



## **d2k.4 Team Managers' and Officials' Challenge** *Great-Grandpa Vombie and His Incredible Flying Machine*

**Friday, May 21, 2004**  
**7:30-10pm Stokeley Arena**

**THIS EVENT IS OPEN TO ALL TEAM MANAGERS AND OFFICIALS.**

During the first three decades of the twentieth century, there were many well-known aviation pioneers: the Wright brothers, Charles Lindbergh, Amelia Earhart, and Richard Byrd, to name just a few. But the story of one intrepid flyer from that era has never been told ... until now.

In the early 1920's Great-Grandpa Vombie\* became the first penguin to achieve flight. He toured the world as a barnstorming stunt pilot for a few years, but his greatest feat was a daring mission to ImagiNation Island off the coast of Antarctica. The seas around ImagiNation Island became depleted of fish, so the penguins living there sent out a distress call. Great-Grandpa Vombie made several hazardous and difficult flights to airdrop bundles of frozen fish to the starving penguin colony.

**Your first challenge** is to stage a recreation of Great-Grandpa Vombie's mission.

You and your teammate shall design and construct an Incredible Flying Machine (IFM). *For safety reasons, the IFM may not actually fly during the competition*, but it will be appraised on its ability to give an impression of flight.

The IFM shall be capable of making multiple trips over a course in order to transport and deliver one or four "fish" per trip. It will be appraised on the technical methods used for propulsion, guidance, and how it transports the fish. Each "fish" will be a plastic toy fish approximately six inches long, 3 inches high, and 2 inches wide.

The course will consist of a Start Zone, which is a 6-foot by 6-foot square, a Transport Zone, which is a lane 6 feet wide and 50 feet long, and a Finish Zone, which is again a 6-foot by 6-foot square.

The competition period will begin with one team member and the IFM in the Start Zone, and the other team member in the Finish Zone. As time begins, a Vombo volunteer will set out four fish in the Start Zone. The team member there will load one or four of those fish into the IFM. The team will then move the IFM down the course to the Finish Zone. When the IFM arrives in the Finish Zone, the fish will be removed by the second team member and placed in the scoring container that will be provided. The team will then move the IFM back up the course to the Start Zone. The Vombo volunteer will set out four more fish and the process will be repeated. Time will be called as soon as one team has delivered 16 fish, or after two minutes. Once time has been called, no more fish may be delivered.

A team member may not directly carry the fish. There must be some device (the IFM), however simple, in which the fish are transported. A team member may directly carry, push, or pull the IFM. However, if the IFM makes a trip from the Start Zone to the Finish Zone without either team member entering the Transport Zone, then the IFM may carry and deliver four (4) fish for that trip. If either team member enters the Transport Zone during a trip, for any reason, only one (1) fish will be accepted for scoring for that trip.

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\* Vombie is the mascot of VOMBO, a booster organization for Destination ImagiNation, Inc. VOMBO raises funds for scholarships which are granted annually to college-bound DI participants. Please visit <http://www.vombo.org> to learn more or to join VOMBO.

You must not interfere with the progress of another team's IFM. If you do, you will receive a 5-point deduction for each infraction. Safety rules from the *Rules of the Road* apply to this Challenge.

**Your second challenge** is to recapture the spirit of Great-Grandpa Vombie's days as a barnstorming stunt pilot by performing an "Aerobic Dance". You and your partner shall select or invent an aerobic maneuver, then create and perform a dance that displays the essence of that stunt. For example, your dance might be an interpretation of a loop-the-loop, a barrel roll, or perhaps even a simulated crash landing! You shall also make and wear costumes of any description that you feel will enhance your dance performance.

The Aerobic Dance will immediately follow the competition period and will last for one minute. All teams will perform at the same time in the area designated as the Transport Zone. Each team should perform in its own lane (to avoid mid-air collisions), but no deductions will be made for crossing the boundaries.

The appraisers will award:

- **3 points** for each fish delivered (up to a maximum of 16 fish/48 points)
- **1-32 points** for the technical merit of the IFM
- **1-20 points** for the effectiveness of the impression of flight by the IFM
- **1-25 points** for the creativity of the team members' costumes
- **1-25 points** for the creativity demonstrated by the "Aerobic Dance"

There will be two competitive divisions. If you and your teammate choose to solve the challenge by yourself with no additional help, you may enter the *Ace Pilot* division. Teams with more than two people will enter the *Cadet Pilot* division. Teams in the *Cadet Pilot* division must choose two team members who will represent the team by performing the challenge. Other team members may watch from the audience or the sidelines.