



Destination ImagiNation Support Committee

presents

DISCO-A-Go-Go!

Live! Outside! At the Improv Fiesta!

Presidential Courtyard

Thursday, May 24 8 PM to 9:30 PM



The Team Manager's and Official's Competition is back, and we're goin' retro! In honor of our new name, the scholarship and DI support committee has brought back one of our favorite TM&O competitions, but with a twist. So get out your platform shoes and Bee Gees records, because it's time to DISCO-A-Go-Go! at the IMPROV FIESTA!

The Challenge

The team's challenge will be to design and construct a device that can accurately propel a disc from a Launch Pad toward a target. The team will have two attempts to launch their disc, with the attempt landing closest to the target being scored. The disc must carry a payload, with bonus score being earned if the disc lands with a payload intact. The team will have collected the payload right before the competition at a designated location at the Improv Fiesta. Scoring will be based on the accuracy of the best attempt, the carrying of the payload, the disco dance performance by the CO-lector, and the creativity of the original costumes worn by the team.

The Team

Each team will consist of two members; the **DI-rector**, who will launch the disc toward the target, and the **CO-lector**, who will collect the payload and retrieve the disc after the first attempt and return it to the team's Launch Pad while performing an original dance.

Competition Divisions

There will be two competition divisions for this challenge:

The Travolta Division: In this division, the two team members must complete all design, construction, planning, and execution of their solution with no outside interference.

The Village People Division: In this division, the team members may solicit assistance from others in the preparation of their solution, but not in its performance.

The Rules and Procedures

1. The team must design and build a device capable of launching a disc toward a target. The disc must be propelled by means of some force other than the large motor action of a team member. That is, the team may not throw, hurl, push, kick, or use similar actions to initiate the disc's motion. The team may use small motor action to initiate the launching of the disc, for example, pushing a button with a finger. Remember, the site is outdoors this year! You may not use remote control devices that use any type of radio frequency signal to control another device. (no wireless remote controls) You may not use any device that requires 110 or 220 Volt AC current.
2. Safety: Please observe all safety requirements contained in *Rules of the Road*

3. The disc may be anything the team chooses that is essentially flat or dish-shaped, and that is at least five centimeters (2 in) in diameter and at most thirty centimeters (11.8in) in diameter at its widest point.
4. The team's disc must be capable of carrying a payload. The payload will be supplied to the teams at the collection location at the Improv Fiesta. The size (volume) of the payload will not exceed 125 cubic centimeters (7.628 cu in); its weight will not exceed 100 grams (3.527 oz).
5. The competition site will consist of eight launch areas, four on each end of a large rectangle. A target will be placed half-way between each end of the four launch lanes. Each launch pad will be approximately one square meter and be placed 8 meters from the shared target for each lane. The surface of the rectangular area is classic courtyard gravel and concrete aggregate.
6. The teams will report to the launch area at Presidential Courtyard to receive their A-Go-GO destination. The team will now be split up, with the CO-lectors going off to collect the payload for the disc at the Improv Fiesta. Each flight of teams will leave at the same time and parade through the fiesta. The Co-lectors will then return to the launch area with the payload.
7. Teams will next compete in flights of eight teams. Prior to the beginning of the first three-minute launch window, each team will take its place beside its designated Launch Pad. When time begins, each team will have up to three minutes to position its launching device entirely within the 1 meter X 1 meter (39.36 in x 39.36 in) square Launch Pad boundaries, attach the payload to the disc, and make the first launch. Both team members must remain within their Launch Pad during either launch window.
8. Immediately after the first three-minute launch window, the distance from the closest point of each team's disc to the closest edge of the target area in centimeters will be measured and recorded. If the payload remains attached to the disc, the bonus score will be recorded.
9. After all discs have been measured, the two-minute collection dance will begin. The Co-lectors will make their way onto the 8m (26.25 ft) long Dance Floor between the launch area and the target and collect their team's disc, while performing an original dance. Appropriate Disco music will be supplied by the Disc-Jockeys during this time. The performance of the CO-lector will be scored for creativity and originality. Only the CO-lectors may enter the Dance Floor during the Collection Dance, but they do not have to stay in their assigned lanes.
10. Upon completion of the Collection Dance, the second launch window will commence. The procedure for the second launch window is the same as for the first, as described in 5 and 6 above.
11. The end of the second launch window and the measurement of the second launch results will mark the end of the flight. The launch resulting in the closest landing of the team's disc, regardless of payload attachment, will be the one recorded for score.



Thank you to PinCrafters for the donation of this year's special Improv Fiesta/ TM&O Pin
Available only to participants of both events !

The Scoring

Distance in centimeters from the disc to the target for the closest attempt:	Distance (cm)
Payload remains attached to disc on closest attempt:	-50 cm
Creativity and originality of the CO-lector's performance:	0 to -50 cm
Creativity, originality, and entertainment value of the team's costumes:	0 to -50 cm
TOTAL (lowest is best)	<hr/> 800 to -150 cm

What's with those Disc-Jockeys?

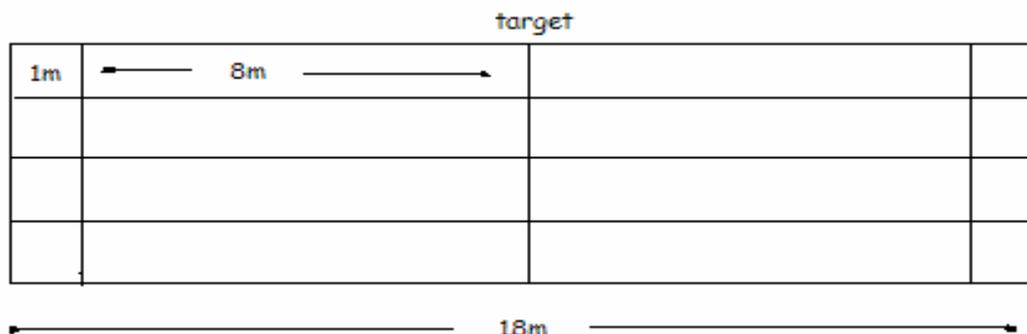
The officials for the DISCO competition are called Disc-Jockeys. They will be assigned as follows:

Payload Specialists-delivers payload to CO-lector	2
Launch Observers - one per Launch Pad:	8
Number Crunchers - to measure the accuracy of the launches:	2
Dance Instructors - to evaluate the performances and costumes	4
TOTAL	<hr/> 16

Clarifications

There won't be any. Go with what we've given you - and HAVE FUN!

Competition site layout: Located front of Reese Hall in the lower court and the Improv Fiesta Stages at Presidential Courtyard



1 m = 39.36 in. 8m = 26.25 ft. 18m = 59.06 ft.