

COLORADO



Hello all High Wire Act teams,

We, the Colorado State ACM's, are in preparations for the Colorado State Destination Imagination Tournament to be held on Saturday 04/05/2025 at the Auraria Higher Education Center in Downtown Denver Colorado.

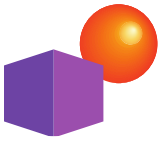
We were thrilled to see all the Hire Wire Act teams at the regional tournaments and are equally excited to see the teams at the state tournament! Keep on creating, keep on testing, we are excited to see your team!

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 Engineering Challenge (Hire Wire Act) sites will be in the PE/Event Center GYM on the East end. There will be 2 sites. One for Elementary level teams and one for Middle, and Secondary level teams.
- 2) **Need a Map?** [Site Map](#) and [University Map](#)
- 3) **You may drop off your props Due to construction** You will be dropping off your props at the intersection of Larimer and 11th Street. There will be 6 parking spots available for prop drop off. You will walk toward the Tivoli and enter the door on the north side of the building. There is a flight of stairs you go up. **YOU MUST BE VERY QUIET** bringing in your props as performances will be in process!!! You are walking behind teams performing. Proceed to the center area. No teams should arrive more than 90 minutes ahead of time. (Please move any vehicles away immediately after dropping off the props). There will be an area in the Gym (center area between the performance sites) where the teams may place their props and set up during the 1-hour period before their performance.
 - a. Our desire is the 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) **Transporter Check-In.** As the Challenge states, please arrive at the Transporter Check-in area 1-hour prior to the Team's Performance Time. For example: If the team's performance time is at 11:20 am, the team needs to be at structure check-in at 10:20am with the transporter, all the weights (CLEARLY MARKED), and a sealable container for the weights and transporter.
- 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 am, the team needs to be at the prep area at 11:00am 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. Is their description of their Daring Display clear including technical methods used and describing how it is integrated into the story?



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- 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.
 - 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 transporter. Team members are 100% responsible for the transporters 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.
- 9) Have the team assemble and bring a tool/repair kit. This kit could contain additional materials and tools to make repairs, or adjustments. 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) The challenge states: *The cord will be a nylon cord, equivalent to Paracord 550, with a diameter of 0.4cm (0.16in).* However, the Bill of Materials in the 'Step-by-Step Guide to Creating a Testing Area', found in the resource area of the DI website, lists a specific 550 cord, and that's the exact cord we will use.
<https://www.mcmaster.com/catalog/131/1723/4529N22>
- 12) Teams must connect the carabineers to the weight transport test course and the sandbag before they can start testing during their presentation. If a team wants to change which eyelet the cord is connected to (A, B, or C) they must unclip the sandbag first.
- 13) 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

If you have any questions or concerns please reach out to all of us and hopefully we can get your questions answered.

Luann: buistfamilyusa@gmail.com, Kevin: kevin.cogswell@me.com, Colton: colton.tapler@gmail.com

Good luck to all! The entire appraisal team is looking forward to seeing you and your teams on April 5, 2025

Luann Buist, Kevin Cogswell, Colton Tapler
Engineering Affiliate Challenge Masters