
2023-24 5280 Regional TOURNAMENT

Evie Dennis Campus / March 16, 2024



PINBALL HEROES
TECHNICAL



GOING THE DISTANCE
ENGINEERING



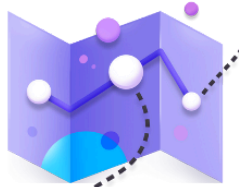
BLAST FROM THE PAST
SCIENTIFIC



IN MOTION
FINE ARTS



SO EXTRA
IMPROVISATIONAL



UNCHARTED
SERVICE LEARNING



MAKING A SPLASH
EARLY LEARNING



**INSTANT
CHALLENGE**

WELCOME

Good luck to all teams competing in the tournament!

Thank you to all of our Team Managers, teachers, school sponsors, Appraisers, volunteers, and parents for your hard work to make this tournament possible.

Tournament Notes & Reminders

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time.
- Spectators will NOT be allowed to enter the Presentation Area once a team's Presentation has begun.
- Teams are encouraged to trade pins as a way to meet new friends and show good sportsmanship. Make sure any wrappers are disposed of properly.
- Parents, spectators, and Team Managers: remember to respect the rules of Interference. Do not interfere with the team's solution.
- Sensory/calm room available upon request
- Nursing room available upon request
- Prayer room available upon request
- **All teams are invited to the closing ceremony party in the gym at 4:30 pm and should report to the gym for the Closing Ceremony at 5:30 p.m.**

Note - see a more detailed [event guide here](#).

Release/Disclaimer

By my participation in an event conducted by an Affiliate, Region, or other gathering related to the Destination Imagination program, the participant or participant's parents or participant's guardian understands and hereby voluntarily agrees to release, waive, forever discharge, hold harmless, defend, and indemnify Destination Imagination, Inc. and its agents, officers, boards, volunteers, and employees from any and all liability and all claims, actions, or losses for bodily injury, property damage, wrongful death, loss of services, or otherwise which may arise out of the participant's participation in activities related to the Destination Imagination event, including travel to and from the event.

GENERAL SCHEDULE

Time	Event	Location
8:00 - 4:30	Registration & Information	Main Hallway
8:00- 4:30	Souvenir Sales and Pre Sales Pick up	Main Hallway
9:00 - 3:40	Instant Challenge	Check in Room 202
10:20 - 2:40	Technical	Main Gym
10:40 - 1:20	Engineering	West Commons
11:00 - 2:00	Fine Arts	Art Room
10:40 - 1:20	Improv	Room 151
10:00 - 10:20	Scientific	Art Room
10:40-12:00	Service Learning	Dance Room
12:00-2:20	Early Learning	211
4:30-5:30	Closing Ceremony Games and Party	Main Gym
5:30-6:30	Closing / Award Ceremony	Main Gym

We are Wild for Creativity!

- Your first stop of the day should be at the registration table! The registration table will have:
 - T-shirts and pins, if you pre-ordered them
 - Regional Pins to commemorate your day
- Make sure to plan time into your day to participate in the DI activities!
 - When a team member completes all activities they should come to the registration table for some prizes.

Reminders:

- Teams should report to their Challenge Prep Area **20 minutes before** their scheduled Presentation time.
- Teams should report to their Instant Challenge Prep Area **20 minutes before** their scheduled Presentation time.
- The store is selling chips, cookies, water and drinks.
- You may pick up pre-purchased pins and t-shirts in the Hallway
- Pins may be purchased at the Hallway
- Props can be unloaded and loaded through the front doors.
- Do not dispose of your props, or any other large items, at the school.
- 1st-4th place teams will be invited to compete at the State Tournament on April 6th! There is also potential for wild card teams to be invited to State. Do not destroy, or throw away any props until after the closing ceremony.



PINBALL HEROES TECHNICAL

TECHNICAL (Main Gym)

- Design and build a pinball system through which a pinball moves and interacts with 3 machine modules.
- During the Presentation, move the pinball through the pinball system for as long as possible.
- Create and present an action/adventure story about a hero who goes on an extraordinary mission.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Level	Team Challenge Time	Instant Challenge Time
106-03728	Creativity Challenge Community	Flaming Pinball People	EL	9:00 AM	10:20 AM
106-13194	Bill Roberts K-8	Hydrogen, Helium, Lithium, and M oth	EL	9:20 AM	10:40 AM
106-46903	Platte Valley Elementary	7 Seas	EL	9:40 AM	11:00 AM
106-80210	Coyote Ridge Elementary	Pinball Adventure	EL	10:20 AM	9:00 AM
106-83775	Asbury Elementary	Chicken Claws	EL	10:40 AM	9:20 AM
106-52949	Coyote Ridge Elementary	Egypt Wildcats	EL	11:00 AM	2:00 PM
106-28818	Slavens K-8 School		EL	11:20 AM	9:40 AM
106-26815	Westlake Middle School	The Ish Group	ML	11:40 AM	9:20 AM
106-41069	Bill Roberts K-8	SuperAwesomeFriendlyCherryan dLim	ML	12:20 PM	2:00 PM
106-23395	Vikan Middle School	MANN CO.	ML	1:00 PM	3:20 PM
106-64303	Denver Green School Northfield	The Snowbunnies	ML	1:20 PM	2:40 PM
106-66365	Vikan Middle School	WBN	ML	1:40 PM	12:40 PM
106-57287	Vikan Middle School	Merlin's Apprentices	ML	2:40 PM	3:40 PM
106-70457	Platte Valley Middle	Vibin' Rodents	ML	3:00 PM	1:00 PM
106-02063	Slavens K-8 School	Fire Penguinz	ML	3:20 PM	1:20 PM



IN MOTION
FINE ARTS

FINE ARTS (Art Room)

- Create and present a story inspired by a work of visual art.
- Include a static and dynamic character in the story.
- Reimagine the work of visual art as performance art and include the reimagined art in the Presentation.
- Design and create one piece of kinetic art that uses technical methods to create movement.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Level	Team Challenge Time	Instant Challenge Time
106-48497	Reunion Elementary School	Hands and Faces	EL	11:00 AM	9:40 AM
106-47421	Westlake Middle School	Capybaras	EL	11:20 AM	1:20 PM
106-61082	McKinley-Thatcher Elementary School	Screaming Sus Snakes	EL	11:40 AM	10:20 AM
106-57690	Coyote Ridge Elementary	The Cactus Huggers		12:00 PM	1:40 PM
106-61605	Bill Roberts K-8	Project Black Light	EL	1:20 PM	12:00 PM
106-62454	Turnberry Elementary	Fire Breathing Dino Nuggies	EL	1:40 PM	12:40 PM
106-56720	Denver Green School Northfield	Team A???	EL	2:00 PM	3:20 PM

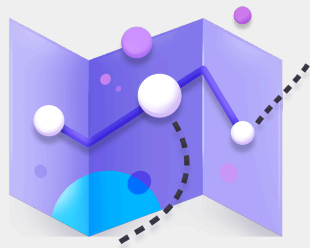


BLAST FROM THE PAST SCIENTIFIC

SCIENTIFIC (Art Room)

- Create and present a story about a character whose discovery of an artifact leads to a finding.
- Include an archaeological investigation that contributes to the finding.
- Design and create a puppet that will portray a character from the past.

Team #	Organization Name	Team Name	Level	Team Challenge Time	Instant Challenge Time
106-01401	Reunion Elementary School	Snack Attack	EL	10:00 AM	1:00 PM
106-46405	Bill Roberts K-8	ThePinkGlitteryCrazyPsychotic Ram	ML	10:20 AM	11:20 AM

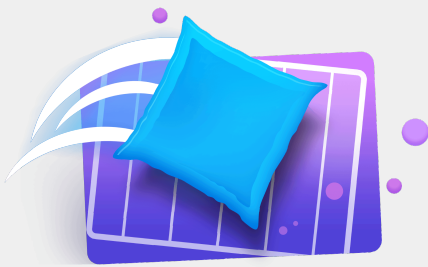


UNCHARTED SERVICE LEARNING

SERVICE LEARNING (Dance Room)

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a fantasy story about a character who goes on a quest.
- Design and create a fantasy map that uses technical methods to represent location information from the story.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Level	Team Challenge Time	Instant Challenge Time
106-59644	Denver Green School Northfield	Sparkly Dinos Wearing Bow Ties	ML	9:40 AM	10:40 AM
106-94787	Merrill Middle School	Radish	ML	10:00 AM	11:00 AM
106-31104	Westlake Middle School	[Insert Team Name Here]	ML	10:20 AM	11:20 AM
106-41098	International School of Denver	The Brainy Bunch	ML	10:40 AM	11:40 AM
106-18467	Reunion Elementary School	The Imposters	EL	12:20 PM	2:00 PM
106-42398	Coyote Ridge Elementary	Exploring Elephants	EL	12:40 PM	11:40 AM
106-65160	McKinley-Thatcher Elementary School	Screaming Sus Snakes	EL	1:20 PM	2:40 PM
106-07931	Bradley International School, Denver Public Schools	HK Foxolotls	EL	1:40 PM	12:20 PM
106-58355	Bromwell		EL	2:00 PM	1:00 PM
106-21248	Creativity Challenge Community	Thunder Pugs	EL	2:40 PM	1:40 PM



GOING THE DISTANCE ENGINEERING

ENGINEERING (West Commons)

- Design and build a modular device that will be assembled and then tested in two different configurations during the Presentation.
- Complete launch tests to test how far and how accurately your modular device can launch a bean bag in each configuration.
- Transform the modular device from one configuration to the other.
- Create and present a story in which everything is going according to plan until a catalyst occurs.

Team #	Organization Name	Team Name	Level	Team Challenge Time	Instant Challenge Time
106-60533	Westlake Middle School	Essiggurke	ML	9:20 AM	10:20 AM
106-09412	Merrill Middle School	Same Day Delivery	ML	9:40 AM	10:40 AM
106-33332	Vikan Middle School	Medieval Might	ML	10:00 AM	11:00 AM
106-25236	Denver Green School Northfield	I Just Ate Ten Pounds of Rocks	ML	10:40 AM	9:40 AM
106-84536	Morey Middle School	The Yappers	ML	11:00 AM	10:00 AM
106-21621	Shining Mountain Waldorf School		SL	11:20 AM	10:20 AM
106-20166	Slavens K-8 School	Ducky Dogs	EL	12:40 PM	2:20 PM
106-25444	Creativity Challenge Community	The C3 Alien Penguins	EL	1:00 PM	11:20 AM
106-46721	Slavens K-8 School	SuspiciousSlavensSnowflakeShar ks	EL	1:20 PM	2:40 PM
106-80993	Reunion Elementary School	The Galactic Smarties	EL	2:00 PM	1:00 PM
106-37021	Montclair School of Academics and Enrichment	4th Grade GT	EL	2:20 PM	12:40 PM
106-34011	Creativity Challenge Community (C3)	Chicky Nug Nugs	EL	2:40 PM	12:20 PM
106-78192	Slavens K-8 School	Cheesy Eggs and Bacon	EL	3:00 PM	1:20 PM



SO EXTRA
IMPROVISATIONAL

IMPROV (Room 151)

- Create and present a 2-act improvisational skit based on a scenario.
- Incorporate a stock character into the skit.
- Research costume design and use a costume design kit to create a costume.
- Use an intensifier to minimize or maximize the scenario, stock character, and costume.

Team #	Organization Name	Team Name	Level	Team Challenge Time	Instant Challenge Time
106-10476	Turnberry Elementary	We're out of our Minds	EL	9:20 AM	11:20 AM
106-14622	Bradley International School	The Improv Imposters	EL	9:40 AM	11:00 AM
106-25412	Grant Ranch School	Grizz Rizz	EL	10:00 AM	11:40 AM
106-29688	Bradley International School	On the Spot	EL	10:40 AM	9:00 AM
106-50980	Bromwell	The Fabulous Five	EL	11:00 AM	9:20 AM
106-85841	Creativity Challenge Community	Chaotic Potatoes	EL	11:20 AM	10:00 AM
106-38847	Valverde Elementary School	Spotted Falcons	EL	12:00 PM	1:20 PM
106-56648	Bromwell	4th	EL	1:00 PM	2:00 PM
106-94806	Independent	PJK	ML	1:20 PM	2:20 PM
106-65843	Grant Ranch School	The Gummy Bears	ML	1:40 PM	12:40 PM
106-74380	Slavens K-8 School	Zesty Lemon Sharks	ML	2:00 PM	1:00 PM
106-58945	Bill Roberts K-8	The Bubble Guppies	ML	2:20 PM	1:20 PM



MAKING A SPLASH

EARLY LEARNING

EARLY LEARNING (Room 211)

- Research underwater habitats.
- Create and present a play about a group of underwater creatures who go on vacation to an underwater habitat.
- Design and build a model of a landmark the underwater creatures visit.
- Create scenery to show the underwater habitat.
- Create and present one Team Choice Element that shows off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
106-09618	McKinley-Thatcher		11:20 AM	11:40 AM
106-32777	McKinley Thatcher	Sea'ers	12:00 PM	12:20 PM
106-37165	Creativity Challenge Community	Sketching Pomegranate Sluggies	12:40 PM	1:00 PM
106-84475	McKinley-Thatcher Elementary	Dragon Blazers	1:20 PM	1:40 PM
106-99774	Creativity Challenge Community	Imagining Football Penguins	2:00 PM	2:20 PM
106-53780	Stargate	Team Rainbow Fish	2:40 PM	3:00 PM



Vision

Ignite the power of ALL youth to be the creative and collaborative innovators of tomorrow

Mission

To inspire and equip youth to imagine and innovate through the creative process

New to DI? Welcome!

We're glad you're here! There's no better way to understand the Destination Imagination Challenge Experience than to see it in action. To get the most out of your day at this tournament, here's what we suggest:

- Attend at least one Presentation in every Team Challenge. Each Team Challenge is unique and has open-ended requirements, allowing teams to create totally different solutions from one another. Read through the Points of Interest so you know what you can expect to see. Each Presentation is around eight minutes in length.
- Wish the teams luck in their Instant Challenge. All of our teams participate in an Instant Challenge as part of their tournament experience, during which they use quick, creative and critical thinking, and teamwork to come up with a solution in a short amount of time. Spectators are not allowed in these presentations as the Instant Challenges themselves are highly confidential.
- Look at the props, costumes, sets, technical devices and more that the teams have created—but please don't touch! Remember that everything you see was crafted by the team members with no adult Interference.
- Talk to teams, parents and volunteers about their experience with this season of Destination Imagination. Tell them you're considering starting a team, and ask them to share their favorite thing about DI—you'll be amazed by the different answers you hear.
- Have fun, be inspired, and imagine the possibilities!

Learn more at DestinationImagination.org. Sign up for our newsletter for all the latest updates and to be alerted when registration is open for the 2024-25 season.

Learn more at DestinationImagination.org

2024-25 CHALLENGE PREVIEWS



BREAKING POINT TECHNICAL

Build it up and knock it down! In this Challenge, your team will go from the highest heights to the lowest lows as you use team-created equipment to build and destroy stacks of items. What will a character do when their greatest wishes encounter a frustration point? Will it all come tumbling down? Find out in this season's Technical Challenge!

- Design and build assembly equipment and destruction equipment.
- Use the assembly equipment to create a stack of items.
- Use the destruction equipment to disassemble and/or destroy the stack.
- Create and present a story about a character who lacks something important and attempts to gain it.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



HIGH-WIRE ACT ENGINEERING

Come one, come all to the greatest show on Earth! Join us for a daring feat of high-wire innovation as you test a transporter that will carry weights along a tournament-provided cord. Present a story in the style of contemporary circus and don't forget to include a daring display! This season's Engineering Challenge isn't clowning around!

- Design and build a transporter that will be tested during the team's Presentation.
- Complete weight transport tests to test how much weight the transporter can carry along a tournament-provided cord at various angles.
- Create and present a story in the style of contemporary circus.
- Include a daring display and an ensemble spectacle in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



WORLDS BEYOND SCIENTIFIC

Space, the final frontier...join us for this season's Scientific Challenge as you explore the cosmos. Your team will tell a story about a character who figures out they are not alone on a planet. Show off your science fiction skills with some out-of-this-world technobabble. What will happen when you go beyond the stars?

- Create and present a story in which a character who is located on a planet other than Earth thinks they are alone but discovers that they are not.
- Include technobabble in the story.
- Design and build a device and/or effect that demonstrates what the technobabble describes.
- Include a scientific demonstration that shows the science behind why a specific phenomenon of the planet happens and/or exists.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



LESS IS MORE FINE ARTS

How can the simplest of things convey the most? Your team will tell a story about something small that can have a big impact and move the audience with an emotional moment. Be strategic with your use of color and shape as you design a big visual impact with your set. It's time to explore minimalism in this season's Fine Arts Challenge!

- Create and present a story about how something small and/or simple can create a big impact.
- Include a focal character in the story.
- Include an emotional moment in the story.
- Design and create a minimalist set.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

2024-25 CHALLENGE PREVIEWS



ARE WE THERE YET? IMPROVISATIONAL

From beginning to end, we must travel a path to get where we want to go! Use your improvisational skills to tell a story about a character traveling between two locations. Include a character who is trying to find something and a detour that causes an unforeseen change in the plan or route. It's time to hit the road with this season's Improvisational Challenge!

- Create and present an improvisational skit about a traveling character.
- Research locations and show the character's route between a starting location and an ending location.
- Research modes of transportation and incorporate one into the skit.
- Include a seeker and a detour in the skit.



THIS OR THAT SERVICE LEARNING

Left or right, apple or orange, smile or frown...the world is full of choices! Your team will tell a story about a character who must make a critical choice after considering potential outcomes. A binary device will enhance your Presentation by completing two tasks at once! Where will your decisions lead in this season's Service Learning Challenge?

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story about a character who must make a critical choice.
- Include at least two potential outcomes and a complication in the story.
- Include a device that completes two different tasks from the same initiation in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



WEATHER TOGETHER EARLY LEARNING

Rain, snow, wind, sun, and hail! There are so many different kinds of weather and lots of wonderful activities that can only be done during the perfect kind of weather. Your team will tell a story about a character who is learning about one kind of weather for the very first time. It's a great day for some outdoor fun!

- Research different kinds of weather.
- Create and present a play about a character learning about a kind of weather for the very first time.
- Include a teacher character and a special weather activity in the story.
- Design and create a weather costume and a weather special effect.
- Create and present one Team Choice Element that shows off the team's interests, skills, areas of strength, and talents.



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.