

Instant Challenge at Global Finals 2008

International Challenge Masters:

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Where to Compete:

Humanities and Social Sciences building on Volunteer Boulevard about 2 blocks North of the Thompson-Bowling Arena. There is no general parking near the *Instant Challenge* site. However, there is a bus stop for *Instant Challenge* on Volunteer Boulevard.

When to report for your Challenge:

Report to the *Instant Challenge* Outside Holding area at least 30 minutes prior to your scheduled competition time. The Outside Holding area is located in 2 tents southeast of the Humanities and Social Sciences building. Outdoor restrooms, as well as an Information Booth, are also located in this area.

Be Prepared!

Make sure that

- 1) Each team member and Team Manager has a DI[®] identification card
- 2) Your team has a completed copy of the *Declaration of Independence*

What to Expect:

Fifteen minutes prior to your competition time, the team will be escorted into an *Instant Challenge* Inside Holding area within the Humanities and Social Sciences building. The team may decide whether a Team Manager will accompany the team inside the building. If a Team Manager goes with the team, that individual must also accompany the team into the *Instant Challenge* competition room.

In the *Instant Challenge* Inside Holding room, one team member should check in the team. That person will receive a copy of the *Instant Challenge* pledge, which needs to be signed by all team members and any accompanying Team Manager. Return the pledge, along with a copy of the *Declaration of Independence* form, to a member of the *Instant Challenge* Inside Holding team.

When it is time for the team's competition, one of the *Instant Challenge* Appraisers will take the team and any accompanying Team Manager to the *Instant Challenge* competition room. The Challenge should take no longer than fifteen minutes. Teams should be quiet when moving through the corridors.

Prior to being brought into the *Instant Challenge* competition room, teams must decide how many team members will participate. At least two team members must participate in the *Instant Challenge*. Destination ImagiNation encourages all team members to participate.

After completing the *Instant Challenge*, the team will be escorted to the *Instant Challenge* Chill Out room, where they can discuss their *Instant Challenge* if they wish. The accompanying Team Manager will be directed out of the building at this time. This is because the emphasis is on the team creating their "Ta-Da" presentation, which is to reflect the team's creativity. It is not required that teams go to the Chill Out room. In the Chill Out room, the team is encouraged to create a "Ta-Da," a short (30 second) skit or performance that the team can share with those who are waiting outside the *Instant Challenge* site. The team will be directed to the designated area when they are ready to perform their "Ta-Da." The entire *Instant Challenge* experience from check-in to completion of the "Ta-Da" may take between 1 and 1-1/2 hours. Once they have left the competition site, the team may discuss their *Instant Challenge* experience in private.

International teams are encouraged to attend a special *Instant Challenge* orientation session at 8:30 AM on the day of their *Instant Challenge* competition.