

## 1

### PURCHASE YOUR CHALLENGE EXPERIENCE TEAM NUMBER(S) & BACKGROUND CHECK(S)

Starting July 15, 2024, you can go to [shop.destinationimagination.org](https://shop.destinationimagination.org) to purchase your Team Number and Background Check (if necessary).

- You will need to purchase one Background Check for each US-based Team Manager. You can also have your Team Manager(s) purchase their own Background Check separately.
- You do not need to purchase Background Checks if your school or organization is using the Background Check Group Waiver Request available at [destinationimagination.org/background-check](https://destinationimagination.org/background-check).

**TEAM  
NUMBER**

**\$165\***  
PER TEAM

- Participate in one of our 6 competitive Team Challenges or our Early Learning Challenge
- Roadmap for Team Managers with tips and activities to help your team succeed
- Online Team Manager Training with how-to and Challenge-specific courses
- Instant Challenge Practice Set
- Each team is eligible to present a team solution at a local tournament and may qualify to advance to Global Finals\*\*
- For pricing outside the US, see [destinationimagination.org/pricing](https://destinationimagination.org/pricing)

**BACKGROUND  
CHECK**

**\$25**  
PER U.S. TEAM MANAGER

- One flat rate for all - No extra local and/or state fees
- One check allows a Team Manager to work with multiple teams
- Required for any person in the US over 18 who will be responsible for managing a team
- US Schools & Districts: Learn about the Background Check Group Waiver at [destinationimagination.org/background-check](https://destinationimagination.org/background-check).
- Non-US Team Managers: Contact your local Affiliate Director for details about background check procedures for your location.

### TEAM NUMBER VOLUME DISCOUNTS

**BUY** **SAVE**  
**10-19** **5%**  
TEAM NUMBERS

**BUY** **SAVE**  
**20-49** **10%**  
TEAM NUMBERS

**BUY** **SAVE**  
**50-99** **15%**  
TEAM NUMBERS

**BUY** **SAVE**  
**100+** **20%**  
TEAM NUMBERS

**PLEASE NOTE:**

**\*Additional Fees & Costs:** Destination Imagination is administered through Affiliate organizations worldwide. Each non-profit Affiliate is made up of volunteers that dedicate countless hours to our mission. Some Affiliates have directed us to collect fees with the purchase of Team Numbers. Affiliates may also charge additional tournament registration fees. Teams are responsible for all material costs associated with their solution presentation. While each Challenge solution has a budget, what a team spends as they prototype, prepare and practice can vary greatly.

**\*\*Global Finals:** At this time, the registration fee for Global Finals 2025 is \$5500 per U.S. team and \$5000 per non-U.S. team. Destination Imagination is working hard to ensure that the event is accessible to as many teams as possible.

## 2

### ASSIGN YOUR TEAM MANAGER(S)

Once your Team Numbers are purchased, go to [resources.destinationimagination.org](https://resources.destinationimagination.org) to assign your Team Manager(s) by using the "My Teams" button on your dashboard. If you will be the Team Manager, you still must assign yourself.

SEE PAGE 2 FOR STEP

**3**

## 3

## COMPLETE ALL BACKGROUND CHECKS (US ONLY)

- If you purchased a Background Check in STEP 1, each assigned Team Manager must be given one of the unique activation codes you received via email.
  - Each Team Manager must now log in to [resources.destinationimagination.org](https://resources.destinationimagination.org) to initiate their Sterling Volunteers Background Check by clicking the red "START BACKGROUND CHECK" button on their dashboard.
  - If they are new to DI, they will be asked to create a DI account before accessing the dashboard.
  - Once the Background Check is complete, our system will be automatically notified and any cleared Team Manager will be marked as APPROVED in our system.
- If you are using the Background Check Group Waiver Request, please send the completed form via email to [AskDI@dihq.org](mailto:AskDI@dihq.org) or via fax at 856-881-3596. Forms will be processed within five business days and your Team Managers will be marked as APPROVED in our system.

## 4

## DOWNLOAD THE CHALLENGE MATERIALS

- Go to [resources.destinationimagination.org](https://resources.destinationimagination.org) and click the "Documents" menu on your dashboard.
- The Challenge Materials folder will contain all of the materials you need for the Challenge season.
  - All Challenge Materials will be available starting **August 1, 2024**.

## 5

## GET TRAINED

Within seven days of being assigned, each Team Manager will receive an invitation from [training@dihq.org](mailto:training@dihq.org) to access our Learning Management System (LMS). Our LMS includes valuable modules to help you get started. Questions about the LMS can be emailed to [training@dihq.org](mailto:training@dihq.org).

## 6

## FORM YOUR TEAM & ADD TEAM MEMBERS

Go to [resources.destinationimagination.org](https://resources.destinationimagination.org) to add your team members by using the "My Teams" button on your dashboard. Adding team members may be disabled if your Affiliate collects this information during tournament registration. Below are the age/grade requirements for 2024-25 Destination Imagination teams. A team's level is determined by the oldest team member.

LEVEL	GRADE/AGE ELIGIBILITY	TEAM MEMBERS	CHALLENGE TYPE
Early Learning	Designed for Preschool-2nd Grade	2 or more	Noncompetitive
Elementary Level (EL)	K-5th Grade or no student born before June 15, 2013	2-7	Competitive
Middle Level (ML)	6th-8th Grade or no student born before June 15, 2010	2-7	Competitive
Secondary Level (SL)	9th-12th Grade or no student born before June 15, 2006	2-7	Competitive
University Level (UL)	Full-time, post-secondary students enrolled in college, university, trade or technical school, or in the military. OR College-bound high school seniors who are taking accredited courses offered by a college or university that will qualify for college course credit.	2-7	Competitive

## 7

## START THE JOURNEY

You're all set to begin meeting with your team. Refer to the Roadmap for Team Managers (Step 4) for suggested meeting schedules, activities, and other ideas to help you.