Your Affiliate Challenge Masters

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Our Job

★ Team Manager and Appraiser Training
★ Oversee Regional Tournaments
★ Run State Tournament

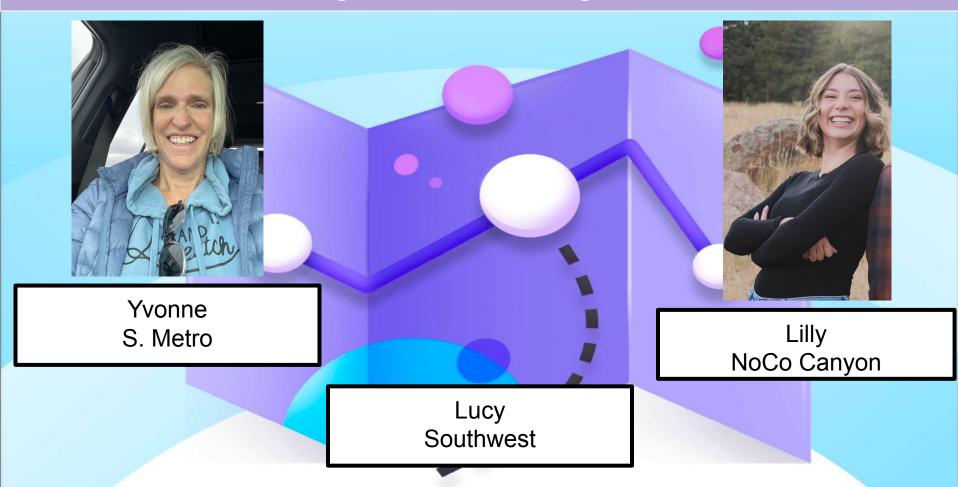Assist Team Managers so they can

lead teams through an

Awesome DI Season

PLEASE **contact us** with questions and

concerns!

Regional Challenge Masters

Region	Tournament Date (Tentative)	RCM	Email
Cherry Creek	March 9	Open	
5280	March 16	Lena Carroll	lenaDIcolorado@gmail.com
Jeffco	March 2	Jennifer Zakotnik-Gutierrez	jennyzakotnik@gmail.com
South Metro	February 24	Yvonne Kellar-Guenther	yvonnekg@gmail.com
NoCo Canyon	March 2	Lilly Kofoed	lillianakofoed@gmail.com
Southwest	March 9	Lucy Perry	lucy@powsci.org
Spicy South	March 16	Open	
Western Slope	March 2	Open	
State	April 16		

Your Regional Challenge Masters

Yvonne
S. Metro

Lucy
Southwest

Lilly
NoCo Canyon

A Community Focused Project

It's About Community

How can the team **help**?

Choose a **community** and identify a **need** to address within that community.
- The community may be as small or large as your team chooses.
  - The community and the need must be real, not imaginary.

Challenge Pages 2

Community Location Analysis

Conduct a **Community Location Analysis**, "the process of collecting information and drawing conclusions about how location influences the community and/or community need."

>This Analysis will **inform** the project you complete.

>Methods to conduct the CLA may include surveys, interviews, observations, behavioral and cognitive geography, and market research.

>Your team may wish to consider the locations of community members (in person or virtual), available resources, location-based challenges, geographic data, demographics, perceptions and/or ideas held by the community about a location, or any other **ways in which location impacts the community and/or community need.**

The Project Details

Use the **Community Location Analysis** to plan and carry out a project that addresses the need.

Identify at least one **Project Goal**. A goal is what your team aims to accomplish. (Must include at least one goal in the Presentation.)

Create and implement a **Location Strategy**, which is a "strategy for your Project that targets at least one location in order to maximize the number of community members who participate, are aware of, and/or are impacted by your Project." (Scored on Integration)
>The location you target in the Location Strategy may be in person or virtual.

You may choose to continue and expand on any previous project, but Tournament Presentation must be based on THIS year's work only.

Project Evaluation

Create a **Project Evaluation**, which is "a review of information about <u>how the Project went.</u>" (Scored for Integration)

Evaluation may include quantitative and/or qualitative data, the results of the Project, the impact of the Project on the community, Project successes, and opportunities for improvement.

Should consider how location influenced the design, implementation, and outcome of the Project.

Community Partner

The team may enlist Community Partners to help you with the Project by giving advice, information, money, supplies, and/or labor. However, your team is responsible for managing the Project. Your team should choose, create, design, and control the Project and its parts.

A Community Partner is a person who is not a team member or a group with at least one person who is not a team member.

Team members are responsible for identifying, choosing, and communicating with their Community Partners.

Remember, your Tournament Presentation must be designed and created without the assistance of Community Partners or non-team members.

The Presentation: Story

Create and present a **Fantasy** story about at least one character who goes on a Quest. Be sure to research Fantasy as it has been used in literature, film, art, and/or other media.

Include a **Danger Zone** in the story. For this Challenge, a Danger Zone is an area that presents hazards and/or challenges that at least one character must face while traveling through it. (Scored for dramatic impact)

- The team may decide whether or not the character(s) are successful in overcoming the challenges faced in the Danger Zone.
- Your team may choose how long the character(s) are in the Danger Zone.
- There can be more than one, however only one is scored

The story may be set in any time period.

Include your team's **Project Goal(s)** in the Presentation.

Integrate information about your team's **Community Location Analysis, Location Strategy, and Project Evaluation** into the Presentation.

The Presentation: Fantasy Map

Design and create a **Fantasy Map** that shows the setting of the story and uses Technical Methods to display, reveal, and/or represent the progress of the character(s) on the Quest and/or other location information from the story.

Technical Methods refers to the use of principles in fields such as chemistry, computer science, electricity, hydraulics, mathematics, mechanical engineering, physics, or structural engineering. Other technical fields are also acceptable.

Fantasy Map should be visible from 25 ft away.

Your team will earn points for Technical Design and Technical Innovation based on all Technical Methods used or attempted during the Presentation to initiate and/or operate the Fantasy Map.

If the Fantasy Map is not successful, your team may still earn points.

Technical methods using less direct team member involvement may earn more points for Technical Design and Technical Innovation than methods that do have more involvement.

Team Choice Elements

- Present 2 team creations to show off interests, skills, areas of strength, talents
- Meaningful connection to Central Challenge and story
- Cannot be specific item required for Central Challenge
  - May be a single or unique **part** of a required item, as long as it can be evaluated as stand-alone
  - May be larger item which includes a required element, as long as required element can be evaluated as single unique part of the TCE
  - More can be found in the **Rules of the Road**, p. 22-23.
- Evaluated for
  - Creativity, Originality
  - Quality, Workmanship, or effort
  - Integration into Presentation

Challenge Scoring

	A. Story (See Section II.A.)	Up to 175
CENTRAL CHALLENGE Up to 240	**1. Creativity of the Fantasy story** This includes, but is not limited to, at least one character going on a Quest. A story is more creative when there is novel development of the storyline and characters.	**Up to 30**
	2. Clear and effective storytelling This means the story has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand.	**Up to 20**
	3. Effective portrayal of the Fantasy genre This means how well the characteristics of the Fantasy genre are represented.	**Up to 25**
	4. Dramatic impact of the the Danger Zone This means the Danger Zone and the hazard(s) and/or challenge(s) the character(s) face as they travel through the Danger Zone enhance the story in a dramatic, interesting, and/or memorable way.	**Up to 15**
	5. Integration of information about the Community Location Analysis into the Presentation	**Up to 15**
	6. Including at least one Project goal in the Presentation	**0 or 10**
	7. Integration of information about the Location Strategy into the Presentation	**Up to 15**
	8. Integration of information about the Project Evaluation into the Presentation	**Up to 15**
	9. Thoroughness of Project information represented in the Presentation	**Up to 30**

Challenge Scoring

B. Fantasy Map (See Section II.B.)	Up to 65
1. **Technical Design of the Fantasy Map** Technical Design is the result of a plan for carrying out or accomplishing a task. A high-quality design shows careful planning and is effective, efficient, and reliable.	**Up to 20**
2. **Technical Innovation of the Fantasy Map** Technical Innovation includes how new, unique, original, or creative the methods are for carrying out or accomplishing a task.	**Up to 20**
3. **Theatrical effect of the Fantasy Map** This means the Fantasy Map enhances the Presentation in a dramatic, interesting, and/or memorable way.	**Up to 25**

Challenge Scoring

C. Team Choice Element 1 (See Section III.)		**Up to 30**
1. Creativity and originality		Up to 10
2. Quality, workmanship, or effort that is evident		Up to 10
3. Integration into the Presentation		Up to 10
D. Team Choice Element 2 (See Section III.)		**Up to 30**
1. Creativity and originality		Up to 10
2. Quality, workmanship, or effort that is evident		Up to 10
3. Integration into the Presentation		Up to 10

TEAM CHOICE ELEMENT Up to 60

Central Challenge

73%	27%
Story	Fantasy Map

Putting It All Together

25%	60%	15%
Instant Challenge	Central Challenge	Team Choice Elements

Team Guidelines

Solving the Challenge

The information in the following materials is binding on all teams. Your team must read and follow this Challenge in its entirety, the Rules of the Road resource for teams, and all Published Clarifications (online at **DestinationImagination.org**).

Team Budget

The Project requirement has no budget limit. However, the total value of the materials used in the tournament Presentation must not exceed **$150US**.

Time Limit

Complete the tournament Presentation (including setup) in **8 minutes or less.**

Tournament Forms

Tournament Data Forms (Challenge p. 15-17) and Declaration of Independence will be submitted virtually prior to the Tournament. Tournament Leadership will communicate deadlines for submission.

Once Forms are submitted, the Prep Appraiser and/or RCM will review them and mark as 'Complete' or 'Resubmit.' Please monitor email in the week before Tournament for messages regarding missing forms or information.

The PDF files for the Team Challenges, Roadmap, and Rules of the Road are available for download at **Resources.DestinationImagination.org**

Tournament Experience

	Check-in (15 min)	Launch (5 min)	Performance (8 min)	Interview (~4 min)	Wrap-up (~3 min)
Teams	Check-in (20 minutes before performance)	Gets ready in Launch Area	Performance (8 minutes)	Team answers appraisers' questions	Team moves out of room
Appraisers	Check team in Scoring appraisers finish with team before and read paperwork	Announcer explains flow to team Scoring appraisers read paperwork	Announcer keeps time Scoring Appraisers watch for their scoring elements	Appraisers ask teams questions in order to understand their process and details of solution	Appraisers input scores and write stickies