
2023-24

**Spicy South Regional
TOURNAMENT**

Pueblo Community College / March 16, 2024



PINBALL HEROES
TECHNICAL



GOING THE DISTANCE
ENGINEERING



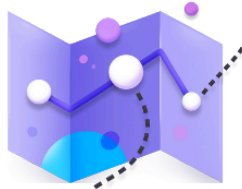
BLAST FROM THE PAST
SCIENTIFIC



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 Ballroom at 3:45 pm and should report to the Ballroom for the Closing Ceremony at 4:30 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 - 3:00	Registration & Information	Lower Floor of the Student Center
8:00- 3:00	Souvenir Sales and Pre Sales Pick up	Lower Floor of the Student Center
8:00 - 3:20	Instant Challenge	Academic Building, Enter in Lower Floor
9:00 - 1:20	Technical	Ballroom A
10:00 - 2:20	Engineering	Ballroom C
9:20 - 11:20	Fine Arts	Ballroom B-1
9:40 - 2:20	Improv	Ballroom B-2
12:20 - 1:20	Scientific	Ballroom B-1
2:20 - 2:40	Service Learning	Ballroom B-1
1:00 - 3:00	Early Learning	Lower Floor of the Student Center
3:45- 4:30	Closing Ceremony Games and Party	Ballrooms
4:30-5:30	Closing / Award Ceremony	Ballrooms

We are Wild for Creativity!

- Your first stop of the day should be at the registration table! The registration table will have:
 - name tags and activities for all team members
 - Team Manager gift, and Team Manager Pin and year bar
 - 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 Instant Challenge is in the Academic Building. Proceed down the outside stairs to the check in.
- Pueblo Joes will be open from 9 am-2:00 pm. They will have assorted breakfast, lunch and snack items and beverages.
- You may pick up pre-purchased pins and t-shirts in the Student Center
- Pins may be purchased at the Student Center
- 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-3rd 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 (Ballroom A)

- 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
106-01135	Columbian Elementary	The Thundercats	EL	9:00	10:00
106-26333	Monterey Elementary School	Game Changers	EL	9:20	10:20
106-31033	Prairie Winds Elementary	FUN-omenal Flamingos!	EL	9:40	10:40
106-55031	Swallows Charter Academy	Imagination Influencers	ML	10:00	8:40
Break			EL	10:20	9:40
106-29734	Corwin International Magnet School	M and M	EL	10:40	9:00
106-90116	Swallows Charter Academy	Goofy Goober Nacho Chz Machinz	EL	11:00	9:20
106-04031	Longfellow Elementary	DI Tacos	EL	11:20	13:20
106-51096	Homeschool Co-Op	The Hot Tamales	EL	11:40	13:40
Lunch				12:00	12:40
106-83664	Swallows Charter Academy	The Gucci Pugs	EL	12:40	11:40
106-05115	Salida Homeschool		ML	13:00	12:00
106-53266	Salida Middle School	Pickled Salidans	ML	13:20	12:20
106-85193	Antonito Middle School	Las Chicas	ML	13:40	11:00



IN MOTION
FINE ARTS

FINE ARTS (Ballroom B-1)

- 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
106-11939	Morton Elementary	Crazy for Coconuts	EL	9:20	10:20
106-95820	Swallows Charter Academy	The Ghostbusters	EL	9:40	10:40
106-37528	Franklin School of Innovation		EL	10:00	11:00
Break				10:20	11:20
106-30518	Guadalupe Elementary	Wonder Toads	EL	10:40	11:40
106-36743	Morton Elementary	The Monkey Clan	EL	11:00	12:00
106-66305	Columbian Elementary	The Brainiacs	EL	11:20	12:20

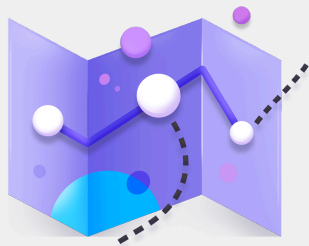


BLAST FROM THE PAST
SCIENTIFIC

SCIENTIFIC (Ballroom B-1)

- 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
106-18606	Salida Montessori Charter School - 5th Grade	the Red Pom Poms	EL	12:20	13:20
106-48533	Las Animas Elementary School	Discovery Monkeys	EL	12:40	13:40
106-49277	Irving Elementary School	Bullpups	EL	13:00	14:00
106-91191	Manzanola School District	Boss Babes	SL	13:20	14:20



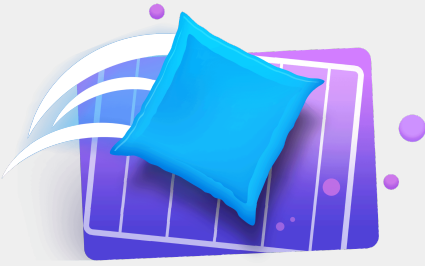
UNCHARTED
SERVICE LEARNING

SERVICE LEARNING (Ballroom B-1)

- 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
106-10889	Salida Montessori Charter School	Jumping Jellyfish	EL	14:20	13:00

ENGINEERING (Ballroom C)



GOING THE DISTANCE ENGINEERING

- 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
106-67896	South Park Elementary School	Smart Smurfs	EL	10:00	11:00
106-97452	Fountain International Magnet School	FIMS	EL	10:20	11:20
106-53287	Las Animas School District	The Blue Footballers	EL	10:40	11:40
106-02333	Peakview School	The 5 Panda Knights	EL	11:00	12:00
Break				11:20	14:20
106-73829	Antonito Middle School	The Amigos	ML	11:40	15:40
106-53005	Swallows Charter Academy	The Strangest Chili Dogs	ML	12:00	13:40
106-61252	Walsenburg Jr/Sr High School	3 Musketeers	ML	12:20	14:00
Lunch				12:40	12:20
106-43422	Las Animas School District	The Cute Kawaii's	ML	13:20	14:40
106-17766	Swallows Charter Academy	The Great Dragons	ML	13:40	15:00
106-93405	Swallows Charter Academy	The Taste Testers	SL	14:00	15:20
106-65693	Corwin International Magnet School	Corwin's Catapulting Catastrophe	ML	14:20	13:20



SO EXTRA
IMPROVISATIONAL

IMPROV (Ballroom B-2)

- 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
106-54472	Corwin International Magnet School	Improvlem Solvers	EL	9:40	11:20
106-44589	Peakview School	War Turtles	EL	10:00	11:00
106-39609	Fowler	The SoCo Locos	EL	10:20	11:40
106-71736	Swallows Charter Academy	The Couch Poe-Tay-Toes	EL	10:40	12:00
Break				11:00	14:00
106-03862	Jefferson Intermediate School	Paper Eaters	ML	11:20	13:00
106-08739	Fowler	Dlusty Whole Grain Goldfish	ML	11:40	13:20
106-35220	Rocky Ford Junior Senior High School	We Added It!	ML	12:00	13:40
Lunch				12:20	12:20
106-42871	Rocky Ford Junior Senior High School	Snackaholics Anonymous	ML	13:20	14:20
106-33874	Eastside Boys and Girls Club	We'll Decide Later...	SL	13:40	14:40
106-98880	Rocky Ford Junior Senior High School	End Quote"	SL	14:00	15:00
106-87969	Swallows Charter Academy	The Wild Cards	SL	14:20	15:20



MAKING A SPLASH

EARLY LEARNING

EARLY LEARNING (Lower Floor of Student Center)

- 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
106-08664	Swallows Charter Academy	The Painted Ocean Peeps	13:00	13:15
106-56657	Salida Montessori Charter School	The Sea Crazy Tiaxol Urchles	13:30	13:45
106-65071	Peakview School	Kid Creators	14:00	14:15
106-01109	Columbian Elementary	The Golden Cuties	14:30	14:45
106-77631	Swallows Charter Academy	Reindeers	15:00	15:15



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.