

Destination Imagination Tournament Event Guide DI Maine 2023 Affiliate Tournament

About the Event

When: Saturday, March 16, 2024 (snow date March 17)

Where: Piscataquis Community Secondary School, Guilford, Maine (see [map](#))



What is This Resource?

This might be the first time you have been to one of our tournaments, or it could be the first time you've visited Piscataquis Community Secondary School. This Event Guide will help you plan your tournament day by highlighting important details about the upcoming tournament with photos, descriptions, and other helpful information. Please direct any questions that weren't answered here to the tournament directors, Sandra Hardy (sandra.hardy@di-maine.org) and Craig Richardson (craig.richardson@di-maine.org).

What to Expect at This Event

When You Arrive

Please use the main entrance at the front of the building. There is parking at the front of the building and on the left side. Additional parking is available just up the hill at Piscataquis Community Elementary School, within easy walking distance.

Navigating the Venue

Tournament maps will be available. The Gym is immediately off the lobby and will be the location of Opening and Closing Ceremonies and the venue for the Pinball Heroes challenge. The Library is just down the hallway to the right of the main entrance and is the venue for Blast from the Past, In Motion, and So Extra. Instant Challenge is located at the end of the hallway to the right of the main entrance.

During the tournament, additional assistance will be available from anyone wearing an Orange Apron.

It is normal for spaces to change, especially when they are used by many people! When you arrive, you may notice that there are different things hung on the walls, different furniture arrangements, or even bigger changes. You may notice smells that you didn't expect, or lights that are brighter or darker than expected, We know that DI participants can use their creativity to adapt to these changes.

Opening Ceremony

The tournament will begin with the Opening Ceremony. This will be held in the Gym with the teams from each school or sponsoring organization entering together in the Banner Parade.

Shortly before the Opening Ceremony begins, spectators should proceed to the main gym and sit in the bleachers. Teams and Team Managers should follow the signs that will direct them to the Banner Parade Lineup. There will be signs there posted along the hallways to mark the area in which each school or organization will meet to await the start of the Banner Parade.



**BANNER
PARADE**

As each group of teams enters the room, they should wait near the entrance until they're announced. They will then need to stop briefly to have their photo taken. After this, the teams will be directed around the

room by tournament volunteers, and eventually to an empty area of the floor. They will be seated there for the remainder of the Banner Parade and the following announcements.

Team Challenges

Throughout the event, Destination Imagination (DI) teams will be presenting their work on a **Team Challenge**. The Team Challenge falls in one of seven categories: Technical, Scientific, Fine Arts, Improvisational, Engineering, Service Learning, or Early Learning. You can learn more about this year's Team Challenges [on the DI website](#). Several Team Challenges will share a Presentation Site in the Library and one Team Challenge will present in the Gym. The size, seating options, and acoustics will vary greatly between the Presentation Sites.

Each team has an assigned **Presentation** time for Team Challenge. The tournament schedule can be found [here](#). Teams should arrive at the Presentation Site at least 20 minutes prior to the assigned time in order to begin the check in process in the Prep Area. In the Prep Area, the team will work with the Prep Area Appraiser to check in all of the props, costumes, and anything else that will be used in the team's Presentation. Only the team members and the Team Manager (their adult mentor) are allowed in the Prep Area. The **Presentation** is when the team members present how they solved their Team Challenge in front of an audience and a team of Appraisers (scoring officials).

A team's Presentation lasts eight minutes or less. The content of team Presentations will vary greatly, but it is likely you will see stories, scenery, costumes, and technical elements created by the team members. It is common for a team's Presentation to include lights, possibly including strobe lights and/or flashing lights. Team Presentations do often include loud noises or music. However, most Presentation sites do NOT have sound systems, so it may be hard to hear the team. Audience members are welcome to laugh or applaud as they see fit.

When the team members are done with their Presentation, the Appraisers will ask them a few questions before they leave. Audience members can remain in the Presentation Site during these questions. After speaking with the Appraisers, the team will take its Presentation materials out of the Presentation Site. At this time, parents and team supporters may help the team remove materials from the Presentation Site.

Instant Challenges

An **Instant Challenge** (IC) is a smaller Challenge that is a surprise to the team on the day of the tournament. An Instant Challenge may involve a task, a performance, or a combination of both. Instant Challenges usually last ten minutes or less.

Teams are given a specific time to present their Instant Challenge. The team, the Team Manager, and the Appraisers are the only people allowed into the Instant Challenge areas.

When a team has completed the Instant Challenge, the team members will be directed to a **Chill Out** room to discuss the experience with one another. Since many teams will utilize the same Instant Challenge at this event, teams **must not** discuss details of the Instant Challenge outside of the Chill Out room until after the Destination Imagination season has ended in May.

Spectators

Spectators, such as friends and family members, are welcome to attend this tournament. Spectators are welcome to view any Team Challenge presentation. Please look for the doors marked “Audience Entrance” at each Challenge Presentation Site. Spectators will **not** be allowed to view any Instant Challenge presentations.

Please note: At many Presentation Sites, doors will be closed whenever a team is presenting, so spectators may be asked to wait to enter the Presentation Site.

Closing (Awards) Celebration

The Closing Celebration will take place at 3 PM in the Gym. All teams and spectators are welcome to attend. Teams and Team Managers should sit together, on the floor if they like, and spectators should sit in the bleachers.

Place awards will be given for each Team Challenge, based on their Competition Level:

- Elementary Level (EL): Grades K-5
- Middle Level (ML): Grades 6-8
- Secondary Level (SL): Grades 9-12



The following special awards may be presented: DaVinci Awards, Renaissance Awards, Spirit of DI Awards. The Closing Celebration can be a high-energy event with lots of crowds and noise. Audience members are welcome to clap and cheer as they see fit.

Other Tournament Events

During the tournament, teams and spectators should plan to see as many other team presentations as possible. Souvenir sales will be open in the Café mid-day.

Photos and Videos

Photos/videos of a team's Presentation may only be taken if the team has given permission. This information will be announced before the team begins its Presentation.

What to Wear

All tournament participants and spectators are welcome to wear comfortable, weather appropriate clothing. Our volunteers often wear vibrant, colorful clothing and hats to celebrate the event. It is also highly likely that you will see team members in costume for their Presentations.



Scent Free Policy

Out of respect to those with sensitivity to scent, please avoid wearing perfumes or colognes.

Inclement Weather

If inclement weather will have any impact on the tournament schedule, teams will be notified via email and by posting on the [DI Maine website](#).

Emergency Procedures

The fire alarms in the building have flashing lights and loud repetitive sirens. Fire extinguishers are located throughout the building and are clearly marked.

First aid kits will be available. Every Head Appraiser should have a small first aid kit with bandages.

If a medical emergency should occur, we will immediately call 911. Please notify the nearest tournament volunteer for assistance.

Accessibility Information

Destination Imagination is committed to being as inclusive and accessible as possible. If there are questions that extend beyond the information provided in this guide, please contact Sandra Hardy (sandra.hardy@di-maine.org) or Craig Richardson (craig.richardson@di-maine.org). We are eager to meet your needs!

If accessibility needs arise on site, the day-of point of contact is Sandra Hardy (sandra.hardy@di-maine.org)

Immunity Precautions

Our event will adhere to local health and safety restrictions. At this time, masking and vaccinations are optional but highly recommended.

To be respectful of those with compromised immune systems, please do not attend this event if you are experiencing an airborne or contagious illness.

Mobility Information

There are accessible parking spaces available at this event. They are located immediately adjacent to the Main Entrance. No event spaces are on upper floors.

Presentation Sites are located throughout the venue. If you use a mobility device, please consider bringing it with you to help manage the distances between sites.

When You Arrive

The main entrance to the tournament and the accessible parking spaces can be seen in the following image:



Upon arrival, Team Managers should check in at the Information Table in the lobby.

Teams arriving with props should use the main entrance. Teams must not block any parking spaces or points of entry while loading, unloading, or moving their props.

Restroom Information

Restrooms divided by gender can be found in the hallway outside the Café next to room 171.

Food/Drink

Food and drinks will be available mid-day in the Café.

Teams and spectators are welcome to bring their own food and drinks. We ask that you enjoy your food and drinks in Café. Please contact Sandra Hardy (sandra.hardy@di-maine.org) if an allergen-free space is needed.

Quiet Area

This is a small tournament, so there is not a formal quiet area. However, there are several hallways that can be utilized as quiet spaces for tasks like taking medication, prayer, addressing sensory needs, or just a moment away from the busy tournament!

While using the Quiet Room/Regulation Room, please use a quiet voice and silence all devices. Attendees under the age of 18 should be accompanied by an adult.

Thank You!

Thank you for attending our tournament! We are looking forward to an event fueled by creativity, collaboration, and camaraderie. Throughout your experience, if you need to ask questions, offer feedback, or request accommodations, you are welcome to contact us at contact Sandra Hardy (sandra.hardy@di-maine.org) or Craig Richardson (craig.richardson@di-maine.org).



Disclaimer: We are offering this resource to help everyone know what to expect and to prepare for this tournament. The tournament organizers are not the stewards of the building, so we cannot guarantee nor are we responsible for meeting ADA standards. Nevertheless, we do our best to advocate, accommodate, and choose sites that are as accessible as possible!