



FIRST ENCOUNTER



SCIENTIFIC

2019-20 Challenge Season



SCIENTIFIC

TABLE OF CONTENTS

1 Getting Started

Review this information before beginning work on your team's solution.

2 The Central Challenge

Read this section thoroughly to make sure your team understands it.

7 Team Choice Elements

Create two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.

8 At the Tournament

Learn about the team requirements at the tournament.

10 Scoring

Review all of the elements that will be scored during your team's Presentation.

11 Tournament Data Form

Fill out the required paperwork and bring copies to your tournament.

GETTING STARTED

I. THE CENTRAL
CHALLENGE

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



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 \$150US.



Time Limit

Complete the Presentation (including setup) in **8 minutes or less.**



Tournament Data Form

Your team must explain 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.

I. THE CENTRAL CHALLENGE

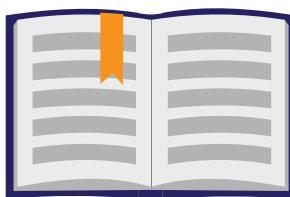
GETTING
STARTED

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



A. Story

1. Create and present a story about the first encounter between an Outsider Species and a Habitat. (See Section I.B.) Show how the Outsider Species and the Habitat change as a result of the encounter. (See Sections I.C and I.D.)
2. Your team may choose how long the first encounter lasts. If the first encounter is too brief, your team's scores for IV.A.1, IV.C.1, and/or IV.D.1 may be affected.
3. In addition to the Outsider Species and the Habitat, the story may include any character(s) and/or location(s), real or imaginary.
4. The story may be set in any time period(s): past, present, or future.

I. THE CENTRAL CHALLENGE

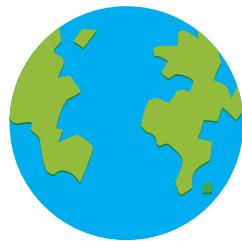
GETTING
STARTED

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



B. Outsider Species and Habitat

1. Portray the Outsider Species using any theatrical style, method, or manner. For this Challenge, an Outsider Species is a real, Earth-based species. Your team should identify the genus, species, and common name of the Outsider Species on the Tournament Data Form.
2. The Outsider Species must not be *Homo sapiens*.
3. The team-selected Outsider Species may be living or extinct.
4. Integrate research about the Outsider Species into the story.
5. More than one member of the Outsider Species may be presented. All members of the Outsider Species included in the Presentation will earn points collectively for IV.B.2.
6. Design and create a physical representation of the Habitat. For this Challenge, a Habitat is a real, Earth-based environment.
7. The team-selected Habitat may be as small or large as your team chooses.
8. Integrate research about the Habitat into the story.
9. Your team may choose an Outsider Species that has encountered the Habitat in real life or you may choose an Outsider Species that has not encountered the Habitat in real life.
10. No live animals may be used in any part of your solution. (See Rules of the Road, Safety Guidelines and Restrictions.)

I. THE CENTRAL CHALLENGE

GETTING
STARTED

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



C. Outsider Species Morph

1. Include an Outsider Species Morph in your story. For this Challenge, an Outsider Species Morph is any visible, audible, and/or behavioral change in at least one member of the Outsider Species.
2. In the story, the Outsider Species Morph must be caused by the first encounter between the Outsider Species and the Habitat. Your team may receive an Illegal Procedure deduction for **IV.C.1** if the Outsider Species Morph is not caused by the encounter.
3. The Outsider Species Morph may be accomplished using any method(s) your team chooses.
4. The Outsider Species Morph should be visible and/or audible from 25ft (7.62m) away.

I. THE CENTRAL CHALLENGE

GETTING
STARTED

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



D. Habitat Morph

1. Include a Habitat Morph in your story. For this Challenge, a Habitat Morph is any visible and/or audible change of the Habitat.
2. In your story, the Habitat Morph must be caused by the first encounter between the Outsider Species and the Habitat. Your team may receive an Illegal Procedure deduction for **IV.D.1** if the Habitat Morph is not caused by the encounter.
3. Use Technical Methods to initiate, operate, and/or produce the Habitat Morph. For this Challenge, Technical Methods refers to the use of principles in fields such as chemistry, computer science, hydraulics, mathematics, mechanical engineering, physics, or structural engineering. Other technical fields are also acceptable.
4. Design and create the Habitat Morph using your own ideas and skills. Your team may incorporate commercially produced items, but for scoring, Appraisers will only consider your team's changes and/or additions to those items.
5. Your team will earn points for Technical Design and Technical Innovation based on all methods used or attempted during the Presentation to initiate, operate, and/or produce the Habitat Morph. If the Habitat Morph is not accomplished, your team may still earn points for the Technical Design and the Technical Innovation of the methods used in the attempt. Your team's score for Technical Design may be affected.
6. Technical Methods using less direct team member involvement may earn more points for Technical Design and Technical Innovation than methods that have more direct team member involvement.
7. The Habitat Morph should be visible and/or audible from 25ft (7.62m) away.
8. The Outsider Species Morph and the Habitat Morph may occur in any order or at the same time. They may be presented at any time during the Presentation.

I. THE CENTRAL CHALLENGE

GETTING
STARTED

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



E. Theater in the Round

1. Present the story in Theater in the Round. For this Challenge, Theater in the Round is a style of theater in which the audience surrounds the stage. ([See Section III.A.](#))
2. Design Blocking and Staging to enhance the effect of Theater in the Round.
3. For this Challenge, Blocking is the placement and/or movement of the team members.
4. For this Challenge, Staging is the placement and/or movement of props, objects, set pieces, etc.
5. Due to safety and the configuration of the Presentation Area, there will be NO tournament-supplied AC electricity for your team's use at the Presentation Site. Your team may use batteries and/or other team-provided power sources, as long as the power source is safe. ([See Rules of the Road, Safety.](#))

II. TEAM CHOICE ELEMENTS

GETTING
STARTED

I. THE CENTRAL
CHALLENGE

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



- A. Present TWO creations that show off your team's interests, skills, areas of strength, and talents. Your team may create anything it wishes, including props, music, technical gadgets, costumes, physical actions, etc.
- B. Each Team Choice Element should have a meaningful connection to your team's Central Challenge solution and must be presented as part of the 8-minute Presentation.
- C. A Team Choice Element may not be a specific item that is required in the Central Challenge that is already being evaluated. A Team Choice Element MAY be a single unique PART of a required item, as long as it can be evaluated as a stand-alone item. Or, a Team Choice Element MAY be a larger item that includes a required element, as long as the required element can be evaluated as a single unique part of the Team Choice Element. Examples of these can be found in Rules of the Road.
- D. Both Team Choice Elements may be presented at the same time ONLY IF both can be easily identified and scored separately.
- E. Each Team Choice Element will be evaluated in three ways: for creativity and originality, for quality, workmanship, or effort that is evident, and for integration into the Presentation.

III. AT THE TOURNAMENT

GETTING
STARTED

I. THE CENTRAL
CHALLENGE

II. TEAM CHOICE
ELEMENTS

IV. SCORING

TOURNAMENT
DATA FORM

A. Presentation Area:

1. The minimum required size is 10ft x 10ft (3.05m 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. 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.
2. The Presentation Site will be set up in Theater in the Round, within the limitations of the tournament site. In some tournament sites, it may not be possible to seat the audience surrounding the entire Presentation Area. The audience and Appraisers will be seated on as many sides of the Presentation Area as possible.
3. The Launch Area may be on any side or corner of the Presentation Area, depending on the Presentation Site. At some tournaments, the Launch Area may overlap the Presentation Area. (See Figure A for an example Presentation Site layout.)
4. Your team may check with the Tournament Director for more specifics about the Presentation Area.

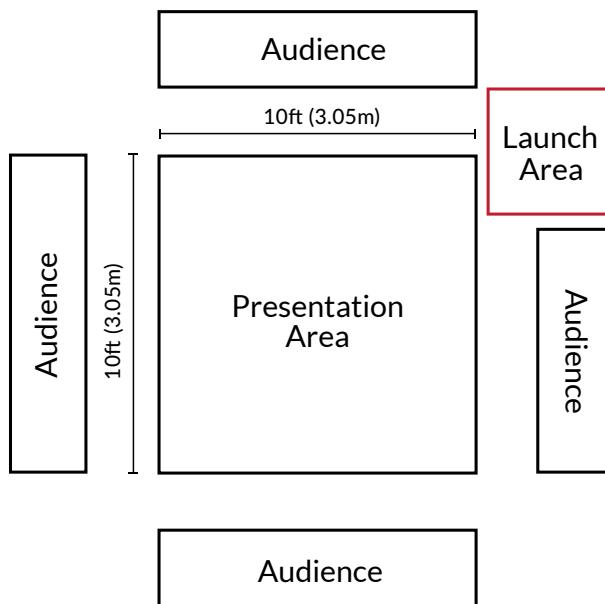


Figure A: Example Presentation Site Layout

III. AT THE TOURNAMENT

GETTING
STARTED

I. THE CENTRAL
CHALLENGE

II. TEAM CHOICE
ELEMENTS

IV. SCORING

TOURNAMENT
DATA FORM

- 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.)

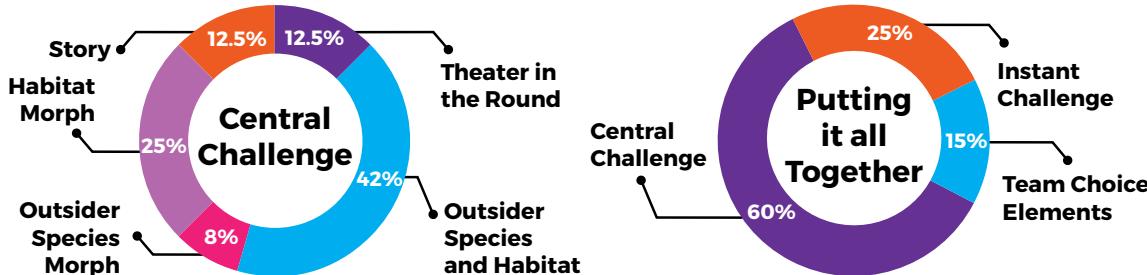
IV. SCORING

The Central Challenge: Up to 240 Points

A. Story (See Section I.A.)	Up to 30
1. Creativity of the story about the first encounter between an Outsider Species and a Habitat A story is more creative when there is novel development of the storyline and characters.	Up to 15
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 15
B. Outsider Species and Habitat (See Section I.B.)	Up to 100
1. Integration of research about the Outsider Species into the story	Up to 30
2. Dramatic portrayal of the Outsider Species	Up to 20
3. Integration of research about the Habitat into the story	Up to 30
4. Visual impact of the Habitat This includes the use of imagery, themes, color, shapes, and/or other methods to create the physical appearance of the Habitat.	Up to 20
C. Outsider Species Morph (See Section I.C.)	Up to 20
1. Theatrical effect of the Outsider Species Morph An Outsider Species Morph is theatrically effective when the change in the Outsider Species is interesting, entertaining, and/or memorable.	Up to 20
D. Habitat Morph (See Section I.D.)	Up to 60
1. Theatrical effect of the Habitat Morph A Habitat Morph is theatrically effective when the change of the Habitat is interesting, entertaining, and/or memorable.	Up to 20
2. Technical Design of the Habitat Morph Technical Design is the result of a plan for carrying out or accomplishing a task. A high-quality design shows careful planning and is effective, efficient, and reliable.	Up to 20
3. Technical Innovation of the Habitat Morph Technical Innovation includes how new, unique, original, or creative the methods are for carrying out or accomplishing a task.	Up to 20
E. Theater in the Round (See Section I.E.)	Up to 30
1. Effective use of Theater in the Round This includes the use of Blocking and Staging to enhance the effect of Theater in the Round.	Up to 30

Team Choice Elements: Up to 60 Points

F. Team Choice Element 1 (See Section II.)	Up to 30
1. Creativity and originality	Up to 10
2. Quality, workmanship, or effort that is evident	Up to 10
3. Integration into the Presentation	Up to 10
G. Team Choice Element 2 (See Section II.)	Up to 30
1. Creativity and originality	Up to 10
2. Quality, workmanship, or effort that is evident	Up to 10
3. Integration into the Presentation	Up to 10





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
Pages 1 and 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.

PART TWO: BRIEF DESCRIPTION OF TEAM CHOICE ELEMENTS

What is your Team Choice Element 1?

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?

What is your Team Choice Element 2?

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?



TOURNAMENT DATA FORM PAGE 2

TEAM INFO

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

PART THREE: BRIEF DESCRIPTION OF SCORED ELEMENTS

This Challenge asks the team to supply the following information to help the Appraisers evaluate your solution. This is PAGE 2 of the form. Be sure to fill in all pages.

1. Briefly describe your story about the first encounter between the Outsider Species and the Habitat.

2. What is your team's Outsider Species? List the genus, species, and common name of the Outsider Species. (Your team may choose to attach an image of the researched species to this form to assist the Appraisers.)

3. What is your team's Habitat? (Your team may choose to attach an image of the researched environment to this form to assist the Appraisers.)

4. What research about the Outsider Species has your team integrated into the story?

5. What research about the Habitat has your team integrated into the story?

6. Briefly describe your team's Outsider Species Morph and how it is caused by the first encounter between the Outsider Species and Habitat.

7. Briefly describe the Technical Methods your team used to initiate, operate, and/or produce the Habitat Morph. How is the Habitat Morph caused by the first encounter between the Outsider Species and the Habitat?



TOURNAMENT DATA FORM PAGE 3

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?

FIRST ENCOUNTER



SCIENTIFIC

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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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