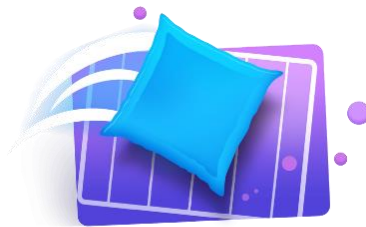

**2023-24
SOUTHEAST SECTIONAL
TOURNAMENT**

Muskego High School
N183S8750 Racine Ave., Muskego WI
March 2, 2024



PINBALL HEROES
TECHNICAL



GOING THE DISTANCE
ENGINEERING



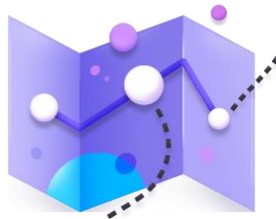
BLAST FROM THE PAST
SCIENTIFIC



IN MOTION
FINE ARTS



SO EXTRA
IMPROVISATIONAL



UNCHARTED
SERVICE LEARNING



MAKING A SPLASH
EARLY LEARNING



**INSTANT
CHALLENGE**



CHALLENGE EXPERIENCE

WELCOME

Good luck to all teams competing in the tournament!

Thank you to all of our Team Managers, teachers, school sponsors, Appraisers, volunteers, and parents for your hard work to make this tournament possible. A SPECIAL THANK-YOU TO THE STAFF AT MUSKEGO HIGH SCHOOL!

The top three Elementary Level teams, the top three Middle Level teams, and the top three Secondary Level teams will qualify to advance to the Wisconsin Affiliate Tournament at UW–Green Bay on April 6, 2024.

Tournament Notes & Reminders

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time. Engineering teams report 30 minutes before.
- 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 Salentine Gym for the Closing Ceremony at 3:15 p.m.

Acknowledgments

Mikaela Becker, Dave Bykowski, Rachel Eash-Scott, Rob Fugate, Beth Hahn, Emma Hurst, Katherine Lazarski, Tim McMahon, Ashley Nelson / Regional Challenge Masters

Anne Coulling & Jen Litzau / Co-directors, Milwaukee region

Michelle Gardner & Ashley Nelson / Co-directors, South Central region

Cathy Bowmil / Site coordinator, Muskego High School

Ava Frazer / Early Learners Instant Challenge Master

Release/Disclaimer

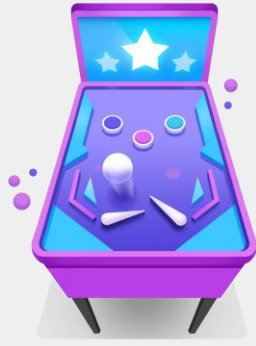
By my participation in an event conducted by an Affiliate, Region, or other gathering related to the Destination Imagination program, the participant or participant's parents or participant's guardian understands and hereby voluntarily agrees to release, waive, forever discharge, hold harmless, defend, 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
8:30 a.m.–3:00 p.m.	Concessions Sales	Cafeteria
8:30 a.m.–11:10 a.m.	Technical Challenge Presentations	Salentine Gym
8:30 a.m.–9:50 a.m.	Service Learning Challenge Presentations	Room 243
9:00 a.m.–2:30 p.m.	Souvenir Sales	Lobby
9:00 a.m.–1:40 p.m.	Fine Arts Challenge Presentations	Library
9:00 a.m.–1:20 p.m.	Improvisational Challenge Presentations	Room 212
9:00 a.m.–1:40 p.m.	Early Learners Challenge Presentations	Room 266 & Room 230
10:00 a.m.–2:00 p.m.	Photo Booth	Cafeteria
11:10 a.m.–2:10 p.m.	Scientific Challenge Presentations	Room 243
12:00 p.m.–2:00 p.m.	Engineering Challenge Presentations	Salentine Gym
2:30 p.m.–3:15 p.m.	Musical Entertainment	Salentine Gym
3:15 p.m.,	Celebration Ceremony	Salentine Gym

Reminders:

- 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.
- Visit the cafeteria area between 10 am and 2 pm for Photo Booth fun.
- Final scores will be posted at <https://wisconsindi.org/resources/tournaments/> shortly after the celebration ceremony concludes.
- Teams advancing to the Wisconsin Affiliate Tournament on Saturday, April 6, at UW–Green Bay must register NO LATER THAN Saturday, March 9, at RegisterYourTeam.org.



PINBALL HEROES TECHNICAL

TECHNICAL CHALLENGE

Salentine Gym

Instant Challenge Check-in Room 224

- 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.

Team #	Organization Name	Team Name	Team Challenge Prep Area Check In	Team Challenge Time	Instant Challenge Check-In Time	Instant Challenge Time
Elementary Level						
148-94006	Bay Lane Elementary	Dragons	8:10 AM	8:30 AM	9:20 AM	9:40 AM
148-51929	Eisenhower Elementary		8:30 AM	8:50 AM	10:00 AM	10:20 AM
148-90930	Lincoln Elementary	The Drama Llamas	8:50 AM	9:10 AM	10:20 AM	10:40 AM
	BREAK					
148-27383	Roosevelt Elementary	DI Axolotl Parade of Doom & Crazyiness	9:30 AM	9:50 AM	12:40 PM	1:00 PM
148-38528	Parkview Destination Imagination	Parkview Pinball Pals	9:50 AM	10:10 AM	1:00 PM	1:20 PM
	BREAK					
Middle Level						
148-86060	Longfellow Middle School	We Make Cents	10:30 AM	10:50 AM	1:30 PM	1:50 PM
148-86576	Muskego Lakes Middle School	The Flying Imbeciles	10:50 AM	11:10 AM	1:50 PM	2:10 PM



BLAST FROM THE PAST SCIENTIFIC

SCIENTIFIC CHALLENGE

Room 243

Instant Challenge Check-in Room 224

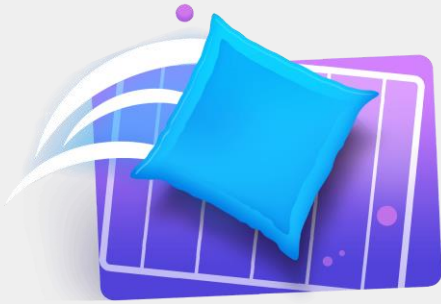
- Create and present a story about a character whose discovery of an artifact leads to a finding.
- Include an archaeological investigation that contributes to the finding.
- Design and create a puppet that will portray a character from the past.
- Create and present two Team Choice Elements that show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

Team #	Organization Name	Team Name	Team Challenge Prep Area Check In	Team Challenge Time	Instant Challenge Check In Time	Instant Challenge Time
Elementary Level						
148-16138	Washington Elementary	Time Traveling Aztecs Named Bob	10:50 AM	11:10 AM	11:40 AM	12:00 PM
148-38493	Roosevelt Elementary	Alpaca World Domination	11:10 AM	11:30 AM	1:00 PM	1:20 PM
LUNCH BREAK						
148-18672	Summit View Elementary	DI Stars	12:30 PM	12:50 PM	10:20 AM	10:40 AM
148-89636	Wilson Elementary/ WSTEM	Taco Cat Goat Cheese People	12:50 PM	1:10 PM	10:40 AM	11:00 AM
BREAK						
Middle Level						
148-78734	Longfellow Middle School	ElMeTayBelle	1:30 PM	1:50 PM	10:30 AM	10:50 AM
148-36774	Longfellow Middle School	The Slay Squirrels Play the Octopus in Chess	1:50 PM	2:10 PM	10:50 AM	11:10 AM

ENGINEERING CHALLENGE

Salentine Gym

Instant Challenge Check-in Room 224



GOING THE DISTANCE

ENGINEERING

- 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.

Team #	Organization Name	Team Name	Team Challenge Prep Area Check In	Team Challenge Time	Instant Challenge Check In Time	Instant Challenge Time
Elementary Level						
148-87257	Roosevelt Elementary	The EEEEE's	11:30 AM	12:00 PM	9:20 AM	9:40 AM
148-14853	Lakeview Elementary	Lakeview Launchers	11:50 AM	12:20 PM	9:00 AM	9:20 AM
148-05430	Parkview Destination Imagination	Monke Masters	12:10 PM	12:40 PM	8:40 AM	9:00 AM
148-41945	Bay Lane Elementary	Team AIC	12:30 PM	1:00 PM	9:40 AM	10:00 AM
	BREAK					
Middle Level						
148-22823	Parkview Destination Imagination	Jazz Rabbits	1:10 PM	1:40 PM	11:10 AM	11:30 AM
148-79213	Fran Fruzen	Dot.Dot...	1:30 PM	2:00 PM	11:30 AM	11:50 AM



IN MOTION
FINE ARTS

FINE ARTS CHALLENGE
Library
Instant Challenge Check-in Room 224

- 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.

Team #	Organization Name	Team Name	Team Challenge Prep Area Check In	Team Challenge Time	Instant Challenge Check In Time	Instant Challenge Time
Elementary Level						
148-01247	Mill Valley Elementary	Ancient Egyptian Cats	8:40 AM	9:00 AM	10:50 AM	11:10 AM
148-85146	Lakeview Elementary	The Colorful Animals of Lakeview	9:00 AM	9:20 AM	11:10 AM	11:30 AM
148-19175	Lincoln Elementary	Legendary Seven Dreams	9:20 AM	9:40 AM	12:30 PM	12:50 PM
	BREAK					
148-41694	Wilson Elementary/ WSTEM	The Unimaginable Kittens	10:00 AM	10:20 AM	12:50 PM	1:10 PM
148-44964	Roosevelt Elementary	It's Us, the Mustach-ees	10:20 AM	10:40 AM	8:50 AM	9:10 AM
148-34221	Parkview Destination Imagination	Parkview Mona Lizards	10:40 AM	11:00 AM	1:10 PM	1:30 PM
148-85904	Dixon Elementary		11:00 AM	11:20 AM	9:10 AM	9:30 AM
	LUNCH BREAK					
148-45761	Summit View Elementary	DI-deas	12:20 PM	12:40 PM	10:10 AM	10:30 AM
	BREAK					
Middle Level						
148-47354	Longfellow M. S.	Unanimously Undecided	1:20 PM	1:40 PM	9:30 AM	9:50 AM



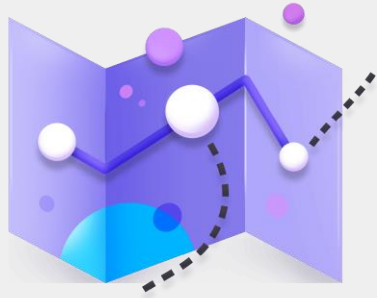
SO EXTRA
IMPROVISATIONAL

IMPROVISATIONAL CHALLENGE

Room 212 (prep: Room 210)
Instant Challenge Check-in Room 224

- 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.

Team #	Organization Name	Team Name	Team Challenge Prep Area Check In	Team Challenge Time	Instant Challenge Check In Time	Instant Challenge Time
Elementary Level						
148-58972	Wilson Elementary	Artistic Sleeping Space Dogs	8:40 AM	9:00 AM	10:40 AM	11:00 AM
148-65689	Washington Elementary	Gucci French Fry Ferret Chips	9:00 AM	9:20 AM	11:00 AM	11:20 AM
148-67173	St. Sebastian School	Boys of Banter	9:20 AM	9:40 AM	11:20 AM	11:40 AM
	BREAK					
148-28979	Parkview Destination Imagination	Cuckoo Cranberries	10:00 AM	10:20 AM	8:40 AM	9:00 AM
148-58366	MacArthur Elementary	The Queens of Chaos	10:20 AM	10:40 AM	9:00 AM	9:20 AM
	BREAK					
Middle Level						
148-72733	Longfellow Middle School	Team Old Spice	11:00 AM	11:20 AM	8:50 AM	9:10 AM
148-53618	Parkview Destination Imagination	The Sassy 6	11:20 AM	11:40 AM	1:10 PM	1:30 PM
	BREAK					
Secondary Level						
148-85502	Unified School District of DePere	Runaway Hamstens	12:40 PM	1:00 PM	9:30 AM	9:50 AM
148-78757	Muskego High School	Fab Artistic Rambunctious Teens	1:00 PM	1:20 PM	9:10 AM	9:30 AM



UNCHARTED
SERVICE LEARNING

SERVICE LEARNING CHALLENGE

Room 243

Instant Challenge Check-in Room 224

- 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.

Team #	Organization Name	Team Name	Team Challenge Prep Area Check In	Team Challenge Time	Instant Challenge Check In Time	Instant Challenge Time
Elementary Level						
148-47998	Dixon Elementary	The Magical Dixon Dragon Quest	8:10 AM	8:30 AM	11:00 AM	11:20 AM
148-74654	Parkview Destination Imagination	Jo La Bam	8:30 AM	8:50 AM	11:20 AM	11:40 AM
Middle Level						
148-30923	Butler/Saratoga Middle School	DI Shufflers	9:10 AM	9:30 AM	9:50 AM	10:10 AM
148-45660	Whitman Middle School	Fashion Passion Dragonz	9:30 AM	9:50 AM	12:50 PM	1:10 PM
Elementary Level						
148-57371	McKinley Elementary	Wolf Dragons	9:50 AM	10:10 AM	1:20 PM	1:40 PM



MAKING A SPLASH
EARLY LEARNING

EARLY LEARNING CHALLENGE
ORANGE SITE:
ROOMS 266
INSTANT CHALLENGE:
ATRIUM BETWEEN ROOMS 276 & 277

- 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.

Team #	Organization Name	Team Name	Team Challenge Prep Area Check In	Team Challenge Time	Instant Challenge Check In Time	Instant Challenge Time
ORANGE SITE			Room 265	Room 266	Atrium between rooms 276 & 277	
148-26527	McKinley Elementary		8:40 AM	9:00 AM	11:50 AM	12:00 PM
148-21191	Roosevelt Elementary	The Grumpy Groupers	9:00 AM	9:20 AM	10:30 AM	10:40 AM
148-08616	Roosevelt Elementary	Rainbow Raptors	9:20 AM	9:40 AM	10:50 AM	11:00 AM
148-63614	Wilson Elementary/ WSTEM	Sloths and Bunnies Do the Disco	9:40 AM	10:00 AM	8:50 AM	9:00 AM
BREAK						
148-15915	Wauwatosa DI	Wonders of Waves	10:20 AM	10:40 AM	11:30 AM	11:40 AM
148-20626	Lincoln Elementary	Ocean Explorers	10:40 AM	11:00 AM	9:10 AM	9:20 AM
148-39245	Hartland Lakeside School	Unsinkable Subs	11:00 AM	11:20 AM	9:30 AM	9:40 AM
148-65724	Hartland Lakeside School	Octo8	11:20 AM	11:40 AM	9:50 AM	10:00 AM
LUNCH BREAK						
148-26971	Roosevelt Elementary	Ratapus Catapus	12:40 PM	1:00 PM	11:10 AM	11:20 AM
148-30647	Roosevelt Elementary	Team Wizard, Moon Owl, and Adventure Phoenix	1:00 PM	1:20 PM	11:30 AM	11:40 AM
148-57259	Roosevelt Elementary	Flying Fish	1:20 PM	1:40 PM	10:30 AM	10:40 AM



MAKING A SPLASH
EARLY LEARNING

EARLY LEARNING CHALLENGE

**PURPLE SITE:
ROOM 230**

**INSTANT CHALLENGE:
ATRIUM BETWEEN ROOMS 276 & 277**

- 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.

Team #	Organization Name	Team Name	Team Challenge Prep Area Check In	Team Challenge Time	Instant Challenge Check In Time	Instant Challenge Time
PURPLE SITE			Room 231	Room 230	Atrium between rooms 276 & 277	
148-95940	Dixon Elementary	Technology on Fire	10:20 AM	10:40 AM	8:50 AM	9:00 AM
148-48757	Dixon Elementary	Chicken Wing; Chicken Wing	10:40 AM	11:00 AM	9:10 AM	9:20 AM
148-06151	Bay Lane Elementary	Rising Stars	11:00 AM	11:20 AM	9:30 AM	9:40 AM
148-68374	Mill Valley Elementary	Underwater Kids	11:20 AM	11:40 AM	9:50 AM	10:00 AM
LUNCH BREAK						
148-35195	Wauwatosa DI		12: 40 PM	1:00 PM	10:50 AM	11:00 AM
148-29482	Washington Elementary	Wild Water Waddlers	1:00 PM	1:20 PM	11:10 AM	11:20 AM



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. Sign up for our newsletter for all the latest updates and to be alerted when registration is open for the 2024–25 season.

Learn more at DestinationImagination.org

2024-25 CHALLENGE PREVIEWS



BREAKING POINT TECHNICAL

Build it up and knock it down! In this Challenge, your team will go from the highest heights to the lowest lows as you use team-created equipment to build and destroy stacks of items. What will a character do when their greatest wishes encounter a frustration point? Will it all come tumbling down? Find out in this season's Technical Challenge!

- Design and build assembly equipment and destruction equipment.
- Use the assembly equipment to create a stack of items.
- Use the destruction equipment to disassemble and/or destroy the stack.
- Create and present a story about a character who lacks something important and attempts to gain it.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



HIGH-WIRE ACT ENGINEERING

Come one, come all to the greatest show on Earth! Join us for a daring feat of high-wire innovation as you test a transporter that will carry weights along a tournament-provided cord. Present a story in the style of contemporary circus and don't forget to include a daring display! This season's Engineering Challenge isn't clowning around!

- Design and build a transporter that will be tested during the team's Presentation.
- Complete weight transport tests to test how much weight the transporter can carry along a tournament-provided cord at various angles.
- Create and present a story in the style of contemporary circus.
- Include a daring display and an ensemble spectacle in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



WORLDS BEYOND SCIENTIFIC

Space, the final frontier...join us for this season's Scientific Challenge as you explore the cosmos. Your team will tell a story about a character who figures out they are not alone on a planet. Show off your science fiction skills with some out-of-this-world technobabble. What will happen when you go beyond the stars?

- Create and present a story in which a character who is located on a planet other than Earth thinks they are alone but discovers that they are not.
- Include technobabble in the story.
- Design and build a device and/or effect that demonstrates what the technobabble describes.
- Include a scientific demonstration that shows the science behind why a specific phenomenon of the planet happens and/or exists.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



LESS IS MORE FINE ARTS

How can the simplest of things convey the most? Your team will tell a story about something small that can have a big impact and move the audience with an emotional moment. Be strategic with your use of color and shape as you design a big visual impact with your set. It's time to explore minimalism in this season's Fine Arts Challenge!

- Create and present a story about how something small and/or simple can create a big impact.
- Include a focal character in the story.
- Include an emotional moment in the story.
- Design and create a minimalist set.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

2024-25 CHALLENGE PREVIEWS



ARE WE THERE YET? IMPROVISATIONAL

From beginning to end, we must travel a path to get where we want to go! Use your improvisational skills to tell a story about a character traveling between two locations. Include a character who is trying to find something and a detour that causes an unforeseen change in the plan or route. It's time to hit the road with this season's Improvisational Challenge!

- Create and present an improvisational skit about a traveling character.
- Research locations and show the character's route between a starting location and an ending location.
- Research modes of transportation and incorporate one into the skit.
- Include a seeker and a detour in the skit.



THIS OR THAT SERVICE LEARNING

Left or right, apple or orange, smile or frown...the world is full of choices! Your team will tell a story about a character who must make a critical choice after considering potential outcomes. A binary device will enhance your Presentation by completing two tasks at once! Where will your decisions lead in this season's Service Learning Challenge?

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story about a character who must make a critical choice.
- Include at least two potential outcomes and a complication in the story.
- Include a device that completes two different tasks from the same initiation in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



WEATHER TOGETHER EARLY LEARNING

Rain, snow, wind, sun, and hail! There are so many different kinds of weather and lots of wonderful activities that can only be done during the perfect kind of weather. Your team will tell a story about a character who is learning about one kind of weather for the very first time. It's a great day for some outdoor fun!

- Research different kinds of weather.
- Create and present a play about a character learning about a kind of weather for the very first time.
- Include a teacher character and a special weather activity in the story.
- Design and create a weather costume and a weather special effect.
- 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.