

# COLORADO



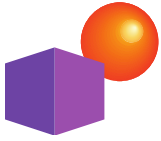
Hello all Roll With It teams,

We, the Colorado State ACM's, are in preparations for the Colorado State Destination Imagination Tournament to be held on Saturday 04/02/2022 at the Auraria Higher Education Center in Downtown Denver Colorado.

We were thrilled to see all the Roll With It teams at the regional tournaments and are equally excited to see the teams at the state tournament! Keep on creating, keep on testing, we are excited to see your team!

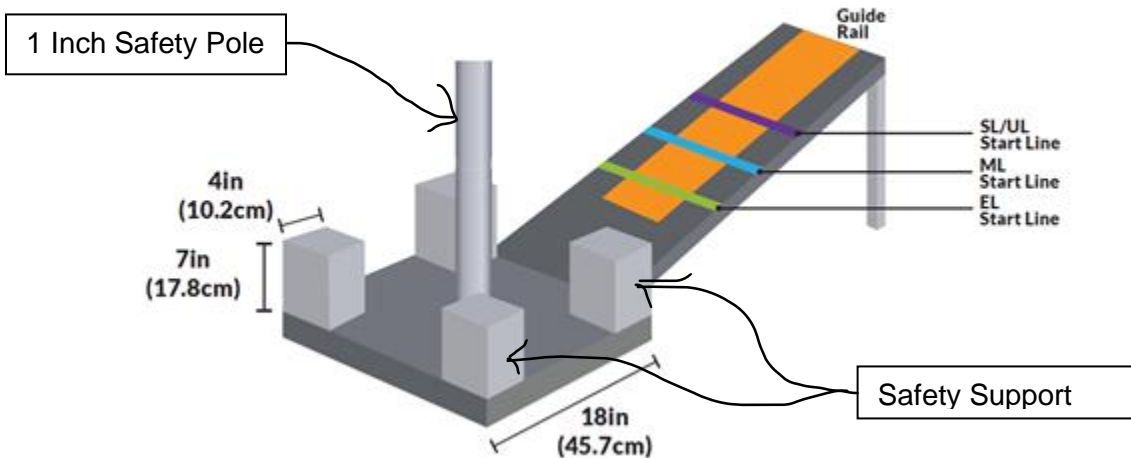
This letter is intended to help minimize stress and let your team know how the process will work at the state tournament.

- 1) **WHERE TO GO?** The Structure Challenge (Roll With it, Challenge E) site will be in the PE/Event Center GYM. There will be 2 sites. One for Elementary level team and one for Middle, Senior, and University level team. See the Site Map below.
- 2) **Need a Map?** <https://www.ahec.edu/files/general/General-Campus-Map.jpg>
- 3) **You may drop off your props - entering at the back of the Event Center (no earlier than 1.5 hours before your performance time)** (Please move any vehicles away to the event parking immediately after dropping off the props.). There will be an area in the Gym (center area between the two performance sites) where the teams may place their props and set up during the 1-hour period before their performance.
  - a. Our desire is to minimize the noise level in the gym. So, the teams will only be allowed in the prop area 1.5 hours prior to their performance time.
  - b. After their performance, the team's will need to move their props outside the PE center to reload back into vehicles.
- 4) **Structure Check-In.** As the Challenge states, please arrive at the Structure Check-in area 1-hour prior to the Team's Performance Time. For example: If the team's performance time is at 11:20, the team needs to be at structure check-in at 10:20 with the structure and a sealable container to put the structure in.
- 5) **Team Prep Check-In:** Please have the team with everything needed for their performance to the prep area 20 Minutes prior to their Performance Time. For Example: If the team's performance time is at 11:20, the team needs to be at the prep area at 11:00 ready to go.
- 6) **Safety Glasses:** Make sure the team brings **SAFETY GLASSES** for any team member that will be placing weights and any adult assistant helping to place weights. We will NOT have safety glasses available to teams at the State Tournament.

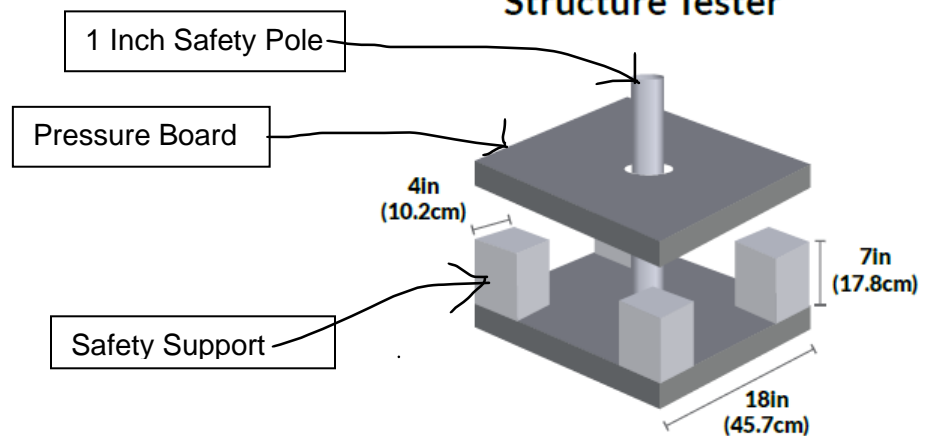


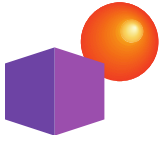
- 7) **Weight Testing:** Many teams at the regional tournaments had difficulty achieving an “Official Weight Held” score or “Precision Bonus” because the structures were unable to balance the pressure board without the pressure board touching one of the four safety supports. See Figure A and Figure F below.
- Collision bonus: The Structure should collide with the Safety Pole to earn a Collision bonus. The Structure must start behind the team’s level start line, then roll down the ramp onto the Tester Base, collide with the Safety Pole, and remain completely on the Tester Base once it has come to rest. After the collision, the Wheels must remain attached to the Structure, and the Structure must still be taller than the 7in (17.8cm) Safety Supports.
  - Precision bonus: To receive a Precision Bonus, the team must conduct Weight Placement without repositioning or touching any part of the Structure once it has come to rest on the Tester Base. The Structure must hold the Pressure Board for at least 3 seconds. If the team repositions the Structure, they will not be eligible for the Precision Bonus.

**Figure A**  
Isometric View of Structure Tester and Ramp



**Figure F:**  
Isometric View of  
Structure Tester





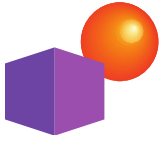
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- 8) **Tournament Data Forms (TDF):** Have the team complete and review their Tournament Data Forms located in the DI resource area:

<https://resources.destinationimagination.org/resources.php>.

Please be thorough and detailed in the descriptions.

- a. Have they looked at their Team Choice Elements (TCEs)? Of what are they most proud? What in their presentation best shows their workmanship and effort? How are their TCEs integrated into their solution? Can they provide some additional detail that will help them score better? For example, rather than a generic “costume”, perhaps it’s “so and so character’s costume, that we made using x, y, and z....”.
  - b. Is their description of their rotating object clear including technical methods used and describing how it is integrated into the story?
- 9) **Expense Reports:** Have the team review the expense report. Please remember: Even if you own or borrowed an item, there still needs to be a cost attributed to the item. The cost can be for a rental, garage sale, or thrift sale prices. The expense report is an evaluation of everything used by the team in their performance. It’s a detailed list of what someone else would need to replicate their solution. See section VII F-G on pages 23-26 in rules of the road regarding expense reports. Those sections are attached at the end of this letter. Please reach out to us at [zasmith@msn.com](mailto:zasmith@msn.com), [cogswellb42@gmail.com](mailto:cogswellb42@gmail.com), and [dakdot123@gmail.com](mailto:dakdot123@gmail.com) with any questions.
- a. Certain items maybe cost exempt, however it still needs to be listed on the form in the appropriate box.
- 10) Review the rules for interference, particularly as they relate to the structure. Team members are 100% responsible for the structures and anything else used in their performance at the tournament. 100% encompasses design, choice of materials, cutting, gluing, costume wearing, hair and makeup, everything. Please help your teams avoid deductions from their scores because a well-meaning parent, sibling, or team manager did the cutting, gluing, or other construction. This will result in a deduction. We too often hear that a parent helped because of safety concerns using some tools, or even hot glue guns. Such interference will result in a deduction. We share your concern for safety, but believe it is possible to demonstrate and teach safety, or alternatively, to work with team members to find a different way to build their elements. We at DI believe that kids are amazing and can do this.
- 11) Have the team assemble and bring a tool/repair kit. This kit could contain additional materials and tools to make repairs, adjustments, or if need be, build a new structure. Things happen, contingency supplies can be a relief.
- 12) Be sure to bring any **CLEAN UP SUPPLIES** that you may need to leave the performance site in exactly the same condition it was prior to your performance! The Appraisers will not have clean-up supplies available.
- 13) **Structure and Pick Up Scores:** Teams will be able to pick up their Raw Scores approximately 1 hour after their performance time. Structures will not leave the performance site intact. All structures will be broken. The structures will be collected and reviewed by structure check-in. Teams can get back the pieces of their structure when they pick up their scores.



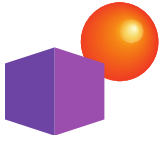
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14) Caution Items and notes from the State Tournament Director:

- 1. Helium is allowed if under control. If the team loses control over the balloon and if it cannot be retrieved then the team will receive a small penalty (similar to a penalty imposed for a scratched floor).*
- 2. Dry Ice is allowed, if proper protocol is followed.*
- 3. AHEC has a no tolerance policy toward guns.*
- 4. No lights will be turned out.*

Good luck to all. The appraisal team is looking forward to seeing you and your teams on Saturday April 2<sup>nd</sup>.

Kerry Smith, Jayme Cogswell, Dakotah Mann



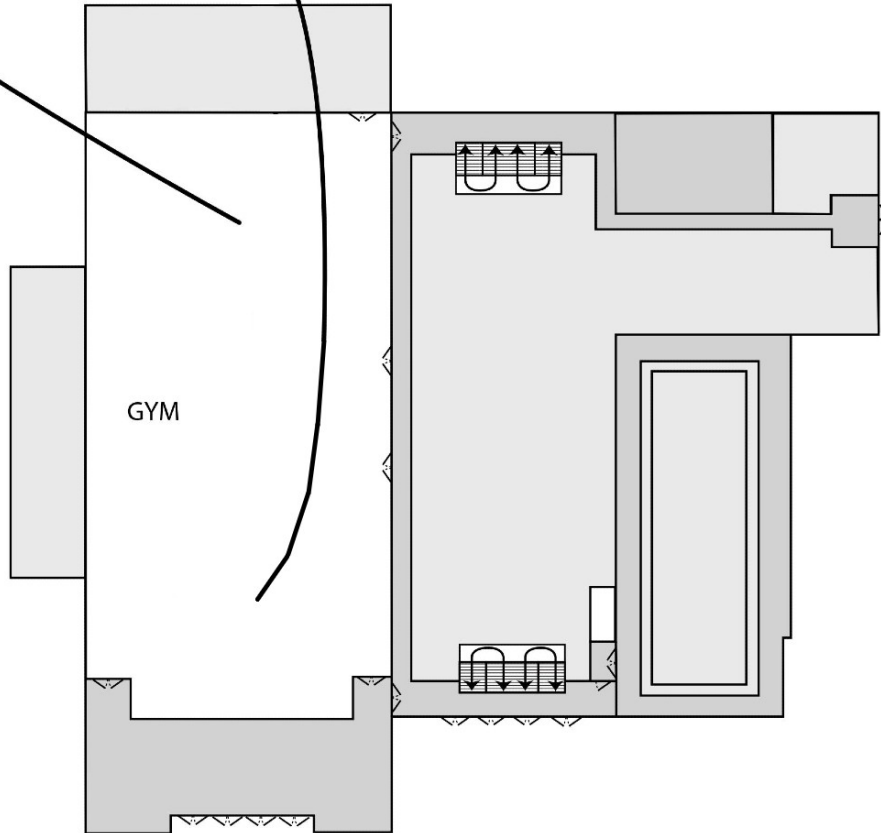
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PE/Event Center Venues  
DI 2022



**Engineering**  
Middle/Secondary/University level  
Elementary level



## D. Team Identification Sign

1. Your team should provide a freestanding Team Identification Sign displaying your team name, Team Number, school/organization, and competition level.
2. The Team Identification Sign should be at least 2ft x 3ft (0.61m x 0.91m).
3. The Team Identification Sign must not be used as a scoring element.
4. The Team Identification Sign will be used only for the purpose of identifying your team during your Presentation. Therefore, the Team Identification Sign is exempt from cost.
5. Your team will not receive a deduction if you do not provide a Team Identification Sign, but it will help the Appraisers and the audience to know who is presenting.

## E. Audio and Video Technology

1. Regarding the use of audio and video technology in a live Presentation, it is the intent of all Team Challenges that solutions be presented “live” at the tournament.
2. Video and audio recordings may be used for portions of the Presentation (such as pre-recorded piano playing by a team member), but these recordings are not meant to replace a live performance. If the Appraisal Team thinks that too much of your Presentation has been pre-recorded, your team’s scores may be affected.
3. Any costumes or props used in the audio or video recordings must be included on the Expense Report. (See Section VII.F.)

## F. Team Budget and the Expense Report

1. Each competitive Team Challenge has an assigned budget or expense limit. The total value of your solution must not be more than your Team Challenge Budget (in U.S. dollars). Check your Team Challenge for your expense limit. International teams should use the September 1, 2021 rate of exchange for the U.S. dollar. (See Section VII.H.9.)
2. **The Team Budget is the total value of all the materials your team will use in your Presentation, not necessarily what your team spent to create the solution.** Every team in your Team Challenge has the same budget. Appraisers will be evaluating your solution to determine whether another team could recreate it for the same “cost.”
3. Your team is required to submit a list of items in your solution and their values on the Expense Report. The Expense Report must be accessed and submitted through the Resource Area of **DestinationImagination.org**.
4. Your Expense Report should list **ONLY** the supplies, equipment, props, scenery, and costumes that are a part of your team’s Presentation that you bring into the Presentation Site. It does NOT include the cost of:
  - a. any equipment or tools used to create elements of your solution.
  - b. any portions of materials that were left over or not used.
  - c. any prototypes or experimental solutions that your team has designed but does not use in the Presentation. (See Section VI.D.)
5. Before your team’s tournament, your team will complete and submit the Expense Report. Your team’s Expense Report will be checked by a Prep Area Appraiser. Depending on your tournament, this check may happen prior to the tournament day and/or in the Prep Area just before your team’s Presentation time.
  - a. If the Prep Area Appraiser feels that the solution may be over the allowed budget for your Team Challenge, they will confer with another tournament official. If the other official agrees that the materials are over the budget, your team will be notified. Your team will be given a specific amount of time to bring your solution into compliance with your allowed budget. Your team may have time

prior to the tournament to bring your solution into compliance and/or you may be given time at the tournament to do so. This will depend on when the Prep process is conducted.

- b. Your team may update your Tournament Data Form, Expense Report, Prep Checklist, and/or Presentation to bring your solution into compliance. All changes to the Tournament Data Form, Expense Report, and/or Prep Checklist must be made within the Resource Area of **DestinationImagination.org**.
- c. If the expense violation is not found or is not corrected during the Prep process, your team may receive an Illegal Procedure deduction(s).

## G. Expense Report Categories

1. **Clothing:** Everything you wear that is visible in the Presentation, including costumes, hats, and any item that contributes to the solution of the Challenge, must be included on the Expense Report under Clothing.
2. **Exempt Clothing:**
  - a. Destination Imagination T-shirts, T-shirts with jeans or plain pants/skirts, and other typical clothing items, as long as they are not decorated and do not contribute to the solution in any way.
  - b. Items that are required or used for safety purposes such as helmets, goggles, shoes, or protective gloves. Decorations or alterations to safety items must be listed on the Expense Report at their appropriate cost. The necessary safety items themselves may be listed as exempt on the Expense Report, as long as the items still function in the way needed for team members to be able to present safely.
  - c. Glasses, hearing aids, casts, etc. that are prescribed or are needed in order for team members to be able to present. Decorations or alterations to these items must be listed on the Expense Report at their appropriate cost. The prescribed or necessary items themselves may be listed as exempt on the Expense Report, as long as the items still function in the way needed for team members to be able to present.
  - d. Jewelry and watches, as long as they are not decorated, altered, or used as props or costumes.
3. **Scenery/Equipment:** All scenery and behind-the-scenes materials, including electric and electronic equipment costs, must be included on the Expense Report under Scenery/Equipment. Exempt items must not be physically altered, modified, or decorated. For instance, if a team uses a classroom chair and alters it by drilling holes to attach a device, the chair must be given a value on the Expense Report because it has been altered and is no longer in original condition. Or, if a team uses a laptop and tapes decorations to the screen to enhance the Presentation, the computer must be given a value on the Expense Report because it has been decorated and is no longer in original condition.
4. **Exempt Scenery/Equipment:** ONLY the specific items listed in this section are exempt.
  - a. **Audio and visual equipment:** CD and tape players, MP3 players, iPods and tablets, smartphones, karaoke machines, radios, portable microphones, speakers and amplifiers, projectors and screens, cameras, TVs, VCRs, DVD players, and related hardware such as a cart used specifically and only to support the audio-visual equipment.
  - b. **Computers and related equipment:** All equipment used as a computer or used to create computing devices are exempt. This includes, but is not limited to: laptops, desktops, mobile devices (such as tablets, smartphones, smartwatches, etc.), printers, networking equipment (such as Wi-Fi hotspots and routers), microcomputers (such as Raspberry Pi), microcontrollers (such as Arduinos and basic stamps), and Lego Mindstorms (only the computer, computing device/intelligent brick, and sensors are exempt). Equipment that is used in the modification of these computing devices is also exempt, including remote controls, sensors, and packaged parts (such as breadboards and jumpers). Related hardware, such as a cart used specifically and only to support the computer, and commercially

produced and available software, as long as the product resulting from its use is of the team's design, are also exempt.

- c. **Electrical items:** Extension cords, power strips, Ground Fault Interrupters (GFIs), batteries (except as noted in the Safety Section), current-limiting devices for batteries, and converters. (See Section VII.J.10.)
  - d. **Floor coverings** and/or items used for protection that your team provides to protect the surface of the floor or for the safety of the team members or audience, as long as the floor coverings and/or items used for protection do not add to the solution. Examples include, but are not limited to, tarps, netting, and padded gymnastic mats.
  - e. **Furniture:** Unaltered desks, tables, folding tables, stools, and chairs.
  - f. **Musical instruments:** Commercially made musical instruments and music and instrument stands (used ONLY for the purpose of holding the music or the instrument).
  - g. **Safety equipment:** Items used only for safety such as netting, barriers, etc., as long as they do not add to the solution.
  - h. **Ladders/step stools:** Commercially produced ladders and step stools.
5. **Props:** All large and small items that are used in your Presentation and/or brought into the Presentation Area during your time limit must be listed on the Expense Report under Props. If your team needs equipment, such as a cart or dolly, to move props within the Presentation Site, those items must also be listed on the Expense Report under Props, whether or not they are actually used in the Presentation. An unaltered cart or dolly is exempt, as long as it does not contribute to the solution and is only used to move props.
  6. **Common Supplies:** Bulk items such as nails, staples, tape, markers, glitter, etc. may be listed under Common Supplies and assigned one cost. If your team buys an item, such as paint, and only uses a fraction of the item, estimate the cost of the portion used in your solution.
  7. **Trash:** Items in this category would include true discards such as cardboard boxes, empty containers, newspapers, or cardboard tubes, but NOT items that are both used and functional, such as hardware (casters or pulleys, for example), items of clothing used to create costumes, automobile tires, old but functioning appliances, etc. These should be listed at a “yard sale” or “garage sale” price. (See Section VII.H.4.)

## H. Determining the Value of Your Solution

1. Every item you use in your Presentation must be listed on the Expense Report. For each tournament, your team should submit copies of your receipts with your Expense Report to show how you arrived at your team's Expense Report figures. (See Section VI.D.) Your team should label the receipts to show the Appraisers where the materials were used in your team's solution.
2. **Sales Tax and Shipping:** Do not count sales tax or shipping costs in the value listed on your Expense Report.
3. **New:** Items bought specifically for your solution should be listed at the purchase price. Many supplies used to build your scenery will be new or unused, such as PVC pipe, foam core, sheet cardboard, poster board, butcher paper, etc. These should be listed at their “new” purchase price even if they were donated to your team. Remember, the Expense Report details not what your team actually spends, but rather what it would cost for another team to reproduce your solution. If you only use a part of an item, you may estimate the value of the part you actually used in your solution.
4. **Used:** Many of your props and costumes will be made up of recycled or loaned items. These items were previously purchased and used and no longer hold their original value. Your team may assign a fair “yard sale” or “garage sale” price for these items. Costume pieces, such as hats, neckties, or ball gowns; electrical items, such as old lamps or fans; and hardware components, such as casters and pulleys, are examples of the types of items that might fit into this category. Teams are expected to place a realistic value on these items.
5. **Reusing Team-Created Items:** The reuse of items from prior years' Team Challenge solutions or items made by team members for other purposes is permitted. However, these items may not be claimed as original



creations made by your team especially for your Team Challenge solution. These items will be treated in the same manner as other non-original items used in the Presentation, such as rented or purchased costumes.

6. **One-Day Rental:** Some equipment and costumes that your team uses may not be brand new but still have significant value—such as electric motors and compressors or some commercially made costumes. For these items, your team may research and assign a “one-day” rental value. For example, if a podium contributes to the solution, it would need to be included on the Expense Report with a price, and your team could choose to assign a one-day rental value. Your team must not assign a “one-day” rental value to an item that has been permanently altered. Your team must submit a quote or receipt from a rental company to serve as proof of the stated “one-day” rental price. This should be included in the receipt files your team turns in with the Expense Report. **(See Section VII.H.1.)**
7. **Common Supplies:** Supplies used in bulk, such as glitter, staples, markers, nails, etc., might not be used up entirely. Your team should keep the receipts for these items in order to estimate the cost of the portions used and the total cost of common supplies used.
8. **Trash:** Discarded items valued under \$1US do not need to be assigned a value but should be listed under Trash Supplies Used. Your team must not take advantage of this rule by claiming that any and all discarded items have a value of less than \$1US. True discards such as newspaper, aluminum cans, cardboard boxes, and rags do not have any value to most people but should be listed on the Expense Report, since these items are part of your solution.
9. **International Teams:** Because exchange rates, import/export issues, and the supply of materials vary widely from country to country, teams that operate outside the United States are required to utilize the exchange rate of their local currency to the U.S. dollar as of September 1, 2021 to determine the value of their solution materials. The Expense Report in the Resource Area will calculate the exchange rate based on your selected currency. **(See Section VIII.C.)**

## I. General Safety

1. Destination Imagination, Inc. encourages your team to follow your area’s health and safety guidelines while working on your solution.
2. Your team is encouraged to be creative and take risks, but that does not mean you may put yourself, your team, tournament officials, or the audience in danger. It is your team’s responsibility to design a safe solution that will not damage the Presentation Site, personal property, or your team meeting site.
3. Your team’s Presentation must be in compliance with the guidelines below. Your Team Manager must certify in the Team Challenge Prep Checklist, found in the Resource Area of **DestinationImagination.org**, that all elements of your solution are safe. In addition, your team may be asked to demonstrate that your solution to the Challenge is safe and will not pose a hazard to the audience, members of the Appraisal Team, or the site. **The Appraisal Team may stop a Presentation at any time if they feel that a solution poses a safety risk.** Your team may or may not be allowed to resume your Presentation, depending on the situation.
4. If tournament officials find a portion of your solution to be hazardous or not in compliance with the guidelines before your Presentation, you may be asked to make necessary alterations or eliminate that portion from your Presentation.
5. Officials may deny your team’s participation if any part of your solution is found to be unsafe or damaging. Officials will stop Presentations that are unsafe or that are damaging property and point deductions may be assessed.
6. All decisions made by tournament officials regarding safety and/or property damage are final.
7. If your Tournament Director feels that a site’s limitations may result in a safety or damage issue (e.g., chandeliers are hung too close to the Presentation Area), a site-specific restriction may be placed on the teams presenting there. Whenever possible, the Tournament Director will inform registered teams of site-specific restrictions in advance of the tournament.