

VIII. INSTANT CHALLENGE

A. WHAT IS INSTANT CHALLENGE?

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

B. TYPES OF INSTANT CHALLENGES

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

C. RULES FOR INSTANT CHALLENGE

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

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

