



GET SORTED: TECHNICAL

Your team will create a sorting system that can get things where they're supposed to be. You will also bring the idea to life through a story about a character who arrives in the wrong place.

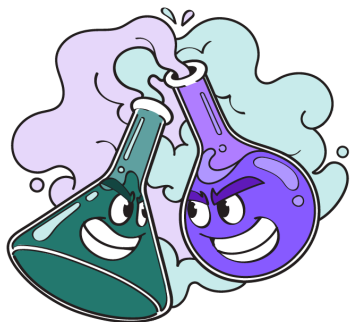
- Design and build a sorting system that can move team-provided items into groups.
- Create and present a story about at least one character who arrives in the wrong place.
- Include an influential character.
- Design and create an arrival effect.
- Integrate the items, the sorting system, and the sorting process into the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

UNDER INVESTIGATION: ENGINEERING

Your team will create a weight measurement system that can determine the weight of an object as accurately as possible. You will also demonstrate your system as part of a story about a detailed investigation.



- Create and present a story about a detailed investigation of an unusual occurrence.
- Include a freeze that shows at least one character continuing to interact with elements of a scene while the rest of the action has stopped.
- Design and build a freestanding weight measurement system that will be used to determine the weight of randomly selected mystery weights.
- Integrate the weight measurement system, the mystery weights, and the weight measurement system testing into the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



LAB LEGENDS: SCIENTIFIC

The stakes are high as two rivals race toward the same goal using applied science. Keep the story moving with a live-action montage.

- Create and present a story about 2 rivals who are each attempting to achieve the same goal.
- Research different types of applied science and integrate your research into the Presentation.
- Design and create 2 different demonstrations of applied science.
- Create and present a live-action montage.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



ACT NATURAL: FINE ARTS

Spin a fable about a lesson to be learned in this season's Fine Arts Challenge. Use interactive scenery, an animated prop, and natural materials to bring your fable to life.

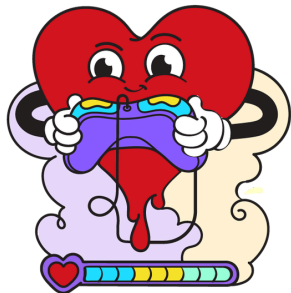
- Present a team-created fable.
- Include an exaggerated character.
- Use natural materials to create and/or enhance at least one physical element of your Presentation.
- Design and create interactive scenery and an animated prop.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



JUST DUET: IMPROVISATIONAL

Step into the shoes of a famous duo who find themselves in a ridiculous situation as you take on this season's Improvisational Challenge. Use your improv skills, a single tool, and background music to tell your two-act story.

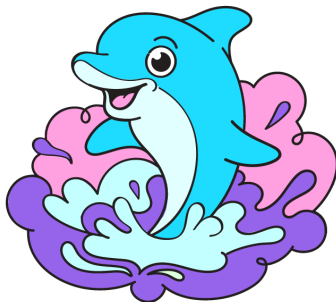
- Create an improvisational skit in 2 acts that tells a story about a famous duo.
- Act 1 must show how the members of the famous duo get into a randomly selected ridiculous situation.
- Act 2 must show how the members of the famous duo use a randomly selected tool to attempt to resolve the ridiculous situation.
- Incorporate background music into each act.



GAME CHANGERS: SERVICE LEARNING

Design and carry out a project that addresses a real community need in this season's Service Learning Challenge. Share what you've accomplished through a story set in a video game world while collecting resources, facing challenges, and pushing toward your goals.

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a live theatrical Presentation that tells a story about at least one character who is attempting to achieve an objective within a video game world.
- Include a game resource and a desperate situation in the Presentation.
- Integrate information about the Project into the Presentation.
- Design and build a game resource tracker.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



FEELING WILD: EARLY LEARNING

Animals have amazing ways of using their senses to explore the world around them. In this season's Early Learning Challenge, your team will learn about animal senses and create a fun story about animals who find a mysterious object.

- Present a play about animals who find a mysterious object in their environment.
- Show how at least 2 animals use their senses to explore the mysterious object.
- Design and build a set that shows the environment where the animals live.
- Design and create a model of the mysterious object to include in your play.



INSTANT CHALLENGE

Instant Challenges require teams to engage in quick, creative, and critical thinking. At a tournament, a team will receive an Instant Challenge and the materials with which to solve it.

- The team members must think on their feet by applying appropriate skills to produce a solution in a period of just five to eight minutes.
- Instant Challenges are performance-based, task-based, or a combination of the two.
- Although each Instant Challenge has different requirements, all Instant Challenges reward teams for their teamwork.
- Instant Challenges are kept confidential until the day of the tournament.