



**WISCONSIN**

**2022-23 Southeast Sectional Tournament  
Muskego High School / March 11, 2023**

W183 S8750 Racine Ave., Muskego WI

[wisconsindi.org](http://wisconsindi.org)



# WELCOME

## Good luck to all teams competing in the tournament!

Thank you to all of the Team Managers, teachers, school sponsors, Appraisers, volunteers, and parents for your hard work to make this tournament possible.

### Reminders

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time. (Engineering teams should report to Roller Coaster Check-In at least 1 hour before their scheduled Presentation time.)
- Spectators will NOT be allowed to enter the Presentation Area once a team's Presentation has begun. Spectators are not allowed in the Instant Challenge area.
- Parents, spectators, and Team Managers: remember to respect the rules of Interference. Do not interfere with the team's solution.
- Please support Wisconsin DI by purchasing concessions and souvenirs!
- Bring all lost-and-found items to the Information Desk in the lobby near the main entrance.
- Team Managers should also stop at the Information Desk for a special thank-you gift!
- Fill out the tournament survey (we promise it's short!) for your chance to win fabulous DI swag. Look for the flyers posted around the tournament site.
- Visit the cafeteria area between 10 am and 12 pm for Photo Booth fun and between 2 and 4:30 pm for Arts & Crafts.
- Teams are encouraged to bring pins to trade as a way to meet new friends and show good sportsmanship.
- All teams should report to the Salentine Gym for the Closing Ceremony at 5:30 pm.
- Final scores will be posted at [wisconsindi.org](http://wisconsindi.org) shortly after the celebration ceremony concludes.
- Teams advancing to the Wisconsin Affiliate Tournament on Saturday, April 1, at UW-Green Bay must register NO LATER THAN Saturday, March 18, at [RegisterYourTeam.org](http://RegisterYourTeam.org).

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### Release/Disclaimer

By my participation in an event conducted by an Affiliate, Region, or other gathering related to the Destination Imagination program, the participant or participant's parents or participant's guardian understands and hereby voluntarily agrees to release, waive, forever discharge, hold harmless, defend, and indemnify Destination Imagination, Inc. and its agents, officers, boards, volunteers, and employees from any and all liability and all claims, actions, or losses for bodily injury, property damage, wrongful death, loss of services, or otherwise which may arise out of the participant's participation in activities related to the Destination Imagination event, including travel to and from the event.

# GENERAL SCHEDULE

Time	Event	Location
7:30 am–4 pm	Concession Sales	Cafeteria
8:30 am–4:45 pm	Engineering Challenge Presentations	North Gym
8:30 am–4:15 pm	Fine Arts Challenge Presentations	Room 243
9:00 am–2:20 pm	Rising Stars Challenge Presentations	Room 266 & Commons Area Between Rooms 276 and 277
9:00 am–3:30 pm	Souvenir Sales	Lobby near Main Entrance
10:00 am–11:15 am	Technical Challenge Presentations	Library
10:00 am–2:00 pm	Photo Booth	Cafeteria
10:40 am–1:00 pm	Improv Challenge Presentations	Room 230
2:00 pm–2:40 pm	Scientific Challenge Presentations	Library
2:00 pm–4:30 pm	Arts & Crafts	Cafeteria
4:30 pm–5:30 pm	Musical Entertainment	Salentine Gym
5:30 pm (approximately)	Closing Celebration	Salentine Gym

## Acknowledgments

**Challenge Masters:** Mikaela Becker, Dave Bykowski, Emily Gardner, Beth Hahn, Judy Jones, Joe Kirklewski, Jen Litzau, Tim McMahon & Ashley Nelson

**Regional Directors:** Anne Coulling & Jen Litzau (Milwaukee region) & Michelle Gardner (South Central region)

**Wisconsin affiliate director:** Mary Bykowski

**Muskego High site coordinator:** Cathy Bowmil

We are grateful to the Muskego-Norway School District for all of their support.



## TECHNICAL CHALLENGE

### Location: Library

- Design and create a puzzle that will be assembled during the Presentation.
- Design and build 2 puzzle solvers that use technical methods to assemble the puzzle.
- Create and present a story about how a character's understanding changes at a pivotal moment.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Level	Team Challenge Time	Instant Challenge Time
148-11712	Lincoln Elementary	Missing Pieces	EL	10:00 am	11:20 am
148-63857	Lake Geneva Schools	DInamite	EL	10:20 am	11:40 am
	BREAK				
148-24361	Lake Geneva Schools	Just Toast	ML	10:55 am	1:00 pm
148-29568	Lake Geneva Schools	le Goatpunks	SL	11:15 am	2:40 pm



# SCIENTIFIC CHALLENGE

## Location: Library

- Present a team-created story in the style of a tall tale.
- Include an exaggerated character with a hyperbolic trait.
- Design and build a theatrical embellishment that enhances the hyperbolic trait.
- Present a scientific analysis to determine whether or not the exaggerated character could actually exhibit the hyperbolic trait(s) as described in the tall tale.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Level	Team Challenge Time	Instant Challenge Time
148-46421	Bay Lane Elementary	Adventures of Gerald	EL	2:00 p.m.	10:40 am
148-31371	Roosevelt Elementary	Jiggly Wet Stuff Inc.	EL	2:20 p.m.	10:00 am
148-00696	Summit View Elementary	Les Petite Einsteins	EL	2:40 p.m.	11:00 am



# ENGINEERING CHALLENGE

## Location: North Gym

- Design and build a roller coaster that will be assembled and then tested during the Presentation.
- Design and create a launching mechanism that starts moving a golf ball along the roller coaster track.
- Test how far and how fast the golf ball can travel through the roller coaster.
- Create a Presentation that shows what the riders would experience when riding the roller coaster.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Level	Roller Coaster Check in Time	Team Challenge Time	Instant Challenge Time
148-03033	Mill Valley		EL	7:30 am	8:30 am	11:15 am
148-70708	Bay Lane Elementary	7 Rollin' Psycho Dawgs	EL	7:50 am	8:50 am	1:10 pm
148-17460	Wilson/WSTEM	The Cheesy Comedian Rats	EL	8:10 am	9:10 am	3:05 pm
	BREAK					
148-28620	McKinley Elementary	A Fairytale Wonderland	EL	8:45 am	9:45 am	1:30 pm
148-36144	Mill Valley Elementary	Astronomical Snakes	EL	9:05 am	10:05 am	2:25 pm
148-89430	Washington Elementary	Daring Diamondbacks	EL	9:25 am	10:25 am	2:45 pm
148-26090	St. Sebastian School	Movie Theater Popcorn	EL	9:45 am	10:45 am	3:25 pm
	LUNCH BREAK					
148-31655	McKinley Elementary	The Dragon Team	EL	11:00 am	12:00 pm	1:50 pm
148-65308	Roosevelt Elementary	Wings of Fire	EL	11:20 am	12:20 pm	9:20 am
148-88720	Jefferson Elementary	Pine-intific Travelers	EL	11:40 am	12:40 pm	9:40 am
	BREAK					
148-54477	Dixon Elementary	Dixon Rockin Roller Coaster Kids	EL	12:15 pm	1:15 pm	9:00 am
148-69375	Sacred Hearts School	DIY DI	EL	12:35 pm	1:35 pm	10:35 am

148-87808	Sacred Hearts School	#SHJMStandardGrip	EL	12:55 pm	1:55 pm	10:55 am
	BREAK					
148-43297	Lake Geneva Schools	Cardboard Devils	EL	1:30 pm	2:30 pm	3:45 pm
148-33289	Lincoln Elementary	E. TEAM	EL	1:50 pm	2:50 pm	10:15 am
148-19366	Brookfield Elementary	Dark Dragons Thrill Ride	EL	2:10 pm	3:10 pm	12:50 pm
148-93694	Parkview Destination Imagination	The Moneymakers	EL	2:30 pm	3:30 pm	11:35 am
	BREAK					
148-30960	Sacred Hearts School	Crash and Burn	ML	3:05 pm	4:05 pm	10:40 am
148-35298	St. Sebastian School	Crunchy Mayo	ML	3:25 pm	4:25 pm	11:00 am
148-62568	Longfellow Middle School	Longfellow's Engineering Team	ML	3:45 pm	4:45 pm	1:40 pm



## FINE ARTS CHALLENGE

**Location: Room 243**

- Create and present a flipped tale that is inspired by a well-known story but focuses on a new main character.
- Research literary devices and integrate one into the Presentation.
- Use theatrical techniques to move the audience's focus from one portion of the Presentation Area to another.
- Design and build a piece of scenery that goes through a scenery flip.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Level	Team Challenge Time	Instant Challenge Time
148-98685	Wilson Elementary	Coyote Queens	EL	8:30 a.m.	10:35 am
148-26416	Washington Elementary	The Lightening Girls	EL	8:50 a.m.	2:30 pm
148-40910	Dixon Elementary	Rainbow Floppa Muffins	EL	9:10 am	2:50 pm
	BREAK				
148-60464	Brookfield Elementary	Team Orange	EL	9:45 am	12:55 pm
148-42085	Summit View Elementary	Popping Cool Seven	EL	10:05 am	1:15 pm
148-93859	Lincoln Elementary	Legendary Quads	EL	10:25 am	1:35 pm
148-61279	Lincoln Elementary	The Sea Stars	EL	10:45 am	1:55 pm
148-05360	Mill Valley Elementary	The Champions	EL	11:05 am	3:10 pm
	LUNCH BREAK				
148-88978	Wilson/WSTEM	The 7 Donkeys from a Luxury Tent	EL	12:25 pm	10:55 am
148-79251	Roosevelt Elementary	The Crazy Dancing Animals of Piz	EL	12:45 pm	9:00 am
148-79648	Roosevelt Elementary	The Fantastic Five	EL	1:05 pm	9:20 am
148-18740	Parkview Destination Imagination	Milky Way Madness	EL	1:25 pm	11:35 am
	BREAK				
148-54129	Lakeview Elementary	The Little Minions of Lakeview	EL	2:00 pm	10:15 am



148-32857	Germantown	Midnight Madness	EL	2:20 pm	11:15 am
148-69266	St. Sebastian School	Team Cool	EL	2:40 pm	9:40 am
	BREAK				
148-45616	Sacred Hearts School	The Crumbs You Find	ML	3:15 pm	10:20 am
148-39620	Longfellow Middle School	Look Who's Laughing Now	ML	3:35 pm	1:20 pm
148-42136	Lake Geneva Schools	Alliteration for Obliteration	ML	3:55 pm	11:20 am
148-26482	Lake Geneva Schools	Scribble Slayers	ML	4:15 pm	11:40 am



## IMPROVISATIONAL CHALLENGE

**Location: Room 230 (prep: Room 231)**

- Create and present an improvisational skit about an underdog preparing for and/or participating in a competition.
- Incorporate an expert into the skit.
- Integrate a complication into the skit.
- Enhance the skit with trash bags and rubber bands.

Team #	Organization Name	Team Name	Level	Team Challenge Time	Instant Challenge Time
148-03677	Parkview Destination Imagination	7 Musketeers	EL	10:40 am	12:00 pm
148-11439	Washington Elementary	Busy Bees	EL	11:00 am	9:00 am
148-36435	Roosevelt Elementary	What's our team name again?	EL	11:20 am	9:20 am
148-18927	Roosevelt Elementary	Team Bodybuilders	EL	11:40 am	9:40 am
	LUNCH BREAK				
148-10713	Longfellow Middle School	SMAQi GAMPS	ML	1:00 pm	2:20 pm



## EARLY LEARNING CHALLENGE

- Create and present a play about a group of friends going on a fantastic adventure together.
- Include a musical character.
- Create musical instruments and use them to perform a song.
- Create costumes, props, and scenery to help tell the story.

### PURPLE SITE: Commons Area between Rooms 276 and 277

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
148-33662	Brookfield Elementary	Team Red	9:00 am	9:40 am
148-51570	Bay Lane Elementary		9:20 am	
148-60075	Dixon Elementary	Dixon Dragon Cute Little Ninjas	9:40 am	2:00 pm
	BREAK			
148-15806	Roosevelt Elementary	Team LIII	10:20 am	12:40 pm
148-47195	Roosevelt Elementary	Broken Technology	10:40 am	9:00 am
148-17386	Brookfield Elementary	Team Purple	11:00 am	9:20 am
148-12434	Mill Valley Elementary	Team B	11:20 am	1:40 pm
	LUNCH BREAK			
148-38600	Hartland Lakeside School District	Musical Ninja Explorers	12:40 pm	11:00 am
148-02796	Hartland Lakeside School District	The Packers	1:00 pm	11:20 am
148-38900	Lake Geneva Schools	Kool Kids	1:20 pm	10:20 am
148-41915	Lake Geneva	Rainbow Strikes	1:40 pm	10:40 am

## ORANGE SITE: Room 266 (Prep: Room 265)

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
148-83372	Roosevelt Elementary	Work Together and Sparkle	10:00 am	11:20 am
148-44661	Brookfield Elementary	Team Green	10:20 am	1:20 pm
148-08609	Mill Valley Elementary	Magic Paws—Team A	10:40 am	9:00 am
	BREAK			
148-55430	Wilson Elementary	Animal Pillow Fight DNA	11:20 am	9:40 am
148-55608	Lincoln Elementary	The Pancakes	11:40 am	9:20 am
148-99013	Washington Elementary	Team Timby	12:00 pm	10:20 am
	BREAK			
148-60013	McKinley Elementary	Rainbow Hurricane Bears	1:20 pm	10:40 am
148-56889	Roosevelt Elementary	Rain GoGo	1:40 pm	11:00 am
148-94450	Dixon Elementary	Dragons Eat Blue Donuts	2:00 pm	12:40 pm
148-09153	Parkview Destination Imagination	Yikes! It's the Little Vikes!	2:20 pm	1:00 pm

## 2023-24 CHALLENGE PREVIEWS



### Technical Pinball Heroes

Action, adventure, challenges to overcome! See the lights flashing and listen to the buzzers and bells as your team brings a pinball game to life! Hone your pinball skills and aim for the high score when you try this year's Technical Challenge!

- Design and build a pinball system through which a pinball moves and interacts with 3 machine modules.
- During the Presentation, move the pinball through the pinball system for as long as possible.
- Create and present an action/adventure story about a hero who goes on an extraordinary mission.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



### Engineering Going the Distance

It's a bird, it's a plane...no...it's a beanbag! Who can predict how far the beanbag will fly or where it will come to rest? In this season's Engineering Challenge, you will test your accuracy as you launch beanbags using a launching device and tell a story about what happens when things do not go exactly as planned.

- Design and build a modular device that will be assembled and then tested in two different configurations during the Presentation.
- Complete launch tests to test how far and how accurately your modular device can launch a bean bag in each configuration.
- Transform the modular device from one configuration to the other.
- Create and present a story in which everything is going according to plan until a catalyst occurs.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



### Scientific Blast From the Past

A broken jar, a bit of stone—the remains of the past are all around us. Have you ever wondered what those things might have been used for or what they meant to the people who made them? What archaeological mysteries will be revealed in this year's Scientific Challenge?

- Create and present a story about a character whose discovery of an artifact leads to a finding.
- Include an archaeological investigation that contributes to the finding.
- Design and create a puppet that will portray a character from the past.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



### Fine Arts In Motion

Art has the power to move us or stop us in our tracks. In this year's Fine Arts Challenge, you will bring a work of visual art to life and create your very own piece of kinetic art. What work of art will inspire you?

- Create and present a story inspired by a work of visual art.
- Include a static character and a dynamic character in the story.
- Reimagine the work of visual art as performance art and include the reimagined art in the Presentation.
- Design and create one piece of kinetic art that uses technical methods to create movement.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

## 2023-24 CHALLENGE PREVIEWS



### Improvisational So Extra

Sometimes less is more, or more is less...Your team will use your improv skills to create a 2-act skit, complete with a costume created on the spot! An intensifier will tell your team whether you'll maximize or minimize elements of your skit in the second act. Find out how things will change with the toss of a coin in this year's Improvisational Challenge!

- Create and present a 2-act improvisational skit based on a scenario.
- Incorporate a stock character into the skit.
- Research costume design and use a costume design kit to create a costume.
- Use an intensifier to minimize or maximize the scenario, stock character, and costume.



### Service Learning Uncharted

Your team will dive into a world of fantasy in this year's Service Learning Challenge. Use a map to guide you on your quest, but beware of the danger that awaits! What will you seek? Fame? Fortune? Or to make the world a better place? The quest is about to begin!

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a fantasy story about a character who goes on a quest.
- Design and create a fantasy map that uses technical methods to represent location information from the story.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



### Early Learning Making A Splash

From the busy coral reef, to the inky depths of the midnight zone, to the shallows of a lake bed, there are lots of amazing underwater habitats to visit. Where might underwater creatures go for a vacation? Come explore life under the sea in this season's Early Learning Challenge!

- Research underwater habitats.
- Create and present a play about a group of underwater creatures who go on vacation to an underwater habitat.
- Design and build a model of a landmark the underwater creatures visit.
- Create scenery to show the underwater habitat.
- Create and present one Team Choice Element that shows off the team's interests, skills, areas of strength, and talents.



### Instant Challenge

Instant Challenges require teams to engage in quick, creative, and critical thinking. At a tournament, a team will receive an Instant Challenge and the materials with which to solve it.

- The team members must think on their feet by applying appropriate skills to produce a solution in a period of just five to eight minutes.
- Instant Challenges are performance-based, task-based, or a combination of the two.
- Although each Instant Challenge has different requirements, all Instant Challenges reward teams for their teamwork.
- Instant Challenges are kept confidential until the day of the tournament.



## Vision

Ignite the power of ALL youth to be the creative and collaborative innovators of tomorrow

## Mission

To inspire and equip youth to imagine and innovate through the creative process

### New to DI? Welcome!

We're glad you're here! There's no better way to understand the Destination Imagination Challenge Experience than to see it in action. To get the most out of your day at this tournament, here's what we suggest:

- Attend at least one Presentation in every Team Challenge. Each Team Challenge is unique and has open-ended requirements, allowing teams to create totally different solutions from one another. Read through the Points of Interest so you know what you can expect to see. Each Presentation is around eight minutes in length.
- Wish the teams luck in their Instant Challenge. All of our teams participate in an Instant Challenge as part of their tournament experience, during which they use quick, creative and critical thinking, and teamwork to come up with a solution in a short amount of time. Spectators are not allowed in these presentations as the Instant Challenges themselves are highly confidential.
- Look at the props, costumes, sets, technical devices and more that the teams have created—but please don't touch! Remember that everything you see was crafted by the team members with no adult interference.
- Talk to teams, parents and volunteers about their experience with this season of Destination Imagination. Tell them you're considering starting a team, and ask them to share their favorite thing about DI—you'll be amazed by the different answers you hear.
- Have fun, be inspired, and imagine the possibilities!

Learn more at [DestinationImagination.org](https://DestinationImagination.org). Sign up for our newsletter for all the latest updates and to be alerted when registration is open for the 2023–24 season.

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