

DIaLOGue

Latest News from
Destination ImagiNation of New York
November 2009

Changes in the Rules of the Road

For those that are new to Destination ImagiNation you **MUST** read the “Rules of the Road” from cover to cover! Many of your questions will be answered in this wonderful rulebook. For those who have been on this journey for a while here are the changes to the “Rules of the Road” for 2009-10:

Page 8

2. A team will need a different Team Number for each Team Challenge in which they are registered to participate at the Tournament. For example, if a team is going to compete in both Challenge A and Challenge C at a Tournament, the team will need TWO Team Numbers, one for each Challenge.

Page 10

You may upgrade from a 1-Team Pak to a 5-Team Pak. To do this, you must have a valid 1-Team Pak, and you must be the person who purchased it. You can only upgrade a 1-Team Pak once.

1. Visit www.ShopDI.org and follow the links to start a team.
2. Click on “Upgrade to 5-Team Pak” (Domestic or International).
3. If you have any eligible 1-Team Paks, they will appear in a drop down box.
4. Select the 1-Team Pak you wish to upgrade, and click “Add to Cart.”
5. Follow the instructions to purchase your upgrade and then check out of www.ShopDI.org.

Page 20

8. Internet Safety: The Internet offers a tremendous amount of information and positive educational benefits. The use of the Internet for research also comes with the risk of children being exposed to objectionable content or content more sophisticated than appropriate for their age. Destination ImagiNation expects that children will have adult supervision if they use the Internet as they work to solve their Challenge. It is not Interference for responsible adults to audit and limit team members’ Internet research. Adults can disallow team members from researching or using characters or situations they deem inappropriate for the team members’ ages or circumstances. Adults can disallow a team from working on a Challenge the adult deems inappropriate for the age or sophistication level of the team.

Page 21

13. At the Tournament your team **MAY NOT** involve the audience or the Appraisal team in your performance in any Team Challenge, including the Improvisational Challenge (Do or DI). If you use members of the audience or the Appraisal team in your Presentation, it is like having extra team members because they will add something to your Challenge solution. Your team cannot ask the Appraisal Team how much time is left for their Presentation. In addition, audience members may not communicate with your team in any way. This includes Team Managers and all non-performing team members. However, if a member of the audience who is not a Team Manager or a non-performing team member spontaneously interferes through no fault of the team, the team will not receive a deduction.

Page 31

HOWEVER: A Published Clarification supersedes the Rules of the Road and the Team Challenge, as well as a Team Clarification. This is why it is important to check the Clarification Web site frequently throughout the time leading up to your Tournament.

Page 37

3. The Improvisational Challenge, Do or DI, has a different procedure before the Presentation begins. Please follow the procedure that is explained in the Challenge.

Page 39

10. At many Tournaments, Rising Stars! teams participate in an Instant Challenge activity. In addition to the Team Manager(s), at least one parent per team member may accompany the team into the Instant Challenge room to watch the Challenge. Since the Rising Stars! Instant Challenge is non-competitive and will not be scored, the Instant Challenge "Promise" (see Instant Challenge Procedures, #2) does not need to be administered to the team.

Page 41

projectOUTREACH

The scoring system in the projectOUTREACH Challenge has been updated this year. Teams participating in projectOUTREACH do not directly compete against each other. Scoring reflects how well the team met the Challenge criteria, rather than how they compared to other teams. The raw team scores will be scaled, and after the scores are scaled they will be categorized according to the percentage of the total points earned by the team (Out of 400 possible points — 240 Central Challenge, 60 Side Trips, and 100 Instant Challenge.) Teams will earn one of four rankings:

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

Page 43

2. The Head Appraiser or Challenge Master will go over the scores with your Team Representative and/or your Team Manager. The Team Rep and the Team Manager may, and should, ask the Head Appraiser/Challenge Master to explain any scores they do not understand. They should make sure that the Head Appraiser also explains any deductions on the score sheet that they do not understand. The Raw Scores that you receive at this time are PRELIMINARY. A variety of things, such as math corrections, can cause them to change before they are finalized.

5. The Head Appraiser will listen to your Team Representative, and if necessary, s/he will discuss your concerns with the Appraisal Team whose scores are in question. Every attempt will be made to resolve your concerns at this point. Video recordings of the team's Presentation cannot be used for review.

Page 44

d. The Dialogue Team cannot consider questions or concerns about another team.

Page 47

projectOUTREACH: The Torchbearer Award:

This award honors teams and/or individuals whose solutions have had extraordinary impact in and beyond their local communities

Clarifications to date:

There are already Clarifications for ALL of the Challenges. Please start checking for Clarifications regularly. You will find the link to the International DI Clarifications website on the website menu on the home page of our NY-DI Website located at <http://www.nydi.org>.

What is a Clarification?

There are two types of Clarifications: The Published Clarification and the Team Clarification.

Published Clarifications

When the International Challenge Masters feel there is an issue about a *Team Challenge* or the *Rules of the Road* that all teams should know about, they write a Published Clarification. A Published Clarification supersedes the *Rules of the Road* and the *Team Challenge*, as well as a Team Clarification. Every team is expected to know the Published Clarifications for its Challenge.

Team Clarifications are OPEN!

You may not be sure whether you understand something about your *Team Challenge* or the Rules. When you have a question and you can't find the answer in the Challenge, the Published Clarifications or the *Rules of the Road*, it's time to ask for a Team Clarification. A Clarification is a statement that explains the boundaries of a stated rule or *Team Challenge* requirement. Questions asked by your team are answered by the International Challenge Masters (ICMs) in charge of your *Team Challenge*. The ICMs will answer your team's questions and send them directly back to you. The question and answer will not be shared with any other team. For more information, please refer to the Clarification pages in the *Rules of the Road* in the 2009-10 *Destination ImagiNation Team Program Materials*.

Here are the current Clarifications:

Direct Dposit



Published Clarifications

#1. September 25, 2009

Sections A.11 and A.12 of the Challenge should read:

11. Scoring Bonuses

- a. Small Target Bonus: The team's Object Score will be doubled if all five of the team's Targets meet the size requirements for Small Targets listed in A.4.b.
- b. Five Target Bonus: The team's Object Score will be doubled if at least one Object is on each of the five Targets at the end of the team's Presentation. (See the "on Target" requirements in A.10.)
- c. Time Factor Bonus: If the team ends their Presentation in less than 8 minutes, their Object Score is multiplied by a Time Factor Bonus. (D.2.e)
 - i. To help Appraisers score this element, the team will need to clearly call "Time" in the official language of the Tournament where the team is performing. Once any team member calls "Time," the Presentation time is complete, so the team should complete their Delivery attempts, Story, and Side Trips before they call time!
 - ii. The number of seconds early that the team ends their Presentation, up to a maximum of 240 seconds (4 minutes), is divided by 240. The result of this division is rounded to the nearest hundredth (two decimal places) and added to 1 to find the Time Factor Bonus.
 - (a.) If a team uses the full 8 minutes the Time Factor Bonus is 1 because $(0/240) + 1 = 1$.
 - (b.) If a team ends their Presentation in four or less minutes (that is, 240 or more seconds early) the Time Factor Bonus is 2 because $(240/240) + 1 = 2$.
 - (c.) Teams that end their Presentation 1 to 239 seconds early receive a Time Factor Bonus somewhere between 1 and 2. For example, if they end their Presentation 178 seconds early, the Time Factor Bonus is 1.74 because $(178/240) + 1 = 1.74$. The earlier they end, the higher the bonus.
- d. A team can earn all three bonuses described above. If a team qualifies for all three bonuses, the team could earn as much as eight times the original Object Score.

12. Team Identification Sign: Your team should provide a free-standing Identification Sign (ID Sign) displaying your team's Team Name, School/ Organization Name, Team Number, and Level. It needs to be approximately 2ft x 3ft (.61m x .91m) and cannot be used as a scoring element. (See "Team Identification Sign" in the Rules of the Road.)

#2. September 25, 2009

The first sentence in A.5.a should read: The team will randomly select four Tournament-provided Intersection Cards in the Launch Area immediately prior to the Presentation.

#3. October 14, 2009

As stated in the *Rules of the Road*, page 29, MSDS Sheet, 8.b, the use of any potentially harmful or destructive material is not allowed at any Tournament. Spraying a commercial spray paint or any aerosol-propelled paint is not allowed in any

Tournament building or Challenge Site because of harmful fumes and the potential 'drifting' of the paint in the air. As stated in the *Rules of the Road*, page 27, Safety #5, teams must be sure to check with their Regional and/or Affiliate Director to see whether there are Site-Specific Restrictions for any materials they plan to use at the Tournament venue.

DI-Bot

Published Clarifications

#1. October 14, 2009

As stated in the *Rules of the Road*, page 29, MSDS Sheet, 8.b, the use of any potentially harmful or destructive material is not allowed at any Tournament. Spraying a commercial spray paint or any aerosol-propelled paint is not allowed in any Tournament building or Challenge Site because of harmful fumes and the potential 'drifting' of the paint in the air. As stated in the *Rules of the Road*, page 27, Safety #5, teams must be sure to check with their Regional and/or Affiliate Director to see whether there are Site-Specific Restrictions for any materials they plan to use at the Tournament venue.



You're Gonna Flip!

Published Clarifications

#1. October 14, 2009

As stated in the *Rules of the Road*, page 29, MSDS Sheet, 8.b, the use of any potentially harmful or destructive material is not allowed at any Tournament. Spraying a commercial spray paint or any aerosol-propelled paint is not allowed in any Tournament building or Challenge Site because of harmful fumes and the potential 'drifting' of the paint in the air. As stated in the *Rules of the Road*, page 27, Safety #5, teams must be sure to check with their Regional and/or Affiliate Director to see whether there are Site-Specific Restrictions for any materials they plan to use at the Tournament venue.



Do or DI!

Published Clarifications

#1. September 25, 2009

Challenge D: *Do or DI* requires no *Side Trips*.
The Team Challenge sidebar on page 2 should read:
A. Itinerary: The Central Challenge (300 points)
B. Special Rules for Improvisational Challenges
C. At the Tournament
D. Reward Points

The Putting It All Together sidebar on page 8 should read:

Central Challenge - 75%
Instant Challenge - 25%



Breaking DI News

Published Clarifications

#1. October 8, 2009

The procedure for A.6.c is as follows: After the container has been checked in the Prep Area, the team will move it, unopened, to the Launch Area. After the eight-minute Presentation time begins, the team may open and unpack the container.



Breaking DI News Clarifications cont'd.

#2. October 14, 2009

As stated in the *Rules of the Road*, page 29, MSDS Sheet, 8.b, the use of any potentially harmful or destructive material is not allowed at any Tournament. Spraying a commercial spray paint or any aerosol-propelled paint is not allowed in any Tournament building or Challenge Site because of harmful fumes and the potential 'drifting' of the paint in the air. As stated in the *Rules of the Road*, page 27, Safety #5, teams must be sure to check with their Regional and/or Affiliate Director to see whether there are Site-Specific Restrictions for any materials they plan to use at the Tournament venue.

projectOUTREACH – Band Together

Published Clarifications

#1. September 25, 2009

As stated on page 13 of the Rules of the Road, #3: The projectOUTREACH Challenge option is only available to participants meeting the grade or age level requirements for Middle, Secondary University Level.

#2. October 14, 2009

As stated in the *Rules of the Road*, page 29, MSDS Sheet, 8.b, the use of any potentially harmful or destructive material is not allowed at any Tournament. Spraying a commercial spray paint or any aerosol-propelled paint is not allowed in any Tournament building or Challenge Site because of harmful fumes and the potential 'drifting' of the paint in the air. As stated in the *Rules of the Road*, page 27, Safety #5, teams must be sure to check with their Regional and/or Affiliate Director to see whether there are Site-Specific Restrictions for any materials they plan to use at the Tournament venue.

#3. November 6, 2009

The last sentence of B.1.b should read: These official *Project Data Forms* can be found online in the Resource Area of www.IDODI.org.



or

Rising Stars – Weighty News *No Clarifications at this time*

Challenge Pins – Just in time for Holiday Gift Giving!

Destination ImagiNation of New York depends on only three major fundraisers to keep our program going in our State – the first of these fundraisers is the sale of Challenge pins. This year we are taking orders for your Challenge Pins which will be delivered in time for Holiday giving if you order before December 10th. These are great little stocking stuffers for the DI team members, parents and volunteer Appraisers from your school. Please fill out the form on the next page and send it, along with your check made payable to “NY-DI” for your Challenge pins! In addition to the pins pictured below there will also be an Instant Challenge pin and an Alumni pin. Each pin is 1.5” :





CHALLENGE PIN ORDER FORM

PIN	PRICE	AMOUNT ORDERED	TOTAL OWED
Direct Deposit	\$2.50		
DI-BOT	\$2.50		
You're Gonna Flip	\$2.50		
Do or DI	\$2.50		
Breaking DI News	\$2.50		
projectOUTREACH - Band Together	\$2.50		
Rising Stars – Weighty News	\$2.50		
I do DI	\$2.50		
Appraiser	\$2.50		
Team Manager	\$2.50		
Instant Challenge	\$2.50		
Alumni	\$2.50		
FULL 12 pin set	\$25.00		
Shipping (MUST BE INCLUDED)	\$.15 per pin		
TOTAL ORDER			\$

SHIPPING INFORMATION:

Please print CLEARLY!

Name: _____

Address: _____

City: _____ Zip: _____

Telephone: _____

e-mail: _____

SEND THIS FORM AND YOUR CHECK MADE PAYABLE TO 'NY-DI' TO:

Destination ImagiNation of NY
Challenge Pin Order
73 Minden Drive
Orchard Park, NY 14127

projectOUTREACH – Band Together

A GREAT PARTNER FOR STUDENTS REQUIRED TO PERFORM COMMUNITY SERVICE FOR GRADUATION!

Are students from your school required to perform community service for graduation? Are you stumped for how to fit your service into your already packed schedule? *DI HAS THE ANSWER!!!* Have you considered the projectOUTREACH Challenge – Band Together? You can do DI and do your community service at the same time by taking on the projectOUTREACH challenge.

projectOUTREACH® is a Destination ImagiNation Team Challenge designed to engage students in community activism. In projectOUTREACH, teams are invited to address real community issues through personal expression “Destination ImagiNation’s Service Learning Challenge reflects the trend in education that combines traditional learning methods and applies it to civil service,” said Nina Parker, Outreach Coordinator for Destination ImagiNation. The 2009-10 projectOUTREACH Challenge Band Together uses music to raise awareness of issues affecting communities and to bring about change. Destination ImagiNation has partnered with the independent rock band MAE to create Band Together, which invites student teams to design and implement a community-centered Project that uses music to effect positive change.

“We are very excited to partner with Destination ImagiNation on projectOUTREACH for the 2009-10 season, and we’re pleased to be the inspiration for Band Together”, said MAE drummer Jacob Marshall. “MAE is dedicated to supporting humanitarian programs across the country, and we felt this educational program is a wonderful opportunity for students to become active in building sustainable change in their communities.”

Registration for the 2009-10 Destination ImagiNation season is still open, please visit our NY-DI Website (<http://www.nydi.org>) for our registration application. If your school is new to DI, or needs additional information about the projectOUTREACH Challenge or any of our other Challenges please contact our Affiliate Director, Dee Urban at 716.675.7566 or through e-mail at deurban@roadrunner.com

Contests:

The Creative Spark Challenge for Global Entrepreneurship Week

Do you think you have what it takes to create the next great interactive game? Is there an entrepreneurial spirit inside you just yearning to get out? Destination ImagiNation, Inc.® (DI) has partnered with Global Entrepreneurship Week (GEW) to bring you a Challenge that combines creativity, teamwork and problem solving with a self-starting spirit.

Our *Creative Spark Challenge* is all about designing and creating a new interactive game that will ignite creativity, teamwork and problem solving in teenagers. Teams will be required to create and test prototype games, assign price points not to exceed \$10, secure sponsorships, and create short commercials.

The winning team will have its game produced and sold by DI, and receive an all expense paid trip to DI’s Global Finals 2010 in Knoxville, TN. At Global Finals, the team representative will showcase his or her team’s game to more than 16,000 attendees.

Visit www.ShopDI.org to register and view the full contest rules.

The deadline for entries is November 22, 2009.

Submissions will be reviewed and the top five games selected by GEW and DI will be presented for final voting to the public on December 1-7, 2009. The winning game will be announced on December 9th, 2009. Test your creativity and entrepreneurial skills by entering the Creative Spark Challenge today.

NY-DI Scholarships:

The NY-DI Board is thrilled to announce that we will be offering at least two scholarships for Secondary Team students currently enrolled in Destination ImagiNation of New York in either Challenge A – Direct Deposit or Challenge E – Breaking DI News. These scholarships are made possible by the generosity of Jan Simone (NY-DI Board Chair) and her wonderful family. These scholarships are being made in honor of Jan's father, a long time builder, tinkerer, educator and long time supporter of the Technical and Structural Challenges in DI. Further information about the scholarships will be available in our next newsletter – but if you are a Secondary team taking on Challenge A or E we wanted you to know that this is happening! Scholarships will be awarded at our New York State Finals tournament on April 17th

Team Expectations

Expectations of Team Members

1. Your team manager has volunteered to work with your team. He/she has to give up other activities to manage your team.
2. Even though your team may not be school-sponsored, behavior that is inappropriate at school is inappropriate at your DI meetings & tournaments. Your team manager can remove you from a meeting if you are interfering with the group's progress.
3. In Destination ImagiNation, all ideas are worth hearing. Rude remarks about the ideas of others will not be tolerated.
4. Being on a team means being responsible for your share of the tasks. If you volunteer to do something, follow through.
5. Destination ImagiNation is an extracurricular activity. That means it should not interfere with your school work in any way.

Expectations of Parents

1. Be considerate of the team manager's time. Be prompt when dropping off or picking up your child for meetings.
2. Do not schedule appointments for your child during the time regularly reserved for team meetings unless it is absolutely unavoidable. Every team member is needed at meetings.
3. Expenses incurred by the team in creating its solution must be shared by team members. Some team managers are uncomfortable about asking for money, so make it a point to ask from time to time. Materials should not cost much, but the team manager should not have to pay for everything.
4. Please don't say: "I wish I could help you, but I work." We are all busy people. Most of us work full-time. Helping the team by being a go-fer, assisting the team manager or providing snacks can be very inconvenient, but it's all part of the package. Please try to say yes when asked for something.
5. If you have any concerns about your child, the team's progress, or the team manager, communicate with the appropriate party. Don't wait for a small problem to become a bigger one. Tell the team manager or school DI coordinator.

Expectations of Team Managers

1. Team managers should give team members and parents monthly meeting calendars so that everyone knows when and where meetings will be held.
2. TM should help every team member contribute his or her unique skills and talents to the solution of the challenge. In all teams, there are members who are outgoing and assertive and members who are quiet and less likely to volunteer ideas – team managers should try to "level the playing field" so that all members of a team feel comfortable sharing ideas and expertise.
3. TM must have respect for the integrity of the team's solution. "No Interference" means just that. The team manager should never allow his/her ideas to enter into the team's solution.
4. TM may not have competitive goals for the team. A team manager's role in DI is to oversee the process, to help the team organize itself to meet its own goals. Out of all the teams in your affiliation, only 15 will go to Global finals. Pushing the team towards its best effort is different from pushing the team to win. Emphasizing "winning" rather than "best effort" may result in the team feeling a sense of failure at anything less than first place. TM need to remember that the emphasis should be on the process of getting to the performance, not the performance itself; and above all else, DI is supposed to be fun!

The objective here is to be sure that everyone involved understands-up front-what they are getting in to when they decide to commit to involvement with a Destination ImagiNation team. Having a clear understanding of what is expected will go a long way to preventing problems during the year.

APPLAUSE PLEASE.....

The NY-DI Board has finalized pin designs for the 2009-10 season. Please keep your eyes open for the order form for NY-DI Pins that will be placed on our website shortly. I hope you will all agree that this years pin designs are excellent and should provide not only a wonderful memento of this DI season for team members, Team Managers, Appraisers and volunteers, but will also be wonderful trading pins for those teams lucky enough to advance to Global Finals.

Several team members and teams submitted pin ideas this year and we were delighted to explore all of them with our pin manufacturer. An wonderfully creative young Dler from Yorktown, **A.J. Branca** was the originator of the Subway Car pin set design. While we would love to be able to use all of the great ideas that were submitted we make a limited number of pins and the NY Board is always faced with difficult decisions. Please join me in congratulating AJ for his wonderful pin design!

If you or your team have great ideas for pins please don't be shy and share them! While we have this year's pins on order – we are already looking for great ideas for next year! The following pin designs were selected for the 2009-10 season:



Three Pin Subway Car set designed by AJ Branca



Three Pin Corvette set



Single NY City Icons Pin

Please call and let me know if you need assistance or have a question....

Dee Urban, Affiliate Director
Destination ImagiNation of NY, Inc.
Tel. 716-675-7566

