RULES OF THE ROAD

DESTINATION IMAGINATION.

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INTRODUCTION

Teams using Destination Imagination (DI) Challenge Materials, including Rules of the Road and Roadmap, must hold a 2024-25 Team Number. The DI Team Number is a license to compete in sanctioned tournaments and/or to use the Destination Imagination Team Challenges and materials for educational purposes within your school or organization. The contents of the 2024-25 Team Challenges, Instant Challenges, Rules of the Road, and Roadmap, as well as all other Destination Imagination support and curriculum materials, are copyrighted. Team members, individuals, and member organizations who use these materials are liable for all legal obligations and agree to abide by all rules of competition, safety, and provisions stated within Rules of the Road and the 2024-25 Team and Instant Challenges.

Points of Interest

- Your team must have a unique Team Number. For information about purchasing a 2024-25 Team Number, visit **https://www.destinationimagination.org/challenge-experience/pricing/**.

- Your team must be made up of 2 to 7 people and will compete at a competition level determined by your team members' grade or date of birth.

- Your team will solve a Team Challenge during the Destination Imagination season and present the solution at a DI tournament. Your team will also do an Instant Challenge without knowing what the Challenge will be ahead of time.

- Your team must abide by Rules of the Road, the Challenge requirements, and all Published Clarifications for your selected Team Challenge.

- Your team's solution is completely your own. Adults, family, and friends must not interfere by contributing ideas or solutions. All team members must be listed on the Declaration of Independence, which declares that all research, ideas, and solutions are theirs alone.

- The total value of all the materials used in your team's Presentation is established by your Team Challenge. Some materials are exempt, but all materials must be listed on your team's Expense Report.

- Your team's solution must be safe and must not endanger your team, your meeting area, or the Presentation Site.

- Your team may ask up to 10 questions, called Team Clarifications, which will be answered by the International Challenge Masters.

RULES OF THE ROAD HIGHLIGHTS

Rules of the Road is a document that contains all of the rules and procedures required to participate in a tournament. Regardless of the Team Challenge you have selected, it is very important for your team to review Rules of the Road to learn the details of the Challenge Experience, to prepare for tournaments, and to make sure your Team Challenge and Instant Challenge solutions fit within the rules. Consider assigning different sections of Rules of the Road to each team member to review and then discuss together at a team meeting. Please note that changes were made to this season's Rules of the Road. Changes are underlined. Some essential highlights of Rules of the Road include:

Interference

A Challenge solution is something team members create from their own abilities, acquisition of skills, and understanding of the Challenge and rules. Only team members may contribute ideas or assist in the creation and development of the Challenge solution.

Scoring

At a tournament, trained Appraisers evaluate the requirements of your Team Challenge and Instant Challenge solutions. There are three kinds of scores that might be given: objective, subjective, and zero.

Team Budget

Each competitive Team Challenge has an assigned budget or expense limit. This budget is the total value of all the materials your team will use in your Presentation, not necessarily what your team spent to create the solution. All teams are required to submit a list of items in their solution and the value of each item on the Expense Report.

Clarifications

If your team has questions about your solution or the rules, you may ask for a maximum of 10 Team Clarifications, which are answered by International Challenge Masters (ICMs). When the ICMs feel there is an issue about a Team Challenge or Rules of the Road that all teams must know about, they write a Published Clarification, which is then posted at **DestinationImagination.org**. All teams must abide by any changes in rules established in Published Clarifications.

Instant Challenge

At a tournament, your team will solve an Instant Challenge in addition to your Team Challenge. Instant Challenge requires team members to think quickly and produce a solution in about 5-8 minutes. It accounts for 25% of your team's overall score. Your team's Instant Challenge will be kept confidential until your team enters the Instant Challenge room at the tournament.

Tournament Rules

Rules of the Road contains important information your team needs to participate in a tournament. Be sure to carefully review the rules for safety, tournament procedure, etc. before participating in your tournament.

CHALLENGE EXPERIENCE OVERVIEW

Destination Imagination (DI) provides educational experiences in which student teams solve open-ended Challenges and present their solutions at tournaments. Teams learn to think on their feet, work together, and devise original solutions that satisfy the requirements of their selected Challenge. Participants gain more than just basic knowledge and skills—they learn to unleash their imaginations and take unique approaches to problem-solving.

The Destination Imagination Challenge Experience is a fun and engaging system of learning that teaches the creative process, along with interpersonal, management, and other skills to help team members achieve their highest potential. Each participant will gain knowledge and experience in areas including creative and critical thinking, project management, team building, conflict resolution, STEAM (science, technology, engineering, arts, and mathematics), and perseverance—the very skills needed to thrive in any chosen career. In addition to the long-term Team Challenge, teams will participate in an Instant Challenge at their tournament. Instant Challenges are Challenges that must be solved in a short period of time and account for 25% of a team's overall score at a tournament. For many, the ability to think critically and creatively on one's feet in a short period of time takes a lot of practice. The Roadmap resource for Team Managers includes a variety of Instant Challenges teams may use to develop their skills. Team Managers are also encouraged to download the Instant Challenge Practice Set, available in the **Resource Area**.

Our goal at Destination Imagination is to give team members the chance to learn and experience the creative process. Below are the components of the creative process that our participants experience while solving our Challenges.

Stage One: Recognize

- Becoming aware of the Challenge
- Gaining an in-depth understanding of the Challenge

Stage Two: Imagine

- Generating ideas with team members
- Focusing on promising ideas
- Creating a project timeline

Stage Three: Collaborate & Initiate

- Researching, exploring, and experimenting
- Committing to options; building and completing all requirements

Stage Four: Assess

- Assessing progress; reworking or reimagining ideas
- Practicing presenting the solution

Stage Five: Evaluate & Celebrate

- Presenting at a tournament
- Reflecting on and celebrating the experience

I. CHALLENGE EXPERIENCE COMPONENTS

A. Two Components

The Destination Imagination Challenge Experience asks teams to creatively solve two different kinds of Challenges, each with its own purpose and educational focus. The two Challenges, or components, are called the Team Challenge and the Instant Challenge. Teams present their solutions to both Challenges at a tournament where the solutions are evaluated by Appraisers.

B. Team Challenge

The Destination Imagination Team Challenge is a Challenge that your team works on over a long period of time, usually several months. Destination Imagination offers 7 Team Challenges (6 competitive Challenges and one noncompetitive Early Learning Challenge). Each team generally chooses one Challenge to solve. Each Team Challenge is made up of two parts, the Central Challenge and Team Choice Elements (except for the Improvisational Challenge, which does not include Team Choice Elements).

1. **Central Challenge**
   a. The Central Challenge encourages development of problem-solving techniques, teamwork, project management, and the creative process over a sustained period of time (usually several months).
   b. The Challenge selected by your team is academically based and focuses on one or more of the following areas: technical, engineering, science, fine arts, improvisation, service learning, and early learning.
   c. Each of the Central Challenges involves a research component.
   d. One or more of the Central Challenges involves an improvisational component.
   e. One or more of the Central Challenges could involve an international and/or intercultural theme.

2. **Team Choice Elements**
   a. Team Choice Elements encourage team members to discover and showcase their collective interests, strengths, and abilities as a team and as individuals.
   b. Team Choice Elements are designed to encourage learner ownership and individual curiosity by allowing team members to explore their interests and skills. See the Interest Inventory in Roadmap for an activity that may help your team identify their interests individually and as a group.
   c. Team Choice Elements allow your team members total freedom to develop elements of their own choosing.
   d. Team Choice Elements are team-selected elements that are incorporated into the Central Challenge to allow creative freedom in showcasing additional strengths that are not brought forth in the Central Challenge requirements.
   e. Team Choice Elements allow and encourage your team to recognize and make the most of each individual's abilities and/or interests.

C. Instant Challenge

1. Instant Challenge is a Challenge that teams are asked to solve in a very short period of time at a tournament, without knowing the Challenge ahead of time. Instant Challenges usually last about 5 to 8 minutes.
2. Instant Challenges encourage your team to develop collaborative problem-solving and time management strategies, as well as performance and improvisational techniques.
3. Instant Challenges also encourage your team to think creatively and to evaluate and use available materials in innovative ways.

D. Challenge Scoring Breakdown

1. After working on the Team Challenge, which includes Central Challenge and Team Choice Elements, your team can attend a tournament to showcase your solution in front of Appraisers and a live audience. Your team will also solve an Instant Challenge at the tournament.
2. The following is a breakdown of how teams will be appraised at a tournament.
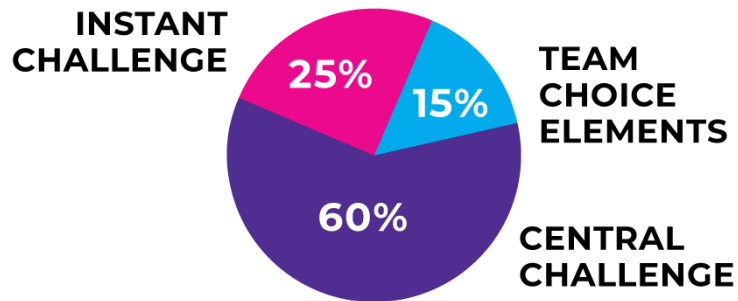
II. HOW TO PARTICIPATE

A. Team Number

1. When your team is registered with Destination Imagination, Inc., you will be assigned a unique Team Number. You may also choose a team name. Information about purchasing Team Numbers can be found at **https://www.destinationimagination.org/challenge-experience/pricing/**.

2. A Team Number for the 2024-25 In-Person Challenge Experience allows your team to compete in sanctioned tournaments and/or to use the Destination Imagination Team Challenges, as well as the support and curriculum materials, for educational demonstrations within your school or organization. To participate in a sanctioned tournament, your team must hold a distinct, active, and paid 2024-25 Team Number. Team Numbers for the 2024-25 Challenge Experience are NOT valid for the 2024 Team Film Challenge. 2024 Team Film Challenge Team Numbers are NOT valid for the 2024-25 Challenge Experience.

3. The Team Number allows an individual, school, college, university, community group, homeschool program, parent group, club, or business to put together one team of 2 to 7 team members. The team does not need to be affiliated with a school or group. There are no restrictions on how a team is selected or assembled. Some locations have laws regarding children who attend private schools and participate in public school activities. Follow the laws of your country, state, province, school district, or organization before Destination Imagination rules.

4. The Team Number entitles a given team to participate in a Team Challenge at any level defined within the Destination Imagination Challenge Experience structure.

5. Your team will not receive access to the Team Challenges and support materials until the Team Number has been purchased and your Team Manager has completed and passed a background check. **(See Section III.D.7.)**

6. Your Team Number has two sets of numbers and looks like this: XXX-YYYYY. The first three digits of your Team Number (XXX) identify your Affiliate (i.e., state/province/nation). For example, all teams from the state of New York would have numbers that begin with 134. The next five numbers (YYYYY) identify your team. Each team will have a different number.

7. Once a Team Number is purchased, the purchaser may buy additional Team Numbers. The purchaser may distribute the additional Team Number(s) in any quantity as long as each team formed remains under the purchaser's control and responsibility.

8. Your team will need a different Team Number for each Team Challenge solution you want to present during a tournament.

9. Your team will be required to know your 2024-25 Team Number, team name, and competition level and put that information on all forms and Team Identification Signs.

10. Please note that many Affiliates and Regions charge additional fees for registration, tournaments, trainings, and events. Be sure to contact your Affiliate and Regional Directors for information on local tournament fees.

11. If your team is not sure in which Affiliate you should register, please contact **AskDI@dihq.org**.

B. Early Learning Teams (Noncompetitive)

1. Teams that wish to participate in the Early Learning Team Challenge must hold a distinct, active, and paid 2024-25 Team Number for the Challenge Experience. **(See Section II.A.)**
2. There are no restrictions on how a team is selected or assembled as long as the Early Learning team is under the control and responsibility of the purchaser.

C. Cancellation Policy

1. Destination Imagination Team Numbers, including Early Learning Team Numbers, are not eligible for refunds or cancellations.

III. COMPETITION RULES

A. Changes in the 2024-25 Version of Rules of the Road

1. Underlines reflect a change from the previous season's version of Rules of the Road.

B. Team Formation

1. Your team may be made up of any combination of participants, including team members currently enrolled in a school, school program, college, university, community group, Boy Scouts, Girl Scouts, 4-H Club, PTA/PTO, homeschool program, parent group, business, or government group.
2. With the exception of University Level, your team's competition level is determined by the grade or date of birth of your oldest team member. **(See Section IV.)**
3. Teams that have not followed the rules of team formation and competition level may present their solutions, but they will not be scored and will not be eligible for the next tournament level. Any team that does not have a current Team Number will not be allowed to compete.

C. Team Members

1. Your team may recruit up to 7 team members. Only those 7 team members are allowed to work on the Team Challenge and Instant Challenge solutions.
2. Your team may compete with fewer than 7 team members, but in order to be able to compete as a team, there must be at least 2 team members participating at the tournament.
3. Once your team has begun working on the Team Challenge solution, you may add team members up to a maximum of 7 until you submit your registration for your first tournament. After your team has registered for the first tournament but before competing, you may add team members with the permission of the Tournament Director but only if you have not previously reached 7 team members.
4. Your team must not replace team members after the total number of members has reached 7, even if a team member quits, moves away, or is unable to attend the tournament for any reason. If a team member moves away, that person is still considered part of your team and may still compete with the team if they are able. Replacing team members after the total number of members has reached 7 will result in disqualification as a competitive team. Your team may still present but will not be scored.
5. Your team must not add team members between tournaments for any reason, even if your team does not have 7 team members. Adding team members between tournaments will result in disqualification as a competitive team. Your team may still present but will not be scored.
6. Your team must not change your Team Challenge between tournaments for any reason. (University Level teams, see **Section IV.C.6** for the only exception to this rule.)
7. If a majority of the team members leaves your team before your first tournament, you may form a new team by adding new team members. However, you must not use any part of your original solution, and you must select a different Team Challenge.
8. If your team has a team member whose grade or date of birth moves your team into the next competition level (for example, from Middle Level to Secondary Level) and then that team member quits, your team must still compete in the higher competition level. If your team wishes to compete in the lower competition level, you must not use any part of your original solution, you must select a different Team Challenge, and you must make this change before your first tournament.
9. A person cannot be a team member on two different teams in the same Team Challenge. Doing this will result in the disqualification of both teams.

D. Team Manager

1. Your team must have at least one Team Manager who is 18 years of age or older.
2. Your Team Manager may have one or more assistants. Assistant Team Managers may be younger than 18.
3. All Team Managers and Assistant Team Managers must understand the rules of Interference and must not offer ideas or help in the development of the Team Challenge or Instant Challenge solutions.
4. Assistant Team Managers under 18 must NOT accompany your team into the Instant Challenge at a tournament.
5. A Team Manager must not be a member of the team they are managing. (University Level teams, see **Section IV.C.4** for the only exception to this rule.)
6. A person must not be a team member on one team and a Team Manager or Assistant Team Manager for another team in the same Team Challenge. Doing this will result in the disqualification of both teams.
7. In the United States, all Team Managers are required to submit to a Destination Imagination, Inc. (DII) Background Check, or provide proof of an existing and DI-accepted background check, to participate in Destination Imagination. Access to Challenge Materials will not be granted to Team Managers until they have cleared and shared their background check. Team Managers who have cleared and shared their background check must ensure that any other adults over 18 who will be left alone with team members during Destination Imagination activities have also cleared and shared a background check. Only those adults who have cleared and shared a background check may serve in an official Team Manager capacity.
8. There are a few methods to obtain and clear a background check, which are outlined in more detail at **DestinationImagination.org**.
   a. DII Background Checks may be purchased through our online Store (**ShopDI.org**) and then initiated by logging into the DI Resource Area (**http://resources.destinationimagination.org**). In order to initiate a DII Background Check, individuals must be manually added as a Team Manager to a team by the Purchaser/Coordinator of that team.
   b. If an individual has had a Level 2/Advanced or a Level 3/Complete Background Check through Sterling Volunteers ordered after May 31, 2024, they may log into their Sterling Volunteers account to share their background check with Destination Imagination, listed as 'Destination Imagination HQ.'
   (**https://answers.destinationimagination.org/knowledge/how-can-i-share-the-results-of-my-background-check**) After sharing their Sterling Volunteers Background Check with Destination Imagination, the individual should ensure they have been added as a Team Manager to a team. Then the individual must email **volunteer@dihq.org** to notify Destination Imagination and make sure their shared Sterling Volunteers Background Check is connected to their DI account.
   c. A school/district/organization that has already processed background checks for their Team Managers through a service other than Sterling Volunteers may apply for a waiver using our **Group Waiver Request form**. Please note that background checks must analyze the same data at the same frequency as Sterling Volunteers in order for a waiver to be granted.
9. Team Managers outside the United States are not required to submit a background check to DII. They should **contact their Affiliate Directors** for more information on local background check procedures.
10. For questions about background checks, please email **AskDI@dihq.org**.

IV. COMPETITION LEVELS

A. Elementary, Middle, Secondary, and University Levels

1. There are two ways for teams to participate in a tournament: competitively and noncompetitively.

2. There are four competitive levels in the Destination Imagination Challenge Experience: Elementary (EL), Middle (ML), Secondary (SL), and University (UL). Your team will compete against other teams in your competition level who have selected the same Team Challenge. There is also one noncompetitive level specifically for the Early Learning Challenge. **(See Section IV.B.)**

3. Your team may have team members of all ages, but with the exception of University Level, the level at which your team must compete will be determined by the participant in the highest grade level (U.S.) or by the participant who is the oldest. **(See Section III.B.3.)** **Each team may independently determine whether its competition level is decided by grade (U.S.) or date of birth.** It is important for your team to determine in which level you will be competing before you begin working on your Team Challenge solution. When you register for your first sanctioned tournament, you will declare your competition level, and this level must not be changed between tournaments. (See **Section IV.B** for guidelines for Early Learning teams. See **Section IV.C** for rules for University Level teams.)

4. When choosing to determine competition level by date of birth, use the chart below.

LEVEL	DATE OF BIRTH
Elementary Level (EL)	No student born before June 15, 2013
Middle Level (ML)	No student born before June 15, 2010
Secondary Level (SL)	No student born before June 15, 2006

5. When choosing to determine competition level by grade (U.S.), use the chart on the next page. In addition to U.S. grades, the chart contains those Affiliates whose grade level designations differ from those used in the U.S. If your Affiliate is not listed, refer to the grade level designations for the U.S. If you have questions about determining your competition level by grade (U.S.), please contact **AskDI@dihq.org**. Please also check with your Affiliate Director for any additional Affiliate-specific rules about determining your competition level.

Grade Level Equivalency Chart

USA	Guatemala	Ecuador	Botswana	England	Poland	Turkey	China	Mexico	Spain
Elementary (EL)									
K	Kinder	1 EGB		Year 1	Grade 0	K		Kinder	Infantil 5 años
1	Prep	2 EGB	Standard 1	Year 2	Primary/ Grade 1	Primary 1st Grade	Primary 1	1° de primaria	1° Primaria
2	1° pri	3 EGB	Standard 2	Year 3	Primary/ Grade 2	Primary 2nd Grade	Primary 2	2° de primaria	2° Primaria
3	2° pri	4 EGB	Standard 3	Year 4	Primary/ Grade 3	Primary 3rd Grade	Primary 3	3° de primaria	3° Primaria
4	3° pri	5 EGB	Standard 4	Year 5	Primary/ Grade 4	Primary 4th Grade	Primary 4	4° de primaria	4° Primaria
5	4° pri	6 EGB	Standard 5	Year 6	Primary/ Grade 5	Middle School 5th Grade	Primary 5	5° de primaria	5° Primaria
Middle (ML)									
6	5° pri	7 EGB	Standard 6	Year 7	Primary/ Grade 6	Middle School 6th Grade	Primary 6	6° de primaria	6° Primaria
7	6° pri	8 EGB	Standard 7	Year 8	Primary/ Grade 7	Middle School 7th Grade	Secondary 1	1° de secundaria	1° ESO
8	1° sec	9 EGB	Form 1	Year 9	Primary/ Grade 8	Middle School 8th Grade	Secondary 2	2° de secundaria	2° ESO
Secondary (SL)									
9	2° sec	10 EGB	Form 2	Year 10	Secondary/ Grade 1	Secondary 9th Grade	Secondary 3	3° de secundaria	3° ESO
10	3° sec	1 (High School)	Form 3	Year 11	Secondary/ Grade 2	Secondary 10th Grade	Senior Middle 1	1° de preparatoria	4° ESO
11	4° sec	2 (High School)	Form 4	Year 12	Secondary/ Grade 3	Secondary 11th Grade	Senior Middle 2	2° de preparatoria	1° Bachillerato
12	5° sec	3 (High School)	Form 5	Year 13	Secondary/ Grade 4	Secondary 12th Grade	Senior Middle 3	3° de preparatoria	2° Bachillerato

B. Noncompetitive Level for the Early Learning Team Challenge

1. The Early Learning Team Challenge is designed for young children in preschool through second grade. However, because it is noncompetitive, there is no age limit for team members participating in the Early Learning Challenge. While there is no limit to the number of team members, a team of 5-7 team members is highly recommended.

2. Early Learning teams may wish to submit their solutions to a Destination Imagination Regional or Affiliate Tournament. At the tournament, teams will present their solutions to friendly audiences for fun and positive feedback.

3. In order to participate in a Destination Imagination tournament or event, Early Learning teams are required to have an active, paid Team Number.

4. Since it is noncompetitive, rules and regulations pertaining to the competitive Team Challenges do NOT apply to Early Learning teams. However, Team Managers and parents are strongly advised to abide by the Interference policy with their teams. They may teach skills to Early Learning participants, but they should allow the team members to do the project themselves. In that way, the transition to the competitive levels of DI will be easier for the team members.

5. There are safety guidelines in the Early Learning Challenge that the team must follow if it is participating in a Destination Imagination tournament. Also, depending on the tournament site, there may be site-specific safety restrictions for Early Learning teams. Contact your Tournament Director for this information.

C. University Level Teams

1. In University Level, college/university students from around the world can participate in Destination Imagination Global Finals. In some Affiliates, University Level teams may also have an opportunity to present their Team Challenge and Instant Challenge solutions at Regional or Affiliate Tournaments.

2. ALL members of University Level teams must be:
   a. currently enrolled, full-time students from a college, university, trade or technical school, OR
   b. <u>currently enrolled, part-time students from a college, university, trade or technical school who are NOT also attending high school, OR</u>
   c. in the military, OR
   d. college-bound high school seniors who are currently taking accredited courses offered by a college or university that will qualify for course credit when entering higher education (college, university, trade school, military). Advanced Placement courses do not qualify as accredited courses offered by a college or university.

3. Teams may be composed of students from different colleges, universities, trade or technical schools, and/or the military.

4. For University Level only, a team member who is over the age of 18 may serve as Team Manager.

5. When registering for a Team Number, University Level teams must select a team name and identify one Affiliate to which they will "belong" for registration purposes. For further information regarding Affiliate participation, contact **AskDI@dihq.org** and visit the Locations webpage at **DestinationImagination.org**.

6. All University Level teams wishing to participate in the Global Finals tournament must register no later than April 16, 2025. Your team must declare your selected Team Challenge at this time. If, prior to Global Finals, your University Level team has participated noncompetitively during a tournament or has not participated in a tournament, you may change your Team Challenge until you submit your registration to participate in the Global Finals tournament. Any University Level teams that **compete** in a tournament prior to Global Finals must not change their selected Team Challenge between tournaments.

V. GENERAL TOURNAMENT RULES

A. Registration for Tournaments

1. Your team must register for each tournament your team will attend. After you have purchased your Destination Imagination Team Number, you must then register for your sanctioned tournament.
2. Your Program Coordinator or Team Manager will receive instructions for registering your team for the tournament soon after your team/school/organization has purchased a Team Number. If your Team Manager or your Coordinator does not receive this information, ask your Affiliate Director for the contact person in your Region, state, province, or country who can provide this information. A full list of Affiliate Directors is posted on the Destination Imagination, Inc. website at **DestinationImagination.org**.
3. Registration procedures can vary from Region to Region and Affiliate to Affiliate. It is important to know the registration procedures for the tournament for which your team is registering. The purchase of a Destination Imagination Team Number does not cover the tournament fee. Most Affiliates charge additional Affiliate/Regional fees and/or tournament fees that cover local administrative costs, training, tournament supplies, etc.
4. Your Tournament Director cannot schedule your team until they have received your team's completed tournament registration information. Most Destination Imagination tournaments are not able to accommodate unscheduled teams who arrive on tournament day.
5. Your team may be required to complete a media release form in order to participate in your tournament. If required for your tournament, your Regional, Affiliate, and/or Tournament Director will communicate information about this form to your team.
6. If your team needs to request an accommodation or report a special need for the tournament, your Team Manager should contact the Tournament Director. For Global Finals, your Team Manager can submit special requests through the registration process.

B. Scheduling of Team Challenge and Instant Challenge

1. Your Team Manager will receive tournament information after registering your team for the tournament. Included in that information will be a schedule of your team's Presentation times for your Team Challenge and Instant Challenge. You should receive this at least one week prior to your tournament. If you do not receive your scheduled times and information by one week prior to your tournament, contact your Tournament Director.
2. Your team will be scheduled for up to two separate Presentation times: one for Team Challenge and another for Instant Challenge. In most cases, your Tournament Director will not be able to guarantee whether your Team Challenge or Instant Challenge will be scheduled to occur first.
3. Follow your Tournament Director's instructions for your team's check-in and Presentation, as outlined in your schedule confirmation, and allow plenty of time. Your Tournament Director will provide instructions about when and where to report to the Check-In Area if you are presenting in the Engineering Team Challenge. For all other Team Challenges, plan to arrive at your Presentation Site a minimum of 20 minutes before your scheduled time.

C. Conduct and Concerns

1. Destination Imagination seeks to provide a family-friendly tournament experience. In keeping with this spirit, we ask teams, Team Managers, tournament officials, and supporters to respect the following guidelines:
   a. Team members must be clothed appropriately at all times. Nudity and revealing clothing are not acceptable at any time, including during Presentations.

b. Profanity and vulgarity are unacceptable throughout the tournament. Tournament officials, team members, Team Managers, and supporters are expected to exhibit exemplary behavior and be role models to participants.

c. Issues of questionable taste regarding solutions to Challenges will not be addressed through the Clarification process. Teams should use good judgment and remember that all Presentations should be appropriate for all audiences. Destination Imagination's mission is to teach the creative process from imagination to innovation. Therefore, we ask our team members to "think outside of the box" and to "stretch the envelope," and in so doing, to take conceptual risks. Taking risks is part of the creative process. Because of that, there may be solutions that involve subject matter and points of view that may be controversial or even offensive to some. We ask that our teams consider the sensitivity of the audience, which can be assumed to be both diverse and of all ages, and we also ask the audience to understand that there will sometimes be solutions that they find challenging. If those solutions do not exhibit obvious and intentional poor taste or insensitivity, we must support the right of a team to make such choices. Audience members who find content in a team's Presentation objectionable are free to leave the Presentation Site at any time.

d. Trying to learn the scores of other teams in your Challenge prior to the end of the tournament is Unsportsmanlike Conduct unless all parties choose to share this information willingly. Teams and Team Managers are not required to share their scores with anyone.

D. Basic Requirements for Appraisers and Officials

Exceptions to these requirements will be at the discretion of the Regional, Affiliate, or Tournament Director.

1. Destination Imagination Appraisers and officials must be at least 18 years of age or older.
2. Destination Imagination Appraisers and officials must not be currently enrolled in high school.
3. Destination Imagination Appraisers must not appraise the Presentation of a team for which they have served as Team Manager.
4. Destination Imagination Appraisers must not appraise the Team Challenge for which they are currently serving as a Team Manager and must not appraise the same Instant Challenge their team will solve at the tournament.
5. Destination Imagination Appraisers must not appraise the Presentation of a team that includes their own family member(s).
6. All Destination Imagination Appraisers and officials must have an active **Resource Area** account.
7. All Destination Imagination Appraisers and officials must complete all required Appraiser Training courses through the Destination Imagination Learning Management System in order to be certified to appraise or officiate. Some Regions and Affiliates may also require local training.
8. All Destination Imagination volunteers must sign the Volunteer Code of Conduct, available in the Resource Area.
9. All Destination Imagination volunteers in roles that use the Resource Area and/or the Mobile Scoring Client must have a reliable device that can access the internet.
10. Background checks are not required for Appraisers at one-day in-person events. However, because of the different dangers of the internet, if Appraisers are going to meet with teams in an online meeting, they must pass a background check and complete the Keeping DI Participants Safe training course. Check with your Tournament Director about acquiring your background check, if necessary.

VI. INTERFERENCE

A. Rules of Interference for Team Challenges

1. Only team members may contribute ideas and create the Team Challenge solution. Help from non-team members, including your Team Managers, is called Interference.

B. The Interference Triangle

1. The Interference Triangle is a useful tool to help you remember what is Interference and what Team Managers and other people are allowed to do to help the team. The base of the triangle consists of two corners: Skills and Challenge & Rules. These two corners are what teams have in common when they participate in the Destination Imagination Challenge Experience.

2. **Skills** are the special abilities that the team members already have and bring to the team along with the skills they learn while being a part of the team. Learning skills is an important and valuable part of the process of DI. Every team member's participation will someday end, but the skills learned will continue throughout life. These include performance skills, technical skills, thinking skills, team building, research, organization, time management, budgeting, and life skills, to name a few. It is not Interference for the team to be taught skills. In fact, it is the job of the Team Manager to facilitate the team members' acquisition of skills. It is the job of the team to apply learned skills to a particular purpose or use in creating a Challenge solution.

3. **The Challenge & Rules** are the Challenge, Rules of the Road, and Published Clarifications. These are the documents that teams, Team Managers, and tournament officials have in common. The Challenge requirements and limitations and the rules in Rules of the Road are the facts by which all must abide. Understanding them and internalizing them is the job of the team, the Team Manager, and the officials. "What does the Challenge say? What does it say in Rules of the Road? What are the Published Clarifications? Let's write for a Team Clarification!" This is all learning that can be shared, should be shared, and is shared among teams, Team Managers, and officials. Sometimes skills determine which Challenge to choose; sometimes the Challenge is chosen and skills have to be learned in order to solve it. Regardless of which comes first, there is a back-and-forth of learning skills and understanding the Challenge that occurs before and while the team makes choices that apply to its solution.

C. Your Team's Solution is Your Team's Alone

1. Your team's solution is something your team members build from their acquisition of skills and from their understanding of the Challenge and rules. It is Interference for a Team Manager to be in the team's solution corner of the triangle. **(See Section VI.B.)**

2. Appraisers and other tournament officials will deduct points for Interference. This rule is enforced to keep a level playing field for all participants. In other words, to make sure every team receives every point they have earned—no more, no less. Deductions will be given whether the Interference was intentional or not. Deductions are not given for unintentional Interference caused by an official. **(See Section XII.D.)**

3. A total of 7 team members may contribute ideas, work on the solution, and participate in your team's Presentation at the tournament. Every idea for every part of your unique solution must come from your team members only. If an idea is offered by someone not on the team, your team must not use that idea, even if you might have thought of it yourselves later on.

4. If someone not on your team, including your Team Manager, builds or creates an item using your team's idea, you must not use that item. Your team must start over and build it yourselves in your own way. If someone not on your team, such as your Team Manager, a teacher, or a parent, tells your team how to do something, whether you are building something new or just practicing your Presentation, your team must politely tell that person to let you do it yourselves.

5. If your team does not know the skills that are needed to build your idea, you must learn the skills or find another way to do the project. For example, a drama teacher may teach you acting skills, but must not direct your team as you practice your actual Presentation. A professional welder may teach you how to weld, but that person must not show you how to weld any part of your team's actual solution. If you are not able to weld it yourselves, you must find another way to solve that part of the Challenge.

6. Your team may use online search engines and videos to acquire general skills, but your ideas and designs must be your own.

D. Generative Artificial Intelligence (AI) and Your Team's Solution

1. In an era where artificial intelligence (AI) is reshaping the landscapes of learning and interaction, it is crucial for our community to consider these tools thoughtfully, ensuring their use is ethical, enhances creativity, and is in harmony with our foundational pedagogy. Destination Imagination recognizes the potential of AI technologies to support our educational tenets when used responsibly by individual teams, team members, and volunteers in ways that enhance, rather than replace, the human element of learning. For more information on Destination Imagaintion's philosophy on AI technologies and how they can fit within the Destination Imagination pedagogy, see the Guiding Principles for Generative AI in DI resource, found at **DestinationImagination.org**.

2. Your team may use generative artificial intelligence (AI) resources, large language models (LLMs), and/or similar technologies to help in the creation of your team's solution. All of these resources together will be referred to as "Generative AI" throughout the rest of this section. Portions of this section were generated using ChatGPT 4 and were further developed by Destination Imagination, Inc.

3. Generative AI may be used in 3 ways: to learn skills, to provide inspiration, and/or to create direct output that will be used in your team's Presentation. Keep in mind that Appraisers will consider these uses differently for scoring. However, with all 3 uses, if the Appraisal Team thinks too much of the Presentation was designed and/or created by Generative AI, your team's scores may reflect this.

4. **Skills:** Your team may use Generative AI to learn skills and/or research information. This means that the **direct output** from Generative AI is **not included** in your Presentation, but your team uses the skills and/or information you learned from Generative AI to create portion(s) of your Presentation.
   a. For example, your team might wish to learn about common techniques for blocking theatrical productions in order to apply those techniques to your Presentation. Your team might use Generative AI to generate a list of common techniques. From that list, you might choose a few and research them further using Generative AI and/or other resources. As your team uses the techniques when blocking your team's Presentation, you consider the overall context of your solution in order to determine how best to implement and/or adapt the blocking techniques and skills you learned.
   b. If your team uses Generative AI to learn skills and/or research information, the Appraisers will consider this to be part of the Resource Awareness element of Destination Imagination's Educational Pedagogy. (See Roadmap, Destination Imagination Pedagogy.) Therefore, the use of Generative AI in this way will have no negative impact on your team's scores in most cases.

5. **Inspiration:** Your team may use Generative AI to generate inspiration for your solution. This means that the **direct output** from Generative AI is **not included** in your Presentation, but your team uses some ideas

from Generative AI as a starting point and then expands, refines, and/or changes the ideas to fit the context of the Challenge and/or your team's specific solution.

    a. For example, your team might wish to generate ideas for a character you will be portraying in your Presentation. You might use Generative AI to generate a description or image of the character. Your team might use the description or image as a starting point, but you might change, adapt, and/or modify details about the character (personality, colors, textures, history, etc.) to better fit the context of your solution and to better match the way(s) in which your team will portray the character live during the Presentation.

    b. If your team uses Generative AI to generate inspiration for your solution, the Appraisers will consider only your team's expansions, refinements, and/or changes from the direct output from Generative AI for scoring.

6. **Direct Output:** In general, Destination Imagination does **NOT** encourage teams to include direct output in their solutions. However, in some cases, it may be acceptable for your team to use the direct output from Generative AI in your solution. **(See Sections VI.F.7-VI.F.9.)** This means that the **direct output from Generative AI is NOT expanded upon, refined, or changed by your team in any way** before your team includes it in your Presentation.

    a. For example, your team might identify a portion of your Presentation, such as a backdrop, that is not included in any scoring element and will not be used for a Team Choice Element. You might use Generative AI to create an image for your team to use as a backdrop so that the audience has an idea of your setting. While Destination Imagination would encourage your team members to create the image for your background, we recognize that sometimes you must make this kind of decision about resources, such as time or materials, in order to complete your Challenge solution.

    b. Remember that the use of non-original material is not considered to be as creative as original ideas, characters, and materials. Although your team will not receive a deduction, if your team uses direct output from Generative AI as **a part of any scored element(s)** in your solution, your team may earn fewer points for those element(s).

    c. If your team uses direct output from Generative AI for an **entire scored element(s)** in your solution, your team may receive 0 points for that scored element(s).

    d. If your team uses direct output from Generative AI in any **non-scored element(s)** in your solution, this will have no negative impact on your team's scores in most cases. However, keep in mind that some elements may contribute to a general score, such as "Creativity of the story" or "Overall theatrical effect," without being directly named in the scoring element. If this is the case, Sections **VI.D.6.b** and **VI.D.6.c** apply.

7. Whether or not your team uses Generative AI in any portion of your solution and/or during any part of your creative process, **your team must** complete the "Brief Description of Your Team's Use of Generative Artificial Intelligence (AI) in Your Solution" section of the Tournament Data Form. This section will help the Appraisers to better understand if and how Generative AI contributed to your team's solution in order to score your team's solution more accurately and efficiently. Keep in mind that ethical use of Generative AI involves acknowledgement of the specific Generative AI tool(s) used and a description of how the content (text, images, code, video, etc.) generated by the specific Generative AI tool(s) was used by your team in the creation of your solution. This portion of the Tournament Data Form will help your team to abide by those ethical practices.

8. After your team's Presentation at the tournament, your team should be prepared to describe to the Appraisers how Generative AI was used. Your team may wish to bring documentation that details how Generative AI was used in your solution. While time with the Appraisers following your team's Presentation is limited, having the documentation accessible may help to clarify your team's process and use of

Generative AI more quickly and effectively so that the Appraisers can better understand how to score the portions of your Presentation for which Generative AI was used.

E. Acquiring Materials

1. Your team may create a list of specific items and ask a Team Manager or other non-team member to obtain those items for your team's use.
2. In situations in which your team is purchasing a specific amount of a raw material from a commercial business for use in your solution (such as a piece of fabric or a sheet of plywood), your team may ask the store to cut the material to a specific size. This is not Interference, as long as the cutting required is standard practice for that type of item and the store cuts the item in a standard way that would be the same for any customer. Your team must calculate on your own the size or dimensions of the item needed and request that the material be cut to that size. The intent of this rule is to allow your team to purchase the appropriate amount of raw material needed for a solution without unnecessary waste. This only applies to materials that are commonly cut to size when purchased. Your team must not ask the store to cut the item using a team-created template, sketch, or anything else that would require unusual or custom shaping or cutting.
3. Raw materials found in other places (such as a team member's home) are not included in this rule, as the team is not purchasing the materials in the same way as it would in a commercial business. For example, if a team member happens to have a large piece of wood at home, and your team only needs half of it, it is your team's responsibility to cut the wood to the size required.

F. The Team Manager's Job

1. Your Team Manager's job is to smooth the progress of your team by promoting discussion and helping your team gather information and resources. Team Managers may record and write down your team's ideas in idea-generating sessions and may type or write out your team's script ideas as long as the words and/or ideas recorded are your team's and are not added to or embellished by the Team Manager. Your Team Manager may facilitate the educational process by helping your team understand what is available and how to get it. Your Team Manager must not take the lead and make decisions for your team regarding your team's solutions to the Team Challenge and Instant Challenges. For example, your Team Manager may help your team figure out what you need to learn in order to solve parts of a Challenge, and they can even help gather the resources you would like to use. However, your Team Manager must not direct or lead your team toward a certain kind of information or solution. Your team must always be involved in the process of getting information and resources.
2. Only members of your team may assemble, prepare, or repair props, direct your Presentation, decide how to stage your Presentation, and decide on all other aspects of your Challenge solution. If anyone else helps, it is Interference. Your team needs to work on your ideas, script, props, costumes, directing, and staging yourselves.
3. Team Managers, parents, teachers, and others may help move or store team items. However, Team Managers, parents, teachers, and others are not responsible for the care of team props, scenery, or costumes either before or on the day of the tournament. Any team item that is accidentally damaged or lost by a team member or non-team member must be repaired or replaced by the team.
4. Safety is always paramount for Destination Imagination teams. It is not Interference for a Team Manager or parent to point out something to the team that the Team Manager or parent considers unsafe, nor is it Interference to prevent the team from engaging in any unsafe behavior. If this occurs, the team must then figure out what it needs to do to be sure its solution is safe. In order to ensure the safety of the team, Team Managers should consider having another adult present at all team meetings.

5. The use of the internet for research also comes with the risk of children being exposed to objectionable content or content more sophisticated than is appropriate for their age. Destination Imagination expects that children will have adult supervision if they use the internet as they work to solve their Challenge. It is not Interference for responsible adults to audit and limit team members' internet activity. Adults can disallow team members from using online tools and researching or using characters or situations they deem inappropriate for the team members' ages or circumstances. Adults can disallow a team from working on a Challenge they deem inappropriate for the age or sophistication level of the team.

6. Adults are responsible for ensuring that team members are cautious about disclosing personal and/or sensitive information online. Information that is entered into online resources, including personal data and/or team-specific solution information, should not be considered secure and may be accessed by other people around the world.

7. Keep in mind that internet resources, especially generative artificial intelligence (AI), large language models (LLMs), and similar technologies (further referred to as Generative AI), may not always provide accurate or appropriate information. Be aware that Generative AI can include biases due to training and usage data inputs, and these biases can often lead to skewed or unfair outputs. Team Managers are encouraged to prompt teams to look for inherent bias in the outputs from Generative AI. Team Managers should guide teams to think critically about whether or not to use biased content and/or how to adjust or change the content to be more inclusive and fair. However, Team Managers **must not** make decisions about whether or not to use the content and **must not** give ideas about how to adjust or change the content.

8. Creating misleading or deceptive content without proper disclosure and/or attribution is considered to be unethical use of Generative AI. For example, creating realistic images, videos, or written content without proper disclosure and/or attribution, or using Generative AI to create content that the team claims as their own would be considered unethical. The Team Manager is encouraged to guide the team members to properly disclose their use of Generative AI in their solution and in their creative process. This will be done on the Tournament Data Form and when talking with the Appraisers following the team's Presentation at the tournament. (See Sections **VI.D.7**, **VI.D.8**, and **XII.D.4.e**.)

9. Team Managers must be aware that copyright law applies to outputs from Generative AI, especially when content is generated from copyrighted material. Team Managers are encouraged to help the team to understand copyright laws, to attribute appropriately, and to request permission for use, when appropriate. **(See Section VII.K.9.)**

G. The Declaration of Independence

1. The Declaration of Independence is your team's sworn statement regarding Interference and your Team Challenge and Instant Challenge solutions.

2. Your team must complete the Declaration of Independence section of the Prep Checklist for both Team Challenge and Instant Challenge. The Team Challenge and Instant Challenge Prep Checklists can be found in the **Resource Area**. All team members who created the solution need to be listed. Your team must complete the Declaration of Independence sections in order to compete in the tournament.

3. **By completing the Team Challenge portion of the Declaration of Independence,** your team declares EITHER:
   a. Only the team members who are listed have contributed the ideas and created the solution, OR
   b. Your team did receive some help or assistance from a non-team member. In this case, your team will be expected to explain what type of assistance you received. In order to keep the playing field level for all teams, a deduction may be taken that will remove the points your team may have received that you have not earned.

4. **By completing the Instant Challenge portion of the Declaration of Independence,** your team declares EITHER:

   a. Your team does not know anything about the Instant Challenge it will receive at the tournament, OR

   b. Your team did receive some information about the Instant Challenge in advance. In this case, your team will be expected to explain what type of information it received. In order to keep the playing field level for all teams, a deduction may be taken that will remove the points your team may have received that it has not earned. **(See Section XI.A.3.)**

VII. TEAM CHALLENGE DETAILS

A. Central Challenge

1. The Central Challenge is the set of specific requirements your team must complete in order to solve the Team Challenge. These requirements could include a combination of technical, engineering, scientific, theatrical, fine arts, and improvisational elements. Improvisation (or improv) means to make up a solution on the spot with little or no advance planning.
2. Some research is needed to fulfill the requirements in each Challenge.

B. Team Choice Elements

1. Team Choice Elements give your team members a chance to show off their skills, talents, interests, and areas of strength. Your team may create anything you wish for Team Choice Elements.
2. Your team must create two Team Choice Elements, each worth 30 points, and present them as part of your team's Presentation. Team Choice Elements should have a meaningful connection to your team's Central Challenge solution.
3. Each Team Choice Element will be evaluated in three ways: for the creativity and originality of the Team Choice Element, for the quality, workmanship, or effort that is evident, and for the integration of the Team Choice Element into the Presentation. Evaluation of the Team Choice Elements is subjective.
4. Team Choice Elements are not required for the Improvisational Challenge.
5. Each Team Choice Element must be capable of being evaluated as a standalone item, and Appraisers must be able to quickly and easily identify your team's Team Choice Elements. The way in which the Team Choice Elements are written on the Tournament Data Form is very important.
   a. Be specific. For example, if costumes are not being evaluated in the Central Challenge, but the team has spent a great deal of time on one of 5 total costumes, the team members can ask on the Tournament Data Form that their "costumes" be scored as a Team Choice Element. Because the team has asked that the "costumes" be scored as a Team Choice Element, the Appraisers will look at the creativity and the workmanship or effort of all 5 costumes to score this Team Choice Element. If only one costume is spectacular, while the others are just average, this could impact the team's Team Choice Element score. This is something the team should consider when deciding what to list on the Tournament Data Form. In this case, the team members may decide to specifically select the one spectacular costume and point out the most important details they want the Appraisers to notice.
   b. A Team Choice Element could include more than one specific item. For example, the team has written Flamenco music, choreographed a Flamenco dance, and designed and created a Flamenco dance costume for a character. The team wants all of these items (original Flamenco music, dance, and costume) evaluated as one Team Choice Element. As long as this specific collection of items is not being scored elsewhere in the Team Challenge, the team can list these items on the Tournament Data Form to be scored together as a Team Choice Element. In this example, the team would need to determine the best way to write the Team Choice Element to incorporate all three items in an understandable way for the Appraisers. The team must also be aware that, just as the costumes in the above example were ALL scored when the team was not specific about the exact costume to be scored, if one of the aspects of the Flamenco items is not as strong as the other parts, it could affect the Team Choice Element score.

c. A Team Choice Element may be as simple or complex as your team chooses. If your team chooses a very complex, specialized, or expansive Team Choice Element, you should keep in mind that Appraisers must be able to quickly identify and understand the Team Choice Element. Your team should take care to describe the intricacies of your Team Choice Element in as concise a way as possible on the Tournament Data Form, highlighting the most important parts of the Team Choice Element. While the Appraisers will read your description on the Tournament Data Form and ask you questions about the Team Choice Element after the Presentation, keep in mind that they will not have extensive time to read supplemental material or prolong the time when they ask your team questions after the Presentation.

6. A Team Choice Element must not be a specific item that is required in the Central Challenge that is already being evaluated. A Team Choice Element may be a single unique part of a required item, as long as an Appraiser can identify it by itself. Or, the Team Choice Element may be a larger item that includes a required element, as long as the Appraisers can clearly identify the required element as a single unique part of the Team Choice Element. Here are four examples:

   a. A vehicle is a required scoring item in the Central Challenge. The team must not list the entire vehicle as a Team Choice Element. However, the side of the vehicle might feature artwork painted by the team. The team may ask that the artwork on the vehicle be evaluated separately as a Team Choice Element. The artwork is part of the vehicle and is evaluated as part of the vehicle, and it can also be easily identified and evaluated as a stand-alone item for a Team Choice Element.

   b. The same vehicle is being scored for overall technical design. A team may ask that a specific design element, such as the vehicle's braking or steering system, be evaluated separately as a Team Choice Element. In this case, the braking or steering system would be appraised as a Team Choice Element and for its contribution to the overall design of the vehicle. In the same way, in a Challenge solution that is scored for overall effect, everything in the Presentation is evaluated as a whole, despite individual items being evaluated separately.

   c. The vehicle is being scored for its braking or steering system specifically, and not for its overall technical design. A team may ask that the vehicle's overall technical design be evaluated as a Team Choice Element. In this case, the overall technical design would be appraised as a Team Choice Element and would include the contributions of the braking or steering system to the overall technical design of the vehicle.

   d. A Challenge may require a piece of scenery. The team creates a backdrop of a kitchen to fulfill its scenery requirement. For one of its Team Choice Elements, the team creates a working mechanical clock on the wall of the kitchen scenery. The clock is part of the scenery and is evaluated as part of the scenery, and it can also be easily identified and evaluated as a stand-alone item for a Team Choice Element.

7. A Team Choice Element may be presented at the same time as another Team Choice Element only if both can be easily identified and scored separately. For example, a team might choose to present two Team Choice Elements in the form of an original dance set to a piece of original music. Both Team Choice Elements (the dance and the music) can be easily identified and evaluated as separate items.

C. Time Limit

1. Each competitive Team Challenge Presentation has a time limit. The time limit means that your entire solution, including scenery and prop setup, must take place within the stated time.
2. Your team may use as much of the time limit as you choose for your solution. There is no deduction or loss of points if your team's Presentation is shorter than the time limit.
3. Cleanup of your Presentation Area takes place after time is up. This is not counted as part of your time limit.
4. Timing will end when your team's Presentation is finished or the time limit is up, whichever comes first. Your Presentation will be stopped if your Team Challenge time limit expires before the end of your Presentation. Once time has begun, your team cannot ask that it be stopped and expect it to be started again.

D. Team Identification Sign

1. Your team should provide a freestanding Team Identification Sign displaying your team name, Team Number, school/organization, and competition level.
2. The Team Identification Sign should be at least 2ft x 3ft (0.61m x 0.91m).
3. The Team Identification Sign must not be used as a scoring element.
4. The Team Identification Sign will be used only for the purpose of identifying your team during your Presentation. Therefore, the Team Identification Sign is exempt from cost.
5. Your team will not receive a deduction if you do not provide a Team Identification Sign, but it will help the Appraisers and the audience to know who is presenting.

E. Audio and Video Technology

1. Regarding the use of audio and video technology in a live Presentation, it is the intent of all Team Challenges that solutions be presented "live" at the tournament.
2. Video and audio recordings may be used for portions of the Presentation (such as pre-recorded piano playing by a team member), but these recordings are not meant to replace a live performance. If the Appraisal Team thinks that too much of your Presentation has been pre-recorded, your team's scores may be affected.
3. Any costumes or props used in the audio or video recordings must be included on the Expense Report. **(See Section VII.F.)**

F. Team Budget and the Expense Report

1. Each competitive Team Challenge has an assigned budget or expense limit. The total value of your solution must not be more than your Team Challenge Budget (in U.S. dollars). Check your Team Challenge for your expense limit. International teams should use the August 1, 2024 rate of exchange for the U.S. dollar. **(See Section VII.H.9.)**

2. **The Team Budget is the total value of all the materials your team will use in your Presentation, not necessarily what your team spent to create the solution.** Every team in your Team Challenge has the same budget. Appraisers will be evaluating your solution to determine whether another team could recreate it for the same "cost."

3. Your team is required to submit a list of items in your solution and their values on the Expense Report. The Expense Report must be accessed and submitted through the **Resource Area**.

4. Your Expense Report should list ONLY the supplies, equipment, props, scenery, and costumes that are a part of your team's Presentation that you bring into the Presentation Site. It does NOT include the cost of:
   a. any equipment or tools used to create elements of your solution.
   b. any portions of materials that were left over or not used. **(See Section VI.E.)**
   c. any prototypes or experimental solutions that your team has designed but does not use in the Presentation.

5. Before your team's tournament, your team will complete and submit the Expense Report. Your team's Expense Report will be checked by a Prep Area Appraiser. Depending on your tournament, this check may happen prior to the tournament day and/or in the Prep Area just before your team's Presentation time.
   a. If the Prep Area Appraiser feels that the solution may be over the allowed budget for your Team Challenge, they will confer with another tournament official. If the other official agrees that the materials are over the budget, your team will be notified. Your team will be given a specific amount of time to bring your solution into compliance with your allowed budget. Your team may have time prior to the tournament to bring your solution into compliance and/or you may be given time at the tournament to do so. This will depend on when the Prep process is conducted.
   b. Your team may update your Tournament Data Form, Expense Report, Prep Checklist, and/or Presentation to bring your solution into compliance. All changes to the Tournament Data Form, Expense Report, and/or Prep Checklist must be made within the **Resource Area**.
   c. If the expense violation is not found or is not corrected during the Prep process, your team may receive an Illegal Procedure deduction(s).

G. Expense Report Categories

1. **Clothing:** Everything you wear that is visible in the Presentation, including costumes, hats, and any item that contributes to the solution of the Challenge, must be included on the Expense Report under Clothing.

2. **Exempt Clothing:**
   a. Destination Imagination T-shirts, T-shirts with jeans or plain pants/skirts, and other typical clothing items, as long as they are not decorated and do not contribute to the solution in any way.
   b. Items that are required or used for safety purposes, such as helmets, goggles, shoes, or protective gloves. Decorations or alterations to safety items must be listed on the Expense Report at their appropriate cost. The necessary safety items themselves may be listed as exempt on the Expense Report, as long as the items still function in the way needed for team members to be able to present safely.

  c. Glasses, hearing aids, mobility aids, casts, etc. that are prescribed or are needed in order for team members to be able to present. Decorations or alterations to these items must be listed on the Expense Report at their appropriate cost. The prescribed or necessary items themselves may be listed as exempt on the Expense Report, as long as the items still function in the way needed for team members to be able to present.

  d. Jewelry and watches, as long as they are not decorated, altered, or used as props or costumes.

3. **Scenery/Equipment:** All scenery and behind-the-scenes materials, including electric and electronic equipment costs, must be included on the Expense Report under Scenery/Equipment. Exempt items must not be physically altered, modified, or decorated. For instance, if a team uses a classroom chair and alters it by drilling holes to attach a device, the chair must be given a value on the Expense Report because it has been altered and is no longer in original condition. Or, if a team uses a laptop and tapes decorations to the screen to enhance the Presentation, the computer must be given a value on the Expense Report because it has been decorated and is no longer in original condition.

4. **Exempt Scenery/Equipment:** ONLY the specific items listed in this section are exempt.

  a. **Audio and visual equipment:** Portable music playback and storage devices, tablets, smartphones, karaoke machines, radios, portable microphones, speakers and amplifiers, projectors and screens, cameras, TVs, video players, and related hardware, such as a cart used specifically and only to support the audio-visual equipment.

  b. **Computers and related equipment:** All equipment used as a computer or used to create computing devices are exempt. This includes, but is not limited to: laptops, desktops, mobile devices (such as tablets, smartphones, smartwatches, etc.), printers, networking equipment (such as Wi-Fi hotspots and routers), microcomputers (such as Raspberry Pi), microcontrollers (such as Arduinos and basic stamps), and Lego Mindstorms, Lego Spike Prime, Dash Robots, and similar products (only the computer, computing device/intelligent brick, and sensors are exempt). Equipment that is used in the modification of these computing devices is also exempt, including remote controls, sensors, and packaged parts (such as breadboards and jumpers). Related hardware, such as a cart used specifically and only to support the computer, and commercially produced and available software, as long as the product resulting from its use is of the team's design, are also exempt.

  c. **Electrical items:** Extension cords, power strips, Ground Fault Interrupters (GFIs), batteries (except as noted in the Safety Section), current-limiting devices for batteries, and converters.
    (See Section VII.J.11.)

  d. **Floor coverings** and/or items used for protection that your team provides to protect the surface of the floor or for the safety of the team members or audience, as long as the floor coverings and/or items used for protection do not add to the solution. Examples include, but are not limited to, tarps, netting, and padded gymnastic mats.

  e. **Furniture:** Unaltered desks, tables, folding tables, stools, and chairs. Furniture used in the Presentation must be provided by the team.

  f. **Musical instruments:** Commercially made musical instruments and music and instrument stands (used ONLY for the purpose of holding the music or the instrument).

  g. **Safety equipment:** Items used only for safety, such as netting, barriers, etc., as long as they do not add to the solution.

  h. **Ladders/step stools:** Commercially produced ladders and step stools.

5. **Props:** All large and small items that are used in your Presentation and/or brought into the Presentation Area during your time limit must be listed on the Expense Report under Props. If your team needs equipment, such as a cart or dolly, to move props within the Presentation Site, those items must also be listed on the Expense Report under Props, whether or not they are actually used in the Presentation. An unaltered cart or dolly is exempt, as long as it does not contribute to the solution and is only used to move props.

6. **Common Supplies:** Bulk items, such as nails, staples, tape, markers, glitter, etc., may be listed under Common Supplies and assigned one cost. If your team buys an item, such as paint, and only uses a fraction of the item, estimate the cost of the portion used in your solution.

7. **Trash:** Items in this category would include true discards such as cardboard boxes, empty containers, newspapers, or cardboard tubes, but NOT items that are both used and functional, such as hardware (casters or pulleys, for example), items of clothing used to create costumes, automobile tires, old but functioning appliances, etc. These should be listed at a "yard sale" or "garage sale" price. **(See Section VII.H.4.)**

H. Determining the Value of Your Solution

1. Every item you use in your Presentation must be listed on the Expense Report. For each tournament, your team should submit copies of your receipts with your Expense Report to show how you arrived at your team's Expense Report figures. **(See Section VI.E.)** Your team should label the receipts to show the Appraisers where the materials were used in your team's solution.

2. **Sales Tax and Shipping:** Do not count sales tax or shipping costs in the value listed on your Expense Report.

3. **New:** Items bought specifically for your solution must be listed at the purchase price. Many supplies used to build your scenery will be new or unused, such as PVC pipe, foam core, sheet cardboard, poster board, butcher paper, etc. These must be listed at their "new" purchase price even if they were donated to your team. Remember, the Expense Report details not what your team actually spends, but rather what it would cost for another team to reproduce your solution. If you only use a part of an item, you may estimate the value of the part you actually used in your solution.

4. **Used:** Many of your props and costumes will be made up of recycled or loaned items. These items were previously purchased and used and no longer hold their original value. Your team may assign a fair "yard sale" or "garage sale" price for these items. Costume pieces, such as hats, neckties, or ball gowns; electrical items, such as old lamps or fans; and hardware components, such as casters and pulleys, are examples of the types of items that might fit into this category. Teams are expected to place a realistic value on these items.

5. **Reusing Team-Created Items:** The reuse of items from prior years' Team Challenge solutions or items made by team members for other purposes is permitted. However, these items must not be claimed as original creations made by your team, especially for your Team Challenge solution. For both scoring and assessing value, these items will be treated in the same manner as other non-original items used in the Presentation, such as rented or purchased costumes. **(See Section VII.K.7.)**

6. **One-Day Rental:** Some equipment and costumes that your team uses may not be brand new but still have significant value—such as electric motors and compressors or some commercially made costumes. For these items, your team may research and assign a "one-day" rental value. For example, if a podium contributes to the solution, it would need to be included on the Expense Report with a price, and your team could choose to assign a one-day rental value. Your team must not assign a "one-day" rental value to an item that has been permanently altered. Your team must submit a quote or receipt from a rental company to serve as proof of the stated "one-day" rental price. This should be included in the receipt files your team turns in with the Expense Report. **(See Section VII.H.1.)**

7. **Common Supplies:** Supplies used in bulk, such as glitter, staples, markers, nails, etc., might not be used up entirely. Your team should keep the receipts for these items in order to estimate the cost of the portions used and the total cost of common supplies used.

8. **Trash:** Discarded items valued under $1US do not need to be assigned a value but should be listed under Trash Supplies Used. Your team must not take advantage of this rule by claiming that any and all discarded items have a value of less than $1US. True discards, such as newspaper, aluminum cans, cardboard boxes, and rags, do not have any value to most people but should be listed on the Expense Report, since these items are part of your solution.

9. **International Teams:** Because exchange rates, import/export issues, and the supply of materials vary widely from country to country, teams that operate outside the United States are required to utilize the exchange rate of their local currency to the U.S. dollar as of August 1, 2024 to determine the value of their solution materials. The Expense Report in the **Resource Area** will calculate the exchange rate based on your selected currency. **(See Section VIII.C.)**

I. General Safety

1. Destination Imagination, Inc. encourages your team to follow your area's health and safety guidelines while working on your solution.

2. Your team is encouraged to be creative and take risks, but that does not mean you may put yourself, your team, tournament officials, or the audience in danger. It is your team's responsibility to design a safe solution that will not damage the Presentation Site, personal property, or your team meeting site.

3. Your team's Presentation must be in compliance with the guidelines in **Section VII.J**. Your Team Manager must certify in the Team Challenge Prep Checklist, found in the **Resource Area**, that all elements of your solution are safe. In addition, your team may be asked to demonstrate that your solution to the Challenge is safe and will not pose a hazard to the audience, members of the Appraisal Team, or the site. **The Appraisal Team may stop a Presentation at any time if they feel that a solution poses a safety risk.** Your team may or may not be allowed to resume your Presentation, depending on the situation.

4. If tournament officials find a portion of your solution to be hazardous or not in compliance with the guidelines before your Presentation, you may be asked to make necessary alterations or eliminate that portion from your Presentation.

5. Officials may deny your team's participation if any part of your solution is found to be unsafe or damaging. Officials will stop Presentations that are unsafe or that are damaging property and point deductions may be assessed.

6. All decisions made by tournament officials regarding safety and/or property damage are final.

7. If your Tournament Director feels that a site's limitations may result in a safety or damage issue (e.g., chandeliers are hung too close to the Presentation Area), a site-specific restriction may be placed on the teams presenting there. Whenever possible, the Tournament Director will inform registered teams of site-specific restrictions in advance of the tournament. Changes in tournament flow may also occur due to extenuating circumstances. These kinds of changes will be communicated in advance of the tournament.

J. Safety Guidelines and Restrictions

1. **Foot Coverings:** All team members must wear shoes or foot coverings with reasonably impenetrable soles at all times during a tournament. This is to protect team members from any undetected debris that may be on the floor. A team member who loses or removes a foot covering during the Presentation may continue their portion of the Presentation only after the foot covering is replaced. Appraisers may assist the team member in retrieving the foot covering but not in replacing it on the foot. The remaining team members may continue to present.

2. **Safety Gear:** Some Team Challenges may have specific safety requirements such as eye protection (goggles) or skin protection (rubber gloves). Read your Team Challenge carefully and fulfill any such requirements.

3. **Lasers and Lights:** Your team must not use lasers or laser pointers. Your team must not use any type of light or scanner that produces a high-intensity beam of light which may be dangerous to eyes. Depending on the Team Challenge you have chosen and the Presentation Site, your team may or may not be allowed to turn the lights off during your Presentation. It is your team's responsibility to find out from the Tournament Director, prior to the tournament, if there are any site-specific restrictions regarding the operation of the lights. At Global Finals, your team will not be allowed to turn off the lights.

4. **Helium Balloons:** Your team may use helium balloons, but they must be controlled by your team at all times. Your team is responsible for retrieving any stray balloons and will be held responsible for any damage that may occur as a result of using helium. Your team must be aware that some Affiliates and tournament sites prohibit the use of helium balloons. It is your team's responsibility to find out from the Tournament Director, prior to the tournament, if there are any site-specific restrictions on the use of this item.

5. **Latex:** It is your team's responsibility to find out from the Tournament Director, prior to the tournament, if there are any site-specific restrictions on the use of latex.

6. **Aerosol-Propelled Substances:** Spraying commercial spray paint, aerosol-propelled paint, or spray adhesive is not allowed in any tournament building or Presentation Site because of harmful fumes and the potential drifting of the substance in the air.

7. **Compressed and/or Pressurized Air/Gasses:** Your team must use compressed and/or pressurized air/gasses in a safe manner and according to the manufacturer's instructions, as applicable. Your Team Manager must certify in the Team Challenge Prep Checklist, found in the **Resource Area**, that all solutions that use compressed and/or pressurized air/gasses will cause no harm to team members, the audience, or the site. As stated in **Section VII.I.3**, tournament officials have the right to stop or prevent your team from presenting a solution that they feel poses a safety risk. Safety goggles are recommended when using compressed and/or pressurized air/gasses.

8. **Powders:** Your team must not spread powders, such as talcum powder, baby powder, cornstarch, etc., on any tournament site floor.

9. **Fire, Smoke, and Dry Ice:**
   a. Your team must NOT use devices or substances that produce an open flame or extreme heat or cold. Extreme heat or cold is defined as "temperatures that can cause damage to bare skin." These devices or substances are NOT allowed: caps, combustion engines, fire extinguishers, fires, fireworks of all types, flammable fuels, lit candles, "party poppers," smoke bombs, sparklers, or substances that explode in any way.
   b. Smoke machines and fog machines are not allowed. This includes aerosol or mechanical fog or smoke distributors.

c. **Dry Ice:** Your team MAY use dry ice, but it must be handled with gloves or tongs and it must be disposed of safely in a place away from the tournament. It must not be stored in a sealed container because it could cause an explosion. Your team is responsible for any damage that may occur as a result of the use of dry ice. Your team must be aware that some tournament sites prohibit the use of dry ice. It is your team's responsibility to find out from the Tournament Director, prior to the tournament, if there are any site-specific restrictions on the use of this item.

10. **Animals:** Live animals must not be used in any part of your solution.

11. **Use of Electricity:** The intent of this section is to describe restrictions in the use of electricity so that your team's solution is safe. Your Team Manager must certify in the Team Challenge Prep Checklist, found in the **Resource Area**, that all team-designed electrical solutions will cause no harm to team members, the audience, or the site. As stated in **Section VII.I.3**, tournament officials have the right to stop or prevent your team from presenting a solution that they feel poses a safety risk.

    a. Your team's Challenge solution may use either AC or DC power. Restrictions on each type of power source are listed below.

    b. All electrical devices used in your solution must be safely wired with the appropriate gauge of wire and insulated against possible shock and fire.

    c. Your team must be prepared to use the electrical power that is available at the tournament. Converters that are necessary to enable teams to use the power available at the tournament will be team-provided. They are exempt from cost. **(See Section VII.G.4.c.)**

12. **Use of Batteries:**

    a. Commercially available batteries are allowed if they are unmodified.

    b. Any battery that can spill liquids or materials (such as electrolytes, acid, lead shavings, etc.) when tipped is prohibited. For example, any battery that has a removable cell vent cap to check or add liquid is prohibited.

    c. Batteries may be connected in parallel or series.

13. **Circuits That Use Direct Current (DC)** – (typically powered by batteries)

    a. DC voltage must not exceed 28VDC between any 2 exposed points in a circuit. Based on the resistance of the human body, this restriction ensures a team member touching the circuit will not be harmed.

    b. Current-limiting devices such as fuses or circuit breakers are required when a DC power source can supply more than 10 amps. Such a device must limit the current to 10 amps or less and must be placed between the power source and devices using the power. Current-limiting devices are exempt from cost. **(See Section VII.G.4.c.)**

14. **Circuits That Use Alternating Current (AC)** – (typically powered by a wall socket)

    a. For any exposed connection, AC voltage must not exceed the standard voltage of the country in which the team is competing (for example, 120VAC in the U.S.).

    b. A Ground-Fault Interrupter (GFI) is required for all team-created or modified circuits.

    c. A Ground-Fault Interrupter (GFI) is required for all solutions drawing more than 1000 watts of power. Power draw can be found in the instructions of a purchased device or can be calculated by multiplying the Voltage and the Current together [watts = volts x amperes].

    d. GFIs are exempt from cost. **(See Section VII.G.4.c.)**

15. **Chemicals:** Your team should be prepared to produce a safety data sheet (SDS) or product safety data sheet (PSDS) showing that items or chemicals you wish to use are safe.

    a. If team members wish to combine items or chemicals, the Team Manager must certify in the Team Challenge Prep Checklist, found in the **Resource Area**, that the combined use of these items or chemicals is safe and will cause no harm to team members, the audience, or the site.

b. Even if items or chemicals have this assurance, they will not be allowed to be used if the Appraisers determine that they will be used in an unsafe manner or may cause harm to team members, the audience, or the site.

c. Product manufacturers provide the safety data sheets. Team Managers should remind team members they must request a safety data sheet at the time of purchase of a product. Good SDS information can be found at **ilpi.com/msds/faq/parta.html#where**.

16. **Firearms, Weapons, and Violence:** Destination Imagination, Inc. does not endorse or support Team or Instant Challenge solutions that contain gratuitous violence and/or the gratuitous use of any violent weapons. However, in recognition of the fact that themes of war, crime, and the like can be handled by teams in responsible ways, the following guidelines are to be followed:

a. If a team wants to depict a weapon in its Team or Instant Challenge solution, the weapon must be team-created and/or obviously benign.

b. Paintball guns, BB guns, air rifles, and the like are NOT ALLOWED.

c. Your team must be aware that many school buildings used for tournament sites have a "zero tolerance" policy regarding any and all weapons, benign or otherwise. It is your team's responsibility to find out from the Tournament Director, prior to the tournament, if there are any site-specific restrictions on the use of these items.

K. Copyrights

1. One of the main objectives of the Destination Imagination Challenge Experience is for teams to develop their own ideas and to create original materials, music, characters, etc.

2. It is illegal to use or reproduce copyrighted or trademarked materials without the owner's permission.

3. Destination Imagination, Inc. grants current Team Number holders the use of the Destination Imagination name and logo in Team Challenge solutions.

4. It is the responsibility of the Team Manager and/or the school/organization to help team members determine if any of the materials they wish to use are copyrighted and, if so, how to obtain permission to use those materials. **Questions about the use of copyrighted and/or trademarked materials will not be answered through the Clarification process.** It is not Interference for a Team Manager or other resource person to help a team find out if materials are copyrighted or trademarked so the team can obtain permission, if necessary.

5. Your team can be prosecuted by copyright or trademark holders if you are found in violation of copyright or trademark laws.

6. The law allows parodying of music and public figures without specific permission. In Destination Imagination, parody is defined as "a piece of writing or music that imitates another in a humorous or satirical way." This means that if your Presentation includes a famous copyright-protected character, it should be clear to the Appraisers that you are intentionally poking fun at that character. The law also allows, as "fair use," performances for educational purposes at closed events that do not make money by charging for these performances.

7. Remember that the use of copyrighted materials or trademarked products is not considered to be as creative as original ideas, characters, and materials. Although a team will not receive a deduction, teams with non-original material such as characters, music, photographs, poetry, products, and recordings might earn fewer points than teams with original team creations.

8. Instant Challenge performances are exempt from copyright issues because of the nature of these Challenges.

9. Keep in mind that copyright law applies to content created by generative artificial intelligence (AI), large language models (LLMs), and similar technologies (further referred to as Generative AI), especially when the content is derived from copyrighted material. The Team Manager and/or team members have the responsibility to:
   a. Read and understand the terms of service of any Generative AI tool you use in any part of your creative process or solution. These documents often explain how outputs can be used, any rights the user has to the output, and any obligations (such as attribution).
   b. Seek permission from the copyright holder whenever possible, if you are using Generative AI output(s) that closely resemble copyrighted work or if you are unsure about the copyright status of output(s) from Generative AI.
   c. Give proper attribution for the copyrighted work and for the Generative AI tool. This will be done on the Tournament Data Form. **(See Section VI.D.7.)**
   d. Check the Generative AI output for plagiarism. This could include using tools that can detect plagiarism and checking direct sources when possible.

L. Clarifications

1. When you have a question and you cannot find the answer in the Challenge or Rules of the Road, your team should ask for a Clarification. A Clarification is a statement that explains the boundaries of a stated rule or Team Challenge requirement. Questions asked by your team are answered by the International Challenge Masters (ICMs), who are in charge of each Team Challenge. The answers to your questions are called Clarifications.
2. Team Clarifications
   a. Your team may ask questions of the International Challenge Masters (ICMs) for your Team Challenge. The ICMs will answer your team's questions and send them directly back to your Team Manager of record via email. The question and answer **will not be shared with any other team.** However, it will be shared with the Appraisers at your tournament so they are aware of the answer from the ICMs and can appraise your team appropriately.
   b. The ICMs will not answer any questions that ask them to validate a specific team solution. For example, if your team describes your specific device and asks whether it is "legal," the ICMs will tell you that you must look at the Challenge and Rules of the Road to decide for yourselves whether your solution falls within the rules. This is because it is impossible, without actually seeing a team solution, to determine whether every aspect of the solution falls within the Challenge or general rules. Because the ICMs are not able to see and experience the potential solution, they will not approve specific solutions in advance through the Clarification system.
   c. The ICMs will do their best to answer questions about your team's budget, including questions about exempt items. However, it is your team's responsibility to complete the Expense Report according to the guidelines **(see Section VII.H)**, provide receipts, and answer any questions during the Prep process about how you assessed the value of your solution. During the Prep process, if the Appraisers feel that the item is not exempt or is inappropriately valued, they may still ask your team to bring your solution into compliance with your allowed budget. If the issue is not found or is not corrected during the Prep process, your team may receive an Illegal Procedure deduction, regardless of your Team Clarification answer. This is because it may be impossible, without actually seeing a particular item and how it is used in your team's solution, to determine whether the item falls within the exempt categories detailed in **Section VII.G**.

d. Your team should feel free to write for Clarifications to your most important questions. However, your team should prioritize your questions carefully since your team may only ask a total of **10 Clarification questions. Teams may only ask ONE question per Clarification request.**

e. The deadline for requesting Clarifications is January 31, 2025. NO CLARIFICATION QUESTIONS WILL BE ACCEPTED AFTER THAT DATE.

3. Published Clarifications

a. When the International Challenge Masters feel there is an issue regarding a Team Challenge or Rules of the Road that all teams should know about, they write a Published Clarification. Published Clarifications are posted by Team Challenge on at **DestinationImagination.org**.

4. Document Precedence

a. Sometimes it seems like a rule or requirement in a Team Challenge, a Published Clarification, or Rules of the Road conflicts with something in one of those other documents. Which document would take precedence?

b. Rules of the Road states general rules applicable to all Challenges.

c. A Team Challenge may have a special requirement that supersedes Rules of the Road. (For example, even though Rules of the Road states that batteries are allowed, a specific Challenge may prohibit any use of electricity, making batteries of all kinds illegal for that Challenge. In that case, the Team Challenge takes precedence.)

d. A Published Clarification supersedes Rules of the Road, the Team Challenge, and a Team Clarification. This is why it is important to check the Clarification webpage frequently throughout the time leading up to your tournament.

M. How to Get an Answer to Your Question

1. First check to be sure your question is not answered in the Challenge or Rules of the Road.

2. Go to **DestinationImagination.org** to see whether your question has already been answered in the Published Clarifications.

3. If it has not been answered in a Published Clarification, follow the instructions to ask your Team Clarification question. Most of the time you will receive an answer within a week. Sometimes a team asks a question that requires research or the necessity to confer on the part of the ICMs. These questions will take more time to answer. Be assured that the ICMs are working as quickly as they can, but they want to be sure the answer to your question is accurate, so please be patient. If you do not receive an answer via email after 10 days, send an inquiry to **AskDI@dihq.org** to check on the status of your team's Clarification.

VIII. SUBMISSION PROCEDURES FOR TEAM CHALLENGE FORMS

A. Overview

1. Your team must submit all required forms for Team Challenge in the **Resource Area**. Your team must complete:
   a. The Tournament Data Form for your chosen Team Challenge **(See Section VIII.B.)**
   b. The Expense Report **(See Section VIII.C.)**
   c. The Team Challenge Prep Checklist **(See Section VIII.D.)**
      i. Note that your team must complete a separate Prep Checklist for the Instant Challenge portion of your tournament. (See Sections **VI.G** and **XI.A.1**.)
2. All required information must be submitted using the Team Manager's Resource Area account. A step-by-step guide to completing your team's information in the Resource Area will be included in the Tournament Guide for Teams, which will be released in January 2025.
3. All required forms must be submitted in the primary language of the tournament, unless otherwise stated by your Regional, Affiliate, and/or Tournament Director. For Global Finals, all required forms must be submitted in English.
4. There is an example Tournament Data Form at the end of the Team Challenge document that your team may use for reference. However, unless otherwise stated by your Regional, Affiliate, and/or Tournament Director, no hard copies or PDFs of your team's Tournament Data Form, Expense Report, or Team Challenge Prep Checklist will be accepted.
5. Your team must not use any of the required forms (Tournament Data Form, Expense Report, and Team Challenge Prep Checklist) as a scoring element.
6. Deadlines for submission will be communicated to you by your Regional, Affiliate, and/or Tournament Director.
7. Questions about submission deadlines should be directed to your Regional, Affiliate, and/or Tournament Director.
8. Questions about filling out the online forms or the Resource Area should be directed to **AskDI@dihq.org**.

B. The Tournament Data Form

1. Your team should make sure that Appraisers understand exactly what you would like to have scored in your Team Challenge Presentation and should include all relevant information in each explanation. However, your team should strive to balance thoroughness and brevity. There is a character limit in the Resource Area Tournament Data Form for each short answer to help your team strike an appropriate balance. Clear and concise answers will help Appraisers to better understand and score your team's Team Challenge Presentation in a reasonable amount of time. Appraisers do not have time to review extensive documentation beyond the required forms.
2. The Team Manager must submit the Tournament Data Form on behalf of the team using the team's words. The team members must craft the explanations.
3. Note that the Tournament Data Form now includes the "Brief Description of Your Team's Use of Generative Artificial Intelligence (AI) in Your Solution" section. Whether or not your team uses Generative AI in any portion of your solution and/or during any part of your creative process, **your team must** complete this section of the Tournament Data Form. **(See Section VI.D.7.)**

C. The Expense Report

1. As part of the Resource Area Expense Report form, your team should include PDFs and/or images of any receipts. Your team may combine all receipts into one file prior to submission, or you may submit up to 5 separate files. There are many free online resources available to help your team combine PDFs or images into one file.
2. See Sections **VII.F**, **VII.G**, and **VII.H** for detailed information about the Expense Report.

D. The Team Challenge Prep Checklist

1. The Team Challenge Prep Checklist will include:
   a. Safety information (See Sections **VII.I** and **VII.J**.)
   b. A checklist of required elements for your Team Challenge
   c. Declaration of Independence information **(See Section VI.G.)**
2. The Team Manager must submit all information in the Team Challenge Prep Checklist on behalf of the team and to the best of their knowledge.
3. If your team is presenting in a language other than the primary language of the tournament, you must provide a script in the language of the tournament. There will be space in the Team Challenge Prep Checklist for your team to submit your script. Teams that are presenting in the primary language of the tournament may submit a script, but it is not required. The script must only include spoken dialogue. If your team includes non-dialogue information (staging directions, plot synopsis, etc.), this will not be read by the Appraisers and will not affect your team's scores.

E. The Prep Process

1. After all of your team's information has been completed and submitted in the **Resource Area**, a Prep Appraiser will review your team's submission. Depending on your tournament, this review may happen prior to the tournament day and/or in the Prep Area just before your team's Presentation time. (Changes to the following processes may be made at the discretion of the Regional, Affiliate, and/or Tournament Director. Any changes will be communicated to your team prior to the tournament.)
2. The Prep Appraiser will check your team's submission to ensure that:
   a. All forms are complete.
   b. The Tournament Data Form clearly explains what your team wants to have scored and does not include any conflicts between scoring elements.
   c. Your team has completed the "Brief Description of Your Team's Use of Generative Artificial Intelligence (AI) in Your Solution" section of the Tournament Data Form.
   d. Your team has not exceeded the budget for your chosen Team Challenge.
   e. Receipts are provided.
   f. Your team has followed all safety rules.
   g. Your team has reviewed the required elements of the Team Challenge.
   h. Your team has followed all rules of Interference, as reported by the Team Manager in the Declaration of Independence section of the Team Challenge Prep Checklist.
   i. Your team has provided a script, if you are presenting in a language other than the primary language of the tournament.
3. After the Prep Appraiser has completed their review of your team's submission, your team will receive feedback about anything that needs to be changed and/or updated before scoring begins.
   a. If the Prep Appraiser is checking the forms prior to the tournament, this feedback will be sent to the Team Manager of record through the Resource Area Messaging System. In this case, your Team

Manager will receive an email notification that a message has been received and must log into the Resource Area to review the feedback from the Prep Appraiser and make the changes.

    b. If your team's forms will be checked in the Prep Area on the day of the tournament, your Team Manager should bring a device (computer, smartphone, tablet, etc.) on which to access the Resource Area. Your Tournament Director will let you know prior to the tournament date if your Team Manager should bring a device for this purpose. If changes and/or updates are required in the Prep Area, having such a device ensures that your Team Manager will be able to make the necessary changes. The Prep Area Appraiser will be able to help you with this process.

4. After your team receives feedback about the Prep process, you may have the opportunity to change and/or update your team's forms and/or solution, as the tournament schedule allows. The length of time your team is given to make changes and/or updates will depend on whether your team's forms are being reviewed prior to or during the tournament.

    a. To allow your Team Manager to make changes and/or updates, the Prep Appraiser will change your team's submission status to "resubmit."

    b. Your team may wish to change and/or update the Tournament Data Form, Expense Report, Team Challenge Prep Checklist, and/or elements of your Team Challenge Presentation.

    c. Changes and/or updates to any of the online forms must be entered in the Resource Area.

5. If your team wishes to make changes to the online forms after submitting them, please contact the Pre-Tournament Prep Appraiser through the Messaging System in the Resource Area. The Appraiser will be able to change your team's submission status so that editing is enabled again.

IX. TEAM CHALLENGE AT THE TOURNAMENT

A. Presentation Site

1. Unless stated otherwise in the Challenge, a 3-prong AC electrical outlet will be provided at least to the edge of the Presentation Area. Your team must be prepared to provide any extension cords needed if power does not extend into the Presentation Area itself.

2. The configuration of the Presentation Area, the type of flooring, and the way your team will enter the Presentation Area will depend on the location. Your team should be prepared to begin your Presentation from any direction. Your team should practice setting up from multiple directions.

3. Tournament Directors cannot guarantee floor space beyond the dimensions outlined in the Team Challenge and cannot guarantee ceiling space above 7.5ft (2.29m) high. Your team should be prepared for this possibility.

4. Make sure your Presentation materials will fit through the opening of a standard doorway, approximately 30in x 76in (0.76m x 1.93m). In addition, keep in mind that not all event sites will have standard-sized doorways, especially in older buildings, and that access to some Presentation Sites may involve stairways or tight hallways.

5. Playbills, programs, and flyers advertising or telling about the team's Presentation may be handed out to Appraisers ONLY during the team's Presentation. These materials MAY be handed out to the general public at any time prior to or during the Presentation.

6. Your team must not attach anything to walls or furniture at the Presentation Site, and your team must not use any items that happen to be at the Presentation Site in your solution.

7. Due to potential allergy and health concerns, Appraisers must not be asked to sample food items brought by your team for your Presentation. In addition, your team must not ask Appraisers to wear items such as headphones, glasses, viewing devices, etc. when viewing your team's Presentation.

8. Your team may use any available Wi-Fi networks at the Presentation Site. However, Wi-Fi may not be available at all tournaments. It is your team's responsibility to find out from the Tournament Director, prior to the tournament, if there are Wi-Fi networks available for your team's use. The Tournament Director is not responsible for the strength and/or quality of any Wi-Fi available at the tournament site.

9. If your team is using technology, such as Bluetooth, that may be unintentionally influenced by audience devices, your team may alert the Prep Area Appraiser of the technology and request that the Timekeeper/Announcer asks the audience to disable any devices that may unintentionally interfere with your team's solution. When using such technology, your team must be aware that tournament officials cannot guarantee that all audience devices will be disabled.

10. Your team is required to leave the Presentation Site clean at the end of the Presentation. You must provide your own cleaning materials and leave the site in the same condition in which you found it. Your team should be ready to show you have clean-up supplies for any solution that includes something that can cause clean-up issues. It is the team's responsibility to find out from the Tournament Director, prior to the tournament, if there are any site-specific restrictions regarding the use of any potentially wet or messy solutions.

B. Interference at the Tournament

1. If you become aware of a team accepting Interference at a tournament, make an official aware of the Interference so the situation can be handled as it is happening.
2. Anyone MAY help unload, uncrate, and move scenery and props to and from the tournament site(s) and to the Launch Area, depending on the site. Non-team members are also allowed to move any scenery or props that have been left in a high-traffic area or are a safety hazard.
3. Your team MUST NOT involve the audience or the Appraisal Team in your Presentation in any Team Challenge. This includes a team's Preparation time for the Improvisational Challenge. If you use members of the audience or the Appraisal Team in your Presentation, it is like having extra team members because they will add something to your Challenge solution.
4. During your Presentation, audience members must not signal or communicate with your team in any way. This includes Team Managers. For example, your Team Manager must not signal how much time has elapsed or use hand signals to indicate that you should speak louder. However, if a member of the audience, who is not a Team Manager, spontaneously interferes through no fault of the team, the team will not receive a deduction.
5. Your team is not allowed to ask the Appraisal Team how much time has elapsed or how much time is left for your Presentation.

C. Standard Tournament Procedures for Team Challenge

1. For all Team Challenges, your team will check in with the Prep Area Appraiser at least 20 minutes prior to your team's scheduled Team Challenge Presentation time. The Prep Area Appraiser will greet you in a friendly way and then go through your team's online forms, including the Tournament Data Form, Expense Report, and Team Challenge Prep Checklist. The Prep Area Appraiser will check your team's solution for safety issues and make sure your team has everything needed for your Presentation. Depending on your site, the Prep Area Appraiser may do this before or after you are taken to the Launch Area.
2. If the Prep Area Appraiser identifies any issues with your team's forms or elements of your Presentation, your team may be given time to quickly address the issue, if the tournament schedule allows.
3. Just prior to your Presentation time, the Prep Area Appraiser will take your team to the "Launch Area." The Launch Area is the part of the Presentation Site where your team will stay until your Presentation time begins. Once your team's scenery and props are in the Launch Area, only team members may touch them and/or move them into the Presentation Area.
4. Your team may complete assembly of props and scenery in the Launch Area as long as this activity does not interfere with another team's Presentation or delay the tournament schedule. When the Appraisers signal that they are ready, the team must stop assembly when directed by the Prep Area Appraiser or other tournament official. Once the Presentation begins, your team may continue assembly if necessary.
5. Once your team is in the Launch Area, a tournament official will ask your Team Manager and any non-presenting team members to be seated in the audience. In the Launch Area, the Prep Area Appraiser will show you the Presentation Area and then introduce your team to the Timekeeper/Announcer. The Timekeeper/Announcer will introduce your team to the audience and the Appraisers.
6. Next, the Timekeeper/Announcer will say, "You may begin." All team members participating in the Team Challenge Presentation must be in the Launch Area at this time. Your team may then move your scenery and props to the Presentation Area and begin. Once the Presentation time begins, the Launch Area becomes part of the Presentation Area that your team may use for your Presentation. Moving your scenery and props to the Presentation Area is part of your Presentation time. If your team is still presenting when

time is up, the Timekeeper/Announcer will call "Time!" and you must stop your Presentation. **(See Section VII.C.)**

7. After you finish your Presentation, the Appraisers will talk to your team. They will ask you questions about your creations and admire all of your hard work. After they have spent a few minutes with you, your team must remove all of your things from the Presentation Area. Your Team Manager, parents, and supporters may help with this. Your team is responsible for leaving the Presentation Area clean and ready for the next team's Presentation.

8. Check with your Head Appraiser to see when your team representative and/or Team Manager may receive your Raw Scores. **(See Section XII.E.)**

9. If your Team Challenge has a different procedure, please follow the instructions in the Challenge.

X. INSTANT CHALLENGE DETAILS

A. What is Instant Challenge?

1. At your tournament, your team will be scheduled to solve an Instant Challenge in addition to your Team Challenge. Instant Challenges are confidential 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.
3. Every team competing in your Team Challenge and competition level at your Presentation Site will solve the same Instant Challenge and be evaluated by the same team of Appraisers.

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 specific elements of your performance, the overall creativity of your performance, and/or your 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 your solution before presenting to the Appraisers.
4. The focus of a **Task-Based Instant Challenge** is on your team working together to move, build, change, and/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 solution, the risk involved in the solution, 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**.

C. Instant Challenge Participation

1. A minimum of 2 team members must participate in the Instant Challenge.
2. Destination Imagination encourages all team members to participate in the Instant Challenge. Instant Challenges are designed to be solved by up to 7 team members.
3. 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. Non-participating team members may choose whether or not to accompany your team into the Instant Challenge room.
4. If a team member is on 2 or more teams, the Tournament Director must be notified so that the Instant Challenges presented for those Team Challenges at the tournament will be different.

5. At many tournaments, Early Learning teams participate in an Instant Challenge activity. In addition to the Team Manager(s), at least one parent per team member may accompany the team into the Instant Challenge room to watch. Since the Early Learning Instant Challenge is noncompetitive and will not be scored, the Instant Challenge promise **(see Section XI.A.5)** does not need to be administered to the team.

D. The Team Manager's Role in Instant Challenge

1. One Team Manager, preferably the Team Manager of record, may accompany your team to the Instant Challenge room, but that Team Manager must not advise, signal, or communicate with your team or the Appraisers during the Instant Challenge.
2. 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.
3. Assistant Team Managers under the age of 18 must NOT accompany the team into the Instant Challenge room.
4. 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.
5. 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 must not go into the Instant Challenge room. 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 their last scheduled team's Instant Challenge.
6. If a Team Manager or Assistant Team Manager of one team is also participating as a team member on a different team, the Tournament Director must be notified so that the Instant Challenges presented for those Team Challenges at the tournament will be different.

XI. INSTANT CHALLENGE AT THE TOURNAMENT

A. Instant Challenge Check-In

1. Prior to the tournament, your team must complete and submit the Instant Challenge Prep Checklist, found in the **Resource Area**. This is where your team will complete the Declaration of Independence information for Instant Challenge. You will also indicate that your team will honor the Instant Challenge promise. **(See Section XI.A.5.)**

2. At the tournament, your team should report to the Instant Challenge Check-In Appraiser 15 minutes prior to your scheduled Instant Challenge time. The Check-In Appraiser will confirm with your team that your answers to the Declaration of Independence questions in the Instant Challenge Prep Checklist have not changed.

3. If your team accidentally learns about your Instant Challenge, you should alert the Check-In Appraiser and request to talk to the tournament's Instant Challenge Master prior to your Instant Challenge. In such cases, your team will usually be allowed to compete in the Instant Challenge portion of the tournament. However, if your team's score on the Instant Challenge places your team in a position that advances you to the next level of competition, a tie may be declared with the team ranking just below. In this situation, the team that shared information with your team about the Instant Challenge would normally be disqualified.

4. After checking in, your team will be asked to wait in a Holding Area until one of the Instant Challenge Appraisers arrives to escort you to your Instant Challenge room.

5. Before your team is presented with your Instant Challenge, you may be asked to review the Instant Challenge promise again. This may happen when you check in at Instant Challenge, while you are in the Holding Area, or when you are in the Instant Challenge room. The Instant Challenge promise:

   > **"We promise not to talk about the Instant Challenge or what we did in our solution UNTIL THE END OF MAY. If we are heard or are found to have shared this Challenge with anyone, we will be disqualified from the tournament. However, we can talk about it privately among our team and Team Manager(s)."**

6. When it is time for your team to go to the Instant Challenge room, an Appraiser will call for your team. It is important to make sure the Appraiser is looking for YOUR team doing YOUR Team Challenge at YOUR competition level! Your team and one Team Manager will follow the Appraiser to the Instant Challenge room where you will wait for further instructions.

B. During the Instant Challenge

1. Your team or Team Manager must not bring any electronic devices, including, but not limited to, cameras, cell phones, iPads or tablets, computers, timing devices, and wrist watches into the Instant Challenge room. If a team member or Team Manager requires an electronic device for medical purposes, your Team Manager must bring this to the attention of the Tournament Director. Accommodations will be made on a case-by-case basis.

2. To protect the confidentiality of the Instant Challenge, your Team Manager must NOT take photographs, audio recordings, and/or video recordings of any portion of your team's Instant Challenge. Your Team Manager must NOT take notes during your team's Instant Challenge.

3. Once you are in your Instant Challenge room, an Appraiser will read:

> **"Welcome to the Instant Challenge portion of our tournament! Anything is possible here, and you will have the opportunity to use the problem-solving tools and the creative process you have learned. Every team participating in your Team Challenge at your competition level will be presented this Instant Challenge today. <u>After time begins, any participating team member may ask any question, including how much time is left in that part of the Challenge.</u>"**

4. 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. This will happen before any information regarding the Instant Challenge is given.

5. The Instant Challenge solution is your team's alone. During the Instant Challenge, your Team Manager and any non-participating team members must not signal, advise, or communicate with the participating team members in any way and must not contribute to the solution in any way or it will be considered Interference, and a deduction may be assessed.

6. You will then be given your Instant Challenge instructions and be told to begin. Your team must not begin solving the Instant Challenge until the Appraisers have finished reading it. Your team will receive a copy of your Instant Challenge so that you can read along when the Appraisers are reading the Challenge to you. You will be allowed to keep this copy as you work on the Instant Challenge, but you must not take it out of the room when your Instant Challenge is finished.

7. If your team has questions about your Instant Challenge, you are welcome to ask them, but you must only do this once time has begun. There will not be a period of time set aside specifically for questions.

8. Your team may ask the Appraisers for the time remaining at any point during the Instant Challenge.

9. Your team must not use any items in your Instant Challenge other than items provided by the Instant Challenge officials. <u>This includes, but is not limited to, drawing on a team member or their attire, using materials to alter team members' hair, or incorporating additional items from the room into your Instant Challenge solution.</u>

10. Your team must not alter taped or marked areas in any way unless the Instant Challenge says otherwise. <u>Your team must not move or alter the Instant Challenge setup, including tables and/or apparatuses, unless the Instant Challenge says otherwise.</u>

11. 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.

12. When time ends, an Appraiser will call "Time!" and your team must stop working on your solution. Keep in mind that many Instant Challenges have more than one timed segment (e.g., Part One, Part Two, etc.). Continuing to work on any part after time has been called may prevent your team from earning points in that segment of the Instant Challenge and may prevent your team from moving on to the next part.

13. At the end of the Instant Challenge, your team will be reminded not to discuss or talk about the Instant Challenge with anyone other than your team members and Team Manager(s) and to only discuss it if you can do so in a private place.

14. Your team (including your Team Manager) must not take scrap paper, notes, or copies of the Instant Challenge out of the room at the end of your Instant Challenge.

C. After the Instant Challenge

1. At some tournaments, your team will then be taken to a "Chill Out" area where you can freely discuss the Instant Challenge among yourselves before leaving the Instant Challenge area. If a Chill Out area is available for your team to use at your tournament, your team MAY use it, but you do not HAVE to use it.
2. Your team will be escorted out of the Instant Challenge area by an Instant Challenge Appraiser.
3. **You must not talk about any part of your Instant Challenge or your solution to anyone except your team and Team Manager(s) until the end of May.** Team members and Team Manager(s) must not discuss your particular Instant Challenge in public or over the internet, since the same Instant Challenges are used by other Affiliates on varying tournament dates. 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.
4. 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.
5. If a tournament official discovers that your team has been sharing any part of your Instant Challenge with anyone other than your team members and Team Manager(s), your team will be immediately disqualified from the tournament. Such disqualification can occur after the tournament and will prevent your team from advancing to the next level of competition. The decision to disqualify a team is made by the tournament's Instant Challenge Master, in consultation with the Tournament Director and the Affiliate Director.

D. Instant Challenge Scores

1. Many Instant Challenges include objective scores. For those Instant Challenges, after your team leaves the room, the Appraisers will discuss and agree upon all objective scores. They may take a closer look at your solution and/or compare their observations and/or measurements to make a final decision about the points your team earned.
2. Evaluation of the Instant Challenge cannot be appealed. Questions concerning Instant Challenge procedures or administration should first be addressed to the Instant Challenge Master for that given tournament. If the issue cannot be resolved, the issue may be taken to the Tournament Director.
3. Your team may receive a deduction in Instant Challenge if any team member or the Team Manager is found to have interfered with the Challenge. The size of the deduction will be determined by the Instant Challenge Appraisers in the room, in consultation with the tournament's Instant Challenge Master.
4. **Unlike the scores for the Team Challenges, your team will not receive Raw Scores for Instant Challenge until after the final scores are released.** Only the total Raw Scores and scaled scores will be released to your team at that time.

XII. SCORING

A. Types of Scores

1. Appraisers are asked to evaluate the requirements of your Instant Challenge and Team Challenge. There are three kinds of scores that might be given: objective, subjective, and zero.

2. **Objective scores** are based on whether a Challenge requirement was or was not met. Objectively scored items are awarded full point value if the required element occurs. For example, in your Challenge, you might earn five points if your device turns on a light. This either happens or it does not, and every Appraiser will agree on your score for this requirement.

3. **Subjective scores** are based on the Appraisers' opinions about how well or how creatively your team fulfilled a Challenge requirement. For example, if 30 points are possible for the creativity of the words to an original song, Appraisers may have very different opinions on what they feel is creative. One Appraiser may think it is creative and give it 20 points. Another Appraiser may feel that it is really creative and give it 25 points. The scores they award depend on their own internal rubric. The scores are then averaged to a final score of 22.5 points for that item. If you do not present the requirement at all, you will receive a zero for that item.

4. **Zero scores:** If a required action does not take place within the time limit of a Presentation, or if a required element is missing or does not appear within the time limit, your team cannot be scored on that item. In that case, your team will receive a zero for that requirement from all of the Appraisers.

B. Raw Scores

1. The points awarded by the Appraisers are called Raw Scores. Raw Scores are calculated and reported in three sections: Central Challenge, Team Choice Elements, and Instant Challenge. Below is an example of teams competing in a possible tournament in the same Team Challenge and competition level.

2. **Sample Raw Scores**

Team	Central Challenge Raw Score (240 Possible)	Subtract Central Challenge Deduction	**Total Central Challenge Raw Score**	Team Choice Element Raw Score (60 Possible)	Subtract Team Choice Element Deduction	**Total Team Choice Element Raw Score**	Instant Challenge Raw Score (100 Possible)	Subtract Instant Challenge Deduction	**Total Instant Challenge Raw Score**
A	183		**183**	37	0	**37**	52	0	**52**
B	195	-20	**175**	54	0	**54**	61	0	**61**
C	162		**162**	51	0	**51**	75	0	**75**

3. According to the Appraisers in the above example, Team B had the strongest Central Challenge score and Team B also earned the most Team Choice Element points. Team C achieved the top score in the Instant Challenge component. Can you tell which team won the first-place award? Deductions are subtracted from the appropriate Raw Score. So in this example, a 20-point deduction must be removed from Team B's Raw Score of 195, leaving 175 as the team's total Central Challenge Raw Score. This means that Team A actually received the highest Central Challenge Raw Score with 183 points. There were no deductions for any team in Team Choice Elements or Instant Challenge.

C. Scaled Scores

1. Once Raw Scores for every team have been compiled, the scores are scaled. This means that the team with the highest total Raw Score in each area is given the total possible points for that area. This sets the curve for all of the other scores. All other teams then receive a scaled score based on comparing their Raw Score to the top Raw Score. By having the scores scaled in each different section—Central Challenge, Team Choice Elements, and Instant Challenge—the comparative score value for each section is maintained. Using the sample Raw Scores in the table above, the scores are scaled in the following table. The high score in each column is in bold. Scores are calculated to three decimal places and then rounded to two decimal places.

2. **Sample Scaled Scores**

Team	Total Central Challenge Raw Score (240 Possible)	Scaled Central Challenge Score	Total Team Choice Element Raw Score (60 Possible)	Scaled Team Choice Element Score	Instant Challenge Raw Score (100 Possible)	Scaled Instant Challenge Score	Final Scaled Scores
A	**183**	**240.00**	37	41 .11	52	69 .33	350 .44
B	175	229 .51	**54**	**60.00**	61	81 .33	**370.84**
C	162	212 .46	51	56 .67	**75**	**100.00**	369 .13

3. In this example, Team B took first place with combined scaled scores of 370.84. Note that Team B had the highest score only in Team Choice Elements and was in second place for Central Challenge and Instant Challenge. This can be a reminder to your team that you need to practice and work hard in ALL THREE major components of the Challenge Experience if you want to score well!

4. The specific Challenges group the Team Challenge scores differently for scaling:

Challenge	Central Challenge	Team Choice Elements
Technical	All sections scaled separately	Scaled separately from Central Challenge
Scientific	All sections scaled together	Scaled separately from Central Challenge
Fine Arts	All sections scaled together	Scaled separately from Central Challenge
Improvisational	All sections scaled together	No Team Choice Elements
Engineering	Slope Transport Calculation scaled separately; all other scores scaled together	Scaled separately from Central Challenge
Service Learning	All sections scaled together	Scaled separately from Central Challenge

5. After scaling, the scaled scores are added together and then added to the Instant Challenge scaled score to form the team's final score.

6. Teams are tied when their total scaled scores differ by one point or less. In a multi-team tie, teams are tied when their total scaled scores differ from the leading score for that place by one point or less.

D. Deductions

1. Deductions are points that are subtracted from a team's score because of an intentional or unintentional rule violation. With the exception of Unsportsmanlike Conduct, points are removed from the corresponding area of the team's Raw Score. There are three categories of deductions.

2. **Interference:** When a team receives help or input from non-team members, a deduction for Interference is assessed. Points are deducted from the team's score proportionate to the amount of Interference given and the relative impact that Interference had on the team's score. **The Appraisers remove only the number of points they determine the team might have received as a result of the Interference, and they deduct those points from the scoring element(s) impacted by the Interference.**

3. **Illegal Procedure:** An Illegal Procedure deduction may be assessed when a team operates outside the stated rules or intent of the Challenge. Appraisers will determine the amount of the deduction by either deducting all points earned as a direct result of the Illegal Procedure, or, in cases where this cannot be determined, deducting points proportionate to the severity of the Illegal Procedure. Appraisers are trained to award the points for a Challenge requirement and then, if they find that there is Illegal Procedure, to level the playing field by assessing an Illegal Procedure deduction. They do this rather than lower the subjective points for a required element. If the points for a subjective element are lowered because of an issue, the team has no recourse; teams cannot appeal subjective scores. (See Sections **XII.F.2** and **XII.F.3**.) By assessing a deduction for Illegal Procedure, the team knows exactly what the issue is about, and they may appeal the ruling. Some examples of Illegal Procedure deductions include the following:
   a. A team disregards or is unaware of a Published Clarification prohibiting some aspect of a solution and includes the aspect anyway.
   b. A team's Expense Report contains unrealistic values for one or more items, and a realistic adjustment of the value(s) would put the team over the Budget limit for the Team Challenge.
   c. In a Challenge, a required sequence of events is not followed in the correct sequence.

4. **Unsportsmanlike Conduct:** This is the only type of deduction that is intended to be disciplinary in nature. Unlike other deductions that involve specific scored items, Unsportsmanlike Conduct deductions are not subtracted from individual Team Challenge or Instant Challenge elements. Rather, this deduction is taken from the team's **total scaled score**. The amount of the deduction is based on the severity of the inappropriate conduct or action. Infractions of a similar nature should always receive similar deductions. An Unsportsmanlike Conduct deduction can be levied against a team for reasons such as the following:
   a. Intentional, disruptive behavior by a team member, Team Manager, or team supporter such as name calling, booing, or arguing.
   b. Creating loud noises in restricted or quiet spaces that could potentially impact another team's Presentation.
   c. Intentional, destructive behavior such as vandalism or unintentional carelessness that mars or damages the tournament site, building, personal property, or landscape.
   d. Showing lack of respect for other teams, tournament officials, or others attending the tournament. This includes vulgarity, profanity, or the exhibition of questionable taste at any time during the tournament.
   e. Unfair or unethical behavior by team members or Team Managers, including the unethical use of Generative AI or other resources. **(See Section VI.D.7.)**
   f. Creating an unsafe environment. Examples include the use of equipment or tools in inappropriate areas or under unsuitable conditions and/or presenting Challenge solutions with dangerous components that do not sufficiently safeguard the team, Appraisers, audience, etc.

E. How to Obtain Your Team Challenge Raw Scores

1. Your Team Challenge Raw Scores are a total of all of the points your team has earned in the Central Challenge and Team Choice Elements. Approximately 30 minutes after your Team Challenge Presentation, your team's Raw Scores for that component of the tournament should be available. Depending on the tournament, this might take longer.

2. At most tournaments, the Head Appraiser posts the school/organization names, team names, and/or Team Numbers of the teams whose scores are ready on an easel or a large sheet of paper somewhere near the Presentation Area. If this is not done, you may approach the Head Appraiser between Presentations to ask if your team's scores are ready.

3. When the scores are ready, one team representative and/or your Team Manager should go to the Head Appraiser or Challenge Master (depending on who is handling this task) to discuss your team's Raw Scores.

4. The Head Appraiser or Challenge Master will go over the scores with your team representative and/or your Team Manager. The team representative and the Team Manager may, and should, ask the Head Appraiser/Challenge Master to explain any scores they do not understand. They should make sure the Head Appraiser also explains any deductions on the score sheet that they do not understand.

5. At this point, the Head Appraiser will send an email to the Team Manager of record containing a link to view Raw Scores and feedback in the Resource Area. Be sure the email address associated with the Resource Area account under which your team's information was submitted is up to date.

6. The Raw Scores that you receive at this time are PRELIMINARY. A variety of things, such as math corrections, can cause them to change before they are finalized.

7. After picking up your Team Challenge Raw Scores, your team will have 30 minutes to review the scores and to go back to the Head Appraiser with any questions or concerns.

8. If your team feels it has legitimate concerns about a score or deduction on the Raw Score sheet and the Team Manager agrees, your team may send ONE team representative and the Team Manager back to the Head Appraiser or Challenge Master. You must not discuss scores with any Appraiser except the Head Appraiser or Challenge Master.

9. The Head Appraiser will listen to your team representative, and if necessary, will discuss your concerns with the Appraisal Team whose scores are in question. Every attempt will be made to resolve your concerns at this point. Video recordings, photographs, and other images of your team's Presentation cannot be used for review.

10. Sometimes a team might feel that the Raw Scores were unfairly assessed because of something that went wrong at the site that was not the team's fault. These are called procedural irregularities and should be brought to the Head Appraiser's attention.

F. The Appeals Process

1. If your team representative and/or Team Manager has spoken to the Head Appraiser or Challenge Master about a scoring concern within 30 minutes after receiving the scores and that concern cannot be resolved, the Head Appraiser and/or Challenge Master may recommend that you take your concerns to the Dialogue Team for an independent opinion. This is done in order to ensure fairness to your team and to all the teams competing in your Team or Instant Challenge. Your team may also request a Dialogue if you feel your concerns are not being fairly heard.

2. Issues that CAN be sent to the Dialogue Team for review:
    a. Deductions for **Unsportsmanlike Conduct**, which might include team violations, safety violations, property damage, inappropriate behavior, etc.
    b. Deductions for **Interference** by a Team Manager, parent, or supporter.
    c. Deductions for an **Illegal Procedure** committed by the team.
    d. A **procedural irregularity** that was not the team's fault, but that the team feels may have impacted its score, such as time being called by mistake before the end of the Challenge time limit.
    e. An **objective or zero** score in a Team Challenge.
3. The Dialogue Team will NOT review:
    a. Subjective scores (scores that are up to the opinion of the Appraisers).
    b. Video recordings, photographs, and other images of the team's Presentation.
    c. Questions or concerns about another team.

G. The Dialogue Team

1. The Dialogue Team is usually composed of three experienced individuals who are very knowledgeable about the Challenge Experience rules and philosophies. These people are usually the Tournament Director, the Challenge Master for that Team Challenge or Instant Challenge, and another knowledgeable and experienced person such as a Regional Director, Head Appraiser, or tournament official.
2. The Dialogue Team's role is to impartially decide if the Appraisal Team's interpretation of the rule or situation is correct and, if so, whether the score or deduction assessed is appropriate.

H. The Dialogue Process

1. The Head Appraiser/Challenge Master of your Team Challenge or Instant Challenge will give your team the Dialogue Intervention Form to fill out. The Head Appraiser or Challenge Master will sign the form, indicating that they are unable to resolve the issue, and will note the time of day on the form.
2. From the time your team receives the form, you have 30 minutes to complete and return the form to the location specified by the Head Appraiser/Challenge Master. Your Team Manager should help your team fill out the form. For Elementary and Middle Level teams, it is suggested that your Team Manager should represent your team from this point on. Secondary and University Level teams should be represented by one team member.
3. The Dialogue Team may ask to confer with one or more members of the team, the Team Manager, or the Appraisal Team in order to clarify the issue.
4. Your Team Manager/team representative will be told when and where to return to receive the Dialogue Team's response. Your Team Manager/team representative will return to the designated location at the designated time after the Dialogue Team has had a chance to deliberate the concern. **The Dialogue Team's decisions are final.**
5. The Dialogue Team can:
    a. Eliminate the deduction and return the points to the team if it determines that the deduction was unfairly or incorrectly assessed.
    b. Reduce the amount of the deduction to the amount that it determines is fair and appropriate in order to keep the playing field level for all teams.
    c. Increase the deduction if it determines the deduction assessed gives the team more points than it has fairly earned.
    d. Change a score if it determines the score reflects an unfair or incorrect judgment.

I. Appeals After the Tournament

1. In rare instances, significant information comes to light after a tournament that may impact a team's score. Since the tournament is over and the Appraisal and Dialogue Teams are no longer together, you should contact the Regional, Affiliate, and/or Tournament Director about the situation. The Regional, Affiliate, and/or Tournament Director should make every attempt to investigate the situation and ensure that the team was awarded all of the points to which it was entitled. (See Sections **XII.F.2** and **XII.F.3**.) This may include contacting the Challenge Master and members of the Appraisal Team.

2. Once the Regional, Affiliate, and/or Tournament Director has concluded the investigation, they will make a ruling. This ruling is FINAL and cannot be appealed further.

3. Under no circumstances may an Appraiser be contacted by anyone other than the Challenge Master or the Regional, Affiliate, or Tournament Director(s) regarding a scoring issue following a tournament. Such an action may result in sanctioning that individual or team.

XIII. AWARDS

A. Awards Overview

1. In Destination Imagination, there are awards given that are related to high scores and others that are given for solutions that are outstanding and special. Some tournaments give trophies, some give medals, some give certificates, and some even have awards that teams receive just by participating in the tournament.
2. Appraisal Teams may nominate a team or an individual for an award, as specified below. The award nomination is read and evaluated by a committee appointed by the Tournament Director. Please note that not all nominations result in awards.

B. Early Learning Award

1. **The Award:** This award recognizes the courageous, curious, and joyous first steps in the journey of lifelong learning.
2. **Criteria:** This award is given to all Early Learning teams that demonstrate a solution at the tournament.

C. The Spirit of Discovery and Imagination Award (Spirit of DI Award)

1. **The Award:** From its very beginning, Destination Imagination has been a community. The recipients of this award are those who go out of their way to make sacrifices for others. We recognize and applaud these members of our community who demonstrate outstanding and extraordinary levels of sportsmanship, volunteerism, and spirit, be they Team Managers, team members, officials, or other helpful DI friends and volunteers.
2. **Criteria:** This award is given to a team or individual(s) in recognition of those who act as superior role models in the areas of spirit, teamwork, sportsmanship, volunteerism, diversity, equity, and/or inclusion.

D. The Renaissance Award

1. **The Award:** On our journey, we sometimes encounter exceptional travelers who entertain and enlighten us along the way. The Renaissance Award recognizes those among us who demonstrate extraordinary amounts of effort and preparation in their solutions or outstanding skill in engineering, design, or performance. While the destination is creativity, these fellow travelers make the journey itself memorable.
2. **Criteria:** This award is given to a team for outstanding skill in the areas of design, engineering, execution, or performance.

E. The DaVinci Award

1. **The Award:** The paths we follow on our journeys were once uncharted and unknown, until someone took a bold step in a new direction and paved a way for us to follow. To solve our Challenges, imagination, creativity, originality, and courage are required. We honor these teams who most clearly demonstrate that spirit of adventurous risk in their solutions—those who most creatively traveled to reach truly new and unique destinations. The DaVinci Award is named to honor one of humanity's greatest creative thinkers, Leonardo DaVinci.
2. **Criteria:** This award is given to a team for having a unique approach to a solution, for risk taking, and/or for outstanding creativity (not necessarily skill or talent).

F. Service Learning: The Torchbearer Award

1. **The Award:** The Service Learning Challenge allows teams to address real community needs in new and innovative ways. Sometimes a team's approach and Project have a greater impact than anyone envisions. The Torchbearer Award recognizes the extraordinary contributions these teams and their Projects have on the real world.
2. **Criteria:** This award honors a team whose solution has had an extraordinary impact in and beyond its local community.

G. Place Awards

1. Each Destination Imagination sanctioned tournament recognizes the top-scoring teams that competed in both Team Challenge and Instant Challenge at each competition level. Teams who receive the place awards have earned the top total scaled scores (Instant Challenge + Central Challenge + Team Choice Elements) in their Challenge and competition level.
2. Some tournaments may also give the High IC award, which recognizes the team in each Team Challenge and competition level with the highest Instant Challenge score. The High IC award will be given at Global Finals. Teams are tied for the High IC award when their scores are exactly the same when rounded to two decimal places.
3. Your tournament will send at least one placed team (1st Place), and sometimes more, to the next level of tournament, depending on the rules of entry. Teams in each Team Challenge and competition level from each Affiliate Tournament are invited to participate in the Destination Imagination Global Finals tournament.
4. Information about Global Finals 2025 will be released as soon as it is available. Be sure to visit **GlobalFinals.org** for the most up-to-date information!

XIV. GLOSSARY OF DI TERMS

A. **Central Challenge:** The portion of the Team Challenge in which your team must develop and expand on the theme requirements.

B. **Clarification:** A statement that further explains Team Challenge requirements, Rules of the Road, or Published Clarifications.

C. **Competition Level:** The competitive or noncompetitive level of a Team Challenge that your team will enter to ensure that you are competing with teams of the same age/grade level. Competition level is determined by the highest grade level (U.S.) or by the oldest team member, according to date of birth.

D. **Declaration of Independence:** Your team's promise that only the team members who are listed worked on any part of the Team Challenge solution. The Declaration of Independence must be completed as part of the Prep Checklist in the **Resource Area**.

E. **Deduction:** A point assessment that is subtracted from a team's score for an intentional or unintentional rule violation. A deduction can be assessed for Interference, Illegal Procedure, or Unsportsmanlike Conduct.

F. **Dialogue Team:** A group of individuals who are knowledgeable about the Destination Imagination Challenge Experience rules and philosophies. This team is available to mediate scoring concerns between the team and the Appraisal Team.

G. **Early Learning:** A Challenge developed and designed especially for 4- to 7-year-olds (pre-kindergarten through 2nd grade) that fosters problem-solving skills. The Early Learning Team Challenge is designed to be noncompetitive and is a chance for our youngest participants to learn skills in a relaxed environment.

H. **Expense Report:** The required online form on which your team lists all of the items in your Presentation and their values and provides purchase receipts for materials used in your solution. The Expense Report must be completed in the **Resource Area**.

I. <u>**Generative Artificial Intelligence (AI):**</u> <u>This term refers to generative artificial intelligence (AI) resources, large language models (LLMs), and/or similar technologies.</u>

J. **Illegal Procedure:** The deduction that is assessed when a team operates outside the stated rules or intent of the Challenge.

K. **Instant Challenge:** A component of Destination Imagination that involves a Challenge with multiple requirements that your team works together to solve over a very short period of time, usually no more than a few minutes.

L. **Interference:** Creative or physical input from non-team members. It is your team's responsibility to discourage Interference whenever it is offered.

M. **Performance-Based:** A type of Instant Challenge in which your team works together to create and perform a theatrically-oriented solution for the Appraisers. The solution may involve the use of real or imaginary materials and verbal or non-verbal communication.

N. **Prep Checklist:** An online form your team must complete to give the Appraisers information about your team, your Presentation, safety, etc. The Prep Checklist must be completed for both Team Challenge and Instant Challenge in the **Resource Area**.

O. **Presentation Area:** The minimum space within the Presentation Site that is designated for teams to present their Team Challenge solutions.

P. **Presentation Site:** The entire space where Team Challenge Presentations take place. This space includes the Presentation Area, the Prep Area, the Launch Area, audience space, and Appraiser space. In the Engineering Challenge, the Check-In Area is also part of the Presentation Site.

Q. **Procedural Irregularities:** Things that go wrong at a Presentation Site that are not the presenting team's fault.

R. **Published Clarifications:** A Clarification posted on the Destination Imagination, Inc. website that either answers a general question that has been asked by many teams regarding a Team Challenge or Rules of

the Road, or that explains an issue about which every team should be aware. It is the responsibility of your team to read and follow the Published Clarifications.

S. **Raw Scores:** Reported scores as they have been assigned by the Appraisers.

T. **Resource Area:** A very important section of **DestinationImagination.org** in which your Team Manager will complete and submit required team information on behalf of your team. Your team will also find Challenge documents and supporting materials in the Resource Area, as well as an area to ask for Team Clarifications.

U. **Safety Data Sheet (SDS):** Information provided by product manufacturers that shows the items and/or chemicals used are safe and will not cause harm to people or property. This is also known as the material safety data sheet (MSDS) or product safety data sheet (PSDS).

V. **Scaled Scores:** Raw Scores that are adjusted proportionately in each of the scored sections to reflect each team's total score. By having the scores scaled in each different section—Central Challenge, Team Choice Elements, and Instant Challenge—the comparative score value for each section is maintained.

W. **Site-Specific Restriction:** A restriction placed on teams using a particular tournament site or Presentation Site that supersedes Destination Imagination guidelines or Clarifications.

X. **Task-Based:** A type of Instant Challenge in which your team works together to move, build, change, and/or protect something in order to complete a task.

Y. **Team Budget:** The assigned expense limit noted in each Team Challenge. The Team Budget is the amount your team or any other team would have to spend in order to recreate your solution exactly as your team will present it to Appraisers at the tournament.

Z. **Team Challenge:** A component of Destination Imagination that involves a Challenge with multiple requirements that your team works together to solve over an extended period of time. The Team Challenge is composed of the Central Challenge and the Team Choice Elements, unless otherwise stated in the Challenge.

AA. **Team Choice Elements:** The portion of the Team Challenge in which your team demonstrates specialties that showcase your team's interests, talents, strengths, and/or skills.

BB. **Team Clarification:** An answer to a specific team-generated question. The question and answer will not be shared with any other team.

CC. **Team Identification Sign:** A freestanding identification sign that is at least 2ft x 3ft (0.61m x 0.91m) that tells Appraisers your team name, school/organization name, Team Number, and competition level. This sign should be displayed during your Team Challenge Presentation.

DD. **Team Manager of Record:** The person listed as the Team Manager in the **Resource Area**. This should be the person in charge of meetings, planning, team registration, tournament logistics, and team safety. The Team Manager must be 18 years of age or older.

EE. **Tie:** When two or more teams' final scaled scores are one point or less apart, a tie is declared.

FF. **Tournament Data Form:** An online form your team must complete to give the Appraisers information about your Team Challenge Presentation. The Tournament Data Form must be completed in the **Resource Area**.

GG. **Unsportsmanlike Conduct:** A deduction that is assessed for inappropriate conduct or action at a tournament. Unsportsmanlike Conduct points are deducted from the team's total scaled score.

2024-25
RULES OF THE ROAD

The Team Manager/Coordinator of a team with an active, registered Team Number is given permission to make 10 copies of this document for their team's use only, provided these copies are supplied to participants solely for their use in Destination Imagination. Destination Imagination does not give permission for this document, in part or in its entirety, to be uploaded onto any publicly available website or entered into generative artificial intelligence (AI) resources, large language models (LLMs), or other machine learning technologies.

The PDF files for the Team Challenges, Roadmap, and Rules of the Road are available for download in the **Resource Area**.

Destination Imagination, Inc.

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