

DARING ESCAPE



TECHNICAL



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.

10 Team Choice Elements

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

11 At the Tournament

Learn about the team requirements at the tournament.

12 Scoring

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

13 Tournament Data Form

Reference this section as you complete the online Tournament Data Form, found in the Resource Area of DestinationImagination.org.

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 **\$200US**.



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 online Tournament Data Form, found in the Resource Area of DestinationImagination.org. A version of the form can be found at the end of this Challenge for your reference. The check mark icon pinpoints the elements that will appear on the online Tournament Data Form.

I. THE CENTRAL CHALLENGE

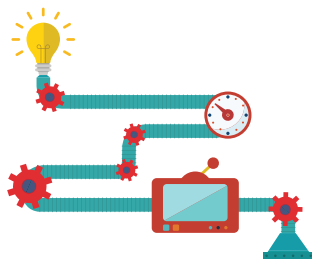
**GETTING
STARTED**

**II. TEAM CHOICE
ELEMENTS**

**III. AT THE
TOURNAMENT**

IV. SCORING

**TOURNAMENT
DATA FORM**



A. Daring Devices

1. Design and build 2 Daring Devices that use Technical Methods to overcome Hazards. (See Sections **I.B** and **I.C**.)
2. For this Challenge, Technical Methods refers to the use of principles in fields such as chemistry, computer science, electricity, hydraulics, mathematics, mechanical engineering, physics, or structural engineering. Other technical fields are also acceptable.
3. Daring Device 1 must not use any form of electricity, including, but not limited to, batteries and wall sockets.
4. Daring Device 2 may use any Technical Methods your team chooses.
5. The Technical Methods used by Daring Device 1 must be different from the Technical Methods used by Daring Device 2. Your team may choose how different the Technical Methods are. If the Technical Methods are too similar, your team's scores for **IV.A** may be affected.
6. The Daring Devices must not be any part of each other. Your team may receive Illegal Procedure deduction(s) in **IV.A** if any part of one Daring Device is part of the other.
7. Your team may include more than 2 devices in your Presentation. However, only 2 Daring Devices will earn points for **IV.A** and **IV.B.1**.
8. A Daring Device may be assisted by other objects or devices, but only the Daring Device itself will earn points for **IV.A**. Anything that assists the Daring Devices will not contribute to your team's scores for **IV.A**.
9. A team member must not be any part of a Daring Device. However, team member(s) may operate, power, and/or otherwise interact with a Daring Device.
10. Each Daring Device should be visible from 25ft (7.62m) away.

I. THE CENTRAL CHALLENGE

GETTING
STARTED

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



B. Hazards

1. ☒ Design and build 3 Hazards, each of a different type from **Table 1**.
2. During the Presentation, each Daring Device should attempt to overcome all 3 Hazards. (See **Table 1** and **Section I.C.**)
3. Your team may include more than 3 hazards in your Presentation. However, only 3 Hazards will earn points for **IV.B.**
4. The Hazards must not touch or be attached to one another. If the Hazards touch or are attached to one another, your team may receive 0 points for the attempt(s) to overcome those Hazard(s) while they are touching or attached.
(See **Section IV.B.1.**) Your team's score(s) for **IV.B.2**, **IV.B.3**, and/or **IV.B.4** may be affected.
5. A team member must not be any part of a Hazard. However, team member(s) may operate, power, and/or otherwise interact with a Hazard.
6. A Daring Device must not be any part of a Hazard.
7. Each Hazard should be visible from 25ft (7.62m) away.

I. THE CENTRAL CHALLENGE

**GETTING
STARTED**

**II. TEAM CHOICE
ELEMENTS**

**III. AT THE
TOURNAMENT**

IV. SCORING

**TOURNAMENT
DATA FORM**

Table 1: Hazards

| Barrier | |
|---|---|
| Definition | A Hazard that blocks a path along the tournament-provided floor. |
| Successfully Overcoming the Hazard | All parts of the Daring Device must start on one side of the Barrier and travel completely over the Barrier to the other side. The Daring Device must not travel around, under, or through the Barrier. |
| Hole | |
| Definition | A Hazard with an opening of any shape. There must be nothing between the opening and the tournament-provided floor. |
| Successfully Overcoming the Hazard | All parts of the Daring Device must travel over the opening, not around, under, or through it. The Daring Device must not touch the tournament-provided floor beneath the opening. Your team must not place anything between the Daring Device and the opening. |
| Hoop | |
| Definition | A Hazard with an opening of any shape. The opening must go completely through the Hazard. |
| Successfully Overcoming the Hazard | All parts of the Daring Device must go completely through the opening, not around, over, or under it. |
| Moveable Object | |
| Definition | A Hazard that can be moved by a Daring Device. The Hazard may be any physical, team-created object. |
| Successfully Overcoming the Hazard | The Daring Device must physically move the object. The movement of the object should be visible from 25ft (7.62m) away. |
| Tunnel | |
| Definition | A Hazard that is physically enclosed on its sides and top, with openings for an entrance and an exit. The entrance and exit may be any shape. |
| Successfully Overcoming the Hazard | The Daring Device must enter at one end of the Tunnel and exit at the other end of the Tunnel. All parts of the Daring Device must be fully within the Tunnel before it exits. |

I. THE CENTRAL CHALLENGE

**GETTING
STARTED**

**II. TEAM CHOICE
ELEMENTS**

**III. AT THE
TOURNAMENT**

IV. SCORING

**TOURNAMENT
DATA FORM**

Uneven Terrain

| | |
|---|---|
| Definition | A Hazard with a surface that is not smooth. |
| Successfully Overcoming the Hazard | All parts of the Daring Device must cross over the surface of the Uneven Terrain. The weight of the Daring Device must be fully supported by the surface before leaving the Uneven Terrain. |

Team-Defined Hazard

| | |
|---|--|
| Definition | A Hazard that is designed to your team's specifications. |
| Successfully Overcoming the Hazard | The Daring Device must overcome the Hazard according to your team's description. |

I. THE CENTRAL CHALLENGE

GETTING
STARTED

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



C. Overcoming Hazards

1. To successfully overcome a Hazard, the Daring Device must accomplish the task for the specific Hazard as described in the “Successfully Overcoming the Hazard” row of **Table 1** for that Hazard. If the Appraisers cannot tell that the task for the specific Hazard was accomplished, your team may receive 0 points for that attempt to overcome the Hazard. **(See Section IV.B.1.)**
2. A Daring Device must not attempt to overcome more than one Hazard at the same time. If a Daring Device attempts to overcome more than one Hazard at the same time, your team may receive 0 points for that attempt to overcome those Hazards. **(See Section IV.B.1.)** Your team’s score(s) for **IV.B.2**, **IV.B.3**, and/or **IV.B.4** may be affected.
3. The 2 Daring Devices must not attempt to overcome the same Hazard at the same time. If the Daring Devices attempt to overcome the same Hazard at the same time, your team may receive 0 points for those attempts to overcome the Hazard. **(See Section IV.B.1.)** Your team’s score for **IV.B.2**, **IV.B.3**, or **IV.B.4** may be affected.
4. The Daring Devices may attempt to overcome different Hazards in any order or at the same time.
5. Each Daring Device may attempt to overcome each Hazard as many times as your team chooses.
6. The Daring Devices and/or the Hazards may be repositioned, reset, and/or repaired before and/or after an attempt.

I. THE CENTRAL CHALLENGE

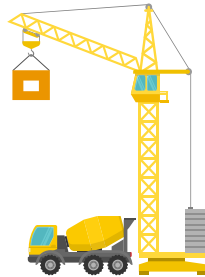
**GETTING
STARTED**

**II. TEAM CHOICE
ELEMENTS**

**III. AT THE
TOURNAMENT**

IV. SCORING

**TOURNAMENT
DATA FORM**



D. Technical Design and Technical Innovation of the Daring Devices

1. Your team will earn points for Technical Design and Technical Innovation based on all Technical Methods used or attempted during the Presentation to initiate and/or operate the Daring Devices and their attempts to overcome Hazards.
(See Section I.A.8.)
2. If the Daring Devices are not successful, 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.
3. Design and build all parts of the Daring Devices 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.
4. 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.

I. THE CENTRAL CHALLENGE

GETTING
STARTED

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



E. Risk Taking in the Design of the Hazard

1. ☒ Your team will earn points for Risk Taking in the design of the Hazards. For this Challenge, Risk Taking is including potentially precarious elements in the design of a Hazard, while still meeting the specifications of the Hazard as defined in **Table 1**, meeting the requirements outlined in **Section I.C**, and following the safety guidelines outlined in Rules of the Road. (See Rules of the Road, Safety Guidelines and Restrictions.)
2. Risk Taking in the design of the Hazard is more effective when the Hazard is designed in a novel way, extends beyond the minimum requirements of the Hazard, and/or demonstrates a higher degree of complexity and/or difficulty than required.
3. Risk Taking in the design of a Hazard may be demonstrated in many different ways, including, but not limited to, the materials used in the construction of the Hazard; the degree of difference between the designs of the Hazards; the resistance and/or texture of the Hazard; the size and/or weight of the Hazard relative to the Daring Devices; the degree of interaction between the Hazard and the Daring Devices; the distance, height, elevation, and/or length of the Hazard; and the direction and/or speed required for the Daring Devices to overcome the Hazard. Other ways of Risk Taking are also acceptable.
4. If a Daring Device is not successful in overcoming a Hazard, your team may still earn points for Risk Taking in the design of the Hazard. However, your team's score for **IV.B.2**, **IV.B.3**, or **IV.B.4** may be affected.
5. Design and build all parts of the Hazards 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.

I. THE CENTRAL CHALLENGE

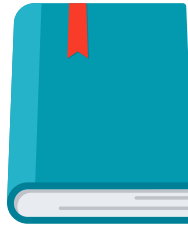
GETTING
STARTED

II. TEAM CHOICE
ELEMENTS

III. AT THE
TOURNAMENT

IV. SCORING

TOURNAMENT
DATA FORM



F. Story

1. ☒ Create and present a story about a daring escape from a hazardous situation.
2. Your team may decide whether or not the escape is successful.
3. ☒ At least one character must exhibit a Feat of Skill that helps in the daring escape. For this Challenge, a Feat of Skill is an act of great courage and/or expertise.
4. Your team may include more than one feat of skill in the story. However, only one Feat of Skill will earn points for **IV.C.3**.
5. ☒ Integrate the Daring Devices and their attempts to overcome the Hazards into the story.
6. The story may be set in any location(s), real or imaginary, and in any time period(s): past, present, or future.

II. TEAM CHOICE ELEMENTS

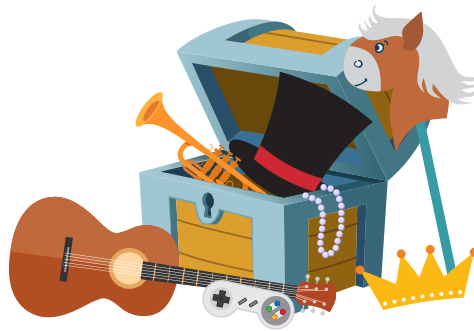
GETTING
STARTED

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 you wish, 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 must 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

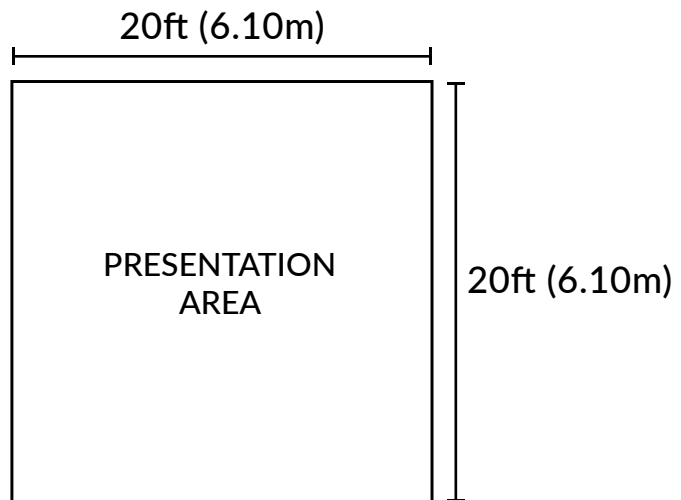
I. THE CENTRAL
CHALLENGE

II. TEAM CHOICE
ELEMENTS

IV. SCORING

TOURNAMENT
DATA FORM

- A. **Presentation Area:** The minimum required size is 20ft x 20ft (6.10m x 6.10m). 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. In most cases, the edges of the 20ft x 20ft



(6.10m x 6.10m) area will not

be taped. 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. A single 3-prong electrical outlet will be provided at the edge of each Presentation Area for your team's use.

- B. **Forms:** Your team will need to fill out the online Tournament Data Form, Expense Report, and Prep Checklist, which includes the Declaration of Independence. These forms can be found in the Resource Area of DestinationImagination.org.
- C. **Team Identification Sign:** Your team should 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 confidential 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

| | | | |
|-----------------------------------|---|--|-----------------|
| Central Challenge: Up to 240 | A. Daring Devices (See Section I.A.) | | Up to 80 |
| | 1. Technical Design of Daring Device 1 | This includes all Technical Methods used to initiate and/or operate the Daring Device and its attempts to overcome Hazards. 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 |
| | 2. Technical Innovation of Daring Device 1 | This includes all Technical Methods used to initiate and/or operate the Daring Device and its attempts to overcome Hazards. Technical Innovation includes how new, unique, original, or creative the methods are for carrying out or accomplishing a task. | Up to 20 |
| | 3. Technical Design of Daring Device 2 | | Up to 20 |
| | 4. Technical Innovation of Daring Device 2 | | Up to 20 |
| | B. Hazards (See Section I.B.) | | Up to 75 |
| | 1. Each Hazard successfully overcome by the Daring Devices | Your team will earn 5 points for each Hazard that is overcome by Daring Device 1 and 5 points for each Hazard that is overcome by Daring Device 2. | Up to 30 |
| | 2. Risk Taking in the design of Hazard 1 | Risk Taking in the design of the Hazard is more effective when the Hazard is designed in a novel way, extends beyond the minimum requirements of the Hazard, and/or demonstrates a higher degree of complexity and/or difficulty than required. | Up to 15 |
| | 3. Risk Taking in the design of Hazard 2 | | Up to 15 |
| | 4. Risk Taking in the design of Hazard 3 | | Up to 15 |
| | C. Story (See Section I.C.) | | Up to 85 |
| | 1. Creativity of the story about a daring escape from a hazardous situation | A story is more creative when there is novel development of the storyline and characters. | Up to 20 |
| | 2. Clear and effective storytelling | 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 |
| | 3. Theatrical effect of the Feat of Skill | This means that the Feat of Skill is portrayed in a dramatic, interesting, and/or memorable way. This includes, but is not limited to, how the Feat of Skill helps in the daring escape. | Up to 25 |
| | 4. Integration of the Daring Devices and their attempts to overcome the Hazards into the story | This means that the Daring Devices and their attempts to overcome the Hazards are important to the story. | Up to 25 |
| Team Choice Elements: Up to 60 | D. 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 |
| | E. 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 |

Central Challenge

33%

Daring
Devices

31%

Hazards

36%

Story

Putting It All Together

25%

Instant
Challenge

60%

Central
Challenge

15%

Team Choice
Elements



TOURNAMENT DATA FORM PAGE 1

TEAM INFORMATION

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 use this 3-page form as a reference to help you complete your online Tournament Data Form, found in the Resource Area of DestinationImagination.org. The Team Manager must submit the Tournament Data Form on behalf of the team using the team's words. The team members must craft the explanations.

PART 1: REQUIRED FORMS

A complete checklist of the required forms is below. None of the forms listed below can be used as a scoring item. All forms must be completed online in the Resource Area of DestinationImagination.org unless otherwise specified by your Affiliate Director and/or Tournament Director.

Your team needs to complete:

PARTS 2, 3, and 4 of the Tournament Data Form

Part 4 helps your team reflect on how you experienced the creative process.

Expense Report

Be sure to upload copies of your receipts to accompany your Expense Report.

Prep Checklist

This includes safety information, a checklist of required elements, and Declaration of Independence information.

Team Identification Sign

Be sure to bring this to the Presentation Site. 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 2: 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 INFORMATION

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

PART 3: BRIEF DESCRIPTION OF SCORED ELEMENTS

This Challenge asks the team to supply the following information to help the Appraisers evaluate your solution.

1. Briefly describe Daring Device 1. What are the Technical Methods it uses? How are Technical Methods used to overcome each Hazard?

2. Briefly describe Daring Device 2. What are the Technical Methods it uses? How are Technical Methods used to overcome each Hazard?

3. Briefly describe your team's 3 Hazards.

| | Description of Hazard If your team chose "Team-Defined Hazard," be sure to include how the Appraisers will know that it was successfully overcome. | Risk Taking in the Design of the Hazard |
|----------|---|---|
| Hazard 1 | | |
| Hazard 2 | | |
| Hazard 3 | | |

4. Briefly describe your story about a daring escape from a hazardous situation. How are the Daring Devices and their attempts to overcome Hazards integrated into the story?

5. Briefly describe the Feat of Skill that helps in the daring escape. Identify the character who exhibits the Feat of Skill. How is the Feat of Skill portrayed during the Presentation?



TOURNAMENT DATA FORM PAGE 3

TEAM INFORMATION

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

PART 4: 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 work in a collaborative way? How did your team take risks and go beyond the minimum as you committed to a solution?

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?



The Team Manager/Coordinator of a team with an active, registered Team Number is given permission to make 10 copies of this document for their team's use only, provided these copies are supplied to participants solely for their use in Destination Imagination.



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

Destination Imagination, Inc. is a 501(c)(3) Nonprofit Education Organization.

Copyright ©2021 by Destination Imagination, Inc.

All rights reserved.

 Destination Imagination, Inc.

 @IDODI

 @BoxAndBall

 BoxAndBall