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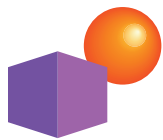
Hello all Thrill Ride Engineering teams,

We, the Colorado State ACM's, are in preparations for the Colorado State Destination Imagination Tournament to be held on Saturday 04/01/2023 at the Auraria Higher Education Center in Downtown Denver Colorado.

We were wowed to see all the THRILL RIDE teams at the regional tournaments and are equally excited to see the teams and their improvements at the state tournament! Keep on creating, keep on building, 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 Engineering Challenge (Thrill Ride, Challenge E) site will be in the PE/Event Center GYM. There will be 3 sites. Two for Elementary level teams and one for Middle, Senior, and University level teams.
- 2) **Need a Map?** <https://www.ahed.edu/files/general/General-Campus-Map.jpg>
- 3) **Teams should bring in their roller coaster pieces/props/costumes/set pieces/etc by entering at the back of the PE Event Center no earlier than 1 hour and 20 minutes before their performance time** (Please move any vehicles away to the event parking immediately after dropping off the props.)
 - a. Teams **must** check in their Roller Coaster parts at roller coaster check-in 1 hour BEFORE their scheduled performance time.
 - i. Team must have everything required for their performance at Roller Coaster Check-in. This includes props/set pieces/costumes/launching mechanism/etc.
 - b. Once teams have completed Roller Coaster check-in, they will be moved to a Pre-prep area in the Gym (the center area between the two performance sites) where the teams will place their roller coaster pieces/launching mechanism/props/set pieces/etc and wait before moving on to prep.
 - c. Our desire is to minimize the noise level in the gym. So, only the teams that have completed Roller Coaster Check-in one hour prior to their performance will be allowed in the gym.
 - d. After their performance, the team's will need to move their props outside the PE center to reload back into vehicles.
- 4) **Roller Coaster Check-In.** As the Challenge states, please arrive at the Roller Coaster 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 roller coaster check-in at 10:20 with everything needed for their performance.
 - a. As the Challenge states: For all materials used in the Roller Coaster and Launching Mechanism, your team must bring samples to Roller Coaster Check-In. Your team is required to bring original packaging. If the original packaging is not available, your team must provide documentation, such as a purchase receipt or a photo detailing the product information, to show that the material meets the specifications.



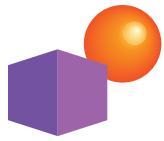
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- b. All Roller Coaster parts must be labeled.
 - c. Teams must label the beginning and end of their roller coaster.
 - d. The team must prepare each Roller Coaster part with a labeled string placed along the center of the track so that the string reflects the actual length of the track.
 - e. Make sure your team brings a container to place the strings into. Containers will not be provided at state.
- 5) **Team Prep Check-In:** Please have the team at 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) **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. Does the roller coaster experience explain how the team plans to demonstrate to the appraisers what the riders would experience on their roller coaster?
 - c. Does the team list the theatrical techniques they plan to use enhances the roller coaster experience described above?
- 7) **Expense Reports:** Have the team review the expense. 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, cogswellb42@gmail.com, cogswellk@comcast.net and dakdot123@gmail.com with any questions. Or visit our You-Tube channel at:
<https://youtube.com/playlist?list=PL-2C12ZiSWprrpVBXwJT3Rike5AXfvPNH>
- a. Certain items maybe cost exempt; however, it still needs to be listed on the form in the appropriate box.
- 8) Review the rules for interference, particularly as they relate to the roller coaster. Team members are 100% responsible for the roller coaster 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



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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.

- 9) 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, repair the roller coaster. Things happen, contingency supplies can be a relief.
- 10) 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.
- 11) Roller coaster strings will be returned to all teams. Please make sure to pick up your roller coaster strings and to pick up their raw scores.
- 12) 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 entire appraisal team is looking forward to seeing you and your teams on Saturday.

Kerry Smith, Jayme Cogswell, Dakotah Mann, Kevin Cogswell