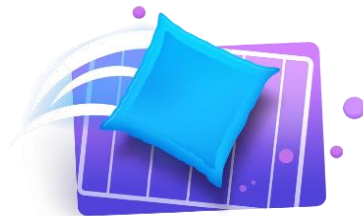


2023-24 AFFILIATE TOURNAMENT

Evergreen Middle School, Hillsboro
March 16, 2024



PINBALL HEROES
TECHNICAL



GOING THE DISTANCE
ENGINEERING



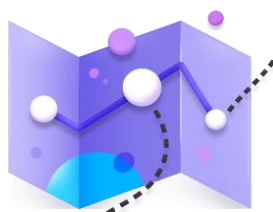
BLAST FROM THE PAST
SCIENTIFIC



IN MOTION
FINE ARTS



SO EXTRA
IMPROVISATIONAL



UNCHARTED
SERVICE LEARNING



MAKING A SPLASH
EARLY LEARNING



**INSTANT
CHALLENGE**



CHALLENGE EXPERIENCE

WELCOME

Good luck to all teams competing in the tournament!

Good luck to all teams competing in the tournament! We hope you do your best!

We are delighted to return to Evergreen Middle School, a fabulous site for our Affiliate Finals tournament. We are so grateful to Hillsboro School District for hosting our event. We know our DI family will be respectful of this site and help DI volunteers, as requested, to the way we found it. .

Due to the elimination of most COVID restrictions including mask mandates, we will generally be back to a normal (or pre-2019) tournament. That said, we absolutely support teams and guests wearing masks, if that makes them feel more comfortable. We have volunteers that will likely want to wear a mask, for a variety of reasons. Our organization is exclusively run by volunteers, and we want everyone to feel comfortable wearing masks if that best protects them or their family. Thanks for supporting this position.

Again, we thank you for attending! Those volunteers who attended the Showcase presented great solutions and we think they learned a lot! We are very excited to see all the Oregon Teams and their creative solutions in person! Thank you to all of the Team Managers, teachers, school sponsors, Appraisers, volunteers, and parents for your hard work to make this tournament possible.

Tournament Notes & Reminders

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time. (Engineering teams should report to Structure Check-In at least 30 minutes before their scheduled Presentation time.)
- Spectators will NOT be allowed to enter the Presentation Area once a team's Presentation has begun.
- Parents, spectators, and Team Managers: remember to respect the rules of Interference. Do not interfere with the team's solution.
- Be aware that our Appraisers are using MOBILE SCORING for this tournament. As such they will be on devices to score the Teams, using their phone, a tablet or a laptop computer.
- Parents and Team families, please remove all possessions from the Commons by 3:15 so we can reset the room before going into the Gym for the Closing Ceremony.
- All teams should report to Main Gym for the Closing Ceremony at 3:30 p.m.

GENERAL SCHEDULE

9:00-12:00	Team Registration	Main Lobby (big red star)
10:00-2:00	Pin Sales and Pin Auction	Commons
PERFORMANCE SITES		
10:15-12:30	PINBALL HEROES [Technical]	Main Gym
10:30-1:30	BLAST FROM THE PAST [Scientific]	Small Gym
11:00-1:40	IN MOTION [Fine Arts]	Choir Room
11:45-3:00	SO EXTRA [Improvisation]	Library
10:20-12:20	MAKING A SPLASH [Early Learning]	Rooms 101-102
1:45-3:00	GOING THE DISTANCE [Engineering]	Main Gym
Opens at 9:10	Instant Challenge Check In	Purple Hall (red star on map)
CELEBRATION		
10:00-2:40	Photo Booth and IC TA DA!	Hall exiting IC to Commons
12:00-2:30	Pin trading, Gilbert Grape, and other activities - FUN	Commons
3:30-4:00	Pre-Award activities	Main Gym
4:00-4:30	Closing Ceremonies (start time dependent on scores being ready)	Main Gym



We LOVE that former Team Members return to volunteer at tournaments. They will be seen wearing RED TIES at tournament because they are truly Tied to DI! We love their experienced help, and we know current Team members appreciate seeing the red ties. These alumnae truly understand what it feels like to be part of a Team!

Release/Disclaimer

By my participation in an event conducted by an Affiliate, Region, or other gathering related to the Destination Imagination program, the participant or participant's parents or participant's guardian understands and hereby voluntarily agrees to release, waive, forever discharge, hold harmless, defend, and indemnify Destination Imagination, Inc. and its agents, officers, boards, volunteers, and employees from any and all liability and all claims, actions, or losses for bodily injury, property damage, wrongful death, loss of services, or otherwise which may arise out of the participant's participation in activities related to the Destination Imagination event, including travel to and from the event.



PINBALL HEROES TECHNICAL

TECHNICAL CHALLENGE

- Design and build a pinball system through which a pinball moves and interacts with 3 machine modules.
- During the Presentation, move the pinball through the pinball system for as long as possible.
- Create and present an action/adventure story about a hero who goes on an extraordinary mission.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
MIDDLE LEVEL				
137-27505	Portland Homeschoolers Portland	The Runaway Marbles Pey Wuei	10:20	2:40
137-32776	Pleasant Hill Middle School Pleasant Hill	Teaminators 2.0 Joan Hladky	10:40	2:20
137-62704	Int'l School of Beaverton Beaverton	The Underachievers Emilys Hubbard	11:00	12:20
ELEMENTARY LEVEL				
137-13991	21st CCLC Klamath Falls Klamath Falls	Potter Heads Kali Carter	11:40	1:00
137-71754	Fort Vannoy Elementary Grants Pass	Historic Heroes Alyssa Evans	12:00	10:40



SHADY COVE LAUNCHERS

Archeology Mermaids, Bumblebees, and Peppermint Offropods





BLAST FROM THE PAST SCIENTIFIC

SCIENTIFIC CHALLENGE

- Create and present a story about a character whose discovery of an artifact leads to a finding.
- Include an archaeological investigation that contributes to the finding.
- Design and create a puppet that will portray a character from the past.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
SECONDARY LEVEL				
137-57518	Omara Neighborhood Tigard	Bugman Archaeology Robin Schroeder	10:40	2:00
MIDDLE LEVEL				
137-00166	Beaverton Academy Beaverton	The Queens of the Desert Urja Narayan	12:00	1:40
137-16008	Shady Cove School Shady Cove	The Chaotic Four Kimberly Flack	12:20	1:20
ELEMENTARY LEVEL				
137-53691	Pleasant Hill Elementary Pleasant Hill	The Beans Joan Hladky	12:40	11:40
137-65357	Markham Elementary Portland	Archeology Horse Heroes Erica Austin	1:00	11:20



THE QUEENS OF THE DESERT



GOING THE DISTANCE ENGINEERING

ENGINEERING CHALLENGE

- Design and build a modular device that will be assembled and then tested in two different configurations during the Presentation.
- Complete launch tests to test how far and how accurately your modular device can launch a bean bag in each configuration.
- Transform the modular device from one configuration to the other.
- Create and present a story in which everything is going according to plan until a catalyst occurs.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
ELEMENTARY LEVEL				
137-23133	Shady Cove Elementary Shady Cove	The Shady Cove Launchers Kimberly Flack	2:00	11:00
MIDDLE LEVEL				
137-36860	Beaverton Academy Beaverton	MC² Subodh Chhbra	2:20	11:00
SECONDARY LEVEL				
137-64431	Eagle Point High School Eagle Point	The Crewds Kimberly Flack	2:40	1:00



7 AMAZING ANIMAL ACTORS



SUSPICIOUS SEVEN



IN MOTION FINE ARTS

FINE ARTS CHALLENGE

- Create and present a story inspired by a work of visual art.
- Include a static character and a dynamic character in the story.
- Reimagine the work of visual art as performance art and include the reimagined art in the Presentation.
- Design and create one piece of kinetic art that uses technical methods to create movement.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
SECONDARY LEVEL				
137-94148	Lake Oswego High School Lake Oswego	BOX Kathy Pine	11:20	2:00
137-31389	Lakeridge High School Lake Oswego	Suspicious Seven Kathryn van Asselt	11:40	1:40
MIDDLE LEVEL				
137-48196	Blue River #1 Salem	The Merfinators Bethany Evans	1:20	2:40



THE CREWDS

THE TATER TOTS



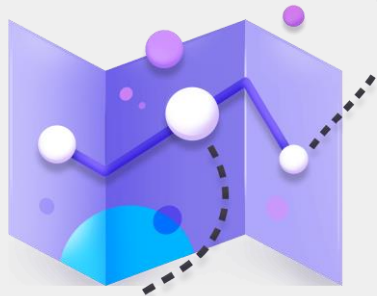


SO EXTRA IMPROVISATIONAL

IMPROVISATIONAL CHALLENGE

- Create and present a 2-act improvisational skit based on a scenario.
- Incorporate a stock character into the skit.
- Research costume design and use a costume design kit to create a costume.
- Use an intensifier to minimize or maximize the scenario, stock character, and costume.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
ELEMENTARY LEVEL				
137-22566	Oak Hills Elem Beaverton	Booty Shakin' Monsters Alyssa Nelson/ Jo Salicos-Murphy	12:00	1:00
137-65548	21st CCLC Klamath Falls Klamath Falls	ID a Factory Jay Knodel	12:20	1:20
137-98508	Southshore Elementary Albany	The Tater Tots Albany	12:40	1:40
137-88604	Fort Vannoy Elementary Grants Pass	7 Amazing Animal Actors Jim Kriz	1:20	2:20
137-15933	Pleasant Hill Elementary Pleasant Hill	Five Musketeers Joan Hladky	1:40	2:40
137-68174	Blue River #2 Salem	The Crackerjacks Bethany Evans	2:00	12:20
SECONDARY LEVEL				
137-35117	Lakeridge High School Lake Oswego	Suspicious Seven Kathryn van Asselt	2:40	12:40



UNCHARTED SERVICE LEARNING

SERVICE LEARNING CHALLENGE

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a fantasy story about a character who goes on a quest.
- Design and create a fantasy map that uses technical methods to represent location information from the story.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

No teams selected this challenge in 2022-23. Maybe next year!



THE CHAOTIC FOUR

THE TEAMINATORS 2.0



ARCHEOLOGY HORSE HEROS



MAKING A SPLASH EARLY LEARNING

EARLY LEARNING CHALLENGE

- Research underwater habitats.
- Create and present a play about a group of underwater creatures who go on vacation to an underwater habitat.
- Design and build a model of a landmark the underwater creatures visit.
- Create scenery to show the underwater habitat.
- Create and present one Team Choice Element that shows off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
137-62663	21st CCLC Klamath Falls Klamath Falls	The Dudes Rafael Santiago, Karley Marshall	10:40	9:40
137-94046	Pleasant Hill Elementary Pleasant Hill	The Dynamite Phoebe Cooksey	11:20	10:00
137-04121	Southshore Elementary Albany	Megacheetahs Peter Epp	11:40	10:40
137-03111	Markham Elementary Portland	Archeology Mermaids, Bumblebees, and Peppermint Offropods Simon Austin	12:00	11:00

THE RUNAWAY MARBLES



HISTORICAL HEROES



BUGMAN ARCHEOLOGY

BOOTY SHAKIN' MONSTERS



BOX

MC²





VISION

Ignite the power of ALL youth to be the creative and collaborative innovators of tomorrow.

MISSION

To inspire and equip youth to imagine and innovate through the creative process.

New to DI? Welcome!

We're glad you're here! There's no better way to understand the Destination Imagination Challenge Experience than to see it in action. To get the most out of your day at this tournament, here's what we suggest:

- Attend at least one Presentation in every Team Challenge. Each Team Challenge is unique and has open-ended requirements, allowing teams to create totally different solutions from one another. Read through the Points of Interest so you know what you can expect to see. Each Presentation is around eight minutes in length.
- Wish the teams luck in their Instant Challenge. All of our teams participate in an Instant Challenge as part of their tournament experience, during which they use quick, creative and critical thinking, and teamwork to come up with a solution in a short amount of time. Spectators are not allowed in these presentations as the Instant Challenges themselves are highly confidential.
- Look at the props, costumes, sets, technical devices and more that the teams have created—but please don't touch! Remember that everything you see was crafted by the team members with no adult Interference.
- Talk to teams, parents and volunteers about their experience with this season of Destination Imagination. Tell them you're considering starting a team, and ask them to share their favorite thing about DI—you'll be amazed by the different answers you hear.
- Have fun, be inspired, and imagine the possibilities!

Learn more at DestinationImagination.org. Sign up for our newsletter for all the latest updates and to be alerted when registration is open for the 2024-25 season.

[Learn more at DestinationImagination.org](https://DestinationImagination.org)



AFFILIATE CHALLENGE MASTERS

We could not have a tournament without a fabulous group of volunteers who take charge of the challenges, become our local experts, train Appraisers, and Team Managers and ensure all teams are scored correctly. We are so very thankful for these volunteers! **Former Team Members, or program alumni are marked with an A.**

Technical: PINBALL HEROES	Ed Hershberg, Affiliate Challenge Master Adrian vanOostrum, Regional Challenge Master Ernst Christen, Regional Challenge Master
Scientific: BLAST FROM THE PAST	Meg Craig, Affiliate Challenge Master (A) Pei Zhang, Regional Challenge Master
Engineering: GOING THE DISTANCE	Riley DeBacker, Affiliate Challenge Master (A) * Ernie Chang, Regional Challenge Master (A)
Fine Arts: IN MOTION	Beka Feathers, Affiliate Challenge Master (A) Cami White Thompson, Regional Challenge Master (A)
Improvisation: SO EXTRA	Heather Bryant, Affiliate Challenge Master (A) Lisa Thornton, Regional Challenge Master (A)
Early Learning: MAKING A SPLASH	Lori Walker, Affiliate Challenge Master
SCORE ROOM	Brian Dickman Affiliate Challenge Master (A) Alex Wiser, Regional Challenge Master (A)
INSTANT CHALLENGE	Jim Crouser, Affiliate Challenge Master Nathaniel Price, Regional Challenge Master (A)

Riley also serves as the lead **International Challenge Master (ICM)** for the Engineering challenge, GOING THE DISTANCE in 2023-24! Thank you for your huge commitment to DI, Dr. DeBacker!

VOLUNTEERS

We could NOT provide DI without our amazing volunteers. These are the full time volunteers who worked at the Showcase, Affiliate Finals or both! Thank you so much!

Elizabeth Andanen		Sydney Heim		Sharon Pasero
Karen Anderson		Lin Hense		Rob Patterson
Heather Bryant		Edward Hershberg		Juan Perez
Ernie Chang		Scott Hiromura		Richard Polley
Ernst Christen		Stephanie Hofmann		Nathaniel Price
Emily Cleek		Valerie Holmstrom		Mary Ann Price
Adam Clough		Doug Johnson		Ryan Richardson
Meg Craig		Kathy Johnson		Cheryl Richardson
Toby Craig		Anja Jolin		Christy Rivers
Brenda Crouser		Marc Jolin		Lauri Schaff
Jim Crouser		Grace Julian		Whitney Swann
Eddy Crouser		Elise Kronquist		Lisa Thornton
MJ Danan		Kimberly Larsen		Adrian Van Oostrum
Riley DeBacker		Lyndi Lierseman		Jessica Van Oostrum
Simon Dodd		Carrie Light		Katie VanAlyne
Donna Dreis		Carol Linderman		Jolein Vona
Mike Druding		Miller Mardsen		Lori Walker
Cheryl Druding		Judy McCreight		Natalie Walker
Johanna Ebers		Rosemary Meskell		Mike Whetter
Beka Feathers		Missy Meskell		Cami White Thompson
Cathy Grove		Samantha Osborne		Alex Wiser
Katy Guertin-Davis		Dennis Palkki		Andrea Yoshioka
Jess Gulbranson				Pei Zhang

Program alumni are in a BOLD font.



2024-25 CHALLENGE PREVIEWS



BREAKING POINT TECHNICAL

Build it up and knock it down! In this Challenge, your team will go from the highest heights to the lowest lows as you use team-created equipment to build and destroy stacks of items. What will a character do when their greatest wishes encounter a frustration point? Will it all come tumbling down? Find out in this season's Technical Challenge!

- Design and build assembly equipment and destruction equipment.
- Use the assembly equipment to create a stack of items.
- Use the destruction equipment to disassemble and/or destroy the stack.
- Create and present a story about a character who lacks something important and attempts to gain it.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



HIGH-WIRE ACT ENGINEERING

Come one, come all to the greatest show on Earth! Join us for a daring feat of high-wire innovation as you test a transporter that will carry weights along a tournament-provided cord. Present a story in the style of contemporary circus and don't forget to include a daring display! This season's Engineering Challenge isn't clowning around!

- Design and build a transporter that will be tested during the team's Presentation.
- Complete weight transport tests to test how much weight the transporter can carry along a tournament-provided cord at various angles.
- Create and present a story in the style of contemporary circus.
- Include a daring display and an ensemble spectacle in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



WORLDS BEYOND SCIENTIFIC

Space, the final frontier...join us for this season's Scientific Challenge as you explore the cosmos. Your team will tell a story about a character who figures out they are not alone on a planet. Show off your science fiction skills with some out-of-this-world technobabble. What will happen when you go beyond the stars?

- Create and present a story in which a character who is located on a planet other than Earth thinks they are alone but discovers that they are not.
- Include technobabble in the story.
- Design and build a device and/or effect that demonstrates what the technobabble describes.
- Include a scientific demonstration that shows the science behind why a specific phenomenon of the planet happens and/or exists.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



LESS IS MORE FINE ARTS

How can the simplest of things convey the most? Your team will tell a story about something small that can have a big impact and move the audience with an emotional moment. Be strategic with your use of color and shape as you design a big visual impact with your set. It's time to explore minimalism in this season's Fine Arts Challenge!

- Create and present a story about how something small and/or simple can create a big impact.
- Include a focal character in the story.
- Include an emotional moment in the story.
- Design and create a minimalist set.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

2024-25 CHALLENGE PREVIEWS



ARE WE THERE YET? IMPROVISATIONAL

From beginning to end, we must travel a path to get where we want to go! Use your improvisational skills to tell a story about a character traveling between two locations. Include a character who is trying to find something and a detour that causes an unforeseen change in the plan or route. It's time to hit the road with this season's Improvisational Challenge!

- Create and present an improvisational skit about a traveling character.
- Research locations and show the character's route between a starting location and an ending location.
- Research modes of transportation and incorporate one into the skit.
- Include a seeker and a detour in the skit.



THIS OR THAT SERVICE LEARNING

Left or right, apple or orange, smile or frown...the world is full of choices! Your team will tell a story about a character who must make a critical choice after considering potential outcomes. A binary device will enhance your Presentation by completing two tasks at once! Where will your decisions lead in this season's Service Learning Challenge?

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story about a character who must make a critical choice.
- Include at least two potential outcomes and a complication in the story.
- Include a device that completes two different tasks from the same initiation in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



WEATHER TOGETHER EARLY LEARNING

Rain, snow, wind, sun, and hail! There are so many different kinds of weather and lots of wonderful activities that can only be done during the perfect kind of weather. Your team will tell a story about a character who is learning about one kind of weather for the very first time. It's a great day for some outdoor fun!

- Research different kinds of weather.
- Create and present a play about a character learning about a kind of weather for the very first time.
- Include a teacher character and a special weather activity in the story.
- Design and create a weather costume and a weather special effect.
- Create and present one Team Choice Element that shows off the team's interests, skills, areas of strength, and talents.



INSTANT CHALLENGE

Instant Challenges require teams to engage in quick, creative, and critical thinking. At a tournament, a team will receive an Instant Challenge and the materials with which to solve it.

- The team members must think on their feet by applying appropriate skills to produce a solution in a period of just five to eight minutes.
- Instant Challenges are performance-based, task-based, or a combination of the two.
- Although each Instant Challenge has different requirements, all Instant Challenges reward teams for their teamwork.
- Instant Challenges are kept confidential until the day of the tournament.

PERFORMANCE SCHEDULE AT A GLANCE

	Technical PINBALL HEROES Big Gym	Scientific BLAST FROM THE PAST Small Gym	Fine Arts IN MOTION Choir	Improvisation SO EXTRA Library	Engineering GOING THE DISTANCE Big Gym	Rising Stars MAKING A SPLASH Room 102/104
10:20	The Runaway Marbles Portland Homeschoolers					
10:40	Teaminators 2.0 Pleasant Hill MS	Bugman Archaeology Omara Neighborhood				The Dudes 21st CCLC Klamath Falls
11:00	The Underachievers Int'l School of Beaverton					
11:20			BOX Lake Oswego High School			The Dynamite Pleasant Hill Elem
11:40	Potter Heads 21st CCLC Klamath Falls		Suspicious Seven Lakeridge High School			Megacheetahs South Shore Elem
12:00	Historic Heroes Fort Vannoy Elem	The Queens of the Desert Beaverton Academy		Booty Shakin' Monsters Oak Hills Elem		Archeology Mer- maids, Bumblebees, and Peppermint Offropods Markham Elem
12:20		The Chaotic Four Shady Cove School		ID a Factory 21st CCLC Klamath Falls		

PERFORMANCE SCHEDULE AT A GLANCE (Page 2)

	Technical PINBALL HEROES Big Gym	Scientific BLAST FROM THE PAST Small Gym	Fine Arts IN MOTION Choir	Improvisation SO EXTRA Library	Engineering GOING THE DISTANCE Big Gym	Rising Stars MAKING A SPLASH Room 102/104
12:40		The Beans Pleasant Hill Elem		The Tater Tots South Shore Elem		
1:00		Archeology Horse Heroes Markham Elem			NOTE: check in scheduled 30 min. prior to performance	
1:20			The Merfinators Blue River #1	7 Amazing Animal Actors Fort Vannoy Elem		
1:40				Five Musketeers Pleasant Hill Elem		
2:00				The Crackerjacks Blue River #2	The Shady Cove Launchers Shady Cove Elem	
2:20					MC ² Beaverton Academy	
2:40				Suspicious Seven Lakeridge High School	The Crewds Eagle Point High School	
3:30	Main Gym opens at 3:00 for pre-award activities starting at 3:30. The GOAL is for Awards to begin at 4:00 but it always depends on the Score Room!					

THE MEGACHEETAHS

THE MERFINATORS

We are a team too!

OREGON DI BOARD OF DIRECTORS



BRENDA CROUSER
Affiliate Dir 2024



LORI WALKER
Secretary 2024



ANDREA YOSHIOKA
Treasurer 2025



JOHANNA EBERS
Alumni Rep 2024



JOAN HLADKY
At large 2024



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At large 2025



NOEL BRYANT
At large, web 2024



DONNA DREIS
Board Chair 2025



JIM CROUSER
At large 2025



ROB PATTERSON
At large 2025



MIKE DRUDING
At large 2025



JUAN PEREZ
At large 2026

THE CRACKERJACKS

Term of office ends June 30 of the year listed.

APPLICATIONS SOUGHT.

