

Dig In at Global Finals 2014



Congratulations on advancing to Global Finals! We can't wait to see all of the wonderful solutions your teams have dreamed up! There are a number of topics related to the appraising of Dig In at Global Finals that we want all teams to know about. We hope by making you aware of these now, none will come as a surprise.

Presentation Sites

- All three Levels of Dig In will occur on the ground floor of the Knoxville Convention / Exhibition Center (KCEC), which is connected to the Holiday Inn Select.
- We will provide an approximately 40' x40' (28.38m x 28.38m) area for the team's Presentations at each site.
- **Teams CANNOT practice in any of the Presentation Sites at any time.**
- These will be open sites. This means that doors will not be shut before each Presentation.
- The Presentation Areas have very high ceilings, as you find in convention centers or gyms.
- There are no standard doors or lower ceilings between Prop Storage and the Presentation Sites.
- The Presentation Sites have terrible acoustics. The Secondary Level Site is divided from Prop Storage by just a thick curtain. The overhead lights and ventilation systems are noisy. Teams will need to speak loudly in order for the Appraisers and audience to hear them.
- The Appraisers will be moving around the Presentation Area so they have the best vantage to see and hear the team.
- The Presentation Areas all have polished concrete floors. The concrete floors are relatively slippery. In past years, teams have had trouble with traction for team-constructed Equipment on the floor.
- The floor has some small holes, cracks and access hatches. We will tape down the edges of the hatches, but we will not be able to provide a perfectly flat, smooth performance surface.

Prop Storage

- Prop drop-off will be at the north end of the Center. **Do not stay parked in this area!** Someone must **always** be with your vehicle or it may be towed.
- You will be allowed into Prop Storage only during posted hours. Please do not come early or try to stay late.
- Prop Storage hours are:
 - Tuesday – 8:00 a.m. – 8:30 p.m.
 - Wednesday – 6:30 a.m. – 8:30 p.m.
 - Thursday – 6:30 a.m. – 8:30 p.m.
 - Friday – 6:30 a.m. – 8:30 p.m.
 - Saturday – 6:30 a.m. – 3:00 p.m.
- Remember that all teams must share Prop Storage. Use **ONLY** the space you really need.
 - Do not block outlets.
 - Do not tape off or block off team space.
 - Make sure your team number is visible somewhere.
- Dig In will have a packed, busy schedule. It is very important that your team is assembled in Prop Storage **and ready to go 45-60 minutes prior** to performing.
 - Do not cross the taped hazard lines at the ends of Prop Storage or move to the Prep Area without permission from a Prep Area Appraiser
- Teams will have **very** little time in the Launch Area to assemble or organize props.

- Teams entering the Prep Area are sometimes missing some of the required paperwork. To avoid this problem, please visit the Checker Table at the Expo Area in the Knoxville Convention Center (KCC).
- Follow the directions of the UT staff when disposing of props after your Presentation
 - Please completely break down any large props or shipping containers
 - For safety reasons, younger team members will NOT be allowed out onto the loading dock
 - No dumpster diving
- You **MUST** remove all team gear and props from the Prop Storage Area before the Closing Celebration.

Saturday Road Race

There will be a Road Race on Saturday Morning until about noon. Many roads around the KCEC and KCC will be closed or have limited access. All teams performing on Saturday morning should plan on delays when travelling to and from the KCEC and KCC.

Interference

- Please note that the Rules of Interference for Team Challenges, described on pages 232-234 of the Rules of the Road, apply to this Tournament just as they have to all others! Appraisers and other Tournament Officials can and **will** deduct points for Interference in order to keep a level playing field for all teams. This means **ONLY TEAM MEMBERS** can:
 - Re-assemble or repair Equipment or props.
 - Fix hair, costumes or make-up.
 - Make suggestions about ANY part of the team's solution, including the skit or how to transport props.
- Parents and Team Managers can assist their team with physically carrying props and equipment from the Prop Storage Area to the Prep Area, and from the Prep Area to the Launch Area. They **cannot** help move props from the Launch Area into the Presentation Area.

Safety

Destination Imagination is committed to providing a safe environment for those presenting, appraising and watching at the Dig In Presentation Sites. To that end:

- Safety is a **SERIOUS** concern.
 - Adults **CAN** stop teams from doing something they feel is unsafe.
 - Adults **CANNOT** fix the problem or tell the team how to make the solution safe.
- Prep Area Appraisers will make sure the team's Equipment and other props do not pose a safety hazard to the team, Appraisers, audience, or Presentation Site.
- Appraisers will stop any portion of the team's Presentation they feel is unsafe. Teams will not be given additional time.

Tournament Data Form Page 3

We will be using Page 3 of the Tournament Data Forms: The Creative Process for a research project later in the year. These forms will be collected in the Prep Area. Please be sure your team members reflect thoughtfully on how they experienced the creative process as they solved the Team Challenge. Evaluation is an important part of this process, and their thoughts will help us to make the program stronger and more meaningful through academic research.

Team Manager Meeting

- The Team Manager Meeting will be held 7:00-9:00 p.m. on Tuesday. From 7-7:30 the meeting will be in KCC Ballroom ABC. From 7:30 to 9:00 Dig In will meet at the Middle Level Presentation Site, KCEC Exhibit Hall 1.
- This is a **VERY** important meeting where you will meet your Head Appraisers. We will discuss the Presentation Sites, review the Challenge, and you will have a chance to ask questions.

Overlooked Requirements of the Challenge

In viewing a number of solutions to the Dig In Challenge, we have found that teams have frequently overlooked some of the rules in the Challenge.

Teams MUST also read and follow:

*Rules of the Road (especially pp 232 -241, interference, safety, and cost)

*Published Clarifications: <http://www.destinationimagination.org/challenge-program/technical-dig-in>

INTENT OF THE CHALLENGE:

- The 8 minute Presentation time includes set up of everything outside of the Start Area. No additional time is given.
- Team members can be anywhere in the Presentation site during the 8-minute Presentation time.
- Latex, mock weapons, dry ice, water and helium balloons will be allowed at KCEC, Dig In Presentation Sites

OBJECTS

- 10 physical Objects: can be any materials, any shape, and any size. They do not have to be the same. (A.2,A.2.a)
- Objects must fit completely inside a closed Container, no bulges. (A.2.c)
- The entire Object must be detected, removed, and transported. (A.2.d)

CONTAINERS

- The team's 16 Containers must be visibly numbered with WHOLE numbers 1-16. (A.3)
 - If fewer than 16 LEGAL Containers, the team will score zero points in D.2.b. (A.3)
- Containers must have a surface that can be opened or broken through. (A.3.a)
- The Object cannot be detectable to any human sense in a closed Container. (Pub Clar #3)
 - Containers cannot have any openings to the outside. No blind openings, no intentional small openings or no openings in an awkward or hard to see place. (A.1)

EQUIPMENT

- Equipment can be single or multiple. Scores in D.3 will consider ALL Equipment used during the Presentation. (A.5.a, A.5.c)
- Equipment MUST BE USED to assist in detection of Objects, to open Containers and to remove Objects. (A.5.c, A.5.d)
 - The key word is "assist" in detection (D.1.a). If Equipment causes something to happen so that the team CAN sense the Object, this is "assisting" and scores points in D.1.
- Once Objects are removed from the Containers they can be transported by ANY METHOD except those involving the OPS. Objects must completely cross the Finish Line. (A.5.b)
 - If Equipment is used to transport Objects across the Finish Line, scores may be higher in D.3.c.
 - Objects can be moved anywhere by anyone, including the OPS, once they have crossed the Finish Line. The team must make sure Appraisers see the Object cross the Finish Line
 - The Finish Line includes the tape, is 3D, and is infinitely long.
- ORDER is important! Objects must be detected, then removed from the Container, THEN transported over Finish Line. (D.1.b)
- Equipment that is being used to detect Objects, open Containers, remove Objects, or transport Objects CANNOT be operated by the OPS. Any Objects detected or removed while an OPS is operating ANY Equipment doing one of those tasks will score zero in D.1. (A.4.e).

CONTAINERS, EQUIPMENT, & OBJECTS

- Objects, Containers and Equipment can all be combined.
 - Since the 3 have different rules, the team must show the Appraisers what is Container, Equipment or Object.
- Containers may be single, stacked, or attached. (A.4.c.ii)
 - Containers must be 100% within the 3D boundaries of the Start Area when time begins. (A.4.c.i)
 - After the 8-minute Presentation time begins, Containers can be touched ONLY by Equipment, the tournament provided floor, or other Containers. (A.4.f).
 - NO Container TOUCHING includes the OPS touching; touching after Objects are removed; touching by props associated with the team's story; and/or accidental touching **at any time** during the 8-minute Presentation.
- No signal detectable by a human sense can be given off by the Containers or the Equipment or Objects inside before time starts. (PC #3)
- The OPS cannot communicate Object location to the rest of the team by ANY method. (A.4.d)
 - This includes marks placed on the OUTSIDE of a Container during set-up or Presentation that cannot be seen by human senses.

3 MINUTE SET-UP TIME

- Before time begins, Prep Area Appraiser will make sure question #6 on the Tournament Data Form is completely filled out and understandable.
- The team will place Containers, Objects, and props in the Launch Area.
- The non-OPS team members and Team Managers will be taken to where they cannot see the Presentation Site.
- The OPS will draw 10 cards. (A.4.a)
 - **Teams can have more than one OPS! (A.4)**
- The OPS will be given 3 minutes to place Objects in the correct numbered Containers and place Containers in the Start Area. (PC #4)
 - Object placement, Container closing, and Container placement can happen in any order.
 - Container placement must match diagram in question #6. (A.4.c.iv)
 - The OPS can keep a copy of the diagram in question #6 during set-up.
 - Anything can be placed in the Start Area (Containers, Equipment, Objects, Props) during the 3-minute set-up time. Things placed outside the Start Area must be placed during the 8-minute Presentation time.
 - Once the 3 minutes is over, Container and Object placement will be stopped. The numbered cards and any unused Objects or Containers will be removed.
 - The rest of the team will return to the Launch Line, the Team Managers will be seated, and the 8-minute Presentation Time will begin.

OBJECTIVE SCORING

- Team must be able to tell Appraisers what is Object, what is Container and what is Equipment.
- Teams can earn points for each Object detected, removed, and transported across the Finish Line. Zero points in D.1 (per Object) are earned if:
 - OPS or audience communicates an Object location. (A.4.d)
 - Container is out of place per #6 on the Tournament Data Form, or not 100% in Start Area when time begins. (A.4.c.iv)
 - Equipment did not detect or remove Object. (A.5)
 - The Object can be seen in the Container or the Object visibly distorts the Container. (A.3.c, A.2.c)
 - This means you should not be able to see into the Container from any angle.
 - The Object can be detected by an unaided human sense before time begins. (PC #3)

- The OPS is operating Equipment. (A.4.e)
- The Container is touched by ANYTHING other than Equipment, the tournament provided floor, or another Container after time begins. (A.4.f)
- The Object did not cross the Finish Line. (D.1.b)
- The Object crossed the Finish Line before being removed from Container. (D.1.b)
- The Object did not completely cross the Finish Line. (A.5.b)
- There are fewer than 16 Containers. (A.3)
- If all 10 Objects are successfully detected and removed by Equipment, (D.1.a score =10), teams can earn Container Bonus points (D.2.a) for each Container not broken or opened when the Presentation ends. These points will **not** be awarded (per Container) if:
 - The Container is visibly empty. (A.3.c)
 - Container out of place or is not 100% in Start Area when time begins. (A.4.c.iv)
 - OPS or audience communicated Object location. (A.4.d)
 - Container is touched by ANYTHING other than Equipment, the tournament provided floor or another Container after time begins. (A.4.f)
- A Container is considered opened if any sort of Equipment physically penetrates the plane of the Container, even if the Equipment does not remove an Object or break through/open a team designated “opening.”
 - Equipment bending or deforming a Container side is not considered to be penetrating the Container.

STORY

- The story must highlight a technology that helps detect something a human cannot. (A.6)
 - The technology can be the Equipment or can be something entirely different.
 - The technology can be imaginary. It doesn't have to functional.
 - The team can highlight more than one technology but only one will be scored in D.4.a & b.
- Team needs a Character to work with the highlighted technology. (A.6.c)
 - Character is singular. Only the one Character described in question #5 on the Tournament Data Form will be scored in D.4.c.
 - There are no Challenge restrictions on who or what the Character is.
 - If the technology IS the actual team Equipment the Character cannot be an OPS.
- The story CANNOT reveal Object placements. (A.4.d)
- The story can happen ANYWHERE in the Presentation Site.
 - NO Container TOUCHING includes the OPS touching; touching after Objects are removed; touching by props associated with the team's story; and/or accidental touching **at any time** during the 8 minute Presentation.

We hope you have a wonderful tournament!

Betsy Broughton & Theresa Fougne
International Challenge Masters
Dig In