



HOW TO PARTICIPATE



1-TEAM PACK

1. The 1-Team Pack allows an individual school, college, university, community organization, home school program, parent group, club or business to put together one team of no more than seven participants. 1-Team Packs do not need to be affiliated with a school or organization.
2. The 1-Team Pack 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.

5-TEAM PLUS PACK (VOLUME DISCOUNT)

1. The 5-Team Plus Pack allows an individual school, a school district or local educational authority, 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), or local corporate and non-profit organizations to put together five or more teams in any Team Challenge at any Level.
2. Once a 5-Team Plus Pack is purchased by an organization, the purchaser may distribute the team packs in any quantity as long as each team formed remains under its control and responsibility.
3. The 5-Team Plus Pack may not be purchased on behalf of states, countries, provinces, program Affiliates (e.g., the New Jersey DI Affiliate) or any larger parent organization (e.g., Boy Scouts of America) without the written approval of Destination Imagination, Inc.
4. If your team is part of a 5-Team Plus Pack, make sure that your team is the only team competing under your assigned Team Number. Each team must have a distinct Team Number.
5. The 5-Team Plus Pack entitles each of the five teams to participate in a Team Challenge at any Level defined within the Destination Imagination program structure. Organizations that have purchased a 5-Team Plus Pack may purchase additional team packs at any time during the season at the discounted volume purchase price (2013/14 season pricing is \$83), as long as any new teams formed remain under the control and responsibility of the purchaser of the initial 5-Team Plus Pack.
6. As long as the purchaser remains responsible for the teams formed, Guest Participants will be allowed. The number of Guest Participants must not outnumber the team members who are from the purchasing school or organization in any Team Challenge at any Level. For example, Organization A purchases a 5-Team Plus Pack. Students from other organizations or schools would like to participate on one or more Challenge teams. Organization A, as the purchaser, will be responsible for each team formed and ensure that guest participants do not outnumber Organization A team members on any one team in any Team Challenge at any Level.

UPGRADING FROM A 1-TEAM PACK TO A 5-TEAM PACK

1. You may upgrade from a 1-Team Pack to a 5-Team Plus Pack. To do this, you must have a valid 1-Team Pack, and you must be the person who purchased it. You can only upgrade a 1-Team Pack once.
2. Visit www.ShopDI.org and follow the links to start a team or contact customer service for an order form or to take your order.
3. Click on "Upgrade to 5-Team Plus Pack" (Domestic or International).
4. If you have any eligible 1-Team Packs, they will appear in a drop down box.
5. Select the 1-Team Pack you wish to upgrade, and click "Add to Cart."
6. Follow the instructions to purchase your upgrade and then check out of www.ShopDI.org.



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GUEST PARTICIPANTS

1. Schools, parent groups or organizations purchasing Team Packs may invite others from outside their school, parent group or organization to participate on their teams. If the invited team member comes from a school, parent group or organization that has NOT purchased a Team Pack, the invited team member may participate as a Guest Participant (See guidelines below). If the invited team member comes from a school, parent group or organization that has purchased a Team Pack, whether a 1-Team Pack or a 5-Team Plus Pack, no Guest Pass is required. The Guest Pass is only required when the individual's school, parent group or organization does not already hold a Team Number.
2. All other rules of team formation must be followed.
3. Your school or organization is permitted Guest Passes per 5-Team Plus Pack if your school or organization allows Guest Participants. Before inviting a participant to join your team as a guest, make sure the Guest Participants do not outnumber the purchaser's participants for any team formed.
4. Check with your Destination Imagination Coordinator to make sure your 5-Team Plus Pack's school or organization allows Guest Participants.
5. 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.
6. Teams with Guest Participants must compete under the school or organization number of the host organization that purchased the 5-Team Plus Pack. Entire teams made up of students from other schools or organizations may not participate under your school or organization number.
7. Some locations have laws regarding children who attend private schools and participate in public school activities. Follow the laws of your state, province, school district or organization before Destination Imagination rules.
8. Community Organizations and College and University Level teams may invite participants freely as long as all other rules of registration and Team Formation are met.

STEM & LITERACY PATHWAYS

STEM & Literacy Pathways for Early Learners (Pathways) is the most recent and innovative product to be developed by Destination Imagination (DI) for Early Childhood. Pathways is designed to prepare 3-6 year olds with a jump start in literacy as well as Science, Technology, Engineering and Mathematics ("STEM") concepts, while promoting critical and creative thinking skills. These skills, combined with DI's unique and proven style, aim to increase social, emotional, and educational outcomes for participants.