



2017-2018  
**FINE ARTS**  
*Challenge*





## CONTENTS

- 3 Central Challenge**  
Read the Challenge thoroughly to make sure your team understands it.
- 5 Team Choice Elements**  
Create two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.
- 5 At The Tournament**  
Learn about the team requirements at the tournament.
- 6 Scoring**  
Review all of the elements that will be scored during your team's Presentation.
- 7 Tournament Data Forms**  
Fill out the required paperwork and bring copies to your tournament.

## APPROACHING THE CHALLENGE

**This Challenge can be solved on many levels, ranging from the simple to the complex.**

Focus on solving this Challenge based on the intent in which it was designed. All Challenge requirements must be met unless otherwise stated using the terms "should" or "may." If you find the details of the Challenge unclear, we encourage you to ask for a Team Clarification. (See Rules of the Road.) Remember – if it doesn't say you can't, then you can.

## SOLVING THE CHALLENGE

**The information in the following materials is binding on all teams.**

Your team must read and follow this Challenge in its entirety, the Rules of the Road resource for teams, and all Published Clarifications (online at [DestinationImagination.org](http://DestinationImagination.org)).


### TEAM BUDGET

The total value of the materials used must not exceed **\$150US**.

### TIME LIMIT

Complete the Presentation (including setup) in **8 minutes or less**.

## TOURNAMENT DATA FORMS

-  Your team must explain elements of your Challenge solution on the Tournament Data Forms found at the end of this Challenge. The check mark icon pinpoints the elements that will appear on the forms.

# I

## THE CENTRAL CHALLENGE

### A. THE MUSICAL



1. Create and present a two-act Musical that tells a story. In this Challenge, a Musical is a play that includes music and lyrics that help to tell the story.
  2. Divide the Musical into two acts.
3. Create a division between Act 1 and Act 2.
  4. Include a change in plans in the story.
  5. The story may be set in any location(s), real or imaginary, and in any time period(s): past, present or future.

### B. MUSIC AND LYRICS



1. Use music and lyrics to help tell the story.
  2. Integrate both music and lyrics into each act. Your team may decide how often to use music and lyrics in each act. If both music and lyrics are not integrated into each act, your team's score for integration of the music and lyrics into both acts may be affected.
  3. There are no restrictions on the genres or styles of the music and lyrics.
  4. Design and create all of the music and lyrics using your own ideas and skills. Your team may incorporate commercially produced music and lyrics, but for scoring, Appraisers will only consider what has been created or modified by your team.
  5. Music and lyrics that are pre-recorded by your team are permitted in this Challenge. (See Rules of the Road, Interference.)
  6. Music and lyrics should be appropriate for family-friendly audiences. (See Rules of the Road, Conduct and Concerns at Tournaments.)

## C. THE SPECTACLE



1. Integrate a Spectacle into the Musical. For this Challenge, a Spectacle is an unforgettable event in the Musical that is important to the story.
2. Research the following Production Techniques:
  - Acrobatics
  - Illusion
  - Costumes
  - Shadow Play
  - Digital Effects
  - Dance
  - Puppetry
  - Lighting
  - Makeup
  - Sound Effects
  - Pantomime
  - Masks
  - Props
  - Physical Theater
  - Soliloquy
  - Parody
- ✓ 3. Combine 2 Production Techniques from I.C.2 to create the Spectacle. Your team may include more than 2 Production Techniques in the Spectacle. However, only the two listed on the Tournament Data Form will earn points for theatrical effect.
4. The Spectacle must be presented live on stage. It should be visible and/or audible from a distance of at least 25ft (7.62m).

## D. THE SET CHANGE



- ✓ 1. Design and construct a Set Change that uses Technical Methods to make the background, scenery and/or props visibly transform in some way. Technical Methods refers to the use of principles in fields such as chemistry, computer science, electricity, hydraulics, mathematics, mechanical engineering, physics or structural engineering. Other technical fields are also acceptable.
2. The Set Change should be visible from a distance of at least 25ft (7.62m).
3. The Set Change must not be part of the Spectacle.
4. If the Set Change fails to operate, your team will earn 0 points for theatrical effect. However, your team may still earn points for Technical Design and Technical Innovation based on all Technical Methods actually used or attempted during the Presentation to initiate, operate and/or produce the Set Change. Your team's score for Technical Design may be affected.

## II

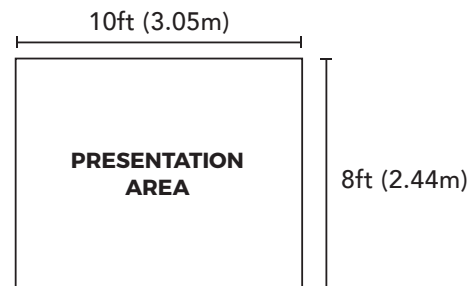
# TEAM CHOICE ELEMENTS

- A. Present TWO creations that show off your team's interests, skills, areas of strength, and talents. Your team may create anything it wishes, including props, technical gadgets, costumes, physical actions, etc.
- ✓ B. Each Team Choice Element should have a meaningful connection to your team's Central Challenge solution and must be presented as part of the 8-minute Presentation.
- C. A Team Choice Element may not be a specific item that is required in the Central Challenge that is already being evaluated. A Team Choice Element MAY be a single unique PART of a required item, as long as it can be evaluated as a stand-alone item. Both Team Choice Elements may be presented at the same time ONLY IF both can be easily identified and scored separately. Examples of these can be found in Rules of the Road.
- D. Each Team Choice Element will be evaluated in three ways: for creativity and originality, for quality, workmanship or effort that is evident, and for integration into the Presentation.

## III

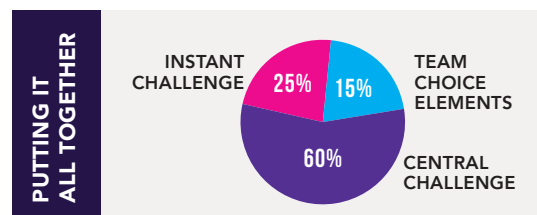
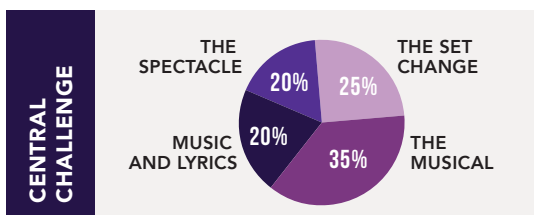
# AT THE TOURNAMENT

A. **Presentation Area:** The minimum required size is 8ft x 10ft (2.44m x 3.05m). Your team may use any additional space that tournament officials designate as available, but your team should be prepared to present your solution in the minimum space. The Presentation Area will be a large space with a hard floor, such as wood, linoleum, concrete or very short-napped carpet. Your team should be prepared to deal with a variety of floor surfaces. A single 3-prong electrical outlet will be provided at the edge of each Presentation Area for your team's use.



- B. **Forms:** Your team will need to bring your completed Expense Report, Declaration of Independence and Tournament Data Forms to the tournament. (See Rules of the Road for the Expense Report and Declaration of Independence. Tournament Data Forms can be found at the end of this Challenge.)
- C. **Identification Sign:** Your team will provide a freestanding sign displaying your team name, Team Number, school/organization and level. The purpose of the sign is to identify your team to the Appraisers. (See Rules of the Road, Team Identification Sign.)
- D. **Instant Challenge:** At a tournament, your team will solve one Instant Challenge in addition to showcasing your Team Challenge solution. Instant Challenges are kept secret until the day of the tournament. (See Rules of the Road.) Because Instant Challenge is worth 25% of a team's overall score at a tournament, teams often practice different types of Instant Challenges throughout the season. (See Roadmap.)

Up to 240 Points	<b>A. The Musical</b>	<b>Up to 80</b>
	1. <b>Creativity of the story that includes a change in plans</b> A story is more creative when there is novel development of the storyline and characters.	Up to 30
	2. <b>Clear and effective storytelling</b> This means the story has a beginning, middle and end and is presented in a way that is easy to follow and understand.	Up to 30
	3. <b>Clear and effective division of the Musical into two acts</b> An effective division means there is a clear ending to Act 1 and a clear beginning to Act 2, and that Act 1 ends in a way that builds interest in how the story resumes and continues in Act 2.	Up to 20
	<b>B. Music and Lyrics</b>	<b>Up to 50</b>
	1. <b>Integration of the music and lyrics into both acts</b> This means how well the music and lyrics help to tell the story.	Up to 25
	2. <b>Creativity of the music and lyrics</b> Since music and lyrics are being scored for creativity, your team may not use music and/or lyrics as a Team Choice Element.	Up to 25
	<b>C. The Spectacle</b>	<b>Up to 50</b>
	1. <b>Integration of the Spectacle into the story</b> This means that the Spectacle is important to the story.	Up to 25
	2. <b>Theatrical effect of the Spectacle</b> This includes the overall theatrical effect of the Spectacle and how your team uses the combination of the 2 Production Techniques to present the Spectacle.	Up to 25
<b>D. The Set Change</b>	<b>Up to 60</b>	
1. <b>Theatrical effect of the Set Change</b> A Set Change is theatrically effective when the transformation of the background, scenery and/or props is visually interesting, entertaining and/or memorable.	Up to 20	
2. <b>Technical Design of the Set Change</b> Technical Design is the result of a plan for carrying out or accomplishing a task. A well-designed device shows careful planning, and it performs its task using effective, efficient and reliable Technical Methods.	Up to 20	
3. <b>Technical Innovation of the Set Change</b> Technical Innovation is a new, unique, original or creative way to carry out or accomplish a task using Technical Methods.	Up to 20	
Up to 60 Points	<b>E. Team Choice Element 1</b>	<b>Up to 30</b>
	1. <b>Creativity and originality</b>	Up to 10
	2. <b>Quality, workmanship or effort that is evident</b>	Up to 10
	3. <b>Integration into the Presentation</b>	Up to 10
	<b>F. Team Choice Element 2</b>	<b>Up to 30</b>
	1. <b>Creativity and originality</b>	Up to 10
2. <b>Quality, workmanship or effort that is evident</b>	Up to 10	
3. <b>Integration into the Presentation</b>	Up to 10	





Team Name: \_\_\_\_\_ Team Number: \_\_\_\_ - \_\_\_\_ - \_\_\_\_ - \_\_\_\_ - \_\_\_\_

School/Organization: \_\_\_\_\_ Level:  EL  ML  SL  UL

To our teams and Team Managers: Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please fill out this 3-page form completely and neatly. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team.

## PART ONE: REQUIRED PAPERWORK

At the tournament Presentation Site, the Prep Area Appraiser will ask for your team's forms. A complete checklist of the required forms is below. None of the forms listed below can be used as a scoring item.

### Your team needs:

- 5 copies** of the completed PAGE 1 and PAGE 2 of the Tournament Data Form. This is PAGE 1 of the form.
- 1 copy** of the completed PAGE 3 of the Tournament Data Form. This page helps your team reflect on how you experienced the creative process.
- 2 copies** of the completed Declaration of Independence. Blank copies of this form can be found in Rules of the Road. One copy of this form is for Team Challenge, the other copy of is for you to take to Instant Challenge.
- 1 copy** of the completed Expense Report. This form can be found in Rules of the Road. Be sure to bring copies of your receipts in case you are asked for them. It is not necessary to attach your receipts to the form.
- 1 copy** of Team Clarifications issued to your team.
- Team Identification Sign:** See Rules of the Road for more information.
- Published Clarifications:** You need to be sure you are aware of the Published Clarifications for this Challenge available at [DestinationImagination.org](http://DestinationImagination.org).

## PART TWO: BRIEF DESCRIPTION OF TEAM CHOICE ELEMENTS

**Team Choice Element 1:** What is your Team Choice Element?

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?

**Team Choice Element 2:** What is your Team Choice Element?

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?







# NOTES

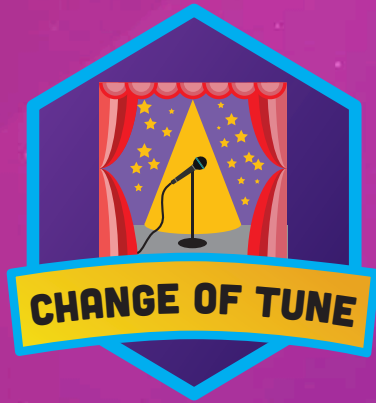


A series of horizontal light blue lines for writing, spaced evenly down the page.

# NOTES



A series of horizontal light blue lines for writing, spaced evenly down the page.



2017-2018  
**FINE ARTS**  
*Challenge*

**Permission is hereby granted by Destination Imagination, Inc., owner of the copyright to this document, to \_\_\_\_\_,**

Team Manager/Coordinator to make 10 copies of this document for their team's use only, provided these copies are supplied to participants solely for their use in Destination Imagination.

Permission to make and disseminate 10 copies of this material, without alterations, is granted, provided that each copy bears the following credit line: "Copyright Destination Imagination, Inc. 2017, by Destination Imagination, Inc. All rights reserved. Used with permission."

By my participation in an event conducted by an Affiliate, Region or other gathering related to Destination Imagination, 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. Destination Imagination, Inc. is a 501(c)(3) Nonprofit Education Organization. Copyright ©2017 by Destination Imagination, Inc. All rights reserved. Printed in the United States of America.



The PDF files for the Team Challenges, Roadmap, and Rules of the Road are available for download at [Resources.DestinationImagination.org](https://Resources.DestinationImagination.org)

 Destination Imagination, Inc.

 @IDODI

 @BoxAndBall

 BoxAndBall