

Instant Challenge

Welcome to Instant Challenge. This CD contains the following:

- General Information about *Instant Challenge*
- Two Types of *Instant Challenges*
- What Happens in *Instant Challenge* at a Tournament?
- *Instant Challenge* Tips
- 14 Performance-Based *Instant Challenges*
- 11 Task-Based *Instant Challenges*

General Information about *Instant Challenge*

- *Instant Challenge* provides a chance for a team to show off its creative problem solving skills in a short, unrehearsed presentation to Appraisers. Although each *Instant Challenge* has different requirements, all *Instant Challenges* reward teams for teamwork and the uniqueness and creativity of the team's solution.
- *Instant Challenges* are between five and ten minutes in length and worth up to 100 points.
- Each team that competes in a specific *Central Challenge* in a specific Level will receive the same *Instant Challenge*.
- All teams will be scheduled to do an *Instant Challenge* in addition to their *Central Challenge*.
- The nature and content of each *Instant Challenge* is kept confidential until the day of the Tournament.
- All seven team members may participate in the *Instant Challenge*, however, not less than five team members must participate in solving the *Instant Challenge*. If a team has fewer than five members, all team members must participate and contribute to the solution.
- Teams will need to make a decision about which team members will be participating before being taken to the competition room. Teams will NOT be told anything about the Challenge, including the type of *Instant Challenge* they will be facing prior to making this decision.

Two Types of *Instant Challenges*

- ***Performance-Based:*** A performance-based Challenge involves the team “performing” a solution for the Appraisers. Teams may be judged on the creativity of their solution, presentation, and/or use of materials, along with teamwork. The team may be asked to use words, conversation, and/or dramatic characterizations to solve the Challenge. Language may or may not be involved in the performance. Teams may or may not be given time to practice their solution before presenting it to the Appraisers. Materials may be real or imaginary.
- ***Task-Based:*** A task-based Challenge requires the team to use materials to communicate or to build, move, change or protect objects. Teams may be scored on how well they work together to design the solution and the creativity of their final project. Team members may also receive points for accomplishing a task. Team members may or may not be allowed to talk during this type of Challenge.

What Happens in *Instant Challenge* at a Tournament?

- Each team will report to a designated Holding Area 15 minutes prior to their scheduled *Instant Challenge*. The team will check in with the Appraiser in the Holding Area and give him/her one copy of their completed *Declaration of Independence* form.
- An Appraiser will escort the team to the *Instant Challenge* room. One Team Manager may accompany the team to the *Instant Challenge* room, but that Team Manager may not advise, signal or communicate with the team during the *Instant Challenge* competition. Team members make the decision of whether the Team Manager will accompany the team to the *Instant Challenge* room.
- Timing devices that beep or make a sound signifying an elapse of time may not be brought into the *Instant Challenge* room, since they may confuse the Appraisers.
- When the team has entered the *Instant Challenge* competition room, they will be asked to repeat this solemn promise:

We promise not to talk about ANYTHING that we see, hear, do or say in this room. 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 ourselves!

- The Team Manager and any team member who chooses not to participate will be seated out of the way where they may observe the team working on its solution.
- The Team Manager must turn off all electronic devices he/she may have, such as cell phones, beepers, pagers, timing devices, etc. Failure to do this may result in a deduction for Interference.
- Neither the Team Manager nor any non-participating team member may speak or motion in any way to the team or it will be considered Interference, and a deduction will be assessed.
- An Official will read:

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.

- The *Instant Challenge* will then be presented to the team. Each team in your *Team Challenge* and competition level will be given the same *Instant Challenge* by the same Appraisers.
 - If the Challenge is task-based, unless otherwise stated, taped or marked areas may not be altered in any way.
 - If the Appraisers feel that the team is working under an obvious misconception, they will attempt to clarify the Challenge without adding in the solution.
- When the team has finished its *Instant Challenge*, an Appraiser will escort them back to the Holding Area.
- Scores for the *Instant Challenge* will not be revealed until after the Award Ceremony.

Instant Challenge Tips

- Teams should make *Instant Challenge* practice a regular part of their meetings.
- Practice all types of *Instant Challenges*.
- Listen to instructions carefully. Ask questions if the instructions are not clear.
- Know where the points are and direct your solution to the points.
- Never argue with an official or argue with a teammate in front of an official.
- Always keep Teamwork in mind.
 - Help each other be right – not wrong.
 - Look for ways to make new ideas work – not reasons why they won't work.
 - Help each other achieve and take pride in each other's progress and growth.
 - Try to maintain a positive mental attitude – no matter what the circumstances.
 - Do everything with enthusiasm – it is contagious.
 - Have FUN!

Performance-Based *Instant Challenges*:

- Listen to your teammates when making up your skit. Relax and go with the flow!
- Don't make unnecessarily long speeches. Give everyone a chance to add to the solution.
- Practice giving everyone a part.
- Practice:
 - Talking yourself out of a jam when your mind goes blank.
 - Saving a teammate whom cannot think of a line or reaction.
 - Using exaggerated movements and expressions.
 - Using props in different ways
 - Using part of the pros one time and the rest of them a second time.
 - Changing the prop into something else - take it apart, bend it, make it bigger/smaller, etc.
 - Developing multiple uses for the same prop
 - Creating a combination of materials
 - Developing skits with all three components: a beginning, a middle, and an ending

Task-Based *Instant Challenges*:

- Teamwork is critical (see Teamwork discussion above)
- Look for unusual and different uses the materials
- Most of the materials fall into one or more types:
 - They will extend (across a space or up or out) and/or
 - They will connect things together and/or
 - They will control something (round materials/light-weight materials)
- Listen very carefully to the Challenge as it is being read.
- Take a minute before you start handling the materials and ask yourselves -
 - What are we supposed to do?
 - If we are to extend (with something rigid) - which of the given materials will do that?
 - If we have to connect two items together - which of the given materials will do that?
 - If we have to control something - which of the given materials will do that?
- Then, start to work.
- Be aware of time. If you are given 5 minutes to accomplish a task - try spending 1-2 minutes developing your idea and 3-4 minutes accomplishing the task.
- If possible, divide the tasks to be accomplished.

INSTANT CHALLENGES

PERFORMANCE-BASED	
<i>No Props</i>	
Entry Level	The Pet Shop
Entry Level	Sound Off
Entry + - Advanced Level	To the Contrary
Advanced Level	Condensation
Advanced Level	CoOPERAtE
<i>Props Provided</i>	
Entry Level	Hot Dog Roast
Entry Level	Out of Africa
Entry Level	Without the Tube
Entry + - Advanced Level	Slide Show
Advanced Level	Surprise Package
Advanced Level	Living Dictionary
Advanced Level	Where Has All the Family Gone?
<i>Imaginary Props</i>	
Advanced Level	White Out
<i>Team-Created Props</i>	
Entry Level	Animal Leader
TASK-BASED	
<i>To Build</i>	
Entry Level	Ball Stack
Advanced Level	London Bridge
Entry + - Advanced Level	Tower Ring
Advanced Level	Topsy-Turvy Tower
<i>To Move</i>	
Entry Level	Marble Drop
Entry Level	Weigh-in
Advanced Level	Tube Sort
Advanced Level	Archeologic Dig
Advanced Level	Ball Exchange
Advanced Level	Cover It Up
Advanced Level	Making Connections

DESTINATION IMAGINATIONâ
Instant Challenge
Entry Level
THE PET SHOP

Challenge: Create and name 3 unusual animals and prepare a silent skit about a person buying one of these unusual animals in a pet shop.

Time: You will have up to 4 minutes to use your IMAGINATION to create your skit and 2 minutes to present your masterpiece to the judges.

The Scene: Your team has been invited to present a funny skit for an international convention of pet shop owners. Your skit should be about a person coming into a pet shop to buy an animal. The shopkeeper has 3 animals to sell. The name of each of the animals will be written on a card by your team. A team member will show each card as the animals are presented. The animals are unusual because their bodies and voices don't match. One or more team members should play each animal and make the sounds. At the end of the skit, the person should buy one of the animals and take it home as a pet. Because the pet shop owners all speak a different language, no words are to be spoken in the skit. Bring on the animals!

Items to Use in Your Presentation:

3 cards to write each of the animal's names on and some markers.

Scoring: You will receive up to

- A. 15 points each (45 points total) for the creativity of your animals
- B. 5 points each (15 points total) for the creativity of your animal names
- C. 10 points for the creativity of your presentation.
- D. 10 points for the humor of your presentation
- E. 20 points for how well your team works together.

TEAM COPY

DESTINATION IMAGINATION® THE PET SHOP

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- B. 5 points each (15 points total) for the creativity of your animal names.
- C. 10 points for the creativity of your presentation.
- D. 10 points for the humor of your presentation.
- E. 20 points for how well your team works together.

DESTINATION IMAGINATION[®]
Instant Challenge
Entry Level
SOUND OFF

Challenge: Name and demonstrate sounds you might hear in the city or the country.

Time: You will have 2 minutes to use your **IMAGINATION** to think of sounds and 3 minutes to present your sounds for score.

The Scene: Your team is to present an audio concert. During your presentation, one team member should name a sound you might hear in the city. A second team member should then make that sound. A third team member should then name a sound that you might hear in the country, with a fourth team member making that sound. Team members should continue alternating answers and sounds until time is finished.

Scoring:

You will receive up to

- A. 30 points for the creativity of the sounds you name
- B. 30 points for the creativity of the sounds made by your team
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

DESTINATION IMAGINATION®
SOUND OFF

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You will receive up to

- A. 30 points for the creativity of the sounds you name
- B. 30 points for the creativity of the sounds made by your team
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

DESTINATION IMAGINATION[®]
Instant Challenge
Entry or Advanced Level
TO THE CONTRARY

Challenge: Name creative actions and demonstrate the opposite.

Time: You will have 2 minutes to use your IMAGINATION to develop solutions and 3 minutes to present your solutions to the judges.

The Scene: Your team is to present a display of contrasts. During your presentation, one team member should name a creative action. A second team member should then demonstrate the opposite action. For example, the first team member might say, "Smiling." The second team member would then frown. Team members should continue to alternate naming creative actions and demonstrating opposite actions until time ends.

Scoring:

You will receive up to

- A. 35 points for the creativity of your creative actions
- B. 35 points for the creativity of your opposite actions
- C. 10 points for the humor of your presentation.
- D. 20 points for how well your team works together.

**DESTINATION IMAGINATION®
TO THE CONTRARY**

Challenge: Name creative actions and demonstrate the opposite.

Time: You will have 2 minutes to use your IMAGINATION to develop solutions and 3 minutes to present your solutions to the judges.

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Scoring:

You will receive up to

- A. 35 points for the creativity of your creative actions
- B. 35 points for the creativity of your opposite actions
- C. 10 points for the humor of your presentation.
- D. 20 points for how well your team works together.

DESTINATION IMAGINATION®
Instant Challenge
Advanced Level
CONDENSATION

Challenge: Create a humorous, shortened version of a well-known book, movie or play.

Time: You will have up to 4 minutes to use your IMAGINATION to create the shortened version and 3 minutes to present your solution for score.

The Scene: Many people don't seem to have enough time anymore to even see a good play or movie, or read a good book. To help such people keep informed, your DI team is being asked to condense a famous book, movie or play into 3 minutes. That should be plenty of time to hit the main points. Oh, and don't forget to add some humor. That will help your presentation get those busy people's attention.

Scoring:

You will receive up to

- A. 30 points for how creatively you shorten the play, movie or book.
- B. 30 points for the creativity of your presentation.
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

DESTINATION IMAGINATION®
CONDENSATION

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Scoring: You will receive up to:

- A. 30 points for how creatively you shorten the play, movie or book.
- B. 30 points for the creativity of your presentation.
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

DESTINATION IMAGINATION[®]
Instant Challenge
Advanced Level
CoOPERAtE

Challenge: Present a mini-opera.

Time: You will have up to 4 minutes to use your IMAGINATION to prepare your opera and 3 minutes to become stars.

The Scene: La Scala, the famous Italian opera stage, has a need for a 3-minute opera. The La Scala producers anxiously await auditions with DI teams. Your team will need to create an opera that

1. Sets the scene
2. Demonstrates a crisis or conflict
3. Resolves the crisis or conflict

Your presentation must include

1. One character that causes the crisis or conflict
2. One character that is affected by the crisis or conflict
3. One character that saves the day.

In addition, your opera should include one or more humorous characters.

While your entire production must be sung, the quality of your singing will NOT affect the opinions of the La Scala producers. This is your chance to become famous!

Scoring:

You will receive up to

- A. 10 points each (30 points maximum) for the creativity of the scene, the crisis or conflict, and the resolution of the crisis or conflict.
- B. 10 points each (30 points maximum) for the creativity of your 3 main characters.
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

CoOPERAtE

Challenge: Present a mini-opera.

Time: You will have up to 4 minutes to use your IMAGINATION to prepare your opera and 3 minutes to become starts.

The Scene: La Scala, the famous Italian opera stage, has a need for a 3 minute opera. The La Scala producers anxiously await auditions with DI teams. Your team will need to create an opera that

- 1) Sets the scene,
- 2) Demonstrates a crisis or conflict,
- 3) Resolves the crisis or conflict.

Your presentation must include

- 1) One character that causes the crisis or conflict,
- 2) One character that is affected by the crisis or conflict,
- 3) One character that saves the day.

In addition, your opera should include one or more humorous characters. While your entire production must be sung, the quality of your singing will NOT affect the opinions of the La Scala producers. This is your chance to become famous!

Scoring:

You will receive up to

- A. 10 points each (30 points maximum) for the creativity of the scene, the crisis or conflict, and the resolution of the crisis or conflict.
- B. 10 points each (30 points maximum) for the creativity of your 3 main characters.
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

DESTINATION IMAGINATION[®]
Instant Challenge
Entry Level
HOT DOG ROAST

Challenge: Develop at least 5 new ways to cook a hot dog.

Time: You will have up to 4 minutes to use your IMAGINATION to develop your solutions and 3 minutes to make a presentation to the judges.

The Scene: Your team has been hired by the DI Hot Dog Company to create new ways to cook their product. The company hopes that the results of your brainstorming can increase sales of hot dogs across the world. The company bosses have gathered to hear your ideas. Wow them!

Items to Use in Your Presentation:

Things that CANNOT be changed: Tennis Racket

Golf Club

Garbage Can Lid

Plastic Hot Dog

Things that CAN be changed:

Piece of Aluminum Foil

2 Pieces of Paper

Coat Hanger

Scoring:

You will receive up to

- A. 20 points for the creativity of your presentation
- B. 10 points each (50 points total) for the creativity of the 5 ways of cooking hot dogs
- C. 10 points for the humor of your presentation
- D. 20 points for how well your team works together

Challenge: Develop at least 5 new ways to cook a hot dog.

Time: You will have up to 4 minutes to use your IMAGINATION to develop your solutions and 3 minutes to make a presentation to the judges.

The Scene: Your team has been hired by the DI Hot Dog Company to create new ways to cook their product. The company hopes that the results of your brainstorming can increase sales of hot dogs across the world. The company bosses have gathered to hear your ideas. Wow them!

Items to Use in Your Presentation:

CANNOT be changed:

Tennis Racket
Golf Club
Garbage Can Lid
Plastic Hot Dog

CAN be changed:

Piece of Aluminum Foil
2 Pieces of Paper
Coat Hanger

Scoring: You will receive up to

- A. 20 points for the creativity of your presentation
- B. 10 points each (50 points total) for the creativity of the 5 ways of cooking hot dogs
- C. 10 points for the humor of your presentation
- D. 20 points for how well your team works together

DESTINATION **IMAGINATION®**
Instant Challenge
Entry Level
OUT OF AFRICA

Challenge: Get your team safely back to camp.

Time: You will have up to 4 minutes to use your **IMAGINATION** to develop a solution and 3 minutes to present your solution to the judges.

The Scene: Your team is on safari in Africa. Suddenly, a bull elephant blocks your path. You turn to run, but a rhinoceros is blocking your exit.

Items to Use in Your Presentation:

Things that **CANNOT** be changed: Rope

Ping-Pong Paddle

Plastic Fruit

Flashlight

Shoe

Toothbrush

Mirror

Feather

Things that **CAN** be changed: 4 straws

4 lifesavers

Scoring:

You will receive up to

- A. 40 points for the creativity of your solution
- B. 30 points for the creativity of your presentation
- C. 10 points for the humor of your presentation
- D. 20 points for how well your team works together.

Challenge: Get your team safely back to camp.

Time: You will have up to 4 minutes to use your IMAGINATION to develop a solution and 3 minutes to present your solution to the judges.

The Scene: Your team is on safari in Africa. Suddenly, a bull elephant blocks your path. You turn to run, but a rhinoceros is blocking your exit.

Items to Use in Your Presentation:

CANNOT be changed:

Rope
Ping-Pong Paddle
Plastic Fruit
Flashlight
Shoe
Toothbrush
Mirror
Feather

CAN be changed:

4 straws
4 lifesavers

Scoring: You will receive up to

- A. 40 points for the creativity of your solution
- B. 30 points for the creativity of your presentation
- C. 10 points for the humor of your presentation.
- D. 20 points for how well your team works together.

DESTINATION **IMAGINATION**®
Instant Challenge
Entry Level
WITHOUT THE TUBE

Challenge: Present 5 creative things kids might do besides watching television.

Time: You will have up to 4 minutes to use your **IMAGINATION** to generate ideas and 3 minutes to present your solutions.

The Scene: The cable line to your town has just broken and the satellite dishes are not working. No TV! Your team is to think of 5 creative things kids might do instead of watching TV and demonstrate these activities for the judges.

Items to Use in Your Presentation:

Things that CANNOT be changed: Broom
2 Chairs
Small Table
Rope
Ball
Telephone

Things that CAN be changed: Sheet of Newspaper
Balloon
Wire Coat Hanger

Scoring: You will receive up to

- A. 8 points each (40 points total) for the creativity of your activities.
- B. 20 points for how well you use the materials
- C. 20 points for the creativity of your presentation
- D. 20 points for how well your team works together.

DESTINATION **IMAGINATION®**
WITHOUT THE TUBE

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Time: You will have up to 4 minutes to use your IMAGINATION to generate ideas and 3 minutes to present your solutions.

The Scene: The cable line to your town has just broke and the satellite dishes are not working. No TV! Your team is to think of 5 creative things kids might do instead of watching TV and demonstrate these activities for the judges.

Items to Use in Your Presentation:

CANNOT be changed:

Broom
2 Chairs
Small Table
Telephone

Rope
Ball

CAN be changed

Sheet of Newspaper
Balloon
Wire Coat Hanger

Scoring: You will receive up to

- A. 8 points each (40 points total) for the creativity of your activities.
- B. 20 points for how well you use the materials
- C. 20 points for the creativity of your presentation
- D. 20 points for how well your team works together.

DESTINATION IMAGINATION®

Instant Challenge

Entry or Advanced Level

SLIDE SHOW

Challenge: Describe 5 vacation locations and create a living slide to show where you are.

Time: You will have up to 4 minutes to use your IMAGINATION to develop a solution and 3 minutes to present your solution to the judges.

The Scene: Your team has been hired by the DI Travel Agency to present a slide show depicting 5 exciting vacation locations. During your presentation, one of your team members should describe a vacation spot, and other team members should then pose to create a living slide showing that location.

Items to Use in Your Presentation:

Things that CANNOT be changed: Plastic Bottle

Box of Macaroni

Plastic Pitcher

Flashlight

Pair of Gloves

Toothpaste

Football Helmet

Frying Pan

Things that CAN be changed :

Sheet of Newspaper

Strips of Colored Paper

6 labels

Scoring:

You will receive up to

- A. 5 points each (25 points total) for the creativity of the vacation locations
- B. 10 points each (50 points total) for the creativity of each living slide
- C. 10 points for the humor of your presentation.
- D. 15 points for how well your team works together.

Challenge: Describe 5 vacation locations and create a living slide to show where you are.

Time: You will have up to 4 minutes to use your IMAGINATION to develop a solution and 3 minutes to present your solution to the judges.

The Scene: Your team has been hired by the DI Travel Agency to present a slide show depicting 5 exciting vacation locations. During your presentation, one of your team members should describe a vacation spot, and other team members should then pose to create a living slide showing that location.

Items to Use in Your Presentation:

CANNOT be changed:

Plastic Bottle Box of Macaroni
Plastic Pitcher Flashlight
Pair of Gloves Toothpaste
Football Helmet Frying Pan

CAN be changed:

Sheet of Newspaper
Strips of Colored Paper
6 Labels

Scoring: You will receive up to

- A. 5 points each (25 points total) for the creativity of the vacation locations
- B. 10 points each (50 points total) for the creativity of each living slide
- C. 10 points for the humor of your presentation.
- D. 15 points for how well your team works together.

DESTINATION IMAGINATION®
Instant Challenge
Advanced Level
SURPRISE PACKAGE

Challenge: Determine the use of 6 objects found in a box on your planet and demonstrate these objects for your leaders.

Time: You will have up to 5 minutes to use your IMAGINATION to figure out what the objects are and create a presentation and 2 minutes to show your leaders what you have found.

The Scene: Your team is part of an alien security force on another planet. You cannot speak in an Earth language. You have found a box that contains 6 strange items. You do not know that these items come from Earth or what they were originally created to do. Speaking only in your alien language, you are to determine what these objects are and create a presentation to show your leaders what you have found. If you do not understand this Challenge, you may ask the officials questions in an Earth language.

Items to Use in Your Presentation (may not be altered):

Fly swatter	Umbrella
Egg beater	Brush
Baseball bat	Frisbee

Scoring: You will receive up to

- A. 10 points each (60 points total) for your creative ideas about what each object represents.
- B. 20 points for the overall creativity of your presentation.
- C. 20 points for how well your team works together.

**DESTINATION IMAGINATION®
SURPRISE PACKAGE**

Challenge: Determine the use of 6 objects found in a box on your planet and demonstrate these objects for your leaders.

Time: You will have up to 5 minutes to use your IMAGINATION to figure out what the objects are and create a presentation and 2 minutes to show your leaders what you have found.

The Scene: Your team is part of an alien security force on another planet. You cannot speak in an Earth language. You have found a box that contains 6 strange items. You do not know that these items come from Earth or what they were originally created to do. Speaking only in your alien language, you are to determine what these objects are and create a presentation to show your leaders what you have found. If you do not understand this Challenge, you may ask the officials questions in an Earth language.

Items to Use in Your Presentation (may not be altered):

Fly swatter
Egg beater
Baseball bat

Umbrella
Brush
Frisbee

Scoring: You will receive up to

- A. 10 points each (60 points total) for your creative ideas about what each object represents.
- B. 20 points for the overall creativity of your presentation.
- C. 20 points for how well your team works together.

DESTINATION IMAGINATION[®]
Instant Challenge
Entry Level
LIVING DICTIONARY

Challenge: Create silent, living pictures that define 5 words.

Time: You will have up to 4 minutes to use your IMAGINATION to develop a solution and 3 minutes to present your solution to the judges.

The Scene: Your team has been hired by the DI Video Company to help create pictures of 5 words that will explain their meaning to someone who can't read. The words you need to depict are Hurricane, Mountain, Stuffed, Soft, and Loud. The list of words will remain in front of your team. During your presentation, one of your team members should say the word and other team members should then silently demonstrate what that word means.

Items to Use in Your Presentation:

Things that CANNOT be changed: Flower pot

Book
Towel
Football
Sneaker
Plastic Flower
Fly Swatter
Beach Ball

Things that CAN be changed: Sheet of Newspaper
Cardboard Box

Scoring:

You will receive up to

- A. 15 points each (75 points total) for the creativity of how you depict the words
- B. 10 points for the humor of your presentation.
- C. 15 point for how well your team works together.

**DESTINATION IMAGINATION®
LIVING DICTIONARY**

Challenge: Create silent, living pictures that define 5 words.

Time: You will have up to 4 minutes to use your IMAGINATION to develop a solution and 3 minutes to present your solution to the judges.

The Scene: Your team has been hired by the DI Video Company to help create pictures of 5 words that will explain their meaning to someone who can't read. The words you need to depict are Hurricane, Mountain, Stuffed, Soft, and Loud. The list of words will remain in front of your team. During your presentation, one of your team members should say the word and other team members should then silently demonstrate what that word means.

Items to Use in Your Presentation:

CANNOT be changed:	CAN be changed	
Flower Pot	Book	Sheet of newspaper
Towel	Football	Cardboard box
Sneaker	Plastic Flower	
Fly Swatter	Beach Ball	

Scoring: You will receive up to

- A. 15 points each (75 points total) for the creativity of how you depict the words
- B. 10 points for the humor of your presentation.
- C. 15 points for how well your team works together.

HURRICANE

MOUNTAIN

STUFFED

SOFT

LOUD

DESTINATION IMAGINATION®
Instant Challenge
Advanced Level
WHERE HAS ALL THE FAMILY GONE?

Challenge: Solve the mysteries of the missing family members

Time: You will have up to 4 minutes to use your IMAGINATION to solve the mysteries and 3 minutes to make a presentation to the judges.

The Scene: You arrive at a family reunion one hour late to find no one there. You do discover a number of clues that might explain what has happened to your family members. You will present your interpretation of the clues to the DI police investigation team.

Items to Use for Your Clues:

Things that CANNOT be changed: Rope

Tire pump
Necktie
Diary
Plastic Banana
Flashlight
Bar of Soap
Feather

Things that CAN be changed: Piece of Paper
Pencil

Scoring:

You will receive up to

- A. 20 points for the creativity of your presentation
- B. 5 points each (50 points total) for how creatively you interpret the clues.
- C. 10 points for the humor of your presentation.
- D. 20 points for how well your team works together.

**DESTINATION IMAGINATION®
WHERE HAS ALL THE FAMILY GONE?**

Challenge: Solve the mysteries of the missing family members.

Time: You will have up to 4 minutes to use your IMAGINATION to solve the mysteries and 3 minutes to make a presentation to the judges.

The Scene: You arrive at a family reunion one hour late to find no one there. You do discover a number of clues that might explain what has happened to your family members. You will present your interpretation of the clues to the DI police investigation team.

Items to Use for Your Clues:

CANNOT be changed:

Rope

Necktie

Plastic Banana

Flashlight

Bar of Soap

Tire Pump

Diary

Feather

CAN be changed

Piece of Paper

Pencil

Scoring: You will receive up to

A. 20 points for the creativity of your presentation

B. 5 points each (50 points total) for how creatively you interpret the clues.

C. 10 points for the humor of your presentation.

D. 20 points for how well your team works together.

DESTINATION IMAGINATION[®]
Instant Challenge
Advanced Level
WHITE OUT

Challenge: You must rescue your team from Mt. Everest.

Time: You will have up to 4 minutes to use your IMAGINATION to develop a solution and 3 minutes to present your solution to the judges.

The Scene: Your team has been climbing Mt. Everest. Suddenly, you are engulfed in a cloud and can see nothing. Your team must get itself back to the base camp safely.

**Imaginary Items You Must Use in Your
Presentation:
(WILL NOT BE PROVIDED)**

Rope	Umbrella
Broom	Fishing Pole
Hammer	Mousetrap
Firecracker	Bell

Scoring:

You will receive up to

- A. 30 points for the creativity of your presentation.
- B. 5 points each (40 points total) for how creatively you demonstrate and use the imaginary items.
- C. 10 points for the humor of your presentation.
- D. 20 points for how well your team works together.

Challenge: You must rescue your team from Mt. Everest.

Time: You will have up to 4 minutes to use your IMAGINATION to develop a solution and 3 minutes to present your solution to the judges.

The Scene: Your team has been climbing Mt. Everest. Suddenly, you are engulfed in a cloud and can see nothing. Your team must get itself back to the base camp safely

Imaginary Items You Must Use in Your Presentation: (Not Provided)

Rope	Umbrella
Broom	Fishing Pole
Hammer	Mousetrap
Firecracker	Bell

Scoring:

You will receive up to

- A. 30 points for the creativity of your presentation.
- B. 5 points each (40 points total) for how creatively you demonstrate and use the imaginary materials.
- C. 10 points for the humor of your presentation.
- D. 20 points for how well your team works together.

ROPE
BROOM
HAMMER
FIRECRACKER
UMBRELLA
FISHING POLE
MOUSETRAP
BELL

DESTINATION IMAGINATION®
Instant Challenge
Entry Level
ANIMAL LEADER

Challenge: Present a skit where your team becomes animals and chooses who should be the leader.

Time: You will have up to 5 minutes to use your IMAGINATION to create your skit and 2 minutes to perform the skit for the officials.

The Scene: In this Challenge each team member is to become a different animal. During the 1st part of the Challenge when you create your skit, you may use human language. However, during your skit each animal can only make animal sounds. During the skit, 3 of the animals need to show why they think they should be the leader. The animals should then choose their leader. You may use the materials on the table to create any props you want to use in your skit.

Items to Use in Your Presentation:

3 large sheets of paper, markers and a pair of scissors.

Scoring: You will receive up to

- A. 20 points each (60 points total) for the creativity of how each of the 3 animals shows why they should be the leader.
- B. 20 points for the overall creativity of your presentation.
- C. 20 points for how well your team works together.

DESTINATION IMAGINATION[®] ANIMAL LEADER

Challenge: Present a skit where your team becomes animals and chooses who should be the leader.

Time: You will have up to 5 minutes to use your IMAGINATION to create your skit and 2 minutes to perform the skit for the officials.

The Scene: In this Challenge each team member is to become a different animal. During the 1st part of the Challenge when you create your skit, you may use human language. However, during your skit each animal can only make animal sounds. During the skit, 3 of the animals need to show why they think they should be their leader. The animals should then choose a winner. You may use the materials on the table to create any props you want to use in your skit.

Items to Use in Your Presentation:

3 large sheets of paper, markers and a pair of scissors.

Scoring: You will receive up to

- A. 20 points each (60 points total) for the creativity of how each of the 3 animals shows **why** they should be the leader.
- B. 20 points for the overall creativity of your presentation.
- C. 20 points for how well your team works together.

DESTINATION IMAGINATION[®]
Instant Challenge
Entry Level
BALL STACK

Challenge: Use materials to create a stack of balls.

Time: You will have up to 6 minutes to use your IMAGINATION and materials to stack balls for score. You will be scored at the end of 6 minutes or when your team asks to be scored.

Set-up: In the middle of the room are a taped area and several buckets of balls. In addition, there is a table with materials that you can use to stack the balls.

Procedure: Using the materials on the table, you are to create a stack of balls that only touches the floor within the taped area. You will receive score for each ball that is part of the stack. The balls may not be altered in any way. You may not use the buckets in your solution.

Materials:

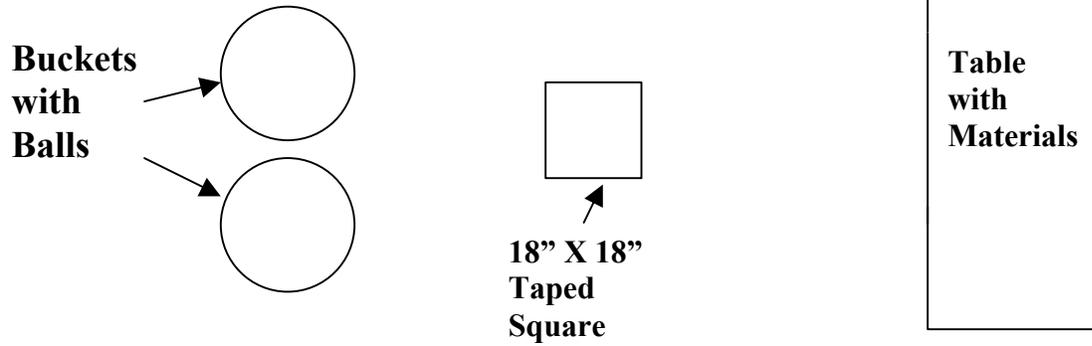
2 pieces of cardboard	1 coat hanger
2 paper plates	2 rubber bands
8 straws	2 bicycle tires (cannot be changed)
10 6" mailing labels	Pair of scissors (cannot be changed)
2 24" pieces of string	Balls (for score)

Scoring: You will receive

- A. 5 points for each ball that is part of the stacks (75 points maximum).
- B. Up to 25 points for how creatively you use the materials.
- C. Up to 25 points for how well your team works together.

For Judges only:

1. The set-up consists of a 18" X 18" taped square in the middle of the room, along with buckets containing 5 basketballs, 4 soccer balls, 3 footballs, 2 softballs, and 1 tennis ball. In addition, there is a table with materials.



TEAM COPY

DESTINATION IMAGINATION[®] BALL STACK

Challenge: Use materials to create a stack of balls.

Time: You will have up to 6 minutes to use your IMAGINATION and materials to stack balls for score. You will be scored at the end of 6 minutes or when your team asks to be scored.

Set-up: In the middle of the room are a taped area and several buckets of balls. In addition, there is a table with materials that you can use to stack the balls.

Procedure: Using the materials on the table, you are to create a stack of balls that only touches the floor within the taped area. You will receive score for each ball that is part of the stack. The balls may not be altered in any way. You may not use the buckets in your solution.

Materials:

2 pieces of cardboard	1 coat hanger
2 paper plates	2 rubber bands
8 straws	2 bicycle tires (cannot be changed)
10 6" mailing labels	Pair of scissors (cannot be changed)
2 24" pieces of string	Balls (for score)

Scoring: You will receive

- A. 5 points for each ball that is part of the stacks (75 points maximum).
- B. Up to 25 points for how creatively you use the materials.
- C. Up to 25 points for how well your team works together.

DESTINATION IMAGINATION[®]
Instant Challenge
Advanced Level
LONDON BRIDGE

Challenge: Create a floating bridge that is as high as possible and that will hold weight.

Time: You will have up to 7 minutes to use your IMAGINATION to make your bridge and 2 minutes to add weight.

Set-up: On the floor are two tubs of water that are to be connected by a bridge. In addition, there are 3 vehicles of different heights and a table with materials you can use to construct the bridge.

Procedure: In the 1st part of the Challenge, you may use the materials on the table to build a bridge. The bridge must span the gap between the two tubs of water and may be only supported by water (floating) at each end. At the end of the first part of the challenge, you may push (drive) one of the three vehicles under the bridge on its wheels to receive additional score. In the 2nd part of the Challenge, you are to add sets of weights to the suspended part of the bridge, one at a time until “London Bridge comes falling down” or time ends. You may not touch the bridge once you have started to add weights.

Materials:

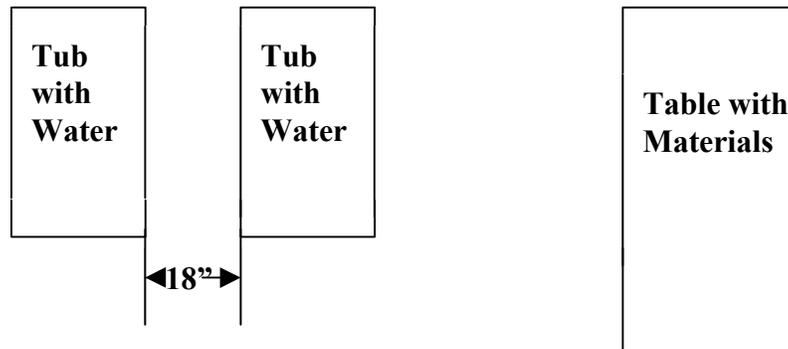
<i>Materials you may change:</i>	<i>Materials you may NOT break or damage:</i>
8 rubber bands	Vehicles: Wooden Train
16 Styrofoam cups	Fire Truck
2 coat hangers	Lawn Mower
8 mailing labels	
8 pencils	Sets of weights (10 total)
12 straws	
8 Popsicle sticks	
2 sheets of newspaper	
24” piece of string	

Scoring: You will receive

- A. 10 points if a bridge spans the two tubs at the end of part 1.
- B. 5, 10 or 15 points if a vehicle can be pushed under the bridge.
- C. 4 points for each set of weights added to the bridge.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

For Judges only:

1. The set-up consists of two 2' X 4' plastic tubs each containing 6" of water and placed 18" apart. There should also be a table with materials.



2. The bridge may touch the sides of the tubs, but must not be supported by the sides, in order to receive score.
3. Near the tubs should be 3 vehicles, a wooden train labeled 5 points, a fire truck with ladder extended labeled 10 points, and a lawn mower labeled 15 points.
4. Binding two large nails with a large rubber band makes sets of weights.
5. If a team member touches the bridge when adding weights, that weight should not receive score.

DESTINATION IMAGINATION[®]

LONDON BRIDGE

Challenge: Create a floating bridge that is as high as possible and that will hold weight.

Time: You will have up to 7 minutes to use your IMAGINATION to make your bridge and 2 minutes to add weight.

Set-up: On the floor are two tubs of water that are to be connected by a bridge. In addition, there are 3 vehicles of different heights and a table with materials you can use to construct the bridge.

Procedure: In the 1st part of the Challenge, you may use the materials on the table to build a bridge. The bridge must span the gap between the two tubs of water and may be only supported by water (floating) at each end. At the end of the first part of the challenge, you may push (drive) one of the three vehicles under the bridge on its wheels to receive additional score. In the 2nd part of the Challenge, you are to add sets of weights to the suspended part of the bridge, one at a time until “London Bridge comes falling down” or time ends. You may not touch the bridge once you have started to add weights.

Materials:

Materials you may change: *Materials you may NOT break or damage:*

8 rubber bands

Vehicles: Wooden Train

16 Styrofoam cups

Fire Truck

2 coat hangers

Lawn Mower

8 mailing labels

8 pencils

Sets of weights (10 total)

12 straws

8 Popsicle sticks

2 sheets of newspaper

24” piece of string

Scoring: You will receive

- A. 10 points if a bridge spans the two tubs at the end of part 1.
- B. 5, 10 or 15 points if a vehicle can be pushed under the bridge.
- C. 4 points for each set of weights added to the bridge.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

DESTINATION IMAGINATION®

Instant Challenge Entry or Advanced Level TOWER RING

Challenge: Build a tower that is as high as possible and that will support weight.

Time: You will have up to 4 minutes to use your IMAGINATION to build your tower and 2 minutes to test its strength by adding weights.

Set-up: On the first table, there are materials that you can use to build your tower. There is also a bicycle tire sitting on three blocks that you must use as the base of your tower.

Procedure: In the first part of this Challenge, you are to build a tower that is as high as possible and that will support weight. You must build your tower on the bicycle tire. The tire and blocks cannot be moved or changed. Your tower may only touch the tire. At the end of the first part of the challenge, the officials will measure how high your tower is. You will then have the chance to add weights to the tower one at a time for additional score. You may not touch the tower when adding weights. Weights may only touch the tower. During the second part of the Challenge, if any part of the tower or weights touches the floor or blocks, time will end.

Materials:

Items you CAN change

6 Index Card
6 Paper Clips
12 Straws
2 Wire Coat Hangers
6 Mailing Labels
4 Rubber Bands
24" Piece of String
Sheet of Newspaper

Items you CANNOT change

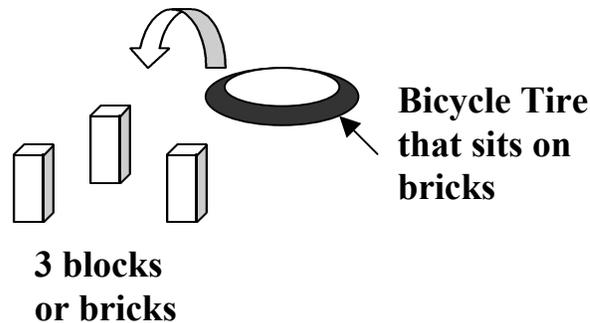
Bicycle Tire
Sets of Weights (10 total)

Scoring: You will receive

- A. 2 points for each complete inch your tower is above the floor.
- B. 5 points each (50 points total) for each set of weights supported by your tower.
- C. 1 to 25 points for the creativity of your tower.
- D. 1 to 20 points for how well your team works together.

For Judges only:

1. The set-up consists of bicycle tire (20" – 24 " diameter) supported by 3 bricks or 4" X 4" X 18" wooden blocks:



In addition, there is a table with materials.

2. The easiest way to measure the height of the tower is by placing a pole perpendicular to the floor near the highest point and with a second pole held perpendicular to the first, marking the height of the tower on the first pole. This distance can then be measured easily using a measuring tape.
3. In the second part of the challenge, weights must be added one at a time. Weights should be 2 6" nails held together by a rubber band. Each set of two nails is considered one weight. If addition of weight causes any of the weights or tower to touch the floor or blocks, time ends and that weight does not count for score. Weights touching the tire also do not receive score.

DESTINATION IMAGINATION[®]
TOWER RING

Challenge: Build a tower that is as high as possible and that will support weight.

Time: You will have up to 4 minutes to use your IMAGINATION to build your tower and 2 minutes to test its strength by adding weights.

Set-up: On the first table, there are materials that you can use to build your tower. There is also a bicycle tire sitting on three blocks that you must use as the base of your tower.

Procedure: In the first part of this Challenge, you are to build a tower that is as high as possible and that will support weight. You must build your tower on the bicycle tire. The tire and blocks cannot be moved or changed. Your tower may only touch the tire. At the end of the first part of the challenge, the officials will measure how high your tower is. You will then have the chance to add weights to the tower one at a time for additional score. You may not touch the tower when adding weights. Weights can only touch the tower. During the second part of the Challenge, if any part of the tower or weights touches the floor or blocks, time will end.

Materials:***Items you CAN change***

6 Index Card
6 Paper Clips
12 Straws
2 Coat Hangers
6 Mailing Labels
4 Rubber Bands
24" Piece of String
Sheet of Newspaper

Items you CANNOT change

Bicycle Tire
Sets of Weights (10 total)

Scoring: You will receive

- A. 2 points for each complete inch your tower is above the floor.
- B. 5 points each (50 points total) for each set of weights supported by your tower.
- C. Up to 25 points for the creativity of your tower.
- D. Up to 20 points for how well your team works together.

DESTINATION IMAGINATION®
Instant Challenge
Advanced Level
TOPSY-TURVY TOWER

Challenge: Create a tower that is as high as possible.

Time: You will have up to 6 minutes to use your IMAGINATION and build your structure.

Set-up: In the middle of the room are two poles attached on each end to wheels. In the center of the poles are two colored areas. In addition, there is a table with materials that you can use to build a structure.

Procedure: Using the materials provided, you are to build a structure that is as high as possible. The structure and materials may only touch the colored areas of the two poles. When time ends, no team member may touch any part of the structure, poles, wheels, or apparatus holding the wheels. The officials will then measure the height of the structure from the floor.

Materials:

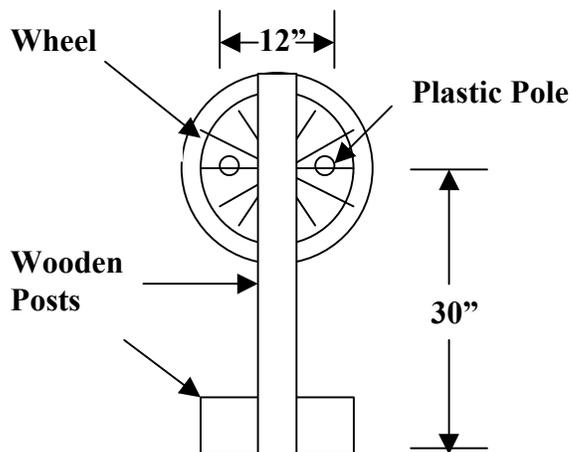
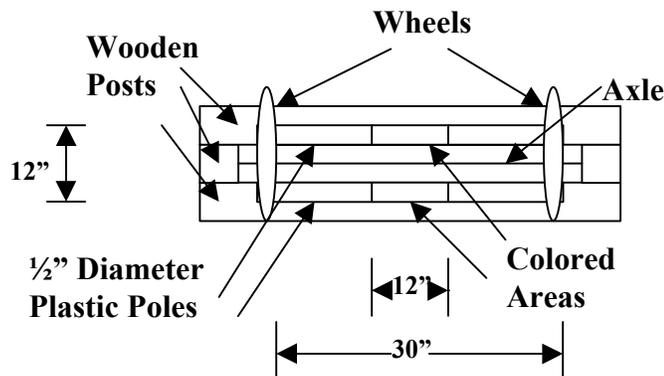
Cardboard tube	2 pencils
12 tongue depressors	4 paper clips
6 mailing labels.	2 rubber bands
8 pieces of lasagna noodles	4 clothes pins
8 straws	Wooden spoon (may not be destroyed)
2 golf balls	

Scoring: You will receive

- A. 1 point for each full inch your structure extends above the floor.
- B. 1 to 20 points for how creatively you use the materials.
- C. 1 to 20 points for how well your team works together.

For Judges only:

1. The set-up consists of two wheels held 3 feet apart within a wooden structure. The wheel axles should be aligned and about 2' off the floor. The structure should allow the wheels to rotate freely in planes parallel to each other. Attached to the spokes of each wheel, there should be 2 plastic poles about $\frac{1}{2}$ " in diameter. The poles should be about 12" apart. The center foot of each pole should be colored. The Challenge asks that the team to create a structure on the colored portion of each pole. Because the two poles are attached to wheels, the base of the structure has the ability to move from side to side.



2. The height can best be measured by holding a tall pole perpendicular to the floor and then holding a stick perpendicular to the pole at a height equal to the height of the structure. A mark can be made on the pole corresponding to this height, and the height then measured with a measuring tape.

DESTINATION IMAGINATION® TOPSY-TURVY TOWER

Challenge: Create a tower that is as high as possible.

Time: You will have up to 6 minutes to use your IMAGINATION and build your structure.

Set-up: In the middle of the room are two poles attached on each end to wheels. In the center of the poles are two colored areas. In addition, there is a table with materials that you can use to build a structure.

Procedure: Using the materials provided, you are to build a structure that is as high as possible. The structure and materials may only touch the colored areas of the two poles.

When time ends, no team member may touch any part of the structure, poles, wheels, or apparatus holding the wheels. The officials will then measure the height of the structure from the floor.

Materials:

Cardboard tube	2 pencils
12 tongue depressors	4 paper clips
6 mailing labels.	2 rubber bands
8 pieces of lasagna noodles	4 clothes pins
8 straws	Wooden spoon (may not be destroyed)
2 golf balls	

Scoring: You will receive

- A. 1 points for each full inch your structure extends above the floor.
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

DESTINATION IMAGINATION
Instant Challenge
Entry Level
MARBLE DROP

Challenge: Roll marbles into a bucket.

Time: You will have up to 4 minutes to use your IMAGINATION to place materials and develop strategy and 2 minutes to roll marbles for score.

Set-up: In the middle of the room is a ladder with three colored tubes attached to the top. A bucket stands in front of the ladder. A small set of steps is behind the ladder to help you reach the tubes. In addition, there is a table with materials on it. Your team can use these materials to guide the marbles for score.

Procedure: In the first part of the challenge, you are to place materials so that when marbles are dropped into the tubes they will end up in the bucket. The materials can be placed anywhere as long as they do not touch the tubes. In the second part of the challenge, you are to drop 5 marbles into each tube of matching color. The goal is to have as many marbles as possible end up in the bucket. During the 2nd part of the Challenge, you may only touch the marbles as you drop them in the top of the tubes. Marbles may not be retrieved once they have been put into a tube.

Materials:

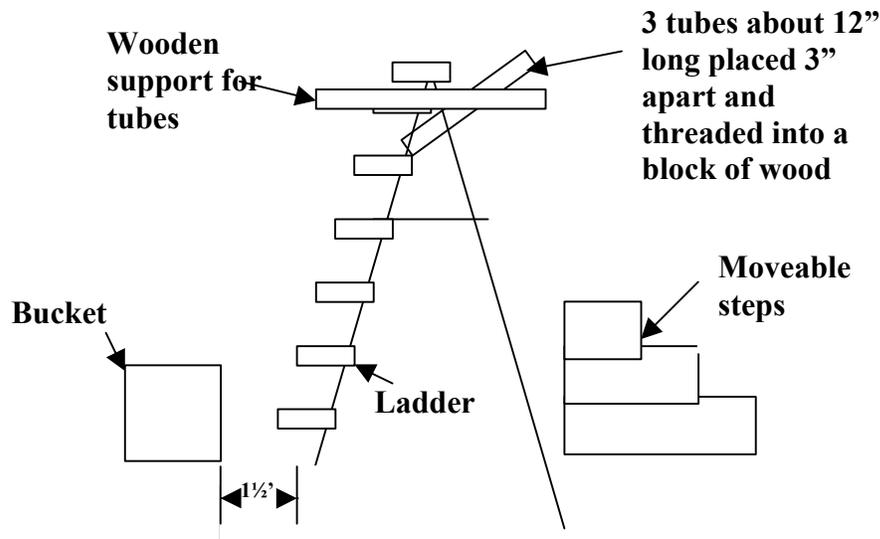
2 pieces of cardboard	2 pencils
1 paper plate	4 paper clips
8 straws	2 rubber bands
10 6" mailing labels	Pair of scissors (cannot be changed)
18" piece of string	15 marbles (for score)

Scoring: You will receive

- A. 5 points for each marble that ends up in the bucket (75 points maximum).
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

For Judges only:

1. The set-up consists of a table with the materials at one end of the room. In addition, there is a 6 foot ladder with three small colored tubes positioned so that when a marble is dropped into one of the tubes, it will hit one of the steps of the ladder. The tubes should be held in place by threading them through holes in a piece of wood attached to one of the rungs of the ladder. Each tube should be a different color, with 5 marbles of matching color.



2. If a marble is dropped into a tube that does not match its color, that marble should not receive score. In addition, if any of the materials are touched during the 2nd part of the Challenge resulting in the marble going into the bucket, that marble should also not receive score.
3. The positions of the bucket and ladder should be taped so that they can be the same for all teams.

DESTINATION IMAGINATION® MARBLE DROP

Challenge: Roll marbles into a bucket.

Time: You will have up to 4 minutes to use your IMAGINATION to place materials and develop strategy and 2 minutes to roll marbles for score.

Set-up: In the middle of the room is a ladder with three colored tubes attached to the top. A bucket stands in front of the ladder. A small set of steps is behind the ladder to help you reach the tubes. In addition, there is a table with materials on it. Your team can use these materials to guide the marbles for score.

Procedure: In the first part of the challenge, you are to place materials so that when marbles are dropped into the tubes they will end up in the bucket. The materials can be placed anywhere as long as they do not touch the tubes. In the second part of the challenge, you are to drop 5 marbles into each tube of matching color. The goal is to have as many marbles as possible end up in the bucket. During the 2nd part of the Challenge, you may only touch the marbles as you drop them in the top of the tubes. Marbles may not be retrieved once they have been put into a tube.

Materials:

2 pieces of cardboard
1 paper plate
8 straws
10 6" mailing labels
18" piece of string

2 pencils
4 paper clips
2 rubber bands
Pair of scissors (cannot be changed)
15 marbles (for score)

Scoring: You will receive

- A. 5 points for each marble that ends up in the bucket (75 points maximum).
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

DESTINATION IMAGINATION[®]
Instant Challenge
Advanced Level
WEIGH-IN

Challenge: Separate objects into 4 groups based on weight.

Time: You will have 6 minutes to use your IMAGINATION to determine where to place the objects.

Set-up: On the first table, there are 4 taped areas labeled HIGH, LOW, EQUAL and EQUAL. On the second table are 9 objects that need to be placed in the labeled areas and materials you can use to decide where to place the objects.

Procedure: You are to separate the objects based on weight. You must place at least one object in each of the taped areas. Your goal is to make the difference in the weight of the objects(s) in the HIGH and LOW areas be as great as possible, while having the weight of the objects in the EQUAL areas be as similar as possible. You will also receive score for the creative method you have used to determine where to place the objects and for how well your team has worked together.

Materials:

***Objects to be placed for score
(CANNOT be changed):***

Can of Green Beans
Stapler
Tennis Ball
Large Spoon
Remote Control
Beanie Baby™
Shoe
Toothpaste
Rock

***Materials to be used to decide where
to place objects***

CANNOT BE CHANGED

Yardstick
Broom

CAN BE CHANGED

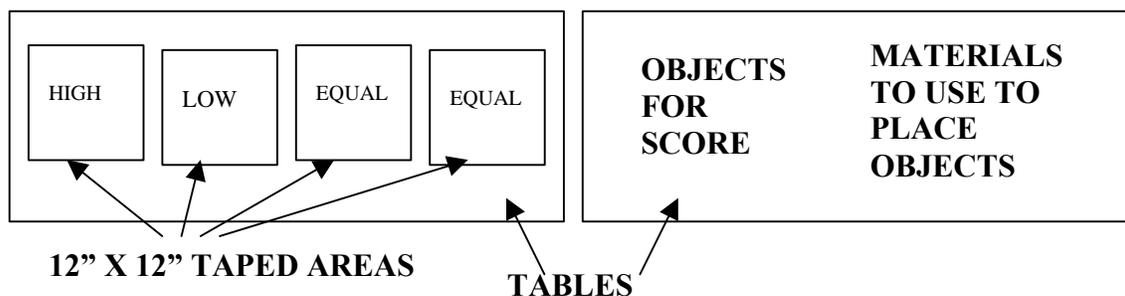
1 Wire Coat Hanger
4 Rubber Bands
2 Paper Plates
4 Paper Clips
24" Piece of String

Scoring: You will receive

- A. Positive points equal to the difference in weight in grams between the objects in the HIGH and LOW taped areas
- B. Negative points equal to 10 times the difference in weight in grams between the objects in the two EQUAL areas.
- C. Up to 20 points for the creativity of how you determine where to place objects.
- D. Up to 20 points for how well the team works together.

For Judges only:

1. The set-up consists of 2 tables. On the first table are 4 12” X 12” taped areas labeled HIGH, LOW, EQUAL and EQUAL. On the second table are 2 sets of objects, one set to place for score and the other to use in deciding where to place objects.



2. Prior to starting the problem, each of the 9 objects should be weighed to the nearest 0.1 gram and the weights recorded here.

OBJECT	WEIGHT
Can of Green Beans	
Stapler	
Tennis Ball	
Large Spoon	
Remote Control	
Beanie Baby™	
Shoe	
Toothpaste	
Rock	

3. The minimum score for Score Element “A” on scoresheet is zero.
4. If a team does not put at least 1 object in each taped area, their score for Score Element “A” on scoresheet should be zero.
5. Follow score sheet directions for totaling the weight of the objects.

HIGH

LOW

EQUAL

EQUAL

**DESTINATION IMAGINATION®
WEIGH-IN**

Challenge: Separate objects into 4 groups based on weight.

Time: You will have 6 minutes to use your IMAGINATION to determine where to place the objects.

Set-up: On the first table, there are 4 taped areas labeled HIGH, LOW, EQUAL and EQUAL. On the second table are 9 objects that need to be placed in the labeled areas and materials you can use to decide where to place the objects.

Procedure: You are to separate the objects based on weight. You must place at least one object in each of the taped areas. Your goal is to make the difference in the weight of the object(s) in the HIGH and LOW areas be as great as possible, while having the weight of the objects in the EQUAL areas be as similar as possible. You will also receive score for the creative method you have used to determine where to place the objects and for how well your team has worked together.

Materials:***Objects to placed for score
(CANNOT be changed):***

Can of Green Beans
Stapler
Tennis Ball
Large Spoon
Remote Control
Beanie Baby®
Shoe
Toothpaste
Rock

***Materials to be used to decide where
to place objects*****CANNOT BE CHANGED**

Yardstick
Broom

CAN BE CHANGED

1 Wire Coat Hanger
4 Rubber Bands
2 Paper Plates
4 Paper Clips
24" Piece of String

Scoring: You will receive

- A. Positive points equal to the difference in weight in grams between the objects in the HIGH and LOW taped areas
- B. Negative points equal to 10 times the difference in weight in grams between the objects in the two EQUAL areas.
- C. Up to 20 points for the creativity of how you determine where to place objects.
- D. Up to 20 points for how well the team works together.

DESTINATION IMAGINATION[®]

Instant Challenge

Advanced Level

WEIGH-IN

INSTANT CHALLENGE SCORE SHEET FOR WEIGHT CALCULATION

Objects in 1 st Equal Square	Wt of Object	Objects in 2 nd Equal Square	Wt of Object
1.		1.	
2.		2.	
3.		3.	
4.		4.	
5.		5.	
6.		6.	
TOTAL	(1)	TOTAL	(2)

Objects in LOW Square	Wt of Object	Objects in HIGH Square	Wt of Object
1.		1.	
2.		2.	
3.		3.	
4.		4.	
5.		5.	
6.		6.	
TOTAL	(3)	TOTAL	(4)

(1) minus (2) or (2) minus (1) (positive number)	(5)
10 times (5)	(6)
(4) minus (3)	(7)
(7) minus (6) (Minimum = 0)	(A)

NOTE: ALL numbers should be recorded to 1 decimal point.

DESTINATION IMAGINATION®
Instant Challenge
Advanced Level
TUBE SORT

Challenge: Place red, green and blue marbles in buckets with a matching color without talking.

Time: You will have up to 5 minutes to use your IMAGINATION to place materials and practice. You will have 2 minutes of scored time to place marbles in the buckets. You may not talk during the scored part of the Challenge.

Set-up: There are taped lines that your team must stand behind in the scored part of the Challenge. In between the taped lines are 3 colored buckets that cannot be moved. There is also a long tube with holes that crosses both of the taped lines that you will use to place marbles for score. The tube is resting on two step stools with wheels. On the table are materials that you can use to direct the marbles into a bucket of matching color.

Procedure: During the ImagiNation time of the Challenge, you are to use the materials on the table to practice placing the marbles into the correct bucket. These materials can be placed anywhere. At the beginning of the scored part of the Challenge, you should separate your team into 2 groups. Each group should go behind one of the lines and will be given 2 marbles of each color to place for score. You may not talk during this part of the Challenge. Marbles may only be put in to the ends of the tube. When using the tube to place marbles, the taped line on the tube cannot cross the corresponding taped line on the floor. The tube may be moved in any way you wish. In the 2 minutes of scored time, marbles that touch the floor between the two lines may not be retrieved and team members may not cross any of the lines with any part of their bodies.

Materials:

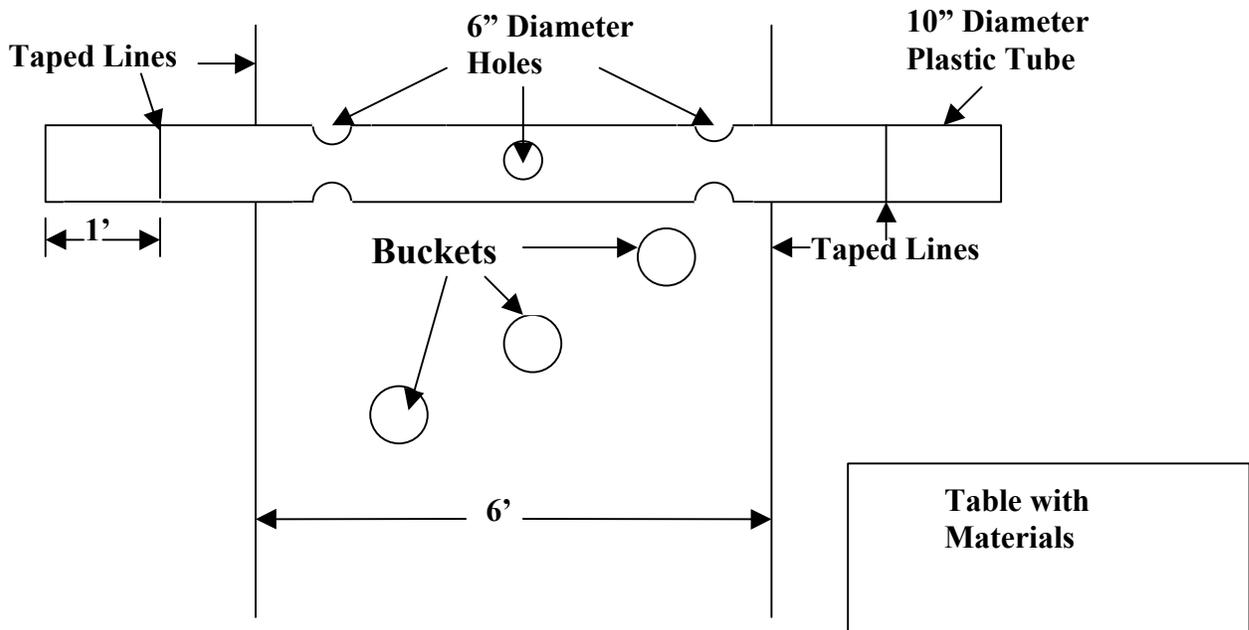
2 Styrofoam Cups	4 Paper Clips
4 Straws	2 Pieces of Foil
6 Mailing Labels	Pair of Scissors (Cannot be Changed)
2 Sheets of Paper	12 Marbles

Scoring: You will receive

- A. 8 points (96 points maximum) for each marble placed in a bucket of matching color.
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

For Judges only:

1. The set-up consists of two taped lines 6' apart. Three colored buckets (red, green and blue) are taped to the floor in between the two lines as shown below. A 10" diameter plastic tube that is 10' long is placed perpendicular to both of the lines. One foot from each end of the tube there is a taped line that encircles the tube. Six 6" diameter holes have been cut out of the tube as shown. The tube rests on two small step stools with wheels. Teams may move the tube by keeping it on the step stools or by lifting it off the step stools. In addition, on one side of the room there is a table with materials.



2. In the 2nd part of the Challenge, if a taped line on the tube crosses the taped line on the floor, the team should be warned. If this directly results in a marble ending up in a bucket, that marble should not receive score. Similarly, if a team member crosses the taped line on the floor in the 2nd part of the Challenge, that team member should be warned. If this directly results in a marble ending up in a bucket, that marble should not receive score.

DESTINATION IMAGINATION®

TUBE SORT

Challenge: Place red, green and blue marbles in buckets with a matching color without talking.

Time: You will have up to 5 minutes to use your IMAGINATION to place materials and practice. You will have 2 minutes of scored time to place marbles in the buckets. You may not talk during the scored part of the Challenge.

Set-up: There are taped lines that your team must stand behind in the scored part of the Challenge. In between the taped lines are 3 colored buckets that cannot be moved. There is also a long tube with holes that crosses both of the taped lines that you will use to place marbles for score. The tube is resting on two step stools with wheels. On the table are materials that you can use to direct the marbles into a bucket of matching color.

Procedure: During the ImagiNation time of the Challenge, you are to use the materials on the table to practice placing the marbles into the correct bucket. These materials can be placed anywhere.

At the beginning of the scored part of the Challenge, you should separate your team into 2 groups. Each group should go behind one of the lines and will be given 2 marbles of each color to place for score. You may not talk during this part of the Challenge. Marbles may only be put in to the ends of the tube. When using the tube to place marbles, the taped line on the tube cannot cross the corresponding taped line on the floor. The tube may be moved in any way you wish. In the 2 minutes of scored time, marbles that touch the floor between the two lines may not be retrieved and team members may not cross any of the lines with any part of their bodies.

Materials:

2 Styrofoam Cups
4 Straws
6 Mailing Labels
2 Sheets of Paper

4 Paper Clips
2 Pieces of Foil
Pair of Scissors (Cannot be Changed)
12 Marbles

Scoring: You will receive

- A. 8 points (96 points maximum) for each marble placed in a bucket of matching color.
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

DESTINATION IMAGINATION[®]
Instant Challenge
Entry Level
ARCHEOLOGIC DIG

Challenge: To develop devices that will extract bones from a pit.

Time: You will have 4 minutes to use your IMAGINATION to develop devices and practice using them and 3 minutes to demonstrate how the devices work.

Set-up: On the floor is a large container filled with Styrofoam peanuts and “bones.” On the table are materials you can use to make devices that might help in retrieving the “bones.” There are 3 kinds of “bones” buried in the peanuts.

Procedure: You will have 4 minutes to create your devices and practice using them. When using the devices, you may not touch the container or the Styrofoam peanuts with anything but your devices. You will then have 3 minutes to demonstrate 3 of your devices for score. You may not tip over the container.

Materials:

Cannot be changed:

Plastic Cup
3' Pole
Magnet
Wooden Spoon
Scissors
2 Metal Forks
2 Wooden Spools

Bones:

Large Metal Washers
Dog Biscuits
6" Nails

Can be changed:

4 Styrofoam Cups
Six 6" Labels
Two 36" Pieces of String
Square Piece of Foil
6" Square of Chicken Wire
4 Rubber Bands
2 pencils
Baggie
4 Large Paper Clips
Coat Hanger
6 Straws
4 Pipe Cleaners

Scoring: You will receive

- A. 1-20 points each (60 points maximum) for the creativity of your “bone” retrieval devices.
- B. 10 points each (30 maximum) for each device that retrieves a bone.
- C. 10 points if you retrieve at least one of each of the 3 types of bones.
- D. 30 points for how well your team works together.

For Judges only:

1. The set-up consists of a large container filled with Styrofoam peanuts. Prior to each team entering the room, you will need to place 4 large washers, 4 large 6” nails, and 4 large dog biscuits within the Styrofoam peanuts. The “bones” should not be visible but near the top of the container. The bones should be put in the same places each time. Be sure to show samples of the bones to the teams as the problem is being read.

2. After the practice time, the team should be asked to turn their backs to the container and the “bones” should be hidden again within the container—this time in different places. The team may then turn around, and begin to demonstrate their devices.

DESTINATION IMAGINATION[®] ARCHEOLOGIC DIG

Challenge: To develop devices that will extract bones from a pit.

Time: You will have 4 minutes to use your IMAGINATION to develop devices and practice using them and 3 minutes to demonstrate how the devices work.

Set-up: On the floor is a large container filled with Styrofoam peanuts and “bones.” On the table are materials you can use to make devices that might help in retrieving the “bones.” There are 3 kinds of “bones” buried in the peanuts.

Procedure: You will have 4 minutes to create your devices and practice using them. When using the devices, you may not touch the container or the Styrofoam peanuts with anything but your devices. You will then have 3 minutes to demonstrate 3 of your devices for score. You may not tip over the container.

Materials:

Cannot be changed:

Plastic Cup
3' Pole
Magnet
Wooden Spoon
Scissors
2 Metal Forks
2 Wooden Spools

Bones:

Large Metal Washers
Dog Biscuits
6" Nails

Can be changed:

4 Styrofoam Cups
Six 6" Labels
Two 36" Pieces of String
Square Piece of Foil
6" Square of Chicken Wire
4 Rubber Bands
2 pencils
Baggie
4 Large Paper Clips
Coat Hanger
6 Straws
4 Pipe Cleaners

Scoring: You will receive

- A. 1-20 points each (60 points maximum) for the creativity of your “bone” retrieval devices.
- B. 10 points each (30 maximum) for each device that retrieves a bone.
- C. 10 points if you retrieve at least one of each of the 3 types of bones.
- D. 30 points for how well your team works together.

DESTINATION **IMAGINATION**[®]
Instant Challenge
Advanced Level
BALL EXCHANGE

Challenge: Exchange tennis balls with your teammates using a rope line, and without the use of language.

Time: You will have up to 7 minutes to use your **IMAGINATION** to solve this Challenge for score.

Set-up: In the middle of the room there is a rope that stretches between two taped areas. Behind each taped line, there is a table with materials and tennis balls.

Procedure: You are to separate your team into 2 groups. Each group should go to one of the tables. There must be a least one team member in each group. On each table there are 6 tennis balls, as well as some materials. You are to use the materials to exchange tennis balls with your teammates on the other side of the room. You may also exchange materials. Once a material has been used to transport a ball or balls successful, it may not be used again. When exchanging items, no part of a team member's body can extend beyond the taped line on that side of the room. Materials and balls cannot be thrown across the room, but must be transported on the rope. If a ball or one of the materials touches the floor between the taped lines, it can no longer be used.

Materials:

Side One

2 Coat Hangers
6 Mailing Labels
4 Rubber Bands
1 envelope
Yardstick (Cannot be Changed)
6 Tennis Balls (Cannot be Changed)

Side Two

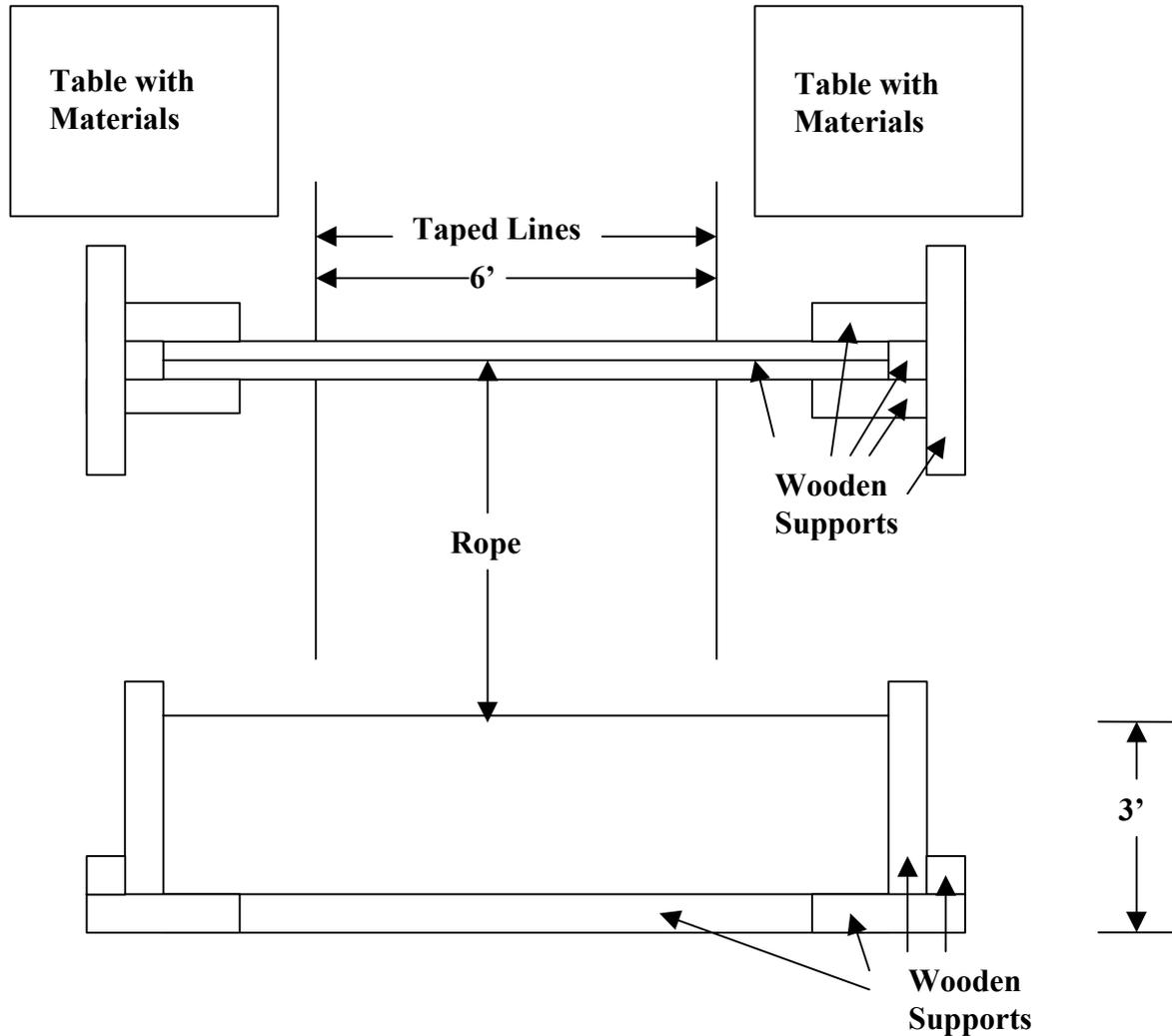
4 Clothes Pins
6 Mailing Labels
2 Styrofoam Cups
2 6" pieces of String
Golf Club (Cannot be Changed)
6 Tennis Balls (Cannot be Changed)

Scoring: You will receive

- A. 6 points (up to 72 points) for each ball exchanged.
- B. Up to 20 points for how creatively you use the materials. Each ball can only be exchanged once.
- C. Up to 20 points for how well your team works together.

For Judges only:

1. The set-up consists two taped lines 6' apart. An elastic rope is stretched between the two lines and is attached to wooden supports. The rope should be 3' off of the floor. In addition, there are tables with materials and tennis balls behind each of the lines.



2. There should be 6 yellow tennis balls on one table, and 6 white tennis balls on the other.
3. If a team member crosses over the line, that team member should be warned. If it directly results in a ball being exchanged, that ball should not receive score.

DESTINATION IMAGINATION® BALL EXCHANGE

Challenge: Exchange tennis balls with your teammates using a rope line, and without the use of language.

Time: You will have up to 7 minutes to use your IMAGINATION to solve this Challenge for score.

Set-up: In the middle of the room there is a rope that stretches between two taped areas. Behind each taped line, there is a table with materials and tennis balls.

Procedure: You are to separate your team into 2 groups. Each group should go to one of the tables. There must be a least one team member in each group. On each table there are 6 tennis balls, as well as some materials. You are to use the materials to exchange tennis balls with your teammates on the other side of the room. You may also exchange materials. Once a material has been used to transport a ball or balls successfully, it may not be used again. When exchanging items, no part of a team member's body can extend beyond the taped line on that side of the room. Materials and balls cannot be thrown across the room, but must be transported on the rope. If a ball or one of the materials touches the floor between the taped lines, it can no longer be used.

Materials:

Side One

2 Coat Hangers
6 Mailing Labels
4 Rubber Bands
1 envelope
Yardstick (Cannot be Changed)
6 Tennis Balls (Cannot be Changed)

Side Two

4 Clothes Pins
6 Mailing Labels
2 Styrofoam Cups
2 6" pieces of String
Golf Club (Cannot be Changed)
6 Tennis Balls (Cannot be Changed)

Scoring: You will receive

- A. 6 points (up to 72 points) for each ball exchanged.
- B. Up to 20 points for how creatively you use the materials. Each ball can only be exchanged once.
- C. Up to 20 points for how well your team works together.

DESTINATION IMAGINATION[®]
Instant Challenge
Advanced Level
COVER IT UP

Challenge: Place objects in a score area and then cover them up.

Time: You will have 3 minutes to use your IMAGINATION to develop and practice a solution, and 4 minutes to place objects and cover them up for score.

Set-up: On the first table is a score area outlined by tape. On the second table are two sets of objects. The first set of objects can be placed in the score area to receive points. The second set of objects can be used to place objects for score and/or to cover them up.

Procedure: After 3 minutes for practice, all objects must be returned to the table. You will then have 4 minutes to obtain score. You must use the materials provided to place objects in the score area one at a time. After each object is placed, you must completely cover up that object before the next item can be placed. Your score will be determined by the number of objects placed and the number of objects successfully covered-up. If an object covered earlier becomes exposed, you will need to recover it before proceeding for further score. Objects moved out of the score area will also have to be replaced before proceeding for further score. You must stay behind the taped line when placing or covering up objects.

Materials:

Items for score (cannot be altered):

Ping pong Ball
6" Nail
Toothbrush
Large Washer
Pencil

Spoon
Bottle of Ketchup
Plastic Fruit
Plastic Cup
Box of Raisins

Additional items:

2 Coat hangers
4 Styrofoam Cups
12" x 12" Piece of Foil
3 6" Mailing Labels
12" Piece of String

5 Sheets of Paper
Piece of Newspaper
4 Yardsticks (cannot alter)
Small Bowl (cannot alter)
2 6' Wooden poles (cannot alter)

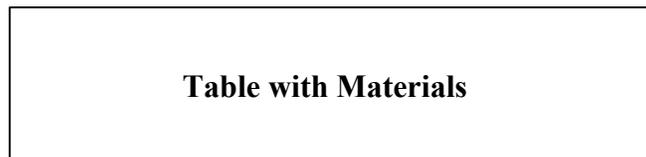
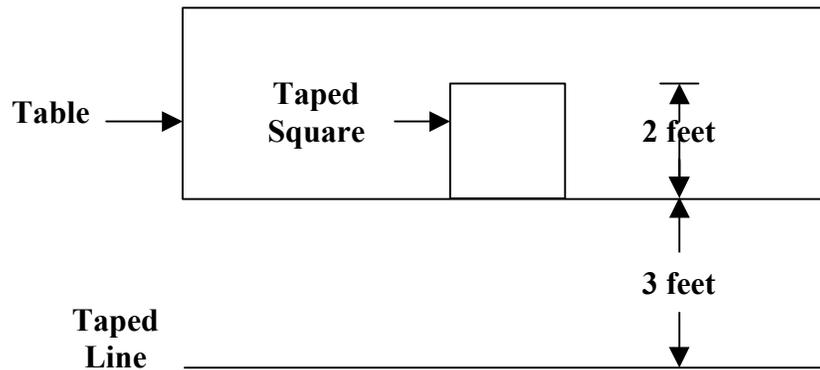
Scoring:

You will receive

- A. 5 points for each item successfully placed in the score area.
- B. 5 points for each item successfully covered up.
- C. 20 points for how well your team works together.

For Judges only:

1. The set-up consists of two tables. The first table should be on one side of the room. On the table, there should be a 2' by 2' area enclosed by tape (SCORE AREA). Three feet from the near side of the table, there should be a taped line on the floor that teams cannot cross when placing objects for score.



2. While placing objects for score or covering them up, team members may not lean over the line or cross the invisible plane if you imagine the line on the floor extending up like a wall. An official should be positioned at the end of the line to watch for this. If a team member breaks the invisible plane, they should be warned. Any object placed during that moment would not receive score and would have to be replaced.
3. The second table that contains the materials should be well behind the taped line on the side with the team members.
4. If a team member attempts to place an object for score before the preceding object has been totally covered, they should be stopped and told to cover up the object placed earlier first. Similarly, if an object placed earlier becomes exposed or is moved out of the score area, it must be replaced and covered up before the team is allowed to proceed.

DESTINATION IMAGINATION[®] COVER IT UP

Challenge: Place objects in a score area and then cover them up.

Time: You will have 3 minutes to use your IMAGINATION to develop and practice a solution, and 4 minutes to place objects and cover them up for score.

Set-up: On the first table is a score area outlined by tape. On the second table are two sets of objects. The first set of objects can be placed in the score area to receive points. The second set of objects can be used to place objects for score and/or to cover them up.

Procedure: After 3 minutes for practice, all objects must be returned to the table. You will then have 4 minutes to obtain score. You must use the materials provided to place objects in the score area one at a time. After each object is placed, you must completely cover up that object before the next item can be placed. Your score will be determined by the number of objects placed and the number of objects successfully covered-up. If an object covered earlier becomes exposed, you will need to recover it before proceeding for further score. Objects moved out of the score area will also have to be replaced before proceeding for further score. You must stay behind the taped line when placing or covering up objects.

Materials:

Items for score (cannot be altered):

Ping pong Ball
6" Nail
Toothbrush
Large Washer
Pencil

Spoon
Bottle of Ketchup
Plastic Fruit
Plastic Cup
Box of Raisins

Additional items:

2 Coat hangers
4 Styrofoam Cups
12" x 12" Piece of Foil
3 6" Mailing Labels
12" Piece of String

5 Sheets of Paper
Piece of Newspaper
4 Yardsticks (cannot alter)
Small Bowl (cannot alter)
2 6' Wooden poles (cannot alter)

Scoring:

You will receive

- A. 5 Points for each item successfully placed in the score area.
- B. 5 points for each item successfully covered up.
- C. 20 points for how well your team works together.

DESTINATION IMAGINATION[®]
Instant Challenge
Advanced Level
MAKING CONNECTIONS

Challenge: Make connections between cups for score.

Time: You will have 4 minutes to use your **IMAGINATION** to develop and practice a solution, and 3 minutes to make connections for score.

Set-up: On the first table, there are a number of cups, which you must connect together. On the second table are materials that you can use to connect the cups.

Procedure: After 4 minutes for practice, all objects must be returned to the table. You will then have 3 minutes to obtain score. You must use the materials provided to make connections between cups. To receive score, each connection may only touch two of the cups—it cannot touch the table or another connection. Each pair of cups can only be connected once, however a cup may have more than one connection. When time ends, you will receive score for each pair of cups that is connected. When making connections for score, you may not cross over the taped line.

Materials:

1 Sheet of Paper	Spoon
10 Pieces of Spaghetti	1 Styrofoam Cup
2 12” Pieces of String	6 Yardsticks (cannot alter)
4 6” Mailing Labels	Coat Hanger
Piece of Foil	2 Pencils

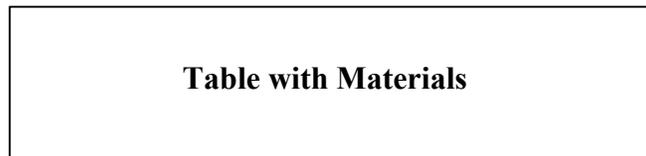
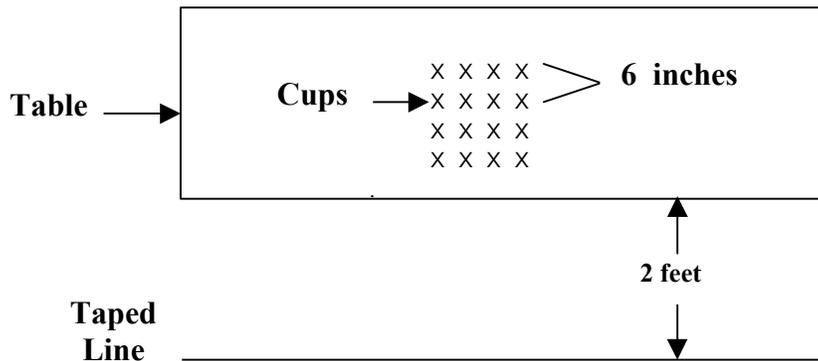
Scoring:

You will receive

- A. 5 Points for each pair of cups successfully connected.
- B. 20 points for how well your team works together.

For Judges only:

1. The set-up consists of two tables. The first table should be on one side of the room. On this table, there should be 16 Styrofoam cups placed upright in a 4 X 4 grid, with each cup being 6 inches apart. Cups should be taped to the table. Two feet from the near side of the table, there should be a taped line on the floor that team members cannot cross when making connections.



2. While making connections, team members may not lean over the line or cross the invisible plane if you imagine the line on the floor extending up like a wall. An official should be positioned at the end of the line to watch for this. If a team member breaks the invisible plane, they should be warned. Any connection made during that moment would have to be redone and would not receive score until it was placed properly.
3. The second table that contains the materials should be well behind the taped line on the side with the team members. Have the table with materials covered until you reveal the materials consistently for each team.
4. Some of the cups (center cups) could make up to 8 pairs of connections.

**DESTINATION IMAGINATION®
MAKING CONNECTIONS**

Challenge: Make connections between cups for score.

Time: You will have 4 minutes to use your IMAGINATION to develop and practice a solution, and 3 minutes to make connections for score.

Set-up: On the first table, there are a number of cups, which you must connect together. On the second table are materials that you can use to connect the cups.

Procedure: After 4 minutes for practice, all objects must be returned to the table. You will then have 3 minutes to obtain score. You must use the materials provided to make connections between cups. To receive score, a connection may only touch two of the cups—it cannot touch the table or another connection. Each pair of cups can only be connected once, however a cup may have more than one connection. When time ends, you will receive score for each pair of cups that is connected. When making connections for score, you may not cross over the taped line.

Materials:

1 Sheet of Paper	Spoon
10 Pieces of Spaghetti	1 Styrofoam Cup
2 12" Pieces of String	8 Yardsticks (cannot alter)
4 6" Mailing Labels	Coat Hanger
Piece of Foil	2 Pencils

Scoring:

You will receive

- A. 5 Points for each pair of cups successfully connected.
- B. 20 points for how well your team works together.