

TRAVELGUIDE FOR TEAMS



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Presentation Site
Who's Who on the Appraisal Team
How Teams are Awarded Points

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Educational Goals of the Program

Destination ImagiNation is an educational program in which student teams solve open-ended Challenges and present their solutions at Tournaments. Teams are tested to think on their feet, work together and devise original solutions that satisfy the requirements of the Challenges. Participants gain more than just basic knowledge and skills—they learn to unleash their imaginations and take unique approaches to problem solving.

GOALS

- Foster creative and critical thinking.
- Learn and apply creative problem solving methods 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 up to 7 members over an 8-12 week period.
- Experiential Education is employed to effectively engage participants in learning.
- No Interference is allowed from anyone outside of the team.
- Adult Team Managers act as facilitators to a team.
- Experienced trainers in all Affiliates provide Team Manager training.
- Problem solving skills are cultivated by using tools.
- Open-ended *Team* and *Instant Challenges* appreciate creativity.
- 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 *Team* and *Instant 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 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: *Mythology Mission*). 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 the Challenge-specific portions of the *Team Challenges*:

Challenge A - Technical: *Unidentified Moving Object*

Challenge B - Science: *Spinning a Tale*

Challenge C – Fine Arts: *Triple Take Road Trip*

Challenge D - Improvisational: *Mythology Mission*

Challenge E - Structural: *Verses! Foiled Again!*

projectOUTREACH – Service Learning: *Dynamic Networks*

Rising Stars!®: *Big Bug's Bad Day*

Side Trips: *Side Trips* are the two creations that your team chooses. There are two *Side Trips* in all *Team Challenges* except *Mythology Mission*, which has none. If you don't know what your team's interests and talents are, and if you would like to find out, you can fill in the *Side Trip Specialties Inventory* and it will tell you! This fun questionnaire can be found in the *Team Manager Guide* or you can go to www.destinationimagination.org and click on "Login" at the top of the page. Then click "Resource Area" and "Support Program Materials."

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 watch if your team decides you want your Team Manager to be in the *Instant Challenge* room.

Section 1: Who's Who at the 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.

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 prepare for your Presentation, watch your Presentation, time it, 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.

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 specific 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 *Verses! Foiled Again!* the Challenge Master is in charge of **all** the *Verses! Foiled Again!* 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 award 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 of the required elements 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 talk to your team about your Presentation. Be sure to show them and tell them about the things of which you are proudest.

The Instant Challenge Appraiser

There will be 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.

Verses! Foiled Again! Teams: The Structure Check-In Appraiser

For the *Verses! Foiled Again!* Challenge, there is a special Appraiser. The **Structure Check-In Appraiser** will examine your Structure, measure it and weigh it, and make sure it is in keeping with the guidelines in the Challenge. Before your team goes to the Prep Area for *Verses! Foiled Again!*, you **MUST** have your Structure checked.

Support Officials

A **Destination ImagiNation Support Official** is a person who is part of the Appraisal Team, but who does not specifically evaluate parts of the team's Presentation. This includes the Number Cruncher, the Appraisal Team Organizer, 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 **Appraisal Team Organizer** is used when the scores are tallied in the Score Room at a Tournament rather than at the Presentation site. The ATO sorts all the score sheets after the Appraisers have marked their scores on them, then puts them in order and sends them to the Score Room where they will be tallied and entered into the Scoring Program.
3. 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.
4. The **Timekeeper** is the person who times your Presentation.
5. The **Announcer** is the person who will introduce your team and provide you with Improvisational Elements, if your Challenge has these requirements.

Section 2: Site Procedures

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, if required by the Affiliate.

1. The team will be escorted by an Appraiser to the *Instant Challenge* room. One adult 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. Teams are allowed to bring timing devices that make no sound into the *Instant Challenge* room. 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 team and 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 the *Instant Challenge* or what we did in our solution 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 use the creative problem solving tools you have learned. 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 a given *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 after 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 the team out of the *Instant Challenge* area. Scores for the *Instant Challenge* will not be revealed until after the Award Ceremony. *Instant Challenge* score sheets are NOT returned to the teams.

Site Procedures: Challenge A: Unidentified Moving Object

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 team-completed *Tournament Data Forms*. *Tournament Data Forms* are only informational. They are not scored and are 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 *Tournament Data Form*, it will receive a score. In addition, the team should bring five copies of any Team Clarifications they have received.

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 performing team members are wearing required foot coverings. 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 picked up after the Presentation. The Prep Area Appraiser will distribute the team's paperwork to the appropriate Appraisers.

The team will then move to the **Launch Area**, a 'holding area' immediately adjacent to the Presentation Site, to wait for its 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 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 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, or when any team member calls "Time," 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 its Raw Scores?

Approximately 30 minutes after the team's Presentation, the Head Appraiser or Challenge Master will have the 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 with the team representative and the Team Manager. The team representative will then return to the team to share the scores with the other team members. 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*.

Site Procedures: Challenge B: *Spinning a Tale*

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 team-completed *Tournament Data Forms*. *Tournament Data Forms* are only informational. They are not scored and are 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 *Tournament Data Form*, it will receive a score. In addition, the team should bring five copies of any Team Clarifications they have received.

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 performing team members are wearing required foot coverings. 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 picked up after the Presentation. Just before the team moves to the Launch Area, the Prep Area Appraiser will have the team draw a card from an opaque container to determine with which Act they will start their Presentation. The team will hand the card to the Prep Area Appraiser without looking at it. The Prep Area Appraiser will write the Starting Act on the Prep Area Checklist for the Timekeeper/Announcer and return the card to the container to be used for the next team. (**Note:** The Prep Area Appraiser and/or Challenge Master may choose any type of container he or she wishes (hat, bag, bowl, etc), or may use any selection method he or she wishes as long as it is random and consistent for all competing teams.) The Prep Area Appraiser will distribute the team's paperwork to the appropriate Appraisers.

The team will then move to the **Launch Area**, a 'holding area' immediately adjacent to the Presentation Site, to wait for its 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 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 announce to the team, the Appraisers, and the audience with which Act the team will start their Presentation, and will give the team one minute to prepare. When the minute is over, 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 when the Dicycler signals the end of the Presentation as indicated on the Tournament Data Form, 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 its 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 with the team representative and the Team Manager. The team representative will then return to the team to share the scores with the other team members. 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*.

Site Procedures: Challenge C: Triple Take Road Show

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 team-completed *Tournament Data Forms*. *Tournament Data Forms* are only informational. They are not scored and are 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 *Tournament Data Form*, it will receive a score. In addition, the team should bring five copies of any Team Clarifications they have received.

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 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 or she will distribute the team's paperwork to the appropriate Appraisers.

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 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.

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 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 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*.

Site Procedures: Challenge D: Mythology Mission

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

All team members, the Team Manager(s), along with research notes (if any), 6 items from List One: Materials and 6 items from List Two: Connectors, required paperwork, and Team Identification Sign should arrive at the Prep Area for check-in twenty minutes before their scheduled Preparation time. Once there, the Prep Area 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 Appraiser 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.

Selection of Improv Elements

The team will first have their research notes, paperwork, Materials and Connectors checked in to make sure all are in compliance. Prep Area Appraiser will then conduct the selection process to determine the team's Improv Elements 1 through 4. The Prep Area Appraiser will ask the team to make five randomly drawn selections of Tournament-supplied pieces of paper. The team must hand the selected pieces of paper to the Prep Area Appraiser without looking at the selections.

First, the team will make a selection to determine which one of the six Countries, Cultures and Mythical Creatures listed on their *Tournament Data Form* they will integrate into their Skit. Next, the team will select two pieces of paper to determine which two Materials from List Two on their *Tournament Data Form* they will use. They will select one piece of paper to determine which Connector from those listed on their *Tournament Data Form* they will use. The final selection is a Tournament-supplied piece of paper that will have a number written on it that corresponds to the Unexpected Problem that must be integrated into the Skit.

The Prep Area Appraisers will highlight the selections on the team's *Tournament Data Forms* without revealing the selections to the team.

After the selection process is completed, the team and Team Manager(s) will stay in the Prep Area with the Prep Area Appraiser until the Timekeeper/Announcer escorts the team to the Presentation Site to begin the Preparation time. At this time the Team Manager(s) will say good-bye to their team and take their designated seat(s). If there are any non-performing team members, they will be seated with the Team Manager(s) after the Preparation time ends.

At the Presentation Site

The Timekeeper/Announcer will ask the team to stand in the **Launch Area**, a 'holding area' immediately adjacent to the Presentation Site, to wait for its Preparation time to begin.

The Timekeeper/Announcer will introduce the team to the audience. After the introduction, the Timekeeper/Announcer will show the Appraisers the Unexpected Problem card. The card is then placed, face down, in a distinct location. The Timekeeper/Announcer will draw the team's attention to the placement. S/he will remind the team that they can pick up the card at any time after they begin the presentation of their Skit.

Preparation Time Begins

The Timekeeper/Announcer will announce the team's selected Country, Culture, Mythical Creature, Materials and Connector that they must include in their Skit. The Timekeeper/Announcer will then signal the team to begin their five-minute Preparation time. During the Preparation time, the team may use any part of the performance area. Teams should be careful not to disrupt the placement of the Unexpected Problem card if they elect to go outside the Launch Area during Preparation Time.

Preparation Time Ends

The end of the Preparation time is either when the team has signaled that they are "**ready**" or at the end of the five minutes, when called by the Timekeeper/Announcer. If the team signals that they are ready to end the Preparation Time, the Timekeeper/Announcer will ask the team to confirm they are ready. The Timekeeper/Announcer will say "**Stop**" when the Preparation time ends. If the team left the Launch Area during the Prep Time, the team must return to the Launch Area when Preparation time ends. If there are any non-performing team members, they may take their seats at this time.

When does the Presentation begin?

The Timekeeper will ask the team and the Appraisers if they are ready. The Timekeeper/Announcer will then say "**Begin**" to signal the start of the five-minute Presentation. From that point, the team will have up to five minutes to perform their improvisational Skit. The Launch Area is marked with tape merely to designate the Launch Area. Once the Presentation time begins, the Launch Area may be used as part of the Performance Area.

When does the Presentation end, and what happens then?

The Presentation will end at a signal from the team, or with the Timekeeper/Announcer saying "Time," at the end of the five-minute time period, 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 Appraisers will discuss the team's solution with all team members, ask questions, and possibly ask for demonstrations.

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 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*.

Site Procedures: Challenge E: Verses! Foiled Again!

What's first on Tournament day at Verses! Foiled Again!?

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 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 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, accept the team's paperwork and have the team retrieve their Structure from the designated place in the Structure Check-in Area.

The team's paperwork includes one copy of the Declaration of Independence, one copy of the Expense Report, and five copies of the team-completed Tournament Data Forms. Tournament Data Forms are only informational. They are not scored and are 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 Tournament Data Form, it will receive a score. In addition, the team should bring five copies of any Team Clarifications they have received.

Using the Prep Area Checklist, the Prep Area Appraiser will verify that all required Challenge elements are present. The Prep Area Appraiser will collect written copies of the Verses if available. The Prep Area Appraiser will verify all safety concerns: the team has safety goggles, all team members are wearing foot coverings (as required in the Rules of the Road), and that anyone placing weights on the Structure Tester has closed-toed shoes (as required in the Challenge). 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 team will then move to the **Launch Area**, a “holding area” immediately adjacent to the Presentation Site, to wait for its 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 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 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 including the Structure testing.

How will the Structure be tested?

After the Presentation time starts, the team will place the Structure on the Tester Base and over the Safety Pole so that the Structure rests only on the Tester Base. The Structure **may** touch the Safety Pole, but **may not** touch any of the four Safety Supports or Safety Shields. The team may then start weight placement at any time.

The first weight counted will be that of the Pressure Board. The actual weight of the Pressure Board will be clearly marked on the Board itself, rounded to the nearest pound, at all Tournaments. After the Pressure Board is in place and the Safety Shields are in place, 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 may be different for Regional, Affiliate and Global Final Tournaments 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 eight-minute Presentation. When the team indicates that testing is completed before the end of the eight minute time limit, the weights must remain on the Tester until counted by the Appraiser.
- The Pressure Board or the Structure touches any of the four Safety Supports or any of the Safety Shields of the Structure Tester. A weight that causes the Pressure Board or the Structure to touch the Safety Supports prior to the completion of the 4-second count will not count towards the Official Weight Held total. If the Weight Placement Appraiser cannot slide a single sheet of paper between the Pressure Board and the Safety Support, this means that the Pressure Board is touching the Safety Supports.
- 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 go to 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.

While the Appraisers are discussing the solution with the team, the Weight Placement Appraiser will direct a team member (or members) to remove the weights, one at a time, calling out the weight amounts so that the Weight Placement Appraiser may double check the recording of the weights. The Adult Assistant may assist in the removal of weights. No weights should be removed from the stack until the Weight Placement Appraiser directs this action. All weights are to be returned to the mat, positioned as they were before the Presentation. The Weight Placement Appraiser will have a team member initial the line for the last weight held on the Weight Placement Form and have the team member sign the form signifying their agreement with the weights held.

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*.

Site Procedures: projectOUTREACH: Dynamic Networks

What does a team have to do during the Tournament?

There are three parts to the projectOUTREACH Tournament: **the Album, the Presentation, and Instant Challenge.**

When does a team Check In their Album and what happens then?

The team must check in their Album at the time scheduled by the Tournament Director. Using the Album Check-In/Prep Area Checklist, the Album Check-In/Prep Area Appraiser will check to ensure that the required forms are in the Album. If they are not, the Album Check-In/Prep Area Appraiser will tell the team which forms are missing and give them a reasonable amount of time to fill them out. The Album will then be given to the Album Appraisers. If the team intends to use the Album in their Presentation, this should be noted and the Album should be provided to the team in the Launch Area before they begin their Presentation. The procedures for returning the Album after the Presentation will be explained to the team at this time.

What happens to the Album after Check-In?

The Album will be provided to the Album Appraisers so they can begin their appraisal process. If the Album Appraisers have questions, they can ask them while the team is in the Prep Area. If possible, the Appraisers should wait until after the Prep for the Presentation is completed or until after the team's Presentation. The Album will be returned to the team using the procedures established for the Tournament.

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

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

The team's paperwork includes one copy of the *Project Summary* (a second copy must be included in the Album), one copy of the *Declaration of Independence*, one copy of the *Expense Report*, and five copies of the team-completed *Tournament Data Form*. *Tournament Data Forms* are only informational. They are not scored and are 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 *Tournament Data Form*, it will receive a score. In addition, the team should bring five copies of any Team Clarifications they have received.

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 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; this will vary between Tournaments, depending on when the Album is scored. The Prep Area Appraiser will distribute the team's paperwork to the appropriate Appraisers.

The Prep Area Appraiser should check with the Album Appraisers to see whether they have any questions. If they do not have questions, or after the questions are finished, 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 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.

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. At this time the Appraisers may ask the team any questions they have about the team's Project, Album, or Presentation.

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 the Album is scored or their Presentation is finished, whichever is later, the Head Appraiser or Challenge Master will have the team's Presentation and Album 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 Presentation and Album 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*.

Section 2: Scoring

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 make 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.

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 2010-11 program season, *Mythology Mission* 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.

	Qualifies 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

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 or the Appraisal Team Organizer at your Presentation Site. The Number Cruncher compiles them (adds them up). At some Tournaments, the Appraisal Team Organizer compiles the score sheets and then they are sent directly to the Score Room, where they are added and averaged.

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 Deposit* and *Breaking DI News* 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 you were 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 4: Awards and Advancing to the Next Tournament

Awards

Two kinds of awards are given at Destination ImagiNation Tournaments: 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** except for the projectOUTREACH Challenge. For example, if your Challenge is *Spinning a Tale*, 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.

In the projectOUTREACH Challenge, *Dynamic Networks*, teams will be categorized according to the percentage of the total points earned by the team:

- Outstanding: 90 to 100%
- Excellent: 80 to 89%
- Good: 70 to 79%
- Great Start: 69% or less

The procedure for advancement from Regional Tournament to Affiliate Tournament will be determined by that Affiliate. Every team reaching the Outstanding category at an Affiliate Tournament will be invited to attend Global Finals. (See the *Dynamic Networks* Challenge for more details.)

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 1st Place teams (and some 2nd Place and 3rd 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 premier creative problem solving Tournament. This year Global Finals will be held from **Wednesday, May 25, 2011 (Opening Ceremonies) through Saturday, May 28, 2011 (Closing Ceremony) at the University of Tennessee in Knoxville Tennessee.** This past year our Affiliates certified 1100 teams to attend this exciting event from virtually every state in the United States as well as teams from 11 other Provinces and 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 Global Finals 2011 Tournament, we have prepared the information below to acquaint you with this annual "celebration of creativity!" This past year, more than 13,000 people attended Global Finals 2010!

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.

The prices listed below include 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 Global Finals 2011 Tournament. **All prices are subject to change.**

Package 1A: \$680 Per Person:

Lodging and Meals from Monday May 23 – May 28, 2011

Entrance to all venue sites and activities

Lodging: Monday, Tuesday, Wednesday, Thursday, Friday, Saturday

Meals: Monday dinner, all meals Tuesday through Saturday dinner

Package 2A: \$640 Per Person:

Lodging and Meals from Tuesday May 24 – May 28, 2011

Entrance to all venue sites and activities

Lodging: Tuesday, Wednesday, Thursday, Friday, Saturday

Meals: Tuesday dinner, all meals Wednesday through Saturday dinner

Package 3A: \$610 Per Person:

Lodging and Meals from Wednesday May 25 – May 28, 2011

Entrance to all venue sites and activities

Lodging: Wednesday, Thursday, Friday, Saturday

Meals: Wednesday dinner, all meals Thursday through Saturday dinner

Take a closer look!

We **ENCOURAGE YOU** to visit our Web site and familiarize yourself with our Global Finals Tournament by taking a look at our extensive Global Finals 2011 information.

Within its contents, you will find helpful information about:

- Housing
- UT Housing descriptions
- Transportation
- 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 Global Finals 2011 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
26	27	28	29	30	31	1 JANUARY 2011
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	25	26 2011 GLOBAL FINALS:	27 University of Tennessee	28

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!

Things to Bring to the Tournament

- ☐ Emergency Kit: Look at your Challenge solution and add supplies to repair or recreate elements – duct tape, glue gun, paint, markers, rope/string, etc.
- ☐ *Instant Challenges* to use for practice.
- ☐ Extra copies of *Tournament Data Forms*, *Expense Reports*, *Declarations of Independence* and any other paperwork.
- ☐ Blank forms in case you need to make changes.
- ☐ A checklist the team has created to make sure everything is ready for the Presentation. Include very specific details, such as - the important clue is in Jane's pocket.
- ☐ 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 items that are included and tape it to the outside of the bag. Don't forget to include your team name and contact information in case the bag is left at the Tournament Site.
- ☐ Clear information to your team families what they can expect that day including what you may need help with, where to meet and when.

Tips for Teams at the Tournament

- ☐ Clear information for the team families so that they will know what they can expect that day including where and when to meet.
- ☐ 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 stairs!
- ☐ Stay together as a team as much as possible until your competition is complete. This saves you from the anxiety of searching for someone in a crowded building when it is time to present.
- ☐ Do warm-ups while waiting for Instant Challenge.
- ☐ Bring funny gifts for each other. Bring joke books to keep your team relaxed and having fun.
- ☐ Be sure to see other teams, in your Challenge and in other Challenges. Cheer for everyone!
- ☐ Be complimentary and supportive of each other. Help each other do your best.

Checklist for the Tournament

Things you need to bring to EVERY TOURNAMENT:

- _____ **Tournament Data Form:** (5 copies of the required forms) This can be found on the last pages of your Challenge.
- _____ **Declaration of Independence** (2 copies – 1 copy to *Team Challenge* and 1 copy to *Instant Challenge*): This can be found in the *Rules of the Road*.
- _____ **Expense Report:** (1 copy) This can be found in the *Rules of the Road*. *Do or DI* teams do NOT need to fill out an *Expense Report*.
- _____ **Team Identification Sign:** Check your Challenge for more information about this sign.

Things you should find out:

You should find out from your Tournament Director if your site has any restrictions that might affect your Presentation. For example, some sites do not allow helium balloons, some sites do not allow lights to be dimmed or turned off, and some sites have a 'zero tolerance' ban on all types of weapons, even toy weapons, which you might be using in your Presentation. You should contact your Regional Director or Tournament Director if you have any questions about special rules at your Tournament site.

Make a list of things you need for your Presentation:

You might wish to generate a list of things that your team needs to bring to the Tournament. Use this table, or create your own.

Item	Who is Responsible?

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, perhaps, 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 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:

