

Solving the Central Challenge

Advice from an International Challenge Master

....the Challenges are written to allow teams as much latitude as possible when solving them. This means that the definitions of some of the elements are left "vague" to allow teams to solve the Challenge any way that they wish. The Challenge can be solved using very simple technical devices or more complex ones. Those choices are up to the team.

There are 2 main principles that can be applied to solving any of the DI Challenges.....

Rule #1 states that if the Challenge (or the Rules of the Road) doesn't say that you cannot do something, then it is safe to assume that you can do it.

Rule #2 states that if the Challenge (or the RotR) says that you cannot do something, then you cannot do it. The corollary to Rule #2 is that if the Challenge (or the RotR) say that you must do something, then you must do it.

However, it is important for the team to understand the scoring of the Challenge. There is another principle called Sutton's Law....it says "go where the money is". Willie Sutton was a bank robber and when asked why he robbed banks he said "because that's where the money is". The practical application of this is that your team must understand where the points are coming from. This is not so they can be more competitive but so they understand what they are being asked to do and how much emphasis is being placed on that aspect of the Challenge. Every subjectively scored aspect of each Challenge has a continuum that the Appraisers apply. At one end of the continuum will be very very simple solutions and at the other extreme will be very innovative ones. The simple solutions will usually receive scores on the lower end of the range while the very creative and innovative ones would be expected to receive scores at the higher end of the scale. Now, if we apply this to your question regarding the technical aspects of It's Your

Move, then those solutions using very simple principles with minimal innovation, creativity, and/or integration (and sometimes complexity) would fall at the lower end of the scoring range. Those solutions demonstrating a high degree of creativity, etc. would hopefully be rewarded with a higher score. (Frank Begun)