

Hello, **For the Future** Teams!!!

The State Tournament is almost here! We are so excited to see your Science Fiction Stories and celebrate your hard work, creativity and positive impact on the world.

Location

You will be performing in the CU Denver Student Commons Building (Corner of Speer Blvd and Larimer St). The performance space is a very large lecture hall (room 1600) with raised seating and a spacious “stage” area. The site is on the first floor of the building, so you don’t need to worry about carrying your props up stairs or into elevators (woo hoo!). This building also has a large outdoor courtyard where your team can hang out and nice spaces in the hallways. Maps and general information about the tournament will be posted here:

<https://www.dicolorado.com/event/di-colorado-state-tournament/>

Because the state tournament is hosted on a college campus you will be traveling between multiple buildings over the course of the day. Make sure to pay attention to the weather forecast and dress appropriately. Also, if precipitation is in the forecast, have your team think about how they can protect their props from the elements while transporting them into the building.

Prop Unloading and Parking

You can unload your props outside of the building on Larimer street. We will have spaces right in front of the building that will be designated as an unloading-only zone. You will need to plan enough time to unload props, for your driver to find parking, and walk back to the Student

Commons Building. Unfortunately, the parking garages are on the other side of campus. Here is a map of the campus showing both parking and our building location:

<https://www.ahec.edu/files/general/Parking-Map.pdf>

The building will be open from 8:00 AM to 5:00 PM. Outside of those times we will **not** have the ability to get into the Student Commons Building.

Check-in

As with the Regional Tournaments, your team will submit your forms the week before state for pre-tournament check in. On the day of the Tournament, your team needs to check-in with the check-in appraiser **20 minutes before your performance time**. The check-in appraiser will be located in the hallway outside the room where you will perform. There will be signs in the hallway pointing the way to check-in. When you check-in, your team needs to be ready to perform. You need all of your props and all team members. This time is devoted to checking your paperwork, safety regulations and explaining the site procedures to your team. Save yourself stress by making sure you are all ready to perform before this time.

Rules of the Road

Please remind all of your non-team member supporters about the rules of interference. DI is empowering because every little piece of a team's solution--from the first seedling of an idea, to last minute prop repairs--is the work of the *team members*. If a prop breaks in transport, even if it's a parent's mistake, it is the *team's* job to fix it. Quick, creative, problem solving and adaptability is one of the things they are here to

learn! Solving last minute problems for themselves is a powerful learning opportunity.

A few more points on interference:

- Non-team members ARE allowed to help the team move their props and scenery to the check-in area and to the launch area before finding their seats in the audience. They are also encouraged to help the team remove their props and scenery from the room when their performance is over. BUT...
- All hair and makeup that contributes to the solution/presentation in any way **must** be done by a team member.
- The team needs to talk through where and how they will place their team id sign and props in the launch and performance areas. Non-team members should **refrain** from telling them how to do this.
- Any interaction between the team and the audience or appraisers during the performance is considered interference. Do not give the audience prompts for any lines, choreography or staging.

Challenge Reminders

We recommend re-reading the challenge and looking over your scores from your regional tournament to prepare for the state tournament. Your team is allowed (and encouraged) to keep working on and improving your solution based on what you learned at the regional tournament.

Also, the requirement this year is that you have COMPLETED your project before the Tournament. Some teams were given a pass on this at the Regional Tournaments with the understanding you would

complete the project between then and State. If you have NOT COMPLETED your project, you are NOT ALLOWED to compete at State.

Be sure to break down and include ALL elements in your budget. Paint, tape, buttons, and any items used to enhance your story must be listed and value applied. Donated items should show the “garage sale price.” **Check the Rules of the Road** to understand how items should be valued and what elements are exempt from the budget.

Picking-up scores

Teams can pick up scores from the head-appraiser in their room about 60 minutes after they perform (unless you are one of the first teams to perform in your level, then it will be after the first break). We will put a mark in the hallway next to your name on the schedule when your scores are ready. The team manager and any number of team members can come to discuss the scores with the head appraiser. After you have spoken with the Head Appraiser, or if you decide not to meet with them, your scores will be emailed to your Team Manager.

Instant Challenge

Instant Challenge will be located in the Plaza Building, across campus from the Student Commons Building. Make sure to plan enough time to travel between the buildings so that you are on time to check in at both sites.

Global Finals

This year, all teams are invited to go to Global Finals if they want! Be sure to take care of your props in case you decide to go. Kate will have information about this at the Awards Ceremony.

If you have any questions please feel free to contact us.

We can't wait to see you at the tournament!!

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