

INTERFERENCE for Team Managers, Parents and Others

All the ideas and work that go into challenge solutions by Destination ImagiNation teams must come only from the team members themselves. Any contributions from other people is called “interference” and may result in a penalty for the team at competition. Yes, they can do it all themselves! If they don’t have the skills or equipment to do something themselves, they can find another way! Here are some examples of what you may and may not do to help the team.

Challenge Selection and Solution Development

You may not:

- Explain your own ideas about *Challenge* solutions to the team. A Team Manager is not a member of the team.
- Have parents, other relatives or friends tell their ideas or solutions to the team. Only the team members may contribute ideas to any solutions.
- Ask leading questions that encourage the team to think of “your” solutions.
- Make positive or negative comments about the team’s ideas. They need to decide by themselves which ones they want to use.

You may:

- Help the team understand the details of the *Team Challenge* (without suggesting any possible solutions).
- Help the team understand the *Rules of the Road*.
- Teach the team Creative Problem Solving tools to help them come up with lots of ideas for solutions to their Challenges and ways to decide which ones to actually use.
- Ask the team questions to make sure they have thoroughly considered all aspects of their solution.
- Encourage the team members to assign themselves “homework” to complete before the next meeting.
- Write down the team’s ideas and/or instructions in the team’s own words.
- Follow a direct request from the team to seek out resource people to teach the team general skills such as sewing, painting, acting, photography, construction, engineering, or whatever they want to learn.
- Submit *Team Challenge* clarifications on behalf of the team.

Preparation, Construction and Practice

You may not:

- Help work on the team’s solution. Only the team members can do this. This includes using or demonstrating a power tool or any other construction technique on any part of the team’s actual solution.
- Hold a team member’s hand while they perform a task. If they can’t do it by themselves, they can find another way.
- Allow a team to use a prop from a prior year if the team is not comprised of EXACTLY the same members.
- Help finish a prop due to lack of time. Team members will have to do it or NOT!
- Make decisions about who will work on different parts of the solution. These are team decisions.

- Give stage directions such as, "You need to speak louder" or "I can't hear you" or hold a dress rehearsal before an audience who gives critical feedback to the team. Dress Rehearsals are fine. Critical feedback from observers who are not part of the team is NOT fine.
- Repair broken props, even if you broke it.

You may:

- Stop the team from doing something dangerous. The team may continue when they figure out a safe way to accomplish their goal.
- Buy or collect materials for the solution if the team gives you a specific shopping list.
- Allow a salesperson to make a basic cut in newly-purchased raw materials at the direction of the team, just as she would for any other customer (as in a lumber yard or a fabric store). This does not include unusual or custom cuts or to materials acquired in other ways.
- Move or store equipment and materials for the team to use.
- Allow the team to use leftover paint or other raw materials from a prior year.
- Have the team participate in a Basic Skills workshop on construction techniques or demonstrate the proper use of power tools or other equipment on something other than the team's actual solution.
- Plug cords or electrical equipment into an outlet.
- Have the team decide how to divide up and assign the work to team members.
- Schedule practice sessions.
- Have the team designate a member as "stage director." Or you may videotape the practice and let the team critique itself.
- PRIMARY AND ELEMENTARY LEVELS ONLY: Fill in the team's tournament forms in their own words.
- Help the team improve their *Instant Challenge* skills by participating in *IC* workshops, encourage them to define roles or jobs for *IC*, and evaluate their practice sessions.

Performance and Celebration

You may not:

- Help the team prepare or repair anything, including costumes, hair and make-up.
- Plug electrical equipment into the performance site outlet.
- Advise the team about where to place a prop.
- Prompt a stuck team member.
- Help in any way during the team's performance, including "audience participation" or by signalling the remaining time or encouraging them to speak louder.

You may:

- Move props or scenery that are left in a high-traffic area or are a safety hazard.
- Help move the props to the Launch Area. Let the team tell you where to put them.
- Help the team clear props from the performance site after the Appraisers have finished talking with the team.
- Go with a team representative to obtain the team's raw scores from the Challenge Master after the Performance.
- Help the team warm-up for *Instant Challenge*.