## TOURNAMENT DATA FORM

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 Page 1 as a checklist for your paperwork and fill out Page 2 and Page 3 completely and neatly. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team.

## PART ONE: Required Paperwork

At the tournament Presentation Site, the Prep Area Appraiser will ask for your team's forms. A complete checklist of the required forms is below.

## Your team needs:

$\square 5$ copies of the completed PAGE 2 of the Tournament Data Form. This is PAGE 1 of the form.
$\square 1$ copy of the completed PAGE 3 of the Tournament Data Form. This page helps your team reflect on how you experienced the creative process.2 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 of is for you to take to Instant Challenge.
$\square 1$ copy of the completed Expense Report. This form can be found in the Rules of the Road. Be sure to bring copies of your receipts in case you are asked for them, but it is not necessary to attach them to the form.1 copy of Team Clarifications issued to your team.
$\square$ Team Identification Sign: This will tell the Appraisers and the audience who you are. It should list your Team Name, Team Number, School/Organization (if different from Team Name), and Level. It cannot be scored. See the Rules of the Road for more information.
$\square \quad$ Published Clarifications: You need to be sure you are aware of the Published Clarifications for this Challenge available at Destinationlmagination.org.

## PART TWO:

Improv Element 2: Stock Character
Do not mark on this table. For Official use only.

| REGIONAL TOURNAMENT | AFFILIATE TOURNAMENT | GLOBAL FINALS |
| :---: | :---: | :---: |
| Animal Trainer | Artist | Director |
| Auctioneer | Athlete | Eccentric Person |
| Chef | Boss | Explorer |
| Construction Worker | Captain | Free Spirit |
| Dentist | Clown | Hero |
| Doctor | Criminal | Lazy Person |
| Engineer | Inventor | Liar |
| Farmer | Knight | Optimist |
| Firefighter | Philosopher | Perfectionist |
| Police Officer | Pilot | Pessimist |
| Professor | Royal Person | Rebel |
| Salesperson | Student | Scared Person |
| Tour Guide | Volunteer | Slob |
| Villain | Warrior | Trickster |

## Improv Element 3: Genre

The team should list its researched and chosen Genres below.

|  | SLAND ULTEAMS ONLY | SLAND ULTEAMS ONLY |  |
| :---: | :---: | :---: | :---: |
| 1 |  | 16 |  |
| 2 |  | 17 |  |
| 3 |  | 18 |  |
| 4 |  | 19 |  |
| 5 |  | 20 |  |
| 6 |  |  |  |
| 7 |  |  |  |
| 8 |  |  |  |
| 9 |  |  |  |
| 10 |  |  |  |

Team Name: $\qquad$ Team Number: $\qquad$ - $\qquad$ - $\qquad$ - ロUL

PART FOUR
THE CREATIVE PROCESS: Reflect on how your team experienced each stage of the creative process as you solved the Team Challenge.

1. RECOGNIZE: Understanding all the issues or points of the Challenge:
2. IMAGINE: Using your imagination to explore new ideas about possible solutions to the Challenge:
3. INITIATE and COLLABORATE: Taking risks and going beyond the minimum as you commit to a solution. Working in a collaborative way. Listening to all team ideas before judging them:
4. ASSESS: Assessing the solution as it is being created and after it is finished:
5. EVALUATE: Reflecting on the experience, thinking about what was learned, celebrating the team's journey and accomplishments:
