

# 2018 Mid-Cities Destination Imagination Regional Tournament

The tournament is at Haltom High School. Thanks to Birdville ISD for hosting the tournament. Remember, we are guests at this school. Please respect the building and properly dispose of all food and trash items. No food or drink (other than bottled water with caps) may be taken into team presentation sites or the gym where the Award Ceremony will be held.

## Parking

- DO NOT park in Fire Lanes, School Police Parking or Handicap spaces without permit – you will be ticketed.
- The drive thru in front of the school is for loading and unloading only. **NO PARKING.**
- Buses and vehicles with Trailers should park at the back of the main parking lot.

## Team Member participation.

Things happen. All team members DO NOT have to be present in order for the team to participate at the Tournament. Even if they are not at the tournament, they will need to have signed the Declaration of Independence. You will not have to have Media/Medical Releases for team members who are not at the tournament.

## Tournament Check In

When you arrive at the tournament you need to check in at the Registration Desk. The Registration desk will be in the main entrance foyer. This will let us know that you are at the tournament. You can pick up copies of the schedule, copies of maps and order forms for the photographer.

## Mid-Cities Required Paperwork

**In order to participate in the tournament you must turn in your Media and Medical Releases BEFORE the tournament.** Make sure you bring your copies of the Team Member Media/Medical Releases with you to 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 check list 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 in Adobe PDF format are available on the Mid-Cities Regional Tournament page. We strongly encourage teams to submit typed versions of their Tournament Data Forms and Expense Report. It makes it easier for Appraisers to read them quickly.

Mid-Cities is not requiring page 3 of Tournament Data Forms at the tournament.

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

## Team Member participation certificates

There are links to download Team Member participation certificates on the Mid-Cities tournament page.

## Schedule

Teams should check with the Team Challenge Prep Area appraiser about 30 minutes before their team's scheduled Team Challenge. Check in for Instant Challenge at least 20 minutes before your teams scheduled

time. Remember, at the teams option, one team manager may accompany the team into Instant Challenge. Structure teams check in their structure 1 hour before their team's scheduled Team Challenge time.

## Tournament Invitation

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. There is a sample invitation to the tournament on the Mid-Cities Regional Tournament Page. Maps and volunteers are available in various areas to assist with directions.

## 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, move props to the prep area prior to the performance AND to help remove props from the performance area once a Team has completed their presentation. It is NOT OK for anyone other than the team to be assembling, repairing or otherwise working on costumes, props or other team materials. Even if a parent or helper damages a prop while moving props, the TEAM must still make the repairs.

Your job as Team Managers is to monitor your Team and parents. We are depending on each Team Manager to police their team and team supporters.

## Tournament Helpers

Tournament helpers will check in at the Helper desk in the Cafeteria – probably near the Dime Store (look for signs). Tournament Helpers are scheduled around their Team's Team Challenge Presentation but not necessarily around the Team's Instant Challenge, as no spectators are permitted for Instant Challenge.

## Instant Challenge

Your team needs to check in at least 20 minutes before your teams scheduled IC Time. IC Check in is in the hallway near room A080.

Teams and Team Supporters **MUST NOT** go into the Instant Challenge section of the 2<sup>nd</sup> floor unescorted. Your team will risk disqualification or a zero score in Instant Challenge if they enter the area on the 2<sup>nd</sup> floor designated for Instant Challenge.

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 at the Tournament. Concessions help support the Haltom High School Service Clubs. Concessions will be located in the Cafeteria.

## Dime Store

Please be sure to visit the Dime Store in the Cafeteria. We'll have loads of wild and crazy hats to choose from, as well as t-shirts, pins, and other fun items. Proceeds from the Dime Store fund the Mid-Cities Regional Scholarship and other Regional activities. We take cash, Visa, MasterCard, and American Express. Checks are not accepted. The Dime Store will be open from 9:00 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 at their site 30 minutes to 1 hour after the team's performance to pick up the team's raw scores. If your team is one of the first four teams of the day you should wait at least one hour before returning to pick 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 time at a site will not be available for pick up by the teams.** Teams have 30 minutes after they pick up their scores to raise any questions about the scoring. Only objective scores may be challenged. Subjective scores may 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 to the Dime Store and then to the Award Ceremony.

## Photographer

The photographer will be in the Cafeteria. Please stop by and have your team's picture taken. For \$20 your team gets 3 poses and a link to download the digital photos to print as many as you want. An order form will be available at Team Registration as well as at the Photo booth. You do not have to make a purchase to have your team's picture taken. You can use the picture files to your local photo shop or at an online service to print as many photos as you would like. The pictures taken will become part of the pre-award ceremony slide show.

## Awards Ceremony

The Awards Ceremony will be held in the main Gym. Teams and Team Managers will sit on the gym floor in any area not designated as aisle space. Team guests and spectators should sit in the stands. A slide show of teams and today's events will start between 6:30 and 6:45. The Award Ceremony starts at 7:00 pm. There is no assigned seating for school districts. Please do not claim more space than you need on the Gym floor. It will be crowded. We also need to maintain an open space down the center of the gym floor to allow teams to move quickly to the front during the award ceremony. The goal is to complete the Award Ceremony in 2 hours.

We will announce places 1 through 6 at the Award Ceremony. All placements will be posted on the Mid-Cities website by Monday.

### Award Ceremony Photographs

We have contracted with the photographer to take pictures of all individual and team medal winners at the Award Ceremony. These pictures will be available for download online a few weeks after the tournament.

### Follow the Award Ceremony on Twitter

This year we will be tweeting the results during the award ceremony. This is a good way for Team Parents and other Team Supporters who cannot attend the award ceremony to get the results in real time. You might

also want to follow with Twitter even if you are at the award ceremony. Information on how to receive these tweets is on the Mid-Cities Regional Tournament Page.

### Teams Advancing to State

Teams advancing to state will receive a packet of State Tournament Information. The Team Manager of advancing teams MUST meet with the Regional Directors and your school district coordinator for about 45 minutes after the Awards Ceremony in the Omni Room (near the front main entrance). This meeting is for Team Managers only or their representative. Team Members should not attend this meeting.

### 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 to mid-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 March! “Almost qualified” means your team was the next team after a team that advanced. In most cases this is the second-place team but in a few cases it could be the 3rd place team if we are already advancing 2 teams to the Affiliate Tournament.

### 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. Regional Board members will be wearing blue Polo shirts with the Mid-Cities logo. Look for these shirts if you have a question.

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**

- Look for signs around each site designating prep areas, spectator and team entrances. It is good to check out your team's presentation site area as soon as you arrive at the tournament so that you know the locations of the prep area, team entrance and spectator entrance. It is possible that the Challenge Master has had to make adjustments in team and spectator entrances.
- **Many of our sites have extremely long days because of the number of competing teams. You can help us stay on schedule by being timely and entering and exiting sites as quickly as possible.**
- 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 download the travel guide on the Mid-Cities Regional Tournament page.
- Double check clarifications for your teams challenge at:  
<http://www.destinationimagination.org/challenge-program/clarifications>.  
**Teams are responsible for complying with any published clarifications for their challenge.**
- Rules of the Road require that all props be able to fit through a 30” 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. All doors at the facility are at least 30” wide.

- All hallways will be crowded during the day. Do not bring your teams props into the building earlier than 1-1/2 hours before their Team Challenge time. Promptly remove your props from the building after your team's presentation.
- 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. Please remove your props from the building immediately after the team's presentation.
- 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 NO ONE WILL BE ALLOWED TO ENTER THE SITE.**
- Times between Instant Challenge and Team Challenge are very tight for some teams. If the team is delayed for some reason (i.e. a challenge or instant challenge site running behind) we will work with the team manager to make sure the team is allowed to present their team challenge or participate in Instant Challenge.

## 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
- Silly String is not allowed.
- Confetti may be used but the team must come prepared to clean up after its use or they may face a deduction.
- Lights may not be turned off during a team's performance
- No food or drink other than bottled water (with caps in place) may be taken into any performance site. No food or drink other than bottled water may be taken into the Award Ceremony.
- Check the Texas DI website ([www.texasdi.org](http://www.texasdi.org)) for restrictions applicable to the Affiliate Tournament.

## Challenge Specific Notes

### **Early Learners (Rising Stars) – Save the Day**

There are 2 Sites for Rising Stars/Early Learners: Rising Stars site D is in room A234. Rising Stars Site I is in Room A228.

Because of room availability limitations, Rising Stars presentation sites are on the 2<sup>nd</sup> floor. Please allow time to move your teams props to the 2<sup>nd</sup> floor. Enlist team parents to help move teams props to the 2<sup>nd</sup> floor.

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

Rising Star teams are not required to participate in Instant Challenge but we encourage them to do so. To ease the tournament experience for our youngest DIers we change the way Instant Challenge works for Rising Star teams. When the team is finished in their Team Challenge Room they will be escorted to a room down the hall to do their Instant Challenge. Only the Team Manager is allowed to go into the Rising Star

Instant Challenge Room. The Instant Challenge for Rising Stars is a very simple IC to give the teams the feel for what Instant Challenge is like. Team members receive a small token reward after completing their IC. We also 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.

There is only one door for both spectators and teams so be prepared to move quickly so that we can stay on schedule.

## ***Maze Craze – Gym 1 - All levels.***

Teams will be presenting their solutions on a gym floor and will need to demonstrate that their props and devices will not damage the wooden floor before being allowed to present their solution.

Look for signs for team and spectator entrances.

## ***Unlikely Attraction***

- ***EL Site D – Room A130***
- ***EL Site I – Room A133***
- ***MI & SL – Room A132***

With the number of presentation sites, we have limited space for staging in the halls so teams must not bring their props into the building earlier than 1-1/2 hours before their presentation time.

There is only one door for both spectators and teams so be prepared to move quickly so that we can stay on schedule.

## ***Change of Tune***

- ***EL Site D – Room A126***
- ***EL Site I – Room A130***
- ***ML&SL – Room A132***

With the number of presentation sites, we have limited space for staging in the halls so teams must not bring their props into the building earlier than 1-1/2 hours before their presentation time.

There is only one door for both spectators and teams so be prepared to move quickly so that we can stay on schedule.

## ***Treasure***

- ***EL&SL – Room A248***
- ***ML – Room A247***

Treasure challenge rooms are on the 2<sup>nd</sup> floor. Review the map and use only the designated stairways to the 2<sup>nd</sup> floor. Instant Challenge is also on the 2<sup>nd</sup> floor and hallways will be blocked off. Teams that enter the

Instant Challenge area of the tournament risk Unsportsmanlike conduct deductions and/or a zero score for Instant Challenge.

Look for signage for where your team will meet the prep area appraiser.

There is only one door for both spectators and teams so be prepared to move quickly so that we can stay on schedule.

### ***Drop Zone***

- ***EL – Gym 3***
- ***ML&SL – Gym 2***

**IMPORTANT: All packaging for structure building supplies must be presented at structure check in. All structures will be broken after presentation time whether they break or not. All structures will go back to check in until the end of the day. Teams will have 30 mins after the last team's performance to get their structure back or it will be thrown away.**

Structure check in is one hour before the team's scheduled Central Challenge Presentation. Structure check in is in room A135 (This could change but if it moves it will be just one room over. Structure check in is one hour before your teams presentation time.

Look for signs for spectator and team entrances.

Teams will be presenting their solutions on a gym floor and will need to demonstrate that their props and devices will not damage the wooden floor before being allowed to present their solution.

### ***Inside Impact – All Levels – Room A120***

Look for signs for team and spectator entrances.