

2021-22 CHALLENGE SEASON

TRICKY
TALES



FINE ARTS



TABLE OF CONTENTS

1 Getting Started

Review this information before beginning work on your team's solution.

2 The Central Challenge

Read this section thoroughly to make sure your team understands it.

6 Team Choice Elements

Create two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.

7 At the Tournament

Learn about the team requirements at the tournament.

8 Scoring

Review all of the elements that will be scored during your team's Presentation.

9 Tournament Data Form

Reference this section as you complete the online Tournament Data Form, found in the Resource Area of [DestinationImagination.org](https://www.destinationimagination.org).

GETTING STARTED

I. THE CENTRAL CHALLENGE

II. TEAM CHOICE ELEMENTS

III. AT THE TOURNAMENT

IV. SCORING

TOURNAMENT DATA FORM



Approaching this 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).



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 Form

Your team must explain elements of your Challenge solution on the online Tournament Data Form, found in the Resource Area of DestinationImagination.org. A version of the form can be found at the end of this Challenge for your reference. The check mark icon pinpoints the elements that will appear on the online Tournament Data Form.

I. THE CENTRAL CHALLENGE

GETTING
STARTED

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



A. Story

1. Research trickster characters and how they have been portrayed and/or used in literature, theater, film, and mythology.
2. Create and present a story about a team-created Trickster who attempts to overcome a Tricky Situation.
3. For this Challenge, a Trickster is a character who uses intellect, secret knowledge, and/or mischief to play tricks and/or break rules.
4. For this Challenge, a Tricky Situation is a dilemma that does not have an obvious solution.
5. Your team may decide whether or not the Trickster overcomes the Tricky Situation in the story.
6. Your team may include more than one trickster character in your story. However, only one Trickster will earn points for **IV.A.3**.
7. Your team may include more than one tricky situation in your story. However, only one Tricky Situation will earn points for **IV.A.4**.
8. The story may be set in any location(s), real or imaginary, and in any time period(s): past, present, or future.
9. Your team should use good judgment when creating your solution to ensure it is appropriate for all audiences. (See Rules of the Road, Conduct and Concerns and Rules of the Road, The Team Manager's Job.)

I. THE CENTRAL CHALLENGE

GETTING
STARTED

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



B. Costume Transformation

1. Design and create a Costume that uses Technical Methods to go through a Costume Transformation during the Presentation.
2. For this Challenge, a Costume is any article of clothing or other body covering worn by at least one team member to enhance the portrayal of at least one character. Hairstyles and makeup may contribute to the portrayal of the character(s) but will not be considered part of the Costume.
3. For this Challenge, 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.
4. For this Challenge, a Costume Transformation is any visible, physical change in the appearance of the Costume.
5. Design the Costume so that all parts are used before and after the Costume Transformation. If your team adds items to or discards items from the Costume during the Costume Transformation, your team's scores for **IV.B.3** and **IV.B.4** may be affected.
6. Your team may choose how much of the Costume changes during the Costume Transformation and how long the Costume Transformation lasts. If the Costume Transformation is too small and/or too brief, your team's scores for **IV.B.2** may be affected.

I. THE CENTRAL CHALLENGE

GETTING
STARTED

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM

7. Your team will earn points for Technical Design and Technical Innovation based on all Technical Methods used or attempted during the Presentation to initiate, operate, and/or produce the Costume Transformation.
8. If the Costume Transformation is not successful, your team may still earn points for the Technical Design and the Technical Innovation of the methods used in the attempt. Your team's score for Technical Design may be affected.
9. Design and build all parts of the Costume Transformation using your own ideas and skills. Your team may incorporate commercially produced items, but for scoring, Appraisers will only consider your team's changes and/or additions to those items.
10. Technical Methods using less direct team member involvement may earn more points for Technical Design and Technical Innovation than methods that have more direct team member involvement.
11. The Costume and the Trickster (**see Section I.A**) must not be any part of one another. The Trickster must not wear the Costume.
12. Your team may include more than one costume in your Presentation. However, only one Costume will earn points for **IV.B**.
13. Your team may include more than one costume transformation in your Presentation. However, only one Costume Transformation will earn points for **IV.B.2, IV.B.3,** and **IV.B.4**.
14. The Costume Transformation should be visible from 25ft (7.62m) away.

I. THE CENTRAL CHALLENGE

GETTING
STARTED

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



C. Illusion

1. Design and create an Illusion that enhances the story. For this Challenge, an Illusion is a visible and/or audible effect that is designed to be wrongly perceived.
2. Your team may choose how long the Illusion lasts. If the Illusion is too brief, your team's scores for **IV.C.1** and **IV.C.2** may be affected.
3. Your team may include more than one illusion in your Presentation. However, only one Illusion will earn points for **IV.C.**
4. The Illusion should be visible and/or audible from 25ft (7.62m) away.
5. The Illusion and the Costume (**see Section I.B**) must not be any part of one another.
6. The Illusion and the Costume Transformation may be presented in any order or at the same time. They may be presented at any time during the Presentation.

II. TEAM CHOICE ELEMENTS

GETTING
STARTED

I. THE CENTRAL
CHALLENGE

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



- A. Present **TWO** creations that show off your team's interests, skills, areas of strength, and talents. Your team may create anything you wish, including props, music, 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 must 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. Or, a Team Choice Element **MAY** be a larger item that includes a required element, as long as the required element can be evaluated as a single unique part of the Team Choice Element. Examples of these can be found in Rules of the Road.
- D. Both Team Choice Elements may be presented at the same time **ONLY IF** both can be easily identified and scored separately.
- E. 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

GETTING
STARTED

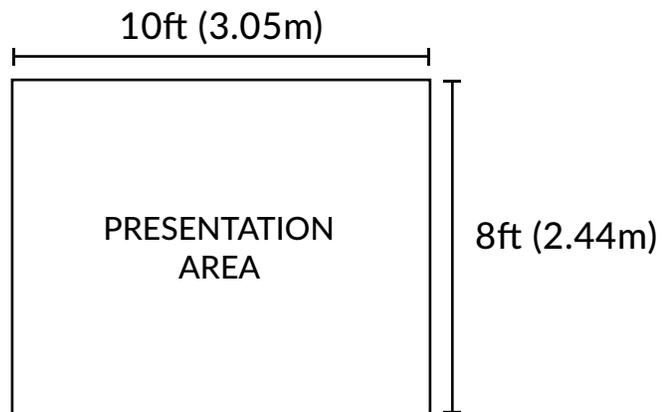
I. THE CENTRAL
CHALLENGE

II. TEAM CHOICE
ELEMENTS

IV. SCORING

TOURNAMENT
DATA FORM

- 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. In most cases, the



- 8ft x 10ft (2.44m x 3.05m) area will not be taped. 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 fill out the online Tournament Data Form, Expense Report, and Prep Checklist, which includes the Declaration of Independence. These forms can be found in the Resource Area of [DestinationImagination.org](https://www.destinationimagination.org).
- C. **Team Identification Sign:** Your team should 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 confidential 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.)

IV. SCORING

Central Challenge: Up to 240	A. Story (See Section I.A.)		Up to 100
	1. Creativity of the story about a Trickster who attempts to overcome a Tricky Situation A story is more creative when there is novel development of the storyline and characters.		Up to 30
	2. Clear and effective storytelling This means the story has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand.		Up to 20
	3. Effective portrayal of the Trickster This means how well the Trickster represents the physical characteristics, ideas, personality traits, and/or other qualities that make trickster characters unique.		Up to 25
	4. Dramatic portrayal of the Tricky Situation This includes how the scenery, costumes, makeup, props, script, acting, and/or other theatrical elements support the portrayal of the Tricky Situation.		Up to 25
	B. Costume Transformation (See Section I.B.)		Up to 85
	1. Visual impact of the Costume This means the Costume is visually dramatic, interesting, and/or memorable. This includes all parts of the Costume before, during, and after the Costume Transformation.		Up to 25
	2. Dramatic impact of the Costume Transformation This includes how the Costume Transformation affects the story.		Up to 20
	3. Technical Design of the Costume Transformation Technical Design is the result of a plan for carrying out or accomplishing a task. A high-quality design shows careful planning and is effective, efficient, and reliable.		Up to 20
	4. Technical Innovation of the Costume Transformation Technical Innovation includes how new, unique, original, or creative the methods are for carrying out or accomplishing a task.		Up to 20
	C. Illusion (See Section I.C.)		Up to 55
	1. Integration of the Illusion into the story This means that the Illusion is important to the story.		Up to 15
	2. Visual and/or auditory impact of the Illusion This means the Illusion is visually and/or audibly dramatic, interesting, and/or memorable.		Up to 25
3. Creativity of the methods used to produce the Illusion		Up to 15	
Team Choice Elements: Up to 60	D. Team Choice Element 1 (See Section II.)		Up to 30
	1. Creativity and originality		Up to 10
	2. Quality, workmanship, or effort that is evident		Up to 10
	3. Integration into the Presentation		Up to 10
	E. Team Choice Element 2 (See Section II.)		Up to 30
	1. Creativity and originality		Up to 10
	2. Quality, workmanship, or effort that is evident		Up to 10
	3. Integration into the Presentation	Up to 10	

Central Challenge



Putting It All Together





TOURNAMENT DATA FORM PAGE 1

TEAM INFORMATION

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 use this 3-page form as a reference to help you complete your online Tournament Data Form, found in the Resource Area of DestinationImagination.org. The Team Manager must submit the Tournament Data Form on behalf of the team using the team's words. The team members must craft the explanations.

PART 1: REQUIRED FORMS

A complete checklist of the required forms is below. None of the forms listed below can be used as a scoring item. All forms must be completed online in the Resource Area of DestinationImagination.org unless otherwise specified by your Affiliate Director and/or Tournament Director.

Your team needs to complete:

PARTS 2, 3, and 4 of the Tournament Data Form

Part 4 helps your team reflect on how you experienced the creative process.

Expense Report

Be sure to upload copies of your receipts to accompany your Expense Report.

Prep Checklist

This includes safety information, a checklist of required elements, and Declaration of Independence information.

Team Identification Sign

Be sure to bring this to the Presentation Site. See Rules of the Road for more information.

Published Clarifications

You need to be sure you are aware of any Published Clarifications for this Challenge, available at DestinationImagination.org.

PART 2: BRIEF DESCRIPTION OF TEAM CHOICE ELEMENTS

What is your Team Choice Element 1?

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?

What is your Team Choice Element 2?

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?



TOURNAMENT DATA FORM PAGE 2

TEAM INFORMATION

Team Name: Team Number: -
School/Organization: Level: EL ML SL UL

PART 3: BRIEF DESCRIPTION OF SCORED ELEMENTS

This Challenge asks the team to supply the following information to help the Appraisers evaluate your solution.

1. Briefly describe your story about a Trickster who attempts to overcome a Tricky Situation.

2. Briefly describe your Trickster and how it represents the physical characteristics, ideas, personality traits, and/or other qualities that make trickster characters unique.

3. Briefly describe how the scenery, costumes, makeup, props, script, acting, and/or other theatrical elements support the portrayal of the Tricky Situation.

4. Briefly describe your Costume.

5. Briefly describe the Technical Methods used to initiate, operate, and/or produce the Costume Transformation.

6. How does the Costume Transformation affect the story?

7. Briefly describe your Illusion and how it enhances the story.



TOURNAMENT DATA FORM PAGE 3

TEAM INFORMATION

Team Name: Team Number: -
School/Organization: Level: EL ML SL UL

PART 4: THE CREATIVE PROCESS

Reflect on how your team experienced each stage of the creative process as you solved the Team Challenge.

1. **RECOGNIZE:** What process did your team go through in order to understand all the issues or points of the Challenge?

2. **IMAGINE:** How did your team use your imagination to explore new ideas about possible solutions to the Challenge?

3. **COLLABORATE AND INITIATE:** How did your team work in a collaborative way? How did your team take risks and go beyond the minimum as you committed to a solution?

4. **ASSESS:** How did your team assess your solution as it was being created?

5. **EVALUATE AND CELEBRATE:** Reflect on your experience. What did your team learn? How did your team celebrate your journey and accomplishments?



The Team Manager/Coordinator of a team with an active, registered Team Number is given permission 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.



The PDF files for the Team Challenges, Roadmap, and Rules of the Road are available for download at Resources.DestinationImagination.org.

Destination Imagination, Inc. is a 501(c)(3) Nonprofit Education Organization.

Copyright ©2021 by Destination Imagination, Inc.

All rights reserved.

