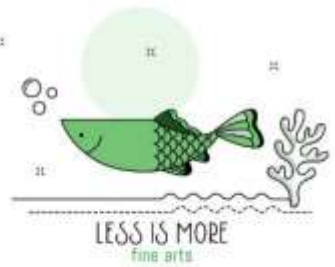




2024-25 AFFILIATE TOURNAMENT



When: Saturday, April 5 from 8:00 AM to 2:00 PM

Where: Spring Hill Middle School, 3501 Cleburne Rd, Spring Hill, TN 37174



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Tournament Information

Welcome! Good luck to all teams competing in the tournament!

Thank you to all of our Team Managers, teachers, school sponsors, Appraisers, volunteers, and parents for your hard work to make this tournament possible!

Acknowledgment

Jason Carter

Affiliate Director

Ginger Naseri

Board Chair

Michael Webb

Tournament Director

Sandy Webster & Rebecca Piggott

Check-in / Souvenir Store

John Levy

Challenge Master A / Technical

Jessica Riley & Will York

Challenge Master B / Scientific

Jodie Day & Rick Wimberly

Challenge Master C / Fine Arts

Caroline Whittington

Challenge Master D / Improvisation

John Hyde

Challenge Master E / Engineering

Marta Whittington

Challenge Master / Instant Challenge

Will York & Olivia Schaub

Score Room

Release/Disclaimer

By my participation in an event conducted by an Affiliate, Region, or other gathering related to the Destination Imagination program, the participant or participant's parents or participant's guardian understands and hereby voluntarily agrees to release, waive, forever discharge, hold harmless, defend, and indemnify Destination Imagination, Inc. and its agents, officers, boards, volunteers, and employees from any and all liability and all claims, actions, or losses for bodily injury, property damage, wrongful death, loss of services, or otherwise which may arise out of the participant's participation in activities related to the Destination Imagination event, including travel to and from the event.

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 page 10 - 16. Teams should arrive at the Presentation Site at least 20 minutes prior to the assigned time in order to begin the check-in process in the Prep Area. Teams participating in the Engineering Challenge may require extra time to check in parts of their solutions. 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 (their adult mentor) 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. However, most Presentation sites do NOT have sound systems, so it may be hard to hear the team. 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.

Instant Challenges



An **Instant Challenge** (IC) is a smaller Challenge that is a surprise to the team on 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.

When a team has completed the Instant Challenge, the team members may be directed to a **Cool Down** room to discuss the experience with one another. Since many teams will utilize the same Instant Challenge at this event, teams **must not** discuss details of the Instant Challenge outside of the Cool Down room until after the Destination Imagination season has ended in May.

Spectators



Spectators, such as friends and family members, are welcome to attend this tournament. Spectators are welcome to attend any Team Challenge presentation. Please find 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 attend any Instant Challenge presentations.

Awards Celebration



The Awards Celebration will take place on April 5, 2025 at 1:30 p.m. in the Auditorium. All teams and spectators are welcome to attend. Teams and Team Managers should sit in center section and spectators should sit in the two outer sections.

The following special awards may be presented: DaVinci Awards, Renaissance Awards, Spirit of DI Awards.

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
- University Level (UL): College/University Students

The First Place Elementary Level teams, First Place Middle Level teams, and First Place Secondary Level teams will advance to Global Finals beginning on May 22, 2025 in Kansas City, Missouri.

Please note: Early Learning/Rising Stars teams (PreK-2nd grade) are in a noncompetitive division, and are not eligible for Challenge-based awards.

The Awards Celebration is usually a high-energy event with lots of crowds and noise. Audience members are welcome to clap and cheer, and use ear defenders or ear plugs if the noise gets too loud for them.



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



All tournament participants and spectators are welcome to wear comfortable, weather-appropriate clothing. Our volunteers often wear vibrant, colorful clothing and hats to celebrate the event. It is also highly likely that you will see team members in costume for their Presentations.

If you are a person who prefers using protective equipment such as ear defenders, ear plugs, etc., it will be helpful for you to bring them with you to the event.

Other Tournament Events

None at this time.

Scent-Free Policy



Out of respect to those with sensitivity to scent, please avoid wearing perfumes or colognes.

Inclement Weather



If inclement weather will have any impact on the tournament schedule, teams will be notified via email.

If necessary, tornado shelters are any of the Restrooms in the school.

Emergency Procedures



The fire alarms in the building have flashing lights and loud, repetitive sirens. If the need for an evacuation arises, please follow the posted exit signage to safety.

Fire extinguishers are clearly marked by signs and are located throughout the school.

First aid kits are available at the check-in table in the lobby. Please report any incident to the Check-In Volunteers located in the Main Entrance to the school.

If a medical emergency should occur, we will immediately call 911. Please notify the nearest tournament volunteer for assistance.

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 Jason Carter at 731-414-1920 or jason.carter@tennesseedi.org. We are eager to meet your needs!

If accessibility needs arise on site, the day-of point of contact is Jason Carter at 731-414-1920 or jason.carter@tennesseedi.org.

Accommodation Requests

If one or more of your team members needs accommodation during their Team Challenge or Instant Challenge, [please fill out this form](#) as soon as possible. Destination Imagination is committed to providing accommodations for all participants. Our Educational Experience Team will review your request and provide a response within 3-5 business days.

Tournament Accommodation Request Form

Language



The Awards Celebration will be presented in English. Most Team Presentations will be shared in English. Signage throughout the event will be available in English.

If a team or team member wants/needs to present in a different language or would otherwise benefit from having a language interpreter present, please contact Jason Carter at jason.carter@tennesseedi.org as soon as possible.

If a team member or spectator needs a sign language interpreter or another type of assistive communication technology (including but not limited to: amplification devices, picture/letter boards, audio description), please contact Jason Carter at jason.carter@tennesseedi.org as soon as possible.

Immunity Precautions



Our event will adhere to local health and safety restrictions. At this time, masking and vaccinations are optional.

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

Mobility Information

There are four (4) accessible parking spaces available at this event. They are located to the right in front of the Main Entrance to the Spring Hill Middle School. From the accessible parking, the best entrance is the Main Entrance, which is approximately 50-60 feet from the parking area.

All events will be taking place on the Ground Floor.

The entrances to the Spring Hill Middle School have alternate access for visitors utilizing wheelchairs, walkers, or other mobility aids per New Jersey and federal regulations.

Presentation Sites are located throughout the venue. We recommend bringing your mobility device with you to help manage the distances between sites



When You Arrive



Entrances to the tournament can be found at the front of the building.

Upon arrival, Team Managers should check in at the check-in table in the lobby of the main entrance.

Teams arriving with props should use the main entrance. Teams must not block any parking spaces or points of entry while loading, unloading, or moving their props.



Restroom Information



Restrooms divided by gender can be found throughout the school.

All-gender restrooms can be found in the teacher workrooms on all hallways.

Restrooms in Spring Hill Middle School do not have changing tables.

Food/Drink



Teams and spectators are welcome to bring their own food and drinks. We ask that you enjoy your food and drinks in the cafeteria.



Quiet Room/Regulation Room



A Quiet Room/Regulation Room is available at request. Please contact Jason Carter at 731-414-1920 This space is reserved for attendees who may need a quiet space for tasks like taking medication, prayer, addressing sensory needs, or just a moment away from the busy tournament!

While using the Quiet Room/Regulation Room, please use a quiet voice and silence all devices, except Augmentative and Alternative Communication (AAC) devices. Attendees under the age of 18 should be accompanied by an adult.

Lactation Room



A private space exclusively for nursing parents can be found at request. Please contact Jason Carter at 731-414-1920

2025-26 Challenge Previews

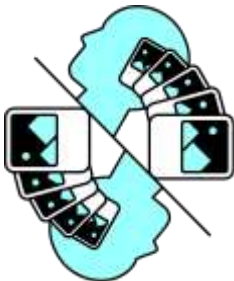


Technical Challenge: **Win It Big**

The lights, the glamour, the prizes! In this season's Technical Challenge, you get to explore game shows. Use your technical skills to design and create your very own game show, complete with a gimmick, a reveal, and an effect meant to dazzle the senses. What challenges might you face, and what prizes are waiting to be won?

Points of Interest:

- Create and present a game show.
- Include a host character and at least one contestant.
- Build tension with a raising-the-stakes event.
- Design and create a gimmick, a reveal, and a razzle-dazzle effect for your game show.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



Scientific Challenge: **Unforgettable**

Did you see that!? Are you sure? Can you trust your memory, or have your eyes been deceived? Find out in this season's Scientific Challenge when you explore the science of human memory and misdirection. Bring a memory to life with your memory depiction, complete with a special effect. How will your team be remembered?

Points of Interest:

- Create and present a story about how a character recalling a memory leads to a realization.
- Integrate your team's research about the science of human memory into the Presentation.
- Create and present a memory depiction. Enhance the memory depiction with a special effect.
- Include a misdirection in your Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



Fine Arts Challenge: **Becoming Super**

Some are destined for great good, others for great evil. In this season's Fine Arts Challenge, you'll have the chance to show how one hard choice can set two characters on two different courses, as one becomes a superhero and the other becomes a supervillain. Use stage makeup and a technical costume to enhance some of your Presentation. It's time to decide your fate!

Points of Interest:

- Create and present an origin story that shows how one character becomes a Superhero and a different character becomes a Supervillain.
- Use theatrical methods to portray a difficult decision, situation, and/or event.
- Use stage makeup on at least one team member.
- Design and create one technical costume.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



Improvitational Challenge: **Casting Shadows**

Bright and dark, young and old, many and few...the world is full of opposites. Explore opposing themes while telling a story based on an inciting incident. Include a resolution trope and a random setting. Don't get lost in darkness as you use a shadow screen and shadows to enhance your story! Get ready to step out of the shadows and into the spotlight in this season's Improvisational Challenge!

Points of Interest:

- Create and present an improvisational skit based on an inciting incident.
- Research pairs of opposing themes and incorporate a pair into the skit.
- Include a randomly selected setting.
- Research resolution tropes and incorporate one of them into the skit.
- Use a shadow screen and a box of materials to enhance the skit.

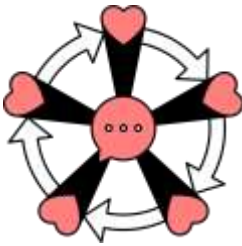


Engineering Challenge: **Above and Beyond**

We invite you to dive right into the middle of the action! With this season's Engineering Challenge, you'll tell a story that starts with an *in medias res* scene. Make sure to include something important that expands, extends, or goes above and beyond. Defy gravity as you load up your structure with weights placed as far away from the base as possible. We can't wait to see how you'll go above and beyond!

Points of Interest:

- Test how much weight a team-created structure can hold by placing weights onto the Structure as far from the center as possible.
- Create and present a story in which something important expands, extends, or goes above and beyond.
- Begin the Presentation with an *in medias res* scene.
- Include an expansion effect.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



Service Learning Challenge: **Give and Take**

In this Challenge, your team will take on a service project that addresses a real community need. Then, you'll tell a story about what happens when two characters team up to resolve a dispute. How will a misunderstanding throw a wrench into the situation? It's time to flex your negotiation skills when you take on this season's Service Learning Challenge!

Points of Interest:

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story about at least two conflicting characters who have to work together to address or resolve a dispute.
- Include a misunderstanding and at least two different viewpoints.
- Enhance your Presentation with a dispute depiction.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



Early Learning Challenge: **Helping Hands**

Teachers, firefighters, librarians, nurses, pet adoption coordinators, food bank workers, and many other community helpers spend their days working to make our world a better place. It's time to learn about how you can help too! Every day is a great day to lend a helping hand in this season's Early Learning Challenge!

Points of Interest:

- Research different kinds of community helpers.
- Create and present a play about community helpers working together to solve a problem.
- Design and create a set that shows where at least one of the community helpers works.
- Create and present a song about helping.
- Create and present one Team Choice Element that shows off the team's interests, skills, areas of strength, and talents.

About DI



Mission

To inspire and equip youth to imagine and innovate through the creative process

Vision

Ignite the power of ALL youth to be the creative and collaborative innovators of tomorrow

New to DI? Welcome!

We're glad you're here! There's no better way to understand the Destination Imagination Challenge Experience than to see it in action. To get the most out of your day at this tournament, here's what we suggest:

- Attend at least one Presentation in every Team Challenge. Each Team Challenge is unique and has open-ended requirements, allowing teams to create totally different solutions from one another. Read through the Points of Interest so you know what you can expect to see. Each Presentation is around eight minutes in length.
- Wish the teams luck in their Instant Challenge. All of our teams participate in an Instant Challenge as part of their tournament experience, during which they use quick, creative, and critical thinking, and teamwork to come up with a solution in a short amount of time. Spectators are not allowed in these presentations as the Instant Challenges themselves are highly confidential.
- Look at the props, costumes, sets, technical devices and more that the teams have created—but please don't touch! Remember that everything you see was crafted by the team members with no adult Interference.
- Talk to teams, parents and volunteers about their experience with this season of Destination Imagination. Tell them you're considering starting a team, and ask them to share their favorite thing about DI—you'll be amazed by the different answers you hear.
- Have fun, be inspired, and imagine the possibilities!

Learn more at DestinationImagination.org. Sign up for our newsletter for all the latest updates and to be alerted when registration is open for the 2025-26 season.

Learn more at DestinationImagination.org