



Team Challenge D:

**Do or DI®**

Improvational Acting  
Story Development  
Teamwork  
Research skills

# Challenge D: Do or DI®

## The Destination: *Where This Challenge Will Take You!*

Going... Going... Gone? A Threatened Thing is in danger of extinction, and YOU are its only hope for survival! With a Stock Character and an Unimpressive Superpower, can you save the Great Barrier Reef, the Giant Panda, or even landline telephones? But wait...do all threatened things need to be saved or is it better if some go the way of the dinosaur? You decide to Do or DI!

## Points of Interest! Your team will:

- Create a five-minute Improvisational Skit about a Threatened Thing in danger of extinction. This must be done in a seven-minute Preparation Time period at the Tournament.
- Present a Skit using a Stock Character randomly selected from a list of stock characters that the team has previously researched.
- Incorporate props and/or scenery to enhance the Skit.
- Integrate a randomly selected Unimpressive Superpower that is revealed during the Skit.

## Time Limit:

The team must prepare their Skit in up to **seven minutes**.

The team must complete the Presentation (including setup) in up to **five minutes**.

## 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](http://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](http://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 (300 points)

**Intent of the Challenge:** To solve this Challenge, the team will prepare an original **five-minute or less Improvisational Skit**. **The team will have up to seven minutes to prepare the Skit** at the Tournament immediately prior to their Presentation time. The Preparation Time will take place at the Presentation Site where the team can be observed by the audience and Appraisers. During their Preparation time, the team will determine how they will integrate **Three Improv Elements**: a Threatened Thing, a Stock Character, and Invisible Prop(s) and/or Human Scenery into their Skit. During the Presentation, the team will reveal the **Fourth Improv Element** by integrating an Unimpressive Superpower on stage.

1. **Skit:**
  - a. The team will create and perform an original Improv Skit. The team will integrate **four** Improv Elements into the Skit about a **Threatened Thing** in danger of extinction. The setup and Skit will be up to five minutes in length.
  - b. The team will receive points for the originality and creativity of the Skit concerning a Threatened Thing, a clearly developed story, and how well the elements are integrated into the Skit.
2. The following four Improv Elements must be included in the team's Skit:
  - a. **Required Improv Element 1: Threatened Thing**
    - i. Before the Tournament, the team will research the 10 Threatened Things listed in Table One. Teams must be ready to use research from any of the 10 Threatened Things in their Skit. Teams must present a value judgment about whether the Threatened Thing should be saved.
    - ii. The value judgment is the team's educated opinion about the worth of saving the Threatened Thing. The team's opinion should be based on their research. There is no right or wrong answer to this. However, the team **must present facts** to support their opinion.

### Table One – Threatened Things

1. The VHS tape	6. Pitcher Plant, any one variety
2. The Great Barrier Reef	7. The Basking Shark
3. The Giant Panda	8. The landline telephone
4. The Yiddish language	9. The Gopher Tortoise
5. Glaciers	10. The California Condor

- iii. In the Prep Area, the team will randomly select one of the Threatened Things to incorporate into their Skit. (See C.1.a for an explanation of the selection procedure.)
- iv. The team will receive points for this Improv Element based on the presentation of research on the Threatened Thing, the effectiveness of the integration of the research into the Skit, and the team's presentation of their value judgment as to whether or not the Threatened Thing should be saved. This value judgment reflects the educated opinion of the team, and should be based on the team's research.



### Special Definitions

**Threatened Thing:** An animal, ecosystem, plant, language, technology or element that is now facing possible extinction



## Special Definitions

**Stock Character:** A classic one-dimensional character who is easily recognizable to the Appraisers because of the traits they possess and display.

**Invisible Prop(s):** The team uses one or more Imaginary Prop(s) in such a way that their characteristics are recognizable to the audience and the Appraisers. (For example, a brick would be portrayed as a heavy, three-dimensional object.)

**Human Scenery/Prop(s):** Instead of scenery/prop(s) made with materials, members of the team become the scenery/prop(s). Teams may integrate Human Scenery/Prop(s) in any way.

**Unimpressive Superpower:** A physical trait, personality trait, or special ability beyond that of an average human, not often thought of in the realm of traditional superpowers.

### b. Required Improv Element 2: Stock Character

- i. Before the Tournament, the team will research the 10 **Stock Characters** listed in Table Two. In the Prep Area, the team will randomly select one Stock Character to portray throughout the performance (C.1.b). The team will then decide which team member will portray the Stock Character. **The team member who portrays the Stock Character may not have any other role nor become part of the scenery during the Skit.** Other Stock Characters may appear in the Skit, but only the one selected will be scored.

## Table Two – Stock Characters

1. The Insincere Person	6. The Shamelessly Greedy Person
2. The Absent-Minded Person	7. The Superstitious Person
3. The Reluctant Hero/Heroine	8. The Whiz Kid (very smart, clever or successful)
4. The Show-Off	9. The Coward
5. The Wise Old Person	10. The Arrogant Person

- ii. The team will receive points for this Improv Element based on the team member portraying his/her Stock Character as one of the main characters in the Skit. The team will also receive points for the effectiveness of the Stock Character's portrayal and the integration of the Stock Character into the Skit.

### c. Required Improv Element 3: Invisible Prop(s) and/or Human Scenery/ Prop(s)

- i. Before the Tournament, the team will practice techniques for creating prop(s) and/or scenery. For this Element, the team must use improv techniques of Invisible Prop(s) and/or Human Scenery.
- ii. The Prop(s) and/or Scenery do not have to be presented throughout the entire Presentation. However, the integration must be presented long enough so it is evident and very obvious to the Appraisers that the team has integrated the Invisible Prop(s) and/or Scenery into the Skit.
- iii. The team will receive points for the effectiveness of the Invisible Prop(s) and/or Human Scenery/Prop(s) in enhancing the Skit.

### d. Surprise Required Improv Element 4: Unimpressive Superpower

In the Prep Area, the team will randomly select a Tournament-supplied slip of paper with a number on it. The number corresponds to an Unimpressive Superpower that must be portrayed during the Skit. Before the team begins their Skit, the Timekeeper/Announcer will place the Unimpressive Superpower card in a designated place at the Presentation Site where it can be clearly seen by the team and the Appraisers. The team may pick up and read the Unimpressive Superpower card at any point during the performance of their Skit, and must respond to it as soon as they pick it up. The team member(s) must use the Unimpressive Superpower in a way that relates to the Threatened Thing.

- i. As soon as a team member or members pick up the card, the member(s) must begin revealing the Unimpressive Superpower to the Appraisers and the audience by his/her/their reaction to it. For example, if the Unimpressive Superpower is Super-Smelly Feet, the team member(s) might gag, cover their nose, and ask, "Who has those horrible, stinky feet? I have never smelled anything like them!"—showing the audience and Appraisers that someone's feet are super smelly.

- ii. The team will receive points for this Improv Element based on team member(s) reacting to the card. They will also receive points for creative integration of the Unimpressive Superpower into the Skit, and for the effective use of the Unimpressive Superpower as it relates to the Threatened Thing. For example, the team might use the stink of the Super-Smelly Feet to drive away a threat to their Threatened Thing.
3. **Teamwork:** An entertaining Improvisational performance requires great Teamwork! Teamwork is scored from the time the team enters the Presentation Site. Before the Presentation, the team will receive points for the way the team members work together to create their Skit out of the random elements they select. During the Skit, the team will receive points for the way the team members work together to move the story along and improvise together.
4. **Overall Presentation:** The team will also receive points for a well integrated and executed Overall Presentation.
5. **Team-Provided items:**
  - a. **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 Prep Area. See the *Tournament Data Form* at the end of the Challenge for specific instructions.
  - b. **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.
  - c. **Research Notes:** Research notes created by the team prior to the Tournament may be used as reference materials in the Launch Area during the creation of the Skit. Research notes may be hand-written, typed by the team, photocopied, or electronically duplicated. The following are not considered research notes and will **NOT** be allowed in the Launch Area: 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. Teams will not be allowed to use research notes of any kind that were created by the team prior to the Tournament during the performance of the Skit. At the Tournament, research notes may only be used during the seven-minute Preparation time, not during the Skit. Teams must leave their research notes in the Launch Area after their Preparation time and they must pick up their notes after they have finished talking with the Appraisers after their Presentation.

## B. Special Rules for Improvisational Challenges

1. **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. to the Presentation Site 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. **Expense Report:** No *Expense Report* form is required for this Challenge.
3. **Clothing and Accessories:**
  - a. Items of clothing worn by the team may not be removed 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.
  - b. 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 during Preparation Time. The wristwatch can be worn during the Presentation but it may not be incorporated into the solution in any way. The only "official time" is that kept by the Timekeeper/Announcer, and these official times are final.

## C. At the Tournament

1. **Prep Area:** The team will arrive at the Prep Area twenty minutes before their scheduled Presentation time. The Prep Area Appraiser will check to see whether the team has their required items. At this time, the team will select their Improv Elements, which will be revealed to them at the Presentation Site, with the exception of the Unimpressive Superpower that will be discovered by the team during the five-minute Presentation Time.
  - a. **Selecting Required Improv Element 1: Threatened Thing:** The team will randomly draw a Tournament-supplied slip of paper and hand it to the Prep Area Appraiser without looking at it. The paper will indicate the Threatened Thing the team will integrate into their Skit.
  - b. **Selecting Required Improv Element 2: Stock Character:** The team will draw a Tournament-supplied slip of paper and hand it to the Prep Area Appraiser without looking at it. The paper will indicate which Stock Character one team member will integrate into their Skit. The team will decide which team member will play the Stock Character after the selection is revealed at the Presentation Site.
  - c. **Selecting Surprise Required Improv Element 4: Unimpressive Superpower:** The team will randomly draw a Tournament-supplied slip of paper that lists a number that corresponds to the Unimpressive Superpower

the team will integrate into their Skit. The team will hand the paper to the Prep Area Appraiser without looking at it.

2. **At the Presentation Site:**

- a. The minimum required overall size of the Performance Area 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 found at the Presentation Site.
- c. A part of the Presentation Site will be marked off to designate the Launch Area. Once the Skit begins, the Launch Area may be used as part of the Performance Area.

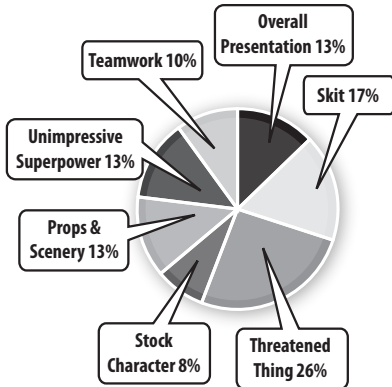
3. **Preparation Time Begins:**

- a. The Timekeeper/Announcer will introduce the team to the audience. During the introduction, the card with the Unimpressive Superpower will be placed, face down, in a distinct location. This will be a location where the team will be able to easily get to it when they choose to pick it up. It will be in the same location for each team. The Timekeeper/Announcer will draw the team's attention to the placement. S/he will also remind them that they can pick up the card at any time after they begin the presentation of their Skit and that they must begin reacting to the Unimpressive Superpower as soon as the card is picked up. At this time the Improv Elements, except for the Unimpressive Superpower, will be read to the team. The Timekeeper/Announcer will then signal the team to begin the seven-minute Preparation time.
- b. The team will have exactly seven (7) minutes to create an original Skit that includes Improv Elements 1, 2 and 3. Teams do not have to use the entire seven-minute Preparation time. Teams may signal the Timekeeper/Announcer when they are ready to perform. If a team signals the Timekeeper/Announcer prior to the end of the seven minutes, the Timekeeper/Announcer will ask the team to confirm they are ready.

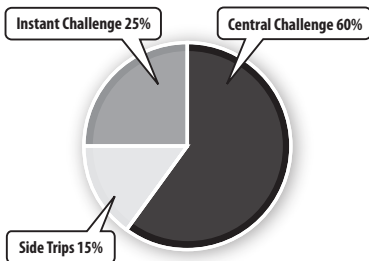
4. **When Preparation Time Ends:** After the Preparation time, the Timekeeper/Announcer will tell the team to **BEGIN** their Presentation. After the Presentation, the team will return the Unimpressive Superpower card to the Timekeeper/Announcer.

## D. Reward Points

### Team Challenge Scoring at a Glance



### Putting It All Together



	ELEMENT	POINTS	DETAIL
	<b>CENTRAL CHALLENGE</b>	<b>UP TO 300</b>	<b>A</b>
<b>1.</b>	<b>SKIT</b>	<b>UP TO 50</b>	<b>A.1</b>
	a. Originality and creativity of the Skit concerning a Threatened Thing	Up to 25	A.1.b
	b. A clearly developed story and how well the elements are integrated into the Skit	Up to 25	A.1.b
<b>2.</b>	<b>IMPROV ELEMENT 1: THREATENED THING</b>	<b>UP TO 75</b>	<b>A.2.a</b>
	a. Presentation of research on the Threatened Thing	Up to 25	A.2.a.iv
	b. Presentation of Value judgment (educated opinion) about whether or not the Threatened Thing should be saved, based on the team's research	Up to 25	A.2.a.iv
	c. Effectiveness of the integration of the research into the Skit	Up to 25	A.2.a.iv
<b>3.</b>	<b>IMPROV ELEMENT 2: STOCK CHARACTER</b>	<b>UP TO 25</b>	<b>A.2.b</b>
	a. The Stock Character drawn is one of the main characters in the Skit.	0 or 5	A.2.b.ii
	b. Effectiveness of Stock Character's portrayal	Up to 10	A.2.b.ii
	c. Integration of the Stock Character into the Skit	Up to 10	A.2.b.ii
<b>4.</b>	<b>IMPROV ELEMENT 3: PROPS AND/OR SCENERY</b>	<b>UP TO 40</b>	<b>A.2.c</b>
	Effectiveness of the Invisible Prop(s) and/or Human Scenery/Prop(s) in enhancing the Skit	Up to 40	A.2.c.iii
<b>5.</b>	<b>IMPROV ELEMENT 4: UNIMPRESSIVE SUPERPOWER</b>	<b>UP TO 40</b>	<b>A.2.d</b>
	a. As soon as the card is picked up, team member(s) react and begin to reveal to the Appraisers and audience what the Unimpressive Superpower is	0 or 5	A.2.d.ii
	b. Creative integration of the Unimpressive Superpower into the Skit	Up to 20	A.2.d.ii
	c. Effective use of the Unimpressive Superpower as it relates to the approaching extinction of the Threatened Thing	Up to 15	A.2.d.ii
<b>6.</b>	<b>TEAMWORK</b>	<b>UP TO 30</b>	<b>A.3</b>
	During Preparation Time, the way the team members work together to create their Skit out of the random elements they select. During the Skit, the way the team members work together to move the story along and improvise together.	Up to 30	A.3.a
<b>7.</b>	<b>OVERALL PRESENTATION</b>	<b>UP TO 40</b>	<b>A.4</b>
	A well integrated and executed Overall Presentation.	Up to 40	A.4

# Tournament Data Form

# Challenge D: Do or DI®

## Page 1 of 1

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

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

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

### 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*.

\_\_\_\_\_ **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](http://www.IDODI.org).

### Threatened Things

1. The VHS tape	6. Pitcher Plant, any one variety
2. The Great Barrier Reef	7. The Basking Shark
3. The Giant Panda	8. The landline telephone
4. The Yiddish language	9. The Gopher Tortoise
5. Glaciers	10. The California Condor

### Stock Characters

1. The Insincere Person	6. The Shamelessly Greedy Person
2. The Absent-Minded Person	7. The Superstitious Person
3. The Reluctant Hero/Heroine	8. The Whiz Kid (very smart or clever or successful)
4. The Show-Off	9. The Coward
5. The Wise Old Man	10. The Arrogant Person