

DestinationImagiNation of New York



CreativityNews

Back-To-School Issue

Visit our Website at: www.nydi.org

September 2001

What is Destination ImagiNation?

Destination ImagiNation fosters creative thinking and problem-solving skills among participating students from kindergarten through college. It features an annual competition component at local through international levels. Students solve problems in a variety of areas—from building mechanical devices to giving their own interpretation of literary classics. Through solving problems, students learn life-long skills such as working with others as a team, evaluating ideas, making decisions, and creating solutions while also developing self-confidence from their experiences. DI also develops activities and curriculum guides to integrate these skills into regular classroom.

Who Runs it ?

Destination ImagiNation Inc. is a private, not-for-profit corporation headquartered in Glassboro, New Jersey. Mr. Robert T. Purifico

is DI's Executive Director. Under the direction of Destination ImagiNation Inc., chartered affiliates are authorized to run local, regional, and state/provincial competitions. They receive logistical support, training material, and financial aid from Destination ImagiNation Inc.

All schools in New York are included within Destination ImagiNation of New York. All schools, public, private, and parochial are eligible to compete in our program.

Destination ImagiNation programs value and nurture creativity. Through its activities, Destination ImagiNation provides opportunities to develop creative problem-solving skills that are important in an ever-changing world. .

DI encourages the development of cooperation, self-respect, and the appreciation and understanding of others through a cooperative team-learning mode. DI appreciates diversity, interaction, and cultural sensitivity. DI provides experiences that develop essential life/survival skills.



INTRODUCING THE PREVIEWS OF THE 2001-2002 TEAM CHALLENGES

All Challenges are offered to all Levels!

Challenge A: It's Your Move

Everybody loves to play games....board games, arcade games, computer games, or fantasy role-playing games. What if you could create a game played on a giant game board with a large team-driven **vehicle** for a game piece? What if the path that your game piece had to travel was different every time you played the game? Sound like fun? Then come and try this ultimate big tech gaming Challenge!

Challenge B: On Holiday!

You and your teammates will create comic fireworks in a humorous performance about your adventures in a foreign nation. When travelers 'On Holiday' express wildly **different viewpoints** about their new experiences, the trips will be a laugh a minute! All aboard! Let's go!

Challenge C: Dual DHEMA

You will have to get your 'ducts in a row' to solve this Dual **balsa wood** DHEMA. There will be no 'paper thin' excuses allowed in having a pre-built structure and then building another structure 'on site' at the Tournament! With eight minutes to test both structures and perform a contrasting skit, this is 'shear madness'!!

Challenge D: StranDId!

Marooned! Trapped with no apparent way out! Stranded and unable to use electric power of any kind, the characters must use a team-invented **mechanical** device (and their own 'energized' creativity!) to deal with their situation. A humorous character adds to the fun.

Challenge E: The Art Improv

What do you get when you take an image from Famous Artwork, mix in a dab of exploration, and blend in a Situation in a **30-minute burst of creativity**? Swirl in a Surprise Character during the performance and, like mixing colors on an artist's palette, you get a 'sketch' that is pure fun! Come and celebrate the 'Art of Improv!'



Starting A DI Program in your school or Community Group

- You'll need a sponsoring organization, business or individual. This is usually a local school but it can also be a service club such as a PTO, Kiwanis or Rotary...it can be the Boy Scouts, Girl Scouts, Boys & Girls Club, the local branch library or any business or individual may sponsor a team!
- You'll need a source of funds. A national membership in DI costs \$100 for a single team membership or \$175 for a 5 team value pack membership at the national level, plus \$45 (single team) or \$60 for a 5-team value pack at the state level. There might also be Regional fees to consider and you should check with the regional director for your geographic area of our state.
- You'll need to fill out the membership application form and send it with the

membership fee to: Destination Imagination Inc. PO Box 547 Glassboro, NJ 08028. This application is included with this Newsletter.

1. The National membership fee buys your team your Passport materials, which include:

A CD, with all challenges, guides, and program materials, readable in either Windows or PC compatible Mac. The CD will also include:

- A selection of brochures and Destination ImagiNationâ promotional materials.
 - A complete listing of all Destination ImagiNationâ Affiliates and contact information.
 - Instructions on TEAM registration for **5-Pak** Passports.
- The number of memberships you'll need depends on how many teams you can afford to send to competition. A individual team membership entitles the sponsor to send one team to competition. If two or more teams are anticipated you will need a 5-Pack. I strongly recommend finding the funds to send as many teams as possible. There's nothing like what happens at regional tournaments to give children an idea of the diversity of solutions to the challenge they've spent 5 months on.
 - Your teams will need funds to purchase their materials. Challenge budgets are usually set around \$100 per problem. The \$100 limit is a cap on the amount of money that a team can spend to put materials on stage. That is, the materials that appear in the team's final solution may cost no more than the challenge's budget. The amount actually spent depends on the challenge and how the team elects to solve the problem. Parents, community sponsors, or the sponsoring organization usually cover this cost.
 - You'll need to supply support materials such as idea books and Improv ideas. Many of these books and videos are along with selected other "creativity" materials, from our Lending Library that any member may borrow for 10 days free of charge.
 - You'll need Team Managers. In most areas, TMs are your scarcest resource. TMs can be found among parents, teachers, aunts, uncles, neighbors or service club members. Announce the program at back-to-school night, or some other large gathering. Borrow the DI Awareness Tape from the lending library and show that to explain the program.
 - Your ideal TM will be willing to spend 2 meetings a week from late fall to early spring with the kids. The time commitment on the TM's part is similar to soccer or little league. The TM needs the personal skill of being able to let the kids find the solution and not impose the his or her own solution on the team.
 - You'll need to train your Team Managers. We provide TM training to help start up a team, conduct meetings and prepare for the competitions. Your regional director can help you in training your managers. Your prime responsibility will be to see that the Team Managers are aware of where and when their Regional training sessions will be.
 - Early in the school year, there will be a Regional Team Manager's Training Workshop. The Regional Director distributes regional Team Manager materials. Team Managers may contact the Regional Director at any time when they need help or assistance for additional training and workshops.
 - You'll need to make the commitment clear to parents. Parental support is crucial to the success of the team. Parents must commit to getting their children to scheduled meetings and keeping the child on the team even if the child wants to drop out. Teams take time to coalesce and it's crucial that team members attend almost all meetings. I strongly recommend that parents and students sign a "contract" as a sign of commitment.
 - You'll need to organize the teams. In some schools, the teams are built by the school and assigned to Team Managers. In other schools, the Team Managers pick the kids they think they can work with. In other schools, the teams self organize and draft their Team Manager. Pick the technique that suits your situation best. Before deciding on

a method to select teams, read the Team Manager Guide section on team selection.

- Teams are organized by age or by grade level, your organization picks the criteria which works best for you! Children less than 9 years, OR in Kindergarten through 2nd Grade participate at the primary level. The Elementary Level includes students in Kindergarten through 5th Grade OR no student reaching age 12 by 6/15/2002. The Middle Level includes students in 6th through 8th Grade OR no student reaching age 15 by 6/15/2002. The Secondary Level includes students in 9th through 12th Grade OR no student reaching age 19 by 6/15/2002. University Level includes all students enrolled full time at a college, university or technical school.
- Once teams and Team Managers are paired, they'll need to pick a mutually agreeable schedule and meeting location. There may be some adjustments among teams if scheduling conflicts arise that preclude the teams meeting on a regular basis. This is usually worked out in the first or second meeting. Remember that the team will often need to meet for extended periods of time to

build, paint, and rehearse. It is very important that at least one Team Manager be able to provide a place (a garage or basement works well) where a team may hold a Saturday meeting and leave all materials for storage.

- You should know you are not in this alone, the Regional Director is available seven days a week. Issues such as instant challenge problem ideas, team time management, problem kid management, paperwork, schedules, team management issues, rules and similar subjects can be discussed. Also the Team Managers can swap materials and discuss what worked and didn't work.

Newsletters are a great source of information. They will usually be monthly on our website September through December and then March, April and June. Any Mailed Newsletters will be sent to the membership coordinator you list on your membership application. Our NY Website (www.nydi.org) is updated almost daily, as is the National Website at: (www.destinationimagination.org)

How to Join DI – Step-by-Step

In order to compete, and attend trainings you must join Destination ImagiNation (National). I have included a copy of the 2000-01 Membership Application for your use.

To compete in New York State you must also become a member of Destination ImagiNation of New York. A membership application is included with this newsletter. Your NY State membership entitles you to participate in our activities including

Team Manager Training, Instant Challenge Training, Improv Workshop, borrowing from books and videos from our Lending Library, presentations for faculty, staff, boards, parents and students, along with demonstration lessons using the DI curricula in the regular classroom.

Your region may have an additional fee to cover the costs of regional training and of course, the regional Tournament.



Special Feature:

The Team Managers Role

Excerpted from the VOMBO Team Manager Handbook

The "fundamental principal" of DI is that the kids are the SOLE force behind the ideas and construction of everything associated with the

Team Challenge. In some ways, this makes the Team Manager's job easier:

You don't have to be able to solve the Challenge. (Some would say not knowing how to

solve the Challenge actually makes one MORE suitable to be a manager of a team.)

You don't have to be skilled at anything the kids need to know to solve the challenge. Again, since you CAN'T tell the kids how things should be done, it is often preferable to bring in outsiders (who don't know what challenge the kids are trying to solve) to help develop any skills the kids might need. You don't even have to like the solution the kids come up with. However, in many ways the DI Team Manager job is unique and especially challenging:

Kids, especially young kids, will naturally turn to an adult to give them direction and advice when they are having a bit of trouble solving a difficult problem. One of the biggest challenges of a DI Team Manager is to help the kids learn to depend on each other for this kind of support.

Praising and encouraging the kids is natural, but a TM must be careful they don't use "selective praise" as a kind of indirect control of the direction the kids take in developing their solutions. If you praise everything, the kids will have to decide for themselves which direction to go.

There will be times when the kids will appear to flounder -- or their progress will seem painfully slow and you will want to step in and help get them back on "the Right Track". One of the great benefits of DI is for kids to learn methods to evaluate what is getting them stuck and find ways around it. Teaching them the process of brainstorming, matrix methods of evaluating

alternatives, etc. is a general skill that a TM can reasonably share. Moreover, acting as the "facilitator" for these sessions is entirely appropriate.

Your job as manager is to help the kids determine their goals for the DI season.

1. Help them to take the time to think about which Challenge would be the most fun to work on. There can be a tendency to make this decision quickly. Allowing enough discussion and "acceptance time" before the final decision is made will help the kids to feel comfortable with the decision. This is an excellent time to introduce systematic approaches to decision making. Be sure the kids determine what is drawing them to each of the challenges.

2. Have them spend the time to discuss and agree to the level of effort they are willing to commit to. It is often a good idea to involve parents in this decision. This should include a discussion as to what will happen when other activities (like sports) begin.

3. DI is about the process of preparing the solution -- not the result of a competition. Consequently, it is generally counter-productive to try to set goals like "winning the Regional Competition". Instead, verify that the kids are interested in solving all the scored elements well -- and get them to set goals for solving each scored element with a high degree of creativity, style and competence. This way, the kids can feel they have met their objectives for the year regardless of the outcome of the competition.

4. It is often useful for an adult to over-see each group to keep them focused on the task at hand and supplied with materials. Everyone who works with an DI team must understand the goals of DI and Interference rule. Getting Parents involved by setting up Instant Challenges, providing snacks, doing skills workshops, taking the kids on Field Trips, etc. - helps to spread the workload and will make the

Parents more appreciative of what DI is accomplishing for their kids. With some additional adult to help out with younger teams. With young kids, it is often useful to break them into groups working on small enough elements of the over-all Challenge that decisions can be made and implemented in a single meeting. 7 young kids will almost never agree on anything. It is a good idea to find aspects of the over-all problem that interest each of kids and allow them to focus on that aspect. Having a "prop committee", "script committee", "costume committee", etc. allows smaller groups of kids to "own" elements of the solution and to push the solution as far as they can without the need for constant discussion parents, it will be important to define the limits of their role -- namely that the TM has the final word on how the Team should be run.

5. Set up a regular meeting schedule and give a written copy to all the parents. Personally, I find a fixed, weekly schedule to work the best once the season is in full swing. We often supplement these with "committee meetings" of less than the full team who are working on aspects of the solution that don't require the whole team to be there.

6. Team building is important. It is difficult to be creative "on schedule". Sometimes, just letting the kids have some fun together will allow them to develop better communication and respect -- which will lead to smoother progress when work resumes.

7. Respect for Teammates is important. It is a good idea to create Team Rules such as "Team members can disagree with a proposed idea, but should never call each other names". The process of creating these rules can be a nice "team building" exercise.

8. Time management, dividing tasks between team members, prioritizing tasks and allowing time for practicing, problem solving and integration of all the elements into a consistent whole are all areas kids will likely over-look. It is entirely appropriate for a coach to assist in high-level time management and task prioritization. Kids can become caught-up in one element of a problem to the exclusion of all others. Helping

the kids to create a plan that will allow all the elements to be completed to a level they can feel proud is an important part of the TM's job.

9. While it is appropriate for the TM to act as the facilitator in brainstorming sessions, they must be VERY CAREFUL to not take control of the creative process.

10. Risk assessment is critical. Some scoring elements don't have to function perfectly to receive a score (i.e. those scored on creativity or artistry). However, other scoring elements are purely a measure of whether a task is completed. For the task-oriented aspects of a problem, the Team should spend a fair amount of time considering what might go wrong, how they can guard against these events and what they might do to recover from them. One of the most empowering feelings a Team can have is to overcome some minor catastrophe. One of the most deflating can be to have something pop up that leaves them "dead in the water" in the middle of their presentation. Even if nothing goes wrong, having contingency plans to allow the "show to go on" in spite of equipment failures will help a Team to feel that much more confident.

If the Team is drawn to a solution that solves the problem particularly well (when it works) -- or solves it with a unique style they enjoy -- the Team can choose to go with that solution KNOWING that it might not work! DI encourages kids to take risks and generally tries to reward sensible risk taking. Be sure the team lets the Appraisers know (through the team data form, talking to the Prep Area Appraiser and in post-presentation discussions with the Appraisers) when the Team has elected to go with an elegant solution in spite of the risk. For many Teams, the pride of creating an elegant solution is more important than whether it is guaranteed to work at a specific competition. Encourage them to make these decisions explicitly and help them to feel proud of what they've done BEFORE they go into the competition.

As a general rule, the Team should start by looking at the criterion the Appraisers will use to measure a given aspect of the problem. They should then balance how likely a solution is to

work, how well it will work and it's "Wow factor" when choosing between alternative approaches. Sensible risk taking includes assessing risk vs. reward.

11. Thoroughly understand the objectives, rules and scoring criterion for the Team Challenge. Help the kids to understand the Challenge as thoroughly as you do. It will generally take several readings (and occasionally clarification requests) before the problem can be completely understood.

12. Be sure kids get all published clarifications. Otherwise, the problem they solve might be different than the one the appraisers measure at the competition!

13. Help the kids to feel comfortable sending in clarifications. Encourage them to send in for a clarification whenever there is any doubt about whether their solution conforms to the rules. Some of the "best" solutions will sit on the edge of what is legal and what is not. A formal clarification is the ONLY method to be sure that a given solution is considered acceptably within the parameters of the Challenge. Clarifications will generally be answered within a week. Encourage the kids to specify all their assumptions, give plenty of details and phrase the questions to accommodate simple answers.

14. Recognize that all rules, deadlines, etc. that are specified by DI are inflexible. A limit of 8 inches does not mean that 8.1 inches will probably be OK. In some cases, missing a critical dimension can mean that the kids will either have to modify the offending item or not be able to use it in the competition. This can be VERY stressful for the kids if they discover it at the competition.

Brain Storming

The focus of Brain Storming is to generate as many potential solution as possible before trying to select the best ones:

1. Clearly state the problem to be solved. For complex problems, it is best to try to break them down into smaller, independent problems and solve them separately.

2. Generate as many potential solutions as possible WITHOUT judging whether they are good, bad or meet all known constraints. It is VERY important that ideas NOT be judged during this idea generation phase as that will tend to stifle additional ideas.

3. Test generated ideas to determine if they are possible. Prune (or modify) ideas that do not meet known constraints. Critical constraints include the resources of available time, finances and skills.

4. Evaluate the ideas to determine which are the most promising.

5. Conduct experiments or "feasibility studies" to validate assumptions of analysis.

6. Focus energy on "best few" approaches, refining to "best one" with time.

Instant Challenges

Be sure to spend plenty of time practicing as many different kinds of, Instant Challenges as you can find. It is entirely appropriate to show kids alternative methods to approach spontaneous problems.

The most important thing in practicing Instant Challenge is that the kids are successful. It is MUCH preferable to stop the team while they are in the middle of a IC practice and help to stabilize how they go about assigning roles, setting priorities, etc -- than it is to try to do this after they've failed to solve the challenge.

Solving ICs are as much about time and task management as it is about creativity. The best solution in the world will score no points if sufficient time hasn't been left to complete it in the allowed time.

Here are a few ideas to help prepare a team for IC:

-- Have each Team Member act as a appraiser while the others perform an IC. This will give them additional insights into the process and what needs to be done to score the most points.

-- Have the kids write down all their ideas for solving an IC -- and then discuss ways to broaden the responses, organize them and remember them.

-- Have them practice "piggy backing" answers. This technique is a terrific way to come up with responses when their own well has run a bit dry.

-- Even Instant Challenges designated as Verbal and Hands-on can be further broken down into sub-classes of challenges. For example, "building something that supports weight" is one "class" of hands-on challenge, while "directing a team member without verbal communication" is another. Understanding these broad classes can help to develop generic approaches and can save a great deal of time during a competition. them in spite of this distraction is critical to avoid "drawing a blank" when their turn comes

Moreover, even if the challenge presented at a competition is different than anything they've seen before, understanding how to interpret the "crux" of a challenge will help the Team to respond quickly and confidently.

-- Experiment with different techniques for creating and recalling responses. It is VERY difficult to think of new ideas while listening to other Team Members responses. Having some mechanism to generate ideas and retain them in spite of this distraction is critical to avoid "drawing a blank" when their turn comes

The DI Philosophy

Team Effort

A team effort is probably the strongest principle in the Destination ImagiNation competitions. All competitive activities are performed as a team - including the Team Challenge, Instant Challenge, and Side Trip categories. This is particularly evident in the Instant Challenge competition where, generally, each team member must participate. All DI challenges score for teamwork.

Divergent thinking is rewarded

Appraisers are instructed to be on the alert for unusual ideas evidenced in all presentations. Adult interference is prohibited.

Financial support is relatively unimportant

Cost limits for Team Challenge solutions are low thereby putting all teams on even terms and eliminating the influence of extra funds. The most significant financial assistance needed is for the annual membership fee and for travel costs and entry fees for the competitions.

Making new friends is encouraged

At every phase of competition students are encouraged to meet and interact with students from other teams. Students often share ideas and solutions and offer help to each other.

Encourages the development of individual creative skills

Everyone has some creative potential, but many do not see it in themselves. Participation in Destination ImagiNation provides an avenue to open the door to the potential in each student. This in turn can build self-confidence and encourage student-initiated inquiry. Experimentation is encouraged and even negative results can become part of the learning process without embarrassment.

It's fun while learning

A DI event features an innovative teaching technique. It is said that creative problem solving is the wave of the future in teaching. It is no longer enough to teach solely content; we need to teach students to think. Many of the Team Challenges foster a better understanding of subjects which might have seemed too academic in the classroom. Subjects such as physics, chemistry, mathematics, history, literature, creative writing and foreign languages can easily be encountered in problem solving. Art, music, drama and costume design are also part of some problems and may be learned in seeking Side Trip points. Side Trips are based on the widely accepted Multiple Intelligences Theory. Positive reinforcement is stressed. Training of teams normally includes brainstorming exercises in which any idea is acceptable;

nothing is criticized. All students who enter are treated as champions, which in fact, they are.

Competitions are by age OR grade

Your membership decides which criteria works best for you! Sometimes a team of students all in 5th grade includes one child who has exceeded the age limit -- in DI this is no problem! Your school simply makes level decisions based on grade instead of age allowing all 5th graders to be on one team regardless of their age!

Youthful energies are channeled in positive directions

It is natural for young people to exert their energies in some direction. DI provides complex Challenges that have no stereotypic answers; the field is wide open to whatever direction the students want to take, but the goal is constructive and their efforts are rewarded through community and peer recognition.

Academic achievement is not essential to participate

There might be a tendency to feel that most creative students are those who have the highest academic achievement and highest IQ scores. Creativity does not necessarily correlate with academic achievement; thus, DI

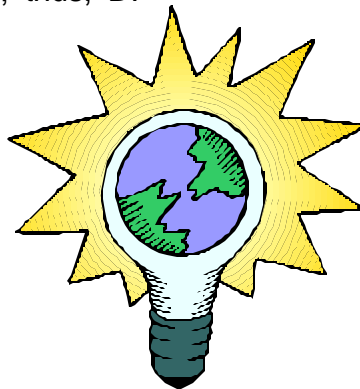
gives an opportunity to all students who show creative skills.

Creativity is fun

The predominant spirit in DI competitions is fun and humor. Finding new and different ways of doing things or looking at questions is an enjoyable experience.

About the curriculum materials...

With the generous support of the National Dairy Council, DI provides curriculum materials to our members around the world. The materials combine elements of competition and teamwork, theory and application, serious inquiry and fun. The activities encourage academic risk-taking, decision-making, goal setting, and, of course, divergent thinking. These are not intended to be Destination ImagiNation team-training materials, but are to introduce the enthusiasm and creativity of the DI program to the **regular classroom**. Each activity has a reference to one or more standard curriculum content areas. Inservice for classroom teachers, including demonstration lessons, can be arranged through the State Affiliate Director



About Destination ImagiNation Regions In New York

Destination ImagiNation in New York is currently divided into three geographic regions - Eastern, Central and Western. It is the belief of those coordinating the program that Regional Tournaments, since they service the largest numbers of teams, should be a true celebration of every team's creativity. Requests to participate in a different region will be taken on a case by case basis. The State Finals Tournament is smaller and therefore less expensive to operate.

As our membership grows more regions will be added for the convenience of our memberships. Please contact your regional director for more information about the program in your area:

Western Regional Director

Dee Urban

73 Minden Drive
Orchard Park, NY
14127

Tel. 716-675-7566

e-mail: deurban@adelphia.net

Central Regional Directors

Gail Hunt & Tami Rigling

Gail Hunt

e-mail: ghunt1@twcny.rr.com

7121 Thorntree Hill Dr.

Fayetteville, NY 13066

Phone: 315-637-5182 (day and evening)

Tami Rigling

5039 Highbridge Street

Fayetteville, New York 13066

home phone: (315)637-2364

work phone: (315)852-3405

e-mail: trigling@twcny.rr.com

Eastern Regional Director

Chris Lucas

3 Wood Street

Katonah, NY 10536

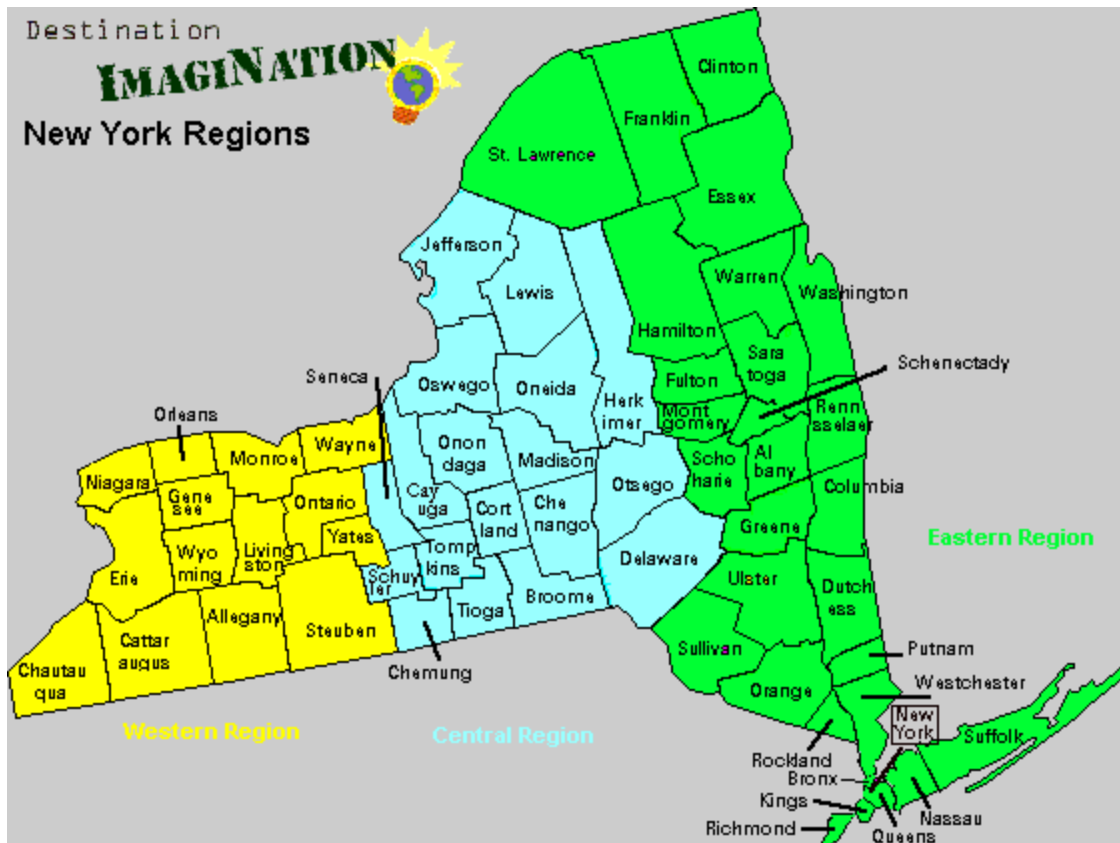
Day phone: (212)543-5358

Eve phone: (914)962-8598

FAX: (914)243-0492

e-mail:

lucasc@child.cpmc.columbia.edu





DESTINATION IMAGINATION of NEW YORK 2001-2002 STATE REGISTRATION FORM

You will need to complete a separate National Registration Form

Complete one form for each Team or group of five teams - copy this form as needed:

Sponsoring Organization (for example school, club, business group, etc.):

Passport Name (for example Jones Elem. School, Smith G/T Program, #X Boy Scout Troop)

Contact Person: _____

Address: _____

City _____ Zip code: _____

County _____ Work phone: _____ Home phone: _____

E-mail address: _____

New York Region (check one) EASTERN CENTRAL WESTERN

National Passport # _____ if you don't have this yet, don't wait for it!

Please choose one:

Individual Team Membership - **\$45** allows a school, school program, college, university, military, community group, boy scout, girl scout, 4-H club, PTA/PTO, home school group, parent group or business to put together one team of no more than seven participants and to register one team. Single team registrations with no affiliation to any group are also accepted. This membership would entitle a given team to participation in one Challenge at any level defined within our 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-Pack Team Membership - **\$60** a team-based registration that allows up to five teams in any Challenge on any level of competition. A 5-Pack can be purchased for an individual school, multiple schools with a total registration of less than 500 students, multi-school programs with a single itinerant teacher, or recognized community organization that serves children such as Boy Scout Troops and Girl Scout Troops, 4-H clubs, PTA/PTO's. 5-Packs may not be purchased on behalf of school districts, states, provinces, program affiliates (i.e. New York DI Affiliate) Girl/Boy Scouts of America nor any larger parent organization. Memberships may be held by a local or community entity within the parent organization as described above. Schools/groups with more than one Primary team **MUST** purchase a 5-Pack; however, a 5-Pack member is entitled to 5 competitive teams and an unlimited number of Primary teams.

IF you know the following information please complete now but do not wait for it you will be required to provide this information by 1/15/2002

<i>Place the number of teams competing in each Challenge and level in this grid.</i>					
	Primary	Elementary	Middle	Secondary	College
Challenge A – It's Your Move					
Challenge B – On Holiday!					
Challenge C – Dual DI-lemma					
Challenge D – StranDId!					
Challenge E – The Art Improv					

A check for your state membership should be made payable to "Destination ImagiNation of New York" and is due by January 15, 2002. No memberships will be accepted or processed after February 15, 2002.

Please note: Teams advancing to the Destination ImagiNation of New York State Finals will also pay a \$25 tournament fee.

**Mail to: Dee Urban, Affiliate Director
Destination ImagiNation of New York
73 Minden Drive
Orchard Park, New York 14127**

2001-2002 PASSPORT APPLICATION

Please complete one form for EACH passport. Do NOT use this form, if you are from the following self-administering states or countries: CA,CO,MA,MD,NC,NE,NH,TX,WA,WY & UK Go to the DI website and link to your state or country for an application.



Send this form to Destination ImagiNation, PO Box 547, Glassboro, NJ 08028 Phone: (856) 881- 1603 Fax : (856) 881- 3596 Email: headquarters@destinationimagination.org

PASSPORT TYPE: 2000-01 PASSPORT ID # (if applicable) _____

Check one and complete requested information. Each Passport includes a subscription to our newsletter, DImaginings.

- (A) Individual Team Passport: \$100 - allows a school, school program, college, university, military, community group, Boy Scout, Girl Scout, 4-H club, PTA/PTO, home school program, parent group, or business to put together a team of no more than seven participants and to register one team. Single team registrations with no affiliation to any group are also accepted. This membership would entitle a given team to participation in one Challenge at any level defined within our program structure. There are no restrictions on how a team is selected or assembled. Team members may come from within a community . . . or beyond.
(B) 5-Pak Team Passport: \$175 - a team-based registration that allows up to five teams in any Challenge on any level of competition. A 5-Pak can be purchased for an individual school, multiple schools with a total registration of less than 500 students, multi-school programs with a single itinerant teacher, or a recognized community organization that serves children such as, Boy Scout Troops and Girl Scout Troops, 4-H clubs, PTA/PTOs. 5-Paks may not be purchased on behalf of school districts, states, provinces, program affiliates (ie. the New Jersey DI Affiliate) Girl/Boy Scouts of America nor any larger parent organization. Passports may be held by a local or community entity within the parent organization as described above. Schools/groups with more than one Primary team MUST purchase a 5-Pak; however, a 5-Pak member is entitled to 5 competitive teams and an unlimited number of Primary teams.
(S) Subscriber: \$35 Destination ImagiNation supporter. Not for competition. Receives DImaginings -- newsletter subscription and one ticket to the Global Finals' Party.

REGISTRATION FEE: (Check one.)

- \$100.00 (U.S.) Individual Team Passport - passport materials sent via UPS on CD-Rom
\$175.00 (U.S.) 5-Pak Team Passport - passport materials sent via UPS on CD-Rom

METHOD OF PAYMENT: (Check one.)

- Check # _____ payable to Destination ImagiNation in US \$
Money Order, payable to Destination ImagiNation in US \$
Purchase Order—signed (enclose or fax copy)
Credit Card: (provide complete information)
MasterCard VISA Card

Expiration Date: ____/____

Card Number

Cardholder's Name (Please print)

Cardholder's Signature

PASSPORT HOLDER INFORMATION

PASSPORT NAME (for example: ABC Elem. School, ABC Program, ABC Home Schoolers, ABC College, X-tremes, etc.)

SPONSORING ORGANIZATION (for example: School District, Club, Business, Group, etc.)

CONTACT PERSON/SUBSCRIBER INFORMATION

Name:
Day Phone:
Night Phone:
FAX Number:
Email Address: (please TYPE or PRINT CLEARLY)

SHIPPING ADDRESS

Check one: Residential Commercial

Street:
City:
State/Province:
Zip/Postal Code:
Country (if not USA):
County:

MAILING ADDRESS (for Newsletter, if different than above.)

PO Box:
Street:
City:
State/Province: Zip: