

2014 Southeast 6 Destination Imagination Regional Tournament

The tournament is being held at McCullough Jr. High School in The Woodlands. Thanks to Conroe ISD for hosting the tournament! Remember, we are guests at this school. Please properly dispose of all food and trash items.

Parking

Parking at McCullough may be a challenge this year due to other events at McCullough Jr. High. There is additional parking at churches across the street. Teams may unload props at the front, east and west entrances. Project Outreach, Improvisational and Rising Stars teams should use the east or front entrances. Fine Arts, Scientific, Technical and Structure may use the west entrance. Please be respectful of other teams and do not block the entrances. Vehicles will need to move to a parking area as soon as props are unloaded.

Tournament Check In

When you arrive at the tournament you need to check in at Team Registration in the cafeteria area, which is in the center of the school. Registration will open at 6:30am and close at 1:30pm. There will be a volunteer at the registration table throughout the day. This will also serve as our Lost and Found.

IMPORTANT: You must come by registration to turn in your media releases, have your medical releases checked and to pick up schedules, site maps, and certificates. You must check in at Registration at least 30 minutes prior to the earlier of your Instant Challenge or Central Challenge performance. We need a record of your attendance.

Southeast 6 Required Paperwork

Every Team must have a Southeast 6 Medical/Media Release for each team member in order to check in. Media Releases will be collected at Registration. Team Managers are to keep the Medical Releases with them during the tournament. These forms are available on the Tournament Page of the Southeast 6 website at: <http://southeast.texasdi.org/2014tournament>

COPIES OF THESE FORMS WILL NOT BE AVAILABLE AT THE TOURNAMENT.

Tournament Forms

Teams should refer to their specific challenge for the Team Challenge forms that are required. The Tournament Data form has a checklist of the number of copies needed of each form. Forms include: Expense Reports, Declarations of Independence and Tournament Data forms. Editable versions of the Tournament Data Forms, Expense Report and the Declaration of Independence can be found on the Regional Tournament page. **Page 3 of the data forms that was added this year is optional and will not be required or scored.**

You should bring 5 copies of any answers to clarification requests submitted by the team.

Schedule

Double-check your team's Team Challenge and Instant Challenge times when you arrive. Teams should check with the Prep Area appraiser about 30 minutes before their teams scheduled Team Challenge. Check in for Instant Challenge 20 minutes before your teams scheduled time. Remember, if the team elects, one team manager may accompany the team into Instant Challenge. Structure teams check in their structure 1 hour before their teams scheduled team challenge time.

Tournament Spectators

If you are inviting spectators to come watch your team, make sure they have ALL the information needed to find the performance sites. EVERY year we have family members or other team supporters show up at Registration and ask where "John or Jane" is performing. They don't know the challenge the team is doing, they don't have a school name, they don't know the team manager's name and there is nothing we can do to help them. You can download a simple Tournament Invitation from the Regional Tournament Page.

Interference

Remind your parents about the rules for Interference. It is OK for parents and / or others to unload props, move them into the building, and move props to the prep area prior to the performance, AND to help remove props from the performance area once a Team has completed. It is NOT OK for anyone other than the team to be assembling, repairing or otherwise working on costumes, props or other team materials.

Your job as Team Managers is to monitor your Team and parents. It is not your responsibility to report interference you witness at the tournament. This could be considered un-sportsmanlike conduct. Tournament officials are the only ones who can report interference to our appraisal teams and they must witness the interference.

We are depending on each Team Manager to police their team and team supporters.

Instant Challenge

You need to check in at least 20 minutes before your teams scheduled IC Time. Check in is on the second floor of McCullough. Only team managers and team members will be allowed upstairs.

Rising Star teams will do their Instant Challenge right before their Central Challenge performance as listed on the tournament schedule.

When teams complete their IC they will be given time in a CHILL room to discuss their IC and to unwind before leaving the IC area. This is the chance for the team to talk through the Instant Challenge. Teams are not to discuss the Instant Challenge once they have left the IC area.

No scores from Instant Challenge will be returned to teams. Teams may see their overall Instant Challenge score when they are posted on the website after the tournament.

Concessions

Concessions are available in the cafeteria at McCullough. Support the McCullough Jr. High School Cheerleaders. They will offer hot dogs, Frito pie, snacks, candy and sodas.

Dime Store

Please be sure to visit the Dime Store in the Cafeteria. We'll have loads of wild and crazy items to choose from, as well as t-shirts, pins, and raffle items. Proceeds from the Dime Store help fund Southeast 6 DI. We take cash, Visa, Mastercard, and American Express. The Dime Store will be open from 8:00 to 3:00 (or until we sell out of everything).

Scores for Central Challenge

Team Managers and one Team Member should check back with the Head Appraiser or Challenge Master at their site approximately 30 minutes after the team's performance to pick up the team's raw scores. Please give your Challenge Master your cell phone number, so they can contact you when your scores are ready. If your team is one of the first four teams of the day you should wait at least one hour before picking up your scores. **If your team is one of the last few teams of the day we ask that you return quickly to pick up your scores. Score Sheets not picked up within 30 minutes of the last team's performance at a site will not be available for pick up by the teams. We will mail all scores that are not picked up.** Teams have 30 minutes after they pick up their scores to raise any questions about the scoring. Only objective scores can be challenged. Subjective scores can be discussed with the head appraiser or challenge master but will not be changed.

Lost and Found

Lost and Found is at the Registration area. When registration closes Lost and Found will be taken Awards Ceremony.

Awards Ceremony

The Awards Ceremony will be held in the large gym. The best parking area for accessing the gym is the West parking lot. Teams and Team Managers will sit on the gym floor. Team guests and spectators should sit in the stands. A slide show of teams and today's events will start between 5:45-6:00pm. The Award Ceremony starts at 6:00 pm.

We will announce places 1 through 6 at the Award Ceremony. All placements will be posted on the Southeast 6 website as soon as possible.

Teams Advancing to State

Unless noted otherwise below, the first place team from each challenge/level/site will advance to the State Tournament. Technical Secondary Level will send first and second place winners and Elementary Scientific will send first and second place winners to State.

Only the 1st place teams for all Elementary and Middle Level teams and most Secondary Level Teams will advance to the State tournament. The 1st and 2nd place teams for the Secondary Level of Dig In will advance to the State Tournament.

Teams advancing to state will receive a packet of State Tournament Information. Team Managers of advancing teams must meet with the Regional Director for about 30 minutes after the Awards Ceremony in the gym. This meeting is for Team Managers only.

Bonus Teams

Texas DI has a Bonus Team program to allow more teams to participate in the Affiliate Tournament. . In addition to the teams who qualify for the Affiliate Tournament from each region, selected teams from across the state who came close to qualifying but didn't quite make it will be invited to participate. These invitations will be issued in early March, and must be accepted promptly. So if your team almost qualified for advancement to the Affiliate Tournament, and you'd still like to go, hang onto your sets, props, and costumes – and most of all your creativity – and stay alert for that phone call or e-mail in early March!

Problems?

Remember, everyone working this tournament is a volunteer. We have done our best to try and make things run smoothly but problems may occur. **Please complete a tournament evaluation form to give us your input.**

Team Managers should review the Rules of the Road for the procedures they should follow should they have questions about any aspect of the tournament. Only Team Managers can discuss problems with tournament officials. Parents must not approach tournament officials about problems. Also, only objective score elements can be "challenged". Subjective scores may be discussed with the head appraiser or challenge master but cannot be changed.

General Notes for all Challenges and Challenge Sites

- If you have not downloaded the Travel Guide for Teams then we recommend that you do so. This guide gives more information about tournament procedures for each challenge (except for Rising Stars). You can find a link to the download the Travel Guide on the Regional Tournament Page.
- Double check clarifications for your teams challenge at <http://www.destinationimagination.org/challenge-program/clarifications>.
- **Rules of the Road require that all props be able to fit through a 30" standard doorway. We will not remove mullions, doors, hardware or make any other adjustments for teams to be able to move their props into the performance area.**
- **Prop Storage:** NEVER leave your team's props unattended. This is a good job to give to a Team Parent. Accidents do happen. Even if someone else damages the team's props, the TEAM still has to be the one that makes the repairs.
- Because many of our sites have only one door for both spectators and the teams it is critical that teams and spectators be ready to move quickly into the performance area. Remind those coming to see your team's performance that they need to be early. Once a performance has started they will not be allowed to enter the site.

Site Restrictions – ALL TEAMS

- Dry Ice is not allowed.
- Fog and/or Smoke Machines are not allowed
- Helium Balloons are not allowed.
- Latex may not be used
- Confetti Eggs and Silly String are not allowed.
- Lights may not be turned off during a team's performance.

Challenge Specific Notes Follow

Rising Stars – Circus

We have two Rising Stars Sites for **Circus** (Sites “D” and “I”). The two sites are right across the hall from each other.

Rising Star teams will receive their participation medals immediately following the completion of their solution presentation. Rising Star participants are welcome to attend the Awards Ceremony but there will not be individual recognition for Rising Star Teams at the Awards Ceremony.

Rising Star teams will do their Instant Challenge first and then proceed immediately to their solution presentation.

We encourage you to take your Rising Star teams to watch a few of the competitive challenges. This will give them an idea of what the competitive teams are doing and help prepare them for next year.

We have limited room for staging so teams must not bring their props into the prep hallway until 30 minutes before their presentation time. Once a team has completed their presentation they must immediately move their props from the challenge site. Parents may help move props from the presentation site after the team's performance. Do not leave props in the main prep hallway for this challenge.

Remind anyone coming to watch your team's presentation that there may be limited parking at times during the day at McCullough. They will want to arrive in plenty of time for your team's performance, so encourage them to arrive early. It is a short walk from the churches across the street if no parking is available at the school. Once a presentation has started no one will be allowed to enter into the presentation site.

The Tension Build

Structure check in times are **1 hour** before the teams team challenge time. Teams will not be allowed to check in their structures early. Teams will return to structure check in to retrieve their structure when directed to do so by the prep area appraiser. Do not remove the form “sealing” the structure container until directed to do so by the prep area appraiser.

Teams should do their own mock CHECK IN to make sure their structure meets all the challenge requirements. Structures that do not meet all of the requirements will receive a weight held score of zero.

Structure teams need to pick up their structures when they pick up their scores (30 minutes to 1 hour after their performance as directed by the Head Appraiser / Challenge Master). We will dispose of any structures not picked up within 30 minutes of the end of the last team's presentation.

Weights available at the tournament:

- 10 ea 5 lb
- 10 ea 10 lb
- 5 ea 25 lb
- 5 ea 35 lb
- 5 ea 45 lb