



Program Information 2004-05

Welcome to **Destination Imagination®**,
the world's leading creative problem solving program!

This booklet will provide you with an introduction to
the **Destination Imagination®** program and goals and explain how to register.
So fasten your seatbelts for the most exciting ride of your life!

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Visit our website: www.destinationimagination.org

Destination ImagiNation® Program Information

An Introduction to the Program

Destination ImagiNation® Educational Goals

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

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

The Two Components of the Program

The Destination ImagiNation® program asks teams to creatively solve **two different kinds of Challenges**, each with its own purpose and educational focus. The two Challenges, or components, are called the *Team Challenge* and the *Instant Challenge*. Teams present their solutions to both Challenges at a Tournament where the solutions are evaluated by friendly people we call "Appraisers."

The DI Equation: See how it all adds up!

TEAM CHALLENGE

Central Challenge

Academically-based; process-driven project emphasizing teamwork, creative problem solving, creativity, improvisation; sustained development time

Side Trips

Multiple intelligence-based; allows teams total creative freedom to showcase additional strengths; sustained development time

+ INSTANT CHALLENGE

Development of an impromptu solution under tight time constraints; showcases teamwork, creative problem solving techniques, performance, and material manipulation strategies; time management

= Destination ImagiNation® A Complete Educational Package!

Team Challenge

The Destination ImagiNation® *Team Challenge* is a Challenge teams work on over a long period of time, usually several months. This year, Destination ImagiNation® presents six *Team Challenges* (five competitive Challenges and one Rising Stars!™ non-competitive Challenge), and each team generally chooses one Challenge to solve. The *Team Challenge* is made up of two parts, the *Central Challenge* and *Side Trips* (except for a yearly Improvisational Challenge, which does not include *Side Trips*).

Central Challenge

- ★ Purpose: Encourages development of Creative Problem Solving techniques, teamwork, and creative process over a sustained period of time (usually several months).
- ★ Educational Focus of *Central Challenge*: The project undertaken by the team is academically based and focuses on one or more of the following areas: Technical/Mechanical Design, Structural/Architectural Design, Theatrical/Literary/Fine Arts Elements, Improvisational Techniques.
- ★ Each of the five competitive *Central Challenges* involves a research component.
- ★ One or more of the five competitive *Central Challenges* involves an improvisational component.
- ★ One or more of the *Central Challenges* involves an international and/or intercultural theme.

Side Trips

- ★ Purpose: Encourages participants to discover and showcase their collective interests, strengths, and abilities as a team and as individuals, and allows them to develop that showcase over a long period of time.
- ★ Educational Focus of *Side Trips*: Based on the educational theory of multiple intelligences, which in part emphasizes allowing participants to find their own best ways to present what they have learned.
- ★ Allows teams total freedom to develop elements of their own choosing.
- ★ Allows teams to highlight areas of strength that are not brought forth in the *Central Challenge* requirements.
- ★ Allows/Encourages teams to recognize and make the most of each individual's abilities/interests.

Instant Challenge

The Destination ImagiNation® *Instant Challenge* is a Challenge teams are asked to solve in a very short period of time at their Tournament, without knowing ahead of time what the Challenge will be.

- ★ Purpose: To put team's creative problem solving abilities, creativity, and teamwork to the test in a short, time-driven Challenge.
- ★ Educational Focus of *Instant Challenge*: The team's use of creative problem solving strategies, assessment and use of available materials, and teamwork under tight time constraints.
- ★ Encourages teams to develop creative problem solving and time management strategies, performance and improvisational techniques.
- ★ Develops the ability to quickly assess the properties of provided materials, and learn how to creatively manipulate materials for a unique solution.

The Team Challenges for 2004-05

Five **competitive Team Challenges** are provided each year. For 2004-05, the competitive *Team Challenges* are:

Challenge A: *Dizzy Derby*

Focus: *Technical Design and Construction of a Vehicle, Invention and Design Process, Playwriting, Teamwork*

The Destination: Where This Challenge Will Take You!

Racing! Laps! Strategy! Your team-designed Vehicle will race against the clock to complete the greatest number of laps on our triangular track! Take a careful look at the rules since there is more than one way to gain lap points. Do you design your Vehicle for speed alone, or gain extra points with a risky “Detour?”

Points of Interest

- ★ The team will design a reliable Vehicle with a Technical Energy Source that will race around a triangular track transporting one or more team members.
- ★ The team will receive points for the number of Laps and Detours their Vehicle completes.
- ★ The team will integrate three *Side Trips* into its Presentation.
- ★ A team-created skit will bring together all elements of the team’s Presentation.
- ★ This Challenge can be solved on many levels, from very simple to very complex solutions. Your team needs to develop a winning strategy. There is more than one way to score well.

Challenge B: *Sudden SerenDipity*

Focus: *Playwriting and Point of View, Theater Arts, Technical Design and Construction, Invention and Design Process, Teamwork*

The Destination: Where This Challenge Will Take You!

“Ring..Ring” . . . “Zap!” The telephone and microwave - two inventions separated by 70 years, but with one thing in common – SerenDipity! SerenDipity, or discovery by chance, is an important ingredient in many important inventions. What brilliant invention will your team be seeking to create when serendipity strikes? Is your invention celebrated as a stroke of genius, or misunderstood? This is your opportunity to present your Story of SerenDipity. Good luck!

Points of Interest

- ★ The team will develop and present an original Story that includes an example of SerenDipity.
- ★ The team will present an Initial Invention and a SerenDipitous Invention that results from SerenDipity.
- ★ The team will build and present a Technical Device that performs a Task through one or more Steps.
- ★ The characters will present Differing Views about the impact of the SerenDipitous Invention.
- ★ The team will integrate three *Side Trips* into its Presentation.
- ★ This Challenge can be solved on many levels, from very simple to very complex solutions.

Challenge C: *Live! It’s RaDio DI!*

Focus: *Theater Arts, Playwriting, Sound Effects Technology, Characterization, Teamwork*

The Destination: Where This Challenge Will Take You!

Before we had television, imaginations around the world came alive every night. Families sat beside the radio, listening to the news of the day. The radio also brought all sorts of entertainment to life without pictures. Music was popular, and so were plays – funny plays, serious plays and mysteries. Your Challenge is to create a story that can be told without pictures – an original RaDio show being performed live for a RaDio audience. Your Presentation will include a commercial that makes an outrageous claim for a product, and of course a “Breaking News Bulletin.”

Points of Interest

- ★ The team will present a Story in a live RaDio Broadcast. The Story will include at least one Unique and/or Eccentric Character.
- ★ The RaDio Broadcast must have Live Sound Elements that create images in the mind of the listener. At least one of the Live Sound Elements must be produced by a Technical Method.
- ★ The Story must have a “Cliffhanger” or “Hook” before a Commercial for a product.
- ★ The Commercial must include an Outrageous Claim and a Jingle to advertise or promote the product.
- ★ The RaDio Broadcast will be interrupted by a News Bulletin. The subject of the News Bulletin will be a randomly selected Improv Element.

Challenge D: *IMPROVing Along*

Focus: *Improvational Acting, Transportation Research, Invention and Design Process, Theater Arts, Teamwork*

The Destination: Where This Challenge Will Take You!

Gear up on everything there is to know about how we get around, because at performance time, this improvisational Challenge will include one of the 12 modes of transportation your team has selected to study. You'll also create your own IMPROVmobile and create a skit on the spot that includes an Improv Travel Game and shows what happens Along the Way. Don't forget: Your ticket only allows 30 minutes for you to plan your entire trip, and you'll need to remember to pack your Invisible Prop! ALL ABOARD!

Points of Interest

- ★ The team will create a six-minute Improvisational Skit in a 30-minute time period at the Tournament.
- ★ The team will research a total of 12 Modes of Transportation taken from six categories and randomly choose one to be integrated into their Skit.
- ★ The team will randomly select an event that happens Along the Way and integrate it into their Skit.
- ★ The team will create an IMPROVmobile and integrate it into their Skit.
- ★ The team will demonstrate one of four Improv Travel Games during their Skit.
- ★ The team will integrate an Invisible Prop into their Skit.
- ★ This Challenge can be solved on many levels, from very simple to very complex solutions.

Challenge E: *Designing Bridges*

Focus: *Bridge Architecture and Structural Engineering, Model Bridge Construction and Testing, Research on Cultural Differences and Bridges of the World, Playwriting, Teamwork*

The Destination: Where This Challenge Will Take You!

What do we do when a river, busy highway, or deep ravine stands between us and our destination? We build a bridge! Your challenge is to build a bridge out of wood, glue, and fishing line that holds weight. Will your bridge be long? Will it be strong? You decide! Explore the many bridges of the world to inspire your design. Then test your bridge while presenting a story about a bridge between two nations' cultures.

Points of Interest

- ★ The team will design, build, and test a Bridge made completely of Wood and/or Monofilament Fishing Line, with Glue as an adhesive. They will earn points based on the weight held by the Bridge multiplied by its Span.
- ★ The team will research bridges from Nations other than their own, and will use a design element of one of these bridges in their own Bridge design.
- ★ The team will make a prediction about what will happen when they stack weights on their Bridge.
- ★ The team will create and present a Story about a bridge (or connection) between the cultures of two Nations. The Story will include at least one character.
- ★ The team will integrate three *Side Trips* into their Presentation.
- ★ This Challenge can be solved on many levels, from very simple to very complex solutions.

A non-competitive *Team Challenge* for 4-7 year olds is developed each year.

Rising Stars!™ *Team Challenge: ...More to the Story*

Focus: *Storytelling, Literature Appreciation, Summarizing, Sequencing, Reading and Listening Skills, Presentation Skills including Public Speaking, Simple Machines, Knowledge of the Five Senses, Primary Colors, Teamwork*

The Destination: What Is Our Challenge?

What happens to the characters in a story *after* the story ends? What did the pirates do *after* they found the treasure? What happened *after* the princess married the prince? Your team will pick any story you like. You will make up a Play about the story. Your Play will tell what happened *after* the story ended. Your team will tell ...*More To The Story!*

Getting Started: Passport Licensing

Before your team begins its journey, you'll need to get your **Passport!** The complete rules of Destination ImagiNation® Passport licensing are printed below and are also available for printing or download on the Destination ImagiNation, Inc. website.* Passport licensing may be done online (See "How to Register Online Using DION" below).

The Destination ImagiNation® Passport

The Destination ImagiNation® Passport is a license to compete in sanctioned Tournaments and/or to use the Destination ImagiNation® *Team Challenges* as well as the support and curriculum materials for educational demonstrations within your school or organization. There are two kinds of Passports: **Individual Team Passport** and **5-Pak Team Passport**.

1. In order to participate in a sanctioned Tournament, your TEAM must hold a valid 2004-05 Passport Number.
2. Each TEAM must be registered with Destination ImagiNation, Inc., and each TEAM will be assigned a unique Passport Number. Each team may also choose a Team Name that is different from their Passport Name.
3. Your team will be required to know your complete 2004-05 Passport Name and Number, your Team Name, and your Competition Level and put that information on all forms, paperwork and Identification Signs required by Appraisers and other Tournament Officials.

Individual Team Passport

1. The INDIVIDUAL TEAM PASSPORT allows a school, school program, college, university, community group, home school program, parent group, club, or business to put together a team of no more than seven participants and to register ONE TEAM. However, Individual Team registrations need not be affiliated with a school or group.
2. This Passport entitles a given team to participate in a *Team Challenge* at any Level defined within the Destination ImagiNation® program structure. There are no restrictions on how a team is selected or assembled. Team members may come from within a community or beyond.

5-Pak Team Passport

1. The 5-PAK TEAM PASSPORT allows an individual school, multiple schools with a total combined enrollment of fewer than 500 students, multi-school programs with a single itinerant teacher, or a recognized local chapter of a community organization that serves children such as Boy Scout Troops and Girl Scout Troops, 4-H clubs, or PTA/PTOs to register up to FIVE TEAMS in any *Team Challenge* at any Level.
2. 5-Pak Team registrations MUST be affiliated with a school or group.
3. The 5-PAK TEAM PASSPORT may not be purchased on behalf of school districts, states, provinces, program affiliates (i.e.: the New Jersey DI Affiliate), Girl/Boy Scouts of America nor any larger parent organization.
4. If your team is part of a 5-Pak Team Passport, make sure that your team is the ONLY team competing under your assigned Passport Number. Remember, each TEAM has a distinct Passport Number.
5. This Passport entitles each of the five teams to participate in a *Team Challenge* at any Level defined within the Destination ImagiNation® program structure. Each team must be registered, and each TEAM will receive a unique Passport number.

Guest Participants

Schools or groups purchasing Passports may invite others from outside their school or group to participate on their teams. If the invited team member comes from a school or group that has NOT purchased a Passport license, the invited team member may participate as a Guest Participant (see guidelines below). If the invited team member comes from a school or group that HAS purchased a Passport license, whether an Individual or 5-Pak, no Guest Pass is required. The Guest Pass is only required when the individual's school or group does not already hold a Passport.

1. All other rules of Team Formation must be followed.
2. DI permits your school or group two Guest Passes per 5-Pak Team Passport if your school or group will allow Guest Participants. Before inviting a participant to join your team as a Guest, check with your Destination ImagiNation® Coordinator to make sure your 5-Pak Team Passport's two Guest Passes have not been used, and that your school or group allows Guest Participants. Also be sure to find out if your Guest's school or group has purchased a TeamPak. A Guest Pass is not necessary if the Guest's school or group is already a Passport holder.
3. Once a Guest Participant begins working on your team, that person is a permanent member of the team even if the Guest quits, moves, or is unable to participate. This team member's Guest Pass may not be used by another Guest.
4. Teams with Guest Participants must compete under the name and Passport Number of the host school or group that purchased the 5-Pak Team Passport. **Entire teams made up of students from other schools or groups may not participate under your Passport License.**
5. Some locations have laws regarding children who attend private schools and participate in public school activities. Where Destination ImagiNation® rules are in conflict, you must follow the laws of your state, province, school district, or organization.
6. Community Organization and University Level Passport holders may invite participants freely as long as all other rules of Passport licensing and Team Formation are met.

Upgrading from an Individual Team Passport to a 5-Pak Team Passport

You may upgrade from an Individual Team Passport to a 5-Pak Team Passport. To do this:

1. Submit another 2004-05 Passport Application. This application is available for download on the Destination ImagiNation, Inc. website.
2. Check "Upgrade" on the form.
3. Mail or fax the Upgrade application and payment to Destination ImagiNation, Inc., PO Box 547, Glassboro NJ 08028-0547.
4. All Rules governing 5-Pak Team Passports must be followed. See "5-Pak Team Passport" for more information.

How to Register Online Using DIONline

DIONline, or DION for short, is the **international online registration system** for Destination ImagiNation® Passport licenses. As a Team Manager, DION lets you download *Team Challenges*, get updates about your Affiliate and maintain information about your teams. You can also purchase other helpful program materials through the system. The system can be accessed at the Destination ImagiNation, Inc. website*. Many districts or schools often handle the registration of Passports for Team Managers, but if your organization does not, or if you are an individual team, you will find it easy to register your team yourself from your 'own' DION personal page.

NOTE: If you do not have access to the Internet and wish to register, please contact Destination ImagiNation, Inc. headquarters at (856) 881-1603 and they will fax or mail you an application form.

Step One: Personal ID Set-Up

The first time you enter the DION system, you won't have an ID, so you'll need to create one. It's not difficult and the system will prompt you through the process.

1. On the main DION front page, you can set up your account by clicking on the word "**here**" in the last sentence shown on the screen. (It says "Don't have an account yet? Click **here** to set one up. It only takes a minute.")
2. After you have done this, you will see a screen which will collect your basic contact details. The system uses your email address as your system ID which should make it easier to remember.

TIP: Remember to make a note of your 'User Name' and the 'Password' you create. Do not call DI Headquarters for the information, as they do not have access to that data. If you forget the information follow the procedures for asking for help. (Note: the system only collects ID information for system users over 13 years of age.)

Step Two: Registering your Team

This is a simple process, but you will need the following information with you when you sit down at the computer to register your team:

- ___ The Team Name
- ___ The School/Organization/Entity Name
- ___ The Level in which the Team will compete
- ___ The *Team Challenge* in which the Team will compete (you can leave this 'blank' and fill it in later if your Team has not yet selected a Challenge)
- ___ The Name and E-mail address of the Team Manager(s) or Contact(s) for the Team
- ___ The Name, Gender, Date of Birth and Grade of each member of the Team
- ___ Method of Payment: Credit card (VISA or MasterCard may be charged online), Purchase Order (you may fax or mail a signed Purchase Order), or check (mail only).

Once your TeamPak is registered, your team will receive a distinct *Passport Number*. Your team's Passport Number will be sent electronically to the email address you have provided. A CD ROM of program materials will be mailed to the address of the contact person you specified when registering.

Step Three: Your Team's Passport Number

Your Passport Number has three sets of numbers and looks like this: **XXX-YYYYY-Z**. Each set of numbers identifies a unique piece of information.

1. **The first three digits** of your Passport Number (XXX) **identify your Affiliate** (State/Province/Nation). For example, all teams from New York State would have Passports that begin with 134.
2. **The next five numbers** (YYYYY) **identify the 'entity'** under which your team is registered. For example, some teams from the Jones High School in New York may have Passport Numbers that say 134-12345.
3. **The last number (Z) identifies your specific team.** Your Passport Number might look like this: **134-12345-3**. Every **team** has a unique Passport Number in this way.

TIP: If you purchase your Passport online, but do not pay by credit card, you must remember to print off the “THANK YOU” page and send a copy of that page with payment to Destination ImagiNation, Inc. headquarters. Your Passport is not ACTIVE until payment has been received.

The team **Passport Number** is what you will use to register your teams for all Destination Imagination® Tournaments. In order to compete in a sanctioned Destination Imagination® Tournament you must register your team by the deadline set by your Destination ImagiNation® Affiliate. You may add or change specific details at a later date (such as which *Team Challenge* your team chooses) if you haven’t made a final decision at the time of registration. Keep in mind that ONLY the ‘Contact’ person identified to DION will have access to the team information and that person should be the one responsible for keeping the data current.

Step Four: Custom DION Personal Page

Once you have set up your ID and password, you will automatically be taken to your own customized DION page. This will be your “home base” in the DION system, and you will always be taken there when you sign onto the system in the future. The page will welcome you by name, and will display any **news** items from your Affiliate that are relevant to you. The page will also offer you a number of functions – including **downloading Team Challenges**.

1. If you are listed as a contact for a 5-Pak or a specific team, then details of those teams will be displayed on your DION personal page. Your DION personal page will also give you the ability to delete or change the information about those teams, including the *Team Challenges*, Levels and team member information for each team.
2. DION will also show you a detailed history of your team(s). When you click on a 5-Pak or Individual Passport name, you will always be shown a complete and current status screen for that 5-Pak or Individual Passport, including a full history for that Passport license – when it was initiated, when payment(s) was/were received, when teams were added, etc.
3. For more detailed instructions about DION, you can click on the help link from your DION personal page.

Cancellation Policy

In the event that you wish to cancel your Individual Team Passport or 5-Pak Team Passport License, the following policy is in effect:

1. Destination ImagiNation, Inc. must be notified in writing and return of Program materials within thirty days of the ship date, as annotated on the invoice, for consideration for cancellation.
2. No cancellation will be accepted after the Affiliate deadline for Passport Registration or January 15, 2005, whichever comes first. All cancellations will be charged a \$25US Cancellation Fee.
3. 5-Pak Passport Licenses cannot be cancelled with the intent to purchase the Individual Team Passport.

Competition Levels

Competitive Levels

There are four competitive Levels in the Destination ImagiNation® program: Elementary (EL), Middle (ML), Secondary (SL), and University (UL). Your team will compete against other teams in your Competition Level who have selected the same *Team Challenge*.

1. Your team may have team members of all ages, but **the Level at which you must compete will be determined by the participant in the highest grade-level or by the participant who is oldest.** Your team may not compete in a Level above the age or grade of the oldest participant on your team. (See chart below.) Each team may independently determine whether its Competition Level is decided by age or grade. It is important for your team to determine in which Level you will be competing **before** you begin working on your *Team Challenge*. When you register for your first sanctioned Tournament, you will declare your Competition Level on the registration form, and this Level may not be changed between Tournaments.
2. **Please Note:** Destination ImagiNation, Inc. does not promote or recommend creating teams comprised of participants of multiple Levels, for example, forming a team that includes both Secondary and Elementary age-level members. **It is the intent of this rule that all members of a team will compete against their age or grade peers.**

Determining your Team's Level

LEVEL	GRADES (US)	OR	AGE
Elementary Level (EL)	Kindergarten-5 th grade	No student reaching age 12 by June 15, 2005*	
Middle Level (ML)	6 th -8 th Grade	No student reaching age 15 by June 15, 2005*	
Secondary Level (SL)	9 th -12 th Grade	No student reaching age 19 by June 15, 2005*	
Rising Stars! TM	The Rising Stars! TM <i>Team Challenge</i> is designed for Preschool-2 nd grade.		
University Level (UL)	Full-time post-secondary students enrolled in college, university, trade, or technical school. See below.		

University Level (UL) Teams

In the University Level of participation, college/university-aged students from around the world have two options for participation at the Destination ImagiNation® Global Finals Tournament, to be held at the University of Tennessee in Knoxville, Tennessee, May 25-28, 2005.

Option 1: DI Team Challenge

Prior to Global Finals, a UL team may select one of the five DI *Team Challenges* and prepare a solution. The team will present the solution and participate in *Instant Challenge* at Global Finals. In some Affiliates, UL teams may also have an opportunity to present their *Team Challenge* solutions at Regional or Affiliate Finals Tournaments. University Level teams presenting *Team Challenge* solutions may not register for the DI ExtremeTM competition.

Option 2: DI EXtremeTM

DI ExtremeTM is a creative problem solving program especially designed for University Level students. Some Affiliates will host DI ExtremeTM Tournaments, and a DI ExtremeTM Tournament is held at Global Finals. In DI ExtremeTM, registered teams receive a list of supplies which must be brought to the Tournament. At the Tournament teams receive the *Extreme Challenge* and are given a block of time in which to solve it (two hours at the Affiliate Level and three hours at the Global Finals level). See the Destination ImagiNation, Inc. website for further information. University Level teams presenting DI ExtremeTM solutions may not register for the *Team Challenge* competition.

Please note: Rules and regulations pertaining to the competitive *Team Challenges* do NOT apply to DI ExtremeTM teams as the DI Extreme program has its own set of rules. However, in the case of a DI

Extreme™ Tournament being held at an Affiliate DI Tournament, there may be “site-specific” Safety Restrictions for DI Extreme™ teams attending at that site.

Additional Information for University Level Teams

1. **Who is Eligible to take part at the University Level?** All members of University Level teams (*Team Challenge* or DI Extreme™) must be currently enrolled full-time students from a college, university, trade, or technical school. Teams may be comprised of students from different colleges, universities, trade, and/or technical schools. When registering for a Passport, UL teams must select a Team Name and identify one Affiliate to which they will “belong” for registration purposes.
 - a. University Level teams may not include younger students who have not finished high school or its equivalent. Newly-graduated high school students who are accepted to a college but have not yet begun classes are not eligible to compete at the University Level.
 - b. All members of DI Extreme™ teams MUST be age 18 or older.
2. **Registration Deadlines:** All University Level membership applications for teams wishing to participate in the Global Finals Tournament (either in *Team Challenge* or DI Extreme™) must be received by Destination ImagiNation, Inc. **no later than April 1, 2005**. For further information regarding Affiliate participation, contact the UL Coordinator by email (Address below). Note: Spaces for DI Extreme™ are limited and will be filled on a first-come, first-served basis.
3. **More than one *Team Challenge*? YES!** University Level teams MAY choose to solve and present more than one *Team Challenge* at Global Finals, including the improvisational Challenge, *IMPROVing Along*. This rule applies to University Level teams participating in the *Team Challenge* competition ONLY.
4. **University Level Resources:**
 - a. **University Level DI Advisory Board (ULDIAB):** Each Affiliate is asked to select one representative for this Board that provides appropriate input about issues and ideas the Affiliates and Destination Imagination, Inc. wish to see addressed. This group also helps plan and execute UL specific activities and events at Global Finals each year.
 - b. **University Level Website:** <http://www.vombo.org/college/>.
 - c. **University Level Message Board:** Instructions on how to join can be found at the UL website (see above) or at: <http://groups.yahoo.com/group/collegedi/>
 - d. **University Level Coordinator:** Contact the UL Coordinator at: LDRunnrMom@aol.com.

Non-Competitive Level: Rising Stars!™ Team Information

The Rising Stars!™ program is developed and designed especially for 4-7 year olds.

1. The complete program as a boxed kit is available for purchase through Destination ImagiNation, Inc. and includes a wide variety of fun activities for fostering creative problem solving in young children as well as curriculum materials useful in preschool and small group settings. We highly recommend that these materials be used when working with this age group.
2. Included in the Rising Stars!™ program materials is a special Rising Stars!™ *Team Challenge* that may be solved by young teams. This Challenge is available with the competitive *Team Challenges* but does not include the additional Rising Stars!™ materials.
3. Rising Stars!™ teams may wish to present their solutions at a Regional or Affiliate Tournament. At the Tournament, teams will present their solutions to friendly audiences for fun and feedback. To register for a Tournament, contact the Affiliate (state, province, or country) in which you live.
4. Rules and regulations pertaining to the competitive *Team Challenges* do NOT apply to Rising Stars!™ teams. However, depending on the Tournament Site, there may be “site-specific” Safety Restrictions for Rising Stars! teams attending a DI Tournament. Contact your Tournament Director for this information.
5. Adult Leaders of Rising Stars!™ teams will find helpful resource material in the Rising Stars!™ Program kit and in the Rising Stars!™ section of the Destination ImagiNation, Inc. website.

Team Formation

Your team must be made up of participants currently enrolled in a school, school program, college, university, community group, boy scout, girl scout, 4-H club, PTA/PTO, home school program, parent group, or business. Your team's Competition Level is determined by the grade or age of your oldest team member. (See "Competition Levels.")

Please Note: There are very important rules that govern teams, Team Managers, and the solutions the teams develop. Listed here are ONLY rules regarding Team Formation.

Complete competition rules can be found in the Destination ImagiNation® program rulebook, "Rules of the Road." All team members and Team Managers must read the Rules of the Road.

Team Members

Your team may recruit up to seven team members but no more. Only the original team members (up to seven) are allowed to work on the *Team Challenge* solution.

1. Teams may compete with fewer than seven team members, but in order to be considered a team, there must be at least two members.
2. Once your team has begun working on the *Team Challenge* solution, you may add team members up to a maximum of seven until you submit your registration roster to your first Tournament. After your team has registered for the first Tournament but before competing, you may add team members with the permission of the Tournament Director, but only if you had not previously reached seven team members.
3. Your team may not replace team members after the total of members has reached seven, even if a team member quits, moves away or is unable to attend the Tournament for any reason. If a team member moves away, that person is still considered part of your team and may still compete with the team if he/she is able.
4. Your team may not add team members between Tournaments for any reason, even if your team does not have seven team members. Adding team members between Tournaments will result in disqualification as a competitive team. Your team may still perform but will not be scored.
5. If a majority of the team members leaves your team, you may form a new team by adding new team members, but you may not use any part of your original solution and you must select a different *Team Challenge*.

Team Manager

Your team must have at least one **Team Manager of Record** who is 18 years old or older.

1. Your Team Manager may have one or more assistants, and Assistant Team Managers may be younger than 18.
2. All Team Managers and Assistant Team Managers must understand the rules of Interference and may not offer ideas or help in the development of the *Team Challenge* solution.
3. Assistant Team Managers under the age of 18 may NOT accompany the team into the *Instant Challenge* competition site or into the StuDIo site (for *IMPROVing Along*).
4. A Team Manager cannot be a member of the team he/she is managing, as only team members can have input into the solution; a Team Manager by definition cannot (See the *Rules of the Road*, the Destination ImagiNation® program rulebook, for more information).

Awards

In Destination ImagiNation® there are awards given that are related to high scores and others that are given because someone noticed something outstanding and special. Some Tournaments give trophies, some give medals, some give certificates—and some even have awards that teams receive just by participating in the Tournament!

Appraisal teams may nominate a team or an individual for an award by filling out an Award Nomination form. The Nomination Forms are read and evaluated by a committee appointed by the Tournament Director. Please note that not all nominations result in Awards.

Rising Stars!™ Award: For Our Rising Stars

The Award:

This award recognizes the courageous, curious and joyous first steps in the journey of life-long learning.

Criteria:

This award is given to all Rising Stars!™ Teams who demonstrate a solution at Tournament.

Spirit of Discovery and Imagination Award (Spirit of DI Award):

For outstanding Spirit, Teamwork, Volunteerism, Sportsmanship

The Award:

From its very beginning, Destination ImagiNation® has been a community. The recipients of this award are the ones who go out of their way to help others, making sacrifices not for themselves, but to give something to someone else. We recognize and applaud these members of our community who demonstrate outstanding and extraordinary levels of sportsmanship, volunteerism and spirit, be they Team Managers, Team Members, Officials or other helpful DI friends and volunteers.

Criteria:

This award is given in recognition of those who act as superior role models in the areas of spirit, sportsmanship and volunteerism.

The Renaissance Award

For outstanding Design, Engineering, Execution, Performance

The Award:

On our journey we sometimes encounter exceptional travelers who entertain and enlighten us along the way. The Renaissance Award recognizes those among us who demonstrate extraordinary amounts of effort and preparation in their solutions or outstanding skill in engineering, design or performance. While the destination is creativity, these fellow travelers make the journey itself memorable.

Criteria:

This award is given for outstanding skill in the areas of engineering, design, or performance.

The DaVinci Award:

For Outstanding Creativity

The Award:

The paths we follow on our journeys were once uncharted and unknown—until someone took a bold step in a new direction and paved a way for us to follow. To solve our Challenges, imagination, creativity, originality and courage are required. We honor these individuals and teams who most clearly demonstrate that spirit of adventurous risk in their solutions—those who most creatively traveled to reach truly new and unique destinations. The DaVinci Award is named to honor one of humanity's greatest creative thinkers, Leonardo DaVinci.

Criteria:

This award is given for having a unique approach to a solution, for risk taking, and/or for outstanding creativity (not skill or talent).

Place Awards

Each Destination ImagiNation® sanctioned Tournament recognizes the top scoring teams that competed in both *Team Challenge* and *Instant Challenge* at each Competition Level. Teams who receive the place awards have earned the top total scaled scores (*Instant Challenge* + *Central Challenge* + *Side Trips*) in their Challenge/Competition Level. Your Tournament will send at least one placed team (1st Place) and sometimes more to the next level of Tournament, depending on the rules of entry.

Teams in each *Team Challenge*/Competition Level from each Affiliate Finals are invited to participate in the Destination ImagiNation® Global Finals Tournament, the world's largest creative problem solving Tournament of its kind. Global Finals will be held from **Wednesday, May 25, 2005 (Opening Ceremonies) through Saturday, May 28, 2005 (Awards Ceremony) at the University of Tennessee in Knoxville Tennessee.** This past year our Affiliates certified 873 teams to attend this exciting event from virtually every state in the United States as well as teams from ten other countries.