

Help me
rescue the
Idea Eggs!

DISC



PRESENTS:

Destination ImagiNation® Support Committee

TEAM MANAGERS & OFFICIALS

DINNIE'S EGG-SELLENT RIVER RESCUE!



Live outside! Thursday, May 22
Presidential Courtyard
8-9:30pm Rain or No Rain!

The Situation:

While at d2k.8, Dinnie (DISC's faithful mascot) and his penguin family are invited to take a special cruise on the Tennessee River. There is one little complication, however: The penguins are the official caretakers for the **Idea** and **Creativity** eggs that are so vital to the teams in Destination ImagiNation. If something happens to the eggs, DI teams can't hatch creative ideas! So who can care for the eggs while they are out cruising the river? Not to worry: The Cruise Director assures them a special Incubator will keep the eggs safe, so off they go to the riverboat with the eggs!

The Deception:

OH NO! The invitation is really a *DIABOLICAL* plot by evil **Dr. ImagiNO!** This evil Doctor plans to steal ALL of the eggs during a "Storm" he will create using his terrible contraption, The **REALLY BIG DUCT TAPE THUNDERATOR** – the RBDTT for short!

The Challenge:

The Storm begins, and it looks like Dr. ImagiNo will succeed with his evil plan and steal the eggs. Then something happens that no one is expecting! The riverboat capsizes and the Paddlewheel surrounds the eggs in the water. The evil but cowardly Dr. ImagiNo swims away to safety. The Penguins **MUST** save the eggs, but the Paddlewheel is in the way and there are **BAD** eggs in with the good eggs! **WHAT WILL THEY DO?**

Disaster Teams consisting of Team Managers and Officials must create Dlvices to rescue the eggs!

Two levels of Disaster Teams may apply:

- ★ **Eggspert Level:** Only TWO team members may complete all portions of the design, planning, construction and execution of the rescue operation with NO Interference from anyone else.
- ★ **Over Easy Level:** An unlimited number of team members may be involved in the design, construction and planning, but **only two members may perform during the execution of the rescue operation.**

Are you up to this Challenge?

Disaster Teams can register by filling out the **TM&O CHALLENGE REGISTRATION FORM** on the d2k.8 website and return it to IDODIANA-TMO@yahoo.com.

This Competition is open to all Team Managers and Officials.
There is NO CHARGE for taking part in this activity.

Your Challenge is....

to create a Rescue Dlvce and get those eggs out of the water! Disaster Teams are encouraged to choose a theme for their rescue attempt. Costumes and Props are, of course, encouraged!

A. THE RESCUE DIVICE:

1. The Dlvce may be any type of reaching and retrieval device to save the precious penguin eggs.
2. The Dlvce will be used to retrieve the eggs from the Incubator inside the Paddlewheel and place the eggs into the Life Raft.
3. The Dlvce must be contained entirely in a box not to exceed 1ft x 2ft x 2ft (30.48cm x 80.96cm x 60.96cm) prior to the start of rescue time.
4. The Dlvce may not use any type of radio frequency signal to control another device. (No wireless remote controls)
5. The Dlvce may not require 110 or 220 volt AC current.

(Please observe all safety requirements outlined in the RULES OF THE ROAD.)

B. THE LAYOUT: The competition area will be laid out according to the diagram below.

1. The **Paddlewheel** is octagonal, approximately 6 feet (1.828m) from side to side, with solid walls to a height of 12 inches (30.48cm). 4 foot (1.219m) vertical bars representing the Paddlewheel will be spaced to provide 8 inch (20.32cm) openings around the **Incubator**. The Incubator, which looks amazingly like a kiddie wading pool, is taking on water, so the penguin eggs will be floating/submerged in water.
2. There will be eight **Team Zones**, one section radiating out from each side of the octagon and each team will have a three-zone section where they attempt the rescue.
3. All zones measure 5 feet (1.524m) from the edge nearest the **Cage** to the edge farthest from the Cage.
4. The **Danger Zones** around the Paddlewheel may not be entered by team members.
5. One team member will work the **Rescue DI-vice** from your **Rescue Zone**.
6. One team member and the **Life Raft** must remain in your **Home Zone**.

C. THE EGGS: The Idea and Creativity Eggs look remarkably like ping pong balls. There will be 100 "good" eggs and 16 "bad" eggs (marked by a small dot) per eight teams. If fewer than eight teams are competing, the number of both types of eggs will be adjusted accordingly.

D. THE LIFE RAFT: Your team must construct a Life Raft to receive the rescued eggs. One team member and the Life Raft must remain in the **Home Zone** (outer ring) during the two minutes rescue operation. Team members may exchange jobs and move between the Home and Rescue Zones, but only one person may be in each zone as the rescue attempt is made.

E. THE RESCUE OPERATION:

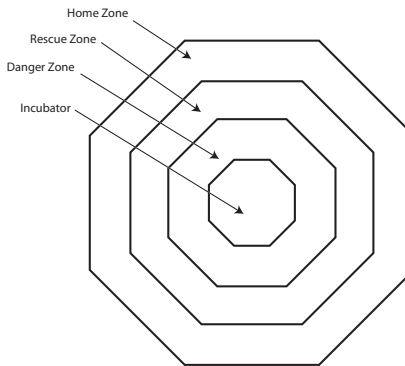
1. Before time begins, one team member (the Dlvce Operator) will move into the Rescue Zone with the Dlvce contained in a box. The other team member will remain in the Home Zone with the Life Raft. When time begins, the Dlvce operator will have two minutes to assemble the Rescue Dlvce and to rescue as many penguins as possible.
2. Up to eight Disaster Teams will be performing in each round. There is just one riverboat with eggs to rescue. Teams will compete against the other teams in their competition level (Eggspert or Over Easy) to see which team will rescue the most eggs.
3. There will be 100 penguin eggs and 16 BAD eggs per rescue round. The BAD eggs are designated by a small dot. If teams rescue a BAD egg they may drop the BAD egg into the Life Raft of an opponent. BAD eggs in a Life Raft at the end of a round will result in a score deduction no matter which team placed them there.
4. Eggs will be contaminated if they are touched by human hands. Eggs must only be touched by the Rescue Dlvce. An incidental contact will not be penalized, but a deliberately touched egg will be confiscated by the Appraisers. A BAD egg that is deliberately touched will be confiscated and the team which comes in contact with it will receive a score deduction. The "NO TOUCH" rule also applies to the team member who remains with the Life Raft.
5. Team members may not enter the Danger Zone. Incidental entry will not be penalized. Deliberate entry into the Danger Zone will result in a zero score for any eggs collected while a team member is in the Danger Zone.
6. Team members will be confined to the safety of your rescue or Home Zone. The Rescue Dlvce operator will remain a minimum of 5 feet (1.524m) from the Paddlewheel in the Rescue Zone. The team may not step out of the home or Rescue Zone to retrieve your Rescue Dlvce, Life Raft, or eggs at any time before or during the two minute time period.
7. Teams will score points for all GOOD eggs in the life boat at the end of the twominutetimeperiod. BADeggsinyourareawillcountagainstyour score.
8. After the 2-minute rescue attempt, the team members will have ONE minute to do an "Eggcellent Rain Dance" to celebrate the rescue of the eggs. At least one member must dance and any dancing team members must stay within their own rescue and Home Zones.

F. THE STORM: A Storm will be going on during the two minute rescue attempt and one minute "Eggcellent Rain Dance." The Storm will be controlled by Dr. ImagiNo's henchman using the RBDTT. The Storm will be in the form of water from water guns. The Storm may stop and start abruptly at the whim of the Appraisers. (Any naturally-occurring Storms will not be subject to the Appraisers' requests.) Teams may protect their area from the Storm. Any protective materials must remain within the Home Zone and Rescue Zone designated for that team only and may not encroach on another team's space.

NO CLARIFICATIONS WILL BE ISSUED! If necessary, on-site rulings will be made to maintain a safe, fun and (relatively) fair event.

Layout Diagram

Each team will compete in one of the eight sections which has three zones. Each zone gets progressively wider, but all are 5 ft (1.524m) deep. The edge of the Danger Zone that is next to the Incubator is 2 ft (60.96cm) long.



Reward Points

ELEMENT		POINTS
A.	The Rescue Dlvce	Up to 20

B.	The Life Raft	Up to 20
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C.	The Rescue Operation		
	1.	GOOD Eggs Rescued	1 point per GOOD egg
	2.	BAD Eggs Rescued	-2 points per BAD egg
	3.	Deductions	-5 points per BAD egg deliberately touched by hand
	4.	Eggcellent Rain Dance	Up to 20

D.	Creativity of Chosen Theme	Up to 20
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EVENT SPONSORS:

This challenge is sponsored by DISC, the Destination ImagiNation Support Committee. DISC supports DI, Inc. in several ways, including raising money for college scholarships for participants in Destination ImagiNation, Inc. programs. For more information please visit. www.idodi.org/disc

WANT TO COMPETE WITHOUT GETTING WET?

Some of you may wish to compete in the event but really don't want to get wet. For a donation to the DISC scholarship fund we will have a few volunteers (UL or SL participants) who will be glad to compete for you and take the brunt of the Storm.