

ARE WE THERE YET?  
improvisational

# Welcome Improv Team Managers!

In this season's Improvisational Challenge, your team will use their improv skills to tell a story about a Seeker who uses a Mode of Transportation to travel along a Route from one Location to another Location. What will they encounter along the way?



# What to Expect?

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- On tournament day, your team will be expected to complete the central Improv challenge, as well as an instant challenge.
- Your team will research team-selected Locations and Modes of Transportation. The amount will vary if they are an EL, ML, or SL team.
- There are 4 improv elements – two that the teams research (above) and two that are provided to the team.
- Similar to the instant challenge, most teams practice their central Improv challenge all season leading up to tournament day.

# Skit

- Use up to 2 minutes of Preparation time to create an improvisational Skit about at least one character who is traveling a Route. For this Challenge, a Route is a path between a starting Location and an ending Location.
- Incorporate a Mode of Transportation and a Seeker into the Skit.
- Use up to 5 minutes to present the Skit to the audience and Appraisers, incorporating a Detour.

# Improv Element 1: Locations

- Teams will research locations with at least one location from each of the following categories:
  - Fictional
  - Human Settlement
  - Human-Made Attraction
  - Natural Attraction
  - Remote Location
- Teams will select the two locations for their skit in the prep area.
- The first location will be the start, the second location will be the end.

# Improv Element #1: Locations

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EL: Research 8 locations, at least 1 from each category

ML: Research 10 locations, at least 2 from each category

SL: Research 12 locations, at least 2 from each category

# Improv Element 2: A Seeker

- In the Prep Area, randomly select a tournament-supplied piece of paper that lists a Seeker. Your team will not know which Seeker you have chosen until immediately before the 2-minute Preparation time. At that time, the Timekeeper/Announcer will announce the Seeker.
- For this Challenge, a Seeker is a character that is trying to find something. Examples of Seekers are “A bee searching for a hive,” “A flower searching for water,” and “A reporter searching for a story.”
- Your team may choose whether or not the Seeker finds what they are looking for

# Improv Element 2: A Seeker

Let's generate some seekers!





# Improv Element 3: Mode of Transportation

Before the tournament, your team will research Modes of Transportation.

In the Prep Area, randomly select one of the Modes of Transportation listed on your Tournament Data Form. Your team will not know the Mode of Transportation you have chosen until immediately before the 2-minute Preparation time. At that time, the Timekeeper/Announcer will announce the Mode of Transportation.

# Improv Element 3: Mode of Transportation

Table 2: Mode of Transportation				
Airplane	Double-Decker Bus	Horse-Drawn Carriage	The Nautilus from <i>20,000 Leagues Under the Sea</i>	Roller Skates
Bicycle	The Flying Carpet from <i>1,001 Arabian Nights</i>	Hot Air Balloon	Paddle Steamer	Trireme
Camel	Gondola	Jet Pack	Pegasus	Tuk Tuk/Rickshaw
Combi	The Great Glass Elevator from <i>Charlie and the Great Glass Elevator</i>	Model T Car	Pogo Stick	Vaka
Dog Sled	Helicopter	Monorail	The Polar Express from <i>The Polar Express</i>	Zip Line

## Improv Element 4: Detour

In the Prep Area, randomly select a tournament-supplied piece of paper that lists a Detour.

For this Challenge, a Detour is an unforeseen event that forces a change or delay in your planned Route. Examples of Detours are “A troll blocks your path,” “You are suddenly so tired you can barely keep your eyes open,” and “The fog is so thick you cannot see.”

The randomly selected Detour will be placed in a designated space in the Presentation Area. Any time after the Skit begins, a team member will pick up the piece of paper and read it silently or out loud. Once the team member picks up the piece of paper, your team must begin including the Detour in your Skit.

Your team may reread the piece of paper silently or out loud at any time to make sure you understand the Detour, but you must not include the paper itself in your Skit.

# Improv Element 4: Detour

Let's generate some detours!



# Speaking of Time...

With the exception of wristwatches, no other timing devices will be allowed. The only official time is that kept by the Timekeeper/Announcer. Since your team members are allowed to wear wristwatches, you are not allowed to ask the Appraisers how much time is left during your Preparation time or Skit time.

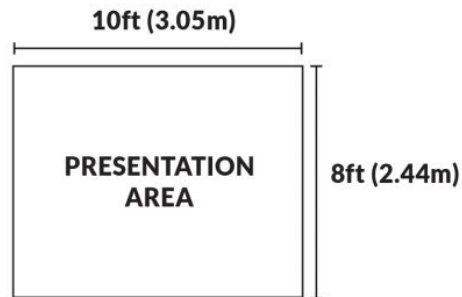


# Honoring the Intent of the Challenge/ The Spirit of Improv

1. The intent of this Challenge is to create a unique improvisational Skit based on the specific combination of Improv Unknowns selected at the tournament.
2. Prior to the tournament, teams are encouraged to prepare by generating different scenarios, creating potential characters, and mixing and matching Improv Unknowns in practice sessions. It is expected that your team will choose to use and include some of the ideas that come from practice sessions when combining the randomly chosen Improv Unknowns into your Skit at the tournament.
3. As long as your team does not bring ideas for scenarios, potential characters, etc. into the Presentation Site in written form, using the ideas is acceptable and within the intent of the Challenge.
4. If your team moves on to another level of tournament and selects one or more of the same Improv Unknowns, you are encouraged to create a new solution, but no deduction will be taken if you reuse parts of an earlier solution.

## II. AT THE TOURNAMENT

- A. **Presentation Area:** The minimum required size is 8ft x 10ft (2.44m x 3.05m). Your team may use any additional space that tournament officials designate as available, but your team should be prepared to present your solution in the minimum space. In most cases, the edges of the 8ft x 10ft (2.44m x 3.05m) area will not be taped. The Presentation Area will be a large space with a hard floor, such as wood, linoleum, concrete, or very short-napped carpet. Your team should be prepared to deal with a variety of floor surfaces.

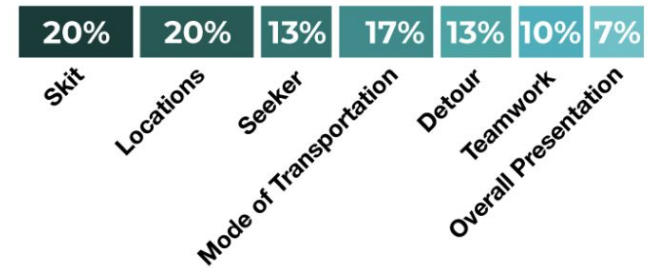


- B. **Forms:** Your team will need to fill out the online Tournament Data Form and Prep Checklist, which includes the Declaration of Independence. These forms can be found in the [Resource Area](#) through the Team Manager of record's account, under Teams -> My Tournaments. Keep in mind that the forms may not be available until closer to your tournament date.
- C. **Team Identification Sign:** Your team should provide a freestanding sign displaying your team name, Team Number, school/organization, and level. The purpose of the sign is to identify your team to the Appraisers. (See Rules of the Road, Team Identification Sign.)
- D. **Instant Challenge:** At a tournament, your team will solve one Instant Challenge in addition to showcasing your Team Challenge solution. Instant Challenges are kept confidential until the day of the tournament. (See Rules of the Road.) Because Instant Challenge is worth 25% of a team's overall score at a tournament, teams often practice different types of Instant Challenges throughout the season. (See Roadmap.)

### III. SCORING

CENTRAL CHALLENGE Up to 300	<b>A. Skit (See Section I.A.)</b>	Up to 60
	<b>1. Creativity of the Skit</b>	Up to 30
	<b>2. Clear and effective storytelling</b> This means the story has a beginning, middle, and end and is presented in a way that is easy to follow and understand.	Up to 30
	<b>B. Improv Element 1: Locations (See Section I.B.)</b>	Up to 60
	<b>1. Effective portrayal of the starting Location</b> This means how well your team represents the characteristics of the starting Location.	Up to 20
	<b>2. Effective portrayal of the ending Location</b> This means how well your team represents the characteristics of the ending Location.	Up to 20
	<b>3. Creative portrayal of the Route</b>	Up to 20
	<b>C. Improv Element 2: Seeker (See Section I.C.)</b>	Up to 40
	<b>1. Creative portrayal of the Seeker</b>	Up to 20
	<b>2. Integration of the Seeker into the story</b> This means the Seeker is important to the story.	Up to 20
	<b>D. Improv Element 3: Mode of Transportation (See Section I.D.)</b>	Up to 50
	<b>1. Effective portrayal of the Mode of Transportation</b> This means how well your team represents the Mode of Transportation.	Up to 25
	<b>2. Integration of the Mode of Transportation into the story</b> This means the Mode of Transportation is important to the story.	Up to 25
	<b>E. Improv Element 4: Detour (See Section I.E.)</b>	Up to 40
	<b>1. Creative portrayal of the Detour</b>	Up to 20
	<b>2. Integration of the Detour into the story</b> This means the Detour is important to the story.	Up to 20
	<b>F. Teamwork</b>	Up to 30
	This includes your team's ability to work together, plan, move the story along, and improvise.	Up to 30
	<b>G. Overall Presentation</b>	Up to 20
	This means that all elements of your team's Presentation are well integrated and executed.	Up to 20

### Central Challenge



### Putting It All Together





## Tournament Procedures: **Prep Area**

1. Your team should arrive at the Prep Area 20 minutes before your scheduled Presentation time. The Prep Area Appraiser will check to see that your team has the necessary forms properly completed.
2. Selecting Required Improv Element 1—Locations: Your team will randomly select one tournament-supplied piece of paper with a number on it and hand it, without looking at it, to the Prep Area Appraiser. The numbered piece of paper will correspond to one of the numbers of your team's researched Locations entered on the Tournament Data Form. This Location will be your team's starting Location.
3. Your team will randomly select a second tournament-supplied piece of paper with a number on it and hand it, without looking at it, to the Prep Area Appraiser. The numbered piece of paper will correspond to another of the numbers of your team's researched Locations entered on the Tournament Data Form. This Location will be your team's ending Location.

## Tournament Procedures: **Prep Area**

**4. Selecting Required Improv Element 2—Seeker:** Your team will randomly select one tournament-supplied piece of paper and hand it, without looking at it, to the Prep Area Appraiser. The piece of paper will list the Seeker.

**5. Selecting Required Improv Element 3—Mode of Transportation:** Your team will randomly select one tournament-supplied piece of paper with a number on it and hand it, without looking at it, to the Prep Area Appraiser. The numbered piece of paper will correspond to one of the numbers of your team's researched Modes of Transportation entered on the Tournament Data Form.

**6. Selecting Required Improv Element 4—Detour:** Your team will randomly select one tournament-supplied piece of paper and hand it, without looking at it, to the Prep Area Appraiser. The piece of paper will list the Detour.

# Tournament Procedures: **Preparation Time**

1. Before the 2-minute Preparation time, the Timekeeper/Announcer will read the selected starting Location, ending Location, Seeker, and Mode of Transportation to your team and the audience. Then the Timekeeper/Announcer will hand a written version of these Improv Unknowns to your team.
2. Your team will be told to “BEGIN” Preparation time. You will have up to 2 minutes to prepare a Skit based on the announced Improv Unknowns. Your team is free to consult the written version of the Improv Unknowns, research notes (if any), and an unmarked copy of the Challenge. Your team may also use pencils and paper at this time for planning.
3. At the end of 2 minutes, the Timekeeper/Announcer will say “STOP.” Your team must immediately stop preparing for the Skit, go to the Launch Area, and return all research notes, pencils, paper, and the copy of the Challenge to a designated area. Your team may keep and refer to the paper listing the Improv Unknowns during the Skit but must not incorporate this paper into the Skit. The Timekeeper/Announcer will place the piece of paper that lists the Detour in the designated space in the Presentation Area.

## Tournament Procedures: **Skit Time**

1. The Timekeeper/Announcer will tell your team to “BEGIN” the Skit.
2. At any time after your team begins the Skit, your team may pick up the Detour and begin including it in the Skit. Your team may keep and refer to the paper listing the Detour during the Skit but must not incorporate this paper into the Skit.
3. At the end of the 5-minute Skit time, the Timekeeper/Announcer will say “STOP.” At this time, the Skit ends, even if your team has not finished. If your team chooses, you may end the Skit at any time prior to the end of the 5 minutes.
4. At this time, your team will take a well-deserved bow and remain in the Presentation Area to talk briefly with the Appraisers.

# Improv Games and Resources

We have a great document with games and resources that we will send over!

# Any questions?



Contact us with any questions!  
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We are so grateful to our team managers - you are the lifeblood of Destination Imagination. Thank you for your incredible work of heart!