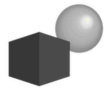


WELCOME TO SOUTH DAKOTA DI!

EAST RIVER REGIONALS

HURON MIDDLE SCHOOL, 1045 18TH ST SE





CHECK OUT OUR CHALLENGES!



Technical Win It Big

- Create and present a game show.
- Include a host character and at least one contestant.
- Build tension with a raising-the-stakes event.
- Design and create a gimmick, a reveal, and a razzle-dazzle effect for your game show.
- Create and present two Team Choice Elements

Scientific Unforgettable

- Create and present a story about how a character recalling a memory leads to a realization.
- Integrate your team's research about the science of human memory into the Presentation.
- Create and present a memory depiction. Enhance the memory depiction with a special effect.
- Include a misdirection in your Presentation.
- Create and present two Team Choice Elements

Fine Arts Becoming Super

- Create and present an origin story that shows how one character becomes a superhero and a different character becomes a supervillain.
- Use theatrical methods to portray a difficult decision, situation, and/or event.
- Use stage makeup on at least one team member.
- Design and create one technical costume.
- Create and present two Team Choice Elements

Improv Casting Shadows

- Create and present an improvisational skit based on an inciting incident.
- Research pairs of opposing themes and incorporate a pair into the skit.
- Include a randomly selected setting.
- Research resolution tropes and incorporate one of them into the skit.
- Use a shadow screen and a box of materials to enhance the skit.

Engineering Above & Beyond

- Test how much weight a team-created structure can hold by placing weights onto the Structure as far from the center as possible.
- Create and present a story in which something important expands, extends, or goes above and beyond.
- Begin the Presentation with an in medias res scene.
- Include an expansion effect.
- Create and present two Team Choice Elements

Service Learning Give & Take

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story about at least two conflicting characters who have to work together to address or resolve a dispute.
- Include a misunderstanding and at least two different viewpoints.
- Enhance your Presentation with a dispute depiction.
- Create and present two Team Choice Elements

Early Learning Helping Hands

- Research different kinds of community helpers.
- Create and present a play about community helpers working together to solve a problem.
- Design and create a set that shows where at least one of the community helpers works.
- Create and present a song about helping
- Create and present one Team Choice Element

Competes at Regionals Only

We encourage you to go watch team performances!
Each team has worked hard and deserves a great audience.
A closed door means a performance is in progress.
Please wait until the door is opened to avoid disrupting a team!

UNDERSTANDING DI . . .

Instant Challenge (IC)

Each team will be asked to solve an Instant Challenge for their DI tournament. The team must think on their feet by applying appropriate skills to produce a solution in a short period of time.

Instant Challenges are performance-based, task-based, or a combination of the two. Although each IC has different requirements, all ICs reward teams for their teamwork. Instant Challenges are kept confidential until it is time for teams to solve them.

Spectators are not allowed in IC (except Team Managers), and teams may not talk about their Instant Challenge.

Why so secretive?

Each team in the same level will complete the same IC, and we don't want anyone to have an unfair advantage by hearing about the challenge before their competition!

Appraisers

Appraisers are the judges for each challenge. Each part of the challenge is scored by two or more appraisers, and those scores are combined. Appraisers are volunteers!

Head Appraisers

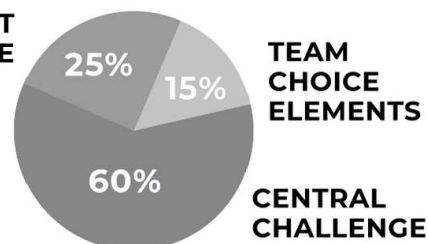
Head appraisers know their specific challenge well and work to make sure everything runs smoothly. The Head Appraiser makes sure the appraisers can score teams fairly and that teams follow the rules.

Team Scores

The team manager and one team member can discuss scores with the head appraiser approximately 30 minutes after their main challenge. Team managers will receive the team's raw scores through email.

Once Raw Scores for every team have been compiled, the scores are scaled. This means that the team with the highest total Raw Score in each area is given the total possible points for that area. This sets the curve for all of the other scores. All other teams then receive a scaled score based on comparing their Raw Score to the top Raw Score.

INSTANT CHALLENGE



IC Scores

Instant Challenge scores are not released until the final tournament results are published, within 24 hours of the tournament on our website: disouthdakota.com

What is Interference?

DI is all about trying new things and taking risks - and sometimes failing!

Every solution must belong to the team alone - no ideas or work from others. Teams can ask someone to teach them a skill, but they must do all the work themselves.

At tournament, **you CAN help the team move their props** into the building and to the performance prep area. Once the team has all their props to the prep area, everyone but the team and the team manager should go join the audience.

You CANNOT help the team assemble or fix any props, costumes, make-up, hair, etc.

You CAN help the team pack up their props after their performance.

Audience members and team managers **MAY NOT communicate with the team** in any way during their performance. Doing so may result in a team deduction.

TODAY'S SCHEDULE

	Organization	Team Name	Level	Main Challenge	Instant Challenge
Room A (Auxiliary Gym)					
Technical: Win It Big	Groton Area DI	The Seven Sassy Pickles	EL	1:30 PM	2:30 PM
	Watertown School District	Space Nuts	EL	1:50 PM	3:00 PM
	Groton Area	Crazy Coconuts	EL	2:10 PM	3:15 PM
	Groton Area DI	We Who Must Not Be Named	ML	2:50 PM	4:00 PM
	West Central School District	The Return of Destiny Awaits	EL	3:10 PM	1:45 PM
	Tri-Valley	Teal Phoenixes	EL	3:30 PM	2:00 PM
	Groton Area DI	5 Chicken Jockeys	EL	3:50 PM	2:45 PM
	Huron DI	Bobbie and the Bobettes	ML	4:30 PM	3:15 PM
	Chrysalis Collective	Mysterious Society	ML	4:50 PM	3:30 PM
	Pierre School District	Intimidating Bubbles	ML	5:10 PM	3:00 PM
Room B (Orchestra room)					
Fine Arts: Becoming Super	Huron DI	Mystery Ink	SL	1:30 PM	5:00 PM
	Huron DI	The Cooking Gamers	EL	1:50 PM	3:15 PM
	Watertown School District	Enchanted	EL	2:10 PM	3:30 PM
	Pierre School District	The Crazy Cats	EL	2:50 PM	1:30 PM
	Tri-Valley	6 Doomatonators	EL	3:10 PM	2:00 PM
	Pierre School District	The Pierre Girlys	EL	3:30 PM	2:15 PM
Engineering: Above and Beyond	Pierre School District	Sinking Survivors	ML	4:50 PM	3:45 PM
	Huron DI	Top Secret Heroes	EL	5:10 PM	2:00 PM
Room C (FACS room)					
Improv: Casting Shaddows	Huron DI	4 Elemental Ghosts	SL	1:30 PM	4:30 PM
	Pierre School District	Da Improv People + 1 Character	EL	1:50 PM	4:00 PM
	Huron DI	5 Musketeers	EL	2:10 PM	3:45 PM
Service Learning: Give and Take	Watertown School District	Trial and Error	SL	3:30 PM	4:45 PM
	Huron DI	Pretty Penguins	EL	3:50 PM	2:30 PM
Early Learning: Helping Hands	Groton Area DI	Kittens With No Mittens	RS	4:10 PM	1:30 PM
	Groton Area DI	The Thunder Lightning Bolts	RS	4:30 PM	1:45 PM
	Pierre School District	The Ninja Cats	RS	4:50 PM	2:15 PM
	Watertown School District	Char and the Tiger Sharks	RS	5:10 PM	2:00 PM

Teams should check in for Main Challenge with all props 30 minutes prior to performance time.

Teams should check in for IC 20 minutes prior to competition time.

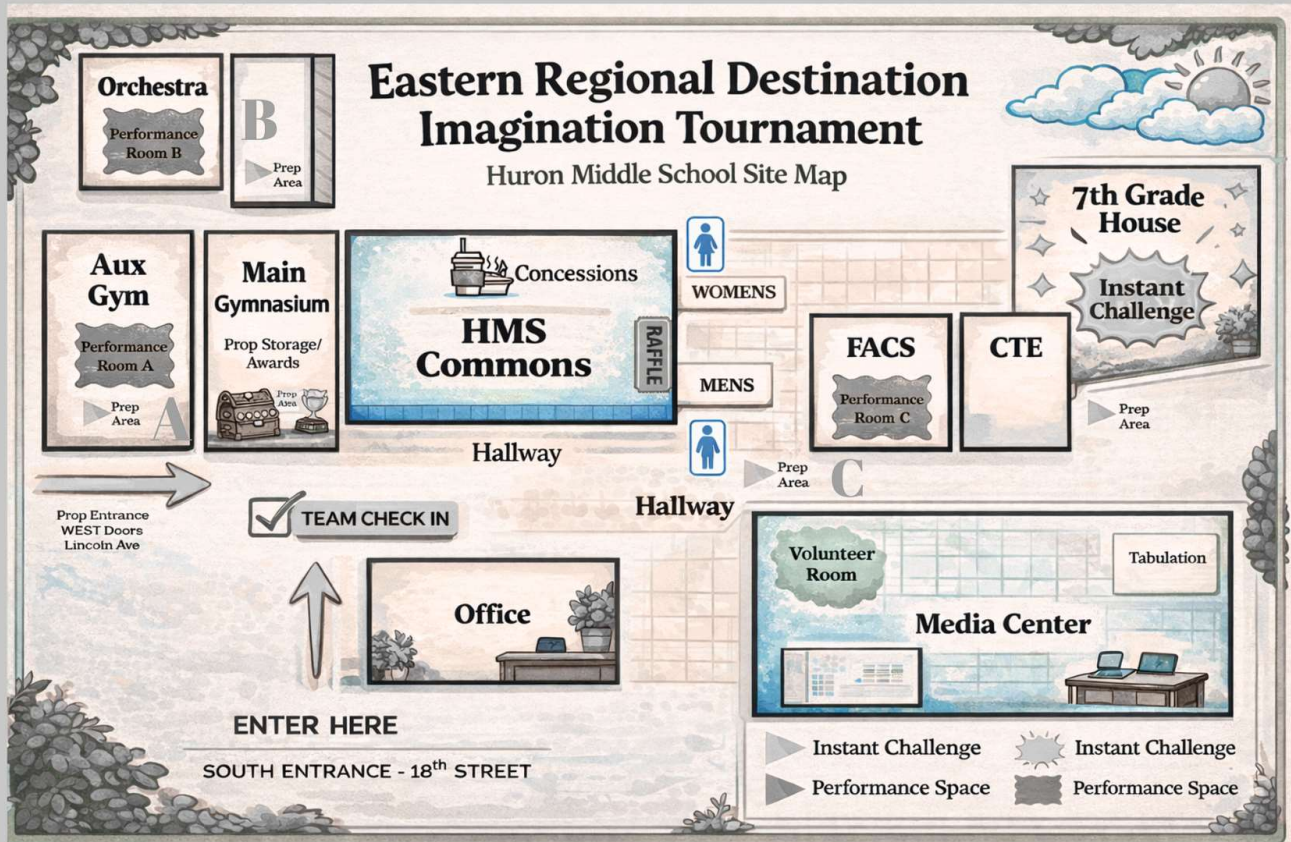
No phones, devices, bags, etc. allowed in IC.

BUILDING MAP

ROOM A:
TECHNICAL

ROOM B:
FINE ARTS
ENGINEERING

ROOM C:
IMPROVISATIONAL
SERVICE LEARNING
EARLY LEARNING



Eastern Regional
CONCESSIONS
Concessions Available All Day!

- Pulled Pork Sandwiches
- Hot Dogs & Nachos
- Pizza
- Drinks (Variety Available)
- Sweet Treats
- Healthy Snack Options

Meal Combo Discount Available!

Come Hungry, We Have Something for Everyone!

THANK YOU!

Teams!
For your creativity,
persistence, and
sense of FUN!

Team Managers
You make this all possible!

Not all heroes wear capes!

Appraisers
For your dedication
and sticky notes!

**Scheduling
Genius:
Ashley Baird**
For juggling
EVERYTHING

**Support
Volunteers:**
For your helpful
smiles!

**Our Hosts:
Huron DI
You Rock!**

**Challenge Masters
and
Head Appraisers:**
For Your Expertise!

Parents
For your support,
patience, and snacks!

**Affiliate Director:
Merrie Atherton**
For your
commitment
to DI!

**Check out our website: disouthdakota.com
Follow South Dakota DI on Social Media!**

DI Tournament Bingo

<p>Watch a Technical or Engineering Challenge Name of Team Watched: _____</p>	<p>Signature of a DI team manager _____ Be sure to tell them THANKS!</p>	<p>Signature of someone with a Sharpie Marker _____</p>	<p>Name of a team with a fabulous prop: _____</p>
<p>Signature of someone who is new to DI this year _____</p>	<p>Signature of someone with a roll of duct tape _____</p>	<p>Watch a Fine Arts or Improv Challenge Name of Team Watched: _____</p>	<p>Signature of someone with a SDIDI pin from any year _____</p>
<p>Name of a team with a fabulous costume: _____</p>	<p>Check out the Raffle Baskets - Write your favorite here! _____</p>	<p>Signature of a DI alumni _____ Hint: Look for a RED tie!</p>	<p>Watch any challenge Name of Team Watched: _____</p>
<p>Signature of a volunteer with a great hat! _____ Be sure to tell them THANKS!</p>	<p>Watch a Service Learning or Early Learning Challenge Name of Team Watched: _____</p>	<p>Signature of someone with a hot glue gun _____</p>	<p>Signature of someone who has competed in DI before this year _____</p>