

I-DO-DI-IDOL DI-LEMMA



Team Managers & Officials Challenge



Live Outside! | Friday May 22, 2009 | 7:30-9:00 PM | World's Fair Park

Creativity ★ Teamwork ★ Problem Solving



The Situation

The Fabulous DISC I-Do-DI-Idol Competition is heading to Knoxville this year for the 2009 Global Finals! Dinnie, DISC's faithful mascot and fundraiser extraordinaire, is thrilled to have the opportunity to perform a song at the World's Fair Park. The penguin is particularly excited by the unique way the performers will choose their songs. Teamwork, a DIvice and Costumes! He is so excited to have his team perform, that he signs an agreement to hand over all of the idea and creativity eggs he protects for all Destination ImagiNation teams to the judges if he doesn't compete. The judges take control of the eggs, which live in the CPS Toolbox, and "promise" to return them right after his audition.

The Deception

Little does Dinnie know, but this is a diabolical plot by his arch nemesis, Dr. ImagiNo and the evil judges, Simon Cow, Paula Alpaca, and Randy Jackal. They want the idea and creativity eggs for themselves, and if Dinnie and his teammates don't perform, they will have permanent control of the eggs! The nasty quartet makes special arrangements to have Dinnie talk to the Global visitors all day Thursday and Friday before the audition. He enjoys raising scholarship money and appearing at the DISC booth, and makes sure he talks to everyone.

The Challenge

Oh Nooo! Dinnie has talked so much he has lost his voice! Now what will he do? The Idea and Creativity Eggs and the CPS Toolbox won't be available to all the DI teams across the globe. He sees now the entire scheme was concocted by Dr. ImagiNo and the judges to hold creativity back. The only way he can get the eggs back is to find an understudy. If only he can find a couple performers to take his place at the audition. Dinnie sends out an urgent plea to all Team Managers and Officials and adult supporters to gather in World's Fair Park and come up with a solution to save access to creativity for all teams

Your Challenge is...

Put together a DISC DI-Idol team to compete in one of two divisions, create and build a song selection DI-vice to place notes in a song selection juke box grid, create original costumes that relate to your chosen appropriate DI theme for both performers, and have at least one of the performers present a brief Karaoke audition for the judges. Other props are, of course, encouraged!

Two levels of DI-Idol Teams may apply

Duet Level:

Only TWO team members may complete all portions of the design, planning, construction and execution of the audition with NO interference from anyone else.

Choir Level:

An unlimited number of team members may be involved in the design, planning and construction, but only two members may perform during the execution of the audition.

Are you up to this Challenge?

- DI-Idol teams can register by filling out the TM&O CHALLENGE REGISTRATION FORM on the Global Finals 2009 website and return it to: idodiana-tmo@yahoo.com by May 16, 2009. This is the best way to secure your place for the challenge.
- Registration Forms will be accepted at Global Finals on a first come basis. Stop by the DISC booth in the Convention Center Wednesday, Thursday, or Friday until 4:00 to pick one up, or drop one off.
- This Competition is open to all Team Managers, Officials and Adult supporters.
- There is NO CHARGE for taking part in this activity.

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

TM&O Challenge Site and time

- Friday evening, 7:30 PM to 9:00 PM World's Fair Park, directly in front of the Karaoke performance truck. The performance surface is well-trampled grass.
- Performing teams please check in no later than 7:00 PM.

Challenge Details

The Song Selection Dvice:

- The Dvice may be any type of team built device that will accurately place the notes to select the song to be performed and score points.
- The Dvice will be used to place a note into a container on the juke box grid assigned to that team one note at a time.
- Containers will begin as 3 gal. buckets, but some may cut shorter than the standard bucket.
- Whole notes will look remarkably like tennis ball and will be coded for each team. Some notes might be made of two half notes, which will resemble tennis balls cut in half but still attached to each other.
- The Dvice may not be a human. NO team member may be on the juke box grid during the song selection period.
- The Dvice may not require 110 or 220 volt AC current.

The Juke Box Grid:

- There will be eight marked lanes, one lane assigned to each team. The lanes are on the grass in front of the Karaoke truck.
- Each lane will be 4 ft wide and 25" long.
- At the end of the lane farthest from the truck, each team will have a 5 ft. composing zone to work in.
- At the end closest to the truck, there will be another 5 ft zone, the rehearsal zone.
- The team is required to stay in their own lane, and only be located in one of the two end zones during the song selection process.
- In each lane, there will be four containers placed three ft. apart and 3 ft from each end zone.
- Only notes placed by the Dvice from the composing zone will count. Any team members located in the rehearsal zone may not directly participate in note placement.
- (Spacing for the zones in feet is:
5-3-3-3-3-3-5 = 25ft total lane length per team)

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

The Notes:

- Each team will be given 8 whole notes to place in their team's containers on their jukebox grid section.
- Some whole notes might be made up of half notes.
- The Dlvce will be operated only from the team's assigned composing zone to place the notes.
- The containers farthest from the composing zone will have higher point values.
- If another team's notes are placed in your team's grid containers, they will not count toward either teams point totals.
A bonus will be rewarded if all 8 of the team's notes are placed in the team's assigned containers.
- Point totals for each audition group will determine which song will be used for the karaoke portion of the audition.

The Note Placement and Song Selection:

- Up to 8 teams will perform in each audition group.
- Teams will have two minutes to place their notes.
- As time begins, the teams will move into their assigned juke box lane, and begin to utilize their Dlvce to place notes into the containers that are placed in their lane.
- The team members may not be in the grid during the song selection process.
- Team members may be located in the composing zone or the rehearsal zone during song selection
- The Dlvce must be operated only from the Composing Zone.
- Notes placed by any other method other than by the Dlvce, will not be counted.
- Notes that have missed their container may be retrieved and re-played, but the team members may not enter the grid and cannot interfere with other teams. A retrieval device can be used.
- At the end of the 2 minute song selection period, the teams will all gather in the Rehearsal Zone assigned to their team near the karaoke truck to prepare for the audition.
- The note points will determine the song selected by the entire audition group.

The Audition:

After the 2 minute song selection period, all teams will participate in a 1-2 minute karaoke audition for the judges. The judges will announce which song has been selected by the group from a list of karaoke songs and all teams will perform the same song at the same time. One team member must "sing". The audition will be scored on the exuberance of the presentation and not necessarily the best voice. A roving microphone will give all teams a chance to shine to the crowd.

A list of the Karaoke songs to be used in the audition portion will be posted on the DISC website in April of 2009.

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

Reward Points

Element	Points
Creativity and Construction of the Dlvce	Up to 20 Points
Notes placed	between 0 and up to 10 per note depending on placement
Notes bonus	20 for all notes placed in your team's containers
Original Costumes	Up to 20 Points
Creativity of Audition	Up to 20 Points

Awards

The top three teams in both Divisions will receive a trophy from Dinnie for their assistance in saving the Creativity and Idea eggs from their possible Dlmise. In addition, several special awards will be presented by the DISC appraisers.

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M	●	●	●	●	●	H
P	●	●	●	●	●	E
O	●	●	●	●	●	R
S	●	●	●	●	●	S
I	●	●	●	●	●	A
N	●	●	●	●	●	L
G	●	●	●	●	●	Z
Z	●	●	●	●	●	O
O	●	●	●	●	●	N
N	●	●	●	●	●	E
E	●	●	●	●	●	E
5 ft	3 ft	3 ft	3 ft	3 ft	3 ft	5 ft