team's paperwork is not scored and is used only to help the Appraisers as they look at Challenge requirements. In addition, the team should bring **one copy** of any Team Clarifications it has received.

The Prep Area Appraiser will make sure all presenting team members are wearing required foot coverings, answer the team's questions, and explain to the team and the Team Manager(s) when and where the team's Raw Scores may be picked up after the Presentation.

### Selection of Improv Elements

The Prep Area Appraiser will conduct the selection process for determining the team's Improv Elements. The Prep Area Appraiser will ask the team to randomly select tournament-supplied pieces of paper that list the Improv Elements. The team must select all pieces of paper without looking at them and hand them to the Prep Area Appraiser. First, the team will select a piece of paper that lists the Conundrum. Next, the team will select a numbered piece of paper that corresponds to one of the team's researched Superpowers. Then, the team will select a piece of paper that lists the Hero's Underwhelming Power.

After the selection process is complete, the team and Team Manager(s) will stay in the Prep Area with the Prep Area Appraiser until the Timekeeper/Announcer escorts the team to the Presentation Area to begin the Preparation time. At this time, the Team Manager(s) and any non-presenting team members will be shown to their designated seats. Non-presenting team members are any team member(s) who do not want to participate in any part of the Preparation/Skit time. Team members who wish to participate in the Preparation time but not the Skit time will be considered presenting team members and will stay with the rest of the team.

### At the Presentation Site

The Timekeeper/Announcer will ask the team to stand in the Launch Area, a 'holding area' adjacent to the Presentation Site, to wait for its Preparation time to begin.

The Timekeeper/Announcer will introduce the team to the audience.

Before the 2-minute Preparation time, the Timekeeper/Announcer will read the selected Conundrum and Villain's Superpower to the team and the audience. Then, the Timekeeper/Announcer will hand a written version of these Improv Elements to the team.

### Preparation Time Begins

After the Timekeeper/Announcer announces the team's selected Improv Elements, the Timekeeper/Announcer will then tell the team to "BEGIN" the 2-minute Preparation time. During this

time, the team is free to consult the written version of the Improv Elements, research notes (if any), and an unmarked copy of the Challenge. The team may also use pencils and paper at this time for planning. The team may practice with and/or modify the Sound Keeper and/or its contents during this time.

### **Preparation Time Ends**

At the end of 2 minutes, the Timekeeper/Announcer will say “STOP.” If the team chooses, it may end the Preparation at any time prior to the end of the 2 minutes. The team will then return to the Launch Area with the Sound Keeper and its contents and return all research notes, pencils, paper, and copy of the Challenge to a designated area. The Timekeeper/Announcer will place the piece of paper that lists the Hero’s Underwhelming Power in the designated space in the Presentation Area.

### **Skit Time Begins**

The Timekeeper/Announcer will ask the audience, the team, and the Appraisers if they are ready. The Timekeeper/Announcer will then say “Begin” to signal the start of the 5-minute Skit time. From that point, the team members will have up to 5 minutes to present their improvisational Skit. The Launch Area is marked with tape merely to designate the Launch Area. Once the Skit time begins, the Launch Area may be used as part of the Presentation Area.

### **Skit Time Ends**

At the end of 5 minutes, the Timekeeper/Announcer will say “STOP,” ending the Skit. The Skit time stop when the 5-minute time period ends, at a signal from the team, or when any team member calls “time,” whichever comes first. Any non-presenting team members should rejoin the group at this time. The team members should take a bow to the applauding audience. After this celebration, the Appraisers will discuss the team’s solution with all team members, ask questions, and possibly ask for demonstrations.

### **Receiving the Team’s Raw Scores**

Approximately 30 minutes after the team’s Presentation, the Head Appraiser or Challenge Master should have the Team Challenge Raw Scores available. This time period may vary at tournaments depending on Score Room procedures. One team representative and one Team Manager may approach the Head Appraiser and ask for the scores. The Head Appraiser will review the Team Challenge Raw Scores and any deductions with the team representative and the Team Manager. The team representative will then return to the team to share the scores with the other team members. The team has 30 minutes to send ONE team representative and the Team Manager back to the Head Appraiser or Challenge Master with any questions or concerns. For a complete explanation of the Scoring and Appeals process, see Rules of the Road.

## Site Procedures, Engineering Challenge: In the Cards

The specific procedures for your tournament will be determined locally by the Engineering Challenge Master and Tournament Director.

### What's first on tournament day for In the Cards?

At least one team member should arrive at the Bridge Check-In Area at the time designated by the Tournament Director (or at least one hour prior to Presentation time). The team member(s) should bring the Bridge parts, Load Test weights, and a completed copy of page 2 of the Tournament Data Form. Appraisers will assess the specifications of the Bridge parts and Load Test weights. Additionally, the team should have a container to place the Bridge parts and Load Test weights into after they have been checked in. This container can be anything the team chooses and does not need to be included on the Expense Report.

Appraisers will make every effort, within reasonable time constraints, to allow the team to bring the Bridge parts and Load Test weights into compliance, should this be necessary. When the Bridge Check-In procedure is complete, the Bridge parts and Load Test weights will remain in a designated place in the Bridge Check-In Area until approximately 20 minutes before the team's scheduled Presentation time.

### When does a team report to the Prep Area and what happens there?

All team members and Team Manager(s) should bring their props, costumes, required paperwork, and any other items used in their Presentation to the Prep Area at least 20 minutes before their scheduled Presentation time. At most tournaments, the Prep Area is very near the Presentation Site. Once there, the Prep Area Appraiser will greet the team, accept the team's paperwork, and have the team retrieve its Bridge parts and Load Test weights from the designated place in the Bridge Check-In Area.

**The team's paperwork includes one copy of the Declaration of Independence, one copy of the Expense Report, one copy of page 3 and six copies of pages 1 and 2 of the team-completed Tournament Data Form.** The Tournament Data Form is only informational. The team's paperwork is not scored and is used only to help the Appraisers as they look at Challenge requirements. If an element that fulfills a Challenge requirement occurs, even if it does not happen in the exact way it is described on the Tournament Data Form, it will receive a score. In addition, the team should bring **one copy** of any Team Clarifications it has received.

Using the Prep Area Checklist, the Prep Area Appraiser will verify that all required Challenge elements are present, inspect props for safety, and make sure all presenting team members are wearing foot coverings. The Prep Area Appraiser will then have the team remove the Check-In Release form and have the team unseal and open its Bridge container. If the seal on the Bridge container was compromised prior to the team's arrival at the Prep Area, the Bridge parts and Load Test weights must be sent back to Bridge Check-In for revalidation.

Finally, the Prep Area Appraiser will answer the team's questions and explain to the team and the Team Manager(s) when and where the team's Raw Scores may be picked up after the Presentation. The Prep Area Appraiser will give the team's paperwork to the appropriate Appraisers. The Prep Area Appraiser will escort the team to the Launch Area, where they will be introduced to the Timekeeper/Announcer and Bridge Appraiser(s) for final preparations and instructions.

The Launch Area is a 'holding area' immediately adjacent to the Presentation Area where the team members and all the items they need for their Presentation will be when the Presentation time begins.

After all the items the team needs for its Presentation have been moved to the Launch Area, the Team Manager(s) and any non-presenting team members will be directed to leave the Prep Area and be shown to their designated seats.

Non-team members associated with the team may help move items to the Launch Area, but only team members may repair anything that is accidentally damaged. Appraisers and tournament officials may not move or help move items for the team.

If the Appraisers have questions about the paperwork that need to be clarified prior to the team's Presentation, the Timekeeper/Announcer will get the answers from the team members in the Launch Area before their Presentation begins.

### **When does the Presentation begin?**

The Timekeeper/Announcer will ensure that the team knows where the tournament-supplied 3-prong electrical outlet at the edge of the Presentation Area is located. At least one team member will go over to the electrical outlet with the Timekeeper/Announcer and confirm that the power to the outlet is ON. The Timekeeper/Announcer will answer any additional questions the team may have.

The Bridge Appraiser(s) will verify that team members involved with Load Tests have proper closed-toe footwear and explain the procedures for Bridge assembly, Bridge placement, and Load Tests. The Bridge Appraiser(s) will answer any additional questions the team may have.

All presenting team members will return to the Launch Area and the Timekeeper/Announcer will introduce the team to the audience and ask both the team and the Appraisers if they are ready. When all are ready, the Timekeeper/Announcer will then say, "Team, you may BEGIN." From that point, the team will have 8 minutes to set up and complete the Presentation, including Bridge assembly, Bridge placement, and Load Tests.

### **How will the Bridge be tested?**

After the Presentation time begins, the team may place the Bridge Foundations within any Measurement Zone in Areas A and B and begin Bridge assembly. Bridge Foundations may be adjusted before and/or during Bridge assembly. Bridge Foundations may be adjusted between Load Tests in order to change the Bridge Span. The Bridge Appraisers will note the location of both Bridge Foundations before each attempted Load Test.

Note: During the Presentation, the Bridge Foundations and Barrier may only be used for testing the Bridge.

**What is the procedure for Bridge assembly?** Team member(s) will place the Bridge Foundations, one in Area A and one in Area B. The Bridge Appraisers will note the Measurement Zone number of each Bridge Foundation.

1. Team member(s) will build a Bridge using their checked-in Bridge parts, along with any checked-in additional materials they wish to use. The Bridge must consist of between 2 and 18 Bridge parts. The Bridge parts must make a continuous physical connection between the Bridge Foundations. The Bridge must extend over the tournament-provided Barrier.
2. The team must not move the Barrier. If the Barrier is moved, either accidentally or intentionally, and the team does not move it back to its original position, an Illegal Procedure deduction may be assessed.

### **How will the team complete a Load Test?**

1. The team must complete one or more Load Tests. A Load Test uses Technical Methods to move one or more team-provided weights across the Bridge. There is no limit to the number

Load Tests the team may complete. All attempted Load Tests will be recorded by the Bridge Appraisers, including the weights included in the attempt.

2. The team must begin a Load Test above a Bridge Foundation but may choose either Bridge Foundation from which to begin. A Load Test begins when any part of a weight leaves the space above a Bridge Foundation.
3. The team may repair or modify the Bridge before each Load Test, including changing the position of the Bridge Foundations.
4. If more than one weight is included in a Load Test, all weights used must be in physical contact with and/or physically connected to at least one other weight before the Load Test begins. Weights must remain connected to each other throughout the Load Test. If weights become separated during a Load Test, an Illegal Procedure deduction may be applied.
5. Only weights that entirely enter the space above the destination Bridge Foundation will count towards a successful Load Test.
6. The Bridge must support all parts of the weights during the Load Test. If the Appraisers determine that the Bridge does not support all parts of the weights or that a device is increasing the strength or stability of the Bridge, the team may receive an Illegal Procedure deduction from the Bridge Strength Calculation.

### **When does a Load Test end and what happens then?**

A Load Test ends when:

1. The connection created by the Bridge between the Bridge Foundations is broken.
2. The Bridge Span touches the floor, the Barrier, or anything else, with the exception of the weight(s) and/or any device(s) used to move the weight(s) during a Load Test.
3. Team members touch or support the Bridge, Bridge Foundations, or the weight(s).
4. The weight(s) no longer contact the Bridge. The team may choose to stop a Load Test at any time by removing the weight(s) from the Bridge.
5. A Bridge Foundation is moved during a Load Test.
6. The 8-minute Presentation time ends.

If a Load Test is in progress when time is called, it can only be counted as valid if all parts of the weight(s) have entered the space above the destination Bridge Foundation.

### **When does the Presentation end and what happens then?**

When the time limit expires, the team may not continue to perform Load Tests or continue its Presentation. The team members may perform as many Load Test attempts within the 8-minute Presentation time as they wish. If the team elects to stop conducting Load Tests, the team members may continue with the performance part of the Presentation or call "time," letting the Appraisers know they are finished with their Presentation.

If the time limit has not ended, but the performance part of the team's Presentation has, the team may continue to perform Load Tests until the end of the 8-minute Presentation time.

Once the Presentation is over, any non-presenting team members should join the rest of the team. The team members should take a bow to the applauding audience. After this celebration, the Appraisers will discuss the team's solution with all team members, ask questions, and possibly ask for demonstrations.

While the Appraisers are discussing the solution with the team, the Bridge Appraisers will confirm that they have recorded all Load Tests completed during the Presentation.

An official will tell the team when it is time to remove all items from the Presentation Site. Anyone may help the team remove its items quickly and help the team clean up the site. It is the team's responsibility to bring clean-up materials. The Presentation Site must be left clean and dry for the next team.

The team will return to the Check-In Area with its Bridge and bag of additional materials. The Check-In Appraiser(s) will weigh the additional materials again, check the Bridge parts to verify the materials, and determine which of the Load Tests resulted in the highest Bridge Strength Calculation. This Load Test will be used for both the Efficiency Ratio and Bridge Strength Calculation.

**When does the team receive its Raw Scores?**

Approximately 30 minutes after the team's Presentation, the Head Appraiser or Challenge Master should have the Team Challenge Raw Scores available. This time period may vary at tournaments, depending on Score Room procedures. One team representative and one Team Manager may approach the Head Appraiser and ask for the scores. The Head Appraiser will review the Team Challenge Raw Scores and any deductions with the team representative and the Team Manager. The team representative will then return to the team to share the scores with the other team members. The team has 30 minutes to send ONE team representative and the Team Manager back to the Head Appraiser or Challenge Master with any questions or concerns. For a complete explanation of the Scoring and Appeals process, see Rules of the Road.

## Site Procedures Service Learning Challenge: It's About Time

The specific procedures for your tournament will be determined locally by the Service Learning Challenge Master and Tournament Director.

### **When does a team report to the Prep Area and what happens there?**

All team members and Team Manager(s) should bring their props, costumes, required paperwork, and any other items used in their Presentation to the Prep Area at least 20 minutes before their scheduled Presentation time. At most tournaments, the Prep Area is very near the Presentation Site. Once there, the Prep Area Appraiser will greet the team and accept the team's paperwork.

**The team's paperwork includes one copy of the Declaration of Independence, one copy of the Expense Report, one copy of page 3 and six copies of pages 1 and 2 of the team-completed Tournament Data Form.** The Tournament Data Form is only informational. The team's paperwork is not scored and is used only to help the Appraisers as they look at Challenge requirements. If an element that fulfills a Challenge requirement occurs, even if it does not happen in the exact way it is described on the Tournament Data Form, it will receive a score. In addition, the team should bring **one copy** of any Team Clarifications it has received.

Using the Prep Area Checklist, the Prep Area Appraiser will verify that all required Challenge elements are present, inspect props for safety, and make sure all presenting team members are wearing required foot coverings. The Prep Area Appraiser will answer the team's questions and explain to the team and the Team Manager(s) when and where the team's Raw Scores may be picked up after the Presentation. The Prep Area Appraiser will give the team's paperwork to the appropriate Appraiser(s). The Prep Area Appraiser will escort the team to the Launch Area, where they will be introduced to the Timekeeper/Announcer for final preparations and instructions.

The Launch Area is a 'holding area' immediately adjacent to the Presentation Area where the team members and all of the items they need for their Presentation will be when the Presentation time begins. After all of the items the team needs for its Presentation have been moved to the Launch Area, the Team Manager(s) and any non-presenting team members will be directed to leave the Prep Area and be shown to their designated seats.

Non-team members associated with the team may help move items to the Launch Area, but only team members may repair anything that is accidentally damaged. Appraisers and tournament officials may not move or help move items for the team.

If the Appraisers have questions about the paperwork that need to be clarified prior to the team's Presentation, the Timekeeper/Announcer will get the answers from the team members in the Launch Area before their Presentation begins.

### **When does the Presentation begin?**

The Timekeeper/Announcer will ensure that the team knows where the tournament-supplied 3-prong electrical outlet at the edge of the Presentation Area is located. At least one team member will go over to the electrical outlet with the Timekeeper/Announcer and confirm that the power to the outlet is ON. The Timekeeper/Announcer will answer any additional questions the team may have.

All presenting team members will return to the Launch Area and the Timekeeper/Announcer will introduce the team to the audience and ask both the team and the Appraisers if they are ready. When all are ready, the Timekeeper/Announcer will say, "Team, you may BEGIN." From that point, the team will have 8 minutes to set up and complete the Presentation.

**When does the Presentation end and what happens then?**

The Presentation will stop when the 8-minute time period ends, at a signal from the team, or when any team member calls “time,” whichever comes first. Any non-presenting team members should join the group at this time. The team members should take center stage and take a bow to the applauding audience. After this celebration, the Appraisers will discuss the team’s solution with all team members, ask questions, and possibly ask for demonstrations. The Appraisers may ask the team any questions they have about the team’s Project or Presentation.

An official will tell the team when it is time to remove all items from the Presentation Site. Anyone may help the team remove its items quickly and help the team clean up the site. It is the team’s responsibility to bring clean-up materials. The Presentation Site must be left clean and dry for the next team.

**When does the team receive its Raw Scores?**

Approximately 30 minutes after the team’s Presentation, the Head Appraiser or Challenge Master should have the Team Challenge Raw Scores available. This time period may vary at tournaments, depending on Score Room procedures. One team representative and one Team Manager may approach the Head Appraiser and ask for the scores. The Head Appraiser will review the Team Challenge Raw Scores and any deductions with the team representative and the Team Manager. The team representative will then return to the team to share the scores with the other team members. The team has 30 minutes to send ONE team representative and the Team Manager back to the Head Appraiser or Challenge Master with any questions or concerns. For a complete explanation of the Scoring and Appeals process, see Rules of the Road.

# Section 3: Scoring

## Objective and Subjective Scores

In Destination Imagination, there are two kinds of scores, objective and subjective.

- ★ **Objective scores** have to do with whether or not your solution accomplishes certain tasks or includes certain elements. Some examples of this include earning points for the number of balls that make it through a course, whether a light turns on, or whether the team's Presentation includes a required song.
- ★ **Subjective scores** are based on the **opinion** of the Appraiser. Examples of this type of score include earning points for innovation, the creativity of a song, or how well your team works together.

### Subjective Scoring:

Think of a time when you thought you deserved an 'A' on a story or essay you wrote, but your teacher only gave it a 'B.' Or think of a song you really like and your friend doesn't. Or a new food you tried that your parents think is great, but you think is terrible. It doesn't mean that the story or essay or song or food was "good" or "bad." **It just means that you have different opinions about it.** Sometimes you appreciate or like things that another person doesn't.

**This is how it works when Appraisers subjectively score your solution.** Some Appraisers will give you lots of points for some things, and other Appraisers won't. Some Appraisers will be very interested in some part of your solution, and other Appraisers will be more interested in another part. It doesn't mean that those parts of your solution were "good" or "bad"; it just means that each Appraiser had a different opinion when deciding how many points to award your team.

That is why your team cannot appeal a subjective score. You might like a certain song, but that won't make your friend like it, and just because your parents like a certain food, it won't make you like that food. So that means that if you think the Appraisers didn't give your team enough points for the creativity of something, you will have to show good sportsmanship and accept the score. It helps to remember that the Appraisers will score all teams in your competition level and Challenge in the same way.

Since many of the scores in your Challenge are subjective, your team has probably been wondering how the Appraisers will know how many points to award your team in each scoring area.

We have provided the Appraisers with some ideas of things they might look for when evaluating subjective items. However, not all Appraisers will use these ideas. Many Appraisers have their own ideas of how to determine how many points to award you.

**On the next pages are some lists we have given Appraisers to help them evaluate some subjective parts of Presentations. Remember that not all Appraisers will use these lists.**

## Awarding Points for Teamwork

Teamwork is very important in Destination Imagination. In some Challenges, Appraisers watch your team and evaluate how well you work together. In every Instant Challenge, your team receives a score for teamwork. When observing teamwork, here are some qualities Appraisers might look for:

1. Cooperative Spirit:
  - Positive attitudes and reinforcement of all team members
  - Absence of negativity
2. Team-Identified Roles:
  - Tasks may be divided equally among the team
  - A leader's role is identified immediately or at some point in time
  - Roles may have been pre-assigned prior to arrival at Presentation Site
3. Acceptance of Ideas of Others:
  - Sharing of ideas
  - Acceptance of ideas without personal ownership
4. Diversity of Ideas:
  - Numerous ideas
  - Ideas discarded and/or implemented
5. Ability to work through disagreements in a constructive rather than destructive manner
6. Ability to work on a solution together utilizing the combined skills of all team members
7. Ability to come to consensus for the purpose of solving a problem

	<b>Qualities an Appraiser might look for:</b>
<b>Low</b>	Dominating individual who limits participation of others Cooperation is minimal Little sharing of ideas
<b>Average</b>	Some evidence of individual team member roles Some cooperation Some evidence of accepting ideas of others
<b>Above Average</b>	Acceptance of team roles above average Good cooperation Sharing and acceptance of ideas of others
<b>Exceptional</b>	Leadership and team roles are easily identified Diversity of skills mutually respected and evident Team dynamics are exemplary

## Awarding Points for Creativity of a Solution or Presentation

Sometimes Appraisers must award points for the creativity of a team's solution or Presentation. If the solution seems creative, the Appraiser will have to decide **how** creative it is. Here are some of the things that an Appraiser might look for:

1. The Appraiser might look to see if the team's solution is complete and whether or not the team has gone beyond what is required.
2. The Appraiser might look for ideas in the Presentation that are original and innovative.
3. The Appraiser might look to see if all the parts of the solution work together to make a complete Presentation.
4. The Appraiser might make note of any creative ideas that make the Appraiser say "**WOW!**"

	<b>Qualities an Appraiser might look for:</b>
<b>Low</b>	Creativity is present and it is somewhat enhanced The solution applies Attempt at application Solved with marginal addition
<b>Average</b>	Creativity is present and it is relevant There is a theme The solution is complete Solved with related elements
<b>Above Average</b>	Creativity is present and it is integrated There is synthesis Chiefly original work Solved with integration
<b>Exceptional</b>	Creativity is there and it is innovative AHA! WOW! Unrelated elements synthesized to create a new idea Solved by innovation

## Awarding Points for the Creative Use of Materials

Sometimes Appraisers must look at how the team uses materials in its solution. Here are some things that some Appraisers might look for:

1. Are the materials used in common ways, or does the team use materials in unusual ways?
2. Are materials combined to make new things?
3. Does the team integrate the materials into the Presentation? Is it done in a creative way?

	<b>Qualities Appraisers might look for:</b>
<b>Low</b>	Some materials are used in common ways Minimal integration of materials into Presentation
<b>Average</b>	Materials are used, but few in unusual ways Materials are rarely combined Some integration of materials into Presentation
<b>Above Average</b>	Materials are used, several in unusual ways Several materials are combined, but rarely more than once Presentation is enhanced by one or more materials
<b>Exceptional</b>	Most materials are used in unusual ways Many materials are used in combination, several more than once Materials are integrated into Presentation in unusual ways Success of Presentation dependent upon use of materials

## Awarding Points for Integration

Many Challenges require Appraisers to look at how well a team has integrated an element into the overall Presentation. Here are some things that some Appraisers might look for:

1. How important is the element to the team's solution? If the element wasn't present, would it matter?
2. How does the required element interact with or relate to the rest of the Presentation? Does it just sit on the stage, or does it play an important role in the Presentation?
3. Does the required element make sense in the overall Presentation? Is it just there because it has to be?

	<b>Qualities Appraisers might look for:</b>
<b>Low</b>	Element to be integrated is present, but is not important to the story The integrated element would not be missed if it were not included The integrated element has little relevance to other elements in the Presentation
<b>Average</b>	Element to be integrated is of minor importance to the story The integrated element would be missed if it were not included, but its absence would not have a major impact on the story The integrated element relates to other elements in an understandable way
<b>Above Average</b>	Element to be integrated is important to the story The integrated element would leave noticeable holes in the story if it were not included The integrated element complements other elements in the Presentation
<b>Exceptional</b>	Element to be integrated is vitally important to the story The story would be very confusing if the integrated element were not included The integrated element and other elements in the Presentation work together to convey the story or ideas

# Team Challenge Raw Scores

*For a more complete explanation of scoring, please read Rules of the Road.*

## How does the Team Challenge scoring process work?

### 1. Your team presents and is evaluated by Appraisers.

Your team will present your solution to the Appraisal Team. During and immediately after the Presentation, the Appraisers will score each required element. After your Presentation, members of the Appraisal Team will spend a few minutes with you and your team members to learn as much as they can about your solution. The Appraisers will then fill out their score sheets and get ready for the next team.

### 2. The scores are compiled.

All score sheets are given to the On-Site Scorer or the Appraisal Team Organizer at your Presentation Site. The On-Site Scorer compiles them and enters them into the scoring computer. At some tournaments, the Appraisal Team Organizer compiles the score sheets and then sends them directly to the Score Room, where they are added and averaged.

**There are two sets of scores that are added up and averaged:** The Central Challenge and the Team Choice Elements.

These compiled scores are called **Raw Scores**. The scores are called “raw” scores because later, after all teams in that Challenge and competition level have presented, the teams with the highest Raw Score in each of the two scoring areas (Central Challenge and Team Choice Elements) are awarded the maximum number of points, and all other teams’ scores are adjusted, or scaled, to receive a corresponding percentage of that number. Some Challenges have different sections of their scores scaled with the other teams’ scores at the tournament. This year, the Technical Challenge and the Engineering Challenge both feature score sections within the Challenge that are scaled.

## What do the Raw Scores tell us?

Your team’s copy of the Master Score Sheet will let you see how many points you were awarded by the Appraisers in each scored area of the Team Challenge, including the Team Choice Elements, and lists any deductions your team may have received. It is important for your team to receive the Raw Scores because you need to check them over and make sure the Appraisers did not miss an objective score or give you a deduction you don’t think you deserve. That is the main reason teams are given their Raw Scores.

You won’t know how you scored compared to other teams until the awards are given out, but you can use this information to make sure that you were scored in every area that you should have been. Don’t let a ‘low’ Raw Score disappoint you – it is always possible that what you think is a low score is actually the highest score of the day.

**Remember:** You might not like the score you were given for a subjective item, but you cannot appeal it unless it is a zero. However, if the Appraisers made a mistake on something that was **objective** (for example, if they didn’t see something that happened), you can work with the Head Appraiser to get this fixed.

**Your team will not be given Instant Challenge scores.**

## Ties

Teams are tied when their total scaled scores differ by one point or less. In a multi-team tie, teams are tied when their total scaled scores differ from the leading score for that place by one point or less.

# Section 4: Awards and Advancing

## Awards

Two kinds of awards are given at Destination Imagination tournaments: awards for special recognition and “place” awards. The awards for special recognition are described in Rules of the Road.

The other type of award is called a “place” award. Place awards (such as 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place) are given to the top scoring teams that competed in both Team Challenge and Instant Challenge at each competition level. Teams that have earned the top total scaled scores (Instant Challenge + Central Challenge + Team Choice Elements) in their Challenge and competition level will be recognized and receive awards. Place awards are given for each Challenge and each level. For example, if your team solved the Scientific Challenge, place awards will be given to the top-scoring Elementary, Middle, and Secondary Level teams. That means that you are only competing against the teams in YOUR Challenge and level. Many local tournaments also award medals to the team in each Challenge and level that has the highest raw Instant Challenge score.

## Advancing to the Next Tournament Level

There are three “levels” of tournaments in Destination Imagination:

- **Regional Tournament:** For many teams, this is the first level of competition. At a Regional Tournament, your team competes against other teams that are in your geographic area. Some Affiliates do not have enough teams to host Regional Tournaments. In that case, your first tournament may be the Affiliate Tournament. If you are competing at a Regional Tournament, at least one placed team (1<sup>st</sup> place) and sometimes more (2<sup>nd</sup>, 3<sup>rd</sup>, or sometimes more) will be allowed to go on to the Affiliate Tournament, depending on the rules in your Affiliate.
- **Affiliate Tournament:** An “Affiliate” is the state, province, or country that holds a Destination Imagination license agreement. The Affiliate Tournament is the tournament that will bring all the finalists from the Regional Tournaments together in one place. If your Affiliate does not host Regional Tournaments, your Affiliate Tournament will bring ALL the teams from your entire Affiliate together. All 1<sup>st</sup> place teams (and some 2<sup>nd</sup> place and 3<sup>rd</sup> place teams, depending on the Affiliate) will be invited to attend the Global Finals tournament.
- **Global Finals tournament:** The Global Finals tournament brings together the highest-scoring teams from every Affiliate around the world for a celebration of creativity that will determine the global champions. This year, Global Finals will be held from **Wednesday, May 20, 2020 (Welcome Ceremony and tournament) through Saturday, May 23, 2020 (Closing Celebration) in Kansas City, Missouri. The tournament will begin on Wednesday and continue through Saturday.** This past year 1100+ teams from virtually every state in the United States, as well as teams from many other countries, attended.

### Take a closer look!

We encourage you to visit our website [globalfinals.org](http://globalfinals.org) to take a look at our Global Finals 2020 information. Within its contents, you will find helpful information about:

- Housing
- Global Finals events
- Challenge Presentation Sites
- Transportation
- Photos
- Cost to attend
- and much, much, more!

## Planning Ahead

We encourage **all teams** to consider the associated costs of attending the Global Finals 2020 event in the beginning of the year so that, should they qualify to take part in this tournament, an action plan will be in place for the team to move forward. By doing so, we hope to continue the excitement of participation in Destination Imagination and add to the level of enjoyment experienced by all!

## Information for your Parents and Fans

**To our supporters: We have prepared this information sheet so that you can find us at our tournament.**

Our team's **Team Challenge** is called: \_\_\_\_\_

Our **competition level** is: \_\_\_\_\_

Our **Team Challenge Presentation time** is: \_\_\_\_\_

The **location** of our Presentation is: \_\_\_\_\_

Our **Instant Challenge time** is: \_\_\_\_\_

Please understand that **only our Team Manager(s)** can take us to Instant Challenge. When we are finished at approximately \_\_\_\_\_, we will meet you at: \_\_\_\_\_.

### **PLEASE REMEMBER:**

Anyone may help us bring our props into the building and take them to the Prep Area and the Launch Area. Once we are in the Launch Area, only the team can handle the props.

**NO ONE MAY HELP US PREPARE FOR OUR PRESENTATION.** You may not fix our hair, put on our makeup, repair our props, direct our production, or do **anything** that might be considered Interference. We can do it ourselves!

After we present, anyone may help us clean up and remove our props from the Presentation Site. We would appreciate your help then.

### **TEAM MANAGER'S NOTES TO PARENTS and SUPPORTERS:**

# Tournament Tips from Teams!

## Things to Bring to the Tournament

- Emergency Kit: Look at your Challenge solution and add supplies to repair or recreate elements – duct tape, glue gun, paint, markers, rope/string, etc.
- Instant Challenges to use for practice.
- Extra copies of the Tournament Data Form, Expense Report, Declarations of Independence, and any other paperwork.
- Blank copies of the Tournament Data Form in case you need to make changes.
- A checklist the team has created to make sure everything is ready for the Presentation. Include very specific details, such as – “the important message is in Jane's pocket.”
- Pack the items that each team member needs for his or her costume in a separate bag. Garbage bags work well. Make a list of the items that are included and tape it to the outside of the bag. Don't forget to include your team name and contact information in case the bag is left at the tournament site.
- Clear information for your team families about what they can expect that day, including what you may need help with, where to meet, and when.

## Tips for Teams at the Tournament

- Practice your Presentation in several different places, if possible. This allows you to get used to various floor surfaces and entering the Presentation Area from different directions. Practice carrying your props and scenery up and down stairs, around corners, and through different doorways.
- Stay together as a team as much as possible until your Presentation is complete. This saves you from the anxiety of searching for someone in a crowded building when it is time to present.
- Do warm-ups or practice activities while waiting for Instant Challenge.
- Be sure to see other teams in your Challenge and in other Challenges. Cheer for everyone!
- Be complimentary and supportive of each other. Help each other do your best.

# Checklist for the Tournament

## Things you need to bring to EVERY TOURNAMENT:

- \_\_\_\_\_ **Tournament Data Form:** (Bring 6 completed copies of pages 1 and 2 and 1 copy of page 3. Improvisational Challenge teams do NOT need to fill out page 1.) The Tournament Data Form can be found at the end of your Challenge.
- \_\_\_\_\_ **Declaration of Independence** (2 copies – Bring 1 copy to Team Challenge and 1 copy to Instant Challenge): This can be found in Rules of the Road.
- \_\_\_\_\_ **Expense Report:** (1 copy) This can be found in Rules of the Road.
- \_\_\_\_\_ **Team Identification Sign:** Check your Challenge for more information about this sign.

## Things you should find out:

You should find out from your Tournament Director if your site has any restrictions that might affect your Presentation. For example, some sites do not allow helium balloons, some sites do not allow lights to be dimmed or turned off, and some sites have a 'zero tolerance' ban on all types of weapons, even toy weapons, which you might be using in your Presentation. You should contact your Regional Director, Affiliate Director, or Tournament Director if you have any questions about special rules at your tournament site.

## Make a list of things you need for your Presentation:

You might wish to generate a list of things that your team needs to bring to the tournament. Use this table, or create your own.

Item	Who is Responsible?

# After the Tournament

## Looking Back

The tournament is over. All those months of hard work, all that laughter, all the arguments, and all the discoveries shared with your teammates resulted in a great Presentation and a really fun day. Your team has received your scores, and you are, perhaps, disappointed, or maybe excited to be going on to the next level of tournament. Now, regardless of how the team scored, and before everybody goes his or her own way or begins preparing for the next tournament, it's time to **CELEBRATE** and take a look at what you have accomplished. You have learned the creative process!

## Looking Ahead:

Here are some good questions to ask as a team:

1. When is our team party?
2. What were some of the most fun moments of working on this project?
3. What were some of the least fun moments?
4. What things are you proudest of?
5. What did you learn?
6. What is in the future for you and your team?
7. If you are going to do DI next year: What kinds of things will you do differently when you begin working on next year's Challenges?
8. What skills would you like to learn before next year starts?
9. Generate some ideas with your team about what the future looks like for your team: