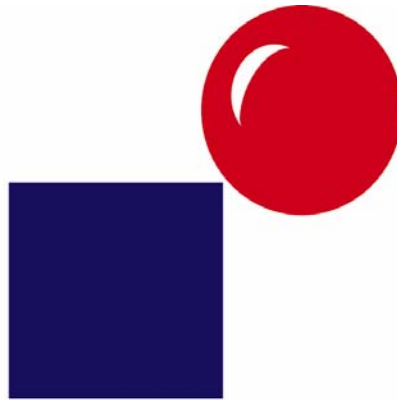


TravelGuide for Teams 2006-07

A Guide to the Tournament for Destination ImagiNation
Teams



DestinationImagiNation™

The most important course in education.

**Everything your team needs to know about preparing for
your Tournament, including:**

What will happen at your Presentation Site, who's who on the Appraisal Team,
how teams are awarded points, and lots more!

TravelGuide for Teams 2006-07

Table of Contents

GOALS – METHODS – ASSESSMENT	2
INTRODUCTION: WHAT IS A TRAVELGUIDE?.....	3
SECTION 1: WHO'S WHO AT THE PRESENTATION SITE.....	4
THE CHALLENGE MASTER	4
HEAD APPRAISER	4
APPRAISER.....	4
<i>The Prep Area Appraiser (All Team Challenge Sites).....</i>	<i>4</i>
<i>The Team Challenge Appraiser.....</i>	<i>4</i>
<i>The Instant Challenge Appraiser.....</i>	<i>4</i>
<i>Switching traDitions Teams: The Prep Area Appraiser for Check-In & the StuDIo Supervisor:.....</i>	<i>4</i>
<i>Card-DI-ology Teams: The Structure Check-In Appraiser.....</i>	<i>5</i>
SUPPORT OFFICIALS	5
SECTION 2: SITE PROCEDURES FOR TEAM AND INSTANT CHALLENGES.....	6
SITE PROCEDURES FOR INSTANT CHALLENGE	7
SITE PROCEDURES: CHALLENGE A: DIRECT FLIGHT.....	ERROR! BOOKMARK NOT DEFINED.
SITE PROCEDURES: CHALLENGE B: CSI:DI.....	ERROR! BOOKMARK NOT DEFINED.
SITE PROCEDURES: CHALLENGE C: ROUND ABOUT COURAGE	ERROR! BOOKMARK NOT DEFINED.
SITE PROCEDURES: CHALLENGE D: SWITCHING TRADITIONS.....	ERROR! BOOKMARK NOT DEFINED.
SITE PROCEDURES: CHALLENGE E: CARD-DI-LOGY	ERROR! BOOKMARK NOT DEFINED.
SECTION 3: HOW MANY POINTS WILL APPRAISERS GIVE US?	15
SUBJECTIVE AND OBJECTIVE SCORES	15
AWARDING POINTS FOR TEAMWORK	16
AWARDING POINTS FOR CREATIVITY OF A SOLUTION OR PRESENTATION	17
AWARDING POINTS FOR THE USE OF THE IMPROV ELEMENT	18
AWARDING POINTS FOR THE CREATIVE USE OF MATERIALS	19
SECTION 4: SCORING: ABOUT YOUR TEAM CHALLENGERAW SCORES.....	20
HOW DOES THE TEAM CHALLENGE SCORING PROCESS WORK?	20
WHAT DO THE RAW SCORES TELL US?	20
TIES.....	20
SECTION 5: AWARDS AND ADVANCING TO THE NEXT TOURNAMENT LEVEL	21
AWARDS	21
ADVANCING TO THE NEXT TOURNAMENT LEVEL.....	21
GLOBAL FINALS TOURNAMENT	ERROR! BOOKMARK NOT DEFINED.
<i>Housing and Meal Packages</i>	<i>21</i>
OUR CALENDAR: WHAT STILL NEEDS TO BE DONE?	23
INFORMATION FOR YOUR PARENTS AND FANS.....	24
TOURNAMENT TRAVELGUIDE TIPS FROM TEAMS!.....	25
CHECKLIST FOR THE TOURNAMENT	28
AFTER THE TOURNAMENT	30
LOOKING BACK AND LOOKING AHEAD	30

The Destination ImagiNation® Program

Goals – Methods – Assessment

Educational Goals of the Program



Destination ImagiNation® is a community-based, school-friendly program that builds participants' creativity, problem solving, and teamwork in enjoyable and meaningful ways. The goals of Destination ImagiNation® are for participants to:

- ★ Foster creative and critical thinking
- ★ Learn and apply Creative Problem Solving method and tools
- ★ Develop teamwork, collaboration, and leadership skills
- ★ Nurture research and inquiry skills, involving both creative exploration and attention to detail
- ★ Enhance and apply written and verbal communication and presentation skills (both impromptu and sustained)
- ★ Promote the recognition, use, and development of many and varied strengths and talents
- ★ Encourage competence in, enthusiasm for, and commitment to real-life problem solving

Methods



- ★ Young people of similar age work on teams of 2-7 members over an 8-12 week period
- ★ No Interference is allowed from anyone outside of the team
- ★ Adult Team Managers act as facilitators to a team
- ★ Team Manager training is provided by experienced trainers in all 58 Affiliates
- ★ Problem solving skills are cultivated by using Tools
- ★ Teamwork is developed by using the eight building blocks for successful teams
- ★ Creativity is appreciated by *Team-* and *Instant Challenges* that are open ended
- ★ Individual and team strengths are promoted by Side Trips; based on Multiple Intelligence Theory
- ★ *Instant Challenges* engage participants in rapid-fire critical thinking
- ★ *Team Challenges* engage participants in sustained problem solving

Assessment



- ★ Tournaments are a celebration of what the team HAS accomplished and the PROCESS learned
- ★ Solutions are evaluated and Reward Points are a component of *Instant* and *Team Challenges*
- ★ Appraisers are trained to reward the PROCESS that the team has experienced
- ★ *Tournament Data Forms* provide opportunity for teams to culminate their experience
- ★ Special Awards are given for exceptional creativity, teamwork, and innovation
- ★ At the end of the Destination ImagiNation® season, teams have an active reflection time

The Destination ImagiNation® TravelGuide for Teams

Introduction: What is a *TravelGuide*?

This *TravelGuide for Teams* is FOR YOU! It tells you what to expect at your Tournament. Inside this Guide you will find information that includes what will happen at your Presentation Site and tips from teams and Team Managers on how to have a great Tournament experience. We hope you have a great Tournament day!

Here are the most important things to know about your Tournament:

1. **The Tournament Team wants it to be a great experience for you!** EVERYBODY has worked very hard to set up your Tournament so that you can have a great day, filled with fun and creativity. Sometimes things don't go as well as we would like, but we want you to know that your Tournament Team is doing the very best job they can. Who is your Tournament Team? It's the Tournament Directors, Challenge Masters, Appraisers, your Team Managers and your parents - all the people who are working together to give your team a great, creative day where you can show off your Challenge solution!
2. **We WANT to Award Your Team Points!** The Appraisal Teams are going to work very hard to make sure that your team receives every possible point you earn. They aren't looking for mistakes and they aren't trying to find ways to deduct points from your score. They WANT to give you and every other team lots of points, but they need to be fair to all teams, and that means they can't give you points you didn't earn.

Some Terms You Should Know:

We will be using these terms over and over again in this *TravelGuide*, so we thought we should make sure you know them, too.

Team Challenge: The *Team Challenge* has two parts (except for Challenge D: *Switching traDitions*). The first part is the **Central Challenge** that your team has been working on for the past several months, and the second part is the **Side Trips**. You will be presenting the solution to your *Team Challenge* at the Tournament. Your family and friends can watch you perform your solution.

Central Challenge: When you see the term *Central Challenge*, we are talking about:

Challenge A: *Direct Flight*

Challenge B: *CSI:DI*

Challenge C: *Round About Courage*

Challenge D: *Switching traDitions*

Challenge E: *Card-DI-ology*

At some Tournaments, there will also be *Rising Stars!*® teams presenting their *Team Challenge* solutions. The *Rising Stars!* *Team Challenge* is *Make It New, It's Up to You!*

Side Trips: *Side Trips* are the two creations that your team chooses based on your Specialties. There are two *Side Trips* in all *Team Challenges* except *Switching traDitions*, which has none. If you don't know what "Specialties" are, and if you would like to find out what your team's Specialties are, you can fill in the *Side Trip Specialties Inventory* and it will tell you! This fun questionnaire can be found with the Program Materials in the DI Resource Area. Go to www.idodi.org and click on "Resource Area" at the top of the page.

Instant Challenge: At the Tournament, your team will also be asked to solve a Challenge "instantly." We call this type of Challenge "*Instant Challenge*." Your family and fans may NOT watch this part of the competition day, but one Team Manager may.

Appraiser, Appraisal Team: An Appraiser is a volunteer who will watch your *Team Challenge* or *Instant Challenge* Presentation and award your team points for what you have created. Appraisers work in teams. Your Destination ImagiNation Appraisal Team is made up of the volunteers who will help you get all set for your Presentation, watch your Presentation, time your Presentation, and evaluate it. Some people might call this team a 'panel of judges,' but we think they are more than judges. They are a caring team of nice people who have volunteered to work together to make sure your team can present your solution in the best way possible. Each member of the Appraisal Team has a special job to do, and they have been trained to do it well.

Section 1: Who's Who at the Presentation Site

This is an introduction to the teams of volunteers who will be working with you at your Tournament. Some will be Appraisers, and others will be volunteers in other roles.

The Challenge Master

A **Destination ImagiNation Challenge Master** is the top official for your *Team Challenge* or *Instant Challenge* at your Tournament. The Challenge Master is the person who trains the Appraisal Team, sets up and is in charge of all the Presentation Sites for that Challenge at the Tournament. So the Challenge Master for your *Team Challenge* or *Instant Challenge* is the top expert in your Challenge.



Head Appraiser

A **Head Appraiser** supervises the Appraisal Team for **one specific Presentation Site**. The Head Appraiser is trained by the Challenge Master. It is his/her job to make sure that the Presentation Site runs smoothly.

★ For Example: If your Tournament has more than one Presentation Site for *Card-DI-ology*, the Challenge Master is in charge of **all** the *Card-DI-ology* sites, but each site would have a Head Appraiser who makes sure that the specific site's Appraisal Team is doing its job.

Either the Head Appraiser or the Challenge Master will present your Team Representative and/or Team Manager with your *Team Challenge* Raw Scores.

Appraiser

An **Appraiser** is a person who evaluates one or more parts of your team's Presentation and may or may not awards points, depending on the specific appraisal job the person is doing. There are several different appraising "roles" or jobs. Here are the main ones:

The Prep Area Appraiser (All *Team Challenge* Sites)

The **Prep Area Appraiser** will:

1. Greet your team and Team Manager(s)
2. Collect and check all required items, such as paperwork and props
3. Tell you all about the Presentation Site and the Appraisal Team
4. Answer any questions you have and take care of you until it's time for you to present your solution

The *Team Challenge* Appraiser

The ***Team Challenge* Appraiser** evaluates some or all of the required things in your team's Challenge, including the *Side Trips*. Usually there are at least three Appraisers doing this job. After your Presentation, these Appraisers will come and talk to your team about what they have seen and heard you do. Be sure to show them and tell them about the things of which you are proudest.

The *Instant Challenge* Appraiser

There will be at least two or three ***Instant Challenge* Appraisers** for each *Instant Challenge* site. The Appraisers will score your team based on how well you solve your Challenge. *Instant Challenge* Appraisers are VERY friendly and they love to watch your team work on a solution.

***Switching traDitions* Teams: The Prep Area Appraiser for Check-In & the StuDIo Supervisor:**

For the *Switching traDitions* Challenge, there are two special Appraisers.

1. The **Prep Area Appraiser for Check-In** will check your team in before you go into the StuDIo, and make sure you have all the items you need to solve your Improv Challenge. The Prep Area Appraiser for Check-In will introduce you to the **StuDIo Supervisor**.

2. The **Studio Supervisor** will take you to your StuDio, let you randomly select your choices, and watch your team work on its solution. The StuDio Supervisor will not actually be scoring you in terms of points, but he/she will write down some friendly comments about how your team works together.

Card-DI-ology Teams: The Structure Check-In Appraiser

For the *Card-DI-ology* Challenge, there is a special Appraiser. The **Structure Check-In Appraiser** will examine your Structures, measure them and weigh them, and make sure they are in keeping with the guidelines in the Challenge. Before your team goes to the Prep Area for *Card-DI-ology*, you **MUST** have your Structures checked.

Support Officials

A **Destination ImagiNation Support Official** is a person who is part of the Appraisal Team, but who does not specifically evaluate aspects of the team's Presentation. This includes the Number Cruncher, Doorkeeper, Timekeeper, and Announcer. Sometimes these jobs are combined.

1. The **Number Cruncher** sorts all the score sheets after the Appraisers have marked their scores on them, then puts them in order, tallies the scores, and sends them to the Score Room where they will be checked again. Sometimes the Number Cruncher will put the scores into the Scoring Program at the Presentation Site, and sometimes the scores will be figured with a calculator, but they will always be checked to be sure they are correct.
2. The **Doorkeeper** is a person who makes sure that the door to your Presentation Site stays shut while your team is performing if you have a site that requires a closed door.
3. The **Timekeeper** is the person who times your Presentation.
4. The **Announcer** is the person who will introduce your team and provide you with the Improv Element, if your Challenge has this requirement.

Section 2: Site Procedures for *Team* and *Instant Challenges*

Do you wonder what will happen when your team arrives at your *Instant Challenge* or *Team Challenge* Site?

Who will meet you there? What will happen in the Prep Area? How will you know when to begin your Presentation?

Site Procedures tell you exactly what will happen when you reach your Presentation Site.

On the following pages you will find Site Procedures for *Instant Challenge* and each *Team Challenge*.

Site Procedures for *Instant Challenge*

Also see “Instant Challenge Procedures” in the Rules of the Road.

Each team will report to the *Instant Challenge* Check-In Appraiser 15 minutes prior to their scheduled *Instant Challenge* time. The team will give him/her one copy of their completed *Declaration of Independence* form.

1. The team will be escorted by an Appraiser to the *Instant Challenge* room. One Team Manager, preferably the Team Manager of Record, may accompany the team to the *Instant Challenge* room, but that Team Manager may not advise, signal or communicate with the team during the *Instant Challenge* competition.
 - a. Team members make the decision of whether the Team Manager will accompany the team to the *Instant Challenge* room.
 - b. Assistant Team Managers under the age of 18 may NOT accompany the team into the *Instant Challenge* competition room.
2. Timing devices that beep or make a sound signifying an elapse of time may not be brought into the *Instant Challenge* room, since they may confuse the Appraisers.
3. Before the team is presented with their *Instant Challenge*, they will be asked to repeat the solemn promise below. They may also have this presented in written form and they will sign the promise. This may take place when the team checks in at *Instant Challenge*, while they are in the Holding Area, or when they are in the competition room.

“We promise not to talk about ANYTHING that we see, hear, do or say in this room UNTIL AFTER GLOBAL FINALS. If we are heard or are found to have shared this Challenge with anyone, we will be disqualified from the Tournament. However, we can talk about it privately among our team and Team Manager(s)!”
4. The Team Manager and any team member who chooses not to participate will be seated out of the way where they may observe the team working on its solution.
 - a. The Team Manager must turn off all electronic devices he/she may have, such as cell phones, beepers, pagers, timing devices, etc. Failure to do this may result in a deduction for Interference.
 - b. Neither the Team Manager nor any non-participating team member may speak or motion in any way to the team or it will be considered Interference, and a deduction may be assessed.
 - c. The Team manager may not take notes, videotape, or record the team during their *Instant Challenge*.
5. An Official will read:

“WELCOME to the *Instant Challenge* portion of our Tournament! Anything is possible here, and you will have the opportunity to demonstrate your creative, “thinking on your feet” skills. For every team who is competing in your *Team Challenge* at your competition level, we will be presenting this *Instant Challenge* today.”
6. The *Instant Challenge* will then be presented to the team. Each team in your *Team Challenge* and competition Level will be given the same *Instant Challenge* by the same Appraisers.
 - a. If the Challenge is Task-Based, unless otherwise stated, taped or marked areas may not be altered in any way.
 - b. If the Appraisers feel that the team is working under an obvious misconception, they will attempt to clarify the Challenge without adding to the solution.
7. If a team member has a question about the *Instant Challenge*, he or she is welcome to ask it, but this is done once time has begun. There is NOT a period of time set aside specifically for questions.
8. When the team has finished its *Instant Challenge*, an Appraiser will escort them out of the *Instant Challenge* area. Scores for the *Instant Challenge* will not be revealed until after the Award Ceremony. *Instant Challenge* scoresheets are NOT returned to the teams.

Site Procedures: Challenge A: *Direct Flight*

When does a team report to the Prep Area and what happens there?

All team members, the Team Manager(s), props, costumes, required paperwork and any other items used in their Presentation should report to the Prep Area at least 20 minutes before their scheduled Presentation time. At most Tournaments, the Prep Area is very near the Presentation Site. Once there, the Prep Area Appraiser will greet the team and accept the team's paperwork.

The team's paperwork includes one copy of the *Declaration of Independence*, one copy of the *Expense Report*, and five copies of the *Tournament Data Form*. In addition, the team should have any **Team Clarifications they have received**. The Prep Area Appraiser will go through the *Prep Area Checklist* with the team. Using the Checklist, the Prep Area Appraiser will verify that all required Challenge elements are present, inspect props for safety, and make sure required foot coverings are on all team members. The Prep Area Appraiser will answer the team's questions and explain to the team and the Team Manager(s) when and where the team's raw scores may be obtained after the Presentation. He/She will distribute the team's paperwork to the appropriate Appraisers.

The Tournament Data Form

Although *Tournament Data Forms* are mostly informational, in this challenge they list words and usages that the Appraisers must listen for in the Skit (see A.8 in the Challenge). Without the *Tournament Data Form*, Appraisers are likely to miss this aspect of the team's solution. Teams are strongly encouraged to supply *Tournament Data Forms* for this reason; however, they are to be used **only** to help the Appraisers understand a team's solution. Other than the word list, if an element that fulfills a Challenge requirement occurs, even if it does not happen in the exact way it is described on the TDF, it will receive score.

The team will then move to the **Launch Area**, a 'holding area' immediately adjacent to the Presentation Site, to wait for their Presentation time. After the team has moved to the Launch Area, the Team Manager(s) and any non-performing team members will be Directed to leave the Launch Area and be shown to designated seats.

When does the Presentation begin?

When all is ready, the Prep Area Appraiser will Direct the team's attention to the Timekeeper/Announcer. **This Challenge has a modified starting procedure**. The Timekeeper/Announcer will introduce the team to the audience and ask both the team and the Appraisers if they are ready. When all are ready, the Timekeeper/Announcer will then say, "Here is your sheet of paper to construct your On-site Aircraft. You have one minute to begin constructing your On-site Aircraft." After one minute, the Timekeeper/Announcer will say, "You may BEGIN." From that point, the team will have **eight minutes** to complete site set-up and the Presentation.

When does the Presentation end, and what happens then?

The Presentation will stop when the **eight-minute** time period ends, or at a signal from the team, whichever comes first. Any non-performing team members should join the group at this time. The team members should take center stage and take a bow to the applauding audience! After this celebration, the Appraisers will discuss the team's solution with all team members, ask questions, and possibly ask for demonstrations.

An Official will tell the team when it is time to remove all items from the Presentation Site. Anyone may help the team remove its items quickly and help the team clean up the site. It is the team's responsibility to bring any clean-up materials necessary. The Presentation Site must be left clean and dry for the next team.

When does the team receive their Raw Scores?

Approximately 30 minutes after their Presentation, the Head Appraiser or Challenge Master will have the team's Raw Scores available. This time period may vary at Tournaments depending on Scorerroom procedures. ONE Team Representative and ONE Team Manager may approach the Head Appraiser and ask for the scores. The Head Appraiser will review the *Team Challenge* Raw Scores and any deductions. The Team Rep returns to the team to share the scores, and the team has 30 minutes to return to the Head Appraiser or Challenge Master if any questions or concerns arise. For a complete explanation of the Scoring and Appeals process, see the *Rules of the Road*.

Site Procedures: Challenge B: *CSI:DI*

When does a team report to the Prep Area and what happens there?

All team members, the Team Manager(s), props, costumes, required paperwork and any other items used in their Presentation should report to the Prep Area at least 20 minutes before their scheduled Presentation time. At most Tournaments, the Prep Area is very near the Presentation Site. Once there, the Prep Area Appraiser will greet the team and accept the team's paperwork.

The team's paperwork includes one copy of the *Declaration of Independence*, one copy of the *Expense Report*, and five copies of the *Tournament Data Form*. In addition, the team should have any **Team Clarifications they have received**. The Prep Area Appraiser will go through the *Prep Area Checklist* with the team. Using the Checklist, the Prep Area Appraiser will verify that all required Challenge elements are present, inspect props for safety, and make sure required foot coverings are on all team members. The Prep Area Appraiser will answer the team's questions and explain to the team and the Team Manager(s) when and where the team's raw scores may be obtained after the Presentation. He/She will distribute the team's paperwork to the appropriate Appraisers.

The Tournament Data Form

Tournament Data Forms are only informational. They are not scored and, unless specifically cited in the Challenge as involved in scoring, are to be used **only** to help the Appraisers as they look at Challenge requirements. If an element that fulfills a Challenge requirement occurs, even if it does not happen in the exact way it is described on the TDF, it will receive score.

The team will then move to the **Launch Area**, a 'holding area' immediately adjacent to the Presentation Site, to wait for their Presentation time. After the team has move to the Launch Area, the Team Manager(s) and any non-performing team members will be directed to leave the Prep Area and be shown to designated seats.

When does the Presentation begin?

When all is ready, the Prep Area Appraiser will direct the team's attention to the Timekeeper/Announcer. The Timekeeper/Announcer will introduce the team to the audience and ask both the team and the Appraisers if they are ready. When all are ready, the Timekeeper/Announcer will then say, "You may BEGIN." From that point, the team will have **eight minutes** to complete site set-up and the Presentation. Note that this Challenge does not include the Improv Elements described in the *Rules of the Road*.

When does the Presentation end, and what happens then?

The Presentation will stop when the **eight-minute** time period ends, or at a signal from the team, whichever comes first. Any non-performing team members should join the group at this time. The team members should take center stage and take a bow to the applauding audience! After this celebration, the Appraisers will discuss the team's solution with all team members, ask questions, and possibly ask for demonstrations.

An Official will tell the team when it is time to remove all items from the Presentation Site. Anyone may help the team remove its items quickly and help the team clean up the site. It is the team's responsibility to bring any clean-up materials necessary. The Presentation Site must be left clean and dry for the next team.

When does the team receive their Raw Scores?

Approximately 30 minutes after their Presentation, the Head Appraiser or Challenge Master will have the team's Raw Scores available. This time period may vary at Tournaments depending on Scorerroom procedures. ONE Team Representative and ONE Team Manager may approach the Head Appraiser and ask for the scores. The Head Appraiser will review the *Team Challenge* Raw Scores and any deductions. The Team Rep returns to the team to share the scores, and the team has 30 minutes to return to the Head Appraiser or Challenge Master if any questions or concerns arise. For a complete explanation of the Scoring and Appeals process, see the *Rules of the Road*.

Site Procedures: Challenge C: *Round About Courage*

When does a team report to the Prep Area and what happens there?

All team members and their Team Manager(s) should bring all their props, costumes, required paperwork, and any other items used in their Presentation to the Prep Area at least 20 minutes before their scheduled Presentation time. At most Tournaments, the Prep Area is very near the Presentation Site. Once there, the Prep Area Appraiser will greet the team and accept the team's paperwork.

The team's paperwork includes one copy of the *Declaration of Independence*, one copy of the *Expense Report*, and five copies of the *Tournament Data Form*. In addition, the team should bring a copy of any Team Clarifications they have received. The Prep Area Appraiser will go through the *Prep Area Checklist* with the team. Using the Prep Area Checklist, the Prep Area Appraiser will verify that all required Challenge elements are present, inspect props for safety, and make sure all team members are wearing foot coverings as required in the Rules of the Road. The Prep Area Appraiser will answer the team's questions and explain to the team and the Team Manager(s) when and where the Team Manager and a team representative may obtain the team's raw scores after the Presentation. He/She will distribute the team's paperwork to the appropriate Appraisers.

The Tournament Data Form

Tournament Data Forms are only informational. They are not scored and, unless specifically cited in the Challenge as involved in scoring, are to be used **only** to help the Appraisers as they look at Challenge requirements. If an element that fulfills a Challenge requirement occurs, even if it does not happen in the exact way it is described on the TDF, it will receive score.

The team will then move to the **Launch Area**, a 'holding area' immediately adjacent to the Presentation Site, to wait for their Presentation time. After the team has moved to the Launch Area, the Team Manager(s) and any non-performing team members will be directed to leave the Prep Area and sit in designated seats.

When does the Presentation begin?

When all is ready, the Prep Area Appraiser will direct the team's attention to the Timekeeper/Announcer. The Timekeeper/Announcer will introduce the team to the audience and ask both the team and the Appraisers if they are ready. When the team and the Appraisers indicate that they are ready, the Timekeeper/Announcer will say, "You may BEGIN." From that point, the team will have **eight minutes** to complete their site set-up and Presentation. Note that this Challenge does not include the Improv Elements described in the *Rules of the Road*.

When does the Presentation end, and what happens then?

The Presentation will stop when the **eight-minute** time period ends, or at a signal from the team, whichever comes first. Any non-performing team members should join the group at this time. The team members should take center stage and take a bow to the applauding audience! After this celebration, the Appraisers will discuss the team's solution with all team members, ask questions, and possibly ask for demonstrations.

An Official will tell the team when it is time to remove all items from the Presentation Site. Anyone may help the team remove its items quickly and help the team clean up the site. It is the team's responsibility to bring any necessary clean-up materials. The Presentation Site must be left clean and dry for the next team.

When does the team receive their Raw Scores?

The Head Appraiser or Challenge Master will have the team's Raw Scores available approximately 30 minutes after their Presentation. This time period may vary at different Tournaments depending on Scorerroom procedures. ONE Team Representative and ONE Team Manager may approach the Head Appraiser and ask for the scores. The Head Appraiser will review the *Team Challenge* Raw Scores and any deductions. The Team Representative then returns to the team to share the scores, and the team has 30 minutes to return to the Head Appraiser or Challenge Master if any questions or concerns arise. For a complete explanation of the Scoring and Appeals process, see the *Rules of the Road*.

Site Procedures: Challenge D: *Switching traDitions*

When does a team report to the Prep Area and what happens there?

All team members, the Team Manager(s), along with the Prop Items, Tool Box, required paperwork, and Team Identification Sign should report to the Check-In Appraiser for check-in one hour before their scheduled Presentation time. Once there, the Prep Area Check-In Appraiser will greet the team, accept the team's paperwork and check to see if the team has all the items needed.

The team's paperwork includes one (1) copy of the *Declaration of Independence* and five (5) copies of the *Tournament Data Form*. In addition, the team should have any Team Clarifications they have received. The Prep Area Check-In Appraiser will go through the *Prep Area Checklist* with the team. Using the Checklist, he/she will verify that all required Challenge elements are present. This means the Prep Area Check-In Appraiser will check the items listed in Table Two, as well as the contents of the Tool Box. He/she will also be looking over the research materials to make sure there are no illegal notes, pre-planned scenarios, etc. She/he will answer the team's questions before introducing the team to the StuDlo Supervisor.

Creating in the StuDlo

The StuDlo Supervisor will escort the team with the Team-Provided Items, any Research Notes and Tool Box as well as **ONE** Team Manager or qualified adult (must be at least 18 years old), to the StuDlo. Once inside, the door will be closed. No one may enter or leave the StuDlo once the 30-minute time has started unless there is an emergency.

The StuDlo Supervisor will indicate where the Team Manager will sit for the duration of the team's creation time. The Team Manager may not discuss or participate in the solution process in any way. No recording, videotaping or photography is allowed.

The StuDlo Supervisor will conduct the selection process for the elements to be chosen in the StuDlo. The team will roll a die to select the three different Nations and Traditions. (See the Challenge, C.2.a. for specific guidelines for the rolling of the die.) The team will then randomly choose a Situation selection from the designated container and, without looking at it, hand the selection to the StuDlo Supervisor. The team will then randomly choose three different Sensory Cards from the total of five cards that will be in the StuDlo.

The StuDlo Supervisor will inform the team that while they are working, she/he will be observing their creative process and will be writing an evaluation of their teamwork. She/He will instruct the team that when the 30 minutes ends, they must stop working immediately and there may be no further discussion about the skit. The StuDlo Supervisor will announce a "Five-Minute Warning" when there are five (5) minutes of StuDlo time remaining.

The StuDlo Supervisor will remind the team they must circle one Improv Technique to be scored on one (1) Tournament Data Form. This must be completed before the end of the 30 minutes, and must be circled by a member of the team. The StuDlo Supervisor will also remind the team of this at the "Five-Minute Warning."

The StuDlo Supervisor will ask the team if they have any questions. When all questions are answered, the StuDlo Supervisor will set the timer for 30 minutes, and will then announce the Situation and Sensory selections that were randomly chosen by the team. The StuDlo Supervisor will then tell the team to begin their 30 minutes.

At the end of the 30 minutes, the StuDlo Supervisor will call "Time" and the team must stop work immediately. The team will quickly clean up the StuDlo, making sure to leave it as clean as when they entered. The StuDlo Supervisor will then escort the team to meet the Presentation Site Prep Area Appraiser.

At the Presentation Site

The Presentation Site Prep Area Appraiser will inspect props for safety, will make sure required foot coverings are on all team members and will explain to the team and the Team Manager(s) when and where the team's raw scores may be obtained after the Presentation. Additionally, the Team Manager(s) will be told where the designated seating for them and non-performing team members is located at the Presentation Site.

When does the Presentation begin?

The Timekeeper/Announcer will come and get the team from the Presentation Site Prep Area Appraiser. The team will then move to the **Launch Site**, a 'holding area' immediately adjacent to the Presentation Site, to wait for their Presentation time. The Timekeeper/Announcer will **announce the team's selections** and point out the **traDitionator** and then ask the team, the audience and the Appraisers if they are ready.

Then the Timekeeper/Announcer will ask the team to randomly choose from the designated container a slip of paper showing the **Picture** and, without looking at it, hand the selection to the Timekeeper/Announcer. The Timekeeper/Announcer will remind the team they have one minute to discuss the integration of the **Picture** into their skit. The Timekeeper/Announcer will then show the **Picture** to the Appraisers and the audience and then hand the **Picture** to the team. The Timekeeper/Announcer will immediately say, "**You may begin.**" Time will be called at the end of one minute. If there are any non-performing team members, they may take their seats at this time. Then, the Timekeeper/Announcer will announce that the team's Presentation time begins. From that point, the team will have **six minutes** to perform their improvisational skit.

When does the Presentation end, and what happens then?

The Presentation will end when the **six-minute** time period ends, or at a signal from the team, whichever comes first. Any non-performing team members should rejoin the group at this time. The team members should take center stage and take a bow to the applauding audience! After this celebration, the team will return the **Picture** to the Appraisers who will discuss the team's solution with all team members, ask questions, and possibly ask for demonstrations.

An Official will tell the team when it is time to remove all items from the Presentation Site. Anyone may help the team remove its items quickly and help the team clean up the site. It is the team's responsibility to bring any clean-up materials necessary. The Presentation Site must be left clean for the next team. **REMINDER:** All used and unused materials must be completely removed from the entire Tournament Site. Teams must not expect the Tournament Director to dispose of their excess materials for them.

When does the team receive their Raw Scores?

Approximately 30 minutes after their Presentation, the Head Appraiser or Challenge Master will have the team's Raw Scores available. This time period may vary at Tournaments depending on Score room procedures. ONE Team Representative and ONE Team Manager may approach the Head Appraiser and ask for the scores. The Head Appraiser will review the *Team Challenge* Raw Scores and any deductions. The Team Rep returns to the team to share the scores, and the team has 30 minutes to return to the Head Appraiser or Challenge Master if any questions or concerns arise. For a complete explanation of the Scoring and Appeals process, see the *Rules of the Road*.

Site Procedures: Challenge E: *Card-DI-ology*

What's first on Tournament day at Card-DI-ology?

At least one team member should arrive at the Structure Check-in Area at the time designated by the Tournament Director (or at least one hour prior to Presentation time). Bring the Structure, the Architectural Drawing and a completed copy of page 2 of the *Tournament Data Form*. Appraisers will assess the specifications of the Structure. Appraisers will make every effort, within reasonable time constraints, to allow teams to bring the Structure into compliance, should this be necessary. When the Structure Check-in procedure is complete, the Structure will remain in a designated place in the Check-in Area until approximately 20 minutes before the team's scheduled Presentation Time.

When does a team report to the Prep Area and what happens there?

All team members and their Team Manager(s) should bring all their props, costumes, required paperwork and any other items used in their Presentation to the Prep Area at least 20 minutes before their scheduled Presentation time. At most Tournaments, the Prep Area is very near the Presentation Site. Once there, the Prep Area Appraiser will greet the team and accept the team's paperwork.

The team's paperwork includes one copy of the *Declaration of Independence*, one copy of the *Expense Report*, and five copies of the *Tournament Data Form*. In addition, the team should bring a copy of any *Team Clarifications* they have received. The Prep Area Appraiser will go through the *Prep Area Checklist* with the team. Using the Prep Area Checklist, the Prep Area Appraiser will verify that all required Challenge elements are present, inspect props for safety, verify that the team has safety goggles, and make sure all team members are wearing foot coverings, as required in the *Rules of the Road*. The Prep Area Appraiser will answer the team's questions and explain to the team and the Team Manager(s) when and where the Team Manager and a team representative may obtain the team's raw scores after the Presentation. The Structure Check-in Form will be removed from the Structure container at the Prep Area Appraiser's request. He/She will distribute the team's paperwork to the appropriate Appraisers.

The Tournament Data Form

Tournament Data Forms are only informational. They are not scored and, unless specifically cited in the Challenge as involved in scoring, are to be used **only** to help the Appraisers as they look at Challenge requirements. If an element that fulfills a Challenge requirement occurs, even if it does not happen in the exact way it is described on the TDF, it will receive score.

The team will then move to the **Launch Area**, a 'holding area' immediately adjacent to the Presentation Site, to wait for their Presentation time. After the team has moved to the Launch Area, the Team Manager(s) and any non-performing team members will be directed to leave the Prep Area and sit in designated seats.

When does the Presentation begin?

When all is ready, the Prep Area Appraiser will direct the team's attention to the Timekeeper/Announcer. The Timekeeper/Announcer will introduce the team to the audience and ask both the team and the Appraisers if they are ready. When the team and the Appraisers indicate that they are ready, the Timekeeper/Announcer will then say, "You may BEGIN." From that point, the team will have **eight minutes** to complete their site set-up and Presentation. Note that this Challenge does not include the Improv Elements described in the *Rules of the Road*.

How will the Structure be tested?

The first weight counted will be that of the Pressure Board. That amount will be clearly marked on the Board itself at all Tournaments (Regional, Affiliate and Global Finals). After the Pressure Board is in place and the Safety Shields are in place on the sides, teams may add the metal weights one at a time. Only one weight may be moving over or down the Safety Pole at any time.

In all Levels there is no specified maximum weight. Teams will only be limited by the size and quantity of weights available at the Tournament. The size and quantity of weights will be different for Regional, Affiliate Finals and Global Final Tournaments and subject to the discretion of the Tournament Director. Consult with the Tournament Director on the size and quantity of weights that will be available for your specific Tournament. No extension pipe will be used at Regional Tournaments, one extension pipe will be available at Affiliate Tournaments and two extension pipes will be available at Global Finals.

When does the Presentation end, and what happens then?

The weight-placement portion of the Challenge will end when any of the following occur:

- The team elects to stop weight placement. The team may do this at any time during the 8-minute Presentation.
- The Pressure Board or any part of the Structure touches ANY of the four Safety Supports or ANY of the Safety Shields of the Structure Tester.
- The placed weights reach the mark that is 1in. (2.5cm) below the top of the Safety Pole or the extension poles, when used. The team may not place any further weights on the stack once the weights reach the 1in. (2.5cm) mark below the top of the original safety pole or the topmost extension pole, when used. The mark does not have to be visible at that point, but the team may not add any more weights once the weight stack is at or above the mark.
- The eight-minute time limit ends.

When the time limit expires, the team may not continue to place weights or continue their Presentation. However, if any of the other events listed above occur, the team may continue with the performance part of their Presentation or call "Time," letting the Appraisers know they are finished with their Presentation.

If the time limit has not ended, but the "performance part" of the team's Presentation has, the team may continue to place weights until one of the events listed above occurs. Once the Presentation is over, the non-performing team members should rejoin the team. The entire team should take center stage and take a bow to the applauding audience. After this celebration, the Appraisers will discuss the team's solution with all team members, ask questions, and possibly ask for demonstrations.

An Appraiser will tell the team when it is time to remove all items from the Presentation Site. Anyone may help the team remove their items quickly and help clean up the site. It is the team's responsibility to bring any clean-up materials necessary. The Presentation Site must be left clean and dry for the next team.

When does the team receive their Raw Scores?

Approximately 30 minutes after their Presentation, the Head Appraiser or Challenge Master will have the team's Raw Scores available. This time period may vary at Tournaments depending on Scorerroom procedures. ONE Team Representative and ONE Team Manager may approach the Head Appraiser and ask for the scores. The Head Appraiser will review the *Team Challenge* Raw Scores and any Deductions with the Team Representative and the Team Manager. The Team Representative then returns to the team to share the scores with them. The team has 30 minutes to return to the Head Appraiser or Challenge Master with any questions or concerns. For a complete explanation of the Scoring and Appeals process, see the *Rules of the Road*.

Section 3: How Many Points Will Appraisers Give Us?

Subjective and Objective Scores

In Destination ImagiNation, there are two kinds of scores, Subjective and Objective.

- ★ **Objective Scores** have to do with whether or not your solution accomplishes certain tasks or includes certain elements. Some examples of this include getting points for the number of balls that makes it through a course, or whether a light goes on as it is supposed to, or whether the team's skit includes a required song.
- ★ **Subjective Scores** are based on the **opinion** of the Appraiser. Examples of this type of score include when the Appraiser has to decide how many points to give for "innovation," or how many points to give for the creativity of a song, or for how well your team works together.

More About Subjective Scoring:

Think of a time when you thought you deserved an 'A' on a story or essay you wrote, but your teacher only gave it a 'B.' Or think of a song that you really like and your friend doesn't. Or a new food you tried that your parents think is great but you think is terrible. It doesn't mean that the story or essay or song or food was "good" or "bad." **It just means that you have different opinions about it.** Sometimes you appreciate or like things that another person doesn't.

This is how it works when Appraisers subjectively score your solutions. Some Appraisers will give you lots of points for some things, and other Appraisers won't. Some Appraisers will be very interested in some part of your solution, and other Appraisers will be more interested in some other part. It doesn't mean that those parts of your solution were "good" or "bad"; it just means that each Appraiser's likes, dislikes, and opinions help him/her decide how many points to award you.

That's why **your team cannot appeal a subjective score.** You might like a certain song, but that won't make your friend like it, and just because your parents like a certain food, it won't make you like that food. So that means that if you think the Appraisers didn't give your team enough points for the creativity of something, you will just have to show good sportsmanship and accept the score. It helps to remember that the Appraisers will score all teams in your Level and Challenge in the same way.

Since many of the scores in your Challenge are subjective, your team has probably been wondering how the Appraisers will know how many points to award your team in each scoring area. Some Appraisers find it very easy to decide how many points to give you and some Appraisers find it very difficult.

We have provided the Appraisers with some ideas of things they might look for when evaluating subjective items. However, **not all Appraisers will use these ideas.** Many Appraisers have their own ideas of how to determine how many points to award you.

On the next pages are some lists we have given Appraisers to help them evaluate some subjective parts of Presentations. Remember that NOT ALL APPRAISERS WILL USE THESE LISTS.

Awarding Points for Teamwork

Teamwork is very important in Destination ImagiNation. In some Challenges, Appraisers watch your team and evaluate how well you work together. In every *Instant Challenge*, your team receives a score for teamwork. When observing teamwork, here are some qualities Appraisers might look for:

1. **Cooperative Spirit:**
 - Positive attitudes and reinforcement of all team members
 - Absence of negativism.
2. **Team-Identified Roles:**
 - Tasks may be divided equally among the team
 - A leader's role is identified immediately or at some point in time.
 - Roles may have been pre-assigned prior to arrival at Challenge site.
3. **Acceptance of Ideas of Others**
 - Sharing of ideas
 - Acceptance of ideas of others
4. **Diversity of Ideas**
 - Numerous ideas
 - Ideas discarded and/or implemented
5. **Ability to work through disagreements** in a constructive rather than destructive manner.
6. **Ability to work on a solution together utilizing the combined skills** of all team members.
7. **Ability to come to consensus** for the purpose of solving a problem.

	Qualities an Appraiser might look for
Low	Dominating individual who limits participation of others Cooperation is minimal Little sharing of ideas
Average	Some evidence of individual team member roles Some cooperation Some evidence of accepting ideas of others
Above Average	Acceptance of team roles above average Good cooperation Sharing and acceptance of ideas of others
Exceptional	Leadership and team roles are easily identified Diversity of skills mutually respected and evident Team dynamics are exemplary

Awarding Points for Creativity of a Solution or Presentation

Sometimes Appraisers must award points for the creativity of a team's solution or Presentation. If the solution seems creative, the Appraiser will have to decide **how** creative it is. Here are some of the things that an Appraiser might look for:

1. The Appraiser might look to see if the team's **solution is complete** and whether or not the team has **gone beyond what is required**.
2. The Appraiser might look for ideas in the Presentation that are **original and innovative**.
3. The Appraiser might look to see if all **the parts of the solution work together** to make a complete Presentation.
4. The Appraiser might make note of any creative ideas that make him/her say **"WOW!"**

	Qualities an Appraiser might look for
Low	Creativity is present and it's somewhat enhanced The solution applies Attempt at application Solved with marginal addition
Average	Creativity is present and it's relevant There is a theme The solution is complete Solved with related elements
Above Average	Creativity is present and it's integrated There is synthesis Chiefly original work Solved with integration
Exceptional	Creativity is there and it's innovative AHA! WOW! Unrelated elements synthesized to create a new idea Solved by innovation

Awarding Points for the Use of the Improv Element

Improvisation is an important part of the Destination ImagiNation program. DI *Team Challenges* may include one or more Improv Elements. In the 2006-07 program year, *Switching traDitions* contains several Improvisational Elements. Clear descriptions of the Improv Elements for this Challenge can be found in the Challenge.

Appraisers might use some of these evaluation statements when they award points for your team's use of the Improv Elements in the Challenge.

	Qualities an Appraiser might look for
Low	This team did a below-average job with the Element. The Element was used or featured in the Presentation, but the usage was not creative and/or was minimal. The Element was not integrated into the Presentation well. The team did not improvise well with the Element.
Average	This team did a fair job with the Element. The team used or featured the Element in their Presentation in a moderately creative manner. The Element was integrated into the Presentation in an average way. The team improvised moderately well with the Element.
Above Average	This team did a great job with the Element. The team used or featured the Element in their Presentation in a very creative manner. The Element was integrated into the Presentation in an above-average way. The team improvised very well with the Element.
Exceptional	WOW! This team did an exceptional and outstanding job with the Improv Element! The team used or featured the Element in their Presentation in an exceptionally creative manner. The Element was integrated into the Presentation in an outstanding way. The team improvised extremely well with the Element.

Awarding Points for the Creative Use of Materials

Sometimes Appraisers must look at how the team uses materials in its solution. Here are some things that some Appraisers might look for:

1. Are the materials used in common ways, or does the team **use materials in unusual ways**?
2. Are **materials combined** to make new things?
3. Does the team **integrate the materials** into the Presentation? Is it done in a creative way?

	Qualities Appraisers might look for
Low	Some materials are used in common ways Minimal integration of materials into Presentation
Average	Materials are used, but few in unusual ways Materials are rarely combined Some integration of materials into Presentation
Above Average	Materials are used, several in unusual ways Several materials are combined, but rarely more than once Presentation is enhanced by one or more materials
Exceptional	Most materials are used in unusual ways Many materials are used in combination, several more than once Materials are integrated into presentation in humorous, unusual ways. Success of Presentation dependent upon use of materials

Section 4: Scoring: About your *Team Challenge* Raw Scores

For a more complete explanation of Scoring, please read pages 30-34 in the Rules of the Road.

How does the *Team Challenge* scoring process work?

1. Your team performs and is evaluated by Appraisers.

Your team will present your solution to the Appraisal Team. During and immediately after the Presentation, the Appraisers will score each required element. After your Presentation, members of the Appraisal Team will spend a few minutes with you and your team members to learn as much as they can about your solution. The Appraisers then fill out their score sheets and get ready for the next team.

2. The Scores are compiled.

All of the score sheets are then given to the Number Cruncher at your Presentation Site. The Number Cruncher compiles them (adds them up). At some Tournaments, the score sheets are sent directly to the Score Room, and they are compiled there.

There are two sets of scores that are added up: The *Central Challenge* and the *Side Trips*.

These compiled scores – called **Raw Scores** – are recorded onto a Master Score Sheet. One copy of this form goes to the Score Room, and one copy goes to your team. The scores are called “raw” scores because later, after all teams in that Level have competed, the teams with the highest Raw Score in each of the two scoring areas (*Central Challenge* and *Side Trips*) are awarded the maximum number of points, and all other teams’ scores are adjusted (scaled) to receive a corresponding percentage of that number. Some Challenges have different sections of their scores scaled with the other teams’ scores at the Tournament. This year, *DIrect Flight* and *Card-DI-ology* both feature score sections within the Challenge that are scaled.

What do the Raw Scores tell us?

Your team’s copy of the Master Score Sheet will let you see how many points it was awarded by the Appraisers in each scored area of the *Team Challenge*, including the *Side Trips*, and lists any deductions your team may have received. It is important for your team to receive the Raw Scores because you need to check them over and make sure the Appraisers didn’t miss an objective score or give you a deduction that you don’t think you deserve. That is the main reason teams are given their Raw Scores for this section of the competition.

You won’t know how you scored compared to other teams until the Awards are given out, but you can use this information to make sure that you were scored in every area that you should have been. And don’t let a ‘low’ Raw Score disappoint you – it is very possible that what you think is a low score is actually the highest score of the day. It just depends on the way the Appraisers award points.

Remember: You might not like the score you were given for a subjective item, but you cannot appeal it. However, if the Appraisers made a mistake on something that was **objective** (for example, if they didn’t see something that happened), you can work with the Head Appraiser to get this fixed.

Your team will not be given *Instant Challenge* scores. You will just have to stay in suspense until the end of the day to see how you did!

Ties

Teams are tied when their total scaled scores differ by one point or less. If a team’s total scaled scores differ from the highest-scoring team by one point or less, a multi-team tie is declared.

Section 5: Awards and Advancing to the Next Tournament Level

Awards

At Destination ImagiNation Tournaments, two kinds of awards are given: Awards for special recognition, and “place” awards. The Awards for special recognition are described on page 35 of the *Rules of the Road*.

The other type of award is called a “place” Award. Place awards (such as 1st, 2nd, or 3rd place) are given to the top scoring teams that competed in both *Team Challenge* and *Instant Challenge* at each Competition Level. Teams that have earned the top total scaled scores (*Instant Challenge + Central Challenge + Side Trips*) in their Challenge and competition Level will be recognized and receive awards. Place awards are given for **each Challenge** and **each Level**. For example, if your Challenge is *CSI:DI*, place awards will be given to the top-scoring Elementary, Middle, and Secondary Level teams. That means that you are only competing against the teams in YOUR Challenge and Level.

Advancing to the next Tournament level

There are three “levels” of Tournaments in Destination ImagiNation:

- **Regional Tournament:** For most teams, this is the first level of competition. At a Regional Tournament, your team competes against other teams that are in your geographic area. Some Affiliates do not have enough teams to host Regional Tournaments. In that case, your first Tournament may be the Affiliate Finals Tournament. If you are competing at a Regional Tournament, at least one placed team (1st Place) and sometimes more (2nd, 3rd, and/or sometimes more) will be allowed to go on to the Affiliate Level Tournament, depending on the rules in your Affiliate
- **Affiliate Finals Tournament:** An “Affiliate” is the state, province, or country that holds a Destination ImagiNation licensing agreement. The Affiliate Finals Tournament is the Tournament that will bring all of the finalists from the Regional Tournaments together in one place. If your Affiliate does not host Regional Tournaments, your Affiliate Finals Tournament will bring ALL of the teams from your entire Affiliate together. All first-place teams (and some second-place teams, depending on the Affiliate) will be invited to attend the Global Finals Tournament.
- **Global Finals Tournament:** The Global Finals Tournament brings together the highest-scoring teams from every Affiliate around the world for a celebration of creativity that will determine the global champions.

Every year Destination Imagination, Inc. sponsors Global Finals, the world’s largest creative problem solving Tournament of its kind. This year Global Finals will be held from **Wednesday, May 23, 2007 (Opening Ceremonies) through Saturday, May 26, 2007 (Awards Ceremony) at the University of Tennessee in Knoxville Tennessee**. This past year our Affiliates certified 940 teams to attend this exciting event from virtually every state in the United States as well as teams from 11 other countries.

As you know, Destination ImagiNation is a process-oriented program designed to teach its participants the art, skills and tools associated with problem solving. If this has been accomplished and/or reinforced by the end of the program year, the mission of the organization has been successfully achieved. Some teams’ achievements go well beyond meeting our organization’s core mission, however. Through our Tournament structure, some teams distinguish themselves by advancing from their Regional Tournament to their Affiliate Tournament and then to our Global Finals Tournament.

In the event that your team members distinguish themselves in this way and earn the opportunity to attend our d2k.7 Global Finals Tournament, we have prepared the information below to acquaint you with this annual “celebration of creativity!” This past year, over sixteen thousand people attended d2k.6 Global Finals!

Housing and Meal Packages

Destination ImagiNation provides housing and meal packages that provide participants with the best possible opportunities to meet other DI participants from throughout the world. Team members establish bonds of camaraderie with teams from other Affiliates, making friendships that last a lifetime and most certainly become

a memorable part of their lives. Accordingly, we encourage all participants and support personnel to stay in Destination ImagiNation, Inc. housing. Housing is comprised of both dormitory rooms as well as local hotels within the Knoxville area, all adjacent to the UT campus and within walking distance to most Tournament venues.

The costs per person listed below cover the cost of registration, lodging, meals, venue site rentals, activities for all participants, on-site shuttle transportation, security credentials, and security staff for all participants and accompanying supporters for the d2k.7 Global Finals Tournament. **All prices are subject to change.**

Package 1A: \$590 Per Person: Lodging and Meals from Monday May 21 – May 27, 2007
Entrance to all venue sites and activities
Lodging: Monday, Tuesday, Wednesday, Thursday, Friday, Saturday
Meals: Monday dinner, all meals Tuesday through Saturday & Sunday breakfast

Package 2A: \$540 Per Person: Lodging and Meals from Tuesday May 22 – May 27, 2007
Entrance to all venue sites and activities
Lodging: Tuesday, Wednesday, Thursday, Friday, Saturday
Meals: Tuesday dinner, all meals Wednesday through Saturday & Sunday breakfast

Package 3A: \$490 Per Person: Lodging and Meals from Wednesday May 23 – May 27, 2007
Entrance to all venue sites and activities
Lodging: Wednesday, Thursday, Friday, Saturday
Meals: Wednesday dinner, all meals Thursday through Saturday & Sunday breakfast

Take a closer look!

We **ENCOURAGE YOU** to visit our website* and familiarize yourself with our Global Finals Tournament by taking a look at our extensive d2k.7 Global Finals information. Within its contents, you will find helpful information about:

- ★ Housing
- ★ UT Housing descriptions
- ★ Transportation
- ★ d2k.7 Photos and candid
- ★ Global Finals events
- ★ Challenge sites
- ★ UT Campus
-and much, much more.

Planning Ahead

By providing this information we hope you will find it helpful in preparation for possible participation in our d2k.7 Global Finals event. We encourage **ALL TEAMS** to consider the associated costs of attending the event in the beginning of the program year so that, should they qualify to take part in this Tournament, an action plan will be in place for the team to move forward. By doing so, we hope to continue the excitement of participation in the Destination ImagiNation program and add to the level of enjoyment experienced by ALL!

Our Calendar: What Still Needs to be Done?

Use this calendar to help you plan the weeks before the Tournament!

S	M	T	W	TH	F	SA
24	25	26	27	28	29	30
31	1 JANUARY 2007	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1 FEBRUARY	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	1 MARCH	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31
1 APRIL	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	1 MAY	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24 D2K.7 GLOBAL FINALS: University of Tennessee	25	26

Information for your Parents and Fans

To Our Supporters: We have prepared this Information Sheet so that you can find us at our Tournament.

Our team's **Team Challenge** is called: _____

Our **Level** is: _____

Our **Team Challenge Presentation time** is: _____

The **Location** of our Presentation is: _____

Our **Instant Challenge Presentation time** is: _____

Please understand that **only our Team Manager(s)** can take us to *Instant Challenge*. When we are finished at approximately _____, we will meet you at:

_____ .

PLEASE REMEMBER:

Anyone may help us bring our props into the building and take them to the Prep Area and the Launch Area. Once we are in the Launch Area, only the team can handle the props.

NO ONE MAY HELP US PREPARE FOR OUR PRESENTATION. You may not fix our hair, put on our makeup, repair our props, direct our production or do **anything** that might be considered Interference. We can do it ourselves!!! We really can!!!

After we perform, anyone may help us remove our props from the Presentation Site. We would appreciate your help then.

TEAM MANAGER'S NOTES TO PARENTS and SUPPORTERS:

Tournament TravelGuide Tips from Teams!

Team: Minnetonka School district

Affiliate: Minnesota

1. Emergency Kit: Look at your Challenge solution and add supplies to repair or recreate elements – duct tape, glue gun, paint, markers, rope/string, etc.
 2. Bag 'o *Instant Challenges*: keeps everyone loose
 3. Parent on call: We have one parent who is on call to assist in any way needed.
-

Team Name: 6 Spaced out Monkeys and a Goat

City/Affiliate: Papillion, Nebraska

1. Always have food at the meetings.
 2. Make sure not to talk and get the business done but HAVE FUN
 3. Make sure your members know that it is fun but it is a lot of work and it takes commitment
-

Team: Cedar Park HS

Affiliate: Texas

1. Bring extra copies of all forms and bring some blank ones in case you need to make changes.
 2. Have team members plan to be at the Tournament the entire day. Leaving between the *Team Challenge* and *Instant Challenge* (to participate in a game, or some other student activity) can lead to highly increased stress levels, as well as missed competition times (due to traffic delays or other unforeseen events).
 3. Be respectful of other teams when they are performing.
-



Teams: ConnecDI! SL, THEATER smARTS SL

City/Affiliate: Bourbon, Indiana

1. Practice your Presentation in several different sites if possible. This allows you to get used to various floor surfaces and coming in from different directions. Don't forget steps!
 2. Pack the items that each team member needs for his/her costume in a separate bag. Old garment bags work well as do garbage bags. Make a list of the included items and tape it to the outside of the bag. Don't forget to include your team name and contact information in case it is left at the tournament site.
 3. Keep the team members together as much as possible until their competition is complete. This saves you from the anxiety of searching for someone in a crowded building when it is time to present.
-

Team Manager: Elaine House

Affiliate: Wisconsin

Start a tradition, one that is fun and helps relax the team. One Tournament day, a team member did the whole play himself, acting out everyone's roles including his own. He had everyone laughing so hard they forgot to be nervous. That became the team's Tournament day tradition.

Team: Coronado Elementary

Affiliate: Colorado

1. Our team brainstormed to come up with this list. It was hard picking the few that were the most important, but here it goes. Keep toolbox full of items to repair/replace items used for the Presentation. This could include duct tape, staple gun, bobby pins, safety pins, and extra forms.

2. Make a checklist to make sure everything is ready for the Presentation. Include very specific details, such as - the important clue is in Jane's pocket.
 3. Finally, stay relaxed and go with whatever happens. In order to accomplish this, our team does warm ups while waiting for instant challenge and after we compete we go kick back somewhere fun and/or have dinner between competing and the awards ceremony.
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Four Tips for Team Managers

Affiliate: Texas

Here are some tips from an ancient TM - I've been very well coached by my 3 sons' teams since 1986!

1. Be sure to arrange a celebration for your team "family" (parents & siblings included) AFTER their competition and BEFORE the awards ceremony; hand out special awards to each team member ("Best perseverance in the face of an impossible telescoping tree"! Try to recap a little about how each child has "won" their own personal challenge this year (Danny conquered his fear of sewing!!!).
 2. DO NOT nag, scold or chide the team about their Presentation on Tournament day - kids don't need extra stress! Hopefully, TMs NEVER use those styles of management, but it's especially important at competition. Teams are perfectly capable of looking at their scenery as it tips over in the middle of their skit, and wishing they'd spent more time testing it out! Schedule a post-partum meeting for a week or two after the Tournament and let each kid tell how he/she would have liked to improve his/her own contribution. Write it down and bring it out next year!
 3. Bring a funny gag gift or joke books for your team to open just before *Instant Challenge* - a relaxed team will be more creative and have more fun! I found rubber chicken lollipops one year! Other ideas: VOMBIE stress relievers, animal noses, chocolate brains, Harry Potter jelly beans
 4. Make copies of the Challenge for parents - despite the fact that I always prepare binders for each kid at the beginning of the season, the parents rarely seem to familiarize themselves with the rules & scoring. I finally surrendered! It's more fun for the parents to watch other teams and their own if they can follow the guidelines on Tournament day. (I also find it helps explain the scoring, ultimately!)
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Team: The "Adolescent Radioactive Black Belt Hamsters & Andi" TEAM,

Region/Affiliate: DaRich Region, Texas

Best tournament ideas:

1. Bring something from the team's "home" as a security blanket! We bring an old quilt made from past years' T-shirts, but any blanket or tarp would work. It's fun to sign all the members' names each year and then look back and see your own handwriting at age 9! We use our quilt to sit on for a quick warm-up before I.C. or to huddle under if it's drizzling outside. (It has also come in useful as packing for fragile scenery!)
 2. We bring joke books & silly gifts to ease any butterflies before tournament. You can't be nervous if you're laughing! Silly gifts have ranged from "Bob the Builder" revolving lollipops to pencil toppers shaped like mythological gods & goddesses (who knew such things existed??). The silliness usually relates to team jokes or the storyline of our skit.
 3. Each character's costume is on a wire coat hanger with a nametag (We use manila nametags from an office supply store). We hang a plastic grocery sack around the neck of each hanger to contain accessories or tiny props that might get lost. Some years we get really obsessive and color code the hangers and sacks to match the characters' costumes!
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Team Manager: Karen Hendershot, Fourth Year TM

City/Affiliate: Saline Michigan

Ways to relax a team:

1. Laughter is the best remedy that I know.
2. One thing I know my team really likes is if I do something out of character, something "wild and crazy" that the kids would not expect from me.
3. Of course they ALWAYS look to see if I have on "my lucky pin."
4. Sometimes we may recall something funny that has happened in the past. You could take some pictures throughout the year and put them into a small book. Keep them a secret, DON'T show the team until you

need a stress reliever. Then show them the pictures and remind them that "it is the journey" that is important.

My tips for Tournaments:

1. Extra copies of paperwork.
 2. A roll of duct tape in your bag.
 3. Clear information to your team families what they can expect that day including what you may need help with, where to meet and when.
 4. Make sure your team has time to observe others. It is fascinating to see what others have created out of the same Challenge.
 5. Make sure every team member is complimented. (especially after the IC)
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Team Manager: Lori Fraser, TM for three teams

Affiliate: Colorado

Advice for TMs of multiple teams:

1. For Paperwork with multiple teams: I used some plastic folders that were different colors for each team. As I ran (yes, ran) back to the group to collect the kids I grabbed the corresponding folder and off we went.
 2. With multiple teams you need to be extremely organized and have the help of your RD in scheduling things so you can be there with all of your teams. Having all the ICs one after another is very helpful too. You can then sink into IC mode and then get into TC mode. Also easier with the cameras and video cameras etc....
 3. I wear weird hats – Besides the obvious reason that I want to have fun, it is an easy way for my teams to find me.
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After the Tournament

Looking Back and Looking Ahead

Looking Back

The Tournament is over. All those months of hard work, all that laughter, all the arguments, all the discoveries, all the meals shared with your teammates resulted in a great Presentation and a really fun day. Your team has received the scores, and you are maybe disappointed, or maybe excited to be going on to the next level of Tournament. But now, regardless of how the team scored, and before everybody goes his or her own way, or begins preparing for the next Tournament, it's time to **CELEBRATE!!** and to take a look at what you have already accomplished:

1. You took on a HUGE project and completed it. This alone is a MAJOR achievement.
2. You worked as part of a team.
3. You learned a lot of new things about the topic of your Challenge that you might never have known otherwise.
4. You learned how to write a play, how to design, to build, to make props, sew costumes, think quickly on your feet and to make what you dreamed become reality.
5. You learned creative problem solving: ways to generate many ideas and ways to focus into the few that you presented in your solution.
6. You learned a lot about your teammates' Specialties, talents, interests, and skills.
7. You learned a lot about your teammates, what they like and don't like, how they work best, what they like on their pizza (!), and lots of other stuff.
8. You learned about how to and how not to manage your time. It's not easy to be a creator-of-a-magnificent-never-before-seen-thing AND be a student in school all day. But you DID IT!
9. Other things we learned that we didn't know when we began:



Looking Ahead:

Here are some good questions to ask as a team:

1. When is our team party??!!
2. What were some of the most fun moments of working on this project?
3. What were some of the least fun moments?
4. What things are you proudest of?
5. What is in the future for you and your team?
6. If you are going to do DI next year: What kinds of things will you do differently when you begin working on next year's Challenges?
7. What skills would you like to learn before next year starts?
8. If you aren't going to do DI next year, what kinds of things from this experience will you be able to use?
9. Generate some ideas with your team about what the future looks like for your team: