

DESTINATION IMAGINATION PRESENTS

# RULES OF *The Road*



2018-2019 CHALLENGE SEASON



**RULES & PROCEDURES**



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# INTRODUCTION

Teams using Challenge materials and Rules of the Road must hold a 2018-19 Team Number. The Destination Imagination Team Number is a license to compete in sanctioned tournaments and/or to use the Destination Imagination Team Challenges and materials for educational purposes within your school or organization. The contents of the 2018-19 Team Challenges, Rules of the Road, and Roadmap are copyrighted. Team members, individuals, and member organizations who use these materials are liable for all legal obligations and agree to abide by all rules of competition, safety, and provisions stated within Rules of the Road and the 2018-19 Team Challenges.

## POINTS OF INTEREST

- Your team must have a unique Team Number.
- Your team must be made up of two to seven people and will compete at a level determined by your team's grade or date of birth.
- Your team will solve a Team Challenge during the Destination Imagination (DI) season and present the solution at a DI tournament. Your team will also do an Instant Challenge, without knowing what the Challenge will be ahead of time.
- Your team must abide by Rules of the Road, the Challenge requirements, and all Published Clarifications for your selected Challenge.
- Your team's solution is completely your own. Adults, family, and friends must not interfere by contributing ideas or solutions. All team members must sign the Declaration of Independence, which declares that all research, ideas, and solutions are theirs alone.
- The total value of all the materials used in your team's Presentation is established by your Team Challenge. Some materials are exempt, but all must be listed on your team's Expense Report.
- Your team's solution must be safe and must not endanger your team, your meeting area, or the Presentation Site.
- Your team can ask up to 10 questions, called Team Clarifications, which will be answered by the International Challenge Masters.

# RULES OF THE ROAD HIGHLIGHTS

Rules of the Road is a document that contains all of the rules, procedures, and some of the forms required to participate in a Team Challenge at a tournament. Regardless of the Team Challenge you have selected, it is very important for your team to review Rules of the Road to learn the details of the Challenge Experience, to prepare for tournaments, and to make sure the Team Challenge solution fits within the rules. Consider assigning different sections of Rules of the Road to each team member to review and then discuss together at a team meeting. Please note that changes were made to this year's Rules of the Road. Changes are underlined. Some essential highlights of Rules of the Road include:

## INTERFERENCE

A Team Challenge solution is something team members create from their own abilities, acquisition of skills, and understanding of the Challenge and rules. Only team members may contribute ideas or assist in the creation and development of the Team Challenge solution.

## SCORING

At a tournament, trained Appraisers evaluate the requirements of your Team Challenge and Instant Challenge solutions. There are three kinds of scores that might be given: objective, subjective, and zero.

## TEAM BUDGET

Each competitive Team Challenge, except the Improvisational Challenge, has an assigned budget or expense limit. This 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. All teams, except for Improvisational teams, are required to submit a list of items in their solution and the value of each item on the Expense Report form.

## CLARIFICATIONS

If your team has questions about your solution or the rules, you may ask for a maximum of 10 Team Clarifications, which are answered by International Challenge Masters (ICMs). When the ICMs feel there is an issue about a Team Challenge or Rules of the Road that all teams must know about, they write a Published Clarification, which is then posted at [DestinationImagination.org](http://DestinationImagination.org). All teams must abide by any changes in rules established in Published Clarifications.

## INSTANT CHALLENGE

At a tournament, your team will be scheduled to solve an Instant Challenge in addition to your Team Challenge. Instant Challenge requires team members to think quickly and produce a solution in about 5-8 minutes. It accounts for 25% of your team's overall score. Your team's Instant Challenge will be kept secret until your team enters the Instant Challenge room at the tournament.

## TOURNAMENT RULES

Review Section IX for more information on tournament procedures and what to expect.

# CHALLENGE EXPERIENCE OVERVIEW

Destination Imagination (DI) is an educational experience in which student teams solve open-ended Challenges and present their solutions at tournaments. Teams are tested to think on their feet, work together, and devise original solutions that satisfy the requirements of their selected Challenge. Participants gain more than just basic knowledge and skills—they learn to unleash their imaginations and to take unique approaches to problem solving.

The Destination Imagination Challenge Experience is a fun and engaging system of learning that teaches the creative process along with interpersonal, management, and other skills to help team members achieve their highest potential. Each participant will gain knowledge and experience in areas including creative and critical thinking, project management, team building, conflict resolution, STEM (science, technology, engineering, and mathematics), and perseverance—the very skills needed to thrive in any chosen career. In addition to the long-term Team Challenge, teams will participate in an Instant Challenge at their tournament. Instant Challenges are Challenges that must be solved in a short period of time and account for 25% of a team's overall score at a tournament. For many, the ability to think critically and creatively on one's feet in a short period of time takes a lot of practice. The Roadmap resource for Team Managers includes a variety of Instant Challenges teams may use to develop their skills. Team Managers are also encouraged to download our Instant Challenge Practice Set, available in the Resource Area at [DestinationImagination.org](http://DestinationImagination.org).

Our goal at Destination Imagination is to give team members the chance to learn and experience the creative process. Below are the components of the creative process that our participants experience while solving our Challenges.

## STAGE ONE: RECOGNIZE

- Becoming aware of the Challenge
- Gaining an in-depth understanding of the Challenge

## STAGE TWO: IMAGINE

- Generating ideas with team members
- Focusing on promising ideas
- Creating a project timeline

## STAGE THREE: INITIATE & COLLABORATE

- Researching, exploring, and experimenting
- Committing to options; building and completing all requirements

## STAGE FOUR: ASSESS

- Assessing progress; reworking or reimagining ideas
- Practicing presenting the solution

## STAGE FIVE: EVALUATE & CELEBRATE

- Presenting at a tournament
- Reflecting on and celebrating the experience

# I. CHALLENGE EXPERIENCE COMPONENTS

## A. TWO COMPONENTS

The Destination Imagination Challenge Experience asks teams to creatively solve two different kinds of Challenges, each with its own purpose and educational focus. The two Challenges, or components, are called the Team Challenge and the Instant Challenge. Teams present their solutions to both Challenges at a tournament where the solutions are evaluated by Appraisers.

## B. TEAM CHALLENGE

The Destination Imagination Team Challenge is a Challenge that your team works on over a long period of time, usually several months. Destination Imagination offers seven Team Challenges (six competitive Challenges and one Rising Stars® noncompetitive Challenge). Each team generally chooses one Challenge to solve. Each Team Challenge is made up of two parts, the Central Challenge and Team Choice Elements (except for the Improvisational Challenge, which does not include Team Choice Elements).

### 1. Central Challenge

- a. The Central Challenge encourages development of problem-solving techniques, teamwork, project management, and the creative process over a sustained period of time (usually several months).
- b. The Challenge selected by your team is academically based and focuses on one or more of the following areas: technical, engineering, science, fine arts, improvisation, service learning, and early learning.
- c. Each of the Central Challenges involves a research component.
- d. One or more of the Central Challenges involves an improvisational component.
- e. One or more of the Central Challenges could involve an international and/or intercultural theme.

### 2. Team Choice Elements

- a. Team Choice Elements encourage team members to discover and showcase their collective interests, strengths, and abilities as a team and as individuals.
- b. Team Choice Elements are based on the educational theory of multiple intelligences, which in part emphasizes allowing team members to find their own best ways to present what they have learned. To learn about your team's multiple intelligences, see the Interest Inventory in Roadmap.
- c. Team Choice Elements allow your team members total freedom to develop elements of their own choosing.
- d. Team Choice Elements are team-selected elements that are incorporated into the Central Challenge to allow creative freedom in showcasing additional strengths that are not brought forth in the Central Challenge requirements.
- e. Team Choice Elements allow and encourage your team to recognize and make the most of each individual's abilities and/or interests.



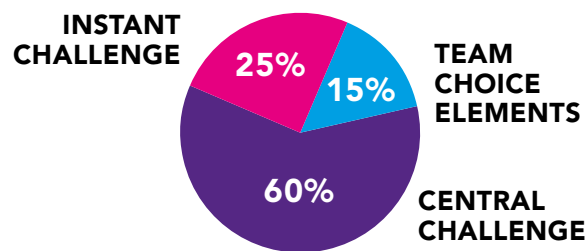
### C. INSTANT CHALLENGE

- a. Instant Challenge is a Challenge that teams are asked to solve in a very short period of time at a tournament, without knowing the Challenge ahead of time. Instant Challenges usually last about 5 to 8 minutes.
- b. Instant Challenges encourage your team to develop collaborative problem-solving and time management strategies, as well as performance and improvisational techniques.
- c. Instant Challenges also encourage your team to think creatively and to evaluate and use available materials in innovative ways.

### D. CHALLENGE SCORING BREAKDOWN

After working on the Team Challenge, which includes Central Challenge and Team Choice Elements, your team can attend a tournament to showcase your solution in front of Appraisers and a live audience. The tournament is also where your team will take on an Instant Challenge.

The following is a breakdown of how teams will be appraised at the tournament.



### E. TEAM NUMBERS

1. A Team Number allows your team to compete in sanctioned tournaments and/or to use the Destination Imagination Team Challenges, as well as the support and curriculum materials, for educational demonstrations within your school or organization. To participate in a sanctioned tournament, your team must hold a valid 2018-19 Team Number.
2. When your team is registered with Destination Imagination, Inc., you will be assigned a unique Team Number. You may also choose a team name.
3. Your Team Number has two sets of numbers and looks like this: XXX-YYYYY. The first three digits of your Team Number (XXX) identify your Affiliate (i.e., state/province/nation). For example, all teams from the state of New York would have numbers that begin with 134. The next five numbers (YYYYY) identify your team. Each team will have a different number.
4. Your team will need a different Team Number for each Team Challenge solution you want to present at a tournament.
5. Your team will be required to know your 2018-19 Team Number, team name, and competition level and put that information on all forms, paperwork, and Team Identification Signs for tournament officials.
6. Please note that many Affiliates and Regions charge additional fees for registration, tournaments, trainings, and events. Be sure to contact your Affiliate and Regional Director for information on local tournament fees.

## II. HOW TO PARTICIPATE

### A. TEAM NUMBER

1. The Team Number allows an individual school, college, university, community group, homeschool program, parent group, club, or business to put together one team of two to seven team members. The team does not need to be affiliated with a school or group.
2. The Team Number entitles a given team to participate in a Team Challenge at any level defined within the Destination Imagination Challenge Experience structure. There are no restrictions on how a team is selected or assembled.
3. Once a Team Number is purchased, the purchaser may buy additional Team Numbers. The purchaser may distribute the additional Team Number(s) in any quantity as long as each team formed remains under the purchaser's control and responsibility.
4. Each team is required to have a distinct, active, and paid Team Number in order to participate in any Destination Imagination tournament or event.
5. Some locations have laws regarding children who attend private schools and participate in public school activities. Follow the laws of your country, state, province, school district, or organization before Destination Imagination rules.

### B. RISING STARS® TEAM NUMBER (NONCOMPETITIVE)

1. The Rising Stars Team Number entitles a given team to participate in the current season's Rising Stars Team Challenge defined within the Destination Imagination Challenge Experience structure. There are no restrictions on how a team is selected or assembled as long as the Rising Stars teams are under the control and responsibility of the purchaser.

### C. CANCELLATION POLICY

1. Destination Imagination Team Numbers, including Rising Stars Team Numbers, are not eligible for refunds or cancellations.

## III. TEAM CHALLENGE RULES

### A. RULES FOR COMPETITIVE TEAMS IN THE TEAM CHALLENGE

Please note: Underlined passages reflect a change from last year's Rules of the Road.

### B. TEAM FORMATION

1. Your team must be made up of participants currently enrolled in a school, school program, college, university, community group, Boy Scout, Girl Scout, 4-H Club, PTA/PTO, homeschool program, parent group, business, or government group. Your team's competition level is determined by the grade or date of birth of your oldest team member. (See Section IV.)
2. Teams that have not followed the rules of team formation and competition level may present their solutions, but they will not be scored and will not be considered for the next tournament level. Any team that does not have a current Team Number will not be allowed to compete.

### C. TEAM MEMBERS

1. Your team may recruit up to seven team members. Only those seven team members are allowed to work on the Team Challenge solution.
2. Your team may compete with fewer than seven team members, but in order to be able to compete as a team, there must be at least two team members participating at the tournament.
3. Once your team has begun working on the Team Challenge solution, you may add team members up to a maximum of seven until you submit your registration for your first tournament. After your team has registered for the first tournament but before competing, you may add team members with the permission of the Tournament Director, but only if you have not previously reached seven team members.
4. Your team may not replace team members after the total number of members has reached seven, even if a team member quits, moves away, or is unable to attend the tournament for any reason. If a team member moves away, that person is still considered part of your team and may still compete with the team if he or she is able. Replacing team members after the total number of members has reached seven will result in disqualification as a competitive team. Your team may still present but will not be scored.
5. Your team may not add team members between tournaments for any reason, even if your team does not have seven team members. Adding team members between tournaments will result in disqualification as a competitive team. Your team may still present but will not be scored.
6. Your team may not change your Team Challenge between tournaments for any reason. (University Level teams, see Section IV.C.5 for the only exception to this rule.)
7. If a majority of the team members leaves your team, you may form a new team by adding new team members. However, you may not use any part of your original solution, and you must select a different Team Challenge.
8. If your team has a team member whose grade or date of birth moves your team into the next competition level (for example, from Middle Level to Secondary Level) and then that team member quits, your team must still compete in the higher competition level. If your team wishes to compete in the lower competition level, you may not use any part of your original solution, and you must select a different Team Challenge.
9. A person cannot be a team member on two different teams in the same Team Challenge. Doing this will result in the disqualification of both teams.

## D. TEAM MANAGER

1. Your team must have at least one Team Manager who is 18 years of age or older.
2. Your Team Manager may have one or more assistants. Assistant Team Managers may be younger than 18.
3. All Team Managers and Assistant Team Managers must understand the rules of Interference and may not offer ideas or help in the development of the Team Challenge solution.
4. Assistant Team Managers under 18 may NOT accompany your team into the Instant Challenge at a tournament.
5. A Team Manager cannot be a member of the team he or she is managing. (See Sections VI.A, VI.H, and VIII.)

# IV. COMPETITION LEVELS

## A. ELEMENTARY, MIDDLE, SECONDARY, AND UNIVERSITY LEVELS

1. There are two ways for teams to present their solutions at a tournament: competitively and noncompetitively.
2. There are four competitive levels in the Destination Imagination Challenge Experience: Elementary (EL), Middle (ML), Secondary (SL), and University (UL). Your team will compete against other teams in your competition level who have selected the same Team Challenge.
3. Your team may have team members of all ages, but with the exception of University Level, the level at which your team must compete will be determined by the participant in the highest grade level (U.S.) or by the participant who is oldest. (See Section III.B.2.) **Each team may independently determine whether its competition level is decided by grade (U.S.) or date of birth.** It is important for your team to determine in which level you will be competing before you begin working on your Team Challenge. When you register for your first sanctioned tournament, you will declare your competition level, and this level may not be changed between tournaments. **(See Section IV.B for guidelines for Rising Stars teams. See Section IV.C for rules for University Level teams.)**
4. When choosing to determine competition level by date of birth, use the chart below.

LEVEL	DATE OF BIRTH
<b>Rising Stars</b>	The Rising Stars Team Challenge is designed for preschool through 2nd Grade
<b>Elementary Level (EL)</b>	No student born before June 15, 2007
<b>Middle Level (ML)</b>	No student born before June 15, 2004
<b>Secondary Level (SL)</b>	No student born before June 15, 2000

5. When choosing to determine competition level by grade (U.S.), use the chart on the next page. If you do not see your Affiliate listed in this chart and/or you have questions about determining your competition level by grade (U.S.), please contact AskDI@dihq.org. Please also check with your Affiliate Director for any Affiliate-specific rules about determining your competition level.

## Grade Level Equivalents

USA	England	Canada	Poland	Israel	Turkey	Korea	China	Singapore	Mexico	Pakistan	India	UAE
<b>Elementary (EL)</b>												
K	Year 1	Senior Kindergarten	Grade 0	K	K	Kinder-garten			Kinder	Kinder-garten	Pre-Kg	Pre-K
1	Year 2	1	Primary/Grade 1	1	Primary 1st Grade	1	Primary 1	Primary 1	1o de primaria	1	1	1
2	Year 3	2	Primary/Grade 2	2	Primary 2nd Grade	2	Primary 2	Primary 2	2o de primaria	2	2	2
3	Year 4	3	Primary/Grade 3	3	Primary 3rd Grade	3	Primary 3	Primary 3	3o de primaria	3	3	3
4	Year 5	4	Primary/Grade 4	4	Primary 4th Grade	4	Primary 4	Primary 4	4o de primaria	4	4	4
5	Year 6	5	Primary/Grade 5	5	Middle School 5th Grade	5	Primary 5	Primary 5	5o de primaria	5	5	5
<b>Middle (ML)</b>												
6	Year 7	6	Primary/ Grade 6	6	Middle School 6th Grade	6	Primary 6	Primary 6	6o de primaria	6	6	6
7	Year 8	7	Primary/ Grade 7	7	Middle School 7th Grade	7	Secondary 1	Secondary 1	1o de secundaria	7	7	7
8	Year 9	8	Primary/ Grade 8	8	Middle School 8th Grade	8	Secondary 2	Secondary 2	2o de secundaria	8	8	8
<b>Secondary (SL)</b>												
9	Year 10	9	Secondary/ Grade 1	9	Secondary 9th Grade	9	Secondary 3	Secondary 3	3o de secundaria	9	9	9
10	Year 11	10	Secondary/ Grade 2	10	Secondary 10th Grade	10	Senior Middle 1	Secondary 4	1o de preparatoria	10	10	10
11	Year 12	11	Secondary/ Grade 3	11	Secondary 11th Grade	11	Senior Middle 2	Secondary 5, JC 1, Pre-U 1, Poly Year 1, Nitec 1	2o de preparatoria	11	11	11
12	Year 13	12	Secondary/ Grade 4	12	Secondary 12th Grade	12	Senior Middle 3	JC 2, Pre-U 2, Poly Year 2, Nitec 2	3o de preparatoria	12	12	12

## B. NONCOMPETITIVE LEVEL: RISING STARS®

1. The Rising Stars Team Challenge is designed for young children in preschool through second grade. It is noncompetitive.
2. Rising Stars teams may wish to present their solutions at a Destination Imagination Regional or Affiliate Tournament. At the tournament, teams will present their solutions to friendly audiences for fun and positive feedback.
3. In order to participate in a Destination Imagination tournament or event, Rising Stars teams are required to have an active, paid Team Number.
4. Since it is noncompetitive, rules and regulations pertaining to the competitive Team Challenges do NOT apply to Rising Stars teams. However, Team Managers and parents are strongly advised to abide by the Interference policy with their teams. They may teach skills to Rising Stars participants, but they should allow the children to do the project themselves. In that way, the transition to the competitive levels of DI will be easier for the team.
5. There are safety guidelines in the Rising Stars Challenge that the team must follow if it is participating in a Destination Imagination tournament. Also, depending on the tournament site, there may be site-specific safety restrictions for Rising Stars teams. Contact your Tournament Director for this information.

## C. UNIVERSITY LEVEL TEAMS

1. In University Level, college/university students from around the world can participate in Destination Imagination Global Finals. In some Affiliates, University Level teams may also have an opportunity to present their Team Challenge solutions at Regional or Affiliate Tournaments.
2. All members of University Level teams must be currently enrolled, full-time students from a college, university, trade or technical school, or in the military, or be college-bound high school seniors who are taking accredited courses offered by a college or university that will qualify for course credit when entering higher education (college, university, trade school, military). Advanced Placement courses do not qualify as accredited courses offered by a college or university. Teams may be comprised of students from different colleges, universities, trade, and/or technical schools.
3. For University Level only, a team member who is over the age of 18 may serve as Team Manager.
4. When registering for a Team Number, University Level teams must select a team name and identify one Affiliate to which they will “belong” for registration purposes. For further information regarding Affiliate participation, contact AskDI@dihq.org and visit the University Level webpage at DestinationImagination.org.
5. All University Level applications for teams wishing to participate in the Global Finals tournament must be received by Destination Imagination, Inc. no later than April 1, 2019. Your team must declare your selected Team Challenge at this time. If, prior to Global Finals, your University Level team has presented noncompetitively at a tournament or has not presented your solution at a tournament, you may change your Team Challenge until you submit your application to participate in the Global Finals tournament. Any University Level teams who **compete** in a tournament prior to Global Finals may not change their selected Team Challenge between tournaments.

## V. TEAM CHALLENGE SCORING

### A. CENTRAL CHALLENGE / 240 POINTS

1. The Central Challenge is the set of specific requirements your team must complete in order to solve the Team Challenge. These requirements could include a combination of technical, engineering, scientific, theatrical, fine arts, and improvisational elements. Improvisation (or “improv”) means to make up a solution on the spot with little or no advance planning.
2. Some research is needed to fulfill the requirements in each Challenge.

### B. TEAM CHOICE ELEMENTS / 60 POINTS

1. Team Choice Elements give your team members a chance to show off their skills, talents, interests, and areas of strength. Your team may create anything it wishes for Team Choice Elements.
2. Your team must create two Team Choice Elements, each worth 30 points, and present them as part of your team’s Presentation. Team Choice Elements should have a meaningful connection to the team’s Central Challenge solution. Each Team Choice Element will be evaluated in three ways: for the creativity and originality of the Team Choice Element, for the quality, workmanship, or effort that is evident, and for the integration of the Team Choice Element into the Presentation. Evaluation of the Team Choice Elements is subjective. No Team Choice Elements are required for the Improvisational Challenge.
3. Each Team Choice Element must be capable of being evaluated as a standalone item, and Appraisers must be able to quickly and easily identify your team’s Team Choice Elements. The way in which the Team Choice Elements are written on the Tournament Data Form is very important.
  - a. Be specific. For example, if costumes are not being evaluated in the Team Challenge but the team has spent a great deal of time on one of five total costumes, on the Tournament Data Form, the team members can ask that their “costumes” be scored as a Team Choice Element. Because the team has asked that the “costumes” be scored as a Team Choice Element, the Appraisers will look at the creativity and the workmanship or effort of all five costumes to score this Team Choice Element. If only one costume is spectacular, while the others are just average, this could impact the team’s Team Choice Element score. This is something the team should consider when deciding what to list on the Tournament Data Form. In this case, the team may decide to specifically select the one spectacular costume and point out the most important details they want the Appraisers to notice.
  - b. A Team Choice Element could include more than one specific item. For example, the team has written Flamenco music, choreographed a Flamenco dance, and designed and created a Flamenco dance costume for a character. The team wants all of these items (original Flamenco music, dance, and costume) evaluated as one Team Choice Element. As long as this collection of items is not being specifically scored elsewhere in the Team Challenge, the team can list these items on the Tournament Data Form to be scored as a Team Choice Element. In this example, the team would need to determine the best way to write the Team Choice Element to incorporate all three items in an understandable way for the Appraisers. The team must also be aware that, just as the costumes in the above example were ALL scored when the team was not specific about the exact costume to be scored, if one of the aspects of the Flamenco items is not as strong as the other parts of it, it could affect the Team Choice Element score.

4. A Team Choice Element may not be a specific item that is required in the Central Challenge that is already being evaluated. A Team Choice Element may be a single unique part of a required item, as long as an Appraiser can identify it by itself. Or, the Team Choice Element may be a larger item that includes a required element, as long as the Appraisers can clearly identify the required element as a single unique part of the Team Choice Element. Here are four examples:
  - a. A “vehicle” is a required scoring item in the Central Challenge. The team may not list the entire vehicle as a Team Choice Element. However, the side of the vehicle might feature artwork painted by the team. The team may ask that the artwork on the vehicle be evaluated separately as a Team Choice Element. The artwork is part of the vehicle and is evaluated as part of the vehicle, and it can also be easily identified and evaluated as a stand-alone item for a Team Choice Element.
  - b. The same vehicle is being scored for overall technical design. A team may ask that a specific design element, such as the vehicle’s braking or steering system, be evaluated separately as a Team Choice Element. In this case, the braking or steering system would be appraised as a Team Choice Element and for its contribution to the overall design of the vehicle. In the same way, in a Challenge solution that is scored for overall effect, everything in the Presentation is evaluated as a whole, despite individual items being evaluated separately.
  - c. The vehicle is being scored for its braking or steering system specifically, and not for its overall technical design. A team may ask that the vehicle’s overall technical design be evaluated as a Team Choice Element. In this case, the overall technical design would be appraised as a Team Choice Element and would include the contributions of the braking or steering system to the overall technical design of the vehicle.
  - d. A Challenge may require a piece of scenery. The team creates a backdrop of a kitchen to fulfill its scenery requirement. For one of its Team Choice Elements, the team creates a working mechanical clock on the wall of the kitchen scenery. The clock is part of the scenery and is evaluated as part of the scenery, and it can also be easily identified and evaluated as a stand-alone item for a Team Choice Element.
5. A Team Choice Element may be presented at the same time as another Team Choice Element only if both can be easily identified and scored separately. For example, a team might choose to present two Team Choice Elements in the form of an original dance set to a piece of original music. Both Team Choice Elements (the dance and the music) can be easily identified and evaluated as separate items.



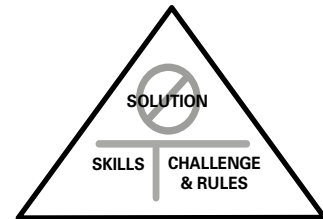
## VI. INTERFERENCE

### A. RULES OF INTERFERENCE FOR TEAM CHALLENGES

1. Only team members may contribute ideas and create the Team Challenge solution. Help from non-team members, including your Team Managers, is called Interference.

### B. THE INTERFERENCE TRIANGLE

1. The Interference Triangle is a useful tool to help you remember what is Interference and what Team Managers and other people are allowed to do to help the team. The base of the triangle consists of two corners: Skills and Challenge & Rules. These two corners are what teams have in common when they participate in the Destination Imagination Challenge Experience.
2. **Skills** are the special abilities that the team members already have and bring to the team along with the skills they learn while being a part of the team. Learning skills is an important and valuable part of the process of DI. Every team member's participation will someday end, but the skills learned will continue throughout life. These include performance skills, technical skills, thinking skills, team building, research, organization, time management, budgeting, and life skills, to name a few. It is not Interference for the team to be taught skills. In fact, it is the job of the Team Manager to facilitate the team members' acquisition of skills. It is the job of the team to apply learned skills to a particular purpose or use in creating a Challenge solution.
3. **The Challenge & Rules** are the printed Challenge, Rules of the Road, and Published Clarifications. These are the documents that teams, Team Managers, and tournament officials have in common. The Challenge requirements and limitations, and the rules in Rules of the Road are the facts by which all must abide. Understanding them and internalizing them is the job of the team, the Team Manager, and the officials. "What does the Challenge say? What does it say in Rules of the Road? What are the Published Clarifications? Let's write for a Team Clarification!" This is all learning that can be shared, should be shared, and is shared among teams, Team Managers, and officials. Sometimes skills determine which Challenge to choose; sometimes the Challenge is chosen and skills have to be learned in order to solve it. Regardless of which comes first, there is a back-and-forth of learning skills and understanding the Challenge that occurs before and while the team makes choices that apply to its solution.



### C. YOUR TEAM'S SOLUTION IS YOUR TEAM'S ALONE

1. Your team's solution is something your team members build from their acquisition of skills and from their understanding of the Challenge and rules. It is Interference for a Team Manager to be in the team's solution corner of the triangle. Recognize and respect that the "top" is where team members reign!
2. A total of seven team members may contribute ideas, work on the solution, and participate in your team's Presentation at the tournament. Every idea for every part of your unique solution must come from your team members only. If an idea is offered by someone not on the team, your team may not use that idea, even if you might have thought of it yourselves later on.
3. If someone not on your team, including your Team Manager, builds or creates an item using your team's idea, you may not use that item. Your team must start over and build it yourselves in your own way. If someone not on your team, such as your Team Manager or a parent, tells your team how to do something, whether you are building something new or just practicing your Presentation, your team must politely tell that person to let you do it yourselves.

4. If your team does not know the skills that are needed to build your idea, you must learn the skills or find another way to do the project. For example, a drama teacher may teach you acting skills, but cannot direct your team as you practice the actual Presentation. A professional welder may teach you how to weld, but that person may not show you how to weld any part of your team's actual solution. If you are not able to weld it yourselves, you must find another way to solve that part of the Challenge. Your team may use online search engines and videos to acquire general skills, but your ideas and designs must be your own.

#### D. ACQUIRING MATERIALS

Use the following guidelines when gathering materials:

1. Your team may create a list of specific items and ask a Team Manager or other non-team member to obtain those items for your team's use.
2. In situations in which your team is purchasing a specific amount of a raw material from a commercial business for use in your solution (such as a piece of fabric or a sheet of plywood), your team may ask the store to cut the material to a specific size. This is not Interference, as long as the cutting required is standard practice for that type of item and the store cuts the item in a standard way that would be the same for any customer. Your team must calculate on your own the size or dimensions of the item needed and request that the material be cut to that size. The intent of this rule is to allow your team to purchase the appropriate amount of raw material needed for a solution without unnecessary waste. This only applies to materials that are commonly cut to size when purchased. Your team may not ask the store to cut the item using a team-created template, sketch, or anything else that would require unusual or custom shaping or cutting.
3. Raw materials found in other places (such as a team member's home) are not included in this rule, as the team is not purchasing the materials in the same way as it would in a commercial business. For example, if a team member happens to have a large piece of wood at home, and your team only needs half of it, it is your team's responsibility to cut the wood to the size required.

#### E. THE TEAM MANAGER'S JOB

1. Your Team Manager's job is to smooth the progress of the team by promoting discussion and helping your team gather information and resources. Team Managers may record and write down the team's ideas in idea-generating sessions and may type or write out the team's script ideas as long as the words and/or ideas recorded are the team's and are not added to or embellished by the Team Manager. Your Team Manager may facilitate the educational process by helping your team understand what is available and how to get it. Your Team Manager may not take the lead and make decisions for your team. For example, your Team Manager may help your team figure out what you need to learn in order to solve parts of your Challenge, and he or she can even help gather the resources you would like to use. However, your Team Manager may not direct or lead your team toward a certain kind of information or solution. Your team must always be involved in the process of getting information and resources.
2. Only members of your team may assemble, prepare, or repair props, direct your Presentation, decide how to stage your Presentation, and decide on all other aspects of your Challenge solution. If anyone else helps, it is Interference. You need to work on your props, costumes, directing, and staging yourselves!
3. Safety is always paramount for Destination Imagination teams. It is not Interference for a Team Manager or parent to point out something to the team that the Team Manager or parent considers unsafe, nor is it Interference to prevent the team from engaging in any unsafe behavior. If this occurs, the team must then figure out what it needs to do to be sure its solution is safe. In order to ensure the safety of the team, Team Managers may consider having another adult present at all team meetings.
4. The use of the Internet for research also comes with the risk of children being exposed to objectionable content or content more sophisticated than appropriate for their age. Destination Imagination expects that children will have adult supervision if they use the Internet as they work to solve their Challenge. It is not Interference for responsible adults to audit and limit team members' Internet research. Adults can disallow team members from researching or using characters or situations they deem inappropriate for the team members' ages or circumstances. Adults can disallow a team from working on a Challenge they deem inappropriate for the age or sophistication level of the team.

## F. AT THE TOURNAMENT

1. The reuse of items from prior years' Team Challenge solutions or items made by team members for other purposes is permitted, but these items may not be claimed as original creations made by your team especially for this Team Challenge solution. (See Section VII.F.)
2. Team Managers, parents, teachers, and others may help move or store team items. However, Team Managers, parents, teachers, and others are not responsible for the care of team props, scenery, or costumes either before or on the day of the tournament. Any team item that is accidentally damaged or lost by a team member or non-team member must be repaired or replaced by the team.
3. Anyone MAY help unload, uncrate, and move scenery and props to and from the tournament site(s) and to the Launch Area, depending on the site. Non-team members are also allowed to move any scenery or props that have been left in a high-traffic area or are a safety hazard.
4. Appraisers and other tournament officials will deduct points for Interference. This rule is enforced to keep a level playing field for all participants—in other words, to make sure every team receives every point they have earned—no more, no less. Deductions will be given whether the Interference was intentional or not. Deductions are not given for unintentional Interference caused by an official. (See Section X.D.)
5. Your team MAY NOT involve the audience or the Appraisal Team in your Presentation in any Team Challenge. This includes a team's Preparation time for the Improvisational Challenge. If you use members of the audience or the Appraisal Team in your Presentation, it is like having extra team members because they will add something to your Challenge solution. Your team cannot ask the Appraisal Team how much time has elapsed or how much time is left for your Presentation. In addition, audience members may not communicate with your team in any way. This includes Team Managers and all non-presenting team members. However, if a member of the audience, who is not a Team Manager or a non-presenting team member, spontaneously interferes through no fault of the team, the team will not receive a deduction.
6. Playbills, programs, and flyers advertising or telling about the team's Presentation may be handed out to Appraisers ONLY during the team's Presentation. These materials MAY be handed out to the general public at any time prior to or during the Presentation.
7. Due to potential allergy and health concerns, Appraisers must not be asked to sample food items brought by your team for your Presentation. In addition, your team must not ask Appraisers to wear items such as headphones, glasses, viewing devices, etc. for your team's Presentation.
8. During your Presentation, no one in the audience may signal or communicate with your team. For example, your Team Manager and/or non-presenting team members may not signal how much time has elapsed or use hand signals to indicate that you should speak louder.
9. If you become aware of a team accepting Interference at a tournament, make an official aware of the Interference so that he or she can handle the situation as it is happening.

## G. 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.

## H. THE DECLARATION OF INDEPENDENCE

1. Your team must fill out and sign the Declaration of Independence form and bring two copies of it to EACH tournament in which you compete. One copy will be presented to the Prep Area Appraiser at your Team Challenge Presentation Site and one copy will be presented to the Appraiser at your Instant Challenge check-in site. An Unsportsmanlike Conduct Deduction will be given if your team refuses to complete and submit the Declaration of Independence form when requested by the Prep Area or Instant Challenge Appraiser.
2. The Declaration of Independence form is found at the end of Rules of the Road and is also available for download in the Resource Area on the Destination Imagination, Inc. website.
3. The Declaration of Independence is your team's sworn statement regarding Interference and your Team Challenge and Instant Challenge solutions. On this form your team declares EITHER:
  - a. That only the team members who are listed have contributed the ideas and created the solution, OR
  - b. Your team did receive some help or assistance from a non-team member. In this case, your team will be expected to explain what type of assistance it received. In order to keep the playing field level for all teams, a deduction may be taken that will remove the points your team may have received that it has not earned.
4. All team members who created the solution need to be listed on the form. However, in the case of a team member who is absent or who has withdrawn from the team, it is not necessary that he or she sign the form as long as his or her name is listed on the form.

## VII. TEAM CHALLENGE DETAILS

### A. TIME LIMIT

1. Each competitive Team Challenge Presentation has a time limit. The time limit means that your entire solution, including the setting up of scenery and props, must take place within the stated time. Your team may not go over time, but your team does not need to use all of the allotted time. There is no deduction or loss of points if your team's Presentation is shorter than the time limit. Cleanup of your Presentation Area takes place after time is up. This is not counted as part of your time limit.
2. Timing will end when your team's Presentation is finished or the time limit is up, whichever comes first. Your Presentation will be stopped if your Team Challenge time limit expires before the end of your Presentation. Once time has begun, your team may not ask that it be stopped and expect it to be started again.

### B. THE TEAM IDENTIFICATION SIGN

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

### C. THE PRESENTATION AREA

1. Unless stated otherwise in the Challenge, a 3-prong AC electrical outlet will be provided at least to the edge of the Presentation Area. Your team must be prepared to provide any extension cords needed if power does not extend into the Presentation Area itself.
2. The configuration of the Presentation Area, the type of flooring, and the way your team will enter the Presentation Area will depend on the location. Your team should be prepared to begin your Presentation from any direction. Your team should practice setting up from multiple directions.
3. Your team cannot attach anything to walls or furniture at the Presentation Site, and your team cannot use any items that happen to be at the Presentation Site in your solution.
4. Your team may use any available Wi-Fi networks at the Presentation Site. However, Wi-Fi may not be available at all tournaments. It is your team's responsibility to find out from the Tournament Director, prior to the tournament, if there are Wi-Fi networks available for your team's use. The Tournament Director is not responsible for the strength and/or quality of any Wi-Fi available at the tournament site.
5. Your team is required to leave the Presentation Site clean at the end of the Presentation. You must provide your own cleaning materials and leave the site in the same condition in which you found it. Your team should be ready to show you have clean-up supplies for any solution that includes something that can cause clean-up issues. It is the team's responsibility to find out from the Tournament Director, prior to the tournament, if there are any site-specific restrictions regarding the use of any potentially wet or messy solutions.

## D. TEAM BUDGET AND THE EXPENSE REPORT

1. Each competitive Team Challenge, except the Improvisational Challenge, has an assigned budget or expense limit. The total value of your solution may 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 August 1, 2018 rate of exchange for the U.S. dollar. (See Section VII.F.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 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 form (all competitive Challenges except the Improvisational Challenge). This form is found at the end of Rules of the Road. It can also be downloaded from the Destination Imagination, Inc. website. You need to bring a copy of your Expense Report to EACH tournament you attend.
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 any equipment or tools used to create your solution, nor does it include portions of materials that were left over or not used. Do not include the costs of any prototypes or experimental solutions that your team has designed but does not bring to the tournament. (See Section VI.D.)
5. Before your team's Presentation, you will give the completed Expense Report to the Prep Area Appraiser at your Presentation Site. Your team's Presentation materials will be checked by the Prep Area Appraiser.
  - a. If the Prep Area Appraiser feels that the solution may be over the allowed budget for your Challenge, he or she will confer with another tournament official. If they agree that the materials are over the budget, your team will be allowed to quickly bring your solution into compliance with your allowed budget if the schedule permits.
  - b. If the expense violation is not found in the Prep Area, your team may receive an Illegal Procedure deduction.

## E. EXPENSE REPORT CATEGORIES

1. **Clothing:** Everything you wear that is visible to the Appraisers, 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 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.
  - c. Glasses, hearing aids, casts, etc. that are prescribed or are needed in order for team members to be able to present, as long as they do not contribute to the solution in any way. If these are used as a part of the solution, they must be included on the Expense Report at full price.
  - d. Jewelry and watches, as long as they are not 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 remain unaltered. For instance, if a team uses a classroom chair and alters it by drilling holes to attach a device, it must be given a value on the Expense Report because it 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.H.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 they do not add to the solution, such as tarps, netting, and padded gymnastic mats.
  - e. **Furniture:** Unaltered standard classroom 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 helmets, goggles, etc.
5. **Props:** All large and small items that are 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.F.4.)

## F. DETERMINING THE VALUE OF YOUR SOLUTION

1. Every item you use in your Presentation must be listed on the Expense Report. At each tournament, keep copies of your receipts with your paperwork in case you are asked to show how you arrived at your team's Expense Report figures. (See Section VI.D.)
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 is permitted but 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 team member's wheelchair contributes to the solution, it would need to be assigned 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 bring to the tournament a quote or receipt from a rental company to serve as proof of the stated “one-day” rental price.
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 may 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 August 1, 2018 to determine the value of their solution materials. There are many different currency exchange calculators available on the Internet. Non-U.S. teams will need to notate the exchange rates on the Expense Report.



## G. GENERAL SAFETY

1. 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.
2. The solution to your Challenge must be in compliance with the guidelines below. 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.
3. 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.
4. 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.
5. All decisions made by tournament officials regarding safety and/or property damage are final.
6. 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.

## H. SAFETY GUIDELINES AND RESTRICTIONS

1. **Foot Coverings:** All team members must wear shoes or foot coverings with reasonably impenetrable soles at all times. This is to protect presenting team members from any undetected debris that may be on the floor. A team member who loses a foot covering during the Presentation may continue his or her portion of the Presentation only after the foot covering is replaced. Appraisers may assist the team member in retrieving the foot covering but not in replacing it on the foot. The remaining team members may continue to present.
2. **Safety Gear:** Some Team Challenges may have specific safety requirements such as eye protection (goggles) or skin protection (rubber gloves). Read your Team Challenge carefully and fulfill any such requirements.
3. **Lasers and Lights:** Your team may not use lasers or laser pointers. Your team may not use any type of light or scanner that produces a high-intensity beam of light which may be dangerous to eyes. Depending on the Team Challenge you have chosen and the Presentation Site, your team may or may not be allowed to turn the lights off during your Presentation. It is your team's responsibility to find out from the Tournament Director, prior to the tournament, if there are any site-specific restrictions regarding the operation of the lights. At Global Finals, your team will not be allowed to turn off the lights.
4. **Helium Balloons:** Your team may use helium balloons, but they must be controlled by your team at all times. Your team is responsible for retrieving any stray balloons and will be held responsible for any damage that may occur as a result of using helium. **Your team must be aware that some Affiliates and tournament sites prohibit the use of helium balloons. It is your team's responsibility to find out from the Tournament Director, prior to the tournament, if there are any site-specific restrictions on the use of this item.**
5. **Latex:** It is your team's responsibility to find out from the Tournament Director, prior to the tournament, if there are **any site-specific restrictions** on the use of latex.

6. **Aerosol-Propelled Paint:** Spraying a commercial spray paint or any aerosol-propelled paint is not allowed in any tournament building or Presentation Site because of harmful fumes and the potential drifting of the paint in the air.
7. **Powders:** Your team may not spread powders, such as talcum powder, baby powder, cornstarch, etc., on any tournament site floor.
8. **Fire, Smoke, and Dry Ice:**
  - a. Your team may NOT use devices or substances that produce an open flame or extreme heat or cold. Extreme heat or cold is defined as “temperatures that can cause damage to bare skin.” These devices or substances are NOT allowed: lit candles, caps, combustion engines, fire extinguishers, fires, fireworks of all types, flammable fuels, “party poppers,” smoke bombs, sparklers, or substances that explode in any way.
  - b. Smoke or fog machines are not allowed. This includes aerosol or mechanical fog or smoke distributors.
  - c. **Dry Ice:** Your team MAY use dry ice, but it must be handled with gloves or tongs and it must be disposed of safely in a place away from the tournament. It must not be stored in a sealed container because it could cause an explosion. Your team is responsible for any damage that may occur as a result of the use of dry ice. Your team must be aware that some tournament sites prohibit the use of dry ice. It is your team’s responsibility to find out from the Tournament Director, prior to the tournament, if there are any site-specific restrictions on the use of this item.
9. **Animals:** No live animals may be used in any part of your solution.
10. **Use of Electricity:** The intent of this section is to describe restrictions in the use of electricity so that your team’s solution is safe. Your Team Manager must certify on the Declaration of Independence that all team-designed electrical solutions will cause no harm to team members, the audience, or the site. As stated in Section VII.G, tournament officials have the right to stop or prevent your team from presenting a solution that they feel poses a safety risk.
  - a. Your team’s Challenge solution may use either AC or DC power. Restrictions on each type of power source are listed below.
  - b. All electrical devices used in your solution must be safely wired with the appropriate gauge of wire, and insulated against possible shock and fire.
  - c. Your team must be prepared to use the electrical power that is available at the tournament. Converters that are necessary to enable teams to use the power available at the tournament will be team-provided. They are exempt from cost. (See Section VII.E.4.c.)
11. **Use of Batteries:**
  - a. Commercially available batteries are allowed if they are unmodified.
  - b. Any battery that can spill liquids or materials (such as electrolytes, acid, lead shavings, etc.) when tipped is prohibited. For example, any battery that has a removable cell vent cap to check or add liquid is prohibited.
  - c. Batteries may be connected in parallel or series.
12. **Circuits that use Direct Current (DC)** – (typically powered by batteries)
  - a. DC voltage cannot exceed 28VDC between any 2 exposed points in a circuit. Based on the resistance of the human body, this restriction ensures a team member touching the circuit will not be harmed.
  - b. Current-limiting devices such as fuses or circuit breakers are required when a DC power source can supply more than 10 amps. Such a device must limit the current to 10 amps or less and must be placed between the power source and devices using the power. Current-limiting devices are exempt from cost.
13. **Circuits that use Alternating Current (AC)** – (typically powered by a wall socket)
  - a. For any exposed connection, AC voltage cannot exceed the standard voltage of the country in which the team is competing (for example, 120VAC in the U.S.).

- b. A Ground-Fault Interrupter (GFI) is required for all team-created or modified circuits.
  - c. A Ground-Fault Interrupter (GFI) is required for all solutions drawing more than 1000 watts of power. Power draw can be found in the instructions of a purchased device or can be calculated by multiplying the Voltage and the Current together [watts = volts x amperes].
  - d. GFIs are exempt from cost.
14. Your team should be prepared to produce a **safety data sheet (SDS)** or product safety data sheet (PSDS) showing that items or chemicals you wish to use are safe.
- a. If team members wish to combine items or chemicals, the Team Manager must certify on the Declaration of Independence that the combined use of these items or chemicals is safe and will cause no harm to team members, the audience, or the site.
  - b. Even if items or chemicals have this assurance, they may not be used if the Appraisers determine that they will be used in an unsafe manner or may cause harm to team members, the audience, or the site.
  - c. Product manufacturers provide the safety data sheets. Team Managers should remind team members they must request a safety data sheet at the time of purchase of a product. Good SDS information can be found at [ilpi.com/msds/faq/parta.html#where](http://ilpi.com/msds/faq/parta.html#where).
15. **Firearms, Weapons, and Violence:** Destination Imagination, Inc. does not endorse or support Team or Instant Challenge solutions that contain gratuitous violence and/or the gratuitous use of any violent weapons. However, in recognition of the fact that themes of war, crime, and the like can be handled by teams in responsible ways, the following guidelines are to be followed:
- a. If a team wants to depict a weapon in its Team or Instant Challenge solution, the weapon must be team-created and/or obviously benign.
  - b. Paintball guns, BB guns, air rifles, and the like are NOT ALLOWED at Destination Imagination tournaments.
  - c. Your team must be aware that many school buildings used for tournament sites have a “zero tolerance” policy regarding any and all weapons, benign or otherwise. **It is your team’s responsibility to find out from the Tournament Director, prior to the tournament, if there are any site-specific restrictions on the use of these items.**

## I. COPYRIGHTS

One of the main objectives of the Destination Imagination Challenge Experience is for teams to develop their own ideas and to create original materials, music, characters, etc.

1. It is illegal to use or reproduce copyrighted or trademarked materials without the owner's permission. Destination Imagination, Inc. grants current Team Number holders the use of the Destination Imagination name and logo in Team Challenge solutions.
2. It is the responsibility of the Team Manager and/or the school/organization to help team members determine if any of the materials they wish to use are copyrighted and, if so, how to obtain permission to use those materials. **Questions about the use of copyrighted and/or trademarked materials will not be answered through the Clarification process.** It is not Interference for a Team Manager or other resource person to help a team find out if materials are copyrighted or trademarked so the team can obtain permission, if necessary. Your team can be prosecuted by copyright or trademark holders if you are found in violation of copyright or trademark laws.
3. The law allows parodying of music and public figures without specific permission. In Destination Imagination, parody is defined as "a piece of writing or music that imitates another in a humorous or satirical way." This means that if your Presentation includes a famous copyright-protected character, it should be clear to the Appraisers that you are intentionally poking fun at that character. The law also allows, as "fair use," performances for educational purposes at closed events that do not make money by charging for these performances.
4. Remember that use of copyrighted materials or trademarked products is not considered to be as creative as original ideas, characters, and materials. Although a team will not receive a deduction, teams with non-original material such as music, poetry, products, and characters might receive fewer points than teams with original team creations.
5. Instant Challenge performances are exempt from copyright issues because of the nature of these Challenges.

## J. CLARIFICATIONS

1. When you have a question and you cannot find the answer in the Challenge or Rules of the Road, your team should ask for a Clarification. A **Clarification** is a statement that explains the boundaries of a stated rule or Team Challenge requirement. Questions asked by your team are answered by the International Challenge Masters (ICMs), who are in charge of each Team Challenge. The answers to your questions are called Clarifications.
2. Team Clarifications
  - a. Your team may ask questions of the International Challenge Masters (ICMs) for your Team Challenge. The ICMs will answer your team's questions and send them directly back to you via email. The question and answer **will not be shared with any other team.**
  - b. The ICMs will not answer any questions that ask them to validate a specific team solution. For example, if your team describes your specific device and asks whether it is "legal," the ICMs will tell you that you must look at the Challenge and Rules of the Road to decide for yourselves whether your solution falls within the rules. This is because it is impossible, without actually seeing a team solution, to determine whether every aspect of the solution falls within the Challenge or general rules. Because the ICMs are not able to see and experience the potential solution, they will not approve specific solutions in advance through the Clarification system.
  - c. Your team should feel free to write for Clarifications to your most important questions. However, your team should prioritize your questions carefully since your team may only ask a total of **10 Clarification questions. Teams may only ask ONE question per Clarification request.**

- d. The deadline for requesting Clarifications is February 15, 2019. NO CLARIFICATION QUESTIONS WILL BE ACCEPTED AFTER THAT DATE.
  - e. It is your team's responsibility to bring one copy of any Team Clarifications you receive to each tournament to make sure that Appraisers are aware of the answer to your question(s).
3. Published Clarifications
    - a. When the International Challenge Masters feel there is an issue regarding a Team Challenge or Rules of the Road that all teams should know about, they write a Published Clarification. Published Clarifications are posted by Team Challenge at [DestinationImagination.org](http://DestinationImagination.org).
  4. Document Precedence
    - a. Sometimes it seems like a rule or requirement in a Team Challenge, a Published Clarification, or Rules of the Road conflicts with something in one of those other documents. Which document would take precedence?
    - b. **Rules of the Road states general rules applicable to all Challenges.**
    - c. A Team Challenge may have a special requirement that supersedes Rules of the Road. (For example, even though Rules of the Road states that batteries are allowed, a specific Challenge may prohibit any use of electricity, making batteries of all kinds illegal for that Challenge. In that case, the Team Challenge takes precedence.)
    - d. A Published Clarification supersedes Rules of the Road, the Team Challenge, and a Team Clarification. This is why it is important to check the Clarification webpage frequently throughout the time leading up to your tournament.

## K. HOW TO GET AN ANSWER TO YOUR QUESTION

1. First check to be sure your question is not answered in the Challenge or Rules of the Road.
2. Go to [DestinationImagination.org](http://DestinationImagination.org) to see whether your question has already been answered in the Published Clarifications.
3. If it has not been answered in a Published Clarification, follow the instructions to ask your Team Clarification question. Most of the time you will receive an answer within a week. Sometimes a team asks a question that requires research or the necessity to confer on the part of the ICMs. These questions will take more time to answer. Be assured that the ICMs are working as quickly as they can, but they want to be sure the answer to your question is accurate, so please be patient. If you do not receive an answer via email after 10 days, send the question again and note "2nd Request" in your message.

## VIII. INSTANT CHALLENGE

### A. WHAT IS INSTANT CHALLENGE?

1. At your tournament, your team will be scheduled to do an Instant Challenge in addition to your Team Challenge. Instant Challenges are secret until the day of the tournament, so your team will not know anything about the specific Instant Challenge it will be asked to solve until you are escorted to your Instant Challenge room.
2. The Instant Challenge portion of the tournament is usually between 5 and 8 minutes in duration, and is worth a total possible score of 100 points. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for teamwork.

### B. TYPES OF INSTANT CHALLENGES

1. Each year, a variety of Instant Challenges are created. Some of the Challenges require divergent thinking, while others have been developed to emphasize teamwork and convergent thinking.
2. Instant Challenges are divided into three types: Performance-Based, Task-Based, and Combination. You will not know which type of Instant Challenge your team will receive until you enter the Instant Challenge room.
3. The focus of a **Performance-Based Instant Challenge** is on your team working together to create and perform a theatrically-oriented solution for the Appraisers. In this type of Challenge, you may earn points for the creativity of your performance, your presentation, and/or use of materials. Your team may be asked to use words, language, conversation, and/or dramatic characterizations to solve the Challenge, or the solution may be nonverbal. Your team may be asked to manipulate materials and/or use imaginary props in the solution. Your team may or may not be given time to practice its solutions before presenting to the Appraisers.
4. The focus of a **Task-Based Instant Challenge** is on your team working together to move, build, change, or protect something in order to complete a task. Your team may also be asked to communicate information. Your team may earn points for how well team members work together to design the solution, the creativity of the final project, and/or the team's success in completing the task. Team members may or may not be allowed to talk during the Challenge.
5. A **Combination Instant Challenge** includes both performance- and task-based elements.
6. Sample Instant Challenges can be found in Roadmap and in the Instant Challenge Practice Set, available in the Resource Area at [DestinationImagination.org](http://DestinationImagination.org).

### C. RULES FOR INSTANT CHALLENGE

1. Every team competing in your Team Challenge and competition level at your tournament will solve the same Instant Challenge and be evaluated by the same team of Appraisers.
2. A minimum of two team members must participate in the Instant Challenge.
  - a. Destination Imagination encourages all team members to participate in the Instant Challenge. Instant Challenges are designed to be solved by up to seven team members.
  - b. Your team must make a decision about which team members will be participating before being taken to the Instant Challenge room. Your team will NOT be told anything about the Instant Challenge, including what kind of Instant Challenge you will be given, before you make this decision.
3. One Team Manager, preferably the Team Manager of record, may accompany your team to the Instant Challenge room, but that Team Manager may not advise, signal, or communicate with your team or the Appraisers during the Instant Challenge.

- a. The decision of whether or not your Team Manager will accompany your team to the Instant Challenge room is made by the members of your team before you enter the room.
  - b. Assistant Team Managers under the age of 18 may NOT accompany the team into the Instant Challenge room.
  - c. If a Team Manager manages two teams in the same Team Challenge and the same competition level, the Team Manager cannot go into the Instant Challenge room at the tournament. At some tournaments, different Team Challenges and levels will be presented with the same Instant Challenge. At those tournaments, if a Team Manager manages two teams or more, the Team Manager cannot go into the Instant Challenge room at the tournament. The Tournament Director will make this ruling. At the discretion of the Tournament Director, the Team Manager may be allowed in the Instant Challenge room for his or her last scheduled team's Instant Challenge.
  - d. If a team member is on two or more teams, the Tournament Director must be notified so that the Instant Challenge presented for those Team Challenges at the tournament will be different.
4. Your team may not reveal the Instant Challenge or any part of your solution after you have finished your Instant Challenge. This is because it would not be fair if other teams know anything about the Instant Challenge before they are given that same Instant Challenge. For this reason, you may not talk about any part of your Instant Challenge or your solution to anyone except your team and Team Manager(s) until after Global Finals (held in late May of 2019).
  5. If you do need to discuss the Instant Challenge with your team members and Team Manager(s), you must do it in a private place away from everyone else, including your own parents and supporters. If team members and/or Team Managers are overheard or caught sharing any part of your Instant Challenge with anyone, your team will be disqualified from the tournament.
  6. During your Instant Challenge time:
    - a. Your team or Team Manager may not bring any devices, including, but not limited to, cameras, cell phones, iPads or tablets, computers or timing devices, and wrist watches into the Instant Challenge room. Your team can ask the Appraisers for the time remaining at any point during the Instant Challenge.
    - b. Your team may not use any items in your Instant Challenge other than items provided by the Instant Challenge officials.
    - c. If you or your team members have questions about your Instant Challenge, you are welcome to ask them, but you may only do this once time has begun. There will not be a period of time set aside specifically for questions.
    - d. Your team may not alter taped or marked areas in any way unless the Instant Challenge says otherwise.
  7. If the Appraisers feel that your team is working under an obvious misconception, they will attempt to clarify the Instant Challenge without aiding in the solution.
  8. Your Team Manager and any team member who chooses not to participate will be seated out of the way where they may observe your team working on the solution.
  9. Evaluation of the Instant Challenge is subjective and may not be appealed. If concerns arise that are procedural in nature, the Team Manager may address them with the Instant Challenge Master or the Tournament Director.

## D. RULES OF INTERFERENCE FOR INSTANT CHALLENGE

1. Team members and Team Manager(s) may not discuss your particular Instant Challenge in public until after Global Finals (held in late May of 2019). If a tournament official discovers that your team has been discussing your Instant Challenge, your team will be immediately disqualified from the tournament. Such disqualification can occur after the tournament, and may prevent your team from advancing to the next level of competition.
2. During the Instant Challenge, your Team Manager and any non-participating team members may not signal, advise, or communicate with the participating team members in any way or it will be considered Interference, and a deduction may be assessed.
3. To protect the secrecy of the Instant Challenge, your Team Manager may NOT take photographs, audio recordings, and/or video recordings of any portion of the team's Instant Challenge. Your Team Manager may not take notes during your team's Instant Challenge.
4. Your team (including your Team Manager) may not take scrap paper, notes, or copies of the Instant Challenge out of the room at the end of your Instant Challenge.
5. If a team accidentally learns about its Instant Challenge, the team should talk to the tournament's Instant Challenge Master prior to its Instant Challenge. In such cases, the team will usually be allowed to compete in the Instant Challenge portion of the tournament. However, if the team's score on the Instant Challenge places the team in a position that advances it to the next level of competition, a tie may be declared with the team ranking just below. In this situation, the team that shared information about the Instant Challenge would normally be disqualified.

## E. INSTANT CHALLENGE SCORES

1. Unlike the scores for the Team Challenges, your team will not receive Raw Scores for Instant Challenge until after the Closing Celebration. Only the total raw and adjusted scores will be released to your team at that time.
2. **Deductions and Appeals**
  - a. Your team may receive a deduction in Instant Challenge if any team member or the Team Manager is found to have interfered with the Challenge. The size of the deduction will be determined by the Instant Challenge Appraisers in the room, in consultation with the tournament's Instant Challenge Master.
  - b. Since the same Instant Challenges are used by all Affiliates on varying tournament dates, it is very important that your team not share any information about your Instant Challenge until after Global Finals, particularly over the Internet. Teams who are overheard or are found to have shared their Instant Challenge prior to the end of Global Finals will be disqualified and will not be allowed to compete further in any Destination Imagination tournament during the current season. The decision to disqualify a team is made by the tournament's Instant Challenge Master where the Instant Challenge took place, in consultation with the Tournament Director and the Affiliate Director.
  - c. Should there be a question concerning the administration of Instant Challenge, these questions should first be addressed to the Instant Challenge Master for that given tournament.



# IX. TOURNAMENT RULES

## A. TOURNAMENT PROCEDURAL RULES

1. **Registration for Tournaments: You must register for each tournament your team will attend.** After you have purchased your Destination Imagination Team Number, you must then register for your sanctioned tournament.
  - a. Your Program Coordinator or Team Manager will receive instructions for registering your team for the tournament soon after your team/school/organization has purchased a Team Number. If your Team Manager or your Coordinator does not receive this information, ask your Affiliate Director for the contact person in your Region, state, province, or country who can provide this information. A full list of Affiliate Directors is posted on the Destination Imagination, Inc. website at [DestinationImagination.org](http://DestinationImagination.org).
  - b. Registration procedures can vary from Region to Region and Affiliate to Affiliate. Some tournaments require a tournament registration fee and some do not. It is important to know the registration procedures for the tournament for which your team is registering. **The purchase of a Destination Imagination Team Number does not cover the tournament fee.** Most Affiliates charge Affiliate/Regional fees and/or tournament fees that cover the cost of local administrative costs, training, tournament supplies, etc.
  - c. **Your Tournament Director cannot schedule your team** until he or she has received your team's completed tournament registration information. Most Destination Imagination tournaments are not able to accommodate unscheduled teams who arrive on tournament day.
2. **Scheduling of Team Challenge and Instant Challenge: Your Presentation Schedule**
  - a. After registering your team for the tournament, your Team Manager will receive tournament information. Included in that information will be a schedule confirming your Presentation times for the Instant Challenge and Team Challenge. You should receive this at least one week prior to your tournament. If you do not receive your Presentation times and information by this time, contact your Tournament Director.
  - b. Your team will be scheduled for two separate Presentation times: Team Challenge Presentation and Instant Challenge. In most cases, your Tournament Director will not be able to guarantee whether your Team or Instant Challenge will be scheduled to occur first on that day.
  - c. Follow your Tournament Director's instructions for your team's check-in and Presentation, as outlined in your schedule confirmation, and allow plenty of time. Your Tournament Director will provide instructions about when and where to report for Structure Check-In if you are presenting in the Engineering Team Challenge. For all other Team Challenges, plan to arrive at your Presentation Site a minimum of 20 minutes before your scheduled time.

## B. STANDARD TOURNAMENT PROCEDURES FOR TEAM CHALLENGE

1. For all Team Challenges, your team will check in with the Prep Area Appraiser at least 20 minutes prior to your team's scheduled Team Challenge Presentation time. The Prep Area Appraiser will greet you in a friendly way and then go through the Prep Area Checklist with your team. This checklist includes things like taking your team's required paperwork, checking your team's solution for safety issues, and making sure your team has everything needed for your Presentation. Depending on your site, the Prep Area Appraiser may do this before or after he or she takes you to the Launch Area.
  - a. If your team is presenting in a language other than the primary language of the tournament, you must provide three (3) copies of your script in the language of the tournament along with the other paperwork given to the Prep Area Appraiser.

2. Just prior to your Presentation, the Prep Area Appraiser will take your team to the "Launch Area." The Launch Area is the part of the Presentation Site where your team will stay until your Presentation time begins. At this time, a tournament official will ask your Team Manager and any non-presenting team members to be seated in the audience. In the Launch Area, the Prep Area Appraiser will show you the Presentation Area and then introduce your team to the Timekeeper/Announcer. The Timekeeper/Announcer will introduce your team to the audience and the Appraisers.
3. If your Team Challenge has a different check-in or pre-Presentation procedure, please follow the instructions in the Challenge.
4. Next, the Timekeeper/Announcer will say, "You may begin." All team members participating in the Team Challenge Presentation must be in the Launch Area at this time. Your team may then move your scenery and props to the Presentation Area and begin. Moving your scenery and props to the Presentation Area is part of your Presentation time. If your team is still presenting when time is up, the Timekeeper/Announcer will call "Time!" and you must stop your Presentation. (See Section VII.A.)
5. After you finish your Presentation, the Appraisers will talk to your team. They will ask you questions about your creations and admire all of your hard work. After they have spent a few minutes with you, your team must remove all of your things from the Presentation Area. Your Team Manager, parents, and supporters may help with this. Your team is responsible for leaving the Presentation Area clean and ready for the next team's Presentation.
6. Check with your Head Appraiser to see when your team representative and/or Team Manager may pick up your Raw Scores. (See Section X.)

### C. STANDARD TOURNAMENT PROCEDURES FOR INSTANT CHALLENGE

1. Your team should report to the Instant Challenge Check-In Appraiser 15 minutes prior to your scheduled Instant Challenge time. Bring one copy of your Declaration of Independence form. After checking in, your team will be asked to wait in a Holding Area until one of the Instant Challenge Appraisers arrives to escort you to your Instant Challenge room.
2. Before your team is presented with your Instant Challenge, you will be asked to make the promise below. This may happen when you check in at Instant Challenge, while you are in the Holding Area, or when you are in the Instant Challenge room. The Instant Challenge promise:  

"We promise not to talk about the Instant Challenge or what we did in our solution UNTIL THE END OF MAY. If we are heard or are found to have shared this Challenge with anyone, we will be disqualified from the tournament. However, we can talk about it privately among our team and Team Manager(s)."
3. When the Appraiser calls for your team, it is important to make sure the Appraiser is looking for YOUR team doing YOUR Team Challenge at YOUR competition level! Your team and one Team Manager will follow the Appraiser to the Instant Challenge room where you will wait for further instructions. Assistant Team Managers under the age of 18 may NOT accompany your team into the Instant Challenge room. Before you enter the Instant Challenge room, your team must decide who will participate in the Instant Challenge and whether or not your Team Manager will come in with you. Non-participating team members may choose whether or not to accompany your team.
4. Once you are in your Instant Challenge room, an Appraiser will read: "Welcome to the Instant Challenge portion of our tournament! Anything is possible here, and you will have the opportunity to use the problem solving tools and the creative process you have learned. For every team who is competing in your Team Challenge at your competition level, we will be presenting this Instant Challenge today."

5. Your Team Manager and any team members who choose not to participate will be seated out of the competition area before any information regarding the Instant Challenge is given. Your Team Manager or team members may not have any electronic devices at this time.
6. You will then be given your Instant Challenge instructions and be told to begin. Your team must not begin solving the Instant Challenge until the Appraisers have finished reading it. Your team will receive a copy of your Instant Challenge so that you can read along when the Appraisers are reading the Challenge to you. You will be allowed to keep this copy as you work on the Instant Challenge, but you cannot take it out of the room when your Instant Challenge is finished.
7. When time ends, an Appraiser will call "Time!" and your team must stop working on your solution. Keep in mind that many Instant Challenges have more than one timed segment (e.g., Part One, Part Two, etc.). Continuing to work on any part after time has been called may prevent your team from receiving score in that segment of the Instant Challenge and may prevent your team from moving on to the next part. At the end of the Instant Challenge, your team will be reminded not to discuss or talk about the Instant Challenge with anyone other than your team, and to only discuss it with your team if you can do so in a private place.
8. At some tournaments, your team will then be taken to a "Chill Out" area where you can freely discuss the Instant Challenge among yourselves before leaving the Instant Challenge area. If a Chill Out area is available for your team to use at your tournament, your team MAY use it, but you do not HAVE to use it. At the Global Finals tournament, Team Managers are not permitted to accompany the team into the Chill Out area.
9. Your team will be escorted out of the Instant Challenge area by an Instant Challenge Appraiser. You will not receive your Instant Challenge score until after the tournament's Closing Celebration.
10. At many tournaments, Rising Stars teams participate in an Instant Challenge activity. In addition to the Team Manager(s), at least one parent per team member may accompany the team into the Instant Challenge room to watch. Since the Rising Stars Instant Challenge is noncompetitive and will not be scored, the Instant Challenge promise (see Section IX.C.2) does not need to be administered to the team.

#### **D. MOVING SCENERY AND PROPS**

1. Make sure your Presentation materials will fit through the opening of a standard doorway, approximately 30in x 76in (0.76m x 1.93m). In addition, keep in mind that not all tournament sites will have "standard" sized doorways, especially in older buildings, and that access to some Presentation Sites may involve stairways or tight hallways. Tournament Directors cannot guarantee floor space beyond the dimensions outlined in the Team Challenge and cannot guarantee ceiling space above 7.5ft (2.29m) high. Your team should be prepared for this possibility.
2. Once your team's scenery and props are in the Launch Area, only team members may touch them and/or move them into the Presentation Area.
3. Your team may complete assembly of props and scenery in the Launch Area as long as this activity does not interfere with another team's Presentation or delay the tournament schedule. When the Appraisers signal that they are ready to watch the team's Presentation, the team must stop assembly when directed by the Prep Area Appraiser or other tournament official. Once the Presentation begins, your team may continue assembly if necessary.

## E. CONDUCT AND CONCERNS AT TOURNAMENTS

1. Destination Imagination tournaments are family-friendly celebrations of creativity. In keeping with this spirit, we ask teams, Team Managers, tournament officials, and supporters to respect the following guidelines:
  - a. Team members must be clothed appropriately at all times. Nudity and revealing clothing are not acceptable at any time, including during Presentations.
  - b. Profanity and vulgarity are unacceptable throughout the tournament. Tournament officials, team members, Team Managers, and supporters are expected to exhibit exemplary behavior and be role models to participants.
  - c. Issues of questionable taste regarding solutions to Team Challenges will not be addressed through the Clarification process. Teams should use good judgment and remember that all Presentations should be appropriate for all audiences. Destination Imagination's mission is to teach the creative process from imagination to innovation. Therefore, we ask our team members to "think outside of the box" and to "stretch the envelope," and in so doing to take conceptual risks. Taking risks is part of the creative process. Because of that there are, from time to time, solutions that involve subject matter and points of view that may be controversial or even offensive to some. We do ask that our teams consider the sensitivity of the audience, which can be assumed to be both diverse and of all ages, and we also ask the audience to understand that there will sometimes be solutions that they find challenging. If those solutions do not exhibit obvious and intentional poor taste or insensitivity, we must support the right of a team to make such choices. Audience members who find content in a team's Presentation objectionable are free to leave the Presentation Site at any time. They should try to keep in mind that the Appraisers will see the same content, and that teams may occasionally make mistakes as they sometimes push the limits of what they consider to be acceptable.
  - d. Trying to learn the scores of other teams in your Challenge prior to the end of the tournament is Unsportsmanlike Conduct unless all parties choose to share this information willingly. Teams and Team Managers are not required to share their scores with anyone.

## F. BASIC REQUIREMENTS FOR APPRAISERS AND OFFICIALS

Exceptions to these requirements shall be at the discretion of the Regional, Affiliate, or Tournament Director.

1. Destination Imagination Appraisers and officials must be at least 18 years of age or older.
2. Destination Imagination Appraisers and officials must not be currently enrolled in high school.
3. Destination Imagination Appraisers must not appraise the Presentation of a team for which they have served as Team Manager.
4. Destination Imagination Appraisers must not appraise the Presentation of a team that includes their own family member(s).
5. All Destination Imagination Appraisers and officials must attend an official Appraiser Training and be certified to appraise or officiate.
6. All Destination Imagination volunteers must sign the Volunteer Code of Conduct, available at [Destination-Imagination.org](http://Destination-Imagination.org).

# X. SCORING

## A. TYPES OF SCORES

- Appraisers are asked to evaluate the requirements of your Instant Challenge and Team Challenge. There are three kinds of scores that might be given: objective, subjective, and zero.
- Objective scores** are based on whether a Challenge requirement was or wasn't met. Objectively scored items are awarded full point value if the required element occurs. For example, in your Challenge you might earn five points if your device turns on a light. This either happens or it doesn't, and every Appraiser will agree on your score for this requirement.
- Subjective scores** are based on the Appraisers' opinions about how well or how creatively your team fulfilled a Challenge requirement. For example, if 30 points are possible for the creativity of the words to an original song, Appraisers may have very different opinions on what they feel is creative. One Appraiser may think it is creative and give it 20 points. Another Appraiser may feel that it is really creative and give it 25 points. The scores they award depend on their own personal taste. The scores are then averaged to a final score of 22.5 points for that item. If you do not present the requirement at all, you will receive a zero for that item.
- Zero scores:** If a required action does not take place during the time limit of the Presentation, or if a required element is missing or does not appear during the time limit, your team cannot be scored on that item. In that case, your team will receive a zero for that requirement from all of the Appraisers.

## B. RAW SCORES

- The points awarded by the Appraisers are called Raw Scores. Raw Scores are calculated and reported in three sections: Central Challenge, Team Choice Elements, and Instant Challenge. Here is an example of teams competing in a possible tournament in the same Team Challenge and competition level:

### 2. Sample Raw Scores

Team	Central Challenge Raw Score (240 Possible)	Subtract Central Challenge Deduction	Total Central Challenge Raw Score	Team Choice Element Raw Score (60 Possible)	Subtract Team Choice Element Deduction	Total Team Choice Element Raw Score	Instant Challenge Raw Score (100 Possible)	Subtract Instant Challenge Deduction	Total Instant Challenge Raw Score
A	183		<b>183</b>	37	0	<b>37</b>	52	0	<b>52</b>
B	195	-20	<b>175</b>	54	0	<b>54</b>	61	0	<b>61</b>
C	162		<b>162</b>	51	0	<b>51</b>	75	0	<b>75</b>

- According to the Appraisers in the above example, Team B had the strongest Central Challenge score and Team B also earned the most Team Choice Element points. Team C achieved the top score in the Instant Challenge component. Can you tell which team won the first-place trophy? Deductions are subtracted from the appropriate Raw Score. So in this example, a 20-point deduction must be removed from Team B's Raw Score of 195, leaving 175 as the team's total Central Challenge Raw Score. This means that Team A actually received the highest Central Challenge Raw Score with 183 points. There were no deductions for any team in Team Choice Elements or Instant Challenge.

## C. SCALED SCORES

- Once Raw Scores for every team have been compiled, the scores are scaled. This means that the team with the highest total Raw Score in each area is given the total possible points for that area. This sets the curve for all of the other scores. All other teams then receive a scaled score based on comparing their Raw Score to the top Raw Score. By having the scores scaled in each different section—Central Challenge, Team Choice Elements, and Instant Challenge—the comparative score value for each section is maintained. Using the sample Raw Scores in the table above, the scores are scaled in the following table. The high score in each column is in bold. Scores are calculated to three decimal places and rounded back to two decimal places.

### 2. Sample Scaled Scores

Team	Total Central Challenge Raw Score (240 Possible)	Scaled Central Challenge Score	Total Team Choice Element Raw Score (60 Possible)	Scaled Team Choice Element Score	Instant Challenge Raw Score (100 Possible)	Scaled Instant Challenge Score	Final Scaled Scores
A	183	<b>240.00</b>	37	41.11	52	69.33	350.44
B	175	229.51	<b>54</b>	<b>60.00</b>	61	81.33	<b>370.84</b>
C	162	212.46	51	56.67	<b>75</b>	<b>100.00</b>	369.13

- In this example, then, Team B took first place with combined scaled scores of 370.84. Note that Team B had the highest score only in Team Choice Elements, and was in second place for Central Challenge and Instant Challenge. This can be a reminder to your team that you need to practice and work hard in ALL THREE major components of the Challenge Experience if you want to score well! The specific Challenges group the Team Challenge scores differently for scaling:

Challenge	Central Challenge	Team Choice Elements
Technical: On Target	All sections scaled separately	Scaled separately from Central Challenge
Scientific: Medical Mystery	All sections scaled together	Scaled separately from Central Challenge
Fine Arts: Game On	All sections scaled together	Scaled separately from Central Challenge
Improvisational: Heads Up	All sections scaled together	No Team Choice Elements
Engineering: Monster Effects	The Weight Held Ratio will be scaled separately. All other sections scaled together.	Scaled separately from Central Challenge
Service Learning: Escape Artists	All sections scaled together	Scaled separately from Central Challenge

- After scaling, the scaled scores are added together and then added to the Instant Challenge scaled score to form the team's final score.
- Teams are tied when their total scaled scores differ by one point or less. In a multi-team tie, teams are tied when their total scaled scores differ from the leading score for that place by one point or less.

## D. DEDUCTIONS

1. Deductions are points that are subtracted from a team's score because of an intentional or unintentional rule violation. With the exception of Unsportsmanlike Conduct, points are removed from the corresponding area of the team's Raw Score. There are three categories of deductions.
2. **Interference:** When a team receives help or input from non-team members, a deduction for Interference is assessed. Points are deducted from the team's score proportionate to the amount of Interference given and the relative impact that Interference had on the team's score. **The Appraisers remove only the number of points they determine the team might have received as a result of the Interference, and they deduct those points from the scoring element(s) impacted by the Interference.**
3. **Illegal Procedure:** An Illegal Procedure deduction may be assessed when a team operates outside the stated rules or intent of the Challenge. Appraisers will determine the amount of the deduction by either deducting all points earned as a direct result of the Illegal Procedure, or, in cases where this cannot be determined, deducting points proportional to the severity of the Illegal Procedure. Appraisers are trained to award the points for a Challenge requirement and then, if they find that there is Illegal Procedure, to level the playing field by assessing an Illegal Procedure deduction. They do this rather than lower the subjective points for a required element. If the points for a subjective element are lowered because of an issue, the team has no recourse; teams cannot appeal subjective scores. (See Section X.F.) By assessing a deduction for Illegal Procedure, the team knows exactly what the issue is about, and they may appeal the ruling. Some examples of Illegal Procedure deductions might include the following:
  - a. A team disregards or is unaware of a Published Clarification prohibiting some aspect of a solution and includes the aspect anyway.
  - b. A team's Expense Report contains unrealistic values for one or more items.
  - c. In a Challenge, a required sequence of events is not followed in the correct sequence.
4. **Unsportsmanlike Conduct:** This is the only type of deduction that is intended to be disciplinary in nature. Unlike other deductions that involve specific scored items, Unsportsmanlike Conduct deductions are not subtracted from individual Team Challenge or Instant Challenge elements. Rather, this deduction is taken from the team's **total scaled score**. The amount of the deduction is based on the severity of the inappropriate conduct or action. Infractions of a similar nature should always receive similar deductions. An Unsportsmanlike Conduct deduction can be levied against a team for reasons such as the following:
  - a. Intentional, disruptive behavior by a team member, Team Manager, or team supporter such as name calling, booing, or arguing.
  - b. Creating loud noises in restricted or quiet spaces that could potentially impact another team's Presentation.
  - c. Intentional, destructive behavior such as vandalism, or unintentional carelessness that mars or damages the tournament site, building, personal property, or landscape.
  - d. Showing lack of respect for other teams, tournament officials, or others attending the tournament. This includes vulgarity, profanity, or the exhibition of questionable taste at any time during the tournament.
  - e. Unfair or unethical behavior by team members or Team Managers.
  - f. Creating an unsafe environment. Examples include the use of equipment or tools in inappropriate areas or under unsuitable conditions and/or presenting Challenge solutions with dangerous components that do not sufficiently safeguard the team, Appraisers, audience, etc.

## E. HOW TO OBTAIN YOUR TEAM CHALLENGE RAW SCORES

1. Your Team Challenge Raw Scores are a total of all of the points your team has earned in the Central Challenge and Team Choice Elements. Approximately 30 minutes after your Team Challenge Presentation, your team's Raw Scores for that component of the tournament should be available for pick up. Depending upon the tournament, this might take longer. At most tournaments, the Head Appraiser posts the school/organization names, team names, and/or Team Numbers of the teams whose scores are ready on an easel or a large sheet of paper somewhere near the Presentation Area. If this is not done, you may approach the Head Appraiser between Presentations to ask if your team's scores are ready.
2. When the scores are ready to be picked up, one team representative and/or your Team Manager will go to the Head Appraiser or Challenge Master (depending on who is handling this task) to receive these scores.
3. The Head Appraiser or Challenge Master will go over the scores with your team representative and/or your Team Manager. The team representative and the Team Manager may, and should, ask the Head Appraiser/Challenge Master to explain any scores they do not understand. They should make sure the Head Appraiser/Challenge Master also explains any deductions on the score sheet that they do not understand. The Raw Scores that you receive at this time are PRELIMINARY. A variety of things, such as math corrections, can cause them to change before they are finalized.
4. After picking up your Team Challenge Raw Scores, your team will have **30 minutes** to review the scores and to go back to the Head Appraiser with any questions or concerns.
5. If your team feels it has legitimate concerns about a score or deduction on the Raw Score sheet and the Team Manager agrees, your team may send ONE team representative and the Team Manager back to the Head Appraiser or Challenge Master. You may not discuss scores with any Appraiser except the Head Appraiser or Challenge Master.
6. The Head Appraiser will listen to your team representative, and if necessary, will discuss your concerns with the Appraisal Team whose scores are in question. Every attempt will be made to resolve your concerns at this point. Video recordings, photographs, and other images of your team's Presentation cannot be used for review.
7. Sometimes a team might feel that the Raw Scores were unfairly assessed because of something that went wrong at the site that was not the team's fault. These are called procedural irregularities and should be brought to the Head Appraiser's attention.



## F. THE APPEALS PROCESS

1. If your team representative and/or Team Manager has spoken to the Head Appraiser or Challenge Master about a scoring concern within 30 minutes after receiving the scores and that concern cannot be resolved, the Head Appraiser may recommend that you take your concerns to the Dialogue Team for an independent opinion. This is done in order to ensure fairness to your team and to all the teams competing in your Team or Instant Challenge. Your team may also request a Dialogue if you feel your concerns are not being fairly heard.
2. Issues that CAN be sent to the Dialogue Team for review:
  - a. Deductions for **Unsportsmanlike Conduct** which might include program or team violations, safety violations, property damage, inappropriate behavior, etc.
  - b. Deductions for **Interference** by a Team Manager, parent, or supporter.
  - c. Deductions for an **Illegal Procedure** committed by the team.
  - d. A **procedural irregularity** that was not the team's fault, but that the team feels may have impacted its score, such as time being called by mistake before the end of the Challenge time limit.
  - e. An **objective or zero** score in a Team Challenge.
3. Issues that CANNOT be sent to the Dialogue Team for review:
  - a. Subjective scores (scores that are up to the opinion of the Appraisers).
  - b. Video recordings, photographs, and other images of the team's Presentation.
  - c. Questions or concerns about another team.

## G. THE DIALOGUE TEAM

1. The Dialogue Team is comprised of three experienced individuals who are very knowledgeable about the Challenge Experience rules and philosophies. **These people are usually the Tournament Director, the Challenge Master for that Team Challenge or Instant Challenge, and another knowledgeable and experienced person such as a Regional Director, Head Appraiser, or tournament official.**
2. The Dialogue Team's role is to impartially decide if the Appraisal Team's interpretation of the rule or situation is correct and, if so, whether the score or deduction assessed is appropriate.

## H. THE DIALOGUE PROCESS

1. The Dialogue process works as follows:
  - a. The Head Appraiser/Challenge Master of your Team Challenge or Instant Challenge will give your team the Dialogue Intervention Form to fill out. The Head Appraiser or Challenge Master will sign the form, indicating that he or she is unable to resolve the issue, and will note the time of day on the form.
  - b. From the time your team receives the form, you have **30 minutes to complete and return the form to the location specified by the Head Appraiser/Challenge Master**. Your Team Manager should help your team fill out the form. For Elementary and Middle Level teams, it is suggested that your Team Manager should represent your team from this point on. Secondary and University Level teams should be represented by one team member.
  - c. The Dialogue Team may ask to confer with one or more members of the team, the Team Manager, or the Appraisal Team in order to clarify the issue.
  - d. Your Team Manager/team representative is told when and where to return to receive the Dialogue Team's response. Your Team Manager/team representative will return to the designated location at the designated time after the Dialogue Team has had a chance to deliberate the concern. **The Dialogue Team's decisions are final.**
2. The Dialogue Team can:
  - a. Eliminate the deduction and return the points to the team if it feels that the deduction was unfairly or incorrectly assessed.
  - b. Reduce the amount of the deduction to the amount that it feels is fair and appropriate in order to keep the playing field level for all teams.
  - c. Increase the deduction if it feels the deduction assessed gives the team more points than it has fairly earned.
  - d. Change a score if it feels the score reflects an unfair or incorrect judgment.

## I. APPEALS AFTER THE TOURNAMENT

1. In rare instances, significant information comes to light after a tournament that may impact a team's score. Since the tournament is over and the Appraisal and the Dialogue Teams are no longer together, you should contact the Affiliate Director about the situation. He or she should make every attempt to investigate the situation and ensure that the team was awarded all of the points to which it was entitled. This may include contacting the Challenge Master and members of the Appraisal Team.
2. Once the Affiliate Director has concluded his or her investigation, he or she will make a ruling. This ruling is FINAL and may not be appealed further.
3. Under no circumstances may an Appraiser be contacted by anyone other than the Challenge Master or the Affiliate, Regional, or Tournament Director(s) regarding a scoring issue following a tournament. Such an action may result in sanctioning that individual or team.

# XI. AWARDS

## A. AWARDS OVERVIEW

1. In Destination Imagination, there are awards given that are related to high scores and others that are given for solutions that are outstanding and special. Some tournaments give trophies, some give medals, some give certificates, and some even have awards that teams receive just by participating in the tournament.
2. Appraisal Teams may nominate a team or an individual for an award by filling out an Award Nomination Form. The Award Nomination Forms are read and evaluated by a committee appointed by the Tournament Director. Please note that not all nominations result in awards.

## B. RISING STARS AWARD

1. **The Award:** This award recognizes the courageous, curious, and joyous first steps in the journey of lifelong learning.
2. **Criteria:** This award is given to all Rising Stars teams that demonstrate a solution at the tournament.

## C. SPIRIT OF DISCOVERY AND IMAGINATION AWARD (SPIRIT OF DI AWARD)

1. **The Award:** From its very beginning, Destination Imagination has been a community. The recipients of this award are those who go out of their way to make sacrifices for others. We recognize and applaud these members of our community who demonstrate outstanding and extraordinary levels of sportsmanship, volunteerism, and spirit, be they Team Managers, team members, officials, or other helpful DI friends and volunteers.
2. **Criteria:** This award is given in recognition of those who act as superior role models in the areas of spirit, teamwork, sportsmanship, or volunteerism.

## D. THE RENAISSANCE AWARD

1. **The Award:** On our journey we sometimes encounter exceptional travelers who entertain and enlighten us along the way. The Renaissance Award recognizes those among us who demonstrate extraordinary amounts of effort and preparation in their solutions or outstanding skill in engineering, design, or performance. While the destination is creativity, these fellow travelers make the journey itself memorable.
2. **Criteria:** This award is given for outstanding skill in the areas of design, engineering, execution, or performance.

## E. THE DAVINCI AWARD

1. **The Award:** The paths we follow on our journeys were once uncharted and unknown—until someone took a bold step in a new direction and paved a way for us to follow. To solve our Challenges, imagination, creativity, originality, and courage are required. We honor these individuals and teams who most clearly demonstrate that spirit of adventurous risk in their solutions—those who most creatively traveled to reach truly new and unique destinations. The DaVinci Award is named to honor one of humanity's greatest creative thinkers, Leonardo DaVinci.
2. **Criteria:** This award is given for having a unique approach to a solution, for risk taking, and/or for outstanding creativity (not skill or talent).

## F. SERVICE LEARNING: THE TORCHBEARER AWARD

1. **The Award:** The Service Learning Challenge allows teams to address real community needs in new and innovative ways. Sometimes a team's approach and Project have a greater impact than anyone envisions. The Torchbearer Award recognizes the extraordinary contributions these teams and their Projects have on the real world.
2. **Criteria:** This award honors teams and/or individuals whose solutions have had an extraordinary impact in and beyond their local communities.

## G. PLACE AWARDS

1. Each Destination Imagination sanctioned tournament recognizes the top scoring teams that competed in both Team Challenge and Instant Challenge at each competition level. Teams who receive the place awards have earned the top total scaled scores (Instant Challenge + Central Challenge + Team Choice Elements) in their Challenge/competition level. Teams are tied when their total scaled scores differ by one point or less. In a multi-team tie, teams are tied when their total scaled scores differ from the leading score for that place by one point or less. Your tournament will send at least one placed team (1st Place), and sometimes more, to the next level of tournament, depending on the rules of entry. Teams in each Team Challenge/competition level from each Affiliate Tournament are invited to participate in the Destination Imagination Global Finals tournament.

## XII. GLOBAL FINALS

### A. OVERVIEW

1. Every year Destination Imagination, Inc. sponsors Global Finals, the largest tournament of its kind. This season, Global Finals will be held from Wednesday, May 22, 2019 through Saturday, May 25, 2019.
2. As you know, Destination Imagination is process-oriented, and is designed to teach its participants the creative process from imagination to innovation. If this has been accomplished and/or reinforced by the end of the season, the mission of the organization has been successfully achieved. However, some teams' achievements go well beyond meeting our organization's core mission. Through our tournament structure, some teams distinguish themselves by advancing from their Regional Tournament to their Affiliate Tournament and then to our Global Finals tournament.
3. In the event that your team members distinguish themselves in this way and earn the opportunity to attend our Global Finals 2019 tournament, we have prepared the information below to acquaint you with this annual celebration of creativity. More than 17,000 people attended Global Finals 2018!

### B. TAKE A CLOSER LOOK

1. We encourage you to visit [GlobalFinals.org](http://GlobalFinals.org) and familiarize yourself with our Global Finals tournament. Within its contents, you will find helpful information about housing, events, Team Challenge Presentation Sites, transportation, photos, and much more!

### C. PLANNING AHEAD

1. We encourage all teams to consider the associated costs of attending Global Finals in the beginning of the season so that, should they qualify to take part in this tournament, an action plan will be in place for the team to move forward. By doing so, we hope to continue the excitement of participation in Destination Imagination and add to the level of enjoyment experienced by all!

## XIII. GLOSSARY OF DI TERMS

1. **Central Challenge:** The portion of the Team Challenge in which your team must develop and expand on the theme requirements.
2. **Clarification:** A statement that further explains Team Challenge requirements, Rules of the Road, or Published Clarifications.
3. **Competition Level:** The competitive or noncompetitive level of a Team Challenge that your team will enter to ensure that you are competing with teams of the same age/grade level. Competition level is determined by the highest grade level (U.S.) or by the oldest team member, according to date of birth.
4. **Declaration of Independence:** The required form that is your team's promise that only the team members who have signed or who are listed on the form worked on any part of the Team Challenge solution.
5. **Deduction:** A point assessment that is subtracted from a team's score for an intentional or unintentional rule violation. A deduction can be assessed for Interference, Illegal Procedure, or Unsportsmanlike Conduct.
6. **Dialogue Team:** A group of three individuals who are knowledgeable about the Destination Imagination Challenge Experience rules and philosophies. This team is available to mediate scoring concerns between the team and the Appraisal Team.
7. **Expense Report Form:** The required form on which your team lists all of the items in the Presentation and their values.
8. **Illegal Procedure:** The deduction that is assessed when a team operates outside the stated rules or intent of the Challenge.
9. **Instant Challenge:** A component of Destination Imagination that involves a Challenge with multiple requirements that your team works together to solve over a very short period of time, usually no more than a few minutes.
10. **Interference:** Creative or physical input from non-team members. It is your team's responsibility to discourage Interference whenever it is offered.
11. **Performance-Based:** A type of Instant Challenge in which your team works together to create and perform a theatrically-oriented solution for the Appraisers which may involve the use of real or imaginary materials and verbal or non-verbal communication.
12. **Procedural Irregularities:** Things that go wrong at a Presentation Site that are not the presenting team's fault.
13. **Published Clarifications:** A Clarification posted on the Destination Imagination, Inc. website that either answers a general question regarding a Team Challenge or Rules of the Road that has been asked by many teams, or that explains an issue about which every team should be aware. It is the responsibility of your team to keep up with the Published Clarifications.
14. **Raw Scores:** Reported scores as they have been assigned by the Appraisers.
15. **Rising Stars®:** A Challenge developed and designed especially for 4- to 7-year-olds (pre-kindergarten through 2nd grade) that fosters problem solving skills. The Rising Stars Team Challenge is designed to be noncompetitive and is a chance for our youngest participants to learn skills in a relaxed environment.
16. **Safety Data Sheet (SDS):** Information provided by product manufacturers that shows the items and/or chemicals used are safe and will not cause harm to people or property. This is also known as the material safety data sheet (MSDS) or product safety data sheet (PSDS).

17. **Scaled Scores:** Raw Scores that are adjusted proportionately in each of the scored sections to reflect each team's total score. By having the scores scaled in each different section—Central Challenge, Team Choice Elements, and Instant Challenge—the comparative score value for each section is maintained.
18. **Presentation Area:** The minimum space within the Presentation Site that is designated for teams to present their Team Challenge solutions.
19. **Presentation Site:** The entire space where Team Challenge Presentations take place. This space includes the Presentation Area, the Prep Area, the Launch Area, audience space, and Appraiser space. In the Engineering Challenge, the Structure Check-In area is also part of the Presentation Site.
20. **Site-Specific Restriction:** A restriction placed on teams using a particular tournament site or Presentation Site that supersedes Destination Imagination guidelines or Clarifications.
21. **Task-Based:** A type of Instant Challenge in which your team works together to move, build, change, or protect something in order to complete a task.
22. **Team Budget:** The assigned expense limit noted in each Team Challenge. The Team Budget is the amount your team or any other team would have to spend in order to recreate your solution exactly as your team will present it to Appraisers at the tournament.
23. **Team Challenge:** A component of Destination Imagination that involves a Challenge with multiple requirements that your team works together to solve over an extended period of time. The Team Challenge is comprised of the Central Challenge and the Team Choice Elements, unless stated in the Challenge.
24. **Team Choice Elements:** The portion of the Team Challenge in which your team demonstrates specialties that showcase your team's interests, talents, strengths, and/or skills.
25. **Team Clarification:** An answer to a specific team-generated question. The question and answer will not be shared with any other team.
26. **Team Identification Sign:** A freestanding identification sign that is approximately 2ft x 3ft (0.61m x 0.91m) that tells Appraisers your team name, school/organization name, Team Number, and competition level. This sign should be displayed during your Team Challenge Presentation.
27. **Team Manager of Record:** The person in charge of meetings, planning, team registration, tournament logistics, and team safety. The Team Manager must be 18 years of age or older.
28. **Tie:** When two or more teams' final scaled scores are one point or fewer apart, a tie is declared.
29. **Unsportsmanlike Conduct:** A deduction that is assessed for inappropriate conduct or action at a tournament that includes intentional, disruptive behavior; creating loud noises in restricted or quiet performance spaces; intentional destructive behavior such as vandalism or unintentional carelessness that mars or damages the tournament site, building, personal property, or landscape; showing lack of respect for other teams, tournament officials, or others attending the tournament; and unfair or unethical behavior by team members or Team Managers. Unsportsmanlike Conduct points are deducted from the team's total scaled score.

# XIV. EXPENSE REPORT

**YOUR TEAM MUST FILL OUT AND BRING ONE COPY OF THIS FORM TO EACH TOURNAMENT.**

School/Organization Name & Team Name: \_\_\_\_\_

Team Number: \_\_\_\_\_ - \_\_\_\_\_ Level:  EL  ML  SL  UL

Team Challenge: \_\_\_\_\_

Every item used in your team's Presentation must be listed here. You should write the word "Exempt" on the amount line if it is an exempt item. Lists of exempt items and information about filling out this form can be found in Rules of the Road.

<b>Clothing Items</b>	
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
<b>Total</b>	\$ _____

<b>Scenery/Equipment</b>	
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
<b>Total</b>	\$ _____

<b>Prop Items</b>	
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
<b>Total</b>	\$ _____

<b>Common Supplies</b>	
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
	\$ _____
<b>Total</b>	\$ _____
Miscellaneous supplies used in the construction of the Team Challenge solution	

<b>Trash Supplies Used</b>	

<b>Total Value of the Team Challenge Solution</b>	
	\$ _____



# XV. DECLARATION OF INDEPENDENCE

**YOUR TEAM MUST BRING TWO COPIES OF THIS FORM TO EACH TOURNAMENT.**

School/Organization Name & Team Name: \_\_\_\_\_

Team Number: \_\_\_\_\_ Level: EL ML SL UL

Team Challenge: \_\_\_\_\_

Please print and sign names of all team members participating in today's Presentation. Team members who contributed to the solution but who are unable to attend today's Presentation should also be listed. (Their signatures are not necessary.) Please note the reason for their absence on the signature line.

1. Name: \_\_\_\_\_ Grade/Birthday: \_\_\_\_\_

Signature: \_\_\_\_\_

2. Name: \_\_\_\_\_ Grade/Birthday: \_\_\_\_\_

Signature: \_\_\_\_\_

3. Name: \_\_\_\_\_ Grade/Birthday: \_\_\_\_\_

Signature: \_\_\_\_\_

4. Name: \_\_\_\_\_ Grade/Birthday: \_\_\_\_\_

Signature: \_\_\_\_\_

5. Name: \_\_\_\_\_ Grade/Birthday: \_\_\_\_\_

Signature: \_\_\_\_\_

6. Name: \_\_\_\_\_ Grade/Birthday: \_\_\_\_\_

Signature: \_\_\_\_\_

7. Name: \_\_\_\_\_ Grade/Birthday: \_\_\_\_\_

Signature: \_\_\_\_\_

**Please circle True or False for each statement below. If you answered False to any statement, please explain in the space provided below. A deduction may need to be assessed in order to be fair to teams that did not receive help.**

TRUE	FALSE	We understand the rules of Interference.
TRUE	FALSE	The research, ideas, and solutions for our Team Challenge Presentation are those of ONLY the team members signed or listed above.
TRUE	FALSE	All team members who worked on our Team Challenge solution are listed above.
TRUE	FALSE	(Please do not circle until you arrive at Instant Challenge.) We do not know anything about the Instant Challenge we will be given at the tournament.

To the best of my/our knowledge, the above statements are true. In addition, I/we certify that all elements of this team's solution, including chemicals, will be handled and used safely and not cause harm to individuals or the facility.

\_\_\_\_\_  
Team Manager Name (printed) (signature) Date

\_\_\_\_\_  
Team Manager Name (printed) (signature) Date







# RULES OF *The Road*

Permission is hereby granted by Destination Imagination, Inc., owner of the copyright to this document, to \_\_\_\_\_,

The Team Manager/Coordinator of a team with an active, registered Team Number is given permission to make 10 copies of this document for their team's use only, provided these copies are supplied to participants solely for their use in Destination Imagination.

By my participation in an event conducted by an Affiliate, Region, or other gathering related to Destination Imagination, the participant or participant's parents or participant's guardian understands and hereby voluntarily agrees to release, waive, forever discharge, hold harmless, defend, and indemnify Destination Imagination, Inc., and their agents, officers, boards, volunteers, and employees from any and all liability and all claims, actions, or losses for bodily injury, property damage, wrongful death, loss of services, or otherwise which may arise out of the participant's participation in activities related to the Destination Imagination event, including travel to and from the event. Destination Imagination, Inc. is a 501(c)(3) Nonprofit Education Organization. Copyright ©2018 by Destination Imagination, Inc. All rights reserved. Printed in the United States of America.



The PDF files for the Team Challenges, Roadmap, and Rules of the Road are available for download at [Resources.DestinationImagination.org](https://Resources.DestinationImagination.org)



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@BoxAndBall



BoxAndBall