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# 2023-24

# East-Central Sectional

# TOURNAMENT

Kennedy Middle School, Germantown, WI, March 16



**PINBALL HEROES**  
TECHNICAL



**GOING THE DISTANCE**  
ENGINEERING



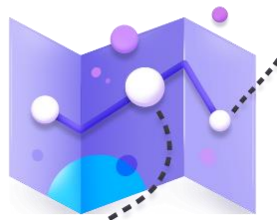
**BLAST FROM THE PAST**  
SCIENTIFIC



**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.

The top 3 Elementary Level teams, the top 3 Middle Level teams, and the top 3 Secondary Level teams in each Challenge will advance to the Affiliate Tournament at UWGB on Saturday, April 6, 2024.

## Tournament Notes & Reminders

- Teams should report to their Challenge Prep Area 20 minutes 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 Blue Gym for the Closing Ceremony at 3:00 p.m. (Rising Stars teams are recognized immediately following their performance, and do not need to attend the Closing Ceremony).

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## Acknowledgments

**Regional Directors:** Curt Bretall, Kassie Swiontek, Denise Ewe, Maureen Warnimont

**Challenge Masters:** Michael Broetzmann, Russell Rampant, Jarrod Martin, Kailyn Schumacher, Judy Jones, Joseph Martin, Rachel Czerwinski, Beth Hahn, Crissy Buhr, Kaitlyn Ewe, Andy Gilsdorf, Eric Warnimont, MacKenzie Brandt, Kelly North

**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
8:00 a.m.- sold out	Souvenir Sales	"Blue" Lobby
9: 00 a.m.- 1:40 p.m.	Team Challenge Presentations	See Schedule
10:30 a.m.-1:30 p.m.	Concession Sales	Cafeteria
3:00 p.m	Closing Ceremony & Awards	Blue Gym

## Reminders:

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time
- Engineering teams should report 30 minutes prior to their scheduled Presentation time.
- All teams (other than Rising Stars) should report to Instant Challenge Check-in 10-15 minutes prior to their scheduled IC time.



## PINBALL HEROES TECHNICAL

# 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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
		<b>ELEMENTARY LEVEL</b>		
148-06696	Mequon/Thiensville School Dist	The GOATs	9:00 a.m.	10:00 a.m.
148-55583	Germantown School Dist.	Pinball Pioneers	9:20 a.m.	10:20 a.m.
148-42407	Cambria-Friesland School Dist.	The Pineapples	9:40 a.m.	10:40 a.m.
		<b>MIDDLE LEVEL</b>		
148-27919	Elkhart Lake-Glenbeulah School Dist.	The Wizards	10:20 a.m.	12:40 p.m.
148-67140	Lake Geneva Schools	Burnt Toast	10:40 a.m.	1:00 p.m.
148-71916	Germantown School Dist.	Pinball Clowns	11:00 a.m.	1:20 p.m.
		<b>SECONDARY LEVEL</b>		
148-20228	Lake Geneva Schools	Neon Screaming Afroed Goats	11:20 a.m.	2:20 p.m.



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## GOING THE DISTANCE ENGINEERING

# ENGINEERING CHALLENGE

- 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 Time	Instant Challenge Time
		<b>ELEMENTARY LEVEL</b>		
148-63617	Germantown School Dist.	We Forgot	9:20 a.m.	10:20 a.m.
148-21598	Germantown School Dist.	The Wanted Kids	9:40 a.m.	10:40 a.m.
148-22166	Lake Geneva Schools	Fried cheez-its w/taters on side	10:00 a.m.	11:00 a.m.
148-93322	Cambria-Friesland School Dist.	The DI Scientists	10:40 a.m.	11:40 a.m.
148-46980	Sacred Hearts School	The People are Crazy	11:00 a.m.	12:00 p.m.
148-61773	Sacred Hearts School	Destination Domination	11:20 p.m.	12:20 p.m.
148-27146	Lake Geneva Schools	The Bossy 4	11:40 p.m.	12:40 p.m.
		<b>MIDDLE LEVEL</b>		
148-01770	Germantown School Dist.	Insert Cash or Select Payment Type	12:40 p.m.	1:10 p.m.
148-38635	Sacred Hearts School	We Ran Out of Time	1:00 p.m.	2:00 p.m.
148-82237	The Hindu Temple of Wisconsin	STEAM Engine	1:20 p.m.	2:20 p.m.
148-51398	Sacred Hearts School	Crash and Burn	1:40 p.m.	2:40 p.m.



**IN MOTION**  
FINE ARTS

# FINE ARTS CHALLENGE

- 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 Time	Instant Challenge Time
		<b>ELEMENTARY LEVEL</b>		
148-11136	Mequon/Thiensville School Dist.	WILSON BIG BRAINS	9:20 a.m.	10:20 a.m.
148-36452	Mequon/Thiensville School Dist.	The Five Musketeers	9:40 a.m.	10:40 a.m.
148-39545	Mequon/Thiensville School Dist.	The Warped Gummi Bears	10:00 a.m.	11:00 a.m.
148-90921	Lake Geneva Schools	The Dragon Bros	10:20 a.m.	11:20 a.m.
		<b>MIDDLE LEVEL</b>		
148-04770	Lake Geneva Schools	Another Failed Objective	11:00 a.m.	12:00 p.m.
148-55639	Elkhart Lake-Glenbeulah School Dist.	Melting Landmarks	11:20 a.m.	12:20 p.m.
148-61530	Lake Geneva Schools	Unlimited Breadsticks	12:20 p.m.	1:40 p.m.
148-98139	Little Chute School Dist.	The Magnificent Mustangs	12:40 p.m.	2:00 p.m.
		<b>SECONDARY LEVEL</b>		
148-76374	Germantown School Dist.	Unknown	1:00 p.m.	2f:20 p.m.



**SO EXTRA**  
IMPROVISATIONAL

# 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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
<b>ELEMENTARY LEVEL</b>				
148-19881	Germantown School Dist.	Dino Dogs	9:20 a.m.	10:20 a.m.
148-77195	Germantown School Dist.	The Swift Seven	9:40 am.	10:40 a.m.
148-19988	Sacred Hearts School	Dah Triple S's	10:00 a.m.	11:00 a.m.
<b>MIDDLE LEVEL</b>				
148-63646	Tosa DI	Not Ready	10:40 a.m.	11:40 a.m.
148-10107	Germantown School Dist.	Silly Skittles	11:00 a.m.	12:00 p.m.
148-07592	Richland School Dist.	The M.A.G.I.C.K.S.	11:20 a.m.	12:20 a.m.
<b>SECONDARY LEVEL</b>				
148-39234	Germantown School Dist.	DI of Susan	12:00 p.m.	1:00 p.,.m.
148-75435	Lake Geneva Schools	Neon Screaming air-fried goats	12:20 p.,.m.	1:20 p.m.









## 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 2024-25 season.

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# 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.