



TO THE RESCUE



IMPROVISATIONAL

2019-20 Challenge Season



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GETTING STARTED

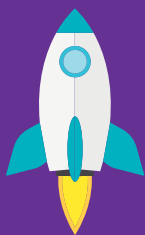
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Approaching this Challenge

This Challenge can be solved on many levels, ranging from the simple to the complex.

Focus on solving this Challenge based on the intent in which it was designed. All Challenge requirements must be met unless otherwise stated using the terms “should” or “may.” If you find the details of the Challenge unclear, we encourage you to ask for a Team Clarification. (See Rules of the Road.) Remember, if it doesn’t say you can’t, then you can.



Solving the Challenge

The information in the following materials is binding on all teams. Your team must read and follow this Challenge in its entirety, the Rules of the Road resource for teams, and all Published Clarifications (online at DestinationImagination.org).



Team Budget

The total value of the materials used must not exceed **\$40US**.



Time Limit

Prepare the Skit in up to **2 minutes**. Complete the Skit in up to **5 minutes**.



☒ Tournament Data Form

Your team must list all of the elements of your Challenge solution on the Tournament Data Form found at the end of this Challenge. The check mark icon pinpoints the elements that will appear on the form.

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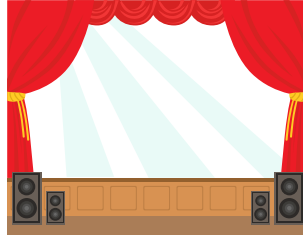
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A. Skit

1. Use up to 2 minutes of Preparation time to create an improvisational Skit about a Hero who is facing a Conundrum caused by a Villain. The Skit must incorporate Sound Effects and the Villain's Superpower.
2. Use up to 5 minutes to present the Skit to the audience and Appraisers, incorporating the Hero's Underwhelming Power.
3. For this Challenge, a Hero is a character who tries to overcome the Conundrum using an Underwhelming Power.
4. For this Challenge, a Villain is a character who causes the Conundrum using a Superpower.

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B. Required Improv Element 1: Conundrum

1. In the Prep Area, randomly select a tournament-supplied piece of paper that lists a Conundrum. Your team will not know which Conundrum you have chosen until immediately before the 2-minute Preparation time. At that time, the Timekeeper/Announcer will announce the Conundrum.
2. For this Challenge, a Conundrum is an unexpected situation. Examples of Conundrums are “A prizewinning duck went missing,” “All of the roads are blocked by spilled pudding,” and “The cucumbers did not turn into pickles.”
3. Your team may choose whether or not the Conundrum is overcome during the Skit.

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C. Required Improv Element 2: Villain's Superpower

1. ☒ Before the tournament, your team will research the Superpowers listed in the table below. Your team's research may include how the Superpowers have been portrayed and/or used in comic books, literature, film, and/or other media.
2. Elementary Level teams will choose 8 Superpowers to research, Middle Level teams will choose 10 Superpowers to research, and Secondary/University Level teams will choose 12 Superpowers to research.
3. In the Prep Area, randomly select one of the Superpowers listed on your Tournament Data Form. Your team will not know which Superpower you have chosen until immediately before the 2-minute Preparation time. At that time, the Timekeeper/Announcer will announce the Superpower your team has selected.
4. During the Skit, the Villain must use the Superpower to cause the Conundrum. It is up to your team to determine how much the Superpower will be used in the Skit.

Superpowers				
Astral Projection	Force Field Generation	Precognition	Super Hearing	Telekinesis
Atmokinesis	Invisibility	Pyrokinesis	Super Intelligence	Teleportation
Communication with Animals	Magnetism	Regeneration	Super Speed	Time Manipulation
Flight	Mind Control	Shapeshifting	Super Strength	X-Ray Vision

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D. Required Improv Element 3: Hero's Underwhelming Power

1. In the Prep Area, randomly select a tournament-supplied piece of paper that lists an Underwhelming Power.
2. For this Challenge, an Underwhelming Power is an unusual ability that seems unimpressive. Examples of Underwhelming Powers are "Super Temperature Sensitivity," "Color-Changing Fingernails," and "Dust Immunity."
3. The randomly selected Underwhelming Power will be placed in a designated space in the Presentation Area. Any time after the Skit time begins, a team member will pick up the piece of paper and read it silently or out loud. Once the team member picks up the piece of paper, your team must begin including the Underwhelming Power in your Skit.
4. Your team may reread the piece of paper silently or out loud at any time to make sure you understand the Underwhelming Power, but you may not include the paper itself in your Skit.
5. During the Skit, the Hero must use the Underwhelming Power to try to overcome the Conundrum. It is up to your team to determine how much the Underwhelming Power will be used in the Skit.

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E. Required Improv Element 4: Sound Effects

1. Before the tournament, your team will research and experiment with different ways of making sound effects.
2. Bring a Sound Keeper to the Presentation Site. For this Challenge, a Sound Keeper is a container of items that may be used to make Sound Effects during the Skit.
3. The Sound Keeper must have a closure, such as a lid or flap, so that it can be completely closed when all items are inside. The Sound Keeper may be any shape or material. When closed, none of the outer dimensions (length, width, or height) may exceed 25in (63.5cm). If the Sound Keeper does not meet these requirements and if your team is unable to bring it into compliance in the Prep Area, neither the Sound Keeper nor its contents will be allowed into the Presentation Area.
4. Your team may include any items and/or materials in the Sound Keeper, with the exception of the following items, which are not allowed:
 - Liquids or other materials not easily cleaned up (including, but not limited to, glitter, glue, and paint)
 - Permanent markers
 - Aerosols or compressed air
 - Sharp objects
 - Electronic Devices
 - All items specifically excluded in Rules of the Road and **Section I.F of this Challenge**

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5. For this Challenge, an Electronic Device is anything that can be operated by a battery or plugged into an electrical outlet.
6. Questions about the potential safety or messiness of specific items will not be answered in the Clarification process. If your team is unsure if an item will be allowed, you are encouraged to bring a substitute item in case the first one is not allowed. The Appraisers' decision is final.
7. Sound Effects may be made by the Sound Keeper itself, the Sound Keeper's contents, the Presentation Area floor, the team members' voices, and/or the team members' bodies. No other costumes, materials, or props may be used to enhance the Skit.
8. Using the Sound Keeper and/or its contents for any purpose other than creating Sound Effects is not allowed and may result in an Illegal Procedure deduction.
9. The Sound Keeper and/or its contents may be altered during your Preparation time and/or Skit time.

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F. Team-Provided Items

1. Bring a Sound Keeper to the Presentation Site. (See **Section I.E** for specific requirements.) The Sound Keeper and its contents must be listed on the Expense Report. The budget for the Sound Keeper and its contents is \$40US. Details on how to fill out an Expense Report Form may be found in Rules of the Road.
2. Research notes created by your team prior to the tournament may be used as reference materials during the Preparation time but may NOT be used during the Skit. Research notes may be handwritten, typed by your team, photocopied, or electronically duplicated. All research notes must be brought to the tournament in hard copy form. The following are NOT considered research notes: books, pre-written scripts, pre-written jokes, pre-cut templates or models, drawings, and team-generated lists of ideas for scenarios, characters, etc.
3. Your team may also bring pencils and paper for planning, but the pencils and paper may NOT be used during the Skit.
4. A clean copy of this Challenge may be brought to the Presentation Site. It must be without team notes. The Challenge must not be used to create Sound Effects during the Skit.

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5. With the exception of the Sound Keeper and its contents, your team must not bring physical props, scenery, or costumes, including anything worn to the Presentation Site, to enhance the Skit. A costume is anything that has been worn or altered with a specific solution in mind prior to the tournament. Graphics on shirts or other clothing are acceptable, as long as they do not contribute in any way to the Challenge solution.
6. Items of clothing or accessories worn by your team must not be used as part of the Skit. If clothing and/or accessories are incorporated into the Skit, they will be considered props and will result in a deduction.
7. Team members may wear wristwatches for time management. Smartwatches that can connect to another device or the Internet are not allowed. The wristwatches may be worn during the Skit but must not be incorporated into the solution in any way. For example, a team member saying “Dad will be here in two hours” after looking at their watch is using the watch as a prop, and this is not allowed. Any wristwatches used by the team must be silent. No other timing devices will be allowed, and the only “official time” is that kept by the Timekeeper/Announcer. Since your team members are allowed to wear wristwatches, you may not ask the Appraisers how much time is left during your Preparation time or Skit time.

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G. Honoring the Intent of this Challenge

1. The intent of this Challenge is to create a unique improvisational Skit based on the specific combination of Improv Elements selected at the tournament.
2. Prior to the tournament, teams are encouraged to prepare by generating different scenarios, experimenting with materials, creating potential characters, and mixing and matching the various Improv Elements in practice sessions. It is expected that your team will choose to use and include some of the ideas that come from practice sessions when combining the randomly chosen Improv Elements into your Skit at the tournament.
3. As long as your team does not bring ideas for scenarios, potential characters, etc. into the Presentation Site in written form, using the ideas is acceptable and within the intent of the Challenge.
4. If your team moves on to another level of tournament and selects one or more of the same Improv Elements, you are encouraged to create a new solution, but no deduction will be taken if you reuse parts of an earlier solution.

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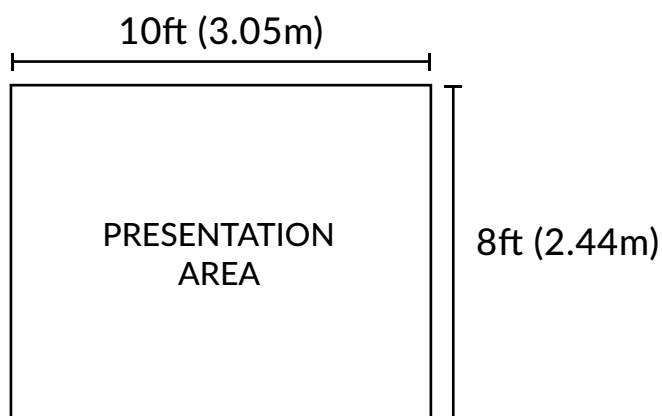
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- A. **Presentation Area:** The minimum required size is 8ft x 10ft (2.44m x 3.05m). Your team may use any additional space that tournament officials designate as available, but your team should be prepared to present your solution in the minimum space. A part of

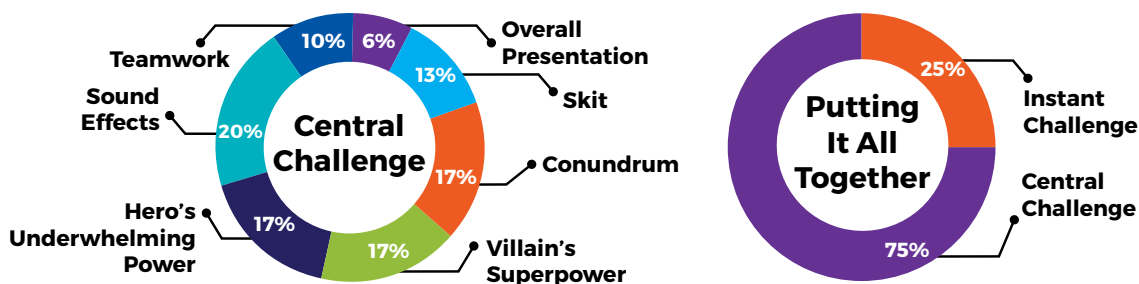


- the Presentation Site will be marked off to designate the Launch Area. Once the Skit begins, the Launch Area may be used as part of the Presentation Area. The Presentation Area will be a large space with a hard floor, such as wood, linoleum, concrete, or very short-napped carpet. Your team should be prepared to deal with a variety of floor surfaces. Your team may not attach anything to walls at the Presentation Site. Your team may not use or reference any items that happen to be at the Presentation Site.
- B. **Forms:** Your team will need to bring copies of your completed Expense Report, Declaration of Independence, and Tournament Data Form to the tournament. (See Rules of the Road for the Expense Report and Declaration of Independence. The Tournament Data Form can be found at the end of this Challenge.)
- C. **Team Identification Sign:** Your team will provide a freestanding sign displaying your team name, Team Number, school/organization, and level. The purpose of the sign is to identify your team to the Appraisers. (See Rules of the Road, Team Identification Sign.)
- D. **Instant Challenge:** At a tournament, your team will solve one Instant Challenge in addition to showcasing your Team Challenge solution. Instant Challenges are kept secret until the day of the tournament. (See Rules of the Road.) Because Instant Challenge is worth 25% of a team's overall score at a tournament, teams often practice different types of Instant Challenges throughout the season. (See Roadmap.)

III. SCORING

The Central Challenge: Up to 300 Points

A. Skit (See Section I.A.)		Up to 40
1. Creativity of the Skit		Up to 20
2. Clear and effective storytelling This means the story has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand.		Up to 20
B. Improv Element 1: Conundrum (See Section I.B.)		Up to 50
1. Creative portrayal of the Conundrum		Up to 25
2. Integration of the Conundrum into the story This means the Conundrum is important to the story.		Up to 25
C. Improv Element 2: Villain's Superpower (See Section I.C.)		Up to 50
1. Effective portrayal of the Villain's Superpower This means how well your team represents the characteristics of the Villain's Superpower.		Up to 15
2. Integration of the Villain's Superpower into the story This means the Villain's Superpower is important to the story.		Up to 15
3. Creative use of the Villain's Superpower This includes how the Villain uses the Superpower to cause the Conundrum.		Up to 20
D. Improv Element 3: Hero's Underwhelming Power (See Section I.D.)		Up to 50
1. Effective portrayal of the Hero's Underwhelming Power This means how well your team represents the characteristics of the Hero's Underwhelming Power.		Up to 15
2. Integration of the Hero's Underwhelming Power into the story This means the Hero's Underwhelming Power is important to the story.		Up to 15
3. Creative use of the Hero's Underwhelming Power This includes how the Hero uses the Underwhelming Power to try to overcome the Conundrum.		Up to 20
E. Improv Element 4: Sound Effects (See Section I.E.)		Up to 60
1. Integration of Sound Effects into the Skit This means the Sound Effects are important to the Skit.		Up to 30
2. Creative use of materials to create Sound Effects		Up to 20
3. Variety of Sound Effects		Up to 10
F. Teamwork		Up to 30
This includes your team's ability to work together, plan, move the story along, and improvise.		Up to 30
G. Overall Presentation		Up to 20
This means that all elements of your team's Presentation are well integrated and executed.		Up to 20



IV. TOURNAMENT PROCEDURES

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A. Prep Area

1. Your team should arrive at the Prep Area 20 minutes before your scheduled Presentation time. The Prep Area Appraiser will check to see that your team has the necessary forms properly completed.
2. The Prep Area Appraiser will check the dimensions of the Sound Keeper and ensure that all items and/or materials fit inside. The Prep Area Appraiser will check the contents of the Sound Keeper to ensure that all items are allowed. Your team will be asked to remove any item from the Sound Keeper that the Appraisers believe is a safety risk or is difficult to clean up. The Prep Area Appraiser's decision is final.
3. The Prep Area Appraiser will also check that the Sound Keeper and its contents are accurately represented on the Expense Report. Then your team will pack the items back into the Sound Keeper.
4. Selecting Required Improv Element 1—Conundrum: Your team will randomly select 1 tournament-supplied piece of paper and hand it, without looking at it, to the Prep Area Appraiser. The piece of paper will list the Conundrum.
5. Selecting Required Improv Element 2—Villain's Superpower: Your team will randomly select 1 tournament-supplied piece of paper with a number on it and hand it, without looking at it, to the Prep Area Appraiser. The numbered piece of paper will correspond to one of the numbers of your team's researched Superpowers entered on the Tournament Data Form.
6. Selecting Required Improv Element 3—Hero's Underwhelming Power: Your team will randomly select 1 tournament-supplied piece of paper and hand it, without looking at it, to the Prep Area Appraiser. The piece of paper will list the Underwhelming Power and will be placed in a designated space in the Presentation Area for your team to pick up and use at any time after the Skit time begins.

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B. Preparation Time

1. Before the 2-minute Preparation time, the Timekeeper/Announcer will read the selected Conundrum and Superpower to your team and the audience. Then, the Timekeeper/Announcer will hand a written version of these Improv Elements to your team.
2. Your team will be told to “BEGIN” Preparation time. You will have up to 2 minutes to prepare a Skit based on the announced Improv Elements. During the Preparation time, your team will also decide how to integrate the Sound Effects into the Skit. Your team is free to consult the written version of the Improv Elements, research notes (if any), and an unmarked copy of the Challenge. Your team may also use pencils and paper at this time for planning. Your team may practice with and/or modify the Sound Keeper and/or its contents during this time.
3. At the end of 2 minutes, the Timekeeper/Announcer will say “STOP.” Your team must immediately stop preparing for the Skit, go to the Launch Area with the Sound Keeper and its contents, and return all research notes, pencils, paper, and copy of the Challenge to a designated area. The Timekeeper/Announcer will place the piece of paper that lists the Underwhelming Power in the designated space in the Presentation Area. Your team may keep and refer to the paper listing the Improv Elements during the Skit but may not incorporate this paper, or the piece of paper with the Underwhelming Power, into the Skit.

C. Skit Time

1. The Timekeeper/Announcer will tell your team to “BEGIN” the Skit.
2. At any time after your team begins the Skit, your team may pick up the Underwhelming Power and begin including it in the Skit.
3. At the end of 5 minutes, the Timekeeper/Announcer will say “STOP,” ending the Skit. The Skit ends, even if your team has not finished. If your team chooses, you may end the Skit at any time prior to the end of the 5 minutes.
4. At this time, your team will take a well-deserved bow and remain in the Presentation Area to talk briefly with the Appraisers.



TOURNAMENT DATA FORM PAGE 1

TEAM INFO

Team Name: Team Number: -
School/Organization: Level: ☐ EL ☐ ML ☐ SL ☐ UL

To our teams and Team Managers:

Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please fill out this 3-page form completely and neatly. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team.

PART ONE: REQUIRED PAPERWORK

At the tournament Presentation Site, the Prep Area Appraiser will ask for your team's completed forms. A checklist of the required forms is below. None of the forms listed below can be used as a scoring item. Your team needs:

6 copies

Tournament
Data Form
Page 2

This is PAGE 1
of the form.

1 copy

Tournament
Data Form
Page 3

This page helps your
team reflect on how you
experienced the creative
process.

2 copies

Declaration of
Independence

Blank copies of this form
can be found in Rules of
the Road. Take one copy to
your Team Challenge and
the other to your Instant
Challenge.

1 copy

Expense Report

This form can be found in
Rules of the Road. Be sure
to bring copies of your
receipts in case you are
asked for them. It is not
necessary to attach your
receipts to the form.

1 copy

Team Clarifications

Bring a copy of each
Team Clarification issued
to your team.

Team Identification Sign

See Rules of the Road for more information.

Published Clarifications

You need to be sure you are aware of any Published Clarifications for
this Challenge available at DestinationImagination.org.



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TEAM INFO

Team Name:

Team Number: -

School/Organization:

Level: ☐ EL ☐ ML ☐ SL ☐ UL

PART TWO: LIST THE SUPERPOWERS YOUR TEAM RESEARCHED. (SEE SECTION I.C.)

Superpowers			
	ELEMENTARY LEVEL	MIDDLE LEVEL	SECONDARY/UNIVERSITY LEVEL
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

To be filled in by the Prep Area Appraiser:

Conundrum: _____

Underwhelming Power: _____



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TEAM INFO

Team Name: Team Number: -
School/Organization: Level: ☐ EL ☐ ML ☐ SL ☐ UL

PART FOUR: THE CREATIVE PROCESS

Reflect on how your team experienced each stage of the creative process as you solved the Team Challenge.

1. **RECOGNIZE:** What process did your team go through in order to understand all the issues or points of the Challenge?

2. **IMAGINE:** How did your team use your imagination to explore new ideas about possible solutions to the Challenge?

3. **COLLABORATE AND INITIATE:** How did your team take risks and go beyond the minimum as you committed to a solution? How did your team work in a collaborative way?

4. **ASSESS:** How did your team assess your solution as it was being created?

5. **EVALUATE AND CELEBRATE:** Reflect on your experience. What did your team learn? How did your team celebrate your journey and accomplishments?



TO THE RESCUE

IMPROVISATIONAL

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The PDF files for the Team Challenges, Roadmap, and Rules of the Road are available for download at Resources.DestinationImagination.org.



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