Instant Challenge

International Instant Challenge Masters

About Instant Challenges

- The Instant Challenge is a chance for a team to show off its creative problem solving skills in a short, unrehearsed presentation to officials.
- Instant challenges are 3-10 minutes in length and worth up to 100 points (25% of the total possible score.)
- Each team that competes in a specific Team Challenge at a specific competition level will receive the same challenge.
- Instant Challenge scores will be normalized within a Team Challenge competition level so that the top scoring team will receive 100 points.

There are 3 types of Instant Challenges:

VERBAL: Verbal challenges involve acting out situations or responding verbally to a challenge. Teams are scored on such items as the creativity of their verbal responses, character development, and the situation or story line. Officials may also be asked to evaluate how the team worked together. Props may be involved but the team is not scored on the creative use of the props.

HANDS-ON: In a hands-on challenge, the team is given materials and must move, build, change or protect objects. The team is scored on how well they work together to design the solution and the creativity of the final product. The team may also receive score for accomplishing a task. Team members may be allowed to talk to each other while designing the solution, but would not be scored on verbal creativity.

HYBRID: In a hybrid challenge, the team is given materials and asked to use those materials to create a situation or solution. The team may be scored on such items as the creativity of the situation or story line, character development, use of materials and teamwork.
DESTINATION IMAGINATION

Instant Challenge
2000 Affiliate Competition - Entry Level

SHADOW PLAY

Challenge: Create a shadow play.

Time: You will have up to 4 minutes to use your IMAGINATION to create your play and 2 minutes to present it to the officials.

The Scene: The country of Indonesia is noted for its shadow puppets and plays. It is an ancient art in which they project images onto a wall or screen with a source light behind their 'puppets,' that they move by hand to make them 'come to life.' By doing this, they tell a story or fable. Your team has been asked to join a festival of culture by presenting your own shadow play. You may use the provided materials to create your solution. Don't leave the officials in the dark! And keep them laughing!

Items to Use in Your Presentation:

CANNOT be changed:
- light source (slide/overhead projector)
- 3 pairs of scissors
- 3 feathers

CAN be changed:
- 8 index cards
- 2 coat hangers
- 6 paper clips
- 6 mailing labels
- 8 Popsicle sticks
- 1 small Styrofoam ball
- 1 sheet newspaper

Scoring: You will receive up to
A. 30 points for the overall creativity of your presentation.
B. 30 points for how creatively you use the materials.
C. 20 points for the humor of your presentation.
D. 20 points for how well your team works together.
Challenge: Create a shadow play.

Time: You will have up to 4 minutes to use your IMAGINATION to create your play and 2 minutes to present it to the officials.

The Scene: The country of Indonesia is noted for its shadow puppets and plays. It is an ancient art in which they project images onto a wall or screen with a source light behind their 'puppets,' that they move by hand to make them 'come to life.' By doing this, they tell a story or fable. Your team has been asked to join a festival of culture by presenting your own shadow play. You may use the provided materials to create your solution. Don't leave the officials in the dark! And keep them laughing!

Items to Use in Your Presentation:

CANNOT be changed: CAN be changed:
light source 8 index cards
3 pairs of scissors 2 coat hangers
3 feathers 6 paper clips

Scoring: You will receive up to
A. 30 points for the overall creativity of your presentation.
B. 30 points for how creatively you use the materials.
C. 20 points for the humor of your presentation.
D. 20 points for how well your team works together.
DESTINATION IMAGINATION
Instant Challenge
2000 Affiliate Competition - Entry Level

Team Name:_________________________ Level: P E I S C
Passport Number:_________Judge’s Name:_____________________
Team Challenge: ______________________________________

SHADOW PLAY

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Creativity of overall presentation</td>
<td>1 - 30</td>
<td></td>
</tr>
<tr>
<td>B. Creativity of use of materials</td>
<td>1 - 30</td>
<td></td>
</tr>
<tr>
<td>C. Humor</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td></td>
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</tbody>
</table>

NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
Challenge: Name and demonstrate sounds you might hear in the city or the country.

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

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

Scoring:
You will receive up to
A. 30 points for the creativity of the sounds you name
B. 30 points for the creativity of the sounds made by your team
C. 20 points for the humor of your presentation.
D. 20 points for how well your team works together.
Challenge: Name and demonstrate sounds you might hear in the city or the country.

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

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

Scoring:
You will receive up to

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

Instant Challenge
2000 Affiliate Competition - Entry Level

Team Name: ____________________  Level: P E I S C

Passport Number: _______  Judge's Name: __________________

Main Menu Challenge: __________________

SOUND OFF

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Creativity (quality, not quantity) of verbal responses</td>
<td>1 - 30</td>
<td></td>
</tr>
<tr>
<td>B. Creativity of sounds</td>
<td>1 - 30</td>
<td></td>
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<tr>
<td>C. Humor</td>
<td>1 - 20</td>
<td></td>
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<tr>
<td>D. Teamwork</td>
<td>1 - 20</td>
<td></td>
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<tr>
<td>Total</td>
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NOTE:  Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION
Instant Challenge
2000 Affiliate Competition - Entry Level
CREATE-A-TOY

Challenge: Create 3 new toys.

Time: You will have up to 4 minutes to use your IMAGINATION to create 3 new toys and 2 minutes to present your inventions for score.

The Scene: The DI Toy Company needs your help. It needs new products for kids to play with. Your team has the chance to create 3 new toys that will be the hottest items in the market next year. Be sure to name each toy and use your team members to demonstrate your creations. Be ready to show the DI Toy Company bosses why your toys are the best!

Scoring:
You will receive up to
A. 20 points each (60 points total) for the creativity of the toys
B. 5 points each (15 points total) for the creativity of the toy names
C. 15 points for creativity of your demonstration.
D. 10 points for how well your team works together.
**Challenge:** Create 3 new toys.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create 3 new toys and 2 minutes to present your inventions for score.

**The Scene:** The DI Toy Company needs your help. It needs new products for kids to play with. Your team has the chance to create 3 new toys that will be the hottest items in the market next year. Be sure to name each toy and use your team members to demonstrate your creations. Be ready to show the DI Toy Company bosses why your toys are the best!

**Scoring:**
You will receive up to:

A. 20 points each (60 points total) for the creativity of the toys

B. 5 points each (15 points total) for the creativity of the toy names

C. 15 points for creativity of your demonstration.

D. 10 points for how well your team works together.
DESTINATION IMAGINATION

Instant Challenge
2000 Affiliate Competition - Entry Level

Team Name:_________________________ Level: P E I S C

Passport Number:_________ Judge's Name:____________________

Team Challenge:__________________________________________

CREATE-A-TOY

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
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</thead>
<tbody>
<tr>
<td>A. Creativity of Toy 1</td>
<td>1 - 20</td>
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<tr>
<td>Creativity of Toy 2</td>
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<tr>
<td>Creativity of Toy 3</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>B. Creativity of Toy Name 1</td>
<td>1 - 5</td>
<td></td>
</tr>
<tr>
<td>Creativity of Toy Name 2</td>
<td>1 - 5</td>
<td></td>
</tr>
<tr>
<td>Creativity of Toy Name 3</td>
<td>1 - 5</td>
<td></td>
</tr>
<tr>
<td>C. Creativity of Presentation</td>
<td>1 - 15</td>
<td></td>
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<tr>
<td>D. Teamwork</td>
<td>1 - 10</td>
<td></td>
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<tr>
<td>Total</td>
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NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION  IMAGINATION
Instant Challenge
2000 Affiliate Competition - Advanced Level
MACHINE TEAM

Challenge:  Create a living machine.

Time:  You will have up to 4 minutes to use your IMAGINATION to create your new machine and 2 minutes to demonstrate how it works.

The Scene:  You have a unique chance to become DI inventors. Using your team members and the materials provided, you are to create a super machine and name it. Be inventive! You will then get a chance to show the DI Invention Club what your machine can do.

Items to Use in Your Presentation:
Things that CANNOT be changed: Rope
Flat Baking Pan
Hoop
Bell

Things that CAN be changed:  Sheet of Newspaper
Balloon

Scoring:
You will receive up to
A. 10 points for the creativity of your machine name
B. 25 points for how creatively you use the materials
C. 35 points for the creativity of your machine
D. 20 points for the creativity of your presentation
E. 10 points for how well your team works together.
**Challenge:** Create a living machine.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create your new machine and 2 minutes to demonstrate how it works.

**The Scene:** You have a unique chance to become DI inventors. Using your team members and the materials provided, you are to create a super machine and name it. Be inventive! You will then get a chance to show the DI Invention Club what your machine can do.

**Items to Use in Your Presentation:**

- Things that **CANNOT** be changed: Rope
- Flat Baking Pan
- Hoop
- Bell
- Sheet of Newspaper
- Balloon

**Scoring:** You will receive up to

A. 10 points for the creativity of your machine name
B. 25 points for how creatively you use the materials
C. 35 points for the creativity of your machine
D. 20 points for the creativity of your presentation
E. 10 points for how well your team works together.
**DESTINATION IMAGINATION**

**Instant Challenge**
2000 Affiliate Competition - Advanced Level

Team Name: ____________________________ Level: P E I S C

Passport Number: ___________ Judge's Name: ________________

Team Challenge: _______________________________________

**MACHINE TEAM**

**INSTANT CHALLENGE INDIVIDUAL SCORE SHEET**

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
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</thead>
<tbody>
<tr>
<td>A. Creativity of machine name</td>
<td>1 - 10</td>
<td></td>
</tr>
<tr>
<td>B. Creativity of use of materials</td>
<td>1 - 25</td>
<td></td>
</tr>
<tr>
<td>C. Creativity of machine</td>
<td>1 - 35</td>
<td></td>
</tr>
<tr>
<td>D. Creativity of presentation</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>E. Teamwork</td>
<td>1 - 10</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**NOTE:** Team Score elements should be recorded in whole numbers. (No fractions or decimals)
Challenge: Create a humorous, shortened version of a well-known book, movie or play.

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

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

Scoring:
You will receive up to
A. 30 points for how creatively you shorten the play, movie or book.
B. 30 points for the creativity of your presentation.
C. 20 points for the humor of your presentation.
D. 20 points for how well your team works together.
**Challenge:** Create a humorous, shortened version of a well-known book, movie or play.

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

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

**Scoring:** You will receive up to:

A. 30 points for how creatively you shorten the play, movie or book.

B. 30 points for the creativity of your presentation.

C. 20 points for the humor of your presentation.

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

Instant Challenge
2000 Affiliate Competition - Advanced Level

Team Name: ________________________  Level: P  E  I  S  C

Passport Number: ____________  Judge's Name: ________________________

Team Challenge: ____________________________________________

CONDENSATION

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
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<tbody>
<tr>
<td>A. Creativity of condensation</td>
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<td></td>
</tr>
<tr>
<td>B. Creativity of presentation</td>
<td>1 - 30</td>
<td></td>
</tr>
<tr>
<td>C. Humor</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION

Instant Challenge

2000 Affiliate Competition - Entry or Advanced Level

LAUGH IT UP

Challenge: Place colored squares in taped squares for score.

Time: You will have up to 3 minutes to use your IMAGINATION to create a communication system based on laughter and 3 minutes to use that system to obtain score.

Set-up: On the floor in front of you are taped areas, six of which contain colored squares. To obtain score, the colored squares need to be moved and placed in other taped areas. There is also a taped line, which will separate your team into two groups.

Procedure: You should divide your group into communicator(s) and mover(s). The communicator(s) will stand behind the taped line and will be given a set of coded cards showing different locations of the six colored squares. One practice card will also be given. Using only laughter, the communicator(s) must indicate the correct location of the six colored squares. The mover(s) will remain on the other side of the taped line and by hearing the laughter, place the cards in the correct locations. The mover(s) cannot talk or make any other sounds. The communicator(s) can only laugh. Once all 6 of the colored squares are placed to match the first coded card, an official will say "Set Complete," and the communicator(s) can begin giving information about the next coded card, and so on until time ends.

Scoring:

You will receive

A. 3 points each (72 points maximum) for colored squares placed correctly.
B. 5 points each (20 points maximum) for completed coded cards.
C. Up to 20 points for the creativity of your communication system
D. Up to 20 points for how well your team works together.
Challenge: Place colored squares in taped areas for score.

Time: You will have up to 3 minutes to use your IMAGINATION to create a communication system based on laughter and 3 minutes to use that system to obtain score.

Set-up: On the floor in front of you are taped areas, six of which contain colored squares. To obtain score, the colored squares need to be moved and placed in other taped areas. There is also a taped line which will separate your team into two groups.

Procedure: You should divide your group into communicator(s) and mover(s). The communicator(s) will stand behind the taped line and will be given a set of coded cards showing different locations of the six colored squares. One practice card will also be given. Using only laughter, the communicator(s) must indicate the correct location of the six colored squares. The mover(s) will remain on the other side of the taped line and by hearing the laughter, place the cards in the correct locations. The mover(s) cannot talk or make any other sounds. The communicator(s) can only laugh. Once all 6 of the colored squares are placed to match the first coded card, an official will say "Set Complete," and the communicator(s) can begin giving information about the next coded card, and so on until time ends.

Scoring: You will receive

A. 3 points each (72 points maximum) for colored squares placed correctly.
B. 5 points each (20 points maximum) for completed coded cards.
C. Up to 20 points for the creativity of your communication system
D. Up to 20 points for how well your team works together.
For Judges only:
1. The set-up consists of taped 12" X 12" areas. There is also a taped line on one side of the taped areas for orientation and to divide the team into two groups. The pattern and number of taped areas will depend upon whether an entry or advanced challenge is being used. In each case, 6 of the taped areas should contain a colored square at the start of the challenge.
2. There must be at least 1 team member communicating and 1 team member moving the cards.

3. If a communicator does anything besides laughing, he/she/they should be warned. If the action results in the placement of a card, that card and set should not receive score. Similarly, if a mover says anything or makes a sound, he/she/they should be warned and no score should be given to that card or set if the sound resulted in the correct placement of a card.

4. After all six cards have been correctly placed, an official should say, “Set Complete.”
ADVANCED CHALLENGE
PRACTICE SET
OFFICIAL COPY

BLUE

ORANGE

YELLOW

RED

GREEN

PURPLE

TAPE LINE

ADVANCED CHALLENGE
SET ONE
OFFICIAL COPY

ORANGE

GREEN

BLUE

YELLOW

PURPLE

TAPED LINE

ADVANCED CHALLENGE
SET TWO
OFFICIAL COPY

YELLOW

PURPLE

GREEN

RED

BLUE

ORANGE

TAPE LINE

ADVANCED CHALLENGE
SET THREE
OFFICIAL COPY

RED

YELLOW

PURPLE

ORANGE

GREEN

BLUE

TAPE LD

ADVANCED CHALLENGE
SET FOUR
ADVANCED CHALLENGE
SET ONE
TEAM COPY

ORANGE

BLUE

YELLOW

GREEN

RED

PURPLE

TAPED LINE

ADVANCED CHALLENGE
SET TWO
ADVANCED CHALLENGE
SET THREE
TEAM COPY

RED

YELLOW

PURPLE

ORANGE

GREEN

BLUE

ADVANCED CHALLENGE
SET FOUR
**DESTINATION IMAGINATION**

**Instant Challenge**

2000 Affiliate Competition - Entry or Advanced Level

**LAUGH IT UP**

Team Name: ___________________________  Level: P E I S C

Passport Number: _______  Judge's Name: ________________________

Main Menu Challenge: ______________________________

**INSTANT CHALLENGE INDIVIDUAL SCORE SHEET**

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Team Score</th>
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</thead>
<tbody>
<tr>
<td>A. # of correct squares</td>
<td>X 3</td>
</tr>
<tr>
<td>B. # of completed cards</td>
<td>X 5</td>
</tr>
<tr>
<td>C. Creativity of communication</td>
<td>1 - 20</td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 20</td>
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</tbody>
</table>

**Total**

NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION

Instant Challenge
2000 Affiliate Competition - Advanced Level
CoOPERAtive

Challenge: Present a mini-opera. An opera is a play that is sung.

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

The Scene: La Scala, the famous Italian opera stage, has a need for a 3-minute opera. The La Scala producers anxiously await auditions with DI teams. Your team will need to create an opera that
1. Sets the scene
2. Demonstrates a crisis or conflict
3. Resolves the crisis or conflict

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

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

Scoring:
You will receive up to
A. 10 points each (30 points maximum) for the creativity of the scene, the crisis or conflict, and the resolution of the crisis or conflict.
B. 10 points each (30 points maximum) for the creativity of your 3 main characters.
C. 20 points for the humor of your presentation.
D. 20 points for how well your team works together.
Challenge: Present a mini-opera. An opera is a play that is sung.

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

The Scene: La Scala, the famous Italian opera stage, has a need for a 3 minute opera. The La Scala producers anxiously await auditions with DI teams. Your team will need to create an opera that 1) Sets the scene, 2) Demonstrates a crisis or conflict, and 3) Resolves the crisis or conflict. Your presentation must include 1) One character that causes the crisis or conflict, 2) One character that is affected by the crisis or conflict, and 3) One character that saves the day. In addition, your opera should include one or more humorous characters. While your entire production must be sung, the quality of your singing will NOT affect the opinions of the La Scala producers. This is your chance to become famous!

Scoring:
You will receive up to

A. 10 points each (30 points maximum) for the creativity of the scene, the crisis or conflict, and the resolution of the crisis or conflict.

B. 10 points each (30 points maximum) for the creativity of your 3 main characters.

C. 20 points for the humor of your presentation.

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

**INSTANT CHALLENGE INDIVIDUAL SCORE SHEET**

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
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<td>A. Creativity of scene</td>
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<tr>
<td>Creativity of crisis/conflict</td>
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<td>B. Creativity of character 1</td>
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<td>Creativity of character 2</td>
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<tr>
<td>Creativity of character 3</td>
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<tr>
<td>C. Humor</td>
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<tr>
<td>D. Teamwork</td>
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**NOTE:** Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION  IMAGINATION

Instant Challenge
2000 Affiliate Competition - Entry Level
VEGETABLE SELL

**Challenge:** Create little songs (jingles) to encourage kids to eat 3 vegetables.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create your jingles and 2 minutes to present them to the officials.

**The Scene:** Vegetable use is going down. Kids are eating more fast food. The National Vegetable Council has come to DI asking for help. Your team can make a difference. Choose 3 vegetables and make up a little song for each that will encourage kids to include them in what they eat. Who knows? Your songs may change the eating habits of kids around the world!

**Scoring:**
You will receive up to

A. 20 points each (60 points maximum) for the creativity of your little songs (jingles).
B. 20 points for the creativity of your presentation.
C. 20 points for how well your team works together.
Challenge: Create little songs (jingles) to encourage kids to eat 3 vegetables.

Time: You will have up to 4 minutes to use your IMAGINATION to create your jingles and 2 minutes to present them to the officials.

The Scene: Vegetable use is going down. Kids are eating more fast food. The National Vegetable Council has come to DI asking for help. Your team can make a difference. Choose 3 vegetables and make up a little song for each that will encourage kids to include them in what they eat. Who knows? Your songs may change the eating habits of kids around the world!

Scoring: You will receive up to

A. 20 points each (60 points maximum) for the creativity of each of your little songs (jingles)
B. 20 points for the creativity of your presentation
C. 20 points for how well your team works together
DESTINATION IMAGINATION

Instant Challenge
2000 Affiliate Competition - Entry Level

Team Name: ________________________    Level: P E I S C

Passport Number: _______    Judge’s Name:______________

Main Menu Challenge: ________________________________

VEGETABLE SELL

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
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<td>Creativity of jingle 3</td>
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<td>B. Creativity of presentation</td>
<td>1 - 20</td>
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<tr>
<td>C. Teamwork</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>Total</td>
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</table>

NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
Challenge: Make connections between cups for score.

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

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

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

Materials:
1 Sheet of Paper
10 Pieces of Spaghetti
2 12" Pieces of String
4 6" Mailing Labels
Piece of Foil

Spoon
1 Styrofoam Cup
2 Yardsticks (cannot alter)
Coat Hanger
2 Pencils

Scoring:
You will receive
A. 5 Points for each pair of cups successfully connected.
B. 20 points for how well your team works together.

©1999 Destination ImagiNation, Inc.
Challenge: Make connections between cups for score.

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

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

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

Materials:

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

Scoring:

You will receive

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

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

   ![Diagram of cups and line]

   Table → Cups → 6 inches → Taped Line

   3 feet

2. While making connections, team members may not lean over the line or cross the invisible plane if you imagine the line on the floor extending up like a wall. An official should be positioned at the end of the line to watch for this. If a team member breaks the invisible plane, they should be warned. Any connection made during that moment would have to be redone and would not receive score until it was placed properly.

3. The second table that contains the materials should be well behind the taped line on the side with the team members.
TEAM NAME: ________________________________

Passport #: __________ Level: (Circle One)    P    E    I    S    C

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Team Score</th>
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<tr>
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<td>B. Teamwork</td>
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<td>Total</td>
<td></td>
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</tbody>
</table>

NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
Challenge: Get your team safely back to camp.

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

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

Items to Use in Your Presentation:
Things that CANNOT be changed: Rope
Ping-Pong Paddle
Plastic Fruit
Flashlight
Shoe
Toothbrush
Mirror
Feather

Things that CAN be changed: 4 straws
4 lifesavers

Scoring:
You will receive up to
A. 40 points for the creativity of your solution
B. 30 points for the creativity of your presentation
C. 10 points for the humor of your presentation
D. 20 points for how well your team works together.

©1999 Destination ImagiNation, Inc.
Challenge: Get your team safely back to camp.

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

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

Items to Use in Your Presentation:

**CANNOT** be changed:  CAN be changed:
- Rope 4 straws
- Ping-Pong Paddle 4 lifesavers
- Plastic Fruit
- Flashlight
- Shoe
- Toothbrush
- Mirror
- Feather

**Scoring:**

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

Instant Challenge
2000 Regional Competition - Entry Level
OUT OF AFRICA

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

TEAM NAME: ____________________________________________

Passport #: ___________ Level: (Circle One) P E I S C

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<thead>
<tr>
<th>Score Element</th>
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<tbody>
<tr>
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<tr>
<td>B. Creativity of Presentation</td>
<td>1 - 30</td>
<td></td>
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<tr>
<td>C. Humor</td>
<td>1 - 10</td>
<td></td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION
Instant Challenge
2000 Regional Competition - Entry or Advanced Level
SLIDE SHOW

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

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

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

Items to Use in Your Presentation:
Things that CANNOT be changed:
- Plastic Bottle
- Box of Macaroni
- Plastic Pitcher
- Flashlight
- Pair of Gloves
- Toothpaste
- Football Helmet
- Frying Pan

Things that CAN be changed:
- Sheet of Newspaper
- Strips of Colored Paper
- 6 labels

Scoring:
You will receive up to
A. 5 points each (25 points total) for the creativity of the vacation locations
B. 10 points each (50 points total) for the creativity of each living slide
C. 10 points for the humor of your presentation.
D. 15 points for how well your team works together.

©1999 Destination ImagInation, Inc.
Challenge: Describe 5 vacation locations and create a living slide to show where you are.

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

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

Items to Use in Your Presentation:

CANNOT be changed: Plastic Bottle  Box of Macaroni  Plastic Pitcher  Pair of Gloves  Football Helmet
CAN be changed: Sheet of Newspaper  Flashlight  Toothpaste  Strips of Colored Paper  6 Labels

Scoring: You will receive up to
A. 5 points each (25 points total) for the creativity of the vacation locations
B. 10 points each (50 points total) for the creativity of each living slide
C. 10 points for the humor of your presentation.
D. 15 points for how well your team works together.
### Instant Challenge Individual Score Sheet

**Team Name:** 

**Passport #:** 

**Level:** (Circle One) 

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<tr>
<th>Score Element</th>
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<tr>
<td>D. Teamwork</td>
<td>1 - 15</td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
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**NOTE:** Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION
Instant Challenge
2000 Regional Competition - Advanced Level
WHITE OUT

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

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

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

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

Rope
Broom
Hammer
Firecracker

Umbrella
Fishing Pole
Mousetrap
Bell

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

©1999 Destination Imagination, Inc.
Challenge: You must rescue your team from Mt. Everest.

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

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

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

- Rope
- Broom
- Hammer
- Firecracker
- Umbrella
- Fishing Pole
- Mousetrap
- Bell

Scoring:
You will receive up to

A. 30 points for the creativity of your presentation.
B. 5 points each (40 points total) for how creatively you demonstrate and use the imaginary materials.
C. 10 points for the humor of your presentation.
D. 20 points for how well your team works together.
ROPE
BROOM
HAMMER
FIREFLICKER
UMBRELLA
FISHING POLE
MOUSETRAP
BELL
DESTINATION IMAGINATION
Instant Challenge
2000 Regional Competition - Advanced Level
WHITE OUT

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

TEAM NAME: ________________________________

Passport #: ____________ Level: (Circle One) P E I S C

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<td>Creativity of Item 6 (fishing pole)</td>
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<td>Creativity of Item 7 (mousetrap)</td>
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<td>Creativity of Item 8 (bell)</td>
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<td>D. Teamwork</td>
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<td></td>
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<tr>
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NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION

Instant Challenge

2000 Regional Competition - Entry Level

HOT DOG ROAST

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

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

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

Items to Use in Your Presentation:

Things that CANNOT be changed: Tennis Racket
Golf Club
Garbage Can Lid
Plastic Hot Dog

Things that CAN be changed: Piece of Aluminum Foil
2 Pieces of Paper
Coat Hanger

Scoring:
You will receive up to
A. 20 points for the creativity of your presentation
B. 10 points each (50 points total) for the creativity of the 5 ways of cooking hot dogs
C. 10 points for the humor of your presentation
D. 20 points for how well your team works together

©1999 Destination Imagination, Inc.
HOT DOG ROAST

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

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

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

Items to Use in Your Presentation:

CANNOT be changed:  
- Tennis Racket
- Golf Club
- Garbage Can Lid
- Plastic Hot Dog

CAN be changed:  
- Piece of Aluminum Foil
- 2 Pieces of Paper
- Coat Hanger

Scoring: You will receive up to

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

Instant Challenge

2000 Regional Competition - Entry Level

HOT DOG ROAST

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

TEAM NAME: ________________________________

Passport #: ___________ Level: (Circle One) P E I S C

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NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
Challenge: You must rescue your teammate from a sunken ship.

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

The Scene: Your team is exploring a sunken ship. One of your team members opens the door to the Captain’s quarters and suddenly disappears.

Items to Use in Your Presentation:
Things that CANNOT be changed: Rope
Broom
Fins
Frying Pan
Tennis Racket
Plastic Flower
Dog Dish
Soccer Ball

Things that CAN be changed: 5 Straws
2 Coat hangers

Scoring:
You will receive up to
A. 30 points for the creativity of your solution.
B. 30 points for the creativity of your presentation.
C. 20 points for the humor of your presentation.
D. 20 points for how well your team works together.

©1999 Destination ImagiNation, Inc.
**Challenge:** You must rescue your teammate from a sunken ship.

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

**The Scene:** Your team is exploring a sunken ship. One of your team members opens the door to the Captain’s quarters and suddenly disappears.

**Items to Use in Your Presentation:**

**CANNOT** be changed:  
Rope  
Broom  
Fins  
Frying Pan  
Tennis Racket  
Plastic Flower  
Dog Dish  
Soccer Ball

**CAN** be changed:  
5 Straws  
2 Coat Hangers

**Scoring:** You will receive up to

A. 30 points for the creativity of your solution.
B. 30 points for the creativity of your presentation.
C. 20 points for the humor of your presentation.
D. 20 points for how well your team works together.
## INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

**TEAM NAME:**

**Passport #:**

**Level:** (Circle One)  

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<td>D. Teamwork</td>
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<tr>
<td>Total</td>
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**NOTE:** Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION
Instant Challenge
2000 Regional Competition - Entry Level
BIRTHDAY BASH

Challenge:  Create 5 zany ways to celebrate a birthday.

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

The Scene:  Your team has been hired by the DI Party Planning Company to create 5 new ways of celebrating a birthday. The ideas that you brainstorm may help kids around the world party up a storm. You will need to present your ideas to the bosses of the company to persuade them to invest in your creations.

Items to Use in Your Presentation:

Things that CANNOT be changed:
- Garbage Can
- 4 Ping Pong Balls
- 2 Tennis Balls
- Sunglasses
- Rope
- Brush
- Large Spoon
- Pair of Shoes

Things that CAN be changed:
- 10 Straws
- 4 Pieces of Licorice
- 4 Marshmallows
- 24” Piece of String

Scoring:  You will receive up to
A. 20 points for the creativity of your presentation
B. 10 points each (50 points total) for each of the new ways of celebrating a birthday.
C. 10 points for the humor of your presentation.
D. 20 points for how well your team works together.
**Challenge:** Create 5 zany ways to celebrate a birthday.

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

**The Scene:** Your team has been hired by the DI Party Planning Company to create 5 new ways of celebrating a birthday. The ideas that you brainstorm may help kids around the world party up a storm. You will need to present your ideas to the bosses of the company to persuade them to invest in your creations.

**Items to Use in Your Presentation:**

*CANNOT* be changed:  
Garbage Can  Rope  10 straws  
4 Ping Pong Balls  Brush  4 Pieces of Licorice  
2 Tennis Balls  Large Spoon  4 Marshmallows  
Sunglasses  Pair of Shoes

**Scoring:** You will receive up to

- A. 20 points for the creativity of your presentation
- B. 10 points each (50 points total) for each of the new ways of celebrating a birthday.
- C. 10 points for the humor of your presentation.
- D. 20 points for how well your team works together.
**DESTINATION IMAGINATION**

Instant Challenge

2000 Regional Competition - Entry Level

**BIRTHDAY BASH**

**INSTANT CHALLENGE INDIVIDUAL SCORE SHEET**

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<td>B. Creativity of Method 1</td>
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<td>D. Teamwork</td>
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<tr>
<td><strong>Total</strong></td>
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</table>

**NOTE:** Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION
Instant Challenge
2000 Regional Competition - Primary Level
ZIPPIDY ZOO

Challenge: Create animals and tell what they are doing.

Time: You will have up to 4 minutes to use your IMAGINATION and the materials provided to make animals and 3 minutes to tell the judges about your creations.

The Scene: Your team has been asked to make a make-believe zoo using the provided materials. When your animals are done, you will place your creations on the table. Your team will tell the judges what the animal is and what it is doing in any way your team wants to tell the judges.

Items to Use in Your CREATIONS:
1 small box of raisins
2 pieces of licorice
25 small, colored marshmallows
4 gummy worms
35 toothpicks
5 feathers
6 labels
6 straws

Scoring (If used):
You will receive up to
A. 40 points for the creativity of the animals
B. 40 points for the creativity of what the animals are doing
C. 20 points for how well your team works together.

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Challenge: Create animals and tell what they are doing.

Time: You will have up to 4 minutes to use your IMAGINATION and the materials provided to make animals and 3 minutes to tell the judges about your creations.

The Scene: Your team has been asked to make a make-believe zoo using the provided materials. When your animals are done, you will place your creations on the table. Your team will tell the judges what the animal is and what it is doing in any way your team wants to tell the judges.

Items to Use in Your CREATIONS:

1 small box of raisins
2 pieces of licorice
25 small, colored marshmallows
4 gummy worms
35 toothpicks 5 feathers
6 labels 6 straws

Scoring (If used): You will receive up to

A. 40 points for the creativity of the animals
B. 40 points for the creativity of what the animals are doing
C. 20 points for how well your team works together.
### INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

(Do not send to score room - for team use only)

**TEAM NAME:**

**Passport #:**

**Level:** (Circle One) P  E  I  S  C

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Creativity of animals</td>
<td>1 - 40</td>
<td></td>
</tr>
<tr>
<td>B. Creativity of animal descriptions</td>
<td>1 - 40</td>
<td></td>
</tr>
<tr>
<td>C. Teamwork</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**NOTE:** Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION
Instant Challenge
2000 Regional Competition - Entry Level
LIVING DICTIONARY

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

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

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

Items to Use in Your Presentation:
Things that CANNOT be changed: Flower pot
Book
Towel
Football
Sneaker
Plastic Flower
Fly Swatter
Beach Ball

Things that CAN be changed: Sheet of Newspaper
Cardboard Box

Scoring:
You will receive up to
A. 15 points each (75 points total) for the creativity of how you depict the words
B. 10 points for the humor of your presentation.
C. 15 point for how well your team works together.

©1999 Destination ImagiNation, Inc.
Challenge: Create silent, living pictures that define 5 words.

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

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

Items to Use in Your Presentation:

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

Scoring: You will receive up to
A. 15 points each (75 points total) for the creativity of how you depict the words.
B. 10 points for the humor of your presentation.
C. 15 points for how well your team works together.
HURRICANE
MOUNTAIN
STUFFED
SOFT
LOUD
### DESTINATION IMAGINATION

**Instant Challenge**
2000 Regional Competition - Entry Level

**LIVING DICTIONARY**

**INSTANT CHALLENGE INDIVIDUAL SCORE SHEET**

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Creativity of Word 1 (Hurricane)</td>
<td>1 - 15</td>
<td></td>
</tr>
<tr>
<td>Creativity of Word 2 (Mountain)</td>
<td>1 - 15</td>
<td></td>
</tr>
<tr>
<td>Creativity of Word 3 (Stuffed)</td>
<td>1 - 15</td>
<td></td>
</tr>
<tr>
<td>Creativity of Word 4 (Soft)</td>
<td>1 - 15</td>
<td></td>
</tr>
<tr>
<td>Creativity of Word 5 (Loud)</td>
<td>1 - 15</td>
<td></td>
</tr>
<tr>
<td>B. Humor</td>
<td>1 - 10</td>
<td></td>
</tr>
<tr>
<td>C. Teamwork</td>
<td>1 - 15</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**NOTE:** Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION

Instant Challenge
2000 Regional Competition - Advanced Level

WASHING THE CAT

Challenge: Develop 5 creative ways to wash a cat.

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

The Scene: Your team has been hired by the DI Animal Cleanliness Society to develop 5 creative ways to wash a cat. Your team’s brainstorming may mean a lot to cat owners across the world. After developing your solutions, you need to present your ideas to the ACS Board.

Items to Use in Your Presentation:
Things that CANNOT be changed: Scotch Brite Pad
Broom
Straw Hat
Pillow
Goldfish Bowl
Plastic Vegetable
Dog Biscuit
Plastic Bottle

Things that CAN be changed: 12” Piece of Yarn
Sheet of Paper

Scoring:
You will receive up to
A. 30 points for the creativity of your presentation.
B. 8 points each (40 points total) for the creativity of the 5 ways of washing a cat.
C. 10 points for the humor of your presentation.
D. 20 points for how well your team works together.

©1999 Destination ImagiNation, Inc.
Challenge: Develop 5 creative ways to wash a cat.

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

The Scene: Your team has been hired by the DI Animal Cleanliness Society to develop 5 creative ways to wash a cat. Your team’s brainstorming may mean a lot to cat owners across the world. After developing your solutions, you need to present your ideas to the ACS Board.

Items to Use in Your Presentation:

CANNOT be changed:
Broom Straw Hat Scotch Brite Pad
Pillow Goldfish Bowl Plastic Vegetable
Dog Biscuit Plastic Bottle

CAN be changed:
12” Piece of Yarn Sheet of Paper

Scoring: You will receive up to

A. 30 points for the creativity of your presentation
B. 8 points each (40 points total) for the creativity of the 5 ways of washing a cat.
C. 10 points for the humor of your presentation.
D. 20 points for how well your team works together.
**DESTINATION IMAGINATION**

**Instant Challenge**
2000 Regional Competition - Advanced Level

**WASHING THE CAT**

**INSTANT CHALLENGE INDIVIDUAL SCORE SHEET**

TEAM NAME: ________________________________

Passport #: ___________ Level: (Circle One) P  E  I  S  C

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Creativity of Presentation</td>
<td>1 - 30</td>
<td></td>
</tr>
<tr>
<td>B. Creativity of Washing Method 1</td>
<td>1 - 8</td>
<td></td>
</tr>
<tr>
<td>Creativity of Washing Method 2</td>
<td>1 - 8</td>
<td></td>
</tr>
<tr>
<td>Creativity of Washing Method 3</td>
<td>1 - 8</td>
<td></td>
</tr>
<tr>
<td>Creativity of Washing Method 4</td>
<td>1 - 8</td>
<td></td>
</tr>
<tr>
<td>Creativity of Washing Method 5</td>
<td>1 - 8</td>
<td></td>
</tr>
<tr>
<td>C. Humor</td>
<td>1 - 10</td>
<td></td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**NOTE:** Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION
Instant Challenge
2000 Regional Competition - Advanced Level
ALL EARS

Challenge: Name things that you could hear best with a stethoscope or that you might not want to hear by wearing plugs in your ears.

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

The Scene: Your team is to present an audio concert. During your presentation, one team member should name a sound that can best be heard by a stethoscope. A second team member should then make that sound. A third team member should then name a sound that you might not want to hear by wearing plugs in your ears, with a fourth team member making that sound. It is a team decision as to how the team will alternate their responses. Team members should continue alternating answers and sounds until time is finished.

Scoring:
You will receive up to
A. 35 points for the creativity of your verbal responses.
B. 35 points for the creativity of the sounds made by your team.
C. 10 points for the humor of your presentation.
D. 20 points for how well your team works together.
Challenge: Name things that you could hear best with a stethoscope or that you might not want to hear by wearing plugs in your ears.

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

The Scene: Your team is to present an audio concert. During your presentation, one team member should name a sound that can best be heard by a stethoscope. A second team member should then make that sound. A third team member should then name a sound that you might not want to hear by wearing plugs in your ears, with a fourth team member making that sound. It is a team decision as to how the team will alternate their responses. Team members should continue alternating answers and sounds until time is finished.

Scoring:
You will receive up to
A. 35 points for the creativity of your verbal responses.
B. 35 points for the creativity of the sounds made by your team.
C. 10 points for the humor of your presentation.
D. 20 points for how well your team works together.
# Destination Imagination

**Instant Challenge**

2000 Regional Competition - Advanced Level

**ALL EARS**

**Instant Challenge Individual Score Sheet**

**Team Name:**

**Passport #:**

**Level:** (Circle One) P E I S C

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Creativity of verbal responses</td>
<td>1 - 35</td>
<td></td>
</tr>
<tr>
<td>B. Creativity of sounds</td>
<td>1 - 35</td>
<td></td>
</tr>
<tr>
<td>C. Humor</td>
<td>1 - 10</td>
<td></td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 20</td>
<td></td>
</tr>
</tbody>
</table>

**Total**

**NOTE:** Team Score elements should be recorded in whole numbers. (No fractions or decimals)
Challenge: Name creative actions and demonstrate the opposite.

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

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

Scoring:
You will receive up to
A. 35 points for the creativity of your creative actions.
B. 35 points for the creativity of your opposite actions.
C. 10 points for the humor of your presentation.
D. 20 points for how well your team works together.
Challenge: Name creative actions and demonstrate the opposite.

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

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

Scoring:
You will receive up to

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

Instant Challenge
2000 Regional Competition - Entry or Advanced Level

TO THE CONTRARY

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

TEAM NAME: ________________________________

Passport #: ___________ Level: (Circle One) P E I S C

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Creativity of creative actions</td>
<td>1 - 35</td>
<td></td>
</tr>
<tr>
<td>B. Creativity of opposite actions</td>
<td>1 - 35</td>
<td></td>
</tr>
<tr>
<td>C. Humor</td>
<td>1 - 10</td>
<td></td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION
Instant Challenge
2000 Regional Competition - Advanced Level
BABBLING

Challenge: Create a satellite to explore Mars.

Time: You will have up to 4 minutes to use your IMAGINATION to create your satellite and 3 minutes to demonstrate your satellite to the judges.

The Scene: Your team has been hired by the DI Space Exploration Company to create a new satellite to investigate Mars. However, while you are working on the project, there is an explosion and all team members now speak a different language. You must complete construction of the satellite and then demonstrate the satellite to the owners of the company.

Items to Use in Your Presentation:
Things that CANNOT be changed: Basket Ball
                                Bicycle Tire
                                TV Remote Control
                                Metal Pan
                                Waste Basket
                                Yardstick

Things that CAN be changed: Sheet of Newspaper
                           24" Piece of String
                           2 12" Pieces of Tape
                           Piece of Aluminum Foil

Scoring:
You will receive up to
A. 30 points for the creativity of your satellite.
B. 30 points for the creativity of your presentation.
C. 10 points for the humor of your presentation.
D. 30 points for how well your team works together.

©1999 Destination Imagination, Inc.
Challenge:  Create a satellite to explore Mars.

Time:  You will have up to 4 minutes to use your IMAGINATION to create your satellite and 3 minutes to demonstrate your satellite to the judges.

The Scene:  Your team has been hired by the DI Space Exploration Company to create a new satellite to investigate Mars. However, while you are working on the project, there is an explosion and all team members now speak a different language. You must complete construction of the satellite and then demonstrate the satellite to the owners of the company.

Items to Use in Your Presentation:

**CANNOT be changed:**
- Basket Ball
- Bicycle Tire
- TV Remote Control
- Metal Pan
- Waste Basket
- Yardstick

**CAN be changed:**
- Sheet of Newspaper
- 24" Piece of String
- 2 12" Pieces of Tape
- Piece of Aluminum Foil

Scoring:  You will receive up to

A. 30 points for the creativity of your satellite
B. 30 points for the creativity of your presentation
C. 10 points for the humor of your presentation
D. 30 points for how well your team works together
**INSTANT CHALLENGE INDIVIDUAL SCORE SHEET**

**TEAM NAME:** ____________________________

Passport #: __________ Level: (circle one) P E I S C

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Creativity of Satellite</td>
<td>1 - 30</td>
<td></td>
</tr>
<tr>
<td>B. Creativity of Presentation</td>
<td>1 - 30</td>
<td></td>
</tr>
<tr>
<td>C. Humor</td>
<td>1 - 10</td>
<td></td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 30</td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td></td>
<td><strong>Total</strong></td>
</tr>
</tbody>
</table>

**NOTE:** Team Score elements should be recorded in whole numbers. (No fractions or decimals)
**DESTINATION IMAGINATION**  
**Instant Challenge**  
2000 Regional Competition - Entry Level  
**ARCHEOLOGIC DIG**

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

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

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

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

**Materials:**

<table>
<thead>
<tr>
<th>Cannot be changed:</th>
<th>Can be changed:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plastic Cup</td>
<td>4 Styrofoam Cups</td>
</tr>
<tr>
<td>3' Pole</td>
<td>Six 6&quot; Labels</td>
</tr>
<tr>
<td>Magnet</td>
<td>Two 36&quot; Pieces of String</td>
</tr>
<tr>
<td>Wooden Spoon</td>
<td>Square Piece of Foil</td>
</tr>
<tr>
<td>Scissors</td>
<td>6&quot; Square of Chicken Wire</td>
</tr>
<tr>
<td>2 Metal Forks</td>
<td>4 Rubber Bands</td>
</tr>
<tr>
<td>2 Wooden Spools</td>
<td>2 pencils</td>
</tr>
<tr>
<td></td>
<td>Baggie</td>
</tr>
<tr>
<td><strong>Bones:</strong></td>
<td></td>
</tr>
<tr>
<td>Large Metal Washers</td>
<td>4 Large Paper Clips</td>
</tr>
<tr>
<td>Dog Biscuits</td>
<td>Coat Hanger</td>
</tr>
<tr>
<td>6&quot; Nails</td>
<td>6 Straws</td>
</tr>
<tr>
<td></td>
<td>4 Pipe Cleaners</td>
</tr>
</tbody>
</table>

**Scoring:** You will receive

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

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For Judges only:

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

2. After the practice time, the team should be asked to turn their backs to the container and the “bones” should be hidden again within the container—this time in different places. The team may then turn around, and begin to demonstrate their devices.
Challenge: To develop devices that will extract bones from a pit.

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

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

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

Materials:

**Cannot be changed:**
- Plastic Cup
- 3’ Pole
- Magnet
- Wooden Spoon
- Scissors
- 2 Metal Forks
- 2 Wooden Spools

**Can be changed:**
- 4 Styrofoam Cups
- Six 6” Labels
- Two 36” Pieces of String
- Square Piece of Foil
- 6” Square of Chicken Wire
- 4 Rubber Bands
- 2 pencils
- Baggie
- 4 Large Paper Clips
- Coat Hanger
- 6 Straws
- 4 Pipe Cleaners

Bones:
- Large Metal Washers
- Dog Biscuits
- 6” Nails

Scoring: You will receive

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

**Instant Challenge**

2000 Regional Competition - Entry Level

**ARCHEOLOGIC DIG**

**INSTANT CHALLENGE INDIVIDUAL SCORE SHEET**

TEAM NAME: ________________________________

Passport #: ___________ Level: (Circle One) P E I S C

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Creativity of retrieval device 1</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>Creativity of retrieval device 2</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>Creativity of retrieval device 3</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>B. Device 1 retrieved bone</td>
<td>0 or 10</td>
<td></td>
</tr>
<tr>
<td>Device 2 retrieved bone</td>
<td>0 or 10</td>
<td></td>
</tr>
<tr>
<td>Device 3 retrieved bone</td>
<td>0 or 10</td>
<td></td>
</tr>
<tr>
<td>C. Each type of bone retrieved</td>
<td>0 or 10</td>
<td></td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 30</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**NOTE:** Team Score elements should be recorded in whole numbers. (No fractions or decimals)
Challenge: To place marbles into cups of matching color.

Time: You will have 4 minutes to use your IMAGINATION to develop and practice a solution, and 3 minutes to sort out the marbles.

Set-up: On the floor behind the taped line is a bowl with 5 different colors of marbles. In addition, there are 10 cups with colors corresponding to the colors of the marbles. There are materials on the table that you can use to retrieve the marbles and place them in the correct cups.

Procedure: After 4 minutes to develop and practice a solution, you will have 3 minutes to earn score. You need to figure out a way of getting the marbles out of the bowl and then placing them into a cup that is the same color as the marble. All team members must stay behind the taped line when you are trying to earn score.

Materials:

Cannot be changed:

Bowl with Marbles
10 Colored Cups
Two 6' Poles
Small Plastic Cup

Can be changed:

4 Styrofoam Cups
Six 6” Labels
Two 12” Pieces of String
Square Piece of Foil
6” square of Cardboard
4 Pipe Cleaners

Scoring:

You will receive

A. 2 points for each marble removed from the bucket.
B. 5 points for each marble in the correct cup.
C. 30 points for the creativity of your solution.
D. 30 points for how well your team works together.
For Judges only:

1. The set-up consists of a playing area marked off by a taped line. In the middle of the playing area 2 feet from the taped line, there should be a bowl taped to the floor with 15 marbles (3 each of 5 colors). Ten cups (also taped to the floor) should be placed about 1 foot from each other around the bowl. Two cups should correspond to each color of marble. Each color of cup should be the same distance from the line.

   ![Diagram of the set-up]

   Table with Materials

2. While solving the problem, team members may not lean over the line, or cross the invisible plane if you imagine the line on the floor extending up like a wall. A judge should be positioned at the side of the line to watch for this. If a team member breaks that plane, they should be warned, and any marbles returned to the bucket or not scored if placed in a cup.
**Challenge:** To place marbles into cups of matching color.

**Time:** You will have 4 minutes to use your IMAGINATION to develop and practice a solution, and 3 minutes to sort out the marbles.

**Set-up:** On the floor behind the taped line is a bowl with 5 different colors of marbles. In addition, there are 10 cups with colors corresponding to the colors of the marbles. There are materials on the table that you can use to retrieve the marbles and place them in the correct cups.

**Procedure:** After 4 minutes to develop and practice a solution, you will have 4 minutes to earn score. You need to figure out a way of getting the marbles out of the bowl and then placing them into a cup that is the same color as the marble. All team members must stay behind the taped line when you are trying to earn score.

**Materials:**

*Cannot be changed:*
- Bowl with Marbles
- 10 Colored Cups
- Two 6’ Poles
- Two 6’ Hollow Tubes
- Small Plastic Cup

*Can be changed:*
- 4 Styrofoam Cups
- Six 6” Labels
- Two 12” Pieces of String
- Square Piece of Foil
- 6” square of Cardboard
- 4 Pipe Cleaners

**Scoring:** You will receive

A. 2 points for each marble removed from the bucket.
B. 5 points for each marble in the correct cup.
C. 30 points for the creativity of your solution.
D. 30 points for how well your team works together.
DESTINATION  IMAGINATION
Instant Challenge
2000 Regional Competition - Entry Level
MARBLE SORT

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. # of marbles removed</td>
<td>X 2</td>
</tr>
<tr>
<td>B. # of marbles in cups</td>
<td>X 5</td>
</tr>
<tr>
<td>C. Creativity of solution</td>
<td>1 - 30</td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 30</td>
</tr>
<tr>
<td>Total</td>
<td></td>
</tr>
</tbody>
</table>

NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION
Instant Challenge
2000 Regional Competition - Advanced Level
COVER IT UP

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

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

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

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

**Materials:**

*Items for score (cannot be altered):*
- Ping pong Ball
- 6" Nail
- Toothbrush
- Large Washer
- Pencil
- Spoon
- Bottle of Ketchup
- Plastic Fruit
- Plastic Cup
- Box of Raisins

*Additional items:*
- 2 Coat hangers
- 4 Styrofoam Cups
- 12" x 12" Piece of Foil
- 3 6" Mailing Labels
- 12" Piece of String
- 5 Sheets of Paper
- Piece of Newspaper
- Yardstick (cannot alter)
- Small Bowl (cannot alter)
- Baseball Bat (cannot alter)

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

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For Judges only:

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

![Diagram of table setup]

2. While placing objects for score or covering them up, team members may not lean over the line or cross the invisible plane if you imagine the line on the floor extending up like a wall. An official should be positioned at the end of the line to watch for this. If a team member breaks the invisible plane, they should be warned. Any object placed during that moment would not receive score and would have to be replaced.

3. The second table that contains the materials should be well behind the taped line on the side with the team members.

4. If a team member attempts to place an object for score before the preceding object has been totally covered, they should be stopped and told to cover up the object placed earlier first. Similarly, if an object placed earlier becomes exposed or is moved out of the score area, it must be replaced and covered up before the team is allowed to proceed.
**Challenge:** Place objects in a score area and then cover them up.

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

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

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

**Materials:**

- **Items for score (cannot be altered):**
  - Ping pong Ball
  - 6" Nail
  - Toothbrush
  - Large Washer
  - Pencil
  - Spoon
  - Bottle of Ketchup
  - Plastic Fruit
  - Plastic Cup
  - Box of Raisins

- **Additional items:**
  - 2 Coat hangers
  - 4 Styrofoam Cups
  - 12" x 12" Piece of Foil
  - 3 6" Mailing Labels
  - 12" Piece of String
  - 5 Sheets of Paper
  - Piece of Newspaper
  - Yardstick (cannot alter)
  - Small Bowl (cannot alter)
  - Baseball Bat (cannot alter)

**Scoring:**

You will receive

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

**Instant Challenge**

2000 Regional Competition - Advanced Level

**COVER IT UP**

**INSTANT CHALLENGE INDIVIDUAL SCORE SHEET**

<table>
<thead>
<tr>
<th>TEAM NAME: ____________________________________________</th>
</tr>
</thead>
<tbody>
<tr>
<td>Passport #: ___________ Level: (Circle One) P E I S C</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. # of Items placed _____</td>
<td>X 5</td>
</tr>
<tr>
<td>B. # of Items covered _____</td>
<td>X 5</td>
</tr>
<tr>
<td>C. Teamwork</td>
<td>1 - 20</td>
</tr>
<tr>
<td>Total</td>
<td></td>
</tr>
</tbody>
</table>

**NOTE:** Team Score elements should be recorded in whole numbers. (No fractions or decimals).
Challenge: Create a net that will hold marbles and ping pong balls.

Time: You will have up to 4 minutes to use your IMAGINATION to create the net and 1 minute to place marbles and ping pong balls in the net for score.

Set-up: On the floor are taped areas each containing a wooden block. On the table are materials that you can use to make a net that will sit on the blocks.

Procedure: You will have 4 minutes to use the materials to make a net that will hold marbles and ping pong balls. The net must rest on one or more of the blocks, may not be attached to the blocks, and may not touch anything except the blocks. After creating the net, you will have a chance to place marbles and ping pong balls one at a time in the net for score. When placing these objects for score, you may not touch the net. When time is called, only objects successfully placed in the net will receive score.

Materials:
2 wire coat hangers
5 straws
4 index cards
10 pieces of spaghetti
6 mailing labels
6 large paper clips
24" piece of string
2 large rubber bands or elastics
Scissors (CANNOT be changed)

Scoring: You will receive
A. 5 points (50 points maximum) for each marble in the net
B. 2 points (20 maximum) for each ping pong ball in the net.
C. Up to 20 points for the creativity of the net.
D. Up to 10 points for how well your team works together.
For Judges only:

1. The set-up consists of 12" X 12" taped areas, each containing a 4" X 4" X 18" wooden block. Patterns may not be changed for teams within a challenge and level. The taped areas can be in either of two patterns:

   Pattern One          Pattern Two

   12"  18"   12"  12"

2. The materials to construct the net should be on tables, along with 10 marbles and 10 ping pong balls.
3. Note that the net may NOT be attached to the blocks and that it only need touch one of the blocks. The net may touch the sides of the blocks.
4. If a marble or ping pong ball drops on the floor prior to time being called, it may be replaced as long as the net is not touched.
5. If the net is touched while placing a marble or ping pong ball, that object should not receive score.
6. Team members may talk during both parts of the problem. There is no line that team members need to stand behind when placing objects for score.
Challenge:  Create a net that will hold marbles and ping pong balls.

Time: You will have up to 4 minutes to use your IMAGINATION to create the net and 1 minute to place marbles and ping pong balls in the net for score.

Set-up: On the floor are taped areas each containing a wooden block. On the table are materials that you can use to make a net that will sit on the blocks.

Procedure: You will have 4 minutes to use the materials to make a net that will hold marbles and ping pong balls. The net must rest on one or more of the blocks, may not be attached to the blocks, and may not touch anything except the blocks. After creating the net, you will have a chance to place marbles and ping pong balls one at a time in the net for score. When placing these objects for score, you may not touch the net. When time is called, only objects successfully placed in the net will receive score.

Materials:

- 2 wire coat hangers
- 5 straws
- 4 index cards
- 10 pieces of spaghetti
- 6 mailing labels
- 6 large paper clips
- 24" piece of string
- 2 large rubber bands

Scissors (CANNOT be changed)

Scoring: You will receive:

A. 5 points (50 points maximum) for each marble in the net
B. 2 points (20 maximum) for each ping pong ball in the net.
C. Up to 20 points for the creativity of the net.
D. Up to 10 points for how well your team works together.
TEAM NAME: ____________________ LEAVE: P E I S C

PASSPORT NUMBER: ____________ JUDGE’S NAME: ______________

MAIN MENU CHALLENGE: ____________________________

NETWORK

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. # of marbles in net</td>
<td>_____</td>
<td>X 5</td>
</tr>
<tr>
<td>B. # of ping pong balls in net</td>
<td>_____</td>
<td>X 2</td>
</tr>
<tr>
<td>C. Creativity of net</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 10</td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
**DESTINATION IMAGINATION**

**Instant Challenge**

**2000 Affiliate Competition - Advanced Level**

**SPAN THE GAPS**

**Challenge:** Place objects in taped areas and connect them with bridges.

**Time:** You will have 6 minutes to use your IMAGINATION to build bridges.

**Set-up:** On the first table, there are objects that may be placed within the taped areas on the floor to serve as supports for bridges. On the second table, there are materials that may be used to build bridges.

**Procedure:** You are to build as many bridges as possible in the allotted time.

A bridge is defined as a structure that spans the distance between 2 taped areas and rests upon 2 of the objects. Bridges may not be attached to objects and may only touch the 2 objects they are spanning. Objects can only be part of 1 bridge and cannot touch each other. You will receive a score for the height of your tallest bridge.

**Materials:**

*Objects to place in taped areas (CANNOT be changed)*

- 10 cans
- 2 empty cereal boxes
- 4 plastic bottles
- 1 tennis ball
- 2 plastic glasses
- 1 empty milk carton

*Materials to be used in making bridges (CAN be changed)*

- 16” piece of string
- 2 wire coat hangers
- 20 straws
- 20 pieces of spaghetti
- 1 sheet of newspaper
- 12 mailing labels
- 6 paper clips
- 4 pieces of licorice
- 1 piece of paper

**Scoring:** You will receive

A. 6 points (60 points maximum) for each bridge.
B. 3 points for each full inch from the floor of your tallest bridge.
C. Up to 20 points for the creativity of your bridges.
D. Up to 20 points for how well your team works together.
For Judges only:

1. The set-up consists of taped areas. The taped areas can be in either of two patterns:

   PATTERN ONE
   The materials should be placed on two tables, one with the objects to be used for supports and the other with the materials to be used for building bridges.

   PATTERN TWO

2. Note that bridges may NOT be attached to the objects, but must rest on them. The bridges may touch the sides of the objects. Objects may NOT touch each other, nor can bridges.

3. When choosing objects for bridge support, ideally different sized cans, boxes, bottles and glasses would be used.

4. As soon as time is ended, measure the height of the highest bridge to the nearest inch. Officials should not touch the bridge while doing this. This measurement is done most easily by placing a pole perpendicular to the floor near the highest bridge and with a second pole held perpendicular to the first, marking the height of the bridge on the first pole. This distance can then be measured easily using a measuring tape.
**Challenge:** Place objects in taped areas and connect them with bridges.

**Time:** You will have 6 minutes to use your IMAGINATION to build bridges.

**Set-up:** On the first table, there are objects that may be placed within the taped areas on the floor to serve as supports for bridges. On the second table, there are materials to be used to build bridges.

**Procedure:** You are to build as many bridges as possible in the allotted time. A bridge is defined as a structure that spans the distance between 2 taped areas and rests upon 2 of the objects. Bridges may not be attached to objects and may only touch the 2 objects they are spanning. Objects can only be part of 1 bridge and cannot touch each other. You will receive a score for the height of your tallest bridge.

**Materials:**

<table>
<thead>
<tr>
<th>Objects to place in taped areas (CANNOT be changed)</th>
<th>Materials to be used in making bridges (CAN be changed)</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 cans</td>
<td>16&quot; piece of string</td>
</tr>
<tr>
<td>2 empty cereal boxes</td>
<td>2 wire coat hangers</td>
</tr>
<tr>
<td>4 plastic bottles</td>
<td>20 straws</td>
</tr>
<tr>
<td>1 tennis ball</td>
<td>20 pieces of spaghetti</td>
</tr>
<tr>
<td>2 plastic glasses</td>
<td>1 sheet of newspaper</td>
</tr>
<tr>
<td>1 empty milk carton</td>
<td>12 mailing labels</td>
</tr>
<tr>
<td></td>
<td>6 paper clips</td>
</tr>
<tr>
<td></td>
<td>4 pieces of licorice</td>
</tr>
<tr>
<td></td>
<td>1 piece of paper</td>
</tr>
</tbody>
</table>

**Scoring:** You will receive

A. 6 points (60 points maximum) for each bridge.
B. 3 points for each full inch off the floor of your highest bridge.
C. Up to 20 points for the creativity of your bridges.
D. Up to 20 points for how well your team works together.
DESTINATION IMAGINATION
Instant Challenge
2000 Affiliate Competition - Advanced Level

Team Name: ____________________________  Level: P E I S C

Passport Number: __________  Judge's Name: ________________

Team Challenge: ____________________________________________

SPAN THE GAPS

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. # of bridges made</td>
<td>_____</td>
<td>X 6</td>
</tr>
<tr>
<td>B. Height of highest bridge</td>
<td>_____</td>
<td>X 3</td>
</tr>
<tr>
<td>(in full inches)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>C. Creativity of bridges</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
DESTINATION IMAGINATION
Instant Challenge
2000 Affiliate Competition - Advanced Level
WEIGH-IN

Challenge: Separate objects into 4 groups based on weight.

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

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

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

Materials:

Objects to be placed for score (CANNOT be changed):
- Can of Vegetables
- Stapler
- Tennis Ball
- Large Spoon
- Remote Control
- Beanie Baby™
- Shoe
- Toothpaste
- Rock

Materials to be used to decide where to place objects
- CANNOT BE CHANGED
  - Yardstick
  - Broom
- CAN BE CHANGED
  - 1 Wire Coat Hanger
  - 4 Rubber Bands or Elastics
  - 2 Paper Plates
  - 4 Paper Clips
  - 24" Piece of String

Scoring: You will receive

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

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

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

<table>
<thead>
<tr>
<th>OBJECT</th>
<th>WEIGHT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Can of Vegetables</td>
<td></td>
</tr>
<tr>
<td>Stapler</td>
<td></td>
</tr>
<tr>
<td>Tennis Ball</td>
<td></td>
</tr>
<tr>
<td>Large Spoon</td>
<td></td>
</tr>
<tr>
<td>Remote Control</td>
<td></td>
</tr>
<tr>
<td>Beanie Baby™</td>
<td></td>
</tr>
<tr>
<td>Shoe</td>
<td></td>
</tr>
<tr>
<td>Toothpaste</td>
<td></td>
</tr>
<tr>
<td>Rock</td>
<td></td>
</tr>
</tbody>
</table>

3. The minimum score for Score Element A is zero.

4. If a team does not put at least 1 object in each taped area, their score for Score Element A should be zero.

5. Follow score sheet directions for totaling the objects.
HIGH
LOW
EQUAL
EQUAL
Challenge: Separate objects into 4 groups based on weight.

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

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

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

Materials:

**Objects to placed for score (CANNOT be changed):**
- Can of Vegetables
- Stapler
- Tennis Ball
- Large Spoon
- Remote Control
- Beanie Baby
- Shoe
- Toothpaste
- Rock

**Materials to be used to decide where to place objects**
- Yardstick
- Broom

CANNOT BE CHANGED
- 1 Wire Coat Hanger
- 4 Rubber Bands or Elastics
- 2 Paper Plates
- 4 Paper Clips
- 24" Piece of String

Scoring: You will receive

A. Positive points equal to the difference in weight in grams between the objects in the HIGH and LOW taped areas

B. Negative points equal to 10 times the difference in weight in grams between the objects in the two EQUAL areas.

C. Up to 20 points for the creativity of how you determine where to place objects.

D. Up to 20 points for how well the team works together.
**DESTINATION IMAGINATION**

**Instant Challenge**

2000 Affiliate Competition - Advanced Level

Team Name: ________________________ Level: PEISC

Passport Number: __________ Judge's name: ______________

**WEIGH-IN**

**INSTANT CHALLENGE SCORE SHEET FOR WEIGHT CALCULATION**

<table>
<thead>
<tr>
<th>Objects in 1st Equal Square</th>
<th>Wt of Object</th>
<th>Objects in 2nd Equal Square</th>
<th>Wt of Object</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>1.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td>2.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td>3.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4.</td>
<td>4.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5.</td>
<td>5.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6.</td>
<td>6.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td>(1)</td>
<td><strong>TOTAL</strong></td>
<td>(2)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Objects in LOW Square</th>
<th>Wt of Object</th>
<th>Objects in HIGH Square</th>
<th>Wt of Object</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>1.</td>
<td>1.</td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td>2.</td>
<td>2.</td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td>3.</td>
<td>3.</td>
<td></td>
</tr>
<tr>
<td>4.</td>
<td>4.</td>
<td>4.</td>
<td></td>
</tr>
<tr>
<td>5.</td>
<td>5.</td>
<td>5.</td>
<td></td>
</tr>
<tr>
<td>6.</td>
<td>6.</td>
<td>6.</td>
<td></td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td>(3)</td>
<td><strong>TOTAL</strong></td>
<td>(4)</td>
</tr>
</tbody>
</table>

(1) minus (2) or (2) minus (1) (positive number) | (5) |

10 times (5) | (6) |

(4) minus (3) | (7) |

(7) minus (6) (Minimum = 0) | (8) |

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

**Instant Challenge**

2000 Affiliate Competition - Advanced Level

Team Name: ___________________________  Level: P E I S C

Passport Number: __________ Judge's Name: _______________________

Team Challenge: _______________________

**WEIGH-IN**

**INSTANT CHALLENGE INDIVIDUAL SCORE SHEET**

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Weight Score from worksheet</td>
<td></td>
<td></td>
</tr>
<tr>
<td>B. Creativity of how objects placed</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>C. Teamwork</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**NOTE:** Weight Score should be recorded to 1 decimal place. Other Team Score elements should be recorded in whole numbers. (No fractions or decimals) Total score should be to 1 decimal place.
DESTINATION IMAGINATION

Instant Challenge

2000 Affiliate Competition - Entry or Advanced Level

WEIGHTED LINE

Challenge: Create a line that will hold as much weight as possible.

Time: You will have up to 4 minutes to use your IMAGINATION to create the line and 2 minutes to add weight to cups supported by the line.

Set-up: On the first table, there are materials that you can use to make a line. There are also two sticks at the end of the table that you must place your line over.

Procedure: You must use the materials to create a line that will hold as much weight as possible. You must attach a cup to each end of the line and then place the line over the 2 sticks. The line can only touch the sticks. The line must not be attached to the sticks and must be placed so that the cups do not touch the floor or the table. You will be given a few weights to practice with. In the second part of the challenge, you are to add weights one at a time until one of the cups is no longer supported by the line or time ends. You may not touch the line, stick, or cups when adding the weights.

Materials:

Pencil 4 paper clips
2 straws 2 paper cups
10 pieces of spaghetti 6 mailing labels
2 rubber bands or elastics 2 index cards

4 practice weights 20 weights for score

Scoring: You will receive

A. 20 points if at the end of the 1st part of this Challenge, the line supported by the sticks is intact with the cups on the end of the lines.
B. 2 points (40 points maximum) for each weight held.
C. 1 to 20 points for the creative use of materials when creating your line.
D. 1 to 20 points for how well your team works together.
For Judges only:
1. The set-up consists of a table with 2 yardsticks taped to the table, extending over the table by 12 inches and separated by 12 inches. The materials can be placed on the other end of the table.

2. If either cup touches the floor, time ends and the weight added to make the cup(s) touch the floor should not be counted for score. If a team touches the cups, sticks or line when adding weight, that weight should not be counted for score. If a weight falls out of the cup, the team can continue to add weights but the weight that fell out would not be scored unless it is added to a cup again.
3. Weights could be large, 6" nails.
**Challenge:** Create a line that will hold as much weight as possible.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create the line and 2 minutes to add weight to cups supported by the line.

**Set-up:** On the first table, there are materials that you can use to make a line. There are also two sticks at the end of the table that you must place your line over.

**Procedure:** You must use the materials to create a line that will hold as much weight as possible. You must attach a cup to each end of the line and then place the line over the 2 sticks. The line can only touch the sticks. The line must not be attached to the sticks and must be placed so that the cups do not touch the floor or the table. You will be given a few weights to practice with. In the second part of the challenge, you are to add weights one at a time until one of the cups is no longer supported by the line or time ends. You may not touch the line, stick, or cups when adding the weights.

**Materials:**

- Pencil
- 2 straws
- 10 pieces of spaghetti
- 2 rubber bands or elastics
- 4 practice weights
- 20 weights for score
- 4 paper clips
- 2 paper cups
- 6 mailing labels
- 2 index cards

**Scoring:** You will receive

A. 20 points if at the end of the 1st part of the Challenge, the line supported by the sticks is intact with the cups on the end of the lines.
B. 2 points (40 points maximum) for each weight held.
C. 1 to 20 points for how well you use the materials to make your line.
D. 1 to 20 points for how well your team works together.
DESTINATION IMAGINATION
Instant Challenge
2000 Affiliate Competition - Entry or Advanced Level

Team Name: ______________________  Level: P E I S C
Passport Number: _______ Judge’s Name: ____________
Team Challenge: ______________________

WEIGHTED LINE

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Line completed at end of part 2</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>B. # of weights supported ____</td>
<td>X 2</td>
<td></td>
</tr>
<tr>
<td>C. Creativity of material use</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)
**DESTINATION  IMAGINATION**

**Instant Challenge**

2000 Affiliate Competition - Entry or Advanced Level

**TOWER RING**

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

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

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

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

**Materials:**

**Items you CAN change**

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

**Items you CANNOT change**

- Bicycle Tire
- Sets of Weights (10 total)

**Scoring:**  You will receive

A. 2 points for each complete inch your tower is above the floor.

B. 5 points each (50 points total) for each set of weights supported by your tower.

C. 1 to 25 points for the creativity of your tower.

D. 1 to 20 points for how well your team works together.
For Judges only:
1. The set-up consists of bicycle tire (20” - 24” diameter) supported by 3 bricks or 4” X 4” X 18” wooden blocks:

   ![Diagram of bicycle tire supported by bricks]

   Bicycle Tire that sits on bricks

   3 blocks or bricks

In addition, there is a table with materials.

2. The easiest way to measure the height of the tower is by placing a pole perpendicular to the floor near the highest point and with a second pole held perpendicular to the first, marking the height of the tower on the first pole. This distance can then be measured easily using a measuring tape.

3. In the second part of the challenge, weights must be added one at a time. Weights should be 2 6” nails held together by a rubber band. Each set of two nails is considered one weight. If addition of weight causes any of the weights or tower to touch the floor or blocks, time ends and that weight does not count for score. Weights touching the tire also do not receive score.
Challenge: Build a tower that is as high as possible and that will support weight.

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

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

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

Materials:

**Items you CAN change**
- 6 Index Card
- 6 Paper Clips
- 12 Straws
- 2 Coat Hangers
- 6 Mailing Labels
- 4 Rubber Bands
- 24” Piece of String
- Sheet of Newspaper

**Items you CANNOT change**
- Bicycle Tire
- Sets of Weights (10 total)

Scoring: You will receive

A. 2 points for each complete inch your tower is above the floor.
B. 5 points each (50 points total) for each set of weights supported by your tower.
C. Up to 25 points for the creativity of your tower.
D. Up to 20 points for how well your team works together.
DESTINATION IMAGINATION
Instant Challenge
2000 Affiliate Competition - Entry or Advanced Level

Team Name: _________________  Level: P E I S C
Passport Number: ________ Judge’s Name: __________________
Team Challenge: ______________________________________

TOWER RING

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Height of tower in full inches</td>
<td>______</td>
<td>X 2</td>
</tr>
<tr>
<td>B. # of weight sets held by tower</td>
<td>______</td>
<td>X 5</td>
</tr>
<tr>
<td>C. Creativity of tower</td>
<td>1 - 25</td>
<td></td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 - 20</td>
<td></td>
</tr>
<tr>
<td>Total</td>
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