



BRAND AND STYLE GUIDE



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THE GUIDE

Brand and Style Guide
Destination Imagination, Inc.
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WELCOME & INTRODUCTION

BRAND AND STYLE GUIDE

Welcome to the Destination Imagination, Inc. Brand and Style Guide, our official guiding resource for communicating with external and internal audiences. We hope this will be a valuable resource as you support our organization. Our Brand and Style Guide was created to alert you to copyright and trademark issues, establish the foundation of our brand identity and assist you in the development of communication efforts with consistent brand messaging.

By adhering to the guidelines presented within these pages, you will help our organization strengthen the Destination Imagination brand. With our organization working in unison—

with a singular voice and streamlined visual identity—we will be better positioned to grow Destination Imagination into a household name. The style guide focuses mainly on Destination Imagination trade dress and provides the framework for consistent brand messaging. For matters of grammar, we recommend “The Gregg Reference Manual: A Manual of Style, Grammar, Usage, and Formatting” by William A. Sabin. For matters of style, please adhere to the most recent edition of “The Associated Press Stylebook.” If you have any questions about this resource or about Destination Imagination branding in general, please send an e-mail to branding@dihq.org. Thank you for all you do for Destination Imagination.

SECTION 1: MESSAGING, MISSION, VISION AND DEFINITIONS

01

MESSAGING

Brand messaging is the one thing that should tie together every piece of content created by Destination Imagination (DI) and its Affiliates. This messaging framework serves as the first step to creating impactful and consistent communication efforts, from one-sheets to Affiliate website copy and more.

BRAND PROMISE OR VISION

A strong brand promise is a value or experience that DI customers can expect to receive every time they interact with the organization.

POSITIONING STATEMENT

A positioning statement identifies where DI fits in the marketplace.

TARGET PERSONAS

Target personas categorize the goals and behaviors of hypothesized groups of customers.

MISSION

A mission should clearly outline DI's reason for existing and the organization's ultimate goals and core beliefs.

TONE OF VOICE

Tone of voice is the "personality" of our brand conveyed in written form.

ELEVATOR PITCH

An elevator pitch refers to describing our brand in 30, 60 or 90 seconds to an outside audience.

MESSAGING

See below for each component of the messaging framework grid as it applies to Destination Imagination.

BRAND PROMISE

Global nonprofit inspiring the next generation of leaders, innovators and creative problem solvers.

POSITIONING STATEMENT

Destination Imagination is an educational nonprofit organization that teaches pre-K through university level students the creative process through project-based STEAM (science, technology, engineering, arts and mathematics) Challenges.

TARGET PERSONAS

Educators & Administrators, Parents & Guardians, Prospective Volunteers, Student Participants (Past, Present, Future), Like-minded Organizations & Corporations

TONE OF VOICE

Fun, Cutting Edge, Inclusive & Collaborative, Fearless, Inspirational, Conversational.

ELEVATOR PITCH

Destination Imagination (DI) provides a variety of STEAM-based educational experiences designed to reach students across the globe in school, in clubs, and at home. Students work together to develop a creative solution to a project-based Team Challenge. Through this process, students gain the 21st century skills needed to succeed in school, their careers, and beyond.

SECTION 1: MESSAGING, MISSION, VISION AND DEFINITIONS

MESSAGING

Answer inquiries about Destination Imagination and develop helpful, promotional content by utilizing the “Who, What, Why, How and When” of DI.

WHO “DOES” DI?

Students in grades pre-K through university who look for hands-on learning opportunities that allow them to practice and expand their proficiency with 21st century skills, particularly the less definable aspects of creativity and perseverance, and to practice productive and effective communication techniques. And who want to have fun!

Teachers and administrators who look to complement curriculum and prepare their students for the world before them through educational experiences that instill the confidence and creativity required for success, with an understanding that these skills need consistent and central focus.

Volunteers who have a dedicated interest in fostering 21st century skills and social emotional learning in future leaders and innovators, and who are committed to growing and strengthening their local DI communities.

Parents and guardians who seek to provide life-changing growth and learning opportunities for their children and who prefer tools that teach students how to think, rather than what to think.

Alumni who fully understand the benefits of their DI experiences and strive to ensure future generations have the same exposure and feel the same impact.

WHAT

Destination Imagination (DI) is built on the knowledge that with each new generation there is a need for critical thinkers with well-honed 21st century skills to solve the great and sometimes unknown challenges before us. Those skills must be practiced in multidisciplinary contexts that require a broad range of skills and provide the right mix of challenge and relevancy to enable students to make connections and grow. DI's Challenge Experience (materials and implementation) has 21st century skill building at its core, using the creative process to fully integrate the engagement of science, technology, engineering, the arts and mathematics into exploratory, open-ended, hands-on educational experiences.

MESSAGING

WHY

Some of the most successful people in the world share a common aptitude for 21st century skills – they are creative, curious, and collaborative problem solvers; they overcome obstacles and persevere through adversity; they take risks and learn from their failures; and they value engaging, effective, and proactive communication. These universal skills propel us forward and increase the odds for success in any career. Young children are naturally predisposed to these skills, though research suggests they begin to lose them if they are not nurtured and encouraged as they begin school. The rigors of academics set in and the balance of time spent fostering the valuable and transferable 21st century skills shifts, giving children fewer opportunities to build capabilities in the areas that will benefit them most.

HOW

Destination Imagination (DI) is rooted in the creative process and provides a variety of STEAM-based educational experiences designed to reach students where they are – in school, in clubs, and at home – with a consistent approach focused on building valuable and transferable 21st century skills in all children. Over the past 18 years, DI's Challenge Experience has grown into the world's largest exhibition of creativity. The Challenge Experience is open to students in kindergarten through university and applies the creative process across six Challenge areas that focus on technology, science, engineering, fine arts, improvisation and service learning. DI also provides resources tailored to a pre-K audience through its Rising Stars Early Learning Challenge and STEM Pathways educational resource.

WHEN (DI SEASON "AT A GLANCE")

September

Team Challenge Season Opens

Fall - Winter

Form Your Team, Choose Your Challenge, Get Solving!

February - April

Share Your Solution at Regional and Affiliate Tournaments

May

Celebrate at Global Finals!

SECTION 1: MESSAGING, MISSION, VISION AND DEFINITIONS

MISSION AND VISION

MISSION STATEMENT

We recognize that Affiliates may have different mission and vision statements. These statements are the official mission and vision statements of Destination Imagination. Our Board of Trustees crafted a mission statement to define the organization's purpose and primary objectives. The mission statement should not appear in most external communications; it should be used only when specifically requested, as in documents such as grant applications. Our mission statement is our internal definition of our overarching business goal:

MISSION

To develop opportunities that inspire the global community of learners to utilize diverse approaches in applying 21st century skills and creativity.

The Destination Imagination program is a fun, hands-on system of learning that fosters students' creativity, courage and curiosity through open-ended academic Challenges in the fields of STEM (science, technology, engineering and mathematics), fine arts and service learning. Our participants learn patience, flexibility, persistence, ethics, respect for others and their ideas, and the collaborative problem solving process. Teams may showcase their solutions at a tournament.

VISION STATEMENT

A vision statement is designed to guide the organization and present our values to external audiences. It presents a portrait of who we are, what we represent, and who we want to be. Below is our vision statement.

VISION

To be the global leader in teaching the creative process from imagination to innovation.

STANDARD DEFINITIONS

These definitions are for common use. Using these definitions regularly, and exactly as worded, will help strengthen our brand recognition. Imagine a hundred people all shouting something different. Now imagine that same group of people shouting the same thing. If we are consistent, and we all use the same language, it will resonate with audiences.

DESTINATION IMAGINATION

Destination Imagination is a volunteer-led non-profit organization that develops educational programs to teach students the creative process from imagination to innovation. The organization has more than 2 million alumni and 38,000 volunteers around the world.

DESTINATION IMAGINATION TOURNAMENT

Destination Imagination is an educational program where student teams solve open-ended academic Challenges and can present their solutions at tournaments.

ELEVATOR SPEECHES

An elevator speech is designed for verbal use, mainly as a brief, casual response to an interested party. For our advocates, we offer these answers to the question: "What is Destination Imagination?"

DESTINATION IMAGINATION

Destination Imagination is a non-profit that helps students around the world learn and experience the creative process from imagination to innovation. We develop programs that teach the creative process, so children can solve problems in astonishing ways. Our participants build a lifelong confidence in working together to solve any challenge.

DESTINATION IMAGINATION CHALLENGE EXPERIENCE

The Destination Imagination Challenge Experience is a fun, hands-on system of learning that fosters students' creativity, curiosity and courage through open-ended academic Challenges. We hold tournaments where student teams showcase their solutions to STEAM-based (science, technology, engineering, arts and mathematics) Challenges. Our participants build a lifelong confidence in working together to solve any challenge.

CHALLENGE

A Destination Imagination Challenge is an open-ended project that takes creativity and teamwork to solve.

SECTION 2: NUMBERS AND FIGURES

02

OUR IMPACT

Every year, we impact more than 150,000 students in 48 states and 30 countries.

150,000

Number of students who participate in Destination Imagination programs annually

38,000

Number of Destination Imagination volunteers worldwide

2 MILLION+

Program reach

5 YEARS

Average length of participation in DI

6,000 – 7,000

Number of schools involved in DI

48 STATES

Number of U.S. states with DI teams

30+

Number of countries that participate in DI

18,000

Number of teams expected to participate in the 2016-17 season of DI

17,000+

Number of people who attend Global Finals

1,400+

Number of teams at Global Finals

150,000

PARTICIPANTS ANNUALLY



2,000,000

PROGRAM REACH



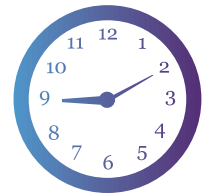
38,000+

VOLUNTEERS



750,000

HOURS VOLUNTEERED ANNUALLY



7 CHALLENGES:
TECHNICAL, SCIENTIFIC,
STRUCTURAL, FINE ARTS,
IMPROV, SERVICE LEARNING,
EARLY LEARNING



5

AGE LEVELS: PRE-K, ELEMENTARY,
MIDDLE, SECONDARY, UNIVERSITY



48 & 30

48 STATES & 30
COUNTRIES



100,000+

DOLLARS IN SCHOLARSHIPS
DISTRIBUTED ANNUALLY



1982

YEAR DI
INCORPORATED



SECTION 3: RULES OF USAGE

03

RULES OF USAGE

These rules are to help make the Destination Imagination trade dress consistent. These are the most important and pressing rules, written for anyone who may write something pertaining to Destination Imagination programs.

DESTINATION IMAGINATION OR DI?

The term "Destination Imagination" should be written in its entirety as often as possible. "Destination Imagination" refers to the program, not the organization. Avoid abbreviation unless the writing becomes cumbersome or awkward. If that is the case, write "Destination Imagination (DI)" in the first instance and refer to it as "DI" afterward.

Additionally, Destination Imagination® should appear with a registered trademark (®) symbol the first time it appears in any document. This requirement may be met by including the registered trademark symbol in the header or headline of a document. If your word processing software allows it, apply a superscript format to the registered trademark symbol. There is no need to include the registered trademark symbol after the first instance. Here is an example:

The 2017-18 Destination Imagination® (DI) season is underway. Many DI teams are returning for another year of fun.

Note: "DI" is not a registered trademark.

DESTINATION IMAGINATION PROGRAMS

Destination Imagination programs should be written as they appear in the list below. Several of our programs are registered trademarks. In regard to including the registered trademark symbol with the following programs, please follow the guidelines offered in the "Destination Imagination or DI?" entry.

- Destination Imagination®
- Rising Stars®

RULES OF USAGE

DESTINATIONIMAGINATION.ORG

The preferred format when the Destination Imagination website appears in print is "DestinationImagination.org." This format allows external audiences to immediately link the website with the organization; however, if the website appears in electronic communications, write "http://destinationimagination.org" and ensure the website appears as a hyperlink. Verbally, you may refer to this website as "Destination Imagination dot org."

SHOPDI.ORG

Destination Imagination resources may be purchased online at "ShopDI.org." Please do not refer to the website in writing as "ShopDI." If the website appears in electronic communications, write "http://shopdi.org" and ensure the website appears as a hyperlink. Verbally, you may refer to this website as "Shop D-I dot org."

CHALLENGES

Destination Imagination designs open-ended Challenges for its programs. Destination Imagination Challenge types must be capitalized as follows:

- Instant Challenge
- Team Challenge

The noun form of "Challenge" should always be capitalized when it is portrayed as a Destination Imagination offering. We do not capitalize any other form of the word "challenge."

Here are a few examples:

- The team spent the weekend working on a solution for a Destination Imagination Challenge.
- The team has found the process challenging.
- The Team Manager challenged the team to devise a Challenge solution by Saturday.
(Both uses)
- The team has discovered that working together is a challenge.
- The team worked on its Challenge.

The Destination Imagination program offers seven different Team Challenges. All Team Challenge titles must be capitalized (e.g., Maze Craze). If referring to a particular type of Team Challenge, please use the following labels:

- Technical Challenge
- Scientific Challenge
- Fine Arts Challenge
- Improvisational Challenge
- Engineering Challenge
- Service Learning Challenge
- Rising Stars for Early Learners Challenge

SECTION 3: RULES OF USAGE

RULES OF USAGE

TEAM

We do not classify the word “team” as a proper noun. Use traditional capitalization.

VOLUNTEER

Like “team,” we do not classify the word “volunteer” as a proper noun. Use traditional capitalization. However, we typically capitalize volunteer roles (e.g., Tournament Director, Head Appraiser and Scoring Official).

TEAM MANAGER

As it is a volunteer role, we capitalize “Team Manager.” We also place heavy emphasis on the facilitative relationship that Team Managers have with their teams. Team Managers are not “Coaches” and do not “coach” teams. “Team Manager” is sometimes abbreviated as “TM.” When using the abbreviated form, please follow the same guidelines offered in the “Destination Imagination or DI?” entry.

INTERFERENCE

“Interference” refers to our policy that only team members may provide creative or physical input to a Challenge solution. Always capitalize the term.

REGIONAL AND AFFILIATE

The structure of the Destination Imagination program prescribes the terms “Region” and “Affiliate,” which are always capitalized. An Affiliate is an official licensee who can administer Destination Imagination events and programming in a given U.S. state, province or foreign country. The word “Affiliate” can refer to the licensee or the geographic area in which the licensee operates.

A Region is a subdivision of an Affiliate. Regions exist within the geographic area of Affiliates and are organized by the Affiliate licensees.

This organizational structure is difficult to grasp for new audiences, who sometimes understand “Regional” as the larger of the two terms. (In many other tournament-based activities, teams go to a local tournament and then to the regional tournament.) To avoid confusion, we have taken to using “local tournament” and “state tournament” (or “country-level tournament”) in external communications. For example:

- If the teams perform well in the local tournament, they will advance to the state tournament.

RULES OF USAGE

COMPETITION LEVELS

Destination Imagination programs are tailored for a range of audiences and are typically separated by competition level. When referring to any of our competition levels, please follow the formatting offered below. Additionally, please note the preferred abbreviations for each competition level. (Follow the same rules for abbreviation as in the “Destination Imagination or DI?” entry.) Here are our competition levels:

- Elementary Level (EL)
- Middle Level (ML)
- Secondary Level (SL)
- University Level (UL)
- Rising Stars (Non-competitive, Ages 4-7)

THE CREATIVE PROCESS

In the past, Destination Imagination has labeled “creative problem solving” as a benefit, but the organization has moved beyond that as its primary focus. Destination Imagination’s current vision is to be the global leader in teaching the creative process from imagination to innovation. The creative process is broader in scope than creative problem solving. With the creative process we also promote 21st century skills, including collaboration, communication, perseverance, project management, self-confidence, critical and creative thinking. Please try to use “the creative process” when referring to what participants learn from our programs:

- Steven learned and experienced creative problem solving in Destination Imagination. (Improper Usage)
- Steven learned and experienced the creative process in Destination Imagination. (Proper Usage)

Our goal at Destination Imagination is to give students the chance to learn and experience the creative process. Below are the components of the creative process that our participants experience while solving our Challenges.

RECOGNIZE

- Becoming aware of the Challenge
- Gaining an in-depth understanding of the Challenge

IMAGINE

- Generating ideas with team members
- Focusing on promising ideas
- Creating a project timeline

INITIATE & COLLABORATE

- Researching, exploring and experimenting
- Committing to options
- Building and completing all requirements

ASSESS

- Assessing progress
- Reworking or reimagining ideas
- Practicing presenting the solution

EVALUATE & CELEBRATE

- Presenting at a tournament
- Reflecting on and celebrating the experience

SECTION 3: RULES OF USAGE

RULES OF USAGE

SEASON

Please refer to the Destination Imagination program in terms of seasons, not years. When referring to a particular program season, which spans over two calendar years, use the numerical format "2017-18." For example, you may write, "The 2017-18 Destination Imagination season is underway."

TEAM NUMBER

To participate in Destination Imagination, a team must purchase a "Team Number" from Destination Imagination. The team does not purchase a "Membership."

DESTINATION IMAGINATION GLOBAL FINALS

To avoid confusion, please refer to Destination Imagination's annual culminating event as "Destination Imagination Global Finals" in the first instance it appears in any document. You may refer to the event simply as "Global Finals" after the first instance. You may include the full year afterwards if necessary (e.g., "Global Finals 2018").

BOILERPLATE

A boilerplate is used at the end of a press release and provides information about an organization, its goods and services and how to contact the organization. Here is the Destination Imagination boilerplate:

Destination Imagination, Inc. is a 501(c)(3) volunteer-led non-profit organization whose purpose is to inspire and equip students to become the next generation of innovators and leaders. The organization is a leader in project-based learning experiences, where students work together in teams to solve open-ended STEAM (science, technology, engineering, arts and mathematics) and service learning Challenges and then present their solutions at tournaments. Founded in 1982, Destination Imagination has impacted more than 2 million students. To learn more, please visit <http://destinationimagination.org>.

DESTINATION IMAGINATION RESOURCES

We offer a wide range of resources to assist Destination Imagination participants and volunteers. Do not refer to these resources as "products." Below is a list of resource titles. Please take note of capitalization, spacing, punctuation and italics.

As a general rule, if you are unsure how to write the title of a Destination Imagination resource and that title is not included below, please follow the guidelines in the most current version of "The Associated Press Stylebook and Briefing on Media Law."

- Destination Imagination Program Materials
- Team Challenges
- Roadmap
- Rules of the Road

RULES OF USAGE

DESTINATION IMAGINATION FORMS

- Tournament Data Forms
- Declaration of Independence
- Expense Report
- Dialogue

OTHER PROGRAM RESOURCES FOR TEAMS AND EDUCATORS

- Challenge Previews
- Connecting the Standards
- Instant Challenge Practice Set
- Published Clarification(s)
- Team Clarification(s)
- Start a Team Guide
- Travel Guide for Teams

GENERAL TRAINING MATERIALS

- ICM Guide
- Challenge Master Guide
- Appraiser Guide

TRAINING MATERIALS FOR EACH TEAM CHALLENGE

- Appraisal Packet for Challenge Masters
- Appraisal Packet for Appraisers

OTHER PROGRAM RESOURCES FOR VOLUNTEERS

- Global Finals Appraiser Guide
- Global Finals Head Appraiser Guide
- Challenge Development Guide
- Lead Writers' Toolbook
- Tournament Guide
- Tournament Essentials

SECTION 4: TERMINOLOGY

04

TERMINOLOGY QUICK REFERENCE

Please follow the guidelines below when using capitalization or registered trademark with our terms.

BASIC TERMS

- Affiliate
- Affiliate Tournament
- Closing Celebration
(don't use "Award Ceremony"
or "Closing Ceremony")
- Destination Imagination®
(don't use capital "N")
- DestinationImagination.org
(don't use www.IDODI.org)
- DI
(only use after first instance of
Destination Imagination)
- Global Finals
(first instance use "Destination Imagination
Global Finals")
- Region
- Regional Tournament
- Welcome Ceremony
(don't use "Opening Ceremony")

PROGRAM TERMS

- Challenge
(only capitalized when used as a DI offering)
- Clarification
- Competition Level
(i.e., Middle Level or ML)
- Early Learning
- Guest Participant
- Guest Pass
- Instant Challenge
- Institutional Customer
- Rising Stars®
(only first instance needs ®)
- Team Challenge
- Team Number
- University Level or UL
(no longer College & Univerisity Level)

TERMINOLOGY QUICK REFERENCE

CHALLENGE TERMS

- Central Challenge
(Only a part of the Team Challenge.)
- Challenge Site
- Challenge type
(i.e., Technical Challenge, Fine Arts Challenge)
- Illegal Procedure
- Improv Element
- Instant Challenge
- Interference
- Launch Area
- Official Weight Held (OWH)
- Performance-Based
- Prep Area
- Presentation
“Presentation” should be used rather than “performance” in describing what the team must present at a tournament. The performance piece is only a part of the complete Presentation.
- Presentation Area
- Presentation Site
- Pressure Board
- Published Clarifications
- Raw Scores
- Safety Pole
- Safety Shields
- Safety Supports
- Score Room
- Scoring Program
- Site-Specific Restrictions
- Structure
- Structure Tester
- Task-Based
- Team Challenge
(Consists of the Central Challenge, which has directed scoring, and Team Choice Elements, in which the teams tell us what to score.)
- Team Choice Elements
- Team Clarifications
- Team Identification Sign
- Unsportsmanlike Conduct

SECTION 4: TERMINOLOGY

TERMINOLOGY QUICK REFERENCE

VOLUNTEER ROLES

In Destination Imagination, there are a variety of volunteer roles, which we capitalize as a matter of respect. When using the supplied abbreviations, please adhere to the same guidelines offered in the "Destination Imagination or DI?" entry.

- Adult Assistant
- Affiliate Challenge Master (ACM)
- Affiliate Director (AD)
- Affiliate Growth Director (AGD)
- Affiliate Training Director (ATD)
- Appraisal Team
- Appraisal Team Coordinator
- Appraisal Team Organizer (ATO)
- Appraiser
- Ceremony and Awards Coordinator
- Dialogue Team
- Doorkeeper
- Food Service
- International Challenge Master (ICM)
- Team Manager (TM)
- Tournament Director

TERMINOLOGY QUICK REFERENCE

MEASUREMENTS AND MONEY

When including length measurements in a Challenge, always include the metric equivalent, rounded to two decimal places, in parentheses immediately following. You should not insert a space between the number and the unit, nor should you insert a period after the unit. No hyphen is required if the measurement is used as a modifier. For multiple dimensions, please include a lowercase "x" and one space between each dimension. Here are examples:

- 11in (27.94cm)
- You will need a 12ft (3.66m) length of string for this Challenge.
- 10ft x 12ft (3.05m x 3.66m)
- 20ft x 20ft x 20ft (6.10m x 6.10m x 6.10m)

When referring to costs or money, always use U.S. dollars as the denomination. Please use the format below. Take note of spacing and capitalization. No hyphen is required if the cost is used as a modifier. Here are two examples:

- \$100US
- The \$100US bicycle was returned in excellent condition.

ITEMS NOT CAPITALIZED

- deduction
- season (refer to season, not year)
- solution
- team
- time limit
- tournament (when standing alone)
- volunteer

SECTION 5: COPYRIGHT & PIN POLICY

05

COPYRIGHT

The Destination Imagination logo and brand elements are valuable assets to us and are protected by trademark, copyright and other intellectual property laws.

LOGO USAGE

The use by teams of Destination Imagination, Inc. logos including Global Finals, Destination Imagination, Box and Ball and the Challenge logos is prohibited with the following exception:

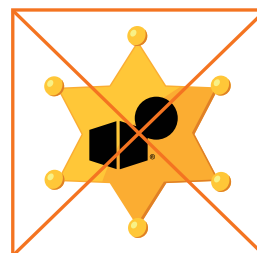
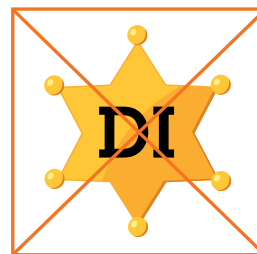
- Paid Team Number Participants – Teams/individuals – registered with Destination Imagination Affiliates may produce “hand-made” art (homemade or made by the team members) on team/individual shirts or other items utilizing the words “Destination Imagination®.”
- No license fee to Destination Imagination Inc. is required as long as the total number of each homemade product is less than 21 per team and the team has made them themselves.
- Note: Vendors or commercial establishments are not allowed to participate in the production of these “hand-made” products.

PIN POLICY (1 OF 3)

Affiliates, teams, individuals and Licensed Pin Vendors are required to follow the Destination Imagination, Inc. Brand and Style Guide and the pin policies stated below when creating commercially made pins for Destination Imagination events.

PIN BRANDING POLICY FOR AFFILIATES

- Affiliates must use a Licensed Pin Vendor in order to produce commercially made pins that include the words "Destination Imagination®" and/or any trademark, copyright, or other protected intellectual property of Destination Imagination, Inc., including Challenge logos and the "box and ball" logo.
 - Licensed Pin Vendors will be listed at DestinationImagination.org/pin-vendors/. This list will be updated as new Licensed Pin Vendors are approved.
 - Affiliates who would like to use an outside pin vendor must have their vendor purchase a License through Destination Imagination, Inc.'s ShopDI.org website.
- Affiliates may not use the word "DI" (standalone) on any pin designs. "DI" is a mark that is not owned by Destination Imagination, Inc. for use on pins.
- Affiliates are responsible for researching and adhering to copyright laws when including their Affiliate initials combined with "DI," hyphenated or without any space between them (e.g., NJ-DI, MADI, etc.).
- Affiliates are not permitted to produce pins using the Global Finals logo.



AFFILIATE USAGE DI TRADEMARKS

Only Affiliates that use a Licensed Pin Vendor are permitted to use DI marks.

AFFILIATE MISUSE "DI"

Don't use the word "DI" (standalone) on any pin designs.

AFFILIATE MISUSE MODIFYING

Don't modify any part of the logo. Don't add a line to the box symbol.

SECTION 5: COPYRIGHT & PIN POLICY

PIN POLICY (2 OF 3)

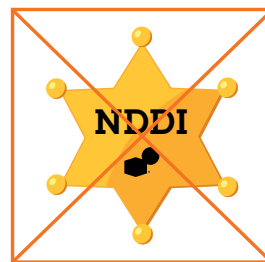
PIN BRANDING POLICY FOR TEAMS & INDIVIDUALS

1. Teams may not use the words "Destination Imagination®" and/or any trademark, copyright, or other protected intellectual property of Destination Imagination, Inc., including DI Challenge logos, the Global Finals logo and the "box and ball" logo, on any pins. The use by teams and individuals of the Destination Imagination, Inc.® name or any intellectual property owned by Destination Imagination, Inc. logos is prohibited and will not be sanctioned or condoned by Destination Imagination, Inc.
2. In order to participate in pin trading at Global Finals Events, teams must use a Licensed Vendor for any commercially produced pins.
 - A list of Licensed Pin Vendors will be made available at DestinationImagination.org/pin-vendors/ This list will be updated as new Licensed Pin Vendors are approved.
3. Teams and individuals are prohibited from infringing on a person's or company's intellectual property. Teams and individuals may work with Licensed Pin Vendors to create pin designs that do not violate relevant copyright law. It is the responsibility of the Licensed Pin Vendor to ensure and communicate adherence to copyright laws.
4. Criteria for usage of the word "DI": "DI" is a mark that is not owned by Destination Imagination, Inc. for use on pins. Teams and individuals may not include their Affiliate initials combined with "DI" in any manner, whether hyphenated or without a space between them.



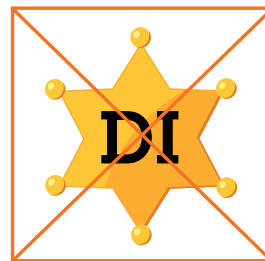
TEAM USAGE COPYRIGHT

Teams and individuals are prohibited from infringing on a person's or company's intellectual property.



TEAM MISUSE DI TRADEMARKS

Don't use Affiliate initials combined with "DI" or any of the DI trademarks.



TEAM MISUSE "DI"

Don't use the word "DI" (standalone) on any pin designs.

PIN POLICY (3 OF 3)

HANDMADE PINS

1. Teams and individuals registered with a Destination Imagination Affiliate may produce handmade art (homemade or made by the team members).
2. No license fee to Destination Imagination, Inc. is required as long as the total number of each handmade product is less than 21 per team and the team has made them themselves.
3. Vendors or commercial establishments are not allowed to participate in the production of these handmade products.

ADDITIONAL INFORMATION FOR LICENSED PIN VENDORS

1. Licensed Pin Vendors will provide to Destination Imagination, Inc. (before Global Finals begins) two (2) of each pin produced for use in DISC sponsored events and Affiliate and general pin contests.
2. Licensed Pin Vendors may not place Destination Imagination, Inc. trademarks and logos on any pin with other logos unless the vendor has express written consent from each mark holder. A copy of written permission must be sent to Destination Imagination, Inc. for filing.
3. Licensed Vendors: Failure to comply with relevant copyright laws and rules set forth here will result in the removal as a licensed vendor for all Destination Imagination, Inc. merchandise including shirts and pins.
4. Visit ShopDI.org for more information on becoming Licensed Pin Vendor.

SECTION 6: OUR LOGO

06

OUR LOGO

Our logo is an asset to our organization, and a key marker for audiences to identify our organization when they receive our materials and participate in our programs. It is important that we all use the same logo, and avoid misuse, which can lead to a dilution of our brand identity. Please help us protect the logo and avoid misuse by following these guidelines.

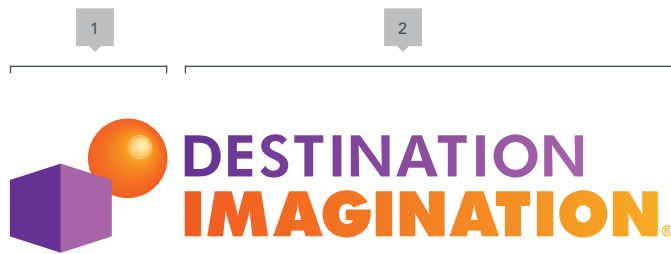
LOGOS FOR PRINT

The following logos are for print use, and they can be accessed and downloaded by logging in to resources.destinationimagination.org/resources.php.

ATTENTION:

Use of any stylized, animated, hand drawn or other versions of a unofficial logo is not permitted. This undermines the logo system and brand consistency. Please contact artwork@dihq.org if you have any questions or need further help.

THE LOGOTYPE



01) THE LOGO SYMBOL

Consists of the box and the ball elements.

02) THE LOGO TITLE

Carefully chosen for its modern and highly legible style.

MAIN VERSION



3

DARK VERSION



4

03) MAIN LOGO

This is the logo of choice, to be used whenever possible. For darker backgrounds you will find the alternative.

04) DARK VERSION

This version should be used for darker backgrounds.

SECTION 6: OUR LOGO

LOGO USAGE



01. FULL COLOR LOGO

This is the logo of choice, to be used whenever possible. This logo is to be used for all full-color printed and digital items. This logo prints best on a white or very light background.



02. FULL COLOR LOGO WITH WHITE TEXT FOR DARK BACKGROUNDS

This logo is to be used for all full-color printed items with dark backgrounds.

ONE COLOR LOGO USAGE

To deal with the limitations of screen printing, we offer the one color logos below. Only these five one color logos are permitted.



03. ORANGE LOGO

This logo is to be used for items in which only one color can be applied.



04. LIGHT PURPLE LOGO

This logo is to be used for items in which only one color can be applied.



04. DARK PURPLE LOGO

This logo is to be used for items in which only one color can be applied.



05. BLACK LOGO

This logo is to be used for items in which only one color can be applied.



06. WHITE LOGO

This logo is to be used for items in which only one color can be applied.

SECTION 6: OUR LOGO

LOGO CONSTRUCTION AND CLEARSPACE

It is important to keep our logo clear of any other graphic elements. To regulate this, an exclusion zone has been established around the corporate mark. This exclusion zone indicates the closest any other graphic element or message can be positioned in relation to our logo.

CLEARSPACE

Whenever you use the logo, it should be surrounded with clear space to ensure its visibility and impact. No graphic elements of any kind should invade this zone.

To work out the clearspace, take the height of the logo and divide it in half. (Clearspace = Height / 2).



APPLICATION ON BACKGROUNDS AND MINIMUM SIZES

.01
Color Version



.02
White Text Version



.03
White Version



.04
Black Version



MINIMUM LOGO SIZES

FULL LOGO

Minimum Size: .75" wide



LOGO SYMBOL

A symbol version of the logo is only to be used for instances in which need to fit in a compact space.

Minimum Size: .25" high



SECTION 6: OUR LOGO

LOGO MISUSE

We want our logo design to look its best and be visually appealing when it appears on materials and resources. Help us achieve our branding goals by following these logo rules.



01. MODIFYING

Don't modify any part of the logo.
Don't add a line to the box symbol.



02. ARRANGEMENT

Don't rearrange the elements in the logo.



03. SCALE

Don't change the scale of any of the elements in the logo.

LOGO MISUSE



04. BACKGROUND COLOR

Don't place the logo on a background color that will blend in or clash with the logo colors.



05. DROP SHADOWS

Don't apply drop shadows or any other additional effects to the logo.



06. COLOR

Don't change the color of the logo.

SECTION 6: OUR LOGO

AFFILIATE LOGOS

Destination Imagination Affiliates play a critical role in the presentation of our brand identity to our customers. Because the organization's brand is diluted each time a different logo appears, it is important all Affiliates use the official logo lock-ups. We have created logo lock-ups for each of our Affiliates. The Affiliate lock-ups are designed to strengthen our brand awareness and build consistency. To receive your logo, email us at artwork@dihq.org.



LOGO MISUSE

We want our logo design to look its best and be visually appealing when it appears on materials and resources. Help us achieve our branding goals by following these logo rules.



01. CLEARSPACE

Whenever you use the logo, it should be surrounded with clear space to ensure its visibility and impact. No graphic elements or text of any kind should be placed near the logo. To work out the clearspace, take the height of the logo and divide it in half. (Clearspace = Height / 2).



02. MODIFYING

Don't modify any part of the logo.



03. ARRANGEMENT

Don't rearrange the elements in the logo.

SECTION 7: THE COLOR SYSTEM

07

THE PRIMARY COLOR SYSTEM AND COLOR CODES

THE COLOR SYSTEM

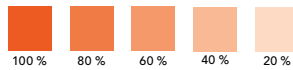
Color plays an important role in the DI identity program. A palette of primary colors has been developed, which create the “One Voice” color scheme. Consistent use of these colors will contribute to the cohesive and harmonious look of the DI brand identity across all relevant media.



**PRIMARY COLOR
ORANGE**

COLOR CODES

CMYK : C0 M79 Y100 K1
Pantone : 1665 C
RGB : R241 G86 B35
Web : #F15623



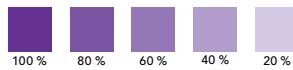
COLOR TONES



**PRIMARY COLOR
PURPLE**

COLOR CODES

CMYK : C75 M97 Y0 K0
Pantone : 267 C
RGB : R74 G71 B154
Web : #813DD6



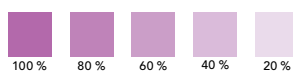
COLOR TONES



**PRIMARY COLOR
PURPLE**

COLOR CODES

CMYK : C30 M70 Y0 K0
Pantone : 265 C
RGB : R150 G80 B155
Web : #96509b



COLOR TONES

SECTION 7: THE COLOR SYSTEM

THE SECONDARY COLOR SYSTEM AND COLOR CODES

SECONDARY COLOR SYSTEM

The secondary colors are complementary to our official colors.

Usage:

Use them to accent and support the primary color palette.



Tones

COLOR CODES

CMYK : C0 M50 Y100 K0
RGB : R246 G139 B31
Web : #F68B1F



Tones

COLOR CODES

CMYK : C0 M100 Y98 K0
RGB : R230 G56 B40
Web : #E63828



Tones

COLOR CODES

CMYK : C100 M100 Y26 K25
RGB : R41 G31 B94
Web : #29235B



Tones

COLOR CODES

CMYK : C100 M75 Y0 K0
RGB : R1 G72 B152
Web : #014898

THE SECONDARY COLOR SYSTEM AND COLOR CODES



Tones

COLOR CODES

CMYK : C100 M0 Y0 K0
RGB : R0 G175 B240
Web : #00AFF0



Tones

COLOR CODES

CMYK : C80 M0 Y25 K3
RGB : R0 G177 B179
Web : #00B1B3



Tones

COLOR CODES

CMYK : C53 M0 Y88 K0
RGB : R138 G196 B64
Web : #8AC440



Tones

COLOR CODES

CMYK : C100 M0 Y100 K26
RGB : R0 G123 B52
Web : #007B34



Tones

COLOR CODES

CMYK : C0 M98 Y0 K0
RGB : R237 G17 B100
Web : #ED1164

SECTION 8: TYPOGRAPHY

08

OUR TYPOGRAPHY

Three typefaces have been chosen for the Destination Imagination brand campaign. These fonts should be used in all brand communications to project a consistent visual identity. This includes promotional materials, advertising, digital assets and printed materials.



BRAND AND STYLE GUIDE



CONTACT

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DestinationImagination.org