

**2022-23 East Central Sectional Tournament**  
**Kennedy Middle School, Germantown, WI**  
**March 18, 2023**



# 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. Thank you to the Germantown School District for supporting Destination Imagination and providing KMS as our Tournament site. Top scoring teams in each Challenge will advance to the Affiliate Tournament on April 1 at UW Green Bay.

### Tournament Notes & Reminders

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time. (Engineering teams should report to Structure 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.
- Parents, spectators, and Team Managers: remember to respect the rules of Interference. Do not interfere with the team's solution.
- All teams should report to the Blue Gym for the closing Ceremony at 4:00 pm.

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### Acknowledgments

#### Our Challenge Masters:

Michael Broetzmann, Russel Rapant, Jarrod Martin, Judy Jones, Beth Hahn, Crissy Buhr, Kaitlin Ewe, Kelly North

Brad Leitzke, Nancy Braidigan

#### Our Regional Directors:

Kassie Swiontek  
(Blackhawk)

Curt Bretall (Winnebago)  
Maureen Warnimont & Denise Ewe (Kettle Moraine)

**Our Affiliate Director**  
Mary Bykowski

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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
9:00 a.m.- 3:00pm	Souvenir Sales (Grab Bags!)	Lobby
9:00 am- 3:30	Team Challenge Presentations	Various locations
10:00 am -2:00 pm	Concessions (not meals)	Cafeteria
4:00	Slide Show/Tournament Celebration	Blue Gym

## Reminders:

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time. (Engineering teams should report to Structure Check-In at least 1 hour before their scheduled Presentation time.) A Tournament map will be available on the Tournament site.







# ENGINEERING CHALLENGE

## Blue 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 #	Level	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
148-62426	EL	Amy Belle School	Kidz Krew	10:20 am	11:20 am
148-20105	EL	Germantown		10:40 am	11:40 am
148-52253	EL	Mequon Thiensville SD	DI Bros	11:00 am	12:00 noon
148-77259	EL	MacArthur Elementary	Roll with the Flow	11:20 am	12:20 pm
break					
148-78739	EL	Mequon Thiensville SD	The Thrill Seekers	12:20 pm	9:00 am
148-19759	EL	Freedom SD	Team Rexie	12:40 pm	9:20 am
148-46312	EL	Cambria-Friesland SD	The Pineapples	1:00 pm	9:40 am
break					
148-21701	ML	Kennedy Middle School	We are totally not aliens	1:40 pm	10:40 am
148-92432	ML	Elkhart Lake-Glenbeulah Middle School	The Dino Riders	2:00 pm	11:00 am
148-27177	ML	Mequon Thiensville SD	jeDI	2:20 pm	12:40 am



# FINE ARTS CHALLENGE

## GAC

- 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 #	Level	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
148-05319	EL	Germantown	The Fantasy Freaks	9:00 am	10:20 am
148-01018	EL	Mequon Thiensville SD	The Muffin Mafia	9:20 am	11:20 am
148-56608	EL	Oostburg	Team TenPas	9:40 am	12:20 pm
148-82639	EL	Oostburg	Team Weavers	10:00 am	12:40 pm
148-57978	EL	Oostburg	Team Kelly	10:40 am	1:00 pm
148-46521	EL	Little Chute Area SD	Magnificent Mustangs	11:00 am	9:20 am
148-93624	EL	Cambria-Friesland SD	Wisconsin Basketball	11:20 am	9:00 am
break					
148-37575	ML	Kennedy Middle School	5FrightchousFabFemaleFrightors	12:20 pm	9:00 am
148-09451	ML	Kewaskum Destination Imagination	Cool Chicks	12:40 pm	9:20 am
148-86733	ML	Kaukauna Area Schools	Donut Mess With US	1:00 pm	9:40 am
148-53403	ML	Mequon Thiensville SD	Smartie Salamanders	1:20 pm	10:00 am
break					
148-43300	ML	Kaukauna Area Schools	Dream Team	2:00 pm	11:20 am
148-05584	ML	Elkhart Lake Glenbuelah Middle School	The Goddesses	2:20 pm	11:40 am
148-60870	ML	Kaukauna Area Schools	Sunny Siders	2:40 pm	1:00 pm
148-04478	SL	Germantown High School		3:00 pm	1:20 pm
148-84392	SL	Little Chute Area SD	Mustang Madness	3:20 pm	11:20 am











## 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 22-23 season.

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