

# Challenge D: **Chorific!**

## The Destination:

### Where This Challenge Will Take You!

It is just a simple, ordinary chore. You've done it a thousand times without a problem. Not this time! Now you have to overcome obstacles, and famous figures of the past and present suddenly appear. With an artful sound design to accompany you on your mission, you must use your keenly honed improv techniques to tackle a chore no longer ordinary, but extraordinary! Only **you** can conquer everything that gets in your way and complete your chore. Only then will you be Chorific!

### Points of Interest! Your team will:

- ★ Create a six-minute Improvisational **Skit** about an ordinary, randomly selected **Chore** in a 30-minute timed period at the Tournament.
- ★ Attempt to overcome two randomly selected **Obstacles**, both related to the Chore, in your Skit.
- ★ Create a **Sound Design** that will be presented live during your Skit.
- ★ Demonstrate one **Improvisational Technique** during your Skit.
- ★ Integrate a **Famous Person**, randomly selected from a list of people the team has previously researched, into your Skit.

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

### 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](http://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 (300 points)
- B. Special Rules for Improvisational Challenges
- C. At the Tournament
- D. Reward Points

#### Rules of the Road

#### Published Clarifications (online at [www.idodi.org](http://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*
- TravelGuide for Teams* (available online after Jan 1, 2008)

### Focus:

Improvisational Acting, Story Development,  
Theater Arts, Sound Design, Teamwork

## A. Itinerary: *The Team Challenge* (300 points)

**Procedure:** In this Challenge, the team will prepare an original **six-minute or less Improvisational Skit** in a 30-minute period at the Tournament immediately prior to their Presentation time. The team will prepare the Skit in a room called a StuDlo. During their preparation time in the StuDlo, the team will integrate **Four Improv Elements** into their Skit. When their 30-minute StuDlo time is over, the team will be taken to the Presentation Site. At the Presentation Site, the team will select a **Fifth Improv Element** to be incorporated into their skit and then begin the Presentation of their Skit to the Appraisers and audience. During the Presentation, the **Sixth Improv Element** will be discovered by the team on stage.



**How many different Improv Elements must be included?**



**What is a Chore?**

1. **Skit:**
  - a. The team will create and perform an original Improv Skit that integrates **six** Improv Elements into a story about doing a simple, ordinary Chore. The set-up and Skit will be up to six minutes in length.
  - b. Points will be awarded for a clearly developed story and for the originality and creativity of the Skit.
  
2. **Required Improv Elements:** The following six Improv Elements must be included in the team's Skit:
  - a. **Selected in the StuDlo:** Before the 30-minute StuDlo time begins, the team will randomly choose Improv Elements 1 and 2, which will be listed together on the same Tournament-supplied card. After the StuDlo time begins, the team will create an original Skit integrating Improv Elements 1 and 2 as well as Improv Elements 3 and 4, which are team-generated.
    - **Improv Element 1:** The Chore
    - **Improv Element 2:** Obstacle 1, directly related to the Chore.
    - **Improv Element 3:** Sound Design
    - **Improv Element 4:** Improv Technique
  - b. **Selected at the Presentation Site:** Just prior to the team's Presentation, the team will select Improv Element 5, the Famous Person. Improv Element 6 will be discovered by the team on the stage during their Presentation.
    - **Improv Element 5:** One minute before the Presentation begins a Famous Person will be randomly selected from a list of people the team has previously researched Table 2.
    - **Improv Element 6:** Obstacle 2 is directly related to the Chore and will be discovered by the team when they pick up the Obstacle 2 card during the Presentation of the Skit.
  
3. **Improv Element 1: The Chore**

The team will randomly select a Tournament-supplied Chore card that will list a Chore to be performed during the Skit. For the purpose of this Challenge, a Chore is an ordinary job or task. The team will be scored for how creatively the Chore is presented and integrated into the Skit.
  
4. **Improv Element 2: Obstacle 1**

The Chore card will also list Obstacle 1, which interferes with the completion of the Chore. The team must attempt to overcome this Obstacle. Obstacle 1 will be directly related to the Chore. For the purpose of this Challenge, an Obstacle is any situation that makes the completion of the Chore more difficult. For example, a Chore could be "Mowing the lawn" and Obstacle 1 might be "The lawn mower is out of gas." The team will receive points for attempting to overcome Obstacle 1 and for a clever, unusual solution for attempting to overcome Obstacle 1 in the Skit.
  
5. **Improv Element 3: Sound Design**

In the StuDlo, the team will plan a Sound Design for their Presentation. For

the purpose of this Challenge, Sound Design is defined as an overall plan that features at least **five** distinct **Sound Themes**. A Sound Theme is a combination of sounds that represents a specific part of the Skit. Each Sound Theme can represent a character, a mood, an action, or a situation that occurs in the Skit. The Sound Themes are NOT merely sound effects, but will add another dimension that will enhance the team's Presentation. The Sound Design does not have to be continuous during the entire Skit.

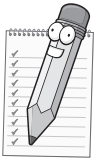
- a. The Sound Themes can be melodic, rhythmic, vocal, or other types of noise, and they must include more than a single sound. The sounds must be different from the dialogue of any character in the Skit.
- b. The team must only use materials from the Materials List (Table Three) and sounds produced by team members to create their Sound Themes.
- c. Each individual Sound Theme must be well defined and identifiable. Each should be performed long enough during the Skit that is it evident to the Appraisers that the team has presented that portion of their Sound Design.
- d. The team may present many different sounds during their Presentation, but they will be scored for the Sound Design based only upon the five Sound Themes they listed on the *Tournament Data Form* in the StuDlo. Points will be awarded for each of the five Sound Themes presented in the Skit. Points will also be awarded for the overall enhancement of the Skit by the Sound Design. If all five Sound Themes are not presented in the Skit, the Appraisers will evaluate D.4.b based upon the Sound Themes that are presented.

#### 6. Improv Element 4: Team-selected Improv Technique

- a. Before the Tournament, the team will practice the six Improv Techniques listed in Table 1 (They are encouraged to practice many more).
- b. While in the StuDlo, the team will choose one of the six Improv Techniques to use in their Skit and will circle it on the *Tournament Data Form*. The team may use many different Improv Techniques in their Skit, but will only receive points for the one circled on their *Tournament Data Form*.
- c. The Improv Technique does not have to be presented throughout the entire Presentation. The team can decide how long to perform their Improv Technique, but it must be long enough that the Appraisers are sure to see that the team has integrated it into the Skit. The team will receive points for using the Improv Technique in the Skit and for the effective and creative integration of the Improv Technique.

## Challenge Checkpoint

- At least 5 distinct Sound Themes
- Sound Themes are a combination of sounds
- Sound Theme can represent a character, a mood, an action or a situation
- Must be distinct and identifiable





**What Improv Technique from Table 1 is the team asking to be scored on?**

**TABLE 1: Improv Techniques**

1. <b>Human Scenery:</b> Instead of scenery made with materials, members of the team become the scenery. Teams may integrate Human Scenery in any way.
2. <b>Machine:</b> At least 2 team members create a human machine, with each person representing a piece of the machinery. Each person who is part of the machine does a mechanical action that integrates with the action of the person standing next to her/him. The technique starts with one person doing one action. Then the person standing next to the first person does another action and so forth, adding one action at a time, until all parts of the machine are moving together as one machine.
3. <b>Freeze Frame Commenting:</b> The team freezes (does not move) and all action stops. One member must step away from the others and tell what is happening and/or what the rest are thinking. The freeze may occur with or without verbal command.
4. <b>Speed up/slow down:</b> Teams will use fast and/or slow motion to enhance their Skit. The team may represent fast and/or slow motion in any way.
5. <b>Questions only:</b> Two or more team members talk to each other, both speaking only in the form of questions, for a time during the Skit. This must be done so that it is apparent to the Appraisers.
6. <b>Emotional Rollercoaster:</b> As a team member or team members physically move across the stage, an emotion exhibited on one side of the stage changes to a dramatically different emotion expressed on the other side. For example, if the emotion was happy on the left side of the stage, it could be angry on the right side. If the team member(s) stop in the middle of the stage, the emotion would be totally neutral; that is, no emotion at all.

**7. Improv Element 5: The Famous Person**

Prior to the Tournament, the team will research twelve (12) of the twenty Famous People listed in Table 2 and will prepare to integrate **ONE** of the Twelve into their Skit. At the Presentation Site, the team will randomly select one Famous Person they have researched. **That Famous Person must be portrayed as a character in the Skit.**

- a. The Famous Person they randomly select at the Tournament is the **only** Famous Person from Table 2 that may appear in the skit.
- b. The team may not use research notes they brought to the Tournament at the Presentation Site.
- c. The team will receive points for their presentation of their research about the selected Famous Person and for the integration of that research into the portrayal of the Famous Person in the Skit.

**TABLE 2: Famous People**

Alhazen (al-Basri)- Persia	Oum Kalthoum (several alternate spellings exist, incl. Umm Kulthum and Om Kolthoom) - Egypt
Crazy Horse - USA, Lakota	Pharaoh Hatshepsut - Ancient Egypt
Erasmus Darwin (NOT Charles!) – England	Qiu Jin – China
Galileo Galilei – Italy	Queen Elizabeth I – England
Genghis Khan – Mongolia	Raden Adjeng Kartini – Indonesia
Golda Meir – Israel	Richard Feynman – USA
Ida Pfeiffer – Austria	Sally Ride – USA
Jane Goodall – England	Simón Bolívar – Latin America
Jesse Owens – USA	Temple Grandin – USA
Montezuma I (alternate spellings exist, incl. Moctezuma I and Motecuhzoma I, 1398?-1469?) - Mexico, Aztec	Wernher von Braun - Germany/ USA

**8. Improv Element 6: Obstacle 2**

The Chore Card which was selected in the studio has three parts: the Chore, Obstacle 1, which was described in A.4, and a number that refers to Obstacle 2. Obstacle 2 is also directly related to the Chore, it interferes with the completion of the Chore, and the team must attempt to overcome it. At the Presentation Site, before the team begins their Skit, the Timekeeper/Announcer will place a card with Obstacle 2 written on it in a designated place in the Performance Area. The team may pick up and read the Obstacle 2 card ONLY AFTER THE TEAM HAS BEGUN THE CHORE.

- a. As soon as they pick up the card, the team must begin revealing Obstacle 2 to the Appraisers and the audience by their reaction to it. For example, if the task is “Mowing the lawn” and Obstacle 2 is “You hit a rock,” the team must immediately show the audience and Appraisers that they have hit a rock.
- b. The team will receive points for revealing to the audience and Appraisers what Obstacle 2 is by reacting to it as soon as they pick up the card, for attempting to overcome Obstacle 2, and for presenting a clever, unusual solution for attempting to overcome Obstacle 2 in the Skit.

**9. Teamwork:** An entertaining Improvisational performance requires great Teamwork!

- a. Teamwork in the StuDlo is not scored, but while the team works in the StuDlo, a StuDlo Supervisor will be present to provide the team with written comments about their teamwork. These comments are given to the team when they receive their Raw Score.
- b. Teamwork in the Presentation IS scored. During the Presentation, the team will receive points for the way the team members work together to move the story along and improvise together as well as for a well integrated and executed Overall Presentation.

**10. Team-Provided Items**

The team may select and bring any amount of materials from up to **TWELVE** categories of items out of those listed in **Table 3** into the StuDlo. They are to be used to create all costumes, props and other items used in the team’s Presentation. The team members (not the Team Manager) must carry all of their items into the StuDlo, and to the Presentation Site from the StuDlo, in one trip. The team must be able to move all of their items into the StuDlo and to the Presentation Site quickly, without help from non-team members and without



It is not the creativity of the materials the team brings to the Tournament, but rather the creativity of what the team does with the materials that is awarded points!



**How many different categories of materials can the team use?**



**How much of each material can the team bring into the StuDlo?**

the use of rolling carts or dollies. When deciding what materials to bring to the Tournament, the team must remember that their Team Manager must carry all unused materials away from the StuDlo after the 30-minute StuDlo time.

- a. **Materials listed in Table 3:** The materials the team wishes to use will be chosen prior to the Tournament. Points will be awarded for creative use of the materials.
  - i. The team will be able to bring any amount of materials from up to twelve categories of items from the list in Table Three into the StuDlo. All used and unused materials must be completely removed from the entire Tournament Site after the team's Presentation. Teams must not expect the Tournament Director to dispose of their leftover materials.
  - ii. If any item includes a core or roll, it may also be used as the team desires. All materials may be used in any way the team desires unless specified differently in Table 3. All materials brought to the StuDlo may not have any team enhancements, additions, changes, or alterations. Any alterations to the materials must be done in the StuDlo. **NOTE:** Any words and pictures already commercially printed on any items are acceptable. However, pre-printed words and pre-printed or woven pictures, patterns or designs may not be incorporated in any manner into the Skit.

### TABLE 3: Materials List

The team may bring any amount of materials from up to 12 of these 24 categories into the StuDlo

Any type of adhesive tape and/ or hook & loop	Paint can/bucket. Must be empty and clean. No spray paint cans.	Umbrella
Embroidery hoop or frame	Commercially made chair. No wheels. Chair must be used intact and may not be taken apart in the StuDlo or during Presentation.	Cardboard, any kind (including poster board) or shape, including intact cardboard boxes. Boxes can have staples or tape. No foam board.
Rigid plastic-type pipe	Disposable cups, paper or plastic. May not be Styrofoam	Fabric without stitching, alteration or any added adornment.
Clothes hanger, any material	Paint roller frame, with or without roller or roller cover	Curtain rod
Milk crate, without wheels	Garden hose, no attachments	Mop, any commercially made
Bubble wrap/pillows, any size bubbles	Drinking straws	Foil (may not use box in Skit)
Sock(s), may be mismatched	Garbage Can, trash can or waste basket, with or without lid	Pipe cleaners or chenille sticks
Dried peas or dried beans. Must remain in a container that will not let them escape. Container can be used in Skit.	Shower Cap	Cookie sheet

- b. **Tool Box:** The team may bring any or all of the tools listed below into the StuDlo to use with the Materials to plan and create their Skit or to clean up the StuDlo. They **may not** be used in any way in the Presentation.
  - i. Washable markers, any amount, any type.
  - ii. Paper and writing instruments: Any amount or type (No permanent markers).
  - iii. Scissors: Any amount or type of non-electric scissors, but blades may not exceed 6 inches (15.2cm). No garden shears, garden clippers, pruning shears, or tin snips.
  - iv. Any clean-up materials the team wishes to bring to clean up the StuDlo. No bleach or hazardous cleaning materials.
  - v. Plastic bags for leftover materials.
  - vi. A clean copy of this Challenge. Must be without team notes.
- c. **Research Notes:** Research notes created by the team prior to the

Tournament may be used as reference materials in the StuDlo during the creation of the Skit. Research notes may be hand-written, typed by the team, photocopied, or electronically duplicated. Research downloaded from the Internet and electronically printed is allowed. The following **WILL NOT** be allowed in the StuDlo: books, laptop computers, recorded music, pre-written music, pre-written scripts, pre-written jokes, pre-cut templates or models, drawings, and team-generated lists of ideas for scenarios, characters, etc. **During the Presentation and at the Performance Area before the Presentation begins, the team will not be allowed to use research notes that were created by the team prior to the Tournament.**

- d. **Forms:** The team should prepare and bring five copies of the *Tournament Data Form* and one copy of the *Declaration of Independence* (found in the *Rules of the Road*) to the Presentation Site. See the *Tournament Data Form* at the end of the Challenge for specific instructions.
- e. **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.

## B. Special Rules for Improvisational Challenges

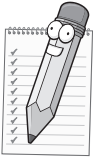
1. **Honoring the Intent of this Challenge:** The intent of this Challenge is to create a unique improvisational Skit based on the specific combination of Elements selected at the Tournament. Prior to the Tournament teams are encouraged to prepare for the many possible combinations of Improv Elements they may receive by generating different scenarios, experimenting with the materials, creating potential characters, and mixing and matching the various Improv Elements in practice sessions. It is expected that teams will choose to use and include some of the ideas that come from their practice sessions when combining the Improv Elements chosen randomly at the Tournament into their unique Skit. As long as the team does not bring their ideas for scenarios, potential characters, etc. into the StuDlo in written form, using the ideas is acceptable and is in keeping with the intent of the Challenge.

If a team moves on to another level of Tournament and by chance selects one or more of the same Elements, they are encouraged to create another original solution, but no deduction will be taken if they reuse parts of an earlier solution.

2. **If a team or any individual team member chooses to take on this Team Challenge, they may not register for any other Team Challenge.** No member of an Improv Team may participate on any other team in any Challenge, including another Improv Challenge. There is one exception to this rule: University Level teams competing at Global Finals MAY register for this Challenge and another.
3. **Expense Report:** No *Expense Report* form is required for this Challenge.
4. **Clothing and Accessories:**
  - a. All costumes must be created in the StuDlo.
  - b. Items of clothing worn by the team may not be removed in the StuDlo or on stage or irreversibly altered for the Presentation. Layering of clothes is not acceptable. All clothing must be able to be returned to its original condition after the Presentation. All costumes are to be created in the StuDlo.
  - c. Jewelry, hair accessories, watches, glasses, or items from the team members' pockets may not be used as props or be incorporated in any manner in the Presentation. Team members may wear wristwatches for time management in the StuDlo. The wristwatch can be worn during

**When can you  
create the  
costumes?**





**Challenge  
Checkpoint**  
At your team  
meetings practice  
the complete  
StuDlo procedure:

- Check-In
- carrying materials in
- cleaning up the room
- the Team manager carrying out all leftover materials

the Presentation but it may not be incorporated into the solution in any way. The only "official time" is that kept by the StuDlo Supervisor or the Timekeeper/Announcer, and these official times are final.

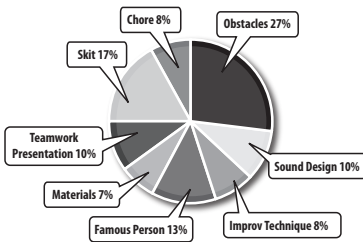
## C. At the Tournament

1. **StuDlo Check-In:** The team will arrive at the StuDlo Check-In one hour before their scheduled Presentation time. The Check-In Appraiser will check to see whether the team has all the items needed.
2. **In the StuDlo:** The StuDlo Supervisor will escort the team to the StuDlo. The location of the StuDlo varies from Tournament to Tournament. The StuDlo Supervisor will then help the team choose the Chore Card.
  - a. **Selecting Improv Element 1, 2, and 6: Chore Card:** The team will randomly draw a Tournament-supplied Chore Card and hand it to the StuDlo Supervisor. The card will indicate what Chore the team will perform during their Skit. The card also includes Obstacle 1. The third item on the card is a number. This number will be used later at the Presentation Site and will tell the Timekeeper/Announcer which Obstacle 2 is related to this particular Chore.
  - b. **StuDlo Time Begins:** After the selection is completed and the Chore and Obstacle 1 are read to the team, the StuDlo Supervisor will signal the team to begin the 30-minute work time. The Chore Card will be available to the team for reference as they work. The team will create an original Skit that includes the randomly-selected Improv Elements 1 and 2 along with Improv Elements 3 and 4. Five minutes before the end of the StuDlo time, the team will be reminded to complete one copy of the *Tournament Data Form*. The team will circle the Improv Technique they will be using, and they will list the five Sound Themes that make up their Sound Design.
  - c. **When StuDlo Time Ends:** At the end of 30 minutes, the team must clean up the StuDlo, leaving it clean for the next team. The team may not further discuss any part of its solution or the planning of the Improv Presentation. At this time the team will give the Team Manager all unused materials, the Tool Box, clean-up materials, and their Research Notes. The StuDlo Supervisor will escort the team to the Presentation Site.
  - d. **The Team Manager's Role:** One Team Manager or a designated adult over the age of 18 must accompany the team to the Check-in area and into the StuDlo. Other than in the case of emergency or when there is a safety issue with the team as noted in the *Rules of the Road*, the Team Manager or designated adult will be a silent observer and may not communicate with, photograph, or videotape the team while they are working.
3. **At the Presentation Site:**
  - a. The minimum required overall size of the Presentation Site is 8ft. deep x 10ft. wide (2.44m x 3.05m), but the team may use any additional space that Tournament officials designate as available.
  - b. The team may not attach items to walls or use any items that happen to be at the Presentation Site. Only the items created in the StuDlo may be used in the Presentation.
  - c. Before the selection of the Famous Person, the Timekeeper/Announcer will introduce the team and announce the Improv Elements they have selected in the StuDlo. The Timekeeper/ Announcer will **not** announce Obstacle 2.
  - d. At this time, the Timekeeper/Announcer will place a card with Obstacle 2 printed on it face down in a distinct location. This will be located where the team will be able to easily get to it when they choose to pick it up, and it will be in the same place for each team. The Timekeeper/Announcer will draw the team's attention to the placement. He/she will also remind them that they can pick up the card any time after they begin the Chore and that they must begin reacting to Obstacle 2 as soon as the card is picked up.

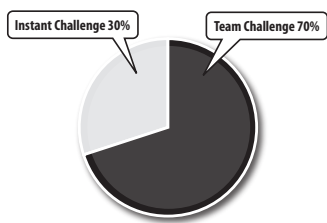
4. **Selecting Improv Element 5: The Famous Person:** After the introduction, announcement of the Improv Elements and placement of the Obstacle 2 card, the Timekeeper/Announcer will help the team with the selection of Improv Element 5, the Famous Person. The team will be asked to randomly select a piece of paper with a number printed on it. The team will hand the paper to the Timekeeper/Announcer without looking at it. The number relates to a Famous Person on their *Tournament Data Form* list.
5. One minute before their Presentation time begins, the team's selected Famous Person will be announced to the team. The team will have exactly one minute to discuss how they will integrate the Famous Person into their Skit.
6. After the one minute is up, the Timekeeper/Announcer will tell the team to **BEGIN** their Presentation. After the Presentation, the team will return the Obstacle 2 card to the Appraisers.

## D. Reward Points

### Team Challenge Scoring at a Glance



### Putting It All Together



**Does your team's solution include all Reward Point elements?**

<b>ELEMENT</b>	<b>POINTS</b>	<b>DETAIL</b>
<b>Team Challenge</b>		
<b>Up to 300</b>		
<b>1. Skit</b>	<b>Up to 50</b>	<b>A. 1</b>
a. A clearly developed Story	Up to 30	A.1.b
b. Originality and creativity of the Skit	Up to 20	A.1.b
<b>2. Improv Element 1: The Chore</b>	<b>Up to 25</b>	<b>A.3</b>
How creatively the Chore is presented and integrated into the Skit	Up to 25	A.3
<b>3. Improv Element 2: The Obstacle 1</b>	<b>Up to 40</b>	<b>A.4</b>
a. Team attempts to overcome Obstacle 1	0 or 10	A.4
b. Clever, unusual solution for attempting to overcome Obstacle 1 in the Skit	Up to 30	A.4
<b>4. Improv Element 3: Sound Design</b>	<b>Up to 30</b>	<b>A.5</b>
a. Sound Design, consisting of at least five different Sound Themes, is present in the Skit. The Sound Themes presented, up to 5, will each receive 2 points	#1 - 2 pts. #2 - 2 pts. #3 - 2 pts. #4 - 2 pts. #5 - 2 pts.	A.5.d
b. Overall enhancement of the Skit by the Sound Design	Up to 20	A.5.d
<b>5. Improv Element 4: Improvisational Technique</b>	<b>Up to 25</b>	<b>A.6</b>
a. Improvisational Technique used in the Skit	0 or 5	A.6.c
b. Effective and creative integration of the Improv Technique into Skit	Up to 20	A.6.c
<b>6. Improv Element 5: Famous Person</b>	<b>Up to 40</b>	<b>A.7</b>
a. Presentation of research on the Famous Person	Up to 20	A.7.c
b. Integration of the research into the portrayal of the Famous Person in the Skit	Up to 20	A.7.c
<b>7. Improv Element 6: Obstacle 2</b>	<b>Up to 40</b>	<b>A.8</b>
a. Team reveals to the audience and Appraisers what Obstacle 2 is by reacting to it as soon as they pick up the card	0 or 10	A.8.b
b. Team attempts to overcome Obstacle 2	0 or 15	A.8.b
c. Clever, unusual solution for attempting to overcome Obstacle 2 in the Skit	Up to 15	A.8.b
<b>8. Use of Materials</b>	<b>Up to 20</b>	<b>A.10</b>
Creative use of materials in the Skit	Up to 20	A.10.a
<b>9. Teamwork and a well integrated and executed Overall Presentation</b>	<b>Up to 30</b>	<b>A.9.b</b>

All Destination ImagiNation Program Materials are copyrighted. Teams or individuals using these materials are liable for all legal obligations and must abide by the rules of competition and safety as stated in the 2007-08 *Team Challenges, Rules of the Road*, and Published Clarifications.

# Tournament Data Form

## Challenge D: *Chorific!*

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.

\_\_\_\_\_ **Five copies** of this 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*.

#### **Your team should have:**

\_\_\_\_\_ **Team Identification Sign:** This will tell the Appraisers and the audience who you are. 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.

### PART TWO: Things you can bring into the StuDIo – to be filled out prior to the Tournament

**Any amount of materials from twelve (12) of these 24 categories listed in Table 3. Please highlight the ones you are bringing in the table below.**

Any type of adhesive tape and/or hook & loop	Paint can/bucket. Must be empty and clean. No spray paint cans.	Umbrella
Embroidery hoop or frame	Commercially made chair. No wheels. Chair must be used intact and may not be taken apart in the StuDIo or during Presentation.	Cardboard, any kind (including poster board) or shape, including intact cardboard boxes. Boxes can have staples or tape. No foam board.
Rigid plastic-type pipe	Disposable cups, paper or plastic. May not be Styrofoam	Fabric without stitching, alteration or any added adornment.
Clothes hanger, any material	Paint roller frame, with or without roller or roller cover	Curtain rod
Milk crate, without wheels	Garden hose, no attachments	Mop, any commercially made
Bubble wrap/pillows, any size bubbles	Drinking straws	Foil (may not use box in Skit)
Sock(s), may be mismatched	Garbage Can, trash can or waste basket, with or without lid	Pipe cleaners or chenille sticks
Dried peas or dried beans. Must be in a container that will not let them escape.	Shower Cap	Cookie sheet

# Tournament Data Form

## Challenge D: *Chorific!*

Page 2 of 2

Team Name: \_\_\_\_\_

Team Number: \_\_\_\_\_ - \_\_\_\_\_ Level: **EL ML SL UL**

School/Organization: \_\_\_\_\_

Please list the 12 Famous People you have chosen to research. Remember, only one person from Table 2 or this list may appear in your Skit.

- |    |     |
|----|-----|
| 1. | 7.  |
| 2. | 8.  |
| 3. | 9.  |
| 4. | 10. |
| 5. | 11. |
| 6. | 12. |

### **PART THREE: To be filled out in the StuDio.**

1. This is the place you tell the Appraisers about your special Sound Design for your Skit. Please explain what Sound Themes you are using so the Appraisers can fully appreciate your creativity with the use of sound to enhance your Skit.

- 1.
- 2.
- 3.
- 4.
- 5.

2. Please circle the **Improvisational Technique** you will be using in your presentation for score. This is to be done in the StuDio.

- |                         |                         |
|-------------------------|-------------------------|
| Human Scenery           | Machine                 |
| Freeze Frame/Commenting | Speed Up/Slow Down      |
| Questions only          | Emotional Rollercoaster |

3. The StuDio Supervisor will attach the Chore card which includes Obstacle 1 and the number for Obstacle 2 here.