

# Michigan Destination Imagination State Tournament Event Guide

Hosted by the Michigan Creativity Association

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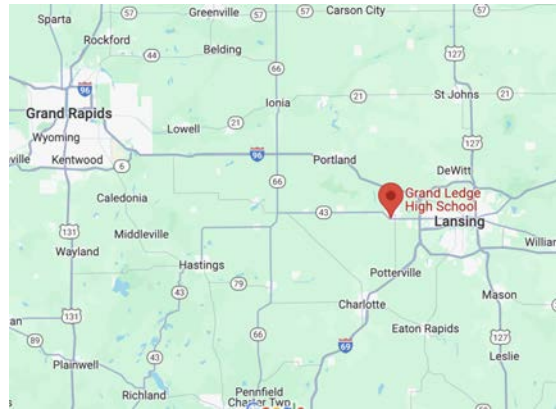
## About the Event

**Michigan DI State Tournament** - *Open to ALL Destination Imagination teams in the State of Michigan*

**When:** Saturday, March 16, 2024

*Building opens to teams at 9:30am / Building opens to appraisers at 7:45am.*

**Where:** Grand Ledge High School - [820 Spring St, Grand Ledge, MI 48837](https://www.google.com/maps/place/820+Spring+St,+Grand+Ledge,+MI+48837)



**More information (including tournament schedule) available at:** [www.MIcreativity.org](http://www.MIcreativity.org)

## What is This Resource?

This event guide is a resource that highlights details of the MI DI State Tournament through photos, descriptions, and other helpful information. This resource is intended to help you plan for a successful tournament day! Tournament questions can be directed to [TournamentDirector@MIcreativity.org](mailto:TournamentDirector@MIcreativity.org)

# Appraiser Information

## Arrival + Training

Appraisers should arrive and check-in in the Main Lobby off of Spring Street between 7:45am-8:00am. Training will take place from 8am until mid-morning, when the team performances begin.

## Appraisers Should Bring:

A positive attitude and LOADS of enthusiasm, morning coffee/beverage and a snack, MI DI Shirt (returning appraisers only, who want to save-a-shirt!), any notes from the pre-event virtual training, and most importantly: **a fully-charged laptop or tablet (smart phone will work if you do not have a laptop/tablet) that can connect to the internet and your email account, AND charging cords.**

# What to Expect at This Event

## Navigating the Venue

The first stop for all Team Managers, Team Members, and Spectators should be the MAIN LOBBY, which is located off of the Grand Ledge HS Main Entrance - using the circle drive on Spring Street. Tournament maps and schedules are available online at [www.Mlcreativity.org](http://www.Mlcreativity.org) on the State Tournament page, and print copies will be provided to each team and available for spectators at the “Team Check-In + Event Info” Table just inside the main entrance.

It is normal for spaces to change, so while this guide lays out helpful information for performance sites, we ask for your flexibility in understanding any last-minute changes that may occur.



## Team Challenges

Throughout the event, Destination Imagination (DI) teams will be presenting their work on a **Team Challenge**. The Team Challenge falls in one of seven categories: Technical, Scientific, Fine Arts, Improvisational, Engineering, Service Learning, or Early Learning. You can learn more about this year's Team Challenges [on the DI website](#). Each Team Challenge has its own Presentation Site, or rooms specific to the Challenge. The size, seating options, and acoustics will vary greatly by Presentation Site.

Each team has an assigned **Presentation** time for Team Challenge. The tournament schedule can be found on the State Tournament page of the [www.Mlcreativity.org](http://www.Mlcreativity.org) website. Teams should arrive at the Presentation Site **20 minutes** prior to the assigned time in order to begin the check in process in the Prep Area. In the Prep Area, the team will work with the Prep Area Appraiser to check in all of the props, costumes, and anything else that will be used in the team's Presentation. Only the team members and the Team Manager are allowed in the Prep Area. The **Presentation** is when the team members present how they solved their Team Challenge in front of an audience and a team of Appraisers (scoring officials).

A team's Presentation lasts eight minutes or less. The content of team Presentations will vary greatly, but it is likely you will see stories, scenery, costumes, and technical elements created by the team members. It is common for a team's Presentation to include lights, possibly including strobe lights and/or flashing lights. Team Presentations do often include loud noises or music. Presentation sites do NOT provide sound systems or microphones for teams, however, they may elect to bring their own for their performance. Audience members are welcome to laugh or applaud as they see fit.

When the team members are done with their Presentation, the Appraisers will ask them a few questions before they leave. Audience members can remain in the Presentation Site during these questions. After speaking with the Appraisers, the team will take its Presentation materials out of the Presentation Site. At this time, parents and team supporters may help the team remove materials from the Presentation Site.



*\*venue map + performance site info located at end of packet*

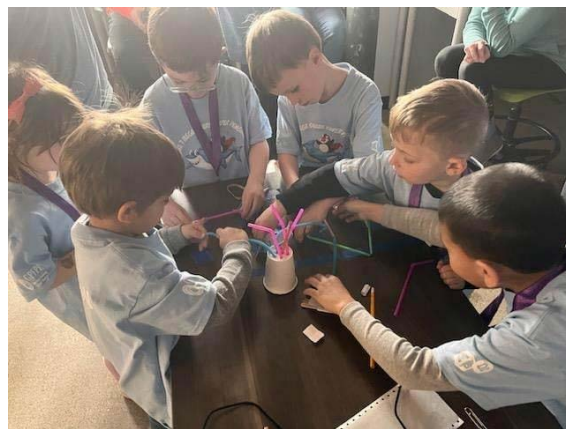
## Instant Challenges

An **Instant Challenge** (IC) is a smaller Challenge that the team will not know specifics about until the day of the tournament. An Instant Challenge may involve a task, a performance, or a combination of both. Instant Challenges usually last ten minutes or less.

Teams are given a specific time to present their Instant Challenge. The team, the Team Manager, and the Appraisers are the only people allowed into the Instant Challenge areas. Spectators and parents are not allowed to accompany a team to their Instant Challenge.

### Instant Challenge Process:

1. Teams should be **at their cafeteria table 15-minutes prior to their scheduled "IC Time"**.
2. The IC Check-In Appraiser will call your team from your cafeteria table when it is time to line-up. At this time, **ONLY** the team members and one team manager should line-up.
3. The team will parade to a "Holding Area" in the IC Hallway (restricted area; teams are **ONLY** allowed there during their schedule IC Time).
4. The team can do quiet warm-up games and have conversations in the holding area. They will be retrieved by an Appraiser when it is time to complete their Instant Challenge.
5. The team will follow the appraiser to their Instant Challenge Room, where the appraisers will read the Instant Challenge to the team **and also provide the team with one or more typed copies of the Instant Challenge.**
6. When a team has completed the Instant Challenge, the team will be directed to the Chill-Out Area where they can debrief the challenge and discuss. Since many teams will utilize the same Instant Challenge at this event, teams **must not** discuss details of the Instant Challenge outside of the Chill-Out Area until after the Destination Imagination season has ended in May.



## Spectators

Spectators are welcome to attend this tournament. Spectators are welcome to view any Team Challenge presentation. Please look for the doors marked “Audience Entrance” at each Challenge Presentation Site.

**Please note:** At many Presentation Sites, doors will be closed whenever a team is presenting, so spectators may be asked to wait to enter the Presentation Site.

Spectators will **not** be allowed to view any Instant Challenge presentations, but may wait at the team’s table in the cafeteria while they are completing their Instant Challenge.

## Awards Celebration

The Awards Celebration will take place at **4:30pm** in the Grand Ledge HS New Gym. All teams and spectators are welcome to attend. All teams are invited to participate in the Parade of Teams; line-up will be in the hallway outside of the New Gym just before the Awards Ceremony begins. All spectators and teams not participating in the parade may sit in the bleachers.

Place awards will be given for each Team Challenge, based on their Competition Level: Elementary Level (EL) - Grades K-5, Middle Level (ML) - Grades 6-8, Secondary Level (SL) - Grades 9-12

**Please note:** Early Learning/Rising Stars teams (PreK-2nd grade) are in a noncompetitive division, and are not eligible for Challenge-based awards, however, the Awards Celebration will kick-off with a **Rising Stars Parade** to celebrate all of our Early Learning teams.

The Awards Celebration is usually a high-energy event with lots of crowds and noise. Audience members with sound sensitivities should bring earplugs or headphones.





## Other Tournament Events

During the tournament, teams may enjoy the **STEM ACTIVITIES AREA** which will be open from 1pm-4pm in the Old Gym, providing FREE activities to teams and spectators.



One of our very own MI DI students from Bad Axe DI has opened his own Ice Cream Truck called **Extreme Freeze** - he'll be on-site selling ice cream in the afternoon outside the North Entrance of the school.

## Photos and Videos

Photos/videos of a team's Presentation may only be taken if the team has given permission. This information will be announced before the team begins its Presentation.

## What to Wear

Appraisers / volunteers often wear vibrant, colorful clothing and hats to celebrate the event. Most teams / schools opt to have teams wear matching shirts for the day - comfortable clothing is encouraged.

## Inclement Weather

If inclement weather will have any impact on the tournament schedule, Team Managers will be notified via email, and an update will be posted to the [www.MIcreativity.org](http://www.MIcreativity.org) website.

## Emergency Procedures

The fire alarms in the building have flashing lights and loud repetitive sirens. Emergency exit are well-marked.

Teams should come prepared with their own small first-aid kit in case they need band-aids, painkillers, etc.

## Food/Drink

Foodservice will **not be available or provided** at Grand Ledge HS. Teams may opt to bring their own packaged lunches and snacks, however, no cooking devices are allowed (including: crockpots, grills, electric roaster pans). Your team and spectators should NOT bring any food or beverage containers or equipment that will need electricity.

All food and drink should be consumed in the **Cafeteria ONLY**. Each team is being provided their own labeled cafeteria table, where they can leave personal belongings and consume lunch/snack.



Teams must clean-up all of their trash. Any items left on a team table at the end of the day will be disposed of.

The Grand Ledge area has plenty of dining options in the nearby area, including fast food, pizza, diner/coney, and sit-down restaurant options. **Note: downtown Grand Ledge will be hosting a St. Patrick's Parade at 2pm on the day of the Tournament - parking and seating at downtown restaurants may be limited close to 2pm.**

## Restroom Information

Restrooms are identified on the printed Tournament Maps provided to each team in the packet their Team Manager will receive at Team Check-In.

## Immunity Precautions

To be respectful of those with compromised immune systems, please do not attend this event if you are experiencing an airborne or contagious illness.

# Accessibility Information

Destination Imagination is committed to being as inclusive and accessible as possible. If there are questions that extend beyond the information provided in this guide, please contact [TournamentDirector@MIcreativity.org](mailto:TournamentDirector@MIcreativity.org) and we will assist if we are able to.

If accessibility needs arise on site, please visit the Information Table at the Main Entrance.

## Mobility Information

There are ample handicap-accessible parking spaces available at Grand Ledge HS, located in the circle-drive along Spring Street, in street parking spaces along Spring Street, and in the South Parking Lot. From the accessible parking, the best entrance is the Main Entrance.

Presentation Sites are located throughout Grand Ledge HS, including the main level and lower level. If you use a mobility device, please consider bringing it with you to help manage the distances between sites and plan extra time to make sure you arrive at any performances on-time.

## When You Arrive

Entrances to the tournament can be found along Spring Street, along Kent Street, and from the South Parking Lot

Upon arrival, Team Managers should check in at the Team Manager Check-In Area at the Main Entrance.

Teams arriving with props should use the identified unloading entrance for their Team Challenge - these entrances will be labeled with signs by challenge, and emailed to Team Managers the day before the tournament.

## Quiet Room

A Quiet Room is available in Room 309. This space is reserved for attendees who may need a quiet space for tasks like taking medication, prayer, addressing sensory needs, nursing, or just a moment away from the busy tournament!

While using the Quiet Room, please use a quiet voice and silence all devices. Attendees under the age of 18 should be accompanied by an adult and only utilize the space if needed.



# Thank You!

Thank you for attending our tournament! We are looking forward to an event fueled by creativity, collaboration, and camaraderie. Throughout your experience, if you need to ask questions, offer feedback, or request accommodations, you are welcome to contact us:

- **General Tournament Assistance:**
  - Betsy Grossnickle - Tournament Director
  - [TournamentDirector@micreativity.org](mailto:TournamentDirector@micreativity.org)
  
- **Registration Assistance:**
  - Ella Perkins - Registration Director
  - [Registration@micreativity.org](mailto:Registration@micreativity.org)
  
- **Team Payment / Invoices:**
  - Kim Norris - Treasurer
  - [Treasurer@micreativity.org](mailto:Treasurer@micreativity.org)
  
- **Merchandise / Pins + Shirts:**
  - Becky Kohanov - Sales Director
  - [Sales\\_Design@micreativity.org](mailto:Sales_Design@micreativity.org)

*Disclaimer: We offer this resource as an accommodation to help people know what to expect and to prepare for this tournament. The organizers of this event are not the stewards of the building, meaning we cannot guarantee nor are we responsible for meeting ADA Standards. Even so, we do our best to advocate, accommodate, and choose sites that are as accessible as possible!*

# Venue Map

## Michigan Destination Imagination State Tournament - Venue Map



## Team Challenge Performance Site Info

Teams should remember that all performance sites may change last-minute due to unforeseen venue limitations, and that they should verify their performance site has not changed when they arrive at the tournament and receive their information packet.

As a reminder, all teams should be prepared to respect the host venue by:

- Providing floor covering if any part of the solution / presentation is messy
- Limit the use of confetti
- Limit the use of open-container liquid
- Ensuring all props / scenery fits through a standard-opening single door
- Verifying that no props / scenery will damage the venue floors
  - Gym Performance Sites: PLEASE double-check the bottom of ALL props/scenery, and ensure nothing will scratch or damage the gym floor

## Early Learning / Rising Stars Performance Site

### Room 305

*Room features: short-nap carpet floor, standard-height ceiling.*



## Technical Challenge Performance Site

### New Gym

*Room features: finished wood floor (bottom of ALL team props/scenery must have surface-protecting pads and/or be non-scratching).*



## Engineering Challenge Performance Site

### Media Center

*Room features: short-nap carpet floor, taller ceiling height.*





## Scientific Challenge Performance Site

### Choir Room

*Room features: hard vinyl floor, taller ceiling height.*



## Fine Arts Challenge Performance Site

### Auditorium

*Room features: wood floor, taller ceiling height.*





## Improv Challenge Performance Site (Elementary Level Only)

### Room 305

*Room features: short-nap carpet floor, standard-height ceiling.*



## Improv Challenge Performance Site (Middle/Secondary Level Only) & Service Learning Challenge Performance Site

### Room 311

*Room features: short-nap carpet floor, standard-height ceiling.*

