



TECHNICAL



SCIENTIFIC



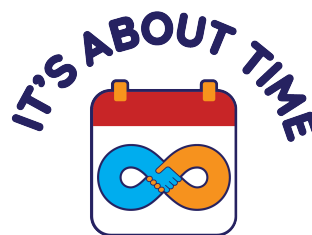
FINE ARTS



IMPROVISATIONAL



ENGINEERING



SERVICE LEARNING



RISING STARS



WELCOME

Good luck to all teams competing in the tournament!

Thanks to all the team managers, teachers, school sponsors, appraisers, volunteers, and parents for your hard work to make this tournament possible.

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.
 - Team supporters: Remember to respect the Rules of Interference. You cannot repair or adjust props, nor tell teams how to improve, or how to impress judges. The team must be able to honestly state that they have provided 100% of the work in their solution.
 - Please share tables to make room for everyone. Please clear your tables BEFORE the Award Ceremony begins.
 - Lost and Found is located at the information booth in the Common Area.
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Acknowledgements

A HUGE thank you to all the dedicated and creative students, team coaches and managers, membership coordinators, appraisal teams, parents and the other volunteers who support this program throughout the region all year long. A special thank you to the volunteers responsible for organizing the Olympic Regional Tournament supported by the Central Kitsap School District.

We name only a few, but thank you to all

Regional Challenge Masters: Tom Rengstorf, Sundae Delgado, Rita Eklund, Minerva Holk, Bruce Richards, Dale Holdren, Wendy Brown, Kathy Lubetich, Molly Evans and Tim McNett

Support Staff: Cathy Cohoon and Tom Coleman

Sales: Michael Lix

Tournament Registration/Operations: Peg Bodin

Regional and Tournament Director: Jennifer Roger, Julietta Hokanson, Christin Correll

Affiliate Directors: Lindsey Holdren, Bruce Richards, Morgan Fett

GENERAL SCHEDULE

Time	Event	Location
9:00 - 1:00	Team Check In	Information Booth
10:00 - 3:00	Pin & T-Shirt Sales	Commons Area
10:00 - 3:00	Concession Sales	Commons Area
9:30 - 2:20	Challenge Presentations	Various Sites
9:30 - 2:00	Instant Challenges (No Spectators)	2nd floor
3:30 pm	Awards Ceremony	Gym

You will want to know:

- Teams should report to their Challenge Prep Area **20 minutes before their scheduled presentation time and 10 minutes before their IC time.**
- Teams should clean up the Common Area, pick up all trash, and remove all props from KSS before the Awards Ceremony can begin.

Heads and Tails!

The opening event of the Awards Ceremony is the Heads and Tails game. A fun way to get started and a fundraiser for the DI Program in Washington State. Anyone may purchase a "Blinky" necklace and come to the gym floor when the game is announced and participate in a quick, fun game. You place your hands on either your head or your "tail". Officials will toss a coin. If you chose correctly, you stay in the game. If not you return to your seat. The game continues until there is only one winner remaining. There will be a \$50 cash award for the ultimate winner of the Heads or Tails game.

Advancing to State

All first place teams for each challenge and competition level will advance to the WA State Tournament at Southridge High School in Kennewick WA, on March 29, 2020. This year the W.I.N. board voted to use a ratio formula to determine any additional teams advancing to state. This means a second place team may advance, though it is not guaranteed. The ratio is based on the total number of teams participating in a challenge across the state. The number is further broken down by number of teams participating in each challenge by region. The state registrar will send each regional director the exact number of teams in each challenge and level that will advance to state from that region based on the ratio formula.

Technical Challenge

Location: 103



TECHNICAL

Teams should report to their Challenge Prep Area 20 minutes BEFORE their scheduled presentation time

- Design and build an invention.
- Create and present a story about how a problem is solved with the use of the invention.
- Integrate an invention artifact to highlight the development process.
- Design and build scenery that shows the impact of solving the problem.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team Number Level	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
147-57735 EL	Bainbridge Independent	Medieval Coral Reef Animals	1:00	10:30
147-18766 EL	CKSD - Cougar Valley	The Wildcats	1:30	12:00

Scientific Challenge

Location: Gym



Teams should report to their Challenge Prep Area 20 minutes BEFORE their scheduled presentation time

- Research a real species and a real habitat.
- Create and present a story about the first encounter between the species and the habitat.
- Show how the species and the habitat change as a result of the encounter.
- Present the story in theater in the round.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team Number Level	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
147-03898 EL	Seabury School		10:00	11:10
147-55943 EL	Bainbridge Independent	The Sour Dancing Combating Cats	10:30	1:40
147-13097 EL	CKSD - Cougar Valley	The DI Dinos	11:00	1:10
147-30881 EL	Bainbridge Independent	The Life-Ins	11:30	10:10
147-65419 EL	CKSD - Cougar Valley	Creative Cats	1:00	10:40
147-69383 ML	Bremerton School District	Pieces 2 the Puzzle	1:30	11:45

Fine Arts Challenge

Location: Library



Teams should report to their Challenge Prep Area 20 minutes BEFORE their scheduled presentation time

- Create and present a story that features an unseen character and its impact on a team-selected photograph.
- Theatrically recreate the photograph during the Presentation.
- Create and present a visual effect that includes a photographic technique.
- Show how the visual effect changes the perspective of one or more characters.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team Number Level	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
147-32808 ML	Bainbridge Independent	Bioluminescent Penguins	11:30	1:00
147-23338 EL	Bainbridge Independent	Fox and Wolf	12:00	1:30
147-33797 EL	Bainbridge Independent	The School Supplies	12:30	11:00
147-15496 EL	Bainbridge Independent	The Influencers	1:00	11:30

Improvitational Challenge

Location: 117



Teams should report to their Challenge Prep Area 20 minutes BEFORE their scheduled presentation time

- Research superpowers and how they are portrayed in comic books, literature, film, and other media.
- Create and present an improvisational skit about a villain who uses a superpower to cause an unexpected situation.
- Include a hero who uses an underwhelming power to try to overcome the unexpected situation.
- Enhance the skit with sound effects.

Team Number Level	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
147-20815 ML	Bainbridge Independent	Ka-Pow!	10:00	11:20
147-91362 ML	CKMS	Perendinators	10:20	1:20
147-37913 ML	Bainbridge Independent	Questionable?	10:40	12:50
147-46168 EL	CKSD - Cougar Valley	Golden Phoenixes	11:00	11:50
147-95667 SL	Bainbridge Independent	Uncontained	12:20	11:15
147-05765 SL	Bainbridge Independent	Mischief Managed	12:40	9:45
147-30520 SL	Bainbridge Independent	3 The Rescue	1:00	10:15
147-80512	CKHS	Spicy Spandex	1:20	10:45

Structural Engineering Challenge

Location: 321



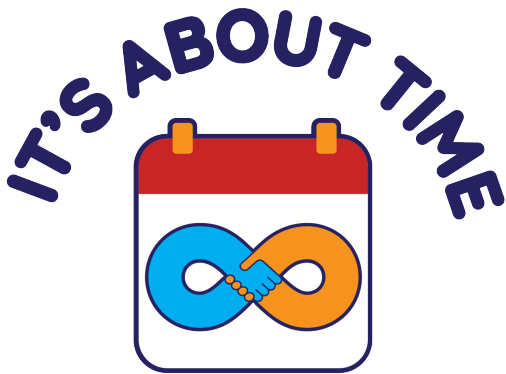
Teams should report to their Challenge Prep Area 20 minutes BEFORE their scheduled presentation time

- Design and build a bridge that will be assembled during the Presentation.
- Move weight across the bridge to test its strength.
- Create and present a story about an unexpected connection and its outcome.
- Design and create a set piece that transitions between settings.
- Create and present two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.

Team Number Level	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
147-86859 EL	Bremerton School District	Brainstormers	12:30	9:30
147-23643 EL	Seabury School	The Buddies	1:00	10:00
147-16118 ML	Barker Creek Community Schools	Periwinkle Pangolin Party	1:30	10:50
147-03700 SL	Bainbridge Independent	The Card Throwers	2:00	9:50

Service Learning Challenge

Location: 112



SERVICE LEARNING

Teams should report to their Challenge Prep Area 20 minutes BEFORE their scheduled presentation time

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story that shows at least one character in a race against time.
- Integrate information about the project into the story.
- Design and build a device that represents time and highlights milestones from the project.
- Create and present two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.

Team Number Level	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
147- 48928 ML	Bainbridge Independent	Short Circuit	1:10	10:20



Rising Stars Challenge

Location: 305

Teams should report to their Challenge Prep Area
10 minutes BEFORE their scheduled presentation
time

- Create and present a play about characters who travel from one planet to another.
- Include something surprising that happens during the trip.
- Design and create a puppet to use in the play.
- Launch team-created rockets during the play.
- Create costumes, props, and scenery to help tell the story.

Team Number Level	Organization Name	Team Name	Team Challenge/IC Time
147-05628	CKSD - Cougar Valley	The Alien Spacers	9:30
147-91952	Bainbridge Independent	Light Blue Tigers	10:00
147-33475	CKSD - Cougar Valley	The Great DI Team	10:30
147-80115	CKSD - Cougar Valley	The Amazing Rockets	11:00
147-10536	Bainbridge Independent	Twelve Rising Stars	11:30
147-19987	Bainbridge Independent	Puppy Planet	12:00

Support

Destination Imagination in Washington relies on donations to fund a significant portion of the program. No state funds are received to underwrite this valuable program. Registration and retail sales prices are kept low with minimum changes from year to year. The sales tables would be happy to accept a donation or online donations may be submitted at www.wa-di.org by clicking on the Click and Pledge logo on the left-hand side of the webpage.

Appraisal Teams – Many Jobs

The appraisal team you see at each challenge is comprised of several roles; Timers, Challenge Masters, and Appraisers. Not all are involved with scoring. Don't despair if you see a member of the team looking away at a critical moment or completing a form during the team's presentation.

Join the Fun- Lend a Hand

The Destination Imagination program requires a great number of volunteers. Some roles take only a day or two while others may require a day, a month, or several days over a single month. A number of positions require technical or professional expertise and no D.I. experience. Appraisers, trainers, and other positions require an interest in the program and can be trained for the role. There is truly a position for everyone based on your time and talents. PLEASE CONSIDER HOW YOU CAN HELP THE PROGRAM. More details at www.wa-di.org/volunteer.

About Us

Destination Imagination is an educational program where student teams solve open-ended STEAM (science, technology, engineering, arts, and mathematics) and service learning Challenges and present their solutions at tournaments. In working to solve our Challenges, our teams learn invaluable 21st century skills, including creative and critical thinking, project management, collaboration, and conflict resolution.

Washington Imagination Network (W.I.N.) is the legal name of the organization providing the Destination Imagination Program in Washington State. A 501c3 Non-Profit, WIN is a volunteer-driven organization with only one part-time staff member/Affiliate Director.

Mission

To develop opportunities that inspire the global community of learners to utilize diverse approaches in applying 21st century skills and creativity.

Destination Imagination, Inc. is committed to developing affordable, life-enhancing programs that teach students the creative process—a powerful tool that is at the root of all innovation in the arts, sciences, and social entrepreneurship. Through our programs, students learn the skills needed to thrive in an ever-changing world, including creative and critical thinking, collaborative problem solving, and global competency.

What is Destination Imagination?

DI is a community-based, school-friendly program that builds participants' creativity, problem solving, and teamwork in enjoyable and meaningful ways. The goals of the program are:

- Foster creative and critical thinking
- Nurture research and inquiry skills that involve both creative exploration and attention to detail.
- Encourage competence in, enthusiasm for, and commitment to real-life problem solving
- Develop teamwork, collaboration, and leadership skills

In DI, teams solve two different kinds of Challenges, each with its own purpose and educational focus.

Central Challenges are academically-based challenges that teams work on over many months. They may require a combination of technical, structural, scientific, theatrical, and fine arts elements and may involve international or intercultural components.

Instant Challenges are challenges that teams are asked to solve in a very short period of time at the tournament with no prior knowledge of the challenge. It may be performance-based, task-based, or a blend of both. A team's Instant Challenge is absolutely hush-hush.

No Spectators are allowed. They are sworn to secrecy until after Global Finals!

DI Special Awards:

Spirit of Discovery and Imagination: Superior role models in the areas of spirit, teamwork sportsmanship or volunteerism.

Renaissance Award: Outstanding skill in the area of design, engineering, execution or performance

DaVinci Award: Unique approach to a solution, for risk taking and/or for outstanding creativity.

— Learn more at DestinationImagination.org —

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 their 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