



Team Challenge C:

You're Gonna Flip!

Teamwork
Storytelling
Puppet Design
Construction Design
Puppetry
Theater Arts
Visual Arts

Challenge C: You're Gonna Flip!

The Destination:

Where This Challenge Will Take You!

A man lives only for money. Flip! After a visit by three ghosts, he discovers how to love people. That's Ebenezer Scrooge. A young Kansas girl feels so unloved at home that she wants to run away. Flip! Over the rainbow, she learns to appreciate the love she has in her own backyard. That's Dorothy's story. Our understanding of the world can Flip from one view to another. Theater, books and art are full of such turnabouts. Now your team gets to create your own Story with a Flip! What's better than using a team-created puppet and a piece of Live Visual Art to help tell your Story? You're Gonna Flip over this Challenge!

Points of Interest! *Your team will:*

- Present an Original Story dramatizing how a Character experiences a Flip, or a change of point of view, about someone or something.
- Design, construct, and feature at least one Puppet as a character in the Story.
- Create a piece of Live Visual Art that is to be completely produced during the Presentation.
- Create two *Side Trips* and integrate them into the Presentation.

Time Limit:

The team must complete the Presentation (including setup) in **eight minutes**.

Team Budget:

The total value of the materials used may not exceed **\$125 US**.

Roadmap for Success:

This Challenge can be solved on many levels, ranging from the simple to the complex. We recognize that there are different ways to be creative. This Challenge is designed to engage all types of creativity—including off-the-wall, outlandish thinking, analytical thinking, and everything in between. Please approach this Challenge in the true spirit of Destination ImagiNation: try foremost to solve the Challenge. If you find the intent or any of the details of the Challenge unclear, we encourage you to ask for a Clarification. (See the *Rules of the Road*.) Remember—if it doesn't say you can't, then you can. However, if it says you "must" perform specific requirements, then those requirements have to be met.

Team Number

Teams and individuals using these Program Materials must hold a 2009-10 Team Number. The Destination ImagiNation Team Number 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 teams who have purchased Team Numbers is on www.IDODI.org.

- My 2009-10 Team Number is: _____ - _____
- My team is planning to compete in a sanctioned Tournament.
- I have registered for that Tournament with the:
- Regional or
- Affiliate Director

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.

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, 2010)

A. Itinerary:

The *Central Challenge* (240 points)

1. **The Intent of the Challenge** is to create and dramatize an original Story about a Character who experiences a Flip to a new Point of View. Your Story must include at least one Puppet as a character who will interact with at least one Non-Puppet character. Teams will also create a piece of Live Visual Art that will be completely produced during the Presentation.
2. **Story:** The team will create and present an original Story in which one Character has a First **Point of View** and then experiences a change to a New Point of View.
 - a. The Story must include a Character that demonstrates a First Point of View. During the Story, the Character must experience a **Flip** to a New Point of View. Therefore, the team will show the two Points of View and the Flip.
 - b. The Story may have more than one character that experiences a Flip. However, only the one Character listed on the *Tournament Data Form* will be scored for this element.
 - c. The Story must include at least one Puppet character and at least one Non-Puppet character. Either type of character may experience the Flip. The Story may include additional characters of either type.
 - d. The Story must be original and team-created. It may be set in any location, real or imaginary, and in any time period.
 - e. The team will earn points for the Theatrical Effect of the First Point of View and the Theatrical Effect of the New Point of View. Theatrical Effect is how the scenery, costumes, makeup, props, the script, the way of acting and/or other theatrical elements support each Point of View.
 - f. The team will earn points for Effective Storytelling. Effective Storytelling means that the team-created plot is easy to follow and understand. There is a clear beginning, a Flip, and an end.
 - g. The team will earn points for the creativity of the Flip. The Flip can be creative in *why* the Point of View changes, and/or *how* the team shows the Flip occurring.
3. **Puppet:** The art of puppetry has been used creatively to transport audiences to other worlds. By researching the history and various styles of puppetry, your team will learn ways to act out, act up, entertain, educate, and wonder out loud.
 - a. The team will design and construct at least one Puppet which will be manipulated and used as a character during the Presentation. For the purposes of this Challenge, a Puppet is any artificial figure controlled by the physical manipulation of one or more team members.
 - b. The Puppet(s) must be controlled LIVE on stage or LIVE behind the scenes. When the Puppet is being used, there must be continuous and direct physical manipulation. **Puppets may not be presented through the use of videos/ DVDs or computer animations, and puppets may not operate with pre-set speech or behavior.**
 - c. The team will earn points for Effective Puppetry. For the purposes of this Challenge, Effective Puppetry is the way puppets move and **seem** to be life-like and/or portray life-like movement.
 - d. The team will earn points for the Design and Craftsmanship of one Puppet. The team will identify the Puppet to be scored for this element on the *Tournament Data Form*.
 - e. The team will earn points for the Interaction between Puppet and Non-Puppet characters. For the purposes of this Challenge, "Interaction" refers to the verbal and nonverbal communication between Puppet and Non-Puppet



Special Definitions

Point of View: The way a character sees, thinks about, and/or feels about someone or something.

Flip: The Character's experience that changes him or her from the First Point of View to the New Point of View, caused by an event or events in the Story

characters. It includes the amount of Interaction and/or the quality of the Interaction, and/or the importance of the Interaction to the Story.

4. **Live Visual Art:** The team will create a piece or pieces of Visual Art, LIVE, during the Presentation. The Live Visual Art must be produced, from start to finish, in full view of the Appraisers and the audience. While teams may plan and practice beforehand, none of the pieces may be assembled or created prior to the beginning of the team's Presentation. For example, if a team is creating a painting, no part of the painting itself may be prepared until the team's Presentation time has begun.
 - a. The Live Visual Art must depict both the First Point of View and the New Point of View. The team may choose to depict them at the same time or at different times in the Presentation. On the *Tournament Data Form*, the team will identify when they want the Appraisers to appraise the Live Visual Art for each Point of View.
 - b. The team will select one or more of the forms of art from Table 1. The team **MUST** use the forms from the table. **Visual art forms not listed in the table will not be scored as Live Visual Art.**

TABLE 1: FORMS OF VISUAL ART

Architecture	Collage	Sculpture	Painting
Fiber Art/Textile Art	Origami		Drawing

- c. The Live Visual Art should be visible from a distance of 25ft (7.62m).
 - d. The team will earn points for how well the Live Visual Art depicts the First Point of View, and for how well the Live Visual Art depicts the New Point of View. This means the Live Visual Art will earn points for making the Point of View easy to understand, and for showing a strong message, and/or detail, and/or imagination.
 - e. The team will also earn points for the Creative Approach with which the Live Visual Art is created. Creative Approach includes creativity in choosing, combining, and applying materials and/or integrating the creation of the Live Visual Art into the story. Live Visual Art that is created from materials that have been prepared or altered by the team for simple assembly or application during the Presentation may receive lower scores for the Creative Approach.
 - f. Teams must protect the Presentation Site from the process of creating the Live Visual Art. Teams must leave the Presentation Site "performance ready" for the next team. Cleanup must not impact the published Tournament schedule. Please refer to the *Rules of the Road*, Presentation Site.
5. **Team Identification Sign:** Your team should provide a free-standing Identification Sign (ID Sign) displaying your team's Team Name, School/ Organization Name, Team Number, and Level. It needs to be approximately 2ft x 3ft (.61m x .91m) and **cannot be used as a scoring element**. The sign will be used only for the purpose of identifying your team during your Presentation, and will be exempt from cost. Your team will not receive a deduction if you do not provide a sign, but it will help the Appraisers and the audience to know who is performing.

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.

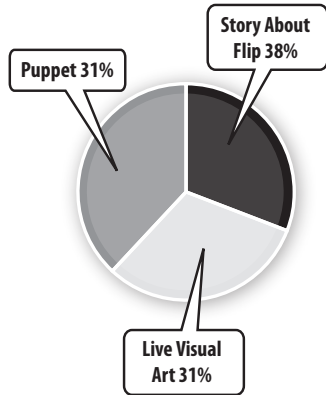
1. The team must present both *Side Trips* as part of the eight-minute Presentation and each *Side Trip* should have a meaningful connection to the team's *Central Challenge* solution. Each *Side Trip* must be described briefly on the *Tournament Data Form* found at the end of this Challenge.
2. A *Side 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

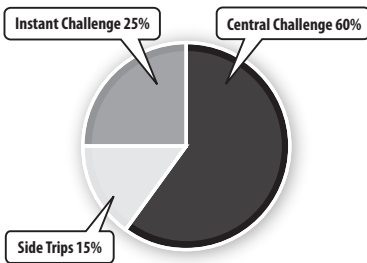
1. **Floor Surface:** Destination ImagiNation strongly suggests that the Presentation Site be a large space with a hard floor such as wood, linoleum, concrete or very short-napped carpet. Teams should be prepared to deal with a variety of floor surfaces.
2. **Site Size:** The minimum required overall size of the Presentation Site is 8ft deep x 10ft wide (2.44m x 3.05m), but teams may use any additional space that Tournament officials designate as available. The 8ft x 10ft site will not be taped.
3. **Electrical Power:** A 3-prong electrical outlet will be provided at the edge of each Presentation Site for the team's use.

D. Reward Points

Team Challenge Scoring at a Glance



Putting It All Together



	ELEMENT	POINTS	DETAIL
	CENTRAL CHALLENGE	UP TO 240	A
1.	STORY	UP TO 90 POINTS	A.2
	a. Theatrical Effect of the First Point of View	Up to 25 points	A.2.e
	b. Theatrical Effect of the New Point of View	Up to 25 points	A.2.e
	c. Effective Storytelling	Up to 15 points	A.2.f
	d. Creativity of the Flip	Up to 25 points	A.2.g
2.	PUPPET	UP TO 75 POINTS	A.3
	a. Effective Puppetry	Up to 25 points	A.3.c
	b. Design and Craftsmanship of One Puppet	Up to 30 points	A.3.d
	c. Interaction between Puppet and Non-Puppet characters	Up to 20 points	A.3.e
3.	LIVE VISUAL ART	UP TO 75 POINTS	A.4
	a. How well the Live Visual Art depicts the First Point of View	Up to 25 points	A.4.d
	b. How well the Live Visual Art depicts the New Point of View	Up to 25 points	A.4.d
	c. Creative Approach with which the Live Visual Art is created	Up to 25 points	A.4.e

	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, and/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, and/or Effort that is evident	Up to 15	B.3

For more information on Scoring, see the Rules of the Road.

Tournament Data Form

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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. None of the forms listed below can be used as a scoring item.

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.

_____ **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.

_____ **Published Clarifications:** We have read and are aware of the Published Clarifications on www.IDODI.org.

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 the *Side Trip*?

Side Trip 2: 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 the *Side Trip*?

Tournament Data Form

Challenge C: You're Gonna Flip!

Page 2 of 2

Team Name: _____

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

School/Organization: _____

PART THREE: This Challenge requires the team to supply the following information to help the Appraisers evaluate your solution. This is PAGE TWO of the form. Be sure to fill in both pages.

1. Explain the First Point of View: _____

Explain the Flip: _____

Explain the New Point of View: _____

2. Who is the Character that experiences the Flip? _____
How will the Appraisers recognize this Character?

3. Describe the Puppet that is to be scored for Design and Craftsmanship. _____
Explain how the team designed and constructed the Puppet.

4. Identify the form(s) of the Live Visual Art used in the Presentation: _____
What materials will be used and how?

- How will the Live Visual Art show the First Point of View?

- How will the Live Visual Art show the New Point of View?