TOURNAMENT DATA FORM

CLOSE ENCOUNTERS: PAGE 1 OF 3

Tear	m Name:	_ Team Number:				
Scho	ool/Organization:		Level: EL	ML	SL	UL
they	our teams and Team Managers: Help your Appraisers identify can award you all of the points you have earned. Please fill or Level teams only: Team Managers MAY fill out the form, wr	out this 3-page form comp	oletely and n	eatly. F		
	RT ONE: REQUIRED PAPERWORK					
	he tournament Presentation Site, the Prep Area Appraiser will ask ns is below. None of the forms listed below can be used as a sco		mplete chec	klist of 1	the rec	_l uired
You	ır team needs:					
	Five copies of the completed PAGE ONE and PAGE TWO form.	of the Tournament Data F	orm. This is	PAGE	ONE	of the
	One Copy of the completed PAGE THREE of the Tournament Data Form. This page helps your team reflect on how you experienced the creative process.					w you
	Two Copies of the completed Declaration of Independence. Blank copies of this form can be found in the Rules of the Road. One copy of this form is for Team Challenge, the other copy is for you to take to Instant Challenge.					of the
	One Copy of Team Clarifications issued to your team.					
	Team Identification Sign: This will tell the Appraisers and the Number, School/Organization (if different from Team Name), a more information.					
	Published Clarifications: You need to be sure you are aware of DestinationImagination.org	f the Published Clarification	ns for this Ch	allenge	availa	ble at
	Newspaper: Newspaper in unaltered condition to be used fo mercially made plastic bag of any size up to 13 gallons (49 lite	•	∖ll newspape	er must	fit in a	com-
DA	DT TWO: DEGILIDED IMPDOV FLEMENTS:					

List the Confined Spaces that the team has selected to research. The Prep Area Appraiser will highlight the Confined Space selected to be integrated into the Skit.

Elementary Level teams will select 6 Confined Spaces to research. Elementary Level teams must research at least one Confined Space from each Section.

EL Number	EL Section	EL Confined Space
1	А	
2	В	
3	С	
4	D	
5	Е	
6		

TOURNAMENT DATA FORM

CLOSE ENCOUNTERS: PAGE 2 OF 3

School/Organization:		Level: EL ML SL U
		dle Level teams must research at least one Confined
ML Number	ML Section	ML Confined Space
1	А	
2	В	
3	С	
1	D	
5	Е	
5		
7		
econdary Level and Univers	sity Level teams will select 12 Confined t least two Confined Spaces from each SL Section	Spaces to research. Secondary Level and University of Section. SL Confined Space
	-	•
econdary Level and Univers evel teams must research a SL Number	SL Section	Section.
econdary Level and Univers evel teams must research a GL Number	SL Section A	Section.
econdary Level and Univers evel teams must research a r BL Number	SL Section A A	Section.
econdary Level and Universevel teams must research and Elevel	SL Section A A B	Section.
econdary Level and Universevel teams must research and Example 1	SL Section A B B	Section.
econdary Level and Univers evel teams must research a r	SL Section A A B	Section.
econdary Level and Universevel teams must research at SL Number	SL Section A B B C	Section.
econdary Level and Universevel teams must research at SL Number 1 2 3 4 5 6 7	SL Section A B B C C	Section.
econdary Level and Universevel teams must research at SL Number 1 2 3 4 5 6 7	SL Section A B B C C C D	Section.
econdary Level and Universevel teams must research at SL Number	SL Section A A B B C C C D D	Section.
econdary Level and Universevel teams must research and Examples of the Example	SL Section A A B B C C C D D E	Section.



CLOSE ENCOUNTERS: PAGE 3 OF 3

leam Name:					
School/Organization:		Level: EL	ML	SL	UL
PART THREE THE CREATIVE PROCESS: Reflect on how your team exper Team Challenge:	enced each stage of the creat	ive process	as you	solve	d th
1. RECOGNIZE: Understanding all the issues or points of the C	hallenge:				
2. IMAGINE: Using your imagination to explore new ideas about	ut possible solutions to the Chal	lenge:			
3. INITIATE and COLLABORATE: Taking risks and going beyon collaborative way. Listening to all team ideas before judging the		o a solution	. Workir	ng in a	I
4. ASSESS: Assessing the solution as it is being created and aft	er it is finished:				
5. EVALUATE: Reflecting on the experience, thinking about wh	at was learned, celebrating the	eam's journ	ey		
and accomplishments:					