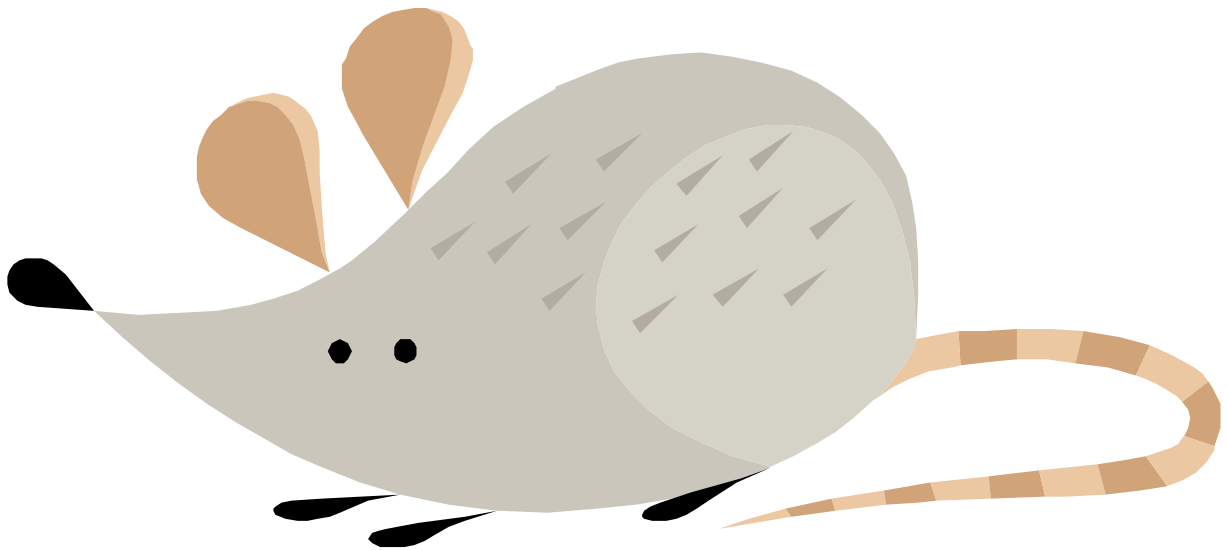


Practice Instant Challenges



Set A

Find more free Instant Challenges online at:
<http://thatducttapeguy.wordpress.com/about/>

Introduction

Purpose

I wrote these Instant Challenges to help Elementary Team Managers, although most Team Managers will find them helpful. When training a Destination Imagination team, practicing Instant Challenges is absolutely necessary. Especially with Elementary Level teams, it is essential that they are familiar with what kinds of challenges they may be asked to solve. In my experience, Elementary Level teams require intense training to become proficient at the Instant Challenge. Thus, in many cases, proficiency is not attained because many Team Managers either underestimate the importance of the Instant Challenge, overestimate the abilities of their team, or simply don't understand how best to train them. For the purposes of this book, I will assume that my audience has a basic knowledge of the Instant Challenge and what Destination Imagination says about training a team for the Instant Challenge.

I created my Instant Challenges to look as much like real Instant Challenges from Destination Imagination as possible. When teams practice Instant Challenges, it is important that what they are experiencing is as close to what will happen at the tournament as possible. While it is essential that the team develop the skills necessary to solve Instant Challenges, it helps their scores (or at least their confidence) if they aren't surprised by the format of the challenge. This includes not only the types of materials they may have to work with or the kinds of things for which they will typically be awarded points, but also details such as the font, organization, and length of the challenge.

In the spirit of that concept, I have studied about 200 Instant Challenges released by Destination Imagination and I tried to make my challenges as much like those as possible. However, the challenges released by Destination Imagination have changed formats over time; even two challenges in the same book may be structured differently. As Instant Challenges continue to evolve, my practice versions may become slightly outdated as far as the format is concerned.

My intent is not to replace the need to use Instant Challenges released by Destination Imagination. Nor is it to eliminate skill-building exercises that are not in the format of Instant Challenges. It is to give the Team Manager a library of Instant Challenges from which to choose for practices. My challenges are designed for use as a team is developing skills and experimenting with techniques. Once the team has fine-tuned their abilities, they should practice with official Instant Challenges. As a minimum, the team should practice the ten or so challenges released with the Program Materials annually.

Insight into the Regional and Affiliate Challenges

The challenges released each year are all categorized as Entry and Advanced Levels, and as far as I can tell, these are the challenges that were used at the regional and affiliate tournaments the year before. This is valuable information because it lends insight as to what types of challenges will be given to teams. This means that (at the regional and affiliate tournaments) any team has the possibility of getting a task-based challenge, a performance-based challenge, or a hybrid challenge.

It also means Elementary teams may be getting a challenge slightly above their skill level and High School teams may be getting a challenge slightly below their skill level. Of course, it doesn't matter how hard a challenge is because all teams competing against each other are given the same challenge, but it does give the Team Manager a good idea of what will be expected of the team.

This is not to imply that only a High School team could successfully do an Advanced Level Challenge. In fact, I believe that an Elementary team could potentially be trained to do Advanced Level Instant Challenges, if they spent enough time practicing. However, this extra time is not often available to Elementary Level teams that meet once a week.

Practicing vs. Training

There is a big difference between practicing Instant Challenges and training for the Instant Challenge. The average Elementary Team should see the Instant Challenge as something they should prepare for and do their best on, but they should not spend large amounts of time training for it because they also have a 300 point Central Challenge for which to prepare. One Instant Challenge per meeting is ideal for the team that wants to be moderately competitive, but not obsessively prepared.

Competitive teams who want to maximize their instant Challenge scores should spend 1 hour a week practicing Instant Challenges. These teams should focus on training the types of instant challenges that on which they routinely perform most weakly. More often than not, this type of challenge will be Task-Based. Most challenges that are exclusively Entry Level are Performance-based and most challenges that are exclusively Advanced Level are Task-Based. Since most teams need to train for a Task-Based Instant Challenge, and most of the Task-Based Challenges released by Destination Imagination call for some elaborate apparatus that would only appear at the Global Finals Tournament, I wrote many of these Instant Challenges with such teams in mind. It is my hope that these challenges help those teams that need more task-based challenges such as those that might appear at a regional or affiliate level tournament.

Disclaimer

It is important that I note that these Instant Challenges are meant only to mimic those released by Destination Imagination. These are not official Destination Imagination Instant Challenges. Also, the inspiration for these challenges came from a variety of sources, including www.spiritofchicago.org, a web site with hundreds of exercises meant to build the skills necessary to solve Instant Challenges.

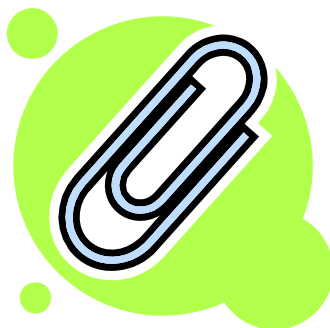
Preparing to Practice an Instant Challenge



After several years of bringing Instant Challenges to team meetings, I have developed a helpful system for preparing Instant Challenges for a team to practice. These are some things that I find helpful:

1. Keep each challenge in a gallon-sized plastic bag. The bag should include at least two copies of the challenge, any accompanying worksheets necessary, and the materials needed to work through the Instant Challenge. I reuse these plastic bags from week to week, and I find that they keep everything together and make for a quicker setup.
2. Select the Instant Challenge carefully. Make sure that it is at the team's level. Don't just go by the level stated at the top of the Appraiser's Copy—read it through and consider the team's actual abilities. You want something that will challenge the team so they can learn from it, but it is impossible to learn from a challenge that is too difficult.
3. It is essential that the team has experience with performance-based, task-based, and hybrid challenges, although it may not be necessary to practice the same amount of each type. If a team excels at performance-based challenges but needs work on task-based ones, you may need to give them more task-based ones to practice.
4. Read and re-read the challenge. Make sure you will be able to realistically practice the challenge. You may need more materials than the ones listed for the team to use. The challenge may call for an unrealistic apparatus or a tub of water you don't want to have to deal with.
5. Make challenge packing faster by having common Instant Challenge supplies gathered at a specific location. On the next page, there is a more detailed handout about the supplies you should have on hand.
6. Time permitting, pack more than one challenge at once. It will be one less thing to do before the next meeting.
7. If you will manage more teams in the future, it's good to develop a set of favorite Instant Challenges. Remember the challenges that teach teams the most or are easy to prepare for.

Instant Challenge Materials to Have on Hand



Whether this will be your last year as a Team Manager or you plan on managing many more teams, it is a good idea to have a bunch of the common Instant Challenge materials in one place. This will make it much faster and less frustrating when preparing for the next team meeting. The size and contents of your set of materials will vary depending on how many years you plan being a Team Manager and the amount of instant challenges you plan on practicing. Each year I buy everything necessary to do the challenges released in the Instant Challenge Practice Set. These challenges are the same ones from the regional and affiliate tournaments of the past year, so they are the best ones to use to gage your team's skill level.

The most basic materials are as follows:

Mailing Labels	Pencils
Chenille Sticks	Craft Sticks
Straws	Styrofoam Cups
Rubber Bands	Foil (Pre-cut sheets make it easy)
String	Index Cards
Paper Clips	Timer (for Appraiser)
Plain White Paper	Painter's Tape (for boundaries)

You may have these supplies already in your house, but having them in one place makes it much easier to prepare an individual challenge. As you do more Instant Challenges, you may find that other materials are common enough to be kept aside as well. I like to keep all of my Instant Challenge resources (released practice sets, books from Destination Imagination, printed program materials, challenges I've written, etc.) together with my materials. The containers for my materials are, themselves, materials as well. Whenever I do a water challenge, the tub comes in handy, and several older challenges list a trash can as a material. A growing collection of challenges and materials will help in future years to make preparation for practicing an Instant Challenge much easier.

Practicing an Instant Challenge with a Team



1. Set up the Instant Challenge(s) before the meeting begins. Tape any boundaries, lay out and sort the materials neatly, set the timer, and place copies of the challenge out for the team. This will allow for a quick transition when you're ready.
2. Read the entire Instant Challenge from the Appraiser's Copy to the team as they read along with the Team Copy. When finished with the Scoring section, reread the challenge section.
3. Begin time immediately. The team should be used to going headfirst into a Challenge because you never know how an appraiser may conduct the challenge at the tournament.
4. Do not share any information from the sheet marked "For Appraiser's Only" unless the team asks a specific question that is answered on the sheet.
5. Unless you are directed by the "For Appraisers Only" sheet, do not remind the team of any rules unless they specifically ask. If they ask, read straight from the challenge if at all possible.
6. Do not allow the team any leeway. If the challenge says that they must have something done in order to proceed, and the team does not have it done, do not allow them to proceed. If the team fails, let them do so. If they do not solve the challenge, end the challenge without trying to coax a solution out of them by giving them more time. Some of the best education is gained through failure.
7. Discuss the team's performance. DI has a list of ten things to discuss during this debriefing session. I simplify this into one major thing. Go through the scoring section and have the team (not you) score themselves on each of the things listed. Ask why they would give themselves that score. Ask if they can think of anything that would improve their score.
8. You may find it helpful to keep a running list of the things the team decides would improve their score. Review this list with the team before each Instant Challenge they do. If the team consistently forgets things on the list, assign specific team members to remember them for each challenge.
9. Now, if time allows and the team has discussed a better way of solving the challenge, give them more time to solve it. This ends the practice on a good note and it gives the team a great opportunity to develop skills.

Teamwork Exercise



I am forever coming up with new ways to teach teams how to succeed in the Instant Challenge. This activity takes some more extensive preparation and I haven't yet used it with a team, but I envision it being helpful to many Entry Level teams, especially those who have trouble on the Task-Based Challenges.

One very good way for the team to be prepared to solve a Task-Based Challenge efficiently is to practice as many different challenges as possible so they can apply the techniques they've learned were most effective in the past. But even this cannot be helpful in all situations because the Instant Challenge could very well involve materials the team has never worked with or require the team to use familiar materials in unfamiliar ways. In the vast majority of Task-Based Challenges, the team will be allowed to communicate while constructing their solution. I think that many teams could do much better at Task-Based Instant Challenges if they took part of the time to share ideas as a team. The trick to this is not to take too much time that they have no time left to use the materials, yet not to pick the first ideas that someone throws out.

Because is easier for an individual to have a clear idea of a solution than a group, begin the exercise by giving each team member an identical instant challenge and having them solve it alone. After each team member has presented his or her solution, make a list of the pros and cons about working alone. "Pros" should be defined as things that lead to a better solution, and "cons" should be defined as things that keep the solution from being spectacular. Keep this list written down on paper!

Next, put the team members into groups of two or three. When choosing the groups, do not try to put team members who you feel may work especially well together (or not well at all) together. Partner them so they're working with people they don't usually work with, but won't have a conflict with. Have each group solve an identical challenge as they did before. Create another list of pros and cons for working with a partner.

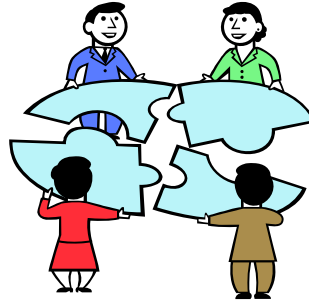
Repeat the above with groups of three and four. Be sure to make another list of pros and cons.

Now, do a challenge as a group. Make another list of pros and cons.

Have a team discussion. See if the team can come up with ways to apply the pros on each of the lists to challenges when working as a large group. Conversely, see if the team can come up with ways to avoid each of the cons on each of the lists. When conducting these discussions, accept all answers any team member puts forth (as long as they are being serious). It is the job of the rest of the team to decide if it is worth trying or not. Allow a constructive conversation. Under no circumstances should you ever tolerate shutdowns. No matter how seemingly dimwitted the idea is, if it was offered sincerely, allow it to be discussed. Never ask leading questions. Even if the team does not develop the "best" way to use teamwork to solve these challenges, any progress made will be theirs, allowing the learning process to fully take place. Allow the discussion to develop if it is still productive. You never know when the team may have a brilliant idea about how to work together. Make a list of every idea discussed. Have the team decide on the ones they feel are the best and denote them with a star.

Keep any lists of team ideas you make. If the team seems to need improvement during the season, have another discussion and use these lists as a starting point.

Instant Challenge Simulation Day



I have found that despite months of Instant Challenge Practice, the team can forget everything they learned just in time for the Tournament. To avoid this, try to simulate the challenge as exactly as possible.

1. Set up the Instant Challenge(s) just as you would do for a practice meeting. In my experience at tournaments, the team will be provided with two copies of the Team Copy, both in plastic sheet protectors. The materials list will be in a sheet protector taped to the table.
2. Have a set of “appraisers” with whom the team is not familiar. They should present the challenge just as you do when practicing with the team.
3. Hold the meeting in a new location, preferably a closed off room. This will hopefully provide new distractions and things to look at.
4. When the team enters the room, have the appraisers greet the team and introduce themselves.
5. Give each team member a slip of paper with the following typed on it:
“We promise not to talk about ANYTHING that we see, hear, do or say in this room UNTIL AFTER GLOBAL FINALS. 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)!”
The team and Team Managers should read this out loud before proceeding with the challenge.
6. An appraiser should read the following:
WELCOME to the *Instant Challenge* portion of our Tournament! Anything is possible here, and you will have the opportunity to demonstrate your creative, “thinking on your feet” skills. For every team who is competing in your *Team Challenge* at your competition level, we will be presenting this *Instant Challenge* today.
7. Proceed to present the Instant Challenge the same way you do at practices.
8. When the challenge is over, the appraisers should thank the team, and the team should leave the room. You can debrief in a private area later, however you will not have a copy of the challenge to look at while debriefing on the tournament day.

Instant Challenge Promise Slips

"We promise not to talk about ANYTHING that we see, hear, do or say in this room UNTIL AFTER GLOBAL FINALS. 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)!"

"We promise not to talk about ANYTHING that we see, hear, do or say in this room UNTIL AFTER GLOBAL FINALS. 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)!"

"We promise not to talk about ANYTHING that we see, hear, do or say in this room UNTIL AFTER GLOBAL FINALS. 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)!"

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Practice Instant Challenges

Set A

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Instant Challenge
Entry Level
A Mouse House

Challenge: Your **TASK** is to create one room of a house for a mouse. Your team should then present a **PERFORMANCE** in which you show the Appraisers the room.

Time: You will have up to 5 minutes to use your IMAGINATION to create the house and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is a group of mouse realtors who are trying to create the perfect house for a mouse.

•**Part One** (5 minutes): Use the materials to create a room of a house for a mouse. This room should have a specific purpose. You should also use this time to plan your **PERFORMANCE**.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During your **PERFORMANCE**, tell the Appraisers the purpose of the room and tell them why you think a mouse would want to live there.

Materials:

6 Paper Cups 4 Paper Clips 1 Rubber Band 1 Piece of Cloth
2 Envelopes 1 Paper Bag 1 Paper Plate 1 Can
5 Mailing Labels 3 Cotton Balls

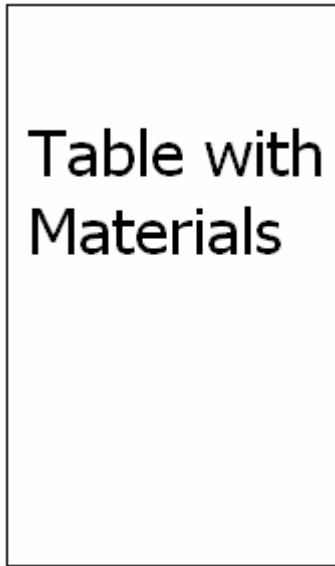
A piece of paper and a sharpened pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive up to
A. 10 points for the creativity of the purpose of the room.
B. 30 points for the creativity of the use of materials.
C. 30 points for the creativity of your **PERFORMANCE**.
D. 10 points for how persuasive your **PERFORMANCE** is.
E. 20 points for how well your team works together.

A Mouse House

For Appraisers Only:

1. The setup consists of a table with materials.



TEAM COPY

A Mouse House

Challenge: Your **TASK** is to create one room of a house for a mouse. Your team should then present a **PERFORMANCE** in which you show the Appraisers the room.

Time: You will have up to 5 minutes to use your **IMAGINATION** to create the house and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is a group of mouse realtors who are trying to create the perfect house for a mouse.

Part One (5 minutes):

- Use the materials to create a room of a house for a mouse.
- This room should have a specific purpose.
- You should also use this time to plan your **PERFORMANCE**.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, tell the Appraisers the purpose of the room and tell them why you think a mouse would want to live there.

Scoring: You will receive up to

- 10 points for the creativity of the purpose of the room.
- 30 points for the creativity of the use of materials.
- 30 points for the creativity of your **PERFORMANCE**.
- 10 points for how persuasive your **PERFORMANCE** is.
- 20 points for how well your team works together.

A Mouse House

Materials:

(Tape to Table)

- 6 Paper Cups
- 4 Paper Clips
- 1 Rubber Band
- 1 Piece of Cloth
- 2 Envelopes
- 1 Paper Bag
- 1 Paper Plate
- 1 Can
- 5 Mailing Labels
- 3 Cotton Balls

A piece of paper and a sharpened pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

Instant Challenge
Entry and Advanced Level
Boat Race

Challenge: Your **TASK** is to create a boat that will race across the water as quickly as possible.

Time: You will have up to 6 minutes to use your IMAGINATION to create your boat and then up to 1 minute to race for score.

Set-up: In the middle of the room is tub of water. In addition, there is a table with materials.

Procedure:

•**Part One** (6 minutes): Use the materials to create a boat that will race across the water. You may practice racing in Part One. In order to proceed to Part Two, you must have a complete boat at the end of Part One. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (1 minute): Race your boat for score. Your boat must begin touching one short edge of the tub. **No team member may cross any taped line during Part Two.** Time will end when one of the following happens: your boat breaks into more than one piece, your boat touches the other end of the tub, or a team member calls time.

Materials:

3 Straws	10 Craft Sticks	3 Styrofoam Cups	3 Marshmallows
1 Piece of String	1 Piece of Foil	3 Mailing Labels	2 Chenille Sticks
1 Piece of Paper			

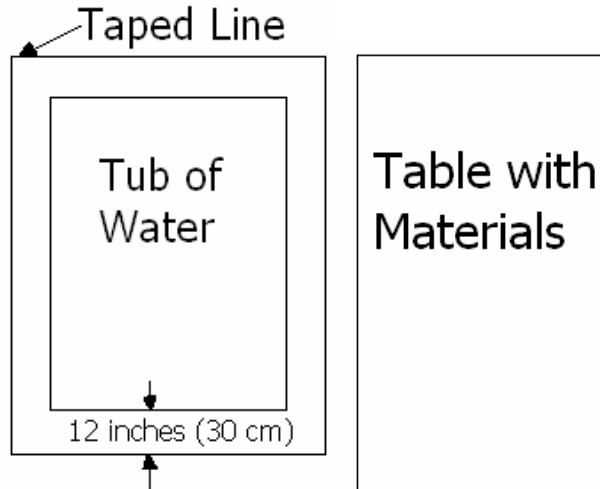
Scoring: You will receive

- A. 10 points if you have a boat at the end of Part One.
- B. Up to 30 points for how fast your boat races across the water.
- C. Up to 20 points for how creatively your boat races across the water.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Boat Race

For Appraisers Only:

1. The set-up consists of a tub of water and a taped line. There is also a table with materials.



2. As you read the challenge, be sure to indicate to the team which end the boat should start from and which end it should end at.

3. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.

4. If a team member crosses the taped line during Part Two, they should be warned and any points the team may have gained as a result should not be awarded. At the beginning of Part Two, a team member may cross the line to place the boat in the water if necessary.

5. When scoring the speed of the boat, award more points to a faster boat. You may wish to record all of the speeds and scale them later so the fastest boat receives full points for speed.

Boat Race

Challenge: Your **TASK** is to create a boat that will race across the water as quickly as possible.

Time: You will have up to 6 minutes to use your IMAGINATION to create your boat and then up to 1 minute to race for score.

Set-up: In the middle of the room is tub of water. In addition, there is a table with materials.

Procedure:

Part One (6 minutes):

- Use the materials to create a boat that will race across the water.
- You may practice racing in Part One.
- In order to proceed to Part Two, you must have a complete boat at the end of Part One.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (1 minute):

- Race your boat for score.
- Your boat must begin touching one short edge of the tub.
- **No team member may cross any taped line during Part Two.**
- Time will end when one of the following happens: your boat breaks into more than one piece, your boat touches the other end of the tub, or a team member calls time.

Scoring: You will receive

- A. 10 points if you have a boat at the end of Part One.
- B. Up to 30 points for how fast your boat races across the water.
- C. Up to 20 points for how creatively your boat races across the water.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Boat Race

Materials:

(Tape to Table)

3 Straws

10 Craft Sticks

3 Styrofoam Cups

3 Marshmallows

1 Piece of String

1 Piece of Foil

3 Mailing Labels

2 Chenille Sticks

1 Piece of Paper

Instant Challenge
Entry and Advanced Levels
Bridge Builder

Challenge: Your **TASK** is to create a bridge that will hold weight.

Time: You will have up to 5 minutes to use your IMAGINATION to build your bridge and then up to 2 minutes to add weight for score.

Set-up: In the middle of the room are two taped squares. In addition, there is a table with materials.

Procedure:

•**Part One** (5 minutes): Use the materials to build a bridge between the two taped squares. The bridge may only touch the table within the taped squares. You may practice adding weight in Part One, but the weight held will not be scored. In order to proceed to Part Two, you must have a bridge at the end of Part One. You will be warned when you have one minute remaining and 30 seconds remaining in Part One. At the end of Part One, an appraiser will measure the height of your bridge.

•**Part Two** (2 minutes): Add weights for score. Time will end when the bridge breaks, the bridge touches the table between the taped squares or all of the weights have been added. In order to be scored for a weight, the bridge must hold it for five seconds without being touched, and the weight must not touch the table. **No team member may touch the bridge during Part Two.**

Materials:

52 Cards 1 Pair of Scissors

The scissors may not be altered and they may not be part of the bridge.

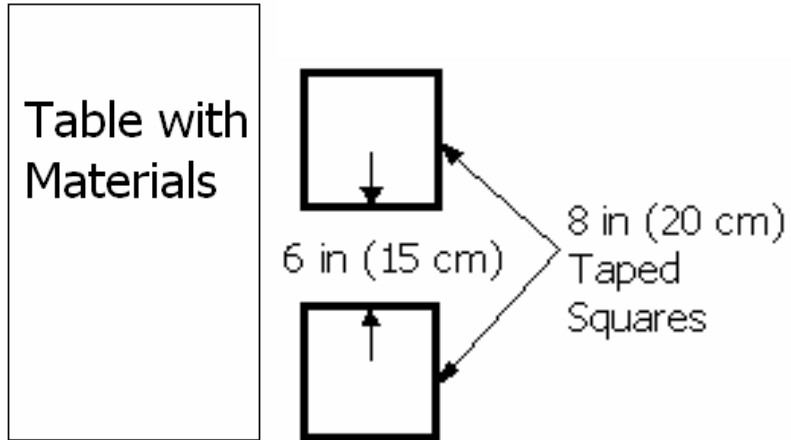
Scoring: You will receive

- A. 10 points if you have a bridge at the end of Part One.
- B. 5 points (50 points maximum) for each weight held by your bridge.
- C. Up to 20 points for the creativity of the design of the bridge.
- D. Up to 20 points for how well your team works together.

Bridge Builder

For Appraisers Only:

1. The set-up consists of two taped squares. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member touches the bridge during Part Two, they should be warned and any points the team may have gained as a result should not be awarded. If the team needs to move their bridge into position between Parts One and Two, they may.
4. The ten weights should be large nails.

TEAM COPY

Bridge Builder

Challenge: Your **TASK** is to create a bridge that will hold weight.

Time: You will have up to 5 minutes to use your IMAGINATION to build your bridge and then up to 2 minutes to add weight for score.

Set-up: In the middle of the room are two taped squares. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):

- Use the materials to build a bridge between the two taped squares.
- The bridge may only touch the table within the taped squares.
- You may practice adding weight in Part One, but the weight held will not be scored.
- In order to proceed to Part Two, you must have a bridge at the end of Part One.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.
- At the end of Part One, an appraiser will measure the height of your bridge.

Part Two (2 minutes):

- Add weights for score.
- Time will end when the bridge breaks, the bridge touches the table between the taped squares or all of the weights have been added.
- In order to be scored for a weight, the bridge must hold it for five seconds without being touched, and the weight must not touch the table.
- **No team member may touch the bridge during Part Two.**

Scoring: You will receive

- A. 10 points if you have a bridge at the end of Part One.
- B. 5 points (50 points maximum) for each weight held by your bridge.
- C. Up to 20 points for the creativity of the design of the bridge.
- D. Up to 20 points for how well your team works together.

Bridge Builder

Materials:

(Tape to Table)

52 Cards

1 Pair of Scissors

The scissors may not be damaged and they may not be part of the bridge.

Instant Challenge
Entry and Advanced Levels
Costumed Character

Challenge: Your **TASK** is to create a character costume for one of your team members. Your team should then present a **PERFORMANCE** in which the character uses dramatic gestures to communicate.

Time: You will have up to 5 minutes to use your IMAGINATION to make your character costume and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: In many theme parks, actors dress up as characters and interact with guests in the park. Instead of talking, the characters use dramatic gestures to communicate.

•**Part One** (5 minutes): Use the materials to make a character costume for one of your team members. Decide on a name for your character. You should also use this time to plan your **PERFORMANCE**.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During your **PERFORMANCE**, your team member should wear the character costume and use dramatic gestures to communicate.

Materials:

1 Piece of Foil	1 Paper Bag	2 Trash Bags	1 Roll of Tape
8 Pipe Cleaners	1 Cardboard Box	2 Paper Plates	1 Scarf
3 Rubber Bands	3 Rubber Gloves	Colored Markers	Scissors

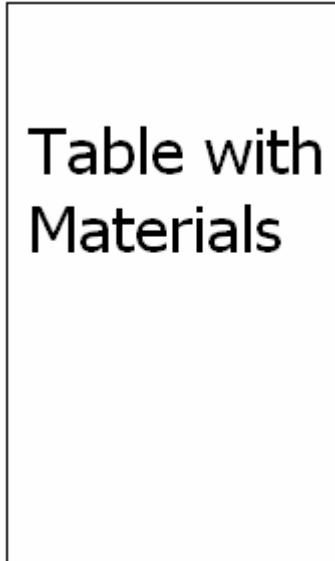
The scissors and markers may NOT be damaged and may not be part of your character costume. A piece of paper and a sharpened pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive up to:

- A. 20 points for the creativity of the costume.
- B. 20 points for the creativity of your **PERFORMANCE**, including the use of dramatic gestures and the name of your character.
- C. 20 points for how creatively your team used the materials.
- D. 20 points for how well your team works together.

Costumed Character
For Appraisers Only:

1. The setup consists of a table with materials.



Costumed Character

Challenge: Your **TASK** is to create a character costume for one of your team members. Your team should then present a **PERFORMANCE** in which the character uses dramatic gestures to communicate.

Time: You will have up to 5 minutes to use your **IMAGINATION** to make your character costume and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: In many theme parks, actors dress up as characters and interact with guests in the park. Instead of talking, the characters use dramatic gestures to communicate.

Part One (5 minutes):

- Use the materials to make a character costume for one of your team members. Decide on a name for your character.
- You should also use this time to plan your **PERFORMANCE**.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, your team member should wear the character costume and use dramatic gestures to communicate.

Scoring: You will receive up to:

- A. 20 points for the creativity of the costume.
- B. 20 points for the creativity of your **PERFORMANCE**, including the use of dramatic gestures and the name of your character.
- C. 20 points for how creatively your team used the materials.
- D. 20 points for how well your team works together.

Costumed Character

Materials:

(Tape to Table)

1 Piece of Foil
1 Paper Bag
2 Trash Bags
1 Roll of Tape
8 Pipe Cleaners
1 Cardboard box
2 Paper Plates
1 Scarf
3 Rubber Bands
3 Rubber Gloves
Colored Markers
Scissors

The scissors and colored markers may NOT be damaged and may not be part of your character costume. A piece of paper and a sharpened pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

Instant Challenge
Entry and Advanced Levels
Creative Drive

Challenge: Your **TASK** is to create a gravity-powered transportation device that can carry pennies across the floor.

Time: You will have up to 5 minutes to use your IMAGINATION to create your transportation device. Your team will then have up to 1 minute to demonstrate your gravity-powered transportation device.

Set Up: On the floor of one side of the room is a ramp. There are materials you may use to build your gravity-powered transportation device.

Procedure:

•**Part One** (5 minutes): Use the materials to make a gravity-powered transportation device that can carry pennies. You may test it using the ramp during this period of time, but the distance traveled will not be scored. You may practice adding pennies during Part 1. **However, by the end of Part 1, the pennies must be removed from the transportation device and placed back in the cup, or you will receive NO SCORE for Part 2.** You will be warned when you have one minute and when you have thirty seconds left in Part 1.

•**Part Two** (1 minute): Add the pennies to your gravity-powered transportation device and launch it using the ramp. You may not alter the gravity-powered transportation device during Part 2.

The ramp may NOT be damaged or altered in any way.

Materials:

3 Ping Pong Balls	1 Paper Cup	1 Piece of Newspaper	1 Plastic Bag
2 Index Cards	1 Piece of Foil	5 Thumbtacks	4 Paper Clips
4 Mailing Labels	1 Rubber Band	2 Pipe Cleaners	12 Dried Noodles

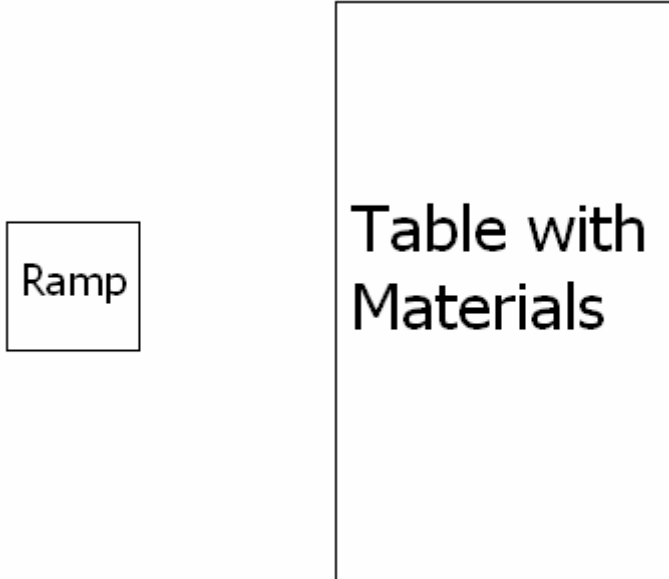
Scoring: You will receive:

- A. 2 points (20 points maximum) for each penny carried by your gravity-powered transportation device.
- B. 1 point (30 points maximum) for each inch (2.5 cm) traveled by your gravity-powered transportation device.
- C. Up to 30 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Creative Drive

For Appraisers Only:

1. The setup consists of a table with materials and a ramp.



Creative Drive

Challenge: Your **TASK** is to create a gravity-powered transportation device that can carry pennies across the floor.

Time: You will have up to 5 minutes to use your IMAGINATION to create your transportation device. Your team will then have up to 1 minute to demonstrate your gravity-powered transportation device.

Set Up: On the floor of one side of the room is a ramp. There are materials you may use to build your gravity-powered transportation device.

Procedure:

Part One (5 minutes):

- Use the materials to make a gravity-powered transportation device that can carry pennies.
- You may test it using the ramp during this period of time, but the distance traveled will not be scored.
- You may practice adding pennies during Part 1. **However, by the end of Part 1, the pennies must be removed from the transportation device and placed back in the cup, or you will receive NO SCORE for Part 2.**
- You will be warned when you have one minute and when you have thirty seconds left in Part 1.

Part Two (1 minute):

- Add the pennies to your gravity-powered transportation device and launch it using the ramp.
- You may not alter the gravity-powered transportation device during Part 2.

Scoring: You will receive:

- A. 2 points (20 points maximum) for each penny carried by your gravity-powered transportation device.
- B. 1 point (30 points maximum) for each inch (2.5 cm) traveled by your gravity-powered transportation device.
- C. Up to 30 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Creative Drive

Materials:

(Tape to Table)

- 3 Ping Pong Balls
- 2 Index Cards
- 4 Mailing Labels
- 1 Paper Cup
- 1 Piece of Foil
- 1 Rubber Band
- 1 Piece of Newspaper
- 5 Thumbtacks
- 2 Pipe Cleaners
- 1 Plastic Bag
- 4 Paper Clips
- 12 Dried Noodles

The ramp may NOT be damaged or altered in any way.

Instant Challenge
Entry and Advanced Levels

Cup Holder

Challenge: Your **TASK** is to create a structure that holds two cups as high as possible and as far apart as possible.

Time: You will have up to 5 minutes to use your IMAGINATION to create a structure and then up to 1 minute to place the cups on it for score.

Set-up: In the middle of the room are two cups and a taped square. In addition, there is a table with materials.

Procedure:

•**Part One** (5 minutes): Use the materials to create a structure that will hold the two cups as high as possible and as far apart as possible. You may practice placing the cups on the structure in Part One. However, in order to proceed to Part Two, you must take the cups off the structure. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (1 minute): Place the cups on the structure for score. **No team member may touch the structure when the cups are being placed.** If you did not have a structure at the end of Part One, you may continue working on your structure in Part Two. After the structure supports the cups for ten seconds without the assistance of a team member, the Appraisers will measure the height of the cups above the table and the distance they are apart.

Materials

6 Straws 1 Sheet of Paper 3 Mailing Labels 2 Pieces of String
1 Envelope 5 Pennies 1 Piece of Foil 2 Paper Clips
2 Chenille Sticks

The mailing labels may not be attached to the floor.

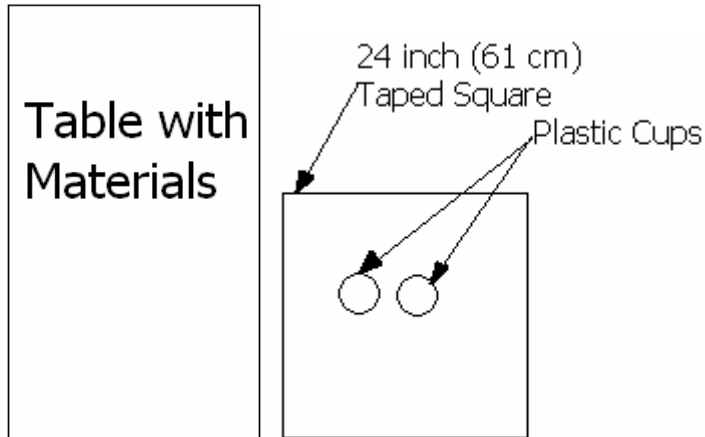
Scoring: You will receive

- A. 10 points if you have a structure at the end of Part One.
- B. 20 points for how creatively your team used the materials.
- C. 1 point for each inch (2.5 cm) each cup is from the floor.
- D. 2 points for each inch the cups are apart.
- E. Up to 20 points for how well your team works together.

Cup Holder

For Appraisers Only:

1. The set-up consists of 2 plastic cups and a taped square. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.

3. The cups do not need to be held at the same height as long as they are supported by the structure.

4. If both cups are not supported by a single structure the team may only receive points for the cup that is held the highest. They may not receive points for the distance between the two cups.

5. If a team member touches the structure while placing the cups during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.

Cup Holder

Challenge: Your **TASK** is to create a structure that holds two cups as high as possible and as far apart as possible.

Time: You will have up to 5 minutes to use your **IMAGINATION** to create a structure and then up to 1 minute to place the cups on it for score.

Set-up: In the middle of the room are two cups and a taped square. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):

- Use the materials to create a structure that will hold the two cups as high as possible and as far apart as possible.
- You may practice placing the cups on the structure in Part One. However, in order to proceed to Part Two, you must take the cups off the structure.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (1 minute):

- Place the cups on the structure for score.
- **No team member may touch the structure when the cups are being placed.**
- If you did not have a structure at the end of Part One, you may continue working on your structure in Part Two.
- After the structure supports the cups for ten seconds without the assistance of a team member, the Appraisers will measure the height of the cups above the table and the distance they are apart.

Scoring: You will receive

- A. 10 points if you have a structure at the end of Part One.
- B. 20 points for how creatively your team used the materials.
- C. 1 point for each inch (2.5 cm) each cup is from the floor.
- D. 2 points for each inch the cups are apart.
- E. Up to 20 points for how well your team works together.

Cup Holder

Materials:

(Tape to Table)

6 Straws

1 Sheet of Paper

3 Mailing Labels

2 Pieces of String

1 Envelope

5 Pennies

1 Piece of Foil

2 Paper Clips

2 Chenille Sticks

The mailing labels may not be attached to the floor.

Instant Challenge
Entry Level
Dipicted

Challenge: Your **TASK** is to create a model of something. Your team should then present a **PERFORMANCE** in which you tell a story about what the model Dipicts.

For the purposes of this challenge, a “model” is a representation (or a Dipiction) of something else.

Time: You will have up to 5 minutes to use your IMAGINATION to create your model and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: You are a team of experienced model makers. Tell us what one of your models Dipicts.

•**Part One** (5 minutes): Use the materials to create a model. You should also use this time to plan your **PERFORMANCE**.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During your **PERFORMANCE**, you should tell a clear story about what your model Dipicts.

Materials:

10 Decorative Marbles 15 Toothpicks 1 Piece of Cardboard 3 Straws
3 Mailing Labels 1 Envelope 1 Paper Plate 1 Cup

A piece of paper and a sharpened pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

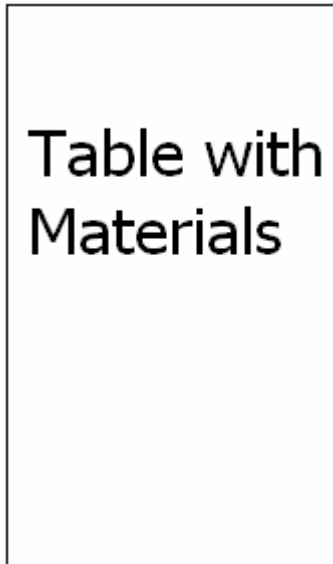
Scoring: You will receive up to

- A. 25 points for the creativity of what your model Dipicts.
- B. 25 points for how creatively your team uses the materials.
- C. 30 points for how clearly you tell the story.
- D. 20 points for how well your team works together.

Depicted

For Appraisers Only:

1. The setup consists of a table with materials.



Dipicted

Challenge: Your **TASK** is to create a model of something. Your team should then present a **PERFORMANCE** in which you tell a story about what the model Dipicts.

For the purposes of this challenge, a “model” is a representation (or a Dipiction) of something else.

Time: You will have up to 5 minutes to use your IMAGINATION to create your model and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: You are a team of experienced model makers. Tell us what one of your models Dipicts.

Part One (5 minutes):

- Use the materials to create a model.
- You should also use this time to plan your **PERFORMANCE**.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, you should tell a clear story about what your model Dipicts.

Scoring: You will receive up to

- 25 points for the creativity of what your model Dipicts.
- 25 points for how creatively your team uses the materials.
- 30 points for how clearly you tell the story.
- 20 points for how well your team works together.

DIpicted
Materials:

(Tape to Table)

- 10 Decorative Marbles
- 15 Toothpicks
- 1 Piece of Cardboard
- 3 Straws
- 1 Cup
- 3 Mailing Labels
- 1 Envelope
- 1 Paper Plate

A piece of paper and a sharpened pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

Instant Challenge
Entry Level
Funny Money

Challenge: Your challenge is to create and present a humorous **PERFORMANCE** in which you explain why a certain person's picture should be printed on the bills.

Time: You will have up to 4 minutes to use your IMAGINATION to create and practice your **PERFORMANCE**, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Destination Imagination has picked your team to decide whose picture should be printed on its new paper money.

- **Part One** (5 minutes): Create a **PERFORMANCE** where your team explains whose picture should be on the money and why. You will be given two copies of a sheet on which to write the name of the person whose picture should be on the money. Write this on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of part one.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

All props should be imaginary. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive up to:

- A. 30 points for how humorous your performance is.
- B. 15 points for the creativity of whose picture should be on the money.
- C. 15 points for the creativity of why their picture should be used.
- D. 20 points for the creativity of your **PERFORMANCE**.
- E. 20 points for how well your team works together.

TEAM COPY

Funny Money

Challenge: Your team is to create and present a humorous **PERFORMANCE** in which you explain why a certain person's picture should be printed on the bills.

Time: You will have up to 4 minutes to use your **IMAGINATION** to create and practice your **PERFORMANCE**, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Destination Imagination has picked your team to decide whose picture should be printed on its new paper money.

Part One (5 minutes):

- Create a **PERFORMANCE** where your team explains whose picture should be on the money and why.
- You will be given two copies of a sheet on which to write the name of the person whose picture should be on the money. Write this on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of part one.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.

Materials:

All props should be imaginary. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive up to:

- 30 points for how humorous your performance is.
- 15 points for the creativity of whose picture should be on the money.
- 15 points for the creativity of why their picture should be used.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Funny Money

Whose picture should be printed
on the money?

Instant Challenge
Entry and Advanced Levels
Hide and Seek

Challenge: Your team is to decide on something that would be hard to hide along with something that would be hard to find, and then present a **PERFORMANCE** in which you hide the thing that would be hard to hide and find the thing that would be hard to find.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: You are a team of highly distinguished private secret agents. Your client has given you two difficult tasks.

- **Part One** (5 minutes): Create a **PERFORMANCE** where your team finds something that would be hard to find and hides something that would be hard to hide. You will be given two copies of a sheet on which to write both of these things. Write them on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of part one.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

All props should be imaginary. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive:

- A. 10 points if your team hides the thing that would be hard to hide.
- B. 10 points if your team finds the thing that would be hard to find.
- C. Up to 20 points for the creativity of the thing that would be hard to hide.
- D. Up to 20 points for the creativity of the thing that would be hard to find.
- E. Up to 20 points for the creativity of your **PERFORMANCE**.
- F. Up to 20 points for how well your team works together.

Hide and Seek

Challenge: Your team is to decide on something that would be hard to hide along with something that would be hard to find, and then present a **PERFORMANCE** in which you hide the thing that would be hard to hide and find the thing that would be hard to find.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: You are a team of highly distinguished private secret agents. Your client has given you two difficult tasks.

Part One (5 minutes):

- Create a **PERFORMANCE** where your team finds something that would be hard to find and hides something that would be hard to hide.
- You will be given two copies of a sheet on which to write both of these things. Write them on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of part one.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.

Materials:

All props should be imaginary. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive:

- 10 points if your team hides the thing that would be hard to hide.
- 10 points if your team finds the thing that would be hard to find.
- Up to 20 points for the creativity of the thing that would be hard to hide.
- Up to 20 points for the creativity of the thing that would be hard to find.
- Up to 20 points for the creativity of your **PERFORMANCE**.
- Up to 20 points for how well your team works together.

Hide and Seek

Thing that would be hard to hide:

Thing that would be hard to find:

Instant Challenge
Entry and Advanced Levels

High Flying

Challenge: Your **TASK** is to create an aircraft that will fly as far as possible and land on a target.

Time: You will have up to 6 minutes to use your IMAGINATION to create your aircraft and then up to 1 minute to launch your aircraft for score.

Set-up: On one end of the room is a taped line. Behind the line is a table with materials you may use to build your aircraft. There is also a stool behind the taped line from which you may launch your aircraft.

Procedure:

•**Part One** (6 minutes): Use the materials to make an aircraft that will fly as far as possible and land on a target that your team places. You may test it during this period of time, but the distance traveled will not be scored. You will be warned when you have one minute and when you have 30 seconds left in Part 1. **You must have an aircraft at the end of part one in order to proceed to Part Two.**

•**Part Two** (1 minute): Place the target on the floor on the other side of the taped line. Launch your aircraft for score. **No part of any team member's body may cross the taped line during Part 2 or you will receive NO SCORE for this part.** The aircraft may not cross back over the taped line or touch anything else from the time it has been launched until it lands. At the end of Part Two, the Appraisers will measure the distance the aircraft is from the taped line.

Materials:

3 Pieces of Paper 2 Rubber Bands 2 Paper Clips 2 Craft Sticks
1 Piece of Foil 1 Piece of String 3 Mailing Labels 1 Target

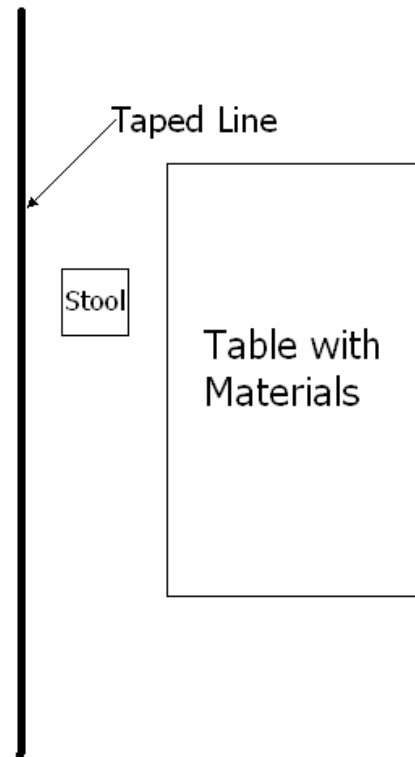
The target may not be altered.

Scoring: You will receive

- A. 20 points if your aircraft lands on the target
- B. 2 points for each foot (30 cm) your aircraft travels during Part Two.
- C. Up to 30 points for how creatively your team uses the materials.
- D. Up to 20 points for how well your team works together.

High Flying **For Appraisers Only:**

1. The setup consists of a table with materials and a stool behind a taped line.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member crosses the taped line during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.
4. The team may launch the aircraft or move the target as many times as they want to during Part Two, but they will be scored on the last launch. They may cross the line to move the target or retrieve the aircraft once it has landed without points being deducted. However, a team member may not cross the line while the aircraft is airborne or being launched.
5. The target should be a single piece of poster board. It should be clearly labeled "TARGET" on both sides.

High Flying

Challenge: Your **TASK** is to create an aircraft that will fly as far as possible and land on a target.

Time: You will have up to 6 minutes to use your IMAGINATION to create your aircraft and then up to 1 minute to launch your aircraft for score.

Set-up: On one end of the room is a taped line. Behind the line is a table with materials you may use to build your aircraft. There is also a stool behind the taped line from which you may launch your aircraft.

Procedure:

Part One (6 minutes):

- Use the materials to make an aircraft that will fly as far as possible and land on a target that your team places.
- You may test it during this period of time, but the distance traveled will not be scored.
- You will be warned when you have one minute and when you have 30 seconds left in Part 1.
- **You must have an aircraft at the end of part one in order to proceed to Part Two.**

Part Two (1 minute):

- Place the target on the floor on the other side of the taped line.
- Launch your aircraft for score.
- **No part of any team member's body may cross the taped line during Part 2 or you will receive NO SCORE for this part.**
- The aircraft may not cross back over the taped line or touch anything else from the time it has been launched until it lands.
- At the end of Part Two, the Appraisers will measure the distance the aircraft is from the taped line.

Scoring: You will receive

- A. 20 points if your aircraft lands on the target
- B. 2 points for each foot (30 cm) your aircraft travels during Part Two.
- C. Up to 30 points for how creatively your team uses the materials.
- D. Up to 20 points for how well your team works together.

High Flying
Materials:
(Tape to Table)

- 3 Pieces of Paper
- 2 Rubber Bands
- 2 Paper Clips
- 2 Craft Sticks
- 1 Piece of Foil
- 1 Piece of String
- 3 Mailing Labels
- 1 Target

The target may not be altered.

Instant Challenge
Entry and Advanced Levels
Invent Aircraft

Challenge: Your **TASK** is to create an aircraft that will stay airborne for as long as possible.

Time: You will have up to 5 minutes to use your IMAGINATION to create your aircraft. Your team will then have up to 1 minute to launch your aircraft for score.

Set Up: On one end of the room is a taped line. Behind the line is a table with materials you may use to build your aircraft. There is also a stool behind the taped line from which you may launch your aircraft.

Procedure:

•**Part One** (5 minutes): Use the materials to make an aircraft that will stay airborne for as long as possible. You may test it during this period of time, but the time flying will not be scored. You will be warned when you have one minute and when you have 30 seconds left in Part 1.

•**Part Two** (1 minute): Launch your aircraft for score. **No part of any team member's body may cross the taped line during Part 2 or you will receive NO SCORE for this part.** The aircraft may not cross back over the taped line after it has been launched.

Materials:

1 Sheet of Paper

1 Toothpick

5 Straws

5 Mailing Labels

1 Envelope

3 Pipe Cleaners

The stool may NOT be damaged or altered in any way.

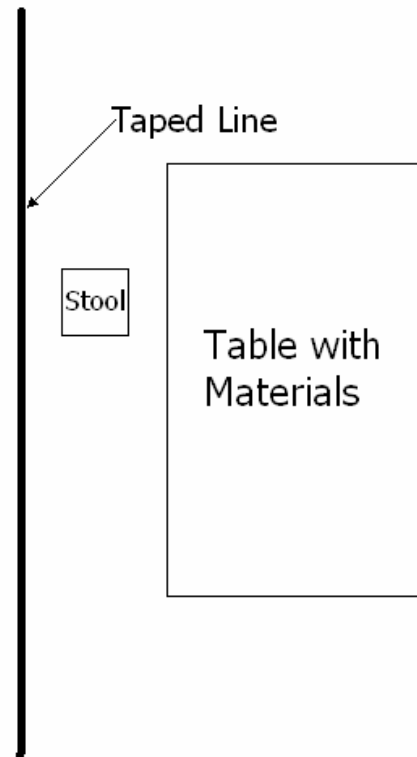
Scoring: You will receive

- A. 3 points for each second your aircraft is in the air beyond the taped line.
- B. Up to 30 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

Invent Aircraft

For Appraisers Only:

1. The setup consists of a table with materials and a stool behind a taped line.



2. The stool may be moved as long as it remains behind the line.
3. Appraisers should be positioned in such a way as to see if any part of a team member's body crosses over the taped line. If it does, the team may not receive a score under part A.
4. The time that the aircraft remains in the air and behind the line should count for score under part A. If the aircraft passes back over the line while in the air, time should stop and the team should receive points for that amount of time.

TEAM COPY

Invent Aircraft

Challenge: Your **TASK** is to create an aircraft that will stay airborne for as long as possible.

Time: You will have up to 5 minutes to use your IMAGINATION to create your aircraft. Your team will then have up to 1 minute to launch your aircraft for score.

Set Up: On one end of the room is a taped line. Behind the line is a table with materials you may use to build your aircraft. There is also a stool behind the taped line from which you may launch your aircraft.

Procedure:

Part One (5 minutes):

- Use the materials to make an aircraft that will stay airborne for as long as possible.
- You may test it during this period of time, but the distance traveled will not be scored.
- You will be warned when you have one minute and when you have 30 seconds left in Part 1.

Part Two (1 minute):

- Launch your aircraft for score.
- **No part of any team member's body may cross the taped line during Part 2 or you will receive NO SCORE for this part.**
- The aircraft may not cross back over the taped line after it has been launched.

Scoring: You will receive

- A. 3 points for each second your aircraft is in the air beyond the taped line.
- B. Up to 30 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

Invent Aircraft

Materials:

(Tape to Table)

- 1 Sheet of Paper
- 1 Toothpick
- 5 Straws
- 5 Mailing Labels
- 1 Envelope
- 3 Pipe Cleaners

The stool may NOT be damaged or altered in any way.

Instant Challenge
Entry and Advanced Levels
Leaning Tower

Challenge: Your **TASK** is to create a tower that leans against the wall.

Time: You will have up to 2 minutes to discuss strategy and up to 5 minutes to use your IMAGINATION to create your structure and lean it up against the wall.

Set-up: In the middle of the room is a taped line. In addition, there is a table with materials.

Procedure:

•**Part One** (2 minutes): Discuss strategy. **During this time, no team member may touch the materials.**

•**Part Two** (5 minutes): Use the materials to build a tower and lean it against the wall. You will be warned when you have one minute remaining and 30 seconds remaining in Part Two. In order for your tower to receive score, it must both touch the taped line and the wall, and not touch inside the taped square. It must also remain standing for ten seconds without a team member touching it in order to be scored. At the end of Part Two, the Appraisers will measure the distance between the corner and the first point where your tower touches the wall as well as the distance between the corner and the first point where the tower touches the floor.

Materials:

20 Toothpicks 3 Mailing Labels 6 Straws Scissors

The mailing labels may not be attached to the wall or the floor. The scissors may not be altered and may not be part of your tower.

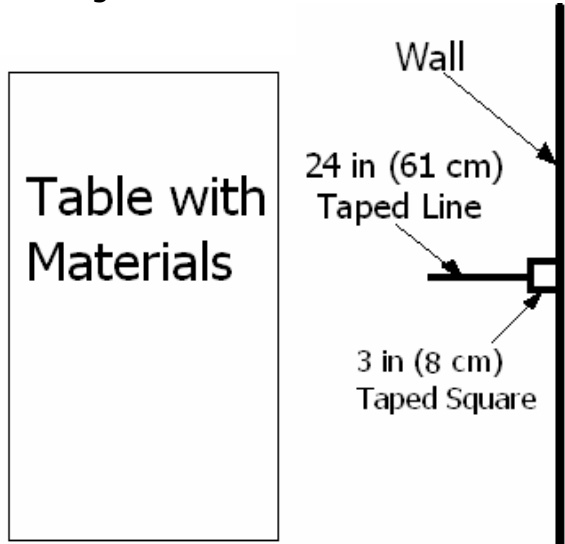
Scoring: You will receive

- A. 2 points for each inch (2.5 cm) between the corner and the first point where the tower touches the wall.
- B. 2 points for each inch (2.5 cm) between the corner and the first point where the tower touches the floor.
- C. Up to 30 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Leaning Tower

For Appraisers Only:

1. The set-up consists of a taped line perpendicular to a taped square, which is touching wall. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part Two.

3. If a team member touches the materials during Part One, they should be warned and any points the team may have gained as a result should not be awarded.

Leaning Tower

Challenge: Your **TASK** is to create a tower that leans against the wall.

Time: You will have up to 2 minutes to discuss strategy and up to 5 minutes to use your IMAGINATION to create your structure and lean it up against the wall.

Set-up: In the middle of the room is a taped line. In addition, there is a table with materials.

Procedure:

Part One (2 minutes):

- Discuss strategy.
- **During this time, no team member may touch the materials.**

Part Two (5 minutes):

- Use the materials to build a tower and lean it against the wall.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part Two.
- In order for your tower to receive score, it must both touch the taped line and the wall, and not touch inside the taped square.
- It must also remain standing for ten seconds without a team member touching it in order to be scored.
- At the end of Part Two, the Appraisers will measure the distance between the corner and the first point where your tower touches the wall as well as the distance between the corner and the first point where the tower touches the floor.

Scoring: You will receive

- A. 2 points for each inch (2.5 cm) between the corner and the first point where the tower touches the wall.
- B. 2 points for each inch (2.5 cm) between the corner and the first point where the tower touches the floor.
- C. Up to 30 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Leaning Tower

Materials:

(Tape to Table)

20 Toothpicks

30 Mailing Labels

6 Straws

Scissors

The mailing labels may not be attached to the wall or the floor. The scissors may not be damaged and may not be part of your tower.

Instant Challenge
Entry Level
Marooned

Challenge: Present a **PERFORMANCE** in which your team makes a ship move.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team's ship has suddenly stopped moving.

- **Part One** (5 minutes): Create a **PERFORMANCE** where your team makes a ship move. You will be given two copies of a list of imaginary props to include in the presentation. You should also add one imaginary prop of your choice. Write this prop on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of part one.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the list of imaginary props in Part One. All other props should also be imaginary. A piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to:

- 10 points (40 points maximum) for how creatively you use each of the props on the list.
- 10 points for the creativity of the prop you choose.
- 10 points for the creativity of how you use the prop you choose.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Marooned

Challenge: Present a **PERFORMANCE** in which your team makes a ship move.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team's ship has suddenly stopped moving.

Part One (5 minutes):

- Create a **PERFORMANCE** where your team makes a ship move.
- You will be given two copies of a list of imaginary props to include in the presentation.
- You should also add one imaginary prop of your choice. Write this prop on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of part one.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the list of imaginary props in Part One. All other props should also be imaginary. A piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to:

- 10 points (40 points maximum) for how creatively you use each of the props on the list.
- 10 points for the creativity of the prop you choose.
- 10 points for the creativity of how you use the prop you choose.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Marooned

List of Imaginary Props

1. shoe
2. video
3. lamp
4. box of tissues
5. _____

Instant Challenge

Entry Level

Move It!

Challenge: Your **TASK** is to create a tall structure that will move as far as possible when you pull it by a string.

Time: You will have up to 5 minutes to use your IMAGINATION to build your structure, and 2 minutes to pull the structure for score.

Set-up: In the middle of the room are a taped line and a taped square on the floor. There is also a hook on a string. In addition, there is a table with materials.

Procedure:

•**Part One** (5 minutes): Build your structure. You may practice attaching the hook to the structure in Part One. However, at the end of Part One, you must remove the hook. **You must have a structure within the taped square by the end of Part One, or you will not be allowed to continue on to Part Two.** At the end of Part One, the Appraisers will measure the height of your structure.

•**Part Two** (2 minutes): Attach the hook to the structure. Move your structure behind the taped line. Pull the string to move the structure across the line as far as possible. **During Part Two no team member may touch the structure. You may not work on building the structure in Part Two.**

Materials:

5 Straws	4 Mailing Labels	2 Rubber Bands	1 Piece of Foil
2 Pieces of Paper	2 Cups	8 Toothpicks	2 Plastic Forks
15 Raisins			

The string and the hook may not be damaged or altered in any way. The mailing labels may not be attached to the string or hook.

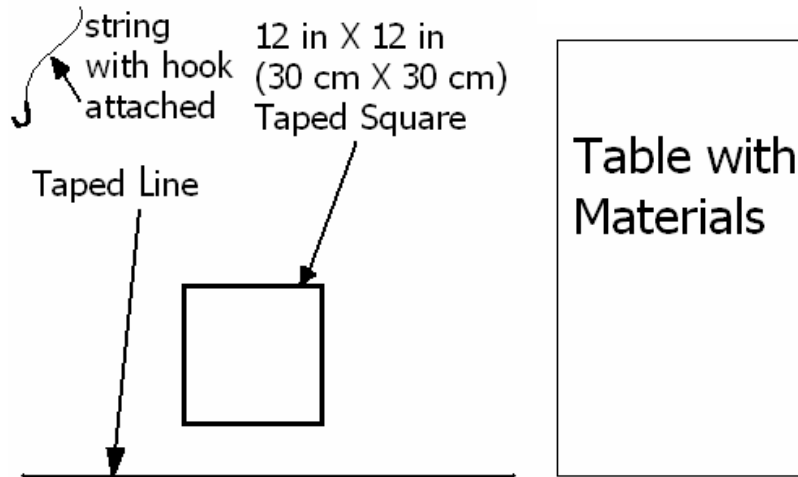
Scoring: You will receive:

- A. 2 points for each inch (2.5 cm) high your structure is at the end of Part One.
- B. 1 point (20 points maximum) for each inch (2.5 cm) you pull your structure in Part Two.
- C. Up to 30 points for the creative use of materials in your structure
- D. Up to 20 points for how well your team works together.

Move It!

For Appraisers Only:

1. The set-up consists of a taped line and a taped square. There is also a piece of string tied to a hook and a table with materials.



2. The team may pull their structure from whichever side of the line they want. Appraisers should be positioned in such a way to ensure that no team member touches the structure during Part Two. If a team member touches the structure device, they should be warned and points should not be awarded for distance traveled by the structure.

3. During Part Two, if the team wishes to pick the structure up, place it behind the line, and begin pulling it again, they may. Points will be awarded for the final attempt at pulling the structure.

4. Time should end if the structure falls apart in Part Two.

Move It!

Challenge: Your **TASK** is to create a tall structure that will move as far as possible when you pull it by a string.

Time: You will have up to 5 minutes to use your IMAGINATION to build your structure, and 2 minutes to pull the structure for score.

Set-up: In the middle of the room are a taped line and a taped square on the floor. There is also a hook on a string. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):

- Build your structure.
- You may practice attaching the hook to the structure in Part One. However, at the end of Part One, you must remove the hook.
- **You must have a structure within the taped square by the end of Part One, or you will not be allowed to continue on to Part Two.**
- At the end of Part One, the Appraisers will measure the height of your structure.

Part Two (2 minutes):

- Attach the hook to the structure.
- Move your structure behind the taped line.
- Pull the string to move the structure across the line as far as possible.
- **During Part Two no team member may touch the structure.**
- **You may not work on building the structure in Part Two.**

Scoring: You will receive:

- A. 2 points for each inch (2.5 cm) high your structure is at the end of Part One.
- B. 1 point (20 points maximum) for each inch (2.5 cm) you pull your structure in Part Two.
- C. Up to 30 points for the creative use of materials in your structure
- D. Up to 20 points for how well your team works together.

Move it!

Materials:

(Tape to Table)

5 Straws

4 Mailing Labels

2 Rubber Bands

1 Piece of Foil

2 Pieces of Paper

2 Cups

8 Toothpicks

2 Plastic Forks

15 Raisins

The string and hook may not be damaged or altered in any way. The mailing labels may not be attached to the string or hook.

Instant Challenge

Advanced Level

Move It!

Challenge: Your **TASK** is to create a transportation device that will move when you pull it by a string. Then, build a tall structure on the transportation device and move both as far as possible.

Time: You will have up to 3 minutes to use your IMAGINATION to build your transportation device, 3 minutes to build your structure, 1 minute to place the structure in the transportation device, and 1 minute to pull the transportation device and the structure for score.

Set-up: In the middle of the room are a taped line and a taped square on the floor. There is also a hook on a string. In addition, there is a table with materials.

Procedure:

•**Part One** (3 minutes): Build your transportation device. You may practice attaching the hook to the transportation device in Part One. However, at the end of Part One, you must remove the hook. If you do not finish your transportation device in Part One, you may continue working on it in Part Two. **You may NOT create your structure in Part One.**

•**Part Two** (3 minutes): Build your structure with the remaining materials. Try to make it as tall as possible. **You must have a structure within the taped square by the end of Part Two, or you will not be allowed to continue on to Part Three.** At the end of Part Two, the Appraisers will measure the height of your structure.

•**Part Three** (1 minute): Attach the hook to the transportation device. Place the structure in the transportation device. Move your transportation device and structure behind the taped line. Lay the string across the taped line.

•**Part Four** (1 minute): Pull the string to move the transportation device and structure across the line as far as possible. **During Part Four no team member may touch the structure or transportation device. You may not work on building the transportation device or the structure in Part Four.**

Materials:

5 Straws 4 Mailing Labels 2 Rubber Bands 1 Piece of Foil 2 Pieces of Paper
2 Cups 8 Toothpicks 2 Plastic Forks 15 Raisins

The string and the hook may not be damaged or altered in any way. The mailing labels may not be attached to the string or hook.

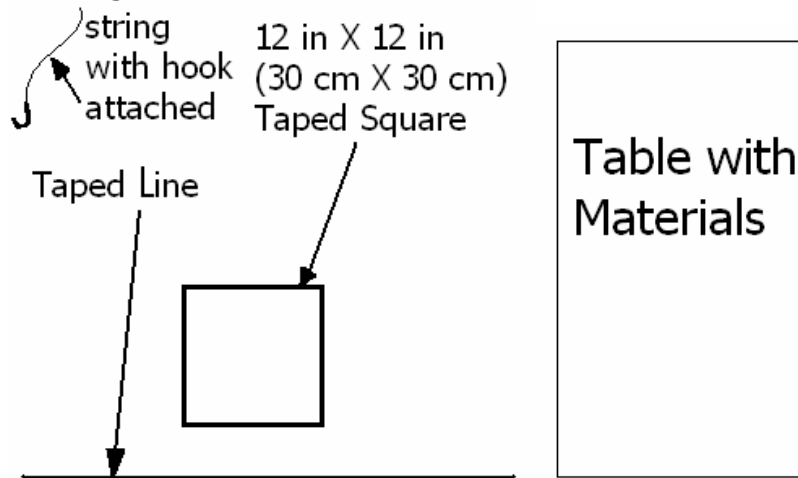
Scoring: You will receive:

- 5 points if you have a transportation device complete at the end of Part One
- 5 points if you have a structure complete within the taped square at the end of Part Two.
- 5 points if you attach the hook and place the transportation device and structure behind the line by the end of Part Three.
- 1 point for each inch (2.5 cm) high your structure is at the end of Part Three.
- 1 point (20 points maximum) for each inch (2.5 cm) you pull your transportation device and structure in Part Four.
- Up to 30 points for the creative use of materials in both your transportation device and your structure.
- Up to 20 points for how well your team works together.

Move It!

For Appraisers Only:

1. The set-up consists of a taped line and a taped square. There is also a piece of string tied to a hook and a table with materials.



2. The team may pull their structure from whichever side of the line they want. Appraisers should be positioned in such a way to ensure that no team member touches the transportation device during Part Four. If a team member touches the structure or transportation device, they should be warned and points should not be awarded for distance traveled by the structure.

3. If the structure comes apart from the transportation device during Part Four, the team may only be awarded points for the distance traveled before they separated.

4. During Part Four, if the team wishes to pick the structure up, place it behind the line, and begin pulling it again, they may. Points will be awarded for the final attempt at pulling the structure.

5. Time should end if the structure or transportation device falls apart in Part Four.

Move It!

Challenge: Your **TASK** is to create a transportation device that will move when you pull it by a string. Then, build a tall structure on the transportation device and move both as far as possible.

Time: You will have up to 3 minutes to use your IMAGINATION to build your transportation device, 3 minutes to build your structure, 1 minute to place the structure in the transportation device, and 1 minute to pull the transportation device and the structure for score.

Set-up: In the middle of the room are a taped line and a taped square on the floor. There is also a hook on a string. In addition, there is a table with materials.

Procedure:

•**Part One** (3 minutes): Build your transportation device. You may practice attaching the hook to the transportation device in Part One. However, at the end of Part One, you must remove the hook. If you do not finish your transportation device in Part One, you may continue working on it in Part Two. **You may NOT create your structure in Part One.**

•**Part Two** (3 minutes): Build your structure with the remaining materials. Try to make it as tall as possible. **You must have a structure within the taped square by the end of Part Two, or you will not be allowed to continue on to Part Three.** At the end of Part Two, the Appraisers will measure the height of your structure.

•**Part Three** (1 minute): Attach the hook to the transportation device. Place the structure in the transportation device. Move your transportation device and structure behind the taped line. Lay the string across the taped line.

•**Part Four** (1 minute): Pull the string to move the transportation device and structure across the line as far as possible. **During Part Four no team member may touch the structure or transportation device. You may not work on building the transportation device or the structure in Part Four.**

Scoring: You will receive:

- A. 5 points if you have a transportation device complete at the end of Part One.
- B. 5 points if you have a structure complete within the taped square at the end of Part Two.
- C. 5 points if you attach the hook and place the transportation device and structure behind the line by the end of Part Three
- D. 1 point for each inch (2.5 cm) high your structure is at the end of Part Three.
- E. 1 point (20 points maximum) for each inch (2.5 cm) you pull your transportation device and structure in Part Four.
- F. Up to 30 points for the creative use of materials in both your transportation device and your structure.
- G. Up to 20 points for how well your team works together.

Move it!

Materials:

(Tape to Table)

5 Straws

4 Mailing Labels

2 Rubber Bands

1 Piece of Foil

2 Pieces of Paper

2 Cups

8 Toothpicks

2 Plastic Forks

15 Raisins

The string and hook may not be damaged or altered in any way. The mailing labels may not be attached to the string or hook.

Instant Challenge
Entry Level
Music Group

Challenge: Present a **PERFORMANCE** in which your team performs a song using a group of props.

Time: You will have 1 minute to select one group of props. Then, you will have up to 3 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: It's time for you team's musical debut! But which props are part of your performance?

- **Part One** (1 minute): Select one group of props to use in your performance. You may not use any props from the other groups.
- **Part Two** (3 minutes): Create a **PERFORMANCE** where your team performs a song.
- **Part Three** (2 minutes): Present your **PERFORMANCE** to the appraisers. Use the props as creatively as possible

Materials:

You will choose one group of props in Part One. No materials may be altered or damaged. A piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to:

- A. 10 points (50 points maximum) for how creatively you use each prop.
- B. 15 points for the creativity of your song.
- C. 15 points for the creativity of your skit.
- D. 20 points for how well your team works together.

Music Group

Challenge: Present a **PERFORMANCE** in which your team performs a song using a group of props.

Time: You will have 1 minute to select one group of props. Then, you will have up to 3 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: It's time for you team's musical debut! But which props are part of your performance?

Part One (1 minute):

- Select one group of props to use in your performance.
- You may not use any props from the other groups.

Part Two (3 minutes):

- Create a **PERFORMANCE** where your team performs a song.

Part Three (2 minutes):

- Present your **PERFORMANCE** to the appraisers.
- Use the props as creatively as possible

Materials:

You will choose one group of props in Part One. No materials may be altered or damaged. A piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

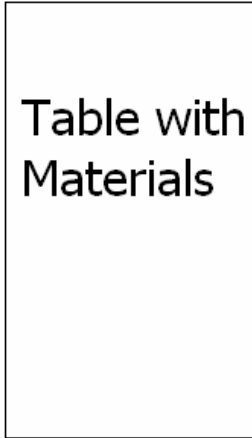
Scoring: You will receive up to:

- 10 points (50 points maximum) for how creatively you use each prop.
- 15 points for the creativity of your song.
- 15 points for the creativity of your skit.
- 20 points for how well your team works together.

MUSIC GROUP

For Appraisers Only:

1. The set-up consists of a table with three groups of materials.



2. The groups of materials are as follows:

Group A

Shawl
Shoe
Shirt
Shovel
Sock

Group B

Hat
Hairpin
Handbag
Handkerchief
Piece of Hemp

Group C

Book
Broom
Ball
Button
Basket

3. Each group of props should be labeled and clearly separated from the other groups.

MUSIC GROUP

For Appraisers Only:

Labels for groups of props:

Group A

Group B

Group C

Instant Challenge

Entry Level

Order Up!

Challenge: Your **TASK** is to communicate the correct order of five colored signs without speech or movement.

Time: You will have up to 5 minutes to use your IMAGINATION to create your method of communication and divide your team into two groups and then up to 2 minutes to communicate the order of the signs for score.

Set-up: In the middle of the room are five taped squares and five colored signs. There is also a screen.

Procedure:

•**Part One** (5 minutes): Create your method of communication. You may not use speech or movement to communicate. There is a practice color order list so you can practice communicating in Part One. You should also divide your team into communicators and sign movers. Each team member should be in a group and each group must have at least one team member. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (2 minutes): The communicators should go behind the screen where the appraisers will give them a new color order list. Place the signs in order for score. **No team member may speak during Part Two. No team member may communicate with movement to another team member in a different group during Part Two.** At any point during Part Two, one communicator may come out from behind the screen and look at the order of the signs without communicating. That communicator may then move behind the screen again and continue communicating.

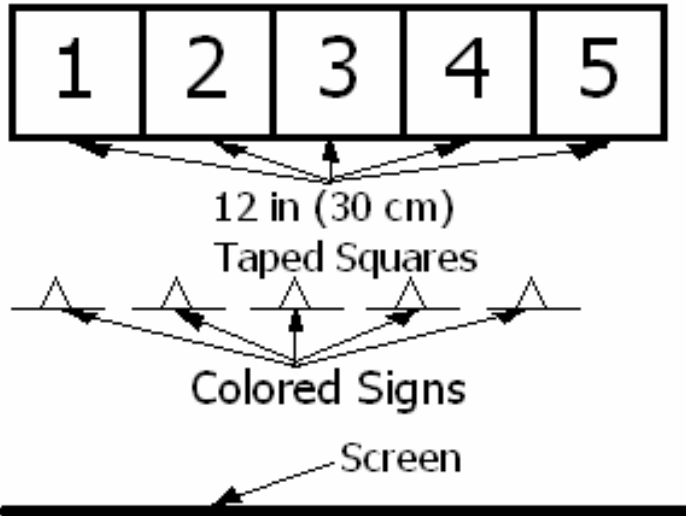
Scoring: You will receive

- A. 10 points (50 points maximum) for each sign in the correct box at the end of Part Two.
- B. Up to 30 points for the creativity of the method of communication.
- C. Up to 20 points for how well your team works together.

Order Up!

For Appraisers Only:

1. The set-up consists of five numbered boxes, five colored signs and a screen.



2. Each colored sign should stand up with a cardboard stand.
3. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
4. If a team member speaks during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.
5. If a team member communicates with movement to another team member in a different group during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.

Order Up!

Challenge: Your **TASK** is to communicate the correct order of five colored signs without speech or movement.

Time: You will have up to 5 minutes to use your **IMAGINATION** to create your method of communication and divide your team into two groups and then up to 2 minutes to communicate the order of the signs for score.

Set-up: In the middle of the room are six taped squares and five colored signs. There is also a screen.

Procedure:

Part One (5 minutes):

- Create your method of communication.
- You may not use speech or movement to communicate.
- There is a practice color order list so you can practice communicating in Part One.
- You should also divide your team into communicators and sign movers.
- Each team member should be in a group and each group must have at least one team member.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (2 minutes):

- The communicators should go behind the screen where the appraisers will give them a new color order list.
- Place the signs in order for score.
- **No team member may speak during Part Two.**
- **No team member may communicate with movement to another team member in a different group during Part Two.**
- At any point during Part Two, one communicator may come out from behind the screen and look at the order of the signs without communicating.
- That communicator may then move behind the screen again and continue communicating.

Scoring: You will receive

- A. 10 points (50 points maximum) for each sign in the correct box at the end of Part Two.
- B. Up to 30 points for the creativity of the method of communication.
- C. Up to 20 points for how well your team works together.

Order Up!

Practice Color Order List:

1. Green
2. Blue
3. Red
4. Purple
5. Yellow

Order Up!

Color Order List for Challenge:

1. Blue
2. Purple
3. Yellow
4. Green
5. Red

Instant Challenge

Advanced Level

Order Up!

Challenge: Your **TASK** is to communicate the correct order of ten colored signs without speech or movement.

Time: You will have up to 5 minutes to use your IMAGINATION to create your method of communication and divide your team into two groups and then up to 2 minutes to communicate the order of the signs for score.

Set-up: In the middle of the room are ten taped squares and ten colored signs. There is also a screen.

Procedure:

•**Part One** (5 minutes): Create your method of communication. You may not use speech or movement to communicate. There is a practice color order list so you can practice communicating in Part One. You should also divide your team into communicators and sign movers. Each team member should be in a group and each group must have at least one team member. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (2 minutes): The communicators should go behind the screen where the appraisers will give them a new color order list. Place the signs in order for score. **No team member may speak or communicate with movement during Part Two.** At any point during Part Two, one communicator may come out from behind the screen and look at the order of the signs without communicating. That communicator may then move behind the screen again and continue communicating.

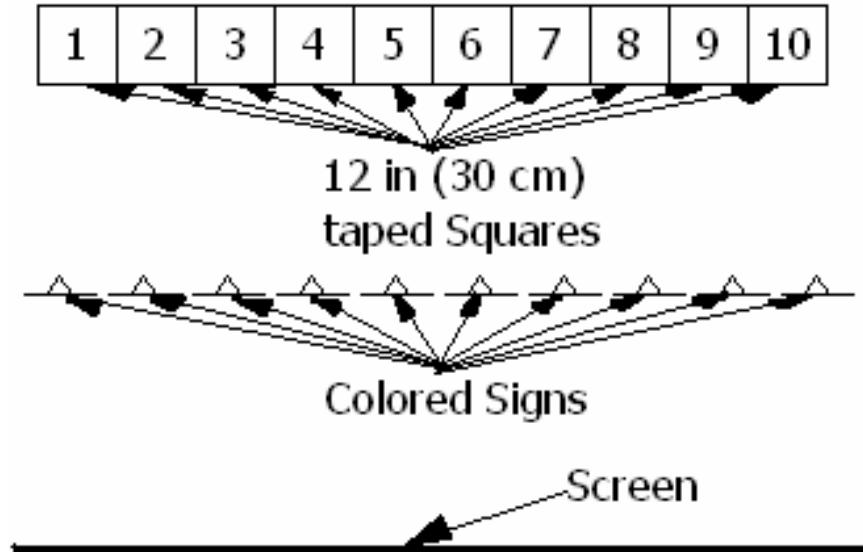
Scoring: You will receive

- A. 5 points (50 points maximum) for each sign in the correct box at the end of Part Two.
- B. Up to 30 points for the creativity of the method of communication.
- C. Up to 20 points for how well your team works together.

Order Up!

For Appraisers Only:

1. The set-up consists of ten numbered boxes, ten colored signs and a screen.



2. Each colored sign should stand up with a cardboard stand.
3. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
4. If a team member speaks or communicates with movement during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.

Order Up!

Challenge: Your **TASK** is to communicate the correct order of ten colored signs without speech or movement.

Time: You will have up to 5 minutes to use your **IMAGINATION** to create your method of communication and divide your team into two groups and then up to 2 minutes to communicate the order of the signs for score.

Set-up: In the middle of the room are ten taped squares and ten colored signs. There is also a screen.

Procedure:

Part One (5 minutes):

- Create your method of communication.
- You may not use speech or movement to communicate.
- There is a practice color order list so you can practice communicating in Part One.
- You should also divide your team into communicators and sign movers.
- Each team member should be in a group and each group must have at least one team member.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (2 minutes):

- The communicators should go behind the screen where the appraisers will give them a new color order list.
- Place the signs in order for score.
- **No team member may speak or communicate with movement during Part Two.**
- At any point during Part Two, one communicator may come out from behind the screen and look at the order of the signs without communicating.
- That communicator may then move behind the screen again and continue communicating.

Scoring: You will receive

- A. 5 points (50 points maximum) for each sign in the correct box at the end of Part Two.
- B. Up to 30 points for the creativity of the method of communication.
- C. Up to 20 points for how well your team works together.

Order Up!

Practice Color Order List:

1. Green
2. Blue
3. Red
4. Purple
5. Yellow
6. White
7. Black
8. Brown
9. Pink
10. Orange

Order Up!

Color Order List for Challenge:

1. Orange
2. Blue
3. Pink
4. Purple
5. Yellow
6. Brown
7. Black
8. Green
9. Red
10. White

Instant Challenge
Entry and Advanced Levels
Picture Perfect

Challenge: Your **TASK** is to create a picture using the materials. Your team should then present a **PERFORMANCE** in which your team shows the scene when the picture was taken.

Time: You will have up to 4 minutes to use your IMAGINATION to create your picture and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team found a strange picture while looking through an old photo album. What is in the picture, and what was happening when it was taken?

•**Part One** (4 minutes): Use the materials to create your picture. You should also use this time to plan your **PERFORMANCE**.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During your **PERFORMANCE**, you should show what is in the picture and what was happening just before the picture was taken.

Materials:

**3 Colored Pieces of Paper Colored Markers 1 Glue Stick
4 Scrapbook Stickers**

The markers and glue stick may NOT be damaged and may not be part of your **PERFORMANCE**. A piece of paper and a sharpened pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

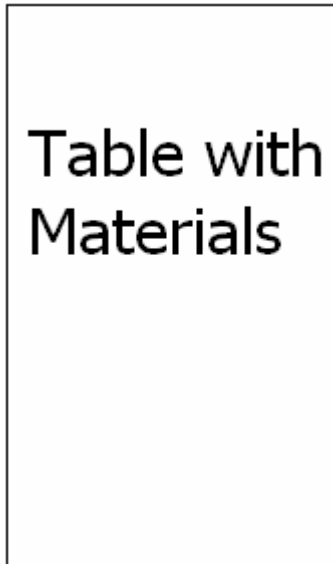
Scoring: You will receive up to:

- A. 20 points for how creatively you use the materials.
- B. 20 points for the creativity of your **PERFORMANCE**.
- C. 20 points for the creativity of what is in the picture.
- D. 20 points for the creativity of what happens before the picture is taken.
- D. 20 points for how well your team works together.

Picture Perfect

For Appraisers Only:

1. The setup consists of a table with materials.



Picture Perfect

Challenge: Your **TASK** is to create a picture using the materials. Your team should then present a **PERFORMANCE** in which your team shows the scene when the picture was taken.

Time: You will have up to 4 minutes to use your **IMAGINATION** to create your picture and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team found a strange picture while looking through an old photo album. What is in the picture, and what was happening when it was taken?

Part One (4 minutes):

- Use the materials to create your picture.
- You should also use this time to plan your **PERFORMANCE**.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, you should show what is in the picture and what was happening just before the picture was taken.

Scoring: You will receive up to:

- A. 20 points for how creatively you use the materials.
- B. 20 points for the creativity of your **PERFORMANCE**.
- C. 20 points for the creativity of what is in the picture.
- D. 20 points for the creativity of what happens before the picture is taken.
- D. 20 points for how well your team works together.

Picture Perfect

Materials:

(Tape to Table)

3 Colored Pieces of Paper

Colored Markers

1 Glue Stick

4 Scrapbook Stickers

The markers and glue stick may NOT be damaged and may not be part of your **PERFORMANCE**. A piece of paper and a sharpened pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

Instant Challenge
Entry and Advanced Levels
Relatable

Challenge: Present a **PERFORMANCE** in which your team shows how three things are related.

Time: You will have up to 2 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 1 minute to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team members are experts on relationships. What do these completely different things have in common?

- **Part One** (2 minutes): Choose three words from the list of words. Create a **PERFORMANCE** where your team shows how these three words are related. You will be given two copies of a sheet on which to write the words your team chose. Write these words on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of Part One.
- **Part Two** (1 minute): Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the words your team chose in Part One. You will also be given a list of words to choose from. All props should be imaginary. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive up to:

- 20 points for how well your team shows that words 1 and 2 related.
- 20 points for how well your team shows that words 2 and 3 related.
- 20 points for how well your team shows that words 1 and 3 related.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Relatable

For Appraisers Only:

1. The team should be scored on their ability to show that two different words are related, not their ability to pick two words that are related from a list.

Relatable

Challenge: Present a **PERFORMANCE** in which your team shows how three things are related.

Time: You will have up to 2 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 1 minute to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team members are experts on relationships. What do these completely different things have in common?

Part One (2 minutes):

- Choose three words from the list of words.
- Create a **PERFORMANCE** where your team shows how these three words are related.
- You will be given two copies of a sheet on which to write the words your team chose.
- Write these words on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of Part One.

Part Two (1 minute)

- Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the words your team chose in Part One. You will also be given a list of words to choose from. All props should be imaginary. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive up to:

- 20 points for how well your team shows that words 1 and 2 related.
- 20 points for how well your team shows that words 2 and 3 related.
- 20 points for how well your team shows that words 1 and 3 related.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Relatable

List of Words

Water

Black

Tree

Shoe

Hamburger

Yesterday

Relatable

Words Chosen from the List

1. _____

2. _____

3. _____

Instant Challenge
Entry Level
Shifting Chips

Challenge: Your **TASK** is to move plastic chips into colored circles.

Time: You will have up to 5 minutes to use your IMAGINATION to develop strategy and practice, and then up to 2 minutes to move chips for score.

Set-up: In the middle of the room is a table with a game board and plastic chips. Each chip has a star on one side. In addition, there is a table with materials.

Procedure:

•**Part One** (5 minutes): You are to think of ways of using the materials to move the chips into the colored circles. You should try to get chips into circles of matching colors. You may practice moving chips in Part One. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (2 minutes): Your team will get a new game board with circles in different positions. Move chips for score. No part of a team member's body may cross over the edge of the game board while moving chips.

Materials:

12 in (30 cm) of String	2 Index Cards	4 Mailing Labels
3 Chenille Sticks (Pipe Cleaners)	1 Piece of Foil	3 Pencils
4 Pieces of Spaghetti	5 Paper Clips	

The game board may NOT be damaged or folded. No materials may be attached to the game board.

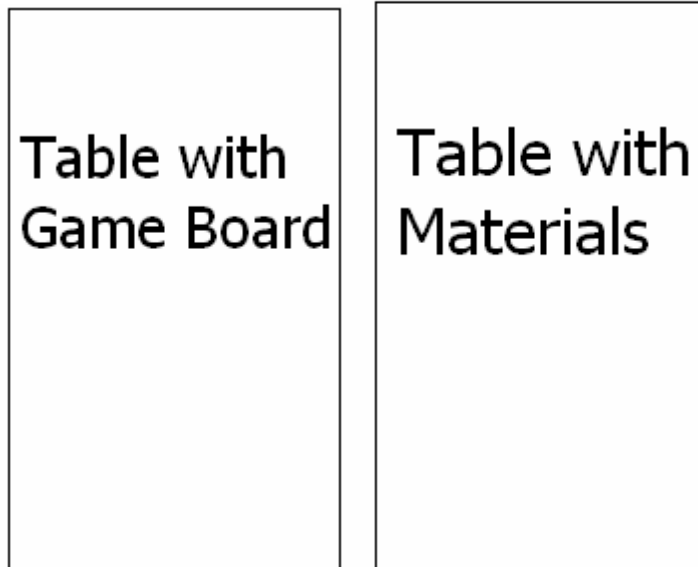
Scoring: You will receive:

- A. 5 points (20 points maximum) for each chip that is in a circle when Part Two ends.
- B. 10 points (40 points maximum) for each chip that is in a circle of a matching color when Part Two ends.
- C. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Shifting Chips

For Appraisers Only:

1. The set-up consists of a table with a game board. There is also a table with materials.



2. There should be 5 chips of different colors used.

3. The game boards are made out of cardboard. Each game board should have 5 circles taped in the same colors as the chips. On the illustrations of the game boards, each color is represented by a letter. The starting positions should be marked with a dot of that chip's color.

4. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.

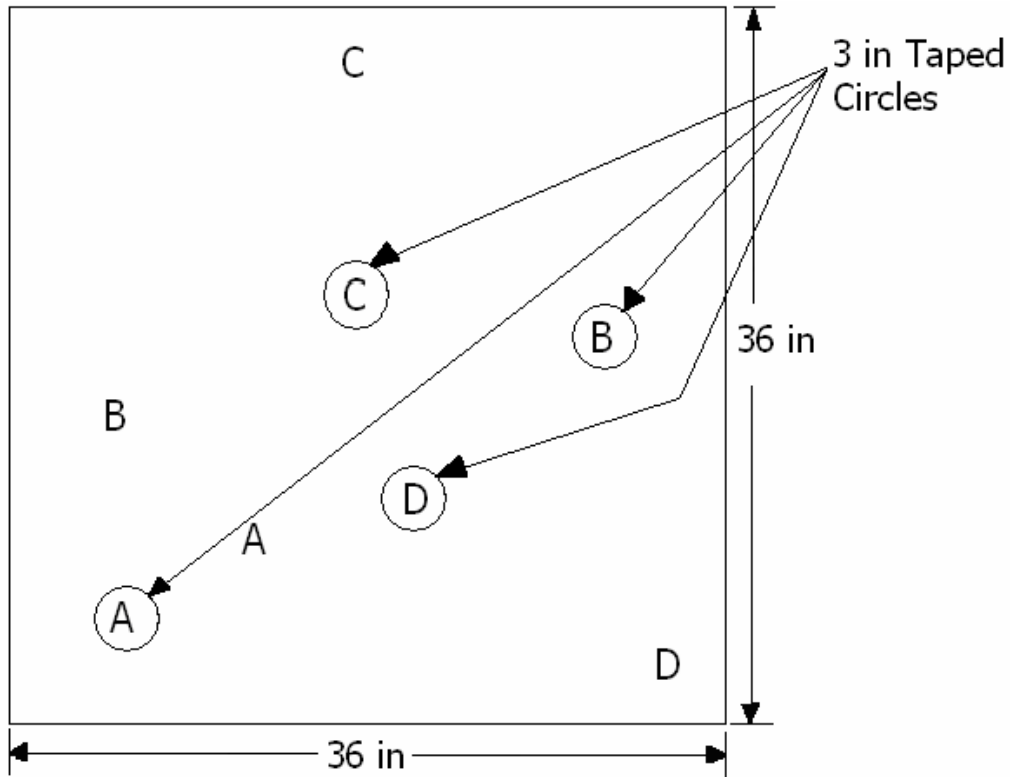
5. If a team member crosses over the edge of the game board in Part Two, he or she should be warned and they will not receive any points the team may have gained as a result of the team member crossing over the edge.

6. The team members may not cross over the edge of the game board in Part Two, but they may use the materials to lift it up or move it.

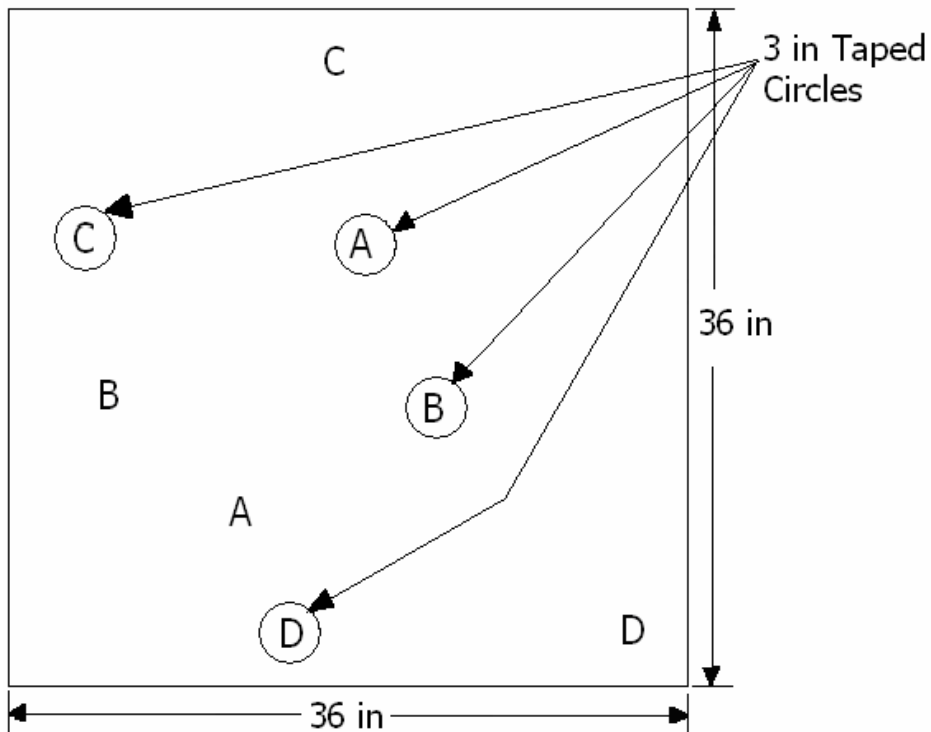
Shifting Chips

For Appraisers Only:

Practice Game Board



Scored Game Board



Shifting Chips

Challenge: Your **TASK** is to move plastic chips into colored circles.

Time: You will have up to 5 minutes to use your IMAGINATION to develop strategy and practice, and then up to 2 minutes to move chips for score.

Set-up: In the middle of the room is a table with a game board and plastic chips. Each chip has a star on one side. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):

- You are to think of ways of using the materials to move the chips into the colored circles.
- You should try to get chips into circles of matching colors.
- You may practice moving chips in Part One.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (2 minutes):

- Your team will get a new game board with circles in different positions. Move chips for score.
- No part of a team member's body may cross over the edge of the game board while moving chips.

Scoring: You will receive:

- A. 5 points (20 points maximum) for each chip that is in a circle when Part Two ends.
- B. 10 points (40 points maximum) for each chip that is in a circle of a matching color when Part Two ends.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Shifting Chips

Materials:

(Tape to Table)

12 in (30 cm) of String

2 Index Cards

4 Mailing Labels

3 Pencils

3 Chenille Sticks (Pipe Cleaners)

1 Piece of Foil

4 Pieces of Spaghetti

5 Paper Clips

The game board may NOT be damaged or folded. No materials may be attached to the game board.

Instant Challenge
Advanced Level
Shifting Chips

Challenge: Your **TASK** is to move plastic chips into colored circles.

Time: You will have up to 5 minutes to use your IMAGINATION to develop strategy and practice, and then up to 2 minutes to move chips for score.

Set-up: In the middle of the room is a table with a game board and plastic chips. Each chip has a star on one side. In addition, there is a table with materials.

Procedure:

•**Part One** (5 minutes): You are to think of ways of using the materials to move the chips into the colored circles. You should try to get chips into circles of matching colors. You should also try to get the stars on the chips to touch the game board. You may practice moving chips in Part One. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (2 minutes): Your team will get a new game board with circles in different positions. Move chips for score. No part of a team member's body may cross over the edge of the game board while moving chips.

Materials:

12 in (30 cm) of String

2 Index Cards

4 Mailing Labels

3 Chenille Sticks (Pipe Cleaners)

1 Piece of Foil

4 Pieces of Spaghetti

5 Paper Clips

3 Pencils

The game board may NOT be damaged or folded. No materials may be attached to the game board.

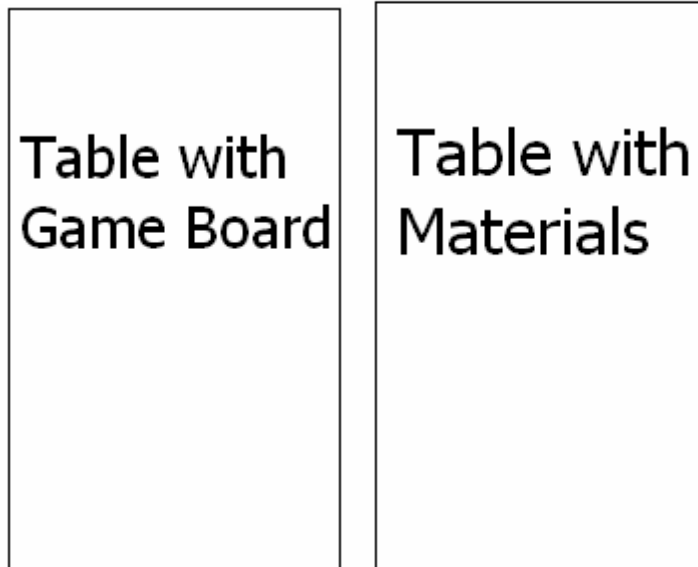
Scoring: You will receive:

- A. 3 points (15 points maximum) for each chip that is in a circle when Part Two ends.
- B. 4 points (20 points maximum) for each chip that is in a circle of a matching color when Part Two ends.
- C. 5 points (25 points maximum) for each star that touches the surface of the game board when Part Two ends.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Shifting Chips

For Appraisers Only:

1. The set-up consists of a table with a game board. There is also a table with materials.



2. There should be 5 chips of different colors used. Each should have a star drawn on one side. The chips should begin with the starred side facing up.

3. The game boards are made out of cardboard. Each game board should have 5 circles taped in the same colors as the chips. On the illustrations of the game boards, each color is represented by a letter. The starting positions should be marked with a dot of that chip's color.

4. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.

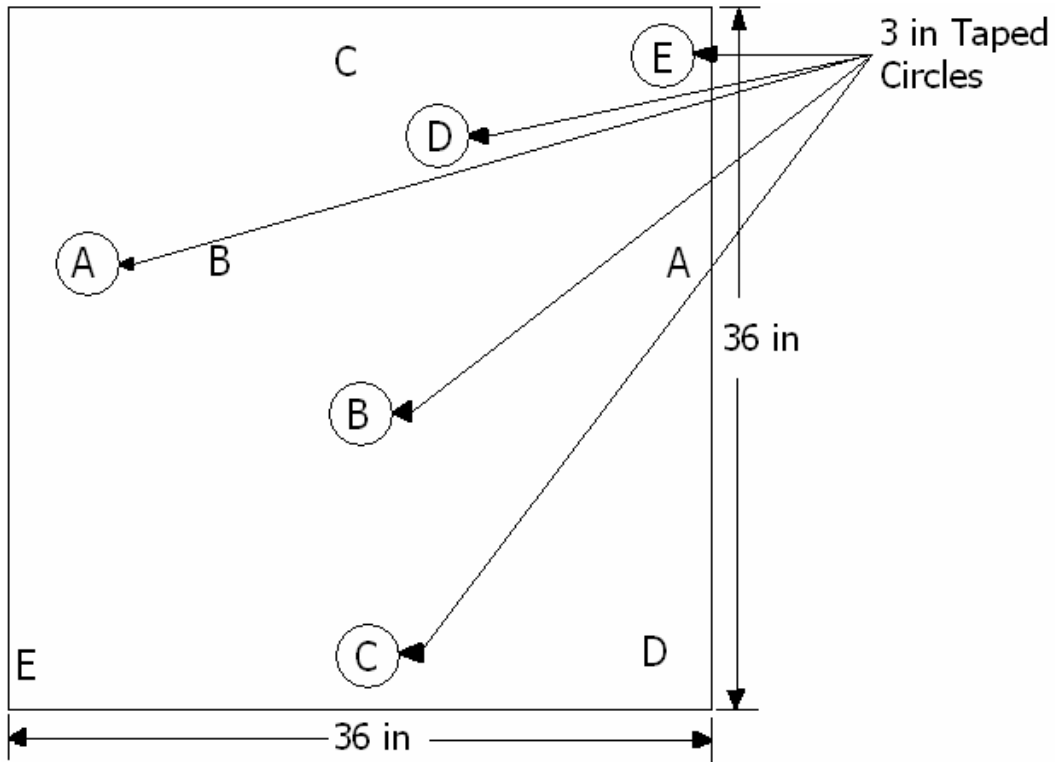
5. If a team member crosses over the edge of the game board in Part Two, he or she should be warned and they will not receive any points the team may have gained as a result of the team member crossing over the edge.

6. The team members may not cross over the edge of the game board in Part Two, but they may use the materials to lift it up or move it.

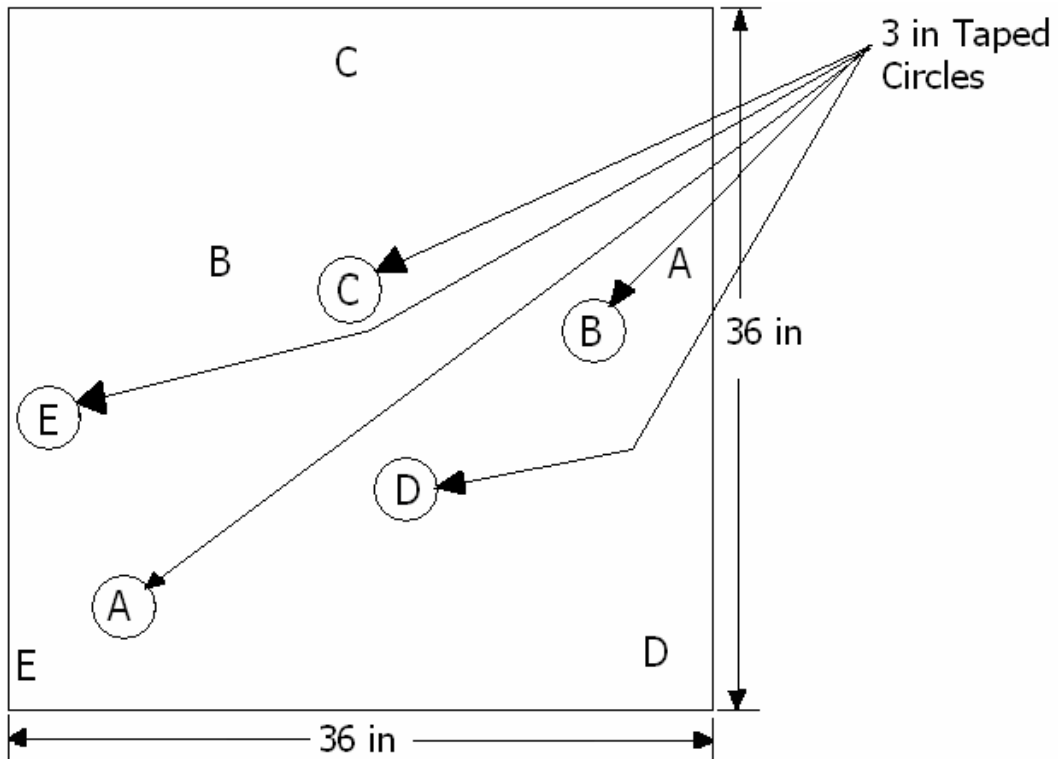
Shifting Chips

For Appraisers Only:

Practice Game Board



Scored Game Board



Shifting Chips

Challenge: Your **TASK** is to move plastic chips into colored circles.

Time: You will have up to 5 minutes to use your IMAGINATION to develop strategy and practice, and then up to 2 minutes to move chips for score.

Set-up: In the middle of the room is a table with a game board and plastic chips. Each chip has a star on one side. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):

- You are to think of ways of using the materials to move the chips into the colored circles.
- You should try to get chips into circles of matching colors.
- You should also try to get the stars on the chips to touch the game board.
- You may practice moving chips in Part One.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (2 minutes):

- Your team will get a new game board with circles in different positions. Move chips for score.
- No part of a team member's body may cross over the edge of the game board while moving chips.

Scoring: You will receive:

- A. 3 points (15 points maximum) for each chip that is in a circle when Part Two ends.
- B. 4 points (20 points maximum) for each chip that is in a circle of a matching color when Part Two ends.
- C. 5 points (25 points maximum) for each star that touches the surface of the game board when Part Two ends.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Shifting Chips

Materials:

(Tape to Table)

12 in (30 cm) of String

2 Index Cards

4 Mailing Labels

3 Pencils

3 Chenille Sticks (Pipe Cleaners)

1 Piece of Foil

4 Pieces of Spaghetti

5 Paper Clips

The game board may NOT be damaged or folded. No materials may be attached to the game board.

Instant Challenge
Entry and Advanced Levels
Ship-ping Pong

Challenge: Your **TASK** is to create a structure that will transport ping pong balls across a tub of water.

Time: You will have up to 5 minutes to use your IMAGINATION to create your structure and then up to 2 minutes to transport ping pong balls for score.

Set-up: In the middle of the room is a tub of water. In addition, there is a table with materials.

Procedure:

•**Part One** (5 minutes): Create your structure. You may practice adding ping pong balls in Part One. However, at the end of Part One, you must place the ping pong balls back on the table. If you did not have a structure at the end of Part One, you may continue working on your structure in Part Two. **However, you will NOT be able to begin moving ping pong balls until that condition is met.** You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (2 minutes): Place the ping pong balls on your structure. A ping pong ball may not touch the water in order for it to be scored. Time will end after 2 minutes or when one of the following happens: your structure breaks into more than one part, your structure successfully crosses the tub, or you request that time ends. **No team member may cross the taped line while the structure is crossing the tub.**

Materials:

2 Balloons	1 Piece of String	6 Straws	3 Marshmallows
4 Mailing Labels	1 Drink Can	1 Cup	1 Piece of Foil
3 Craft Sticks	1 Piece of Craft Foam		

The mailing labels may NOT be attached to the ping pong balls.

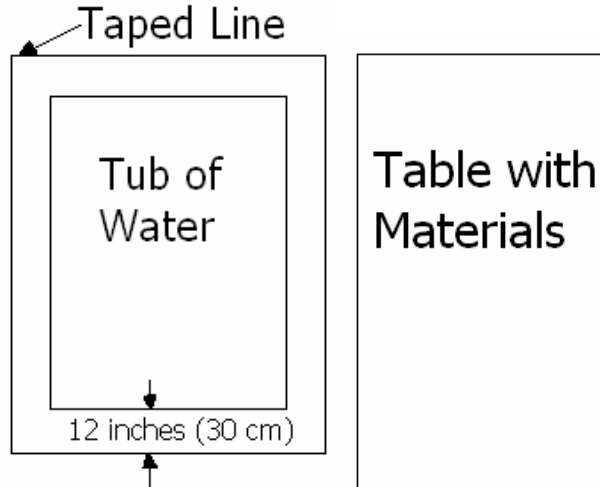
Scoring: You will receive:

- A. 10 points if you have a structure complete at the end of Part One.
- B. 10 points if your structure successfully crosses the tub.
- C. 5 points (40 points maximum) for each ping pong ball transported across the tub.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Ship-ping Pong

For Appraisers Only:

1. The set-up consists of a tub of water surrounded by a taped line. There is also a table with materials and 8 ping pong balls.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. Before Part One begins, an appraiser should specify to the team which end their structure should begin at and which end it should end at.
4. An appraiser should be positioned to see if a team member crosses the taped line during Part Two. If they cross the line, they should be warned, and no points should be awarded that they would have gained as a result of crossing the line.

Ship-ping Pong

Challenge: Your **TASK** is to create a structure that will transport ping pong balls across a tub of water.

Time: You will have up to 5 minutes to use your IMAGINATION to create your structure and then up to 2 minutes to transport ping pong balls for score.

Set-up: In the middle of the room is a tub of water. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):

- Create your structure.
- You may practice adding ping pong balls in Part One. However, at the end of Part One, you must place the ping pong balls back on the table.
- If you did not have a structure at the end of Part One, you may continue working on your structure in Part Two. **However, you will NOT be able to begin moving ping pong balls until that condition is met.**
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (2 minutes):

- Place the ping pong balls on your structure.
- A ping pong ball may not touch the water in order for it to be scored.
- Time will end after 2 minutes or when one of the following happens: your structure breaks into more than one part, your structure successfully crosses the tub, or you request that time ends.
- **No team member may cross the taped line while the structure is crossing the tub.**

Scoring: You will receive:

- A. 10 points if you have a structure complete at the end of Part One.
- B. 10 points if your structure successfully crosses the tub.
- C. 5 points (40 points maximum) for each ping pong ball transported across the tub.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Ship-ping Pong

Materials:

(Tape to Table)

- 2 Balloons
- 1 Piece of String
- 6 Straws
- 3 Marshmallows
- 4 Mailing Labels
- 1 Drink Can
- 1 Cup
- 1 Piece of Foil
- 3 Craft Sticks
- 1 Piece of Craft Foam

The mailing labels may NOT be attached to the ping pong balls.

Instant Challenge
Entry and Advanced Levels
Silent Auction

Challenge: Your **TASK** is to create a lot. Your team should then present a **PERFORMANCE** in which you sell this lot without talking.

For the purposes of this challenge, a “lot” is an object for sale at an auction.

Time: You will have up to 5 minutes to use your IMAGINATION to create your lot and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is going to make some money by selling your lot at a silent auction.

•**Part One** (5 minutes): Use the materials to create a lot. You should also use this time to plan your **PERFORMANCE**.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During your **PERFORMANCE**, you should sell your lot. **No team member may talk during Part Two.**

Materials:

1 Piece of String 2 Envelopes 3 Mailing Labels 6 Paper Clips
2 Chenille Sticks 5 Markers

The markers may NOT be damaged and may not be part of the lot. A piece of paper and a sharpened pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

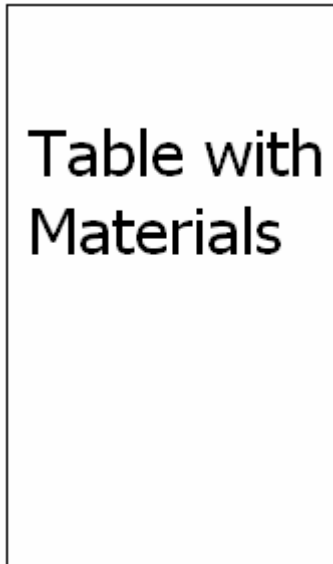
Scoring: You will receive up to

- A. 20 points for the creativity of your lot.
- B. 20 points for how creatively you use the materials.
- C. 20 points for the creativity of your performance.
- D. 20 points for how easy your performance is to understand.
- E. 20 points for how well your team works together.

Silent Auction

For Appraisers Only:

1. The setup consists of a table with materials.



2. Even if the team is trying to sell you the lot, remember never to interact in their Performance.
3. If a team member talks during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.

Silent Auction

Challenge: Your **TASK** is to create a lot. Your team should then present a **PERFORMANCE** in which you sell this lot without talking.

For the purposes of this challenge, a "lot" is an object for sale at an auction.

Time: You will have up to 5 minutes to use your **IMAGINATION** to create your lot and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is going to make some money by selling your lot at a silent auction.

Part One (5 minutes):

- Use the materials to create a lot.
- You should also use this time to plan your **PERFORMANCE**.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, you should sell your lot.
- **No team member may talk during Part Two.**

Scoring: You will receive up to

- 20 points for the creativity of your lot.
- 20 points for how creatively you use the materials.
- 20 points for the creativity of your performance.
- 20 points for how easy your performance is to understand.
- 20 points for how well your team works together.

Silent Auction

Materials:

(Tape to Table)

- 1 Piece of String
- 2 Envelopes
- 3 Mailing Labels
- 6 Paper Clips
- 2 Chenille Sticks
- 5 Markers

The markers may NOT be damaged and may not be part of your lot. A piece of paper and a sharpened pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

Instant Challenge
Entry Level
Sounds Mechanical

Challenge: Present a **PERFORMANCE** in which your team is a mechanical device.

For the purposes of this challenge, a “mechanical device” is a machine with different parts that work together to do a task.

Time: You will have up to 3 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 1 minute to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is a mechanical device. What task do you carry out?

- **Part One** (3 minutes): Create a **PERFORMANCE** where your team is a mechanical device. You will be given two copies of a sheet on which to write the task your mechanical device does. Write this task on both copies of the sheet. **You may not talk to other team members during Part One.** Give one copy of the sheet to the appraisers at the end of part one.
- **Part Two** (1 minute): Present your **PERFORMANCE** to the appraisers. **You may not talk to other team members during Part Two.** Each team member should make a repeated sound and do a repeated action that helps to do the task of the mechanical device.

Materials:

You will be given two copies of the sheet on which to write the task that your mechanical device does in Part One. All props should be imaginary. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive:

- A. 10 points if each team member makes a repeated sound and does a repeated action.
- B. Up to 20 points for the creativity of the repeated sounds.
- C. Up to 20 points for the creativity of the repeated actions.
- D. Up to 10 points for the creativity of the task.
- E. Up to 20 points for the creativity of how the mechanical device does the task.
- F. Up to 20 points for how well your team works together.

Mechanical Device

For Appraisers Only:

1. If a team member talks to another team member during the challenge, they should be warned and any points the team may have gained as a result should not be awarded. Any team member may ask the appraisers questions about the challenge as long as they are not using this ability to communicate with other team members.

Sounds Mechanical

Challenge: Present a **PERFORMANCE** in which your team is a mechanical device.

For the purposes of this challenge, a “mechanical device” is a machine with different parts that work together to do a task.

Time: You will have up to 3 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 1 minute to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is a mechanical device. What task do you carry out?

Part One (3 minutes):

- Create a **PERFORMANCE** where your team is a mechanical device.
- You will be given two copies of a sheet on which to write the task your mechanical device does.
- Write this task on both copies of the sheet.
- **You may not talk to other team members during Part One.**
- Give one copy of the sheet to the appraisers at the end of part one.

Part Two (1 minute):

- Present your **PERFORMANCE** to the appraisers.
- **You may not talk to other team members during Part Two.**
- Each team member should make a repeated sound and do a repeated action that helps to do the task of the mechanical device.

Materials:

You will be given two copies of the sheet on which to write the task that your mechanical device does in Part One. All props should be imaginary. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive:

- A. 10 points if each team member makes a repeated sound and does a repeated action.
- B. Up to 20 points for the creativity of the repeated sounds.
- C. Up to 20 points for the creativity of the repeated actions.
- D. Up to 10 points for the creativity of the task.
- E. Up to 20 points for the creativity of how the mechanical device does the task.
- F. Up to 20 points for how well your team works together.

Sounds Mechanical

What task does your mechanical device do?

Instant Challenge
Entry and Advanced Levels
String it Out

Challenge: Your **TASK** is to create a structure that is long as possible and can be moved without breaking.

Time: You will have up to 6 minutes to use your IMAGINATION to create your string and then up to 1 minute to move it from one area to another.

Set-up: In the middle of the room are two taped lines. In addition, there is a table with materials.

Procedure:

•**Part One** (6 minutes): Use the materials to create a long structure that can be moved over the space between two lines without breaking and without any team member crossing both lines. You may practice moving the structure in Part One, but the movement will not be scored. In order to proceed to Part Two, you must have a structure completed that is not between the two lines. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (1 minute): Move the structure for score. The structure must begin without any team member touching it, and then it must be moved across the space between the two lines and end behind the second line without any team member touching it. **No team member may cross more than one line, or you will receive NO POINTS for the movement.** The structure may not be held together by any team member. Time will end when one of the following happens: the structure breaks, any team member crosses more than one line, or any member of the team calls time. At the end of Part Two, the Appraisers will measure the length of the structure.

Materials:

5 Rubber Bands 3 Envelopes 5 Mailing Labels 4 Straws 1 Pencil
6 Toothpicks 1 Pair of Scissors 2 Forks 3 Paper Clips

The scissors may not be altered and may not be part of your structure.

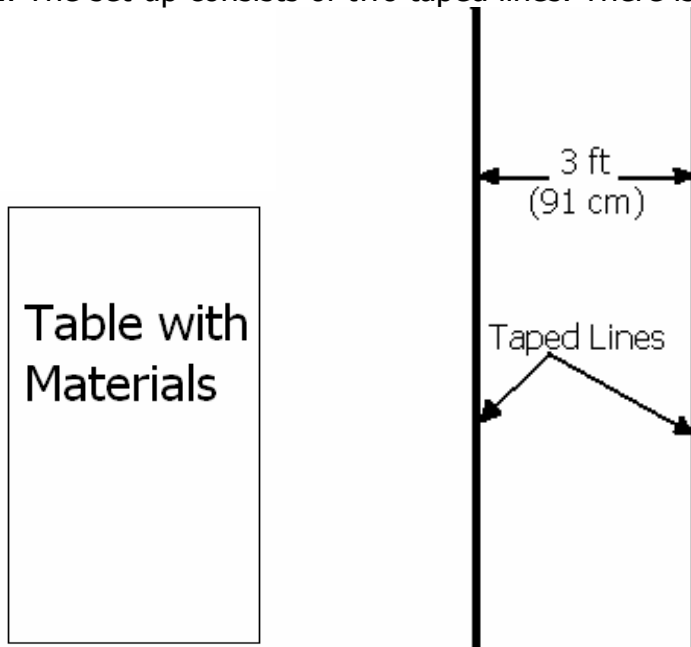
Scoring: You will receive

- A. 2 points for each foot (30 cm) long your structure is.
- B. 20 points if you successfully move your structure without it breaking.
- C. Up to 20 points for the how creatively you move the structure.
- D. Up to 30 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

String it Out

For Appraisers Only:

1. The set-up consists of two taped lines. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member crosses more than one line during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.
4. Be sure to ask the team if they are ready for part two to begin before the time starts. During this time, the team may not work on the structure, but they may move from one side of a line to another.
5. If the structure is moved against the rules, it may still receive points for length as long as it has not broken.
6. If the Structure breaks while it is being moved points may not be given for the movement of the length.

String it Out

Challenge: Your **TASK** is to create a structure that is long as possible and can be moved without breaking.

Time: You will have up to 6 minutes to use your IMAGINATION to create your string and then up to 1 minute to move it from one area to another.

Set-up: In the middle of the room are two taped lines. In addition, there is a table with materials.

Procedure:

Part One (6 minutes):

- Use the materials to create a long structure that can be moved over the space between two lines without breaking and without any team member crossing both lines.
- You may practice moving the structure in Part One, but the movement will not be scored.
- In order to proceed to Part Two, you must have a structure completed that is not between the two lines.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (1 minute):

- Move the structure for score. The structure must begin without any team member touching it, and then it must be moved across the space between the two lines and end behind the second line without any team member touching it.
- **No team member may cross more than one line, or you will receive NO POINTS for the movement.**
- The structure may not be held together by any team member.
- Time will end when one of the following happens: the structure breaks, any team member crosses more than one line, or any member of the team calls time.
- At the end of Part Two, the Appraisers will measure the length of the structure.

Scoring: You will receive

- A. 2 points for each foot (30 cm) long your structure is.
- B. 20 points if you successfully move your structure without it breaking.
- C. Up to 20 points for the how creatively you move the structure.
- D. Up to 30 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

String it Out

Materials:

(Tape to Table)

5 Rubber Bands

3 Envelopes

5 Mailing Labels

4 Straws

1 Pencil

6 Toothpicks

1 Pair of Scissors

2 Forks

3 Paper Clips

The scissors may not be altered and may not be part of your structure.

Instant Challenge
Entry and Advanced Levels
Target Practice

Challenge: Your **TASK** is to guide balls onto targets after the balls after rolled down a ramp.

Time: You will have up to 5 minutes to use your IMAGINATION to create a way to guide the balls and then up to 2 minutes to roll the balls for score.

Set-up: In the middle of the room there are a ramp, a taped line, and three targets. In addition, there is a table with materials.

Procedure:

•**Part One** (5 minutes): Use the materials to guide the balls onto the targets after the balls are rolled down the ramp. You may practice rolling the balls in Part One. However, at the end of Part One, you must Place all of the balls back on the table. **No material may touch the target at any time during Part One or Part Two.** You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (2 minutes): Roll the balls for score. **When rolling a ball down the ramp, no team member may touch the ball below the taped line.** Time will end after 2 minutes or when one of the following happens: A material touches a target, you have finished rolling the balls, or you request that time ends. You may NOT place materials during Part Two. **During Part Two, no team member may cross the taped line.**

Materials: (May NOT be damaged)

7 Pencils 2 Plastic Containers 1 Piece of Rope 1 Trash Can
10 Dominos 3 Pieces of PVC Pipe

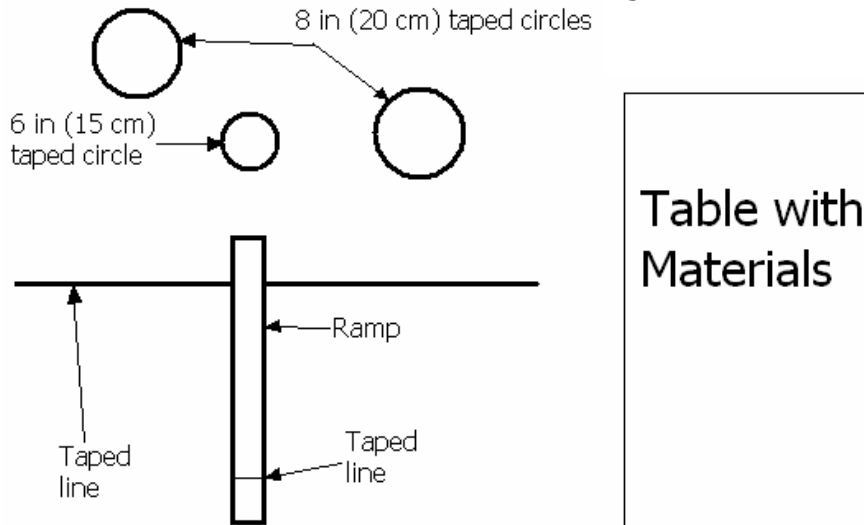
Scoring: You will receive:

- A. Points for each of the balls that touch a target.
 - 10 points (30 points maximum) for each tennis ball
 - 5 points (15 points maximum) for each golf ball
 - 1 point (5 points maximum) for each ping pong ball
- B. Up to 30 points for how creatively you used the materials
- C. Up to 20 points for how well your team works together.

Target Practice

For Appraisers Only:

1. The set-up consists of a ramp with a taped line, a taped line, and three taped circles. There is also a table with materials. The balls used should be three tennis balls, three golf balls, and 5 ping pong balls.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. A ball may be counted for score if part of it is within the taped circle.
4. Appraisers should be positioned to ensure that no part of a team member's body crosses either taped line during Part Two. If they do, the team should be warned, and no points should be awarded that were gained at a result of crossing the line.
5. Once a ball has been rolled down the ramp, it may not be rolled again. During Part Two, balls may not be removed from behind the taped line once they have been rolled.

Target Practice

Challenge: Your **TASK** is to guide balls onto targets after the balls after rolled down a ramp.

Time: You will have up to 5 minutes to use your IMAGINATION to create a way to guide the balls and then up to 2 minutes to roll the balls for score.

Set-up: In the middle of the room there are a ramp, a taped line, and three targets. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):

- Use the materials to guide the balls onto the targets after the balls are rolled down the ramp.
- You may practice rolling the balls in Part One. However, at the end of Part One, you must Place all of the balls back on the table.
- **No material may touch the target at any time during Part One or Part Two.**
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (2 minutes):

- Roll the balls for score. **When rolling a ball down the ramp, no team member may touch the ball below the taped line.**
- Time will end after 2 minutes or when one of the following happens: A material touches a target, you have finished rolling the balls, or you request that time ends.
- You may NOT place materials during Part Two.
- **During Part Two, no team member may cross the taped line.**

Scoring: You will receive:

- A. Points for each of the balls that touch a target.
 - 10 points (30 points maximum) for each tennis ball
 - 5 points (15 points maximum) for each golf ball
 - 1 point (5 points maximum) for each ping pong ball
- B. Up to 30 points for how creatively you used the materials
- C. Up to 20 points for how well your team works together.

Target Practice

Materials:

(Tape to Table)

May NOT be damaged:

7 Pencils

2 Plastic Containers

1 Piece of Rope

1 Trash Can

10 Dominos

3 Pieces of PVC Pipe

Instant Challenge
Entry and Advanced Levels
The Last Straw

Challenge: Your **TASK** is to create a structure that is as tall as possible and will support weight

Time: You will have up to 6 minutes to use your IMAGINATION to build your tower and then up to 1 minute to add weight for score.

Set-up: In the middle of the room is a taped square. In addition, there is a table with materials.

Procedure:

•**Part One** (6 minutes): Use the materials to create a tall structure. You may practice adding weight in Part One, however you must remove all weights at the end of Part One in order to proceed to Part Two. You must also have a structure within the taped square at the end of Part One in order to proceed to Part Two. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (1 minute): Add weights for score. In order for a weight to be scored, it must be over 1 inch from the ground. **No team member may touch the structure in Part Two.** At the end of Part Two, the Appraisers will measure the height of the structure.

Materials:

20 Straws

5 Mailing Labels

Scissors

The mailing labels may not be attached to the floor. The scissors may not be altered and may not be part of your structure.

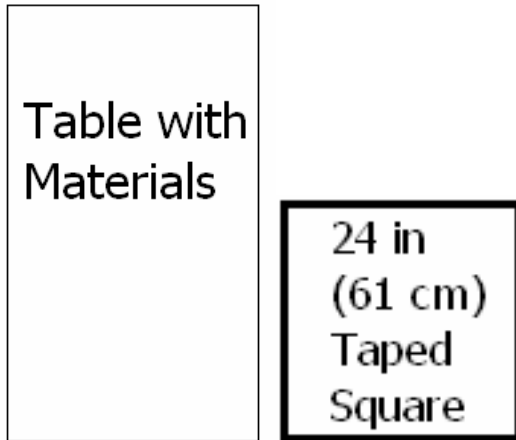
Scoring: You will receive

- A. 10 points if you have a structure within the square at the end of Part One.
- B. 2 points (30 points maximum) for each weight held by your structure.
- C. 1 point for each inch (2.5 cm) tall your structure is at the end of Part Two.
- D. Up to 20 points for how creatively you used the materials.
- E. Up to 20 points for how well your team works together.

The Last Straw

For Appraisers Only:

1. The set-up consists of a taped square. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member touches the structure during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.
4. The weights should be large nails.

The Last Straw

Challenge: Your **TASK** is to create a structure that is as tall as possible and will support weight

Time: You will have up to 6 minutes to use your IMAGINATION to build your tower and then up to 1 minute to add weight for score.

Set-up: In the middle of the room is a taped square. In addition, there is a table with materials.

Procedure:

Part One (6 minutes):

- Use the materials to create a tall structure.
- You may practice adding weight in Part One, however you must remove all weights at the end of Part One in order to proceed to Part Two.
- You must also have a structure within the taped square at the end of Part One in order to proceed to Part Two.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (1 minute):

- Add weights for score.
- In order for a weight to be scored, it must be over 1 inch from the ground.
- **No team member may touch the structure in Part Two.**
- At the end of Part Two, the Appraisers will measure the height of the structure.

Scoring: You will receive

- A. 10 points if you have a structure within the square at the end of Part One.
- B. 2 points (30 points maximum) for each weight held by your structure.
- C. 1 point for each inch (2.5 cm) tall your structure is at the end of Part Two.
- D. Up to 20 points for how creatively you used the materials.
- E. Up to 20 points for how well your team works together.

The Last Straw

Materials:

(Tape to Table)

20 Straws

5 Mailing Labels

Scissors

The mailing labels may not be attached to the floor.
The scissors may not be damaged and may not be part of your structure.

Instant Challenge
Entry and Advanced Levels
Throw a Balloon

Challenge: Your **TASK** is to use the materials to help one or more balloons move as far away from the starting point as possible.

Time: You will have up to 5 minutes to use your IMAGINATION to create your aircraft. Your team will then have up to 1 minute to launch your balloon for score.

Set Up: On one end of the room is a taped line. Behind the line is a table with materials you may use to build your aircraft. There is also a stool behind the taped line from which you may launch your aircraft.

Procedure:

•**Part One** (5 minutes): Use the materials to help one or more balloons move as far away from the starting point as possible. You will receive extra points for the circumference of the balloon(s). You may test it during this period of time, but the distance traveled will not be scored. You will be warned when you have one minute and when you have 30 seconds left in Part 1.

•**Part Two:** Carry out the **TASK** of launching your aircraft for score. You will have ONE opportunity to launch your aircraft. **No part of any team member's body may cross the taped line during Part 2 or you will receive NO SCORE for this part.** At the end of part two, the appraisers will measure the combined circumference of the balloon(s) launched. For the purpose of this challenge, the term "circumference" is defined as: the distance around the biggest part of a single balloon as determined by the appraisers.

Materials:

5 Deflated Balloons	1 Rubber Eraser	5 Drinking Straws
10 Mailing Labels	5 Paper Clips	1 Paper Plate

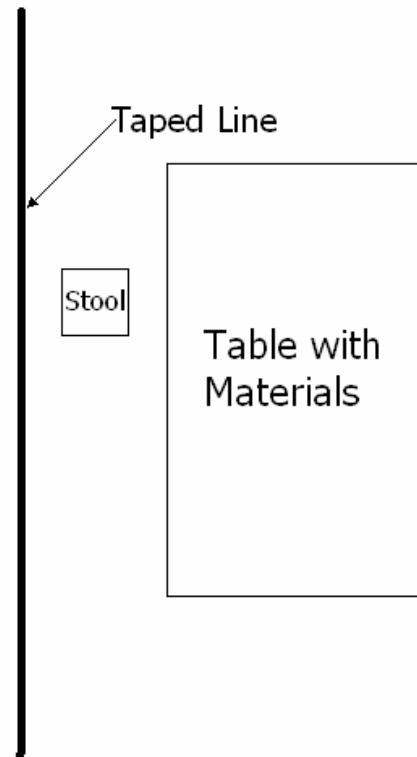
The stool may NOT be damaged or altered in any way.

Scoring: You will receive

- A. 3 points for each foot (30 cm) the balloon beyond the taped line after landing.
- B. 1 point for each inch of the combined circumference(s) of the balloon(s) launched.
- C. Up to 15 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Throw a Balloon **For Appraisers Only:**

1. The setup consists of a table with materials and a stool behind a taped line.



2. The stool may be moved as long as it remains behind the line.
3. Appraisers should be positioned in such a way as to see if any part of a team member's body crosses over the taped line. If it does, the team may not receive a score under parts A and B.
4. The circumferences measured at the end of part two should be rounded to the nearest inch. A soft measuring tape should be used so as not to pop the balloons, and every effort should be made to avoid damaging the team's solution. If the solution is damaged by the appraisers, the team should be allowed to fix it, as long as they don't add to their solution.
5. If the team creates more than one aircraft, they should be reminded that they will have one opportunity to launch their aircraft. If they launch more than one aircraft in a single throw, the team should be scored for the aircraft that travels the least distance.

Throw a Balloon

Challenge: Your **TASK** is to use the materials to help one or more balloons move as far away from the starting point as possible.

Time: You will have up to 5 minutes to use your IMAGINATION to create your aircraft. Your team will then have up to 1 minute to launch your balloon(s) for score.

Set Up: On one end of the room is a taped line. Behind the line is a table with materials you may use to build your aircraft. There is also a stool behind the taped line from which you may launch your aircraft.

Procedure:

Part One (5 minutes):

- Use the materials to help one or more balloons move as far away from the starting point as possible.
- You will receive extra points for the circumference of the balloon(s). You may test it during this period of time, but the distance traveled will not be scored.
- You will be warned when you have one minute and when you have 30 seconds left in Part 1.

Part Two:

- Carry out the **TASK** of launching your aircraft for score.
- You will have ONE opportunity to launch your aircraft.
- **No part of any team member's body may cross the taped line during Part 2 or you will receive NO SCORE for this part.**
- At the end of Part Two, the appraisers will measure the distance the balloon(s) are from the taped line.
- At the end of Part Two, the appraisers will also measure the combined circumference of the balloon(s) launched.
- For the purpose of this challenge, the term "circumference" is defined as: the distance around the biggest part of a single balloon as determined by the appraisers.

Scoring: You will receive

- A. 3 points for each foot (30 cm) the balloon beyond the taped line after landing.
- B. 1 point for each inch of the combined circumference(s) of the balloon(s) launched.
- C. Up to 15 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Throw a Balloon

Materials:

(Tape to Table)

5 Deflated Balloons

1 Rubber Eraser

5 Drinking Straws

10 Mailing Labels

5 Paper Clips

1 Paper Plate

The stool may NOT be damaged or altered in any way.

Instant Challenge
Entry Level
Towering BuildIng

Challenge: Your **TASK** is to create a towering buildIng with the materials provided.

Time: You will have up to 5 minutes to use your IMAGINATION to create your buildIng. Your team will then have up to 1 minute to move your buildIng.

Set up: On the table, there are two taped squares 8 inches apart and materials you may use to create your buildIng.

Procedure:

•**Part One** (5 minutes): Use the materials to create a towering buildIng. The buildIng must be as high as possible and may not be attached to the table. You will be warned when you have one minute and when you have thirty seconds left in Part 1. At the end of Part 1 the height of your buildIng will be measured. **Your buildIng may only touch the table inside one of these taped squares, or your team will receive no points for the height and you will not be allowed to continue to Part 2.**

•**Part Two** (1 minute): Move your buildIng from one taped square to the other. At the end of Part 2 the height of your buildIng will be measured. **The buildIng may not touch the table outside of the two taped squares at any point during Part 2 or our team will receive no points for that part of the challenge.**

Materials:

**12 inch (30 cm) Square of Non-Corrugated Cardboard 20 Paper Clips
Scissors**

The scissors may NOT be damaged and may not be part of your buildIng.

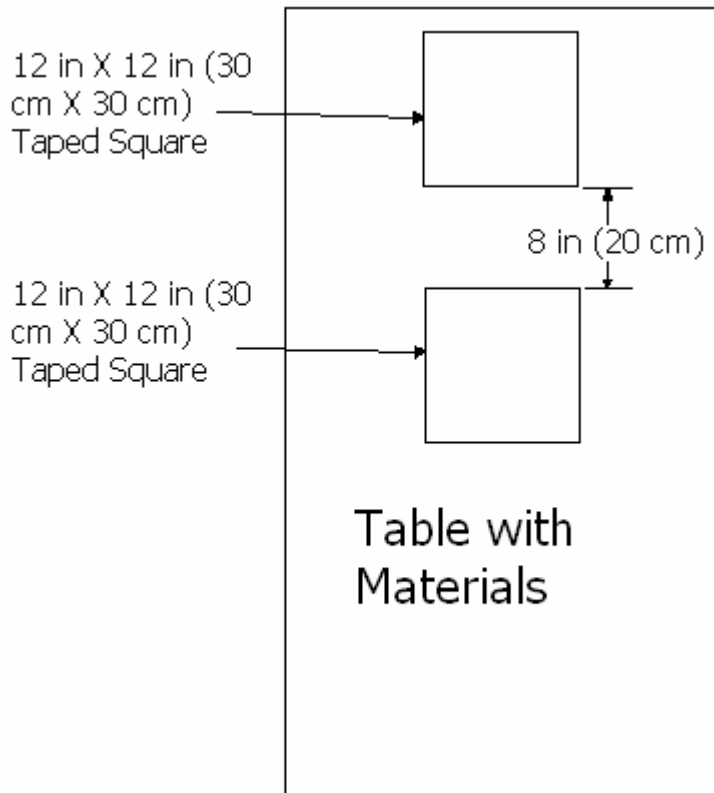
Scoring: You will receive:

- A. 1 point for each inch (2.5 cm) tall your buildIng is (the shortest of the two heights recorded will be considered your buildIng's height.)
- B. 10 points if your team successfully moves your buildIng from one taped square to the other.
- C. Up to 20 points for the creativity of the design of your buildIng.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Towering Building

For Appraisers Only:

1. The set up for this challenge consists of a table with materials and two taped squares.



Towering BuildIng

Challenge: Your **TASK** is to create a towering buildIng with the materials provided.

Time: You will have up to 5 minutes to use your IMAGINATION to create your buildIng. Your team will then have up to 1 minute to move your buildIng.

Set up: On the table, there are two taped squares 8 inches apart and materials you may use to create your buildIng.

Procedure:

Part One (5 minutes):

- Use the materials to create a towering buildIng.
- The buildIng must be as high as possible and may not be attached to the table.
- You will be warned when you have one minute and when you have thirty seconds left in Part 1.
- At the end of Part 1 the height of your buildIng will be measured.
- **Your buildIng may only touch the table inside one of these taped squares, or your team will receive no points for the height and you will not be allowed to continue to Part 2.**

Part Two (1 minute):

- Move your buildIng from one taped square to the other.
- At the end of Part 2 the height of your buildIng will be measured.
- **The buildIng may not touch the table outside of the two taped squares at any point during Part 2 or our team will receive no points for that part of the challenge.**

Scoring: You will receive:

- A. 1 point for each inch (2.5 cm) tall your buildIng is (the shortest of the two heights recorded will be considered your buildIng's height.)
- B. 10 points if your team successfully moves your buildIng from one taped square to the other.
- C. Up to 20 points for the creativity of the design of your buildIng.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Towering BuildIng

Materials:

(Tape to Table)

12 inch (30 cm) Square of Cardboard

20 Paper Clips

Scissors

The scissors may NOT be damaged or altered and may not be part of your buildIng.

Instant Challenge
Entry and Advanced Levels
Toxic Swamp

Challenge: Present a **PERFORMANCE** in which members of your team cross a toxic swamp 3 times.

For the purposes of this challenge, a “toxic swamp” is a body of water that your team cannot walk through.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team needs to cross a toxic swamp!

- **Part One** (5 minutes): Create a **PERFORMANCE** where your team crosses a toxic swamp in 3 different ways. You will be given two copies of a sheet on which to write 3 ways to cross the swamp. Write these 3 ways of crossing the toxic swamp on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of part one.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the 3 ways of crossing the toxic swamp in Part One. All props should be imaginary. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive:

- A. 5 points (15 points maximum) if each way of crossing the toxic swamp is carried out.
- B. Up to 15 points (45 points maximum) for the creativity of each of your ways to cross the toxic swamp.
- C. Up to 20 points for the overall creativity of your **PERFORMANCE**.
- D. Up to 20 points for how well your team works together.

Toxic Swamp

Challenge: Present a **PERFORMANCE** in which members of your team cross a toxic swamp 3 times.

For the purposes of this challenge, a “toxic swamp” is a body of water that your team cannot walk through.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team needs to cross a toxic swamp!

Part One (5 minutes):

- Create a **PERFORMANCE** where your team crosses a toxic swamp in 3 different ways.
- You will be given two copies of a sheet on which to write 3 ways to cross the swamp.
- Write these 3 ways of crossing the toxic swamp on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of part one.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the 3 ways of crossing the toxic swamp in Part One. All props should be imaginary. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive:

- A. 5 points (15 points maximum) if each way of crossing the toxic swamp is carried out.
- B. Up to 15 points (45 points maximum) for the creativity of each of your ways to cross the toxic swamp.
- C. Up to 20 points for the overall creativity of your **PERFORMANCE**.
- D. Up to 20 points for how well your team works together.

Ways to Cross the Toxic Swamp

1. _____

2. _____

3. _____

Instant Challenge

Advanced Level

Transportation Eggspert

Challenge: Your **TASK** is to create a device that will transport an egg without being touched.

Time: You will have up to 7 minutes to use your IMAGINATION to create your device and then up to 1 minute to transport an egg for score.

Set-up: In the middle of the room are two taped lines. In addition, there is a table with materials.

Procedure:

•**Part One** (7 minutes): Use the materials to create a device that will transport an egg. You may practice moving the egg in Part One, but the distance will not be scored. In order to proceed to Part Two, you must have a transportation device at the end of part one. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (1 minute): Transport the egg for score. Time will end when one of the following happens: the egg comes apart from the transportation device, the transportation device breaks into more than one piece, the transportation device stops moving, the transportation device crosses the second taped line, or a team member calls time. **No team member may cross the taped line during Part Two.** At the end of Part Two, the Appraisers will measure the distance traveled by the egg.

Materials:

**4 Mailing Labels 1 Balloon 12 Paper Clips 1 Sheet of Paper 3 Straws
1 Piece of String 1 Glove 1 Piece of Foil 1 Egg**

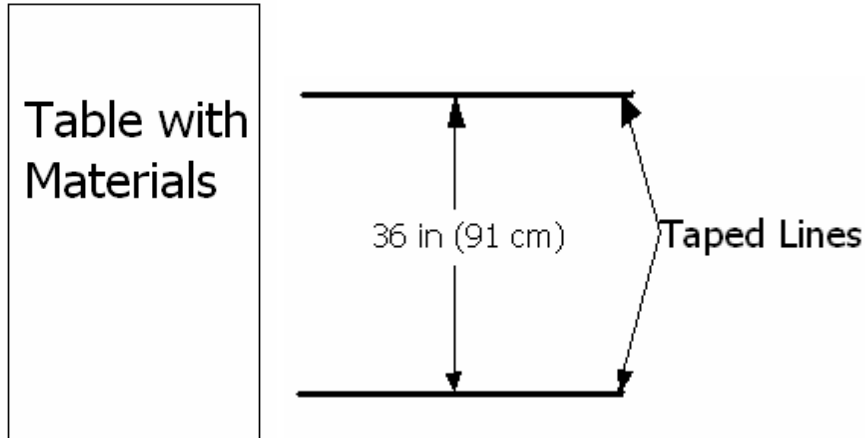
The mailing labels may not be attached to the egg. The egg may not be altered.

Scoring: You will receive

- A. 10 points if you have a transportation device at the end of Part One.
- B. 1 point (36 points maximum) for each inch (2.5 cm) the egg travels between the two lines.
- C. 15 points if neither the transportation device nor the egg crosses the second taped line.
- D. 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Transportation Eggspert **For Appraisers Only:**

1. The set-up consists of two taped lines. There is also a table with materials.



2. The eggs should be hard boiled so they don't make a mess.
3. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
4. The distance traveled by the egg should be measured by the point closest to the second taped line.
5. If the transportation device breaks into more than one piece or the egg comes apart from the transportation device, no score should be awarded for distance traveled.
6. If a team member crosses the taped line during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.

TEAM COPY

Transportation Eggspert

Challenge: Your **TASK** is to create a device that will transport an egg without being touched.

Time: You will have up to 7 minutes to use your IMAGINATION to create your device and then up to 1 minute to transport an egg for score.

Set-up: In the middle of the room are two taped lines. In addition, there is a table with materials.

Procedure:

Part One (7 minutes):

- Use the materials to create a device that will transport an egg.
- You may practice moving the egg in Part One, but the distance will not be scored.
- In order to proceed to Part Two, you must have a transportation device at the end of part one.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (1 minute):

- Transport the egg for score.
- Time will end when one of the following happens: the egg comes apart from the transportation device, the transportation device breaks into more than one piece, the transportation device stops moving, the transportation device crosses the second taped line, or a team member calls time.
- **No team member may cross the taped line during Part Two.**
- At the end of Part Two, the Appraisers will measure the distance traveled by the egg.

Scoring: You will receive

- A. 10 points if you have a transportation device at the end of Part One.
- B. 1 point (36 points maximum) for each inch (2.5 cm) the egg travels between the two lines.
- C. 15 points if neither the transportation device nor the egg crosses the second taped line.
- D. 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Transportation Eggspert

Materials:

(Tape to Table)

- 4 Mailing Labels
- 1 Balloon
- 12 Paper Clips
- 1 Sheet of Paper
- 3 Straws
- 1 Piece of String
- 1 Glove
- 1 Piece of Foil
- 1 Egg

The mailing labels may not be attached to the egg.
The egg may not be damaged.

Instant Challenge
Entry and Advanced Levels
Two-Toned

Challenge: Your **TASK** is to create a musical instrument that can play at least two different tones. Your team should then present a **PERFORMANCE** in which the instrument plays at least two different tones and something changes its color.

Time: You will have up to 5 minutes to use your IMAGINATION to make your musical instrument and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: When you play your new instrument, something changes its color!

•**Part One** (5 minutes): Use the materials to make a musical instrument that can play at least two different tones. You should also use this time to plan your **PERFORMANCE**.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During your **PERFORMANCE**, your musical instrument should play at least two different tones and something should change its color.

Materials:

1 Piece of String	1 Paper Punch	1 Plastic Container	1 Roll of Tape
6 Index Cards	1 Piece of Foil	1 Paper Plate	3 Rubber Bands
4 Unsharpened Pencils	3 Pipe Cleaners	12 Dried Noodles	Scissors

The scissors may NOT be damaged and may not be part of your musical instrument. A piece of paper and a sharpened pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

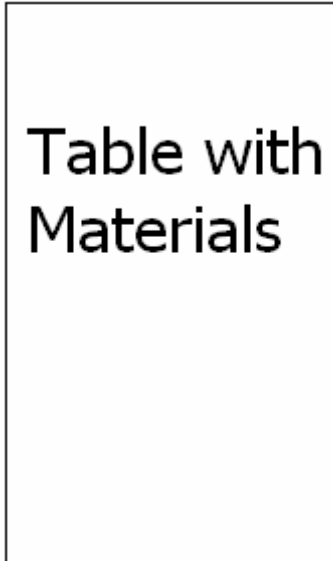
Scoring: You will receive:

- A. 20 points if your musical instrument plays two tones during your **PERFORMANCE**.
- B. 10 points if something changes its color during your **PERFORMANCE**.
- C. Up to 10 points for how creatively your team used the materials.
- D. Up to 20 points for the creativity of your musical instrument.
- E. Up to 20 points for the creativity of your **PERFORMANCE**.
- F. Up to 20 points for how well your team works together.

Two-Toned

For Appraisers Only:

1. The setup consists of a table with materials.



Two-Toned

Challenge: Your **TASK** is to create a musical instrument that can play at least two different tones. Your team should then present a **PERFORMANCE** in which the instrument plays at least two different tones and something changes its color.

Time: You will have up to 5 minutes to use your **IMAGINATION** to make your musical instrument and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: When you play your new instrument, something changes its color!

Part One (5 minutes):

- Use the materials to make a musical instrument that can play at least two different tones.
- You should also use this time to plan your **PERFORMANCE**.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, your musical instrument should play at least two different tones and something should change its color.

Scoring: You will receive:

- 20 points if your musical instrument plays two tones during your **PERFORMANCE**.
- 10 points if something changes its color during your **PERFORMANCE**.
- Up to 10 points for how creatively your team used the materials.
- Up to 20 points for the creativity of your musical instrument.
- Up to 20 points for the creativity of your **PERFORMANCE**.
- Up to 20 points for how well your team works together.

Two-Toned
Materials:
(Tape to Table)

- 1 Piece of String
- 1 Paper Punch
- 1 Plastic Container
- 1 Roll of Tape
- 6 Index Cards
- 1 Piece of Foil
- 1 Paper Plate
- 4 Unsharpened Pencils
- 3 Rubber Bands
- 3 Pipe Cleaners
- 12 Dried Noodles
- Scissors

The scissors may NOT be damaged and may not be part of your musical instrument. A piece of paper and a sharpened pencil also will be available for your team to use as you plan and present your **PERFORMANCE.**