

HI THERE!

NH-DI TEAM MANAGERS & COORDINATORS



Yes! You're nearing that finish line!

We know how intense these last few weeks can be – so hang in there!

However, we know that when you see your team(s) proudly present their creative solution at the tournament, you will know it was well worth the effort!

Here are a few things that you need to do & know:

1. Print the following pages – you **need** this as a reference!
Also make copies of page 7 -- 9 – the creativity camp application & the team picture order form – one for each of your team members!
2. For directions to your meet, go to <http://www.nh-di.org/directions.htm> -- click on the school hosting your tournament or use mapquest!
3. Wanna know when you present? Visit the NH-DI website at www.nh-di.org. Then, follow the tournament links to find your regional meet schedule.
This posted schedule is a **draft** – changes are made as we learn about conflicts or timing issues. If you have a scheduling concern, contact your Regional Director IMMEDIATELY!
4. DO NOT FORGET TO READ THE SECTION IN RULES OF THE ROAD ON INTERFERENCE TO YOUR TEAM **BEFORE** THEY SIGN THEIR DECLARATION OF INDEPENDENCE – WE ARE ALL RESPONSIBLE FOR UPHOLDING THE INTEGRITY OF DESTINATION IMAGINATION!

TABLE OF CONTENTS

<u>REGIONAL TOURNAMENT MATERIALS</u>	
Regional Survival Guide – 2006	1
Team Manager's Top 10 List	5
Good Will Food Drive	6
CREATIVITY Camp Flyer	7
Picture Order Form	9
NH-DI Team Roster and Preview Form	10

REGIONAL * SURVIVAL * GUIDE * 2007

“READ IT OR WEEP”



REQUIRED READING FOR TEAM MANAGERS:

- 1] This *NH-DI REGIONAL SURVIVAL GUIDE* -- share this with your team!
- 2] The Destination ImagiNation *TRAVELGUIDE FOR TEAMS* --is posted on our website – go to: http://www.nh-di.org/important_papers.htm
- 3] ALL CLARIFICATIONS for your Challenge – <http://www.idodi.org/clarifications.php>
- 4] Team Managers' TOP TEN CHECKLIST on page 5

IF THE WEATHER FORCES CANCELLATION OF YOUR TOURNAMENT:

NH-DI WILL INFORM YOU OF CANCELLATIONS IN 2 WAYS:

1. Call the NH-DI HOTLINE — 868-2140
 2. Check the NH-DI Web page – <http://www.nh-di.org>
- Decisions to cancel Tournaments are made by 7PM Fri. evening. Save your Regional snow date just

I WHAT YOU NEED TO KNOW . . . WHEN YOU ARRIVE AT THE MEET:

- 1. TEAM MANAGERS MUST CHECK-IN** to receive the team's folder that includes current Meet info and Participation Certificates for all team members. Teams placing 1st, 2nd or 3rd at the Meet will receive an envelope of foil seals to affix to these certificates. Check-In Packets contain seven certificates -- please return extras to an NH-DI Board member. Extra certificates for Rising Stars! teams will be available at their site.
- 2. VISIT THE CHECKER TABLE.** All Team Managers must bring their team's paperwork for a quick review by our Paperwork Checkers. This review is to identify missing paperwork BEFORE the team goes to the prep area. Forms are NOT checked for accuracy at this time. Paperwork for Rising Stars! teams is OPTIONAL and definitely NOT required!
- 3. VOLUNTEER CHECK-IN:** On Arrival at the Meet, please have your volunteer go to the Information Table to verify the time of their assignment. Look for the Happy Face balloon! Volunteer are asked to go to their assigned job approximately 10 minutes BEFORE their assigned start time.
- 4. CHECK YOUR TEAM'S PERFORMANCE TIMES WHEN YOU ARRIVE AT THE TOURNAMENT.** For a variety of reasons, performance times may change. Re-check the schedule when you check-in.
- 5. FYI -- ALL EVENTS OF THE DAY** will begin on time, if humanly possible. Teams should report about 20 minutes prior to their scheduled time for both their Team Challenge and Instant Challenge.
EXCEPT:

- ❖ Switching trDitions teams MUST arrive at their site ONE HOUR before their performance time or at the time found in their Check-In packet! Failure to report on time could jeopardize your team's standing or results.
- ❖ Card-DI-ology teams should present their structures for weigh-in immediately after Opening Ceremonies. Team Managers may NOT enter the weigh-in room, but may hover outside the door. Structures that do not meet the requirements at weigh-in, and cannot be brought into compliance, can still be tested but will receive a weight held score of zero. After weigh-in, structures should be placed in a team provided sealed container and may be picked up twenty minutes prior to the team's performance time or as instructed by the weigh-in appraisers. Structure teams should bring items necessary for structure repair or alteration.
- ❖ **6. GETTING YOUR TEAMS READY FOR THE OPENING BANNER PARADE !**

About your Banner:

- ☆ only one banner per school is needed
- ☆ should identify your school & town
- ☆ must fit through a standard doorway
- ☆ can be elaborate or simple
- ☆ cannot be dragged or cause damage to the gym floor

Design your school's banner using NH-DI's "Creativity 24/7" as the theme!!



Banner Parade Procedure

- 1] LINE UP PROMPTLY at the time listed on the enclosed schedule.
- 2] Memberships will line-up ALPHABETICALLY BY TOWN/SCHOOL as indicated by the signs posted in the corridors. Team Managers should stay with the teams during the line up & throughout the banner parade.
- 3] Bring the wall sign with you to the gym and hand it to the official at the door.

Opening Ceremony including the parade lasts 30 to 40 minutes.

Consideration: Teams performing early on the morning schedule may wish to wear their costumes & quietly slip out, if the Opening Ceremony goes longer than expected.

II. WHAT YOU NEED TO KNOW . . .ABOUT YOUR TEAM'S PERFORMANCES

1. IF YOU ARE MANAGING MORE THAN ONE TEAM and find a conflict on the ENCLOSED schedule, contact your Regional Director **IMMEDIATELY, NOW, TODAY!!**

2. PLEASE LEAVE PROPS, COSTUMES, AND OTHER EQUIPMENT IN VEHICLES until your team is ready to begin setting up for its performance. This reduces the chance of accidental damage to items left in hallways, but leaves hallways less congested. Return ALL props to your vehicles after the performance. You may need them again! Congestion could also pose a fire hazard!

FYI --Try to transport props and people in as few vehicles as possible. Parking may be limited.

3. A FRIENDLY REMINDER TO ALL TEAMS: Team members are expected to handle their own "challenges" at their meet. This includes pinning costumes, combing hair, applying make-up, touching up paint on props, and repairing anything that breaks. See the Rules of the Road for specific information about **Interference**. Score deductions will be assessed for Interference violations.

FYI -- Parents and Team Managers MAY assist in carrying props and sets to the Prep Area & away after the performance. However, no one may enter the performance area until the Appraisers are DONE talking with the team.

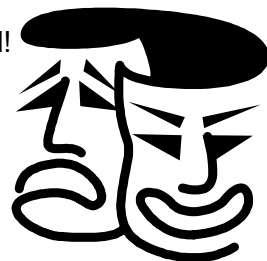
4. DON'T FORGET YOUR REQUIRED FORMS: 2 copies Declaration of Independence, 1 Expense Report Form*, 5 copies of your Tournament Data Form, 1 NH-DI Team Roster/Preview Form (last page of this packet), any team-specific clarifications from DI and other paperwork if required by your Challenge. All forms will be given to the Prep Area Appraiser upon arrival at the competition site.

- ❖ Teams at Regional Meets must abide by all DI clarifications issued through February 15, 2007.
- ❖ Team Managers should make multiple copies of all forms and keep a spare set in their car!
- ❖ Forms will NOT be returned to teams at the end of the competition. In the event that your team advances to the next level of competition, you will need to have extra copies of your forms. However, documentation provided by the team to the Appraisers --photographs, books, etc.-- used to authenticate the team's solution may be picked up from the performance room at the same time that the Team Rep and/or Team Manager receive their raw scores.

***HINT:** Attach an adding machine tape to the Expense Report Form to verify your total!

5. AT PERFORMANCE TIME:

- ❖ Team Managers may stay w/ the team in the Prep Area until Prep Area Appraiser asks them to leave.
- ❖ Only team members should answer the Appraiser's questions!
- ❖ Video taping is restricted to the designated areas in each performance room. Anyone wishing to videotape must have received prior approval from the team.
- ❖ Reserved seats will be provided for Team Managers and any non-performing team members.
- ❖ At most competition sites, a row of seats may be provided for the families/supporters of performing team members. These seats MUST be vacated each time for the next team's families and friends.
- ❖ During a performance, all beepers, watches and cellular phones MUST be turned off.
- ❖ Usually, the Challenge Master/Announcer will introduce the team.
- ❖ One or two team members may read the NH-DI PRESENTATION PREVIEW, or the team may decide to have the Head Appraiser/Announcer read the synopsis.
 - All teams (except Improv) must prepare a preview for the appraisers prior to their performance.
 - This REQUIRED synopsis must be written on the NH-DI Team Roster/Preview Form. Its purpose is to serve as an introduction to the team's skit. Previews are limited to 50 words.



- This preview is NOT considered part of the team's Challenge presentation time.
- This preview will not be scored.

6. DURING PERFORMANCES, NO ONE MAY ENTER OR LEAVE A CHALLENGE SITE to insure optimal performance conditions for all teams. Thank you in advance for your cooperation.

7. TEAM CHALLENGE SCORING PROCEDURE: Approximately 60 minutes or 3--4 presentations after your team's performance, the raw scores should be ready for pick-up and review from your Challenge Master. Your team's membership name/# will be posted in the performance area when your raw score is ready for review. See *Destination ImagiNation TravelGuide For Teams* for the complete procedure.

8. ANY CONCERNS REGARDING SCORES should be discussed with the Challenge Master ASAP! See *Destination ImagiNation TravelGuide for Teams* for a full explanation of this process as well.

IMPORTANT: Issues/concerns MUST be brought to the attention of officials during the Tournament Meet issues will **NOT** be considered after the Tournament is over!

III WHAT YOU NEED TO KNOW . . . ABOUT THE INSTANT CHALLENGE

1. ALL TEAM MEMBERS ACCOMPANIED BY ONE TEAM MANAGER should report to the instant challenge holding room approximately 15 --20 minutes prior to their assigned time. NO ONE ELSE is permitted in this area.

2. ONE TEAM MANAGER MAY OBSERVE IN THE IC ROOM WITH THE TEAM'S PERMISSION!

3. ONE TEAM MANAGER MAY JOIN THE TEAM IN THE CHILL-OUT ROOM, but ONLY if they were in the IC Room.

4. THE TEAM WILL BE ASKED BEFORE THEY ENTER THE CHALLENGE ROOM, who will participate in the challenge, but they will NOT be told what type of challenge it is!

5. PLEASE KEEP HALLWAYS in the vicinity of Instant Challenge CLEAR AND QUIET. Have your team wait in the designated area only.

6. CAUTION YOUR TEAM NOT TO TALK ABOUT THEIR INSTANT CHALLENGE at the meet (except in the Chill-Out Room or in private) or share their Instant Challenge with others (friends/family) until the end of the DI season (MAY). The same Instant Challenge is used for other teams at many meets and it is to your team's disadvantage to be overheard and may result in disqualification.

IMPORANT: Please advise your team members NEVER to reveal an Instant Challenge in an email!

7. TEAM PICTURES will be taken immediately following each team's Instant Challenge or whenever your team has free time. A professional photographer will be available to take your team's picture usually near the IC area, but check the site map at your Meet. Please distribute the flyers enclosed in this mailing to your team members. Every team receives 1 (one) FREE digital picture-- additional copies may be purchased.

IV WHAT YOU NEED TO KNOW . . . ABOUT THE FINAL SCORES & BEYOND

1. The **FORMULA** that NH-DI will use to determine the number of teams in any level at a Regional Meet advancing to the State Tournament is as follows:

1 team = 1 advances 2 to 9 teams = 2 advance 10 or more = 3 advance

The advancement is based on the number of competing teams actually PERFORMING their Team Challenge at that tournament - regardless of what is on the schedule! (FYI – some teams are no-shows!)

2. FOLLOWING THE CLOSING CEREMONY, scores will be posted in a designated room. Only Team Managers using their special pass -- found in their Check-In Packet -- will be granted admission to see the scores. If a team has more than one TM, they may take turns reviewing the scores. This avoids overcrowding in the room.

HINT: Team Managers should bring pencil/pen if they want to record their team's scores.

3. TEAM MANAGERS OF STATE FINALS-BOUND TEAMS must attend a brief meeting at the conclusion of the Awards Ceremony. They will receive a State Tournament Packet that contains critical Meet information, as well as a preliminary schedule for the State Meet.

PLEASE NOTE: All advancing teams MUST supply an Appraiser & a 2-hour volunteer for the State Tournament!

V WHAT YOU NEED TO KNOW . . . ABOUT RISING STARS! TEAMS!

- 1. THERE IS NO LIMIT** on the number of children you may have on your team (but your sanity will be questioned!) ALL team members are encouraged to perform in the Team Challenge and participate in Instant Challenge.
- 2. ADJUST YOUR ARRIVAL TIME TO YOUR TEAM' S SCHEDULE** -- consider arriving after lunch, if your RISING STARS! team is performing in the afternoon or just coming for the morning if you have an AM presentation time!)
- 3. PAPERWORK IS OPTIONAL**, but good practice for coming years!
- 4. RISING STARS! TEAMS WILL NOT BE SCORED** or evaluated by the Appraisers. Rather, the Appraisers will provide positive, encouraging feedback and sticky notes with comments to your team!
- 5. AWARDS & KUDOS** immediately follow Rising Stars! performances at their site.



NOTE: Don't forget your CAMERA!

- 6. ALL RISING STARS! TEAMS ARE SCHEDULED FOR INSTANT CHALLENGE.** If your team does not wish to participate in the Instant Challenge, that is perfectly fine, but we have prepared Instant Challenge suited PERFECTLY for them. Rising Stars! teams enjoy this and Team Mangers & Parent are ALL invited in to watch!

VI WHAT YOU NEED TO KNOW . . . ABOUT THE REST OF THE MEET !

- 1. THE NH-DI CAKE WALK** has become a very popular and FUN Meet tradition. EACH TEAM IS EXPECTED TO BRING TWO (2) CAKES OR DESSERT-TYPE TREATS. This is a great opportunity for those team parents who "would like to help out," but don't have much time. These goodies may be homemade or purchased. *Creative* cakes are urgently needed ! The teams LOVE this afternoon diversion! Check your meet schedule to see when the Cake Walk begins.
 - o Please deliver your team's cakes to the designated area in the morning.
 - o Team members and their siblings, Team Managers, parents, and friends may participate in this musical chairs-type game for an entry fee of 25 cents.
- 2. FOOD CONCESSIONS WILL BE OPEN ALL DAY.** A variety of snacks, entrees and beverages are being provided by NH-DI as well as friends and parents of our local Destination ImagiNation teams. Please support these concession stands!
- 3. ONLY CONCESSIONS WITH PRIOR NH-DI APPROVAL** will be allowed to operate at the meets. Please contact your Regional Director if your school/team has interest in running a concession.
- 4. FOOD MAY BE EATEN ONLY IN THE DESIGNATED AREAS.**
- 5. BRING A LAUNDRY BASKET OR TWO.** Use these baskets to contain and keep track of your team's coats, lunches, etc. Also it just reduces the amount of "stuff" around, so the cafeteria can be used for congregating!
- 6. TEAMS ARE WELCOME TO BRING THEIR OWN LUNCHES**, but will need to store their coolers and other belongings when they are not eating. Lunch tables must be kept clear and available to all participants. Please don't "reserve" a table for the whole day by leaving belongings on it.

NOTE: Some meets may have a Coat Check area, which is ideal for storing "stuff".
Otherwise, just leave things in the car until needed!
- 7. CLEAN UP IS EVERYONE'S RESPONSIBILITY!!** Each group must clean up after itself, not only in the cafeteria, but wherever necessary -- this includes restrooms or other areas used for costume changing. Please be courteous to our host school, and leave all areas clean and picked up when your team has finished with them. Failure to follow through with this most basic courtesy may jeopardize our relationship with the host school and can even delay closing ceremonies.
- 8. NH-DI CONCESSION ITEMS SUCH AS HATS, T-SHIRTS, PINS, AND BOOKS** will be available all day at the meet. Items range in price from approximately \$1.00 to \$30.00. Gift Certificates are available. Cash, MC, VISA, and school purchase orders are accepted.
- 9. OTHER DIVERSIONS** will vary from meet to meet, so consider what you will do with your team during its non-performance time.

10. BRING SOME “THINGS” WITH YOU! It is a good idea to have some team activities planned should the troops become restless. Cards, travel games, puzzles, etc. are much appreciated by weary team members!

11. At some meets, there will be a **QUIET ROOM** -- a room in which peaceful activities can be enjoyed. This quiet “chill-out” room allows team members and visitors to take a break from the noisy energy of the meet. Team members should be supervised in this room.

12. SPECIAL ENTERTAINMENT – big group activities or entertainment may be planned for the gym at the end of the day’s performances (and while the final scores are being tabulated.) Check your meet’s day schedule!

NOTE: Because of the unpredictability inherent in performances, it is impossible for NH-DI to know exactly when the presentations in the large gym will conclude and special entertainment/activity will begin. Furthermore, in planning the meet, NH-DI’s priority is the TEAMS and scheduling the teams at adequate intervals for their performances.

VII WHAT YOU NEED TO KNOW, IF THIS IS YOUR FIRST MEET (!)

1. BE SURE EVERYTHING GETS TO THE MEET! Have someone make a list of everything that is going with the team to the meet and have the team make sure everything gets to their performance site!

2. WHERE DO YOU WANT YOUR TEAM AND WHEN? Set up meeting times and places when you first arrive at the Meet. Let parents know that YOU as Team Manager must make all decisions regarding the team’s free time at the Tournament.

Have each team member wear a watch, if possible.

3. PLEASE REMIND THE TEAM that if they are watching a performance and realize they should be meeting you at that time, that they will have to wait until the performance ends -- no one is allowed in or out during a performance.

4. DO “WHAT IF’S” WITH YOUR TEAM AND TALK THROUGH SOLUTIONS: “What if the scenery falls down?” “What if we don’t have an important prop?” “What if someone forgets his/her lines?” “What if one of our devices or gadgets doesn’t work?” Have the team work out contingency plans for every imaginable disaster!

5. FOSTER GOOD SPORTSMANSHIP AND APPRECIATION OF OTHER TEAMS’ EFFORTS: Every team presenting at this meet has created something of which each of us can be proud. Just as each teammate has different, but similar qualities, so too do the presentations. Please uphold the Spirit and Philosophy of NH-DI by really seeing and praising all the masterpieces which are the results of hard work, imagination, and teamwork in your team and in the others with whom you compete. Good sportsmanship is contagious!



VERY IMPORTANT:

DON'T LET THE SUCCESS AND ENJOYMENT OF YOUR DI EXPERIENCE & YOUR DAY HINGE ON A FEW MINUTES IN THE SPOTLIGHT.

NH-DI MEETS ARE “CELEBRATIONS OF CREATIVITY.” CELEBRATE!!!

REMEMBER: HAVE FUN!!!

TEAM MANAGER'S TOP 10 LIST

"THINGS TO BRING TO THE MEET"

- 10 CAMERA for informal pictures.
- 9 A LIST OF "WHAT IF'S" to run through with the team!
- 8 2 CAKEWALK contributions (IDEA: Have every team member bake a cake!).
- 7 MONEY for food, the cakewalk, the photographer and other diversions
- 6 ITEMS/IDEAS FOR IC WARM-UP-- You may wish to bring practice materials with you to use with your team before their Instant Challenge performance.
- 5 TOOL KIT/PROP REPAIR KIT: "Anything and Everything" the team might need.
- 4 STOPWATCH: good for practicing Instant Challenge! Remember that the timekeeper will keep the official time during the team's performance.
- 3 PROPS, COSTUMES, ETC.: Be sure the team has accounted for every item needed for its solution. Who is responsible for what? And whose car is it in?
- 2 PAPERWORK: Bring TWO COMPLETE SETS of the following:
 - (location of form in parenthesis)
 - _____ 5 **Tournament Data Forms** (completed) {last 2 pages of your Challenge}
 - _____ 2 **Declaration of Independence** Forms {from Rules of the Road}
 - _____ 1 **Expense Report Form** {from Rules of the Road}
 - _____ 1 **NH-DI Team Roster/Preview Form** {in this packet}
 - _____ Other required forms/information, depending on YOUR Challenge
- 1 SENSE OF HUMOR ALONG WITH TYLENOL, ADVIL, OR OTHER FAVORITE HEADACHE REMEDY.



Use creativity to make a **D**ifference.

To: Team Members, Team Managers, Coordinators,
Appraisers, Families and Friends

From: The NH-DI Regional Director & the Regional Committee

RE: Good Will Food Drive

Again this year at our NH Destination ImagiNation meet, we are including a Community Service Awareness Project. This project is to recognize (and address) some of the region's need for food. We are asking that all team members and supporters bring along a canned good as a freewill donation. All donations will go to a local provider or the statewide food bank of New Hampshire (such organizations service many of the area food banks and soup kitchens). The collected foods will help those in all areas of the state who are hungry, homeless or in need.

We hope our donations will make a **D**ifference in the lives of those less fortunate than we are.

Cans will be collected at a specified location at your Regional.

Please bring in your can-tribution in the morning!

Thank you for adding this to your ' remember' list.



Just when you thought it was safe to put away your duct tape . . .

NHICC **CREATIVITY** CAMP

SUMMER 2007

Camp Gottalikachallenge-Nite

..... *it's what's for summer!*



WHAT?

- ★ It's totally **WOW** and thoroughly **ZANY!**
Six-days of **OVERNIGHT Camp Gottalikachallenge** brought to you by
NHICC (New Hampshire's Incredible Creativity Connection)!
Unparalleled creative FUN from dawn to dusk and beyond
 - Charmin'challenges
 - A water-event guaranteed to float your boat
 - Opportunities to play with your food
 - Brain-boggling activities
 - And swimming, horseback riding, hiking and more!

WHEN?

- ★ August 12 --17 ~ Brewster Academy, Wolfeboro, NH (www.brewsteracademy.org)

WHERE?

- ★ August 19 -- 24 ~ YMCA Camp Coniston, Grantham, NH (www.coniston.org)

WHO?

- ★ ANY CHILD entering 5th through 9th grade who likes to have F-U-N!
NO prior experience with NH-DI or creative problem solving needed!
Requirements for Campers: Enthusiasm for group activities, curiosity, a sense of humor and enjoyment of problem solving.
CG-N provides campers with a caring and creative environment. Campers are expected to treat one another with respect, to approach activities with an open mind and to contribute in a positive way to the **Camp Gottalikachallenge-Nite** experience. CG-N reserves the right to dismiss any camper for inappropriate behavior or failure to conduct themselves in a cooperative fashion.
Space is reserved on a first-come, first served basis to 60 campers at each site.

STAFF?

- ★ Our CG-N creativity staff includes a Director, five experienced coaches/counselors and five assistant/junior counselors. Most adult staff have degrees in education and/or extensive experience with NH *Destination ImagiNation* and are skilled in directing creative problem solving activities. Each coach also has a special skill or talent to share with the campers. In addition, our summer staff is planning some unusual games to play with our campers – hmm!

COST?

- ★ The total cost per child for the overnight session is \$475 (\$500 after 5/15/07). The camp fee includes three meals per day, all activities, project materials, a camp T-shirt, and priceless memories!
- ★ A **non-refundable deposit of \$100** must accompany the completed registration form and be returned by **May 15, 2007**. The balance is due on or before **July 1, 2007**. **Late registrations WILL always be taken if space is available.**
- ★ A confirmation packet will be sent in June that will include a packing list, health forms, a day schedule, a map to your site and additional information about activities and what to bring to **Camp Gottalikachallenge-Nite**.

MORE?

- ★ For information, call the **Gotta HOTLINE** –1-603-868-2140 or email: jill@nh-di.org
- ★ Return form to: Camp Gottalikachallenge-Nite -- 24 Mill Road – Durham, NH 03824

Camp Gottalikachallenge-Nite
REGISTRATION FORM

Check: August 12 – 17 at Brewster Academy August 19 – 24 at Camp Coniston

I. CAMPER INFORMATION: Use a separate form for each applicant. GIRL BOY AGE _____

NAME: _____ DOB: _____

ADDRESS: _____ GRADE IN SEPT. 2007: _____

Number and Street

City State Zip PHONE: _____

FAMILY EMAIL: _____ FYI – We send Camp Information by email

II. GETTING TO KNOW YOU:

A. Since most of our activities require team participation, please check the area(s) in which you feel you have ability/skill and could contribute to the team OR just tell us what you like to do!

____ acting ____ script writing ____ prop construction ____ music
____ artwork ____ mechanical wizardry ____ other _____

B. Have you ever spent 5 days away from home or at an overnight camp? _____ Did you have fun? _____

Tell us: _____

III. CREATIVE PROBLEM SOLVING EXPERIENCE (Gottalikachallenge, Destination ImagiNation, etc.):

School Gotta-Nite Camp Not Yet!

IV. T-SHIRT SIZE: Child L Child XL Adult M Adult L Adult XL

V. PARENT/GUARDIAN INFORMATION: Camper resides with: Both parents Mother Father

FATHER'S NAME: _____ DAYTIME PHONE: _____

MOTHER'S NAME: _____ DAYTIME PHONE: _____

VI. PHYSICAL/HEALTH CONCERNS: Does your child have any physical conditions or health issues (i.e. asthma, hearing impairment, etc.) , require special services during the school year or are there any concerns which the staff should be aware of? If yes, please explain briefly at this time.

NO YES

THE SMALL PRINT Your signature indicates that you have read and approved the following:

I authorize Camp Gottalikachallenge-Nite to use still and/or video photographs of my child to promote this program.

I understand that Camp Gottalikachallenge-Nite is not responsible for my child's personal property.

I understand that a camp medical form must be submitted prior to my child beginning camp, and that it will include significant health or medical information which would help the staff understand or work with my child. All campers are required to show proof of medical insurance coverage and bring a copy of their health card.

In case of cancellation before July 1, 2007, the deposit will be kept and the balance of the monies paid will be returned. After July 15, 2007, there will be no refund of tuition.

Signature: _____

Please return this form by May 15, 2007 to the address above with a **non-refundable deposit of \$100/camper or full payment of \$475** (after 5/15/07, the camp fee is \$500). The balance is to be paid in full by July 1, 2007. Late applications **WILL** always be taken if space is available. Mail to: **Gotta Camp - 24 Mill Rd - Durham, NH 03824**

Checks should be made payable to **Camp Gottalikachallenge**. Check # _____ Visa/MC may also be used.

Please charge \$ _____ to my Master Card Visa Discover Expiration Date: _____

Card # _____ Signature _____

Premier Portraits, LLC

PO Box 907 New Britain, Ct. 06050
860.223.4126 or 800.894.4270
www.ctpremierphotos.com

NH Destination Imagination Tournaments

Premier Portraits will once again be at your DI Tournament to photograph your team picture. We will be available from 9 am – 3:30 pm. We ask that you have your team photo taken as early as possible to avoid delays. All pictures that are ordered will be delivered within 30 minutes and available for pickup. Team pictures will also be posted on our web site at www.ctpremierphotos.com

starting the Monday after your tournament. You will be able to view and purchase additional pictures from the website.

Prices this year will be: \$8.00 for 1- 5x7 \$15.00 for 1 – 8x10

All team photos will be titled with your school name, name of your tournament and the date.

Don't forget your school will also receive one 5x7 free!

Photo order form: We accept cash, check, Visa, MasterCard or Discover!

Number of 5x7's needed _____ @ \$8.00 = \$ _____

Number of 8x10's needed _____ @\$15.00 = \$ _____

Total Order - \$ _____ Name of School _____

Credit Card information only:

Card Number _____

EXP DATE ____/____/____ 3 digit security code on back of card _____

Phone # _____ Card Holders Name _____

Premier Portraits, LLC

PO Box 907 New Britain, Ct. 06050
860.223.4126 or 800.894.4270
www.ctpremierphotos.com

NH Destination Imagination Tournaments

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Number of 5x7's needed _____ @ \$8.00 = \$ _____

Number of 8x10's needed _____ @\$15.00 = \$ _____

Total Order - \$ _____ Name of School _____

Credit Card information only:

Card Number _____

EXP DATE ____/____/____ 3 digit security code on back of card _____

Phone # _____ Card Holders Name _____

N*H*-*D*I TEAM ROSTER & PREVIEW

This is an NH-DI form for all teams. This form is in addition to any Destination ImagiNation forms required for your Challenge. Please fill out this form completely and present it to the **Prep Area Appraiser** at your meet. Type or PRINT clearly and neatly. The Announcer may read your team's names to the audience from this sheet.

CHALLENGE: _____ **LEVEL:** _____ **MEMBERSHIP#:** _____

1. **MEMBERSHIP/SCHOOL:** _____ **TOWN:**

TEAM MEMBERS: (RS! Teams: list additional names on the back of this sheet.) **PRINT OR TYPE**

- | | |
|----------|----------|
| 1. _____ | 5. _____ |
| 2. _____ | 6. _____ |
| 3. _____ | 7. _____ |
| 4. _____ | |

TEAM MANAGERS:

- | | |
|----------|----------|
| 1. _____ | 2. _____ |
|----------|----------|

PERMISSION TO VIDEO TAPE TEAM'S PERFORMANCE: (Check One)

- By prior arrangement -- family and friends only No video taping allowed

PRESENTATION PREVIEW (This section is required for every Challenge **except** the IMPROV Challenge):
Prior to your team's performance, one or two team members may read the following preview to the Appraisers and the audience. The intent is to give the Appraisers (and the audience) a quick preview of the skit, similar to what you might find in a TV listing. Should the team chose not to read this synopsis, it will be read by an Appraiser. Please limit your preview to approximately 50 words. This preview will not count toward the team's presentation time and it will not be scored as a part of the team's solution.
