
Instant Challenge 101

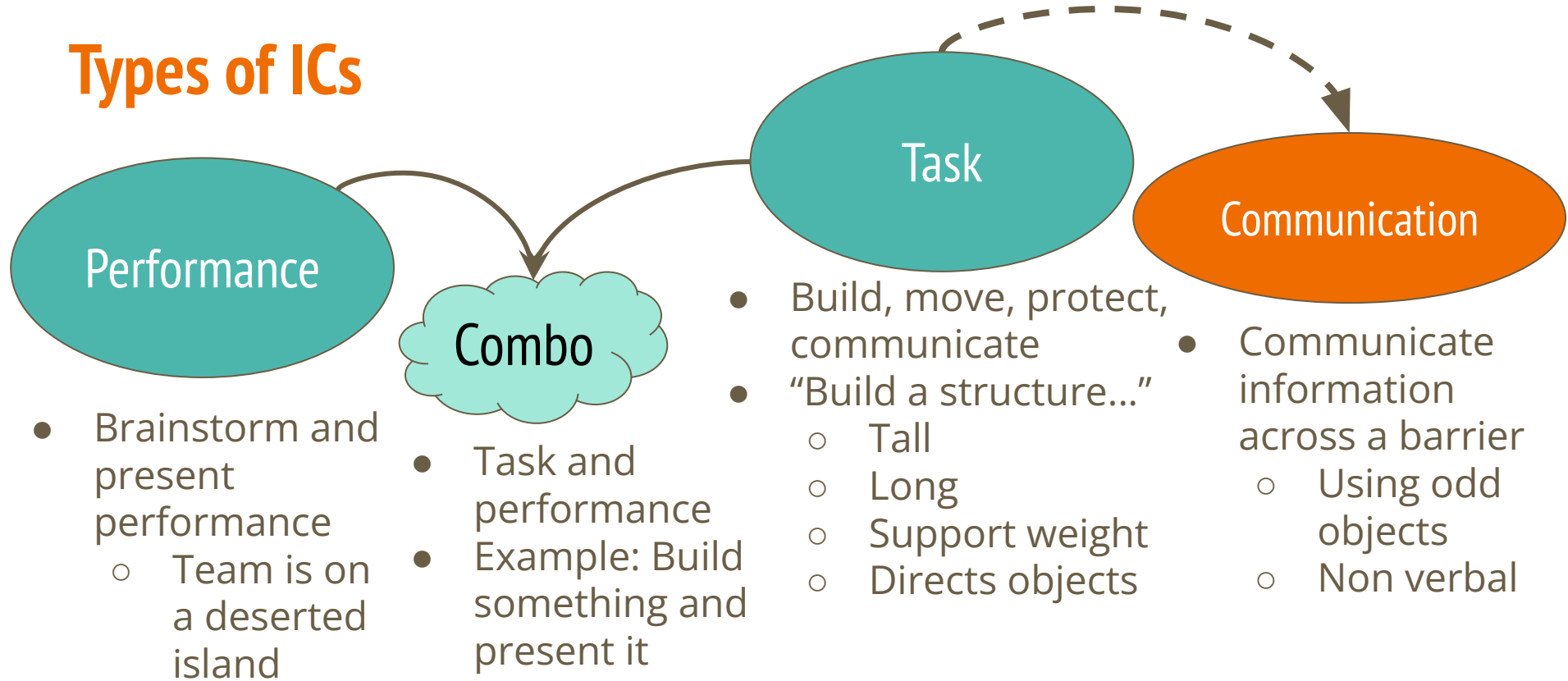
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What is “IC”?

Instant Challenge!

- 25% of tournament score.
 - Multiple forms
 - ICs are not reused in tournaments
 - Teams go in with no idea of what they’ll be doing
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Types of ICs



Destination Imagination®
Instant Challenge
Advanced Level

ABOVE AND BEYOND

Challenge: Your **TASK** is to build a free-standing tower that is as tall as possible.

For the purpose of this Challenge, “free-standing” means that your structure may not be attached to anything.

Time: You will have up to 3 minutes to use your **IMAGINATION** and the **CREATIVE PROCESS** to build your tower.

Setup: In the middle of the room is a table and materials.

Procedure: (3 minutes): Use the materials on the table to build a free-standing tower that is as tall as possible. If you have not completed your tower within 3 minutes, you may take an extra minute, but in doing so, you will receive fewer points. At the end of time, the appraiser will measure the height of your tower. No team member may be touching the tower while it is being measured.

Materials:

1 Piece of Paper 1 Paper Cup 2 Craft Sticks
2 Straws 2 Chenille Sticks 4 Mailing Labels

The mailing labels may NOT be attached to the table.

Scoring: You will receive

- A. 20 points if you finish building your tower within the first 3 minutes.
- B. 1 point (40 points maximum) for each inch (2.5 cm) of height of your tower.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

What does an IC
look like?

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Instant Challenge
Advanced Level

ABOVE AND BEYOND

Challenge: Your **TASK** is to build a free-standing tower that is as tall as possible.

What your team needs to do

For the purpose of this Challenge, "free-standing" means that your structure may not be attached to anything.

Time: You will have up to 3 minutes to use your IMAGINATION and the CREATIVE PROCESS to build your tower.

How much time they have to do it

Setup: In the middle of the room is a table and materials.

Procedure: (3 minutes): Use the materials on the table to build a free-standing tower that is as tall as possible. If you have not completed your tower within 3 minutes, you may take an extra minute, but in doing so, you will receive fewer points. At the end of time, the appraiser will measure the height of your tower. No team member may be touching the tower while it is being measured.

Materials:

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Things they CAN'T do

Scoring: You will receive

- A. 20 points if you finish building your tower within the first 3 minutes.
- B. 1 point (40 points maximum) for each inch (2.5 cm) of height of your tower.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Points they can control

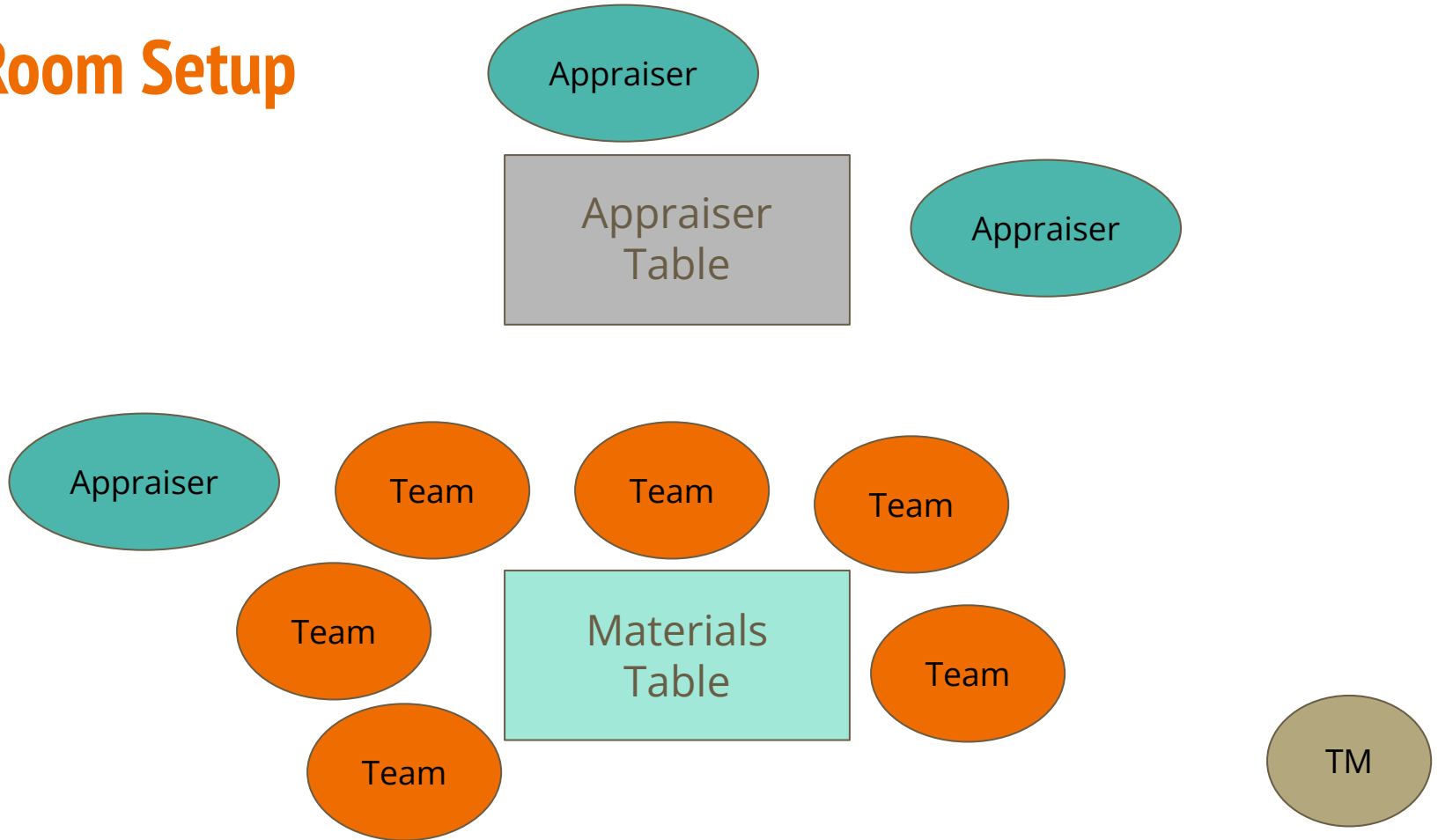
Tournament Day

- Check in and structure
 - Team manager expectations
 - Chillout/debrief
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Check In

- Team and TM go to IC Check in, Support Squad (parents, siblings, etc. stay behind)
 - Verify full team is present, all documents are completed
 - All electronics (phone, smart watches, etc) cannot enter IC room
 - ICs must stay secret and cannot be recorded or documented
 - Teams can only receive time from the appraisers
- Team and TM complete The Promise
- Team and TM wait to be called by appraisers
 - Teams play games, have discussions, get ready for IC
- Appraisers bring team back to IC room

IC Room Setup



IC Room

- TM sits in specific spot
- Team gathers around table with challenge
- Appraisers will introduce themselves and then read the challenge
 - Team should follow along!
- Appraisers start time
- Team can ask for time as much as they want
- Team can ask appraisers questions ... answers may not be what team wants
- When time ends, Team leaves the room
 - No feedback from appraisers, only raw score after awards

Team Manager Expectations

- IC Room = TM Ghost Mode
 - TMs cannot interact with Team in ANY way during IC
 - No gestures, whispers, signals, etc
- Many TMs sit on hands, hide face during IC

Chill Out/Debrief

- Some tournament sites will have designated “Chill Out Room”
 - Space for team to discuss IC
 - What went well?
 - What could we have done better?
 - What did we struggle with most?
 - What did we excel at?
 - Did we work well as a team?
 - Where can we improve?
- Strongly recommended to do this even if your tournament doesn't have Chill Out

Tips and Tricks

Team Member Roles

- **Leader/Facilitator:** leads the discussion, assigns roles, keeps team on track
- **Playwright:** leads the creation of the skit in a performance challenge
- **Rules:** helps team understand and follow the rules of the challenge
- **Points:** helps team understand what is being scored and how to maximize points
- **Timekeeper:** asks for time remaining and keeps the team on track
- **Builder/Materials Manager:** makes and helps implement building decisions
- **Risk Assessment:** helps team make risk/reward decisions

General

- Have a solution! Appraisers want to give teams points so have something
- Encourage your team to focus on the points they can control
 - Using all the materials doesn't mean more points
- If it doesn't say you can't, you (probably) can, and if you're not sure, ask!
- Move materials where you need them at the end

Questions?

We're always available via email or the DICO Discord!

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