

Challenge C: *DI've Got a Secret!*

The Destination:

Where This Challenge Will Take You!

What's my secret? I'll never tell! But your team gets to *tell all*. Nothing is as it seems as your secret unfolds. Sometimes people or things appear to be one thing, but they turn out to be something very different. Your team will turn a secret into great entertainment and dazzle everyone with an optical illusion and set pieces that connect to become part of the big surprise. Will you have the audience on the edge of their seats? Will everyone beg to know more? We'll all have to wait....until your secret is revealed!

Points of Interest! Your team will:

- ★ Create and present a theatrical performance of an original **Story** about a **Secret**.
- ★ Create a **Masquerade Character** that appears to be something or someone until its true identity is revealed.
- ★ Integrate a team-created **Optical Illusion** into the Story.
- ★ Design and create three **Set Pieces** that will be connected to form a new Set Piece or Backdrop.
- ★ Create two **Side Trips** and integrate them into the Presentation.

Time Limit: The team must complete the Presentation (including set up) in **eight minutes**.

Team Budget: The total value of the materials used may not exceed \$125US

Membership

Teams and individuals using these Program Materials must hold a 2007-08 membership. The Destination ImagiNation membership is a license to compete in sanctioned Tournaments and/or to use the Program Materials for educational purposes within your team, school, group, or organization. Online access to Program Materials for registered memberships is on www.idodi.org

- My 2007-08 membership number is:
_____ - _____
- My team is planning to compete in a sanctioned Tournament.
I have registered for that Tournament with the:
 - Regional
or
 - Affiliate Director.



Roadmap for Success:

This Challenge can be solved on many levels, with solutions ranging from very simple to very complex. In order to successfully solve this Challenge, teams must read and follow:

Team Challenge

- A. Itinerary: The *Central Challenge* (240 points)
- B. Itinerary: *Side Trips* (60 points)
- C. Presentation Site
- D. Reward Points

Rules of the Road

Published Clarifications (online at www.idodi.org)

The information in these materials is binding on all teams. As it says on page 1 of the Challenge, **"If it doesn't say you can't, then you can!"**

Team Managers are strongly encouraged to read and use:

- Team Manager Guide*
- Charting Your Course*
- Instant Challenge Practice Set*
- Travel Guide for Teams* (available online after Jan 1, 2008)

Focus:

Playwriting, Theater Arts (Design, Construction, Costumes and Set Pieces), Optical Physics, Teamwork



Special Definitions

Story:

A clearly defined series of events that unfolds as the performance is presented.



What is your Masquerade Character and what does it become?



What is an Optical Illusion?



Special Definitions

Set Piece(s):

A piece of stage scenery built to stand by itself.

Background:

The scenery located behind the actors that helps show the setting of the Story.



Challenge Checklist

- 3 Revealer Set Pieces
- Begin as 3 separate pieces
- All 3 pieces must come together to form a new Set Piece or Background
- Must help reveal the Secret

A. Itinerary: The *Central Challenge* (240 points)

1. **Story:** The team will present a theatrical performance of an original, team-created **Story** about a Secret. For the purpose of this Challenge, a Secret is information that is kept hidden from at least one person or character. The Secret must be revealed during the Story.
 - a. There are no restrictions on the Story's setting and characters.
 - b. The team will earn points for the Creativity of the Story about a Secret. They will also earn points for the overall quality of the Presentation, which means how well the theatrical components, including characters, costumes, props, Set Pieces, Background and scenery are combined to produce the Presentation.

2. **Masquerade Character:** The Story will include a Masquerade Character. The Masquerade Character will first appear to be something or someone, but during the Story the Character's true identity as someone or something different will be revealed. The Masquerade Character must not be the Secret required in A.1.
 - a. The team will earn points for the theatrical portrayal of the Masquerade Character and for the creativity and effectiveness of method(s) used to reveal the Masquerade Character's true identity.

3. **Optical Illusion:** The team will create an Optical Illusion and integrate it into the Presentation. For the purpose of this Challenge, an Optical Illusion is a visual effect that fools the eye and makes it see something that is not what it seems. For example, scenery is sometimes painted in such a way that a flat piece of board might appear to be three-dimensional.
 - a. The Optical Illusion must be visible from a distance of at least 25ft. (7.6 m). It must not be a part of the Masquerade Character, the three Revealer Set Pieces and/or *Side Trips*.
 - b. Teams will earn points if the Optical Illusion appears in the Presentation, for the visual effectiveness of the Optical Illusion, and for how well the Optical Illusion is integrated into the Story.

4. **Revealer Set Pieces:** Teams will design and create **three Revealer Set Pieces**. The Revealer Set Pieces must begin as three separate Set Pieces that help create the setting of the Story. As the Story develops, the three Revealer Set Pieces must be connected so they fit together in a way that forms a NEW Set Piece or **Background**. When the new Set Piece or Background is formed, the Revealer Set Pieces must be physically connected, which means that each Revealer Set Piece must touch at least one of the other Revealer Set Pieces. When the three Revealer Set Pieces are connected, the new Revealer Set Piece or Background that is formed must help to reveal the Secret.
 - a. The three Revealer Set Pieces must start as three individual pieces. At the beginning of the Story each Revealer Set Piece may not already be a part of, be connected to and/or be touching any of the other two Revealer Set Pieces.
 - b. Teams may use more than three Set Pieces in their Presentation. However, only the three Revealer Set Pieces listed on the *Tournament Data Form* will be scored for this requirement.
 - c. Teams will earn points for the creative way in which the Revealer Set Pieces are connected and for how effectively the NEW Revealer Set Piece or Background helps to reveal the Secret.

1. **Team Identification Sign:** The team should provide a free-standing Identification Sign (ID Sign) of approximately 2ft. x 3ft. (0.6m x 0.9m) displaying your team's Team Name, Team Number, School/Organization (if different from Team Name), and Level. It cannot be used as a scoring element. See "Team Identification Sign" section in *Rules of the Road* for further information.

B. Itinerary: Side Trips (60 points)

In addition to the above requirements, the team must present **TWO** creations called 'Side Trips' that show off their interests, skills, areas of strength, and talents. **The team may create anything they wish for Side Trips** including props, music, technical gadgets, costumes, physical actions etc.

1. The team must present both *Side Trips* as part of the eight-minute Presentation and each *Side Trip* should have a meaningful connection to the team's *Central Challenge* solution. Each *Side Trip* must be described briefly on the *Tournament Data Form* found at the end of this Challenge.
2. A *Side Trip* may not be a specific item that is required in the *Central Challenge* that is already being evaluated. A *Side Trip* MAY be a single unique PART of a required item, as long as it can be evaluated as a stand-alone item. Both *Side Trips* may be presented at the same time ONLY IF both can be easily identified and scored separately. Examples of these can be found in the *Rules of the Road*.
3. Each *Side Trip* will be evaluated in two ways: for the Creativity and Originality of the *Side Trip*, and for the Quality, Workmanship, and/or Effort that is evident. Evaluation of *Side Trips* is subjective.

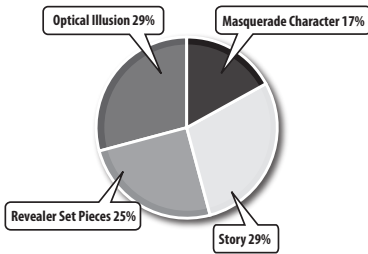
C. Presentation Site

1. **Site Size:** The minimum required overall size of the Presentation Site is 8ft. deep x 10ft. wide (2.43m x 3.04m), but teams may use any additional space that Tournament officials designate as available.
2. **Electrical Power:** A 3-prong electrical outlet will be provided at the edge of each Presentation Site for the team's use.

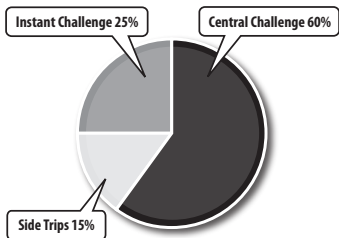
See the *Rules of the Road* for more info on *Side Trips*.



Central Challenge Scoring at a Glance



Putting It All Together



D. Reward Points

ELEMENT	POINTS	DETAIL
Central Challenge	Up to 240	A
1. Story	Up to 70 points	A.1
a. Creativity of the Story about a Secret	Up to 30 points	A.1.b
b. Overall quality of the Presentation	Up to 40 points	A.1.b
2. Masquerade Character	Up to 40 points	
a. Theatrical portrayal of the Masquerade Character	Up to 20 points	A.2.a
b. Creativity and effectiveness of method(s) used to reveal the Masquerade Character's true identity	Up to 20 points	A.2.a
3. Optical Illusion	Up to 70 points	A.3
a. The Optical Illusion appears in the Presentation	0 or 10 points	A.3.b
b. The visual effectiveness of the Optical Illusion	Up to 30 points	A.3.b
c. How well the Optical Illusion is integrated into the Story	Up to 30 points	A.3.b
3. Revealer Set Pieces	Up to 60 points	A.4
a. The creative way in which the Revealer Set Pieces are Connected	Up to 30 points	A.4.c
b. How effectively the NEW Revealer Set Piece or Background helps to reveal the Secret	Up to 30 points	A.4.c
Side Trips	Up to 60	B
1. Side Trip 1	Up to 30	B.3
a. Creativity and Originality	Up to 15	B.3
b. Quality, Workmanship, or Effort that is evident	Up to 15	B.3
2. Side Trip 2	Up to 30	B.3
a. Creativity and Originality	Up to 15	B.3
b. Quality, Workmanship, or Effort that is evident	Up to 15	B.3

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Tournament Data Form

Challenge: *DI've Got a Secret!*

Page 1 of 2

Team Name: _____

Team Number: _____ - _____ **Level:** **EL ML SL UL**

School/Organization: _____

To our Teams and Team Managers: Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please fill this form out completely and neatly. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team.

PART ONE: Required Paperwork

At the Tournament Presentation Site, the Prep Area Appraiser will ask for your team's forms. A complete checklist of the required forms is below.

Your team needs:

_____ **Five copies** of this completed two-page *Tournament Data Form*. **Be sure to copy both pages of this form.** This is PAGE ONE of the form. Page Two may be copied onto the back of this sheet. This form may not be used as a scoring item.

_____ **TWO Copies** of the completed *Declaration of Independence*. Blank copies of this form can be found in the *Rules of the Road*. One copy of this form is for *Team Challenge*, the other copy of is for you to take to *Instant Challenge*.

_____ **One Copy** of the completed *Expense Report*. This form can be found in the *Rules of the Road*. Be sure to bring copies of your receipts in case you are asked for them, but **it is not necessary to attach them to the form.**

_____ **Team Identification Sign:** This will tell the Appraisers and the audience who you are. It must list your Team Name, Team Number, School/Organization (if different from Team Name), and Level. It cannot be scored. See the *Rules of the Road* for more information.

PART TWO: Side Trip Choices: Brief Description of each Side Trip

Side Trip 1: What is your Side Trip? _____

Please write a brief Description of your *Side Trip*. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about each *Side Trip*?

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