



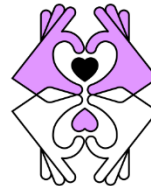
**WIN IT
BIG**
TECHNICAL



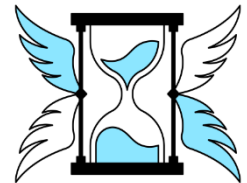
**BECOMING
SUPER**
FINE ARTS



**CASTING
SHADOWS**
IMPROVISATIONAL



**HELPING
HANDS**
EARLY LEARNING



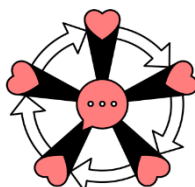
**INSTANT
CHALLENGE**



AFFILIATE FINALS TOURNAMENT

March 14, 2026 9:30 am to 4:00 pm

Evergreen Middle School
456 NE Evergreen Blvd, Hillsboro



**GIVE AND
TAKE**
SERVICE LEARNING



UNFORGETTABLE
SCIENTIFIC



**ABOVE AND
BEYOND**
ENGINEERING

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2025-26 Oregon DI Pins



Tournament Information

General Schedule

TIME	EVENT	LOCATION
9:30-12:00	Team Registration	Main Lobby (big PURPLE star)
10:00-2:30	Pin Sales and Pin Auction	Commons
PERFORMANCE SITES		
10:00-12:00	WIN IT BIG [Technical]	Main Gym
10:15-12:30	BECOMING SUPER [Fine Arts]	Choir Room
11:00-12:00	CASTING SHADOWS [Improvisation]	Library
12:45-2:00	HELPING HANDS [Early Learning]	Library
Opens at 9:30	Instant Challenge Check In	RED Arrow on map
CELEBRATION		
10:00-2:00	Photo Booth and IC TA DA!	Hall exiting IC to Commons
10:00-2:00	Pin trading and other activities - FUN	Commons
3:00	Pre-Award activities	Main Gym
3:15-3:00	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!



NEW FOR 2026: Former Team MANAGERS working at the tournament today are wearing PURPLE TIES.

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.

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 return the school to the way we found it.

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 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.
- 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 2:30** so we can reset the room before going into the Gym for the Closing Ceremony.
- All teams and supporters should report to Main Gym for the Closing Ceremony as soon after 3:00 p.m. as possible.
- Teams qualifying for the next level of competition (Global Finals) will receive information about a virtual information meeting at **10 a.m. Sunday, March 15, 2026**. Log in information will be included with final scores provided at Closing Ceremonies.



TECHNICAL CHALLENGE

- 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 that show off the team’s interests, skills, areas of strength, and talents.

Team #	Organization Name/Location	Team Name/ Team Manager(s)	Team Challenge Time	Instant Challenge Time
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ELEMENTARY LEVEL

137-13542	Salem Homeschoolers Salem	Team Hedgehog <i>Nora Robinson</i>	10:20	11:20
137-79512	Ridgewood Elementary Beaverton	Little Demons <i>Ally Dressen</i>	10:40	11:40
137-30141	McBride Elementary St Helens	Bob Ross Builders <i>Kasaundra Richards, Chanda Sloan, Shawn Sloan</i>	11:20	1:00
137-37173	Markham Elementary Portland	Do It or Don't <i>Erica Austin</i>	11:40	1:20



GOJIRA FLYING KNIGHTS



FANTASTICS

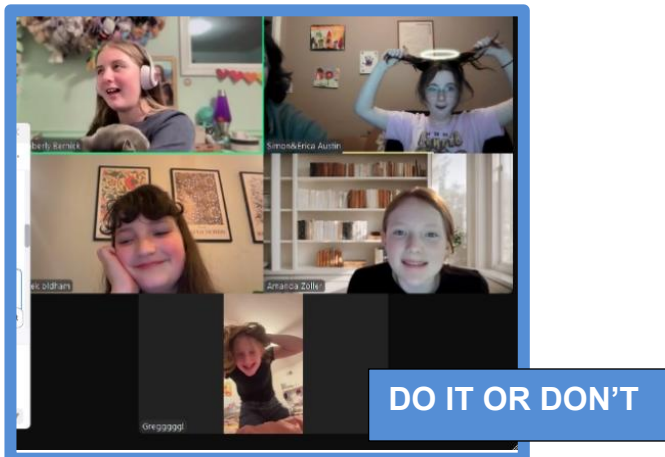


**BECOMING
SUPER
FINE ARTS**

FINE ARTS CHALLENGE

- 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 that show off the team’s interests, skills, areas of strength, and talents.

Team #	Organization Name / Location	Team Name / Team Manager(s)	Team Challenge Time	Instant Challenge Time
ELEMENTARY LEVEL				
137-14500	Markham Elementary Portland	Good Baddies <i>Simon Austin</i>	10:40	12:00
137-27818	21st CLCC Klamath Falls	Glitter Girls <i>Kali Carter, Bill Patterson</i>	11:00	12:20
SECONDARY LEVEL				
137-64378	Lake Oswego High School Lake Oswego	BOX <i>Kathy Pine</i>	11:40	1:00
137-91627	Pleasant Hill High School Pleasant Hill	Teaminators 4.0 <i>Robin Weaver</i>	12:00	1:20





CASTING SHADOWS
IMPROVISATIONAL

IMPROVISATIONAL CHALLENGE

- 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 of a shadow screen and a box of materials to enhance the skit.

Team #	Organization Name / Location	Team Name / Team Manager(s)	Team Challenge Time	Instant Challenge Time
ELEMENTARY LEVEL				

137-65211	Pleasant Hill Elementary Pleasant Hill	Fantastics <i>Sarah Wernecke</i>	11:20	10:20
137-86956	Fort Vannoy Elementary Grants Pass	We Don't Know <i>Alyssa Evans</i>	11:40	10:40



THE TEAMINATORS 4.0



LITTLE DEMONS



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 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 that show off the team’s interests, skills, areas of strength, and talents.

Team #	Organization Name / Location	Team Name / Team Manager(s)	Team Challenge Time	Instant Challenge Time
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No teams selected the Service Learning challenge for 2025-26.



WE DON'T KNOW



GOOD BADDIES



**ABOVE AND
BEYOND**
ENGINEERING

ENGINEERING CHALLENGE

- 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 that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name / Location	Team Name / Team Manager(s)	Team Challenge Time	Instant Challenge Time
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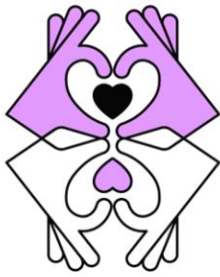
No teams selected the Engineering challenge for 2025-26.



SUSPICIOUS SEVEN



BOB ROSS BUILDERS



**HELPING
HANDS**
EARLY LEARNING

EARLY LEARNING CHALLENGE

- 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 that shows off the team’s interests, skills, areas of strength, and talents.

Team #	Organization Name / Location	Team Name / Team Manager(s)	Team Challenge Time	Instant Challenge Time
137-79668	21st CLCC Klamath Falls	The Helper Team <i>Emily Smith, Taddonisha Campos Mejia</i>	1:00	2:00
137-60705	McBride Elementary St Helens	Gojira Flying Knights <i>Jen Nelson</i>	1:20	2:20
137-65504	Pleasant Hill Elementary Pleasant Hill	The Thrilling 3 <i>Phoebe Cooksey</i>	1:40	2:40

THE GLITTER GIRLS



THE HELPER TEAM

Other Tournament Events

During the tournament, teams and spectators are encouraged to watch and support other teams as they present their solution in a challenge. Other activities may include instant challenge games or cheering for Teams as they enter the TA DA area.

At the Affiliate Finals Tournament, Oregon DI sells pins – current or recent year sets from Oregon DI, as well as grab bags of older pins, usually from our International Teams and affiliates around the US. There are also auctions for tee shirts or pin sets, and paper plates that have full sets of pins from other affiliates. These are all optional activities, but Team Members and adults who participate enjoy it, and the sale of these pins is a great financial resource for Oregon DI. Pin Sales will be in the Commons.

Inclement Weather



Image description: A black and white pictogram of storm clouds with lightning, rain, and wind.

If inclement weather will have any impact on the tournament schedule, teams will be notified via email or text message to Team Managers.

RAIN in Oregon is always possible and Teams should prepare to move their props, costumes and other materials from a parking lot to a protected area inside the Tournament. Having umbrellas, a tarp or plastic painters drop cloth, etc. at the ready is always a good idea, just in case.

Emergency Procedures



Image description: black and white pictograms of an alarm light, first aid kit, and an alert sign with an exclamation point.

The fire alarms in the building have flashing lights and loud repetitive sirens. If the need for an evacuation arises, please follow posted exit signage to safety. At the Affiliate Finals Tournament at Evergreen Middle School there are fire extinguishers located throughout the school, in central hallways.

At the Affiliate Finals Tournament, small first aid kits are available at the Appraiser Table at each performance site including Instant Challenge, as well as the Information Table at Registration. If a medical emergency should occur, we will immediately call 911. Please notify the nearest tournament volunteer for assistance.

Food/Drink



Image description: Black and white pictograms of food and drink such as an apple, water bottle, and milk carton.

No food and drinks will be available or provided during the Affiliate Tournament. The exception is that Oregon DI will provide food for appraisers and other tournament-assigned volunteers. If a participant who is NOT an appraiser has a health crisis (example, low blood sugar) please come to the room marked APPRAISER LOUNGE adjacent the registration table and we will try to help you.

Teams and spectators are welcome to bring their own food and drinks. (HINT: The Team Managers are working with the kids! This is a great task for team parents or supporters.) We ask that you enjoy your food and drinks in the Commons at the Affiliate Finals Tournament in Hillsboro and do NOT take food or drink into the performance sites. Anyone seeking an allergen-free space may utilize a separate area. Please check with the Affiliate Director at the Registration Desk at each event.



BOX



THE THRILLING 3



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. Whether we have 20 teams solving a challenge, or just a few, the Teams deserve a fully staffed, well-trained team that can appraise the student's work appropriately, and we are so pleased that we are able to do this. We are so very thankful for these volunteers!

Program alumni are marked with an A.

Technical: WIN IT BIG	Ed Hershberg, Affiliate Challenge Master
Scientific: UNFORGETTABLE	Meg Craig, Affiliate Challenge Master (A)
Engineering: ABOVE AND BEYOND	Riley DeBacker, Affiliate Challenge Master (A) Ernie Chang, Regional Challenge Master (A)
Fine Arts: BECOMING SUPER	Beka Feathers, Affiliate Challenge Master (A) Cami White Thompson, Regional Challenge Master (A)
Improvisation: CASTING SHADOWS	Heather Bryant, Affiliate Challenge Master (A) Lisa Thornton, Regional Challenge Master (A)
Early Learning: HELPING HANDS	Lori Walker, Affiliate Challenge Master
SCORE ROOM	Brian Dickman Affiliate Challenge Master (A)
INSTANT CHALLENGE	Jim Crouser, Affiliate Challenge Master



CHALLENGE EXPERIENCE

SPECIAL AWARDS

In Destination Imagination, there are awards given that are related to high scores and others that are given for solutions that are outstanding and special. Some tournaments give trophies, some give medals, some give certificates, and some even have awards that teams receive just by participating in the tournament.

Appraisal Teams may nominate a team or an individual for an award, as specified below. The award nomination is read and evaluated by a committee appointed by the Tournament Director. Please note that not all nominations result in awards.

The Spirit of Discovery and Imagination Award (Spirit of DI Award)

From its very beginning, Destination Imagination has been a community. The recipients of this award are those who go out of their way to make sacrifices for others. We recognize and applaud these members of our community who demonstrate outstanding and extraordinary levels of sportsmanship, volunteerism, and spirit, be they Team Managers, team members, officials, or other helpful DI friends and volunteers.

Criteria: This award is given to a team or individual(s) in recognition of those who act as superior role models in the areas of spirit, teamwork, sportsmanship, volunteerism, diversity, equity, and/or inclusion.

The Renaissance Award

On our journey, we sometimes encounter exceptional travelers who entertain and enlighten us along the way. The Renaissance Award recognizes those among us who demonstrate extraordinary amounts of effort and preparation in their solutions or outstanding skill in engineering, design, or performance. While the destination is creativity, these fellow travelers make the journey itself memorable.

Criteria: This award is given to a team for outstanding skill in the areas of design, engineering, execution, or performance.

The DaVinci Award

The paths we follow on our journeys were once uncharted and unknown, until someone took a bold step in a new direction and paved a way for us to follow. To solve our Challenges, imagination, creativity, originality, and courage are required. We honor these teams who most clearly demonstrate that spirit of adventurous risk in their solutions—those who most creatively traveled to reach truly new and unique destinations. The DaVinci Award is named to honor one of humanity's greatest creative thinkers, Leonardo DaVinci.

Criteria: This award is given to a team for having a unique approach to a solution, for risk taking, and/or for outstanding creativity (not necessarily skill or talent.)

SNEAK PEAK AT 2026-27 CHALLENGES



Technical Challenge: Get Sorted

In this season's Technical Challenge, your team will create a sorting system that can get things where they're supposed to be. You will also bring the idea to life through a story about a character who arrives in the wrong place.



Engineering Challenge: Under Investigation

In this season's Engineering Challenge, your team will create a weight measurement system that can determine the weight of an object as accurately as possible. You will also demonstrate your system as part of a story about a detailed investigation.



Scientific Challenge: Lab Legends

In this season's Scientific Challenge, the stakes are high as two rivals race toward the same goal using applied science. Keep the story moving with a live-action montage.



Fine Arts Challenge: Act Natural

Spin a fable about a lesson to be learned in this season's Fine Arts Challenge. Use interactive scenery, an animated prop, and natural materials to bring your fable to life.



Improv Challenge: Just Duet

Step into the shoes of a famous duo who find themselves in a ridiculous situation as you take on this season's Improvisational Challenge. Use your improv skills, a single tool, and background music to tell your two-act story.



Service Learning Challenge: Game Changers

Design and carry out a project that addresses a real community need in this season's Service Learning Challenge. Share what you've accomplished through a story set in a video game world—collecting resources, facing challenges, and pushing toward your goals.



Early Learning Challenge: Feeling Wild

Animals have amazing ways of using their senses to explore the world around them. In this season's Early Learning Challenge, your team will learn about animal senses and create a fun story about animals who find a mysterious object



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

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

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 2026-27 season.

Learn more at DestinationImagination.org

