

Start a Team Today in Three Easy Steps



STEP 1 Buy a Team Number at shop.destinationimagination.org.

Your Team Number is a code unique to your team that you'll use when you register for a tournament. Purchasing your Team Number will give you access to our resources, including the Team Challenges, a set of practice Instant Challenges, and Team Manager training materials.

The Team Number price in _____ is _____.

An Affiliate Fee of _____ will also be charged for each Team Number.

This fee covers _____.

When your order is processed, you will receive further instructions via email.



STEP 2 Find a Team Manager and get their Background Check.

The Team Manager is the mentor or coach who guides the team through their creative process. Team Managers can be parents, educators, or any volunteer who is at least 18 years old. (Want to know who might be a good fit? Hint: maybe it's you!)

Team Managers in the United States must clear a background check before they begin working with their team. Background Checks may be purchased at shop.destinationimagination.org. Schools may purchase these for their Team Managers. *When your order is processed, you will receive further instructions via email.*

To review other ways to obtain or share a background check, visit our Background Check page.

Outside the United States? Contact your Affiliate Director below for information on local background check requirements.



STEP 3 Contact your local Affiliate.

Your local DI Affiliate organizes your tournament, trainings and other opportunities for your team.

Your local contact(s): _____

Tournament details: _____

Questions? We're ready to help.

Contact us at 1-888-321-1503 or info@dihq.org.

Learn more at DestinationImagination.org