

"It is better to have enough ideas for some of them to be wrong, than to be always right by having no ideas at all"

~Edward de Bono

### Important January Reminders

Happy New Year! As we enter 2010 here are some things to keep in mind:

#### **Team Number Purchase:**

Any team wishing to participate in an NCDI tournament in 2010 needs to have purchased a team number by February 15.

#### **Tournament Registration:**

Tournament registrations are due by February 18 for our Western Tournament and by March 22 for our Eastern Tournament, along with a \$40 registration fee for each team. Registration forms can be found on our website, [www.ncdini.org](http://www.ncdini.org).

**Global Finals Plans:** This year we are asking that by the time you arrive at your tournament, you have a good idea of whether or not your team will go to Global Finals if invited. Please read the Global Finals information on pages 47-48 of the Rules of the Road. If your team does not plan to go to Globals we need to know so that your spot can be offered to another team that may choose to attend the event.



### Some Pointers Concerning Side Trips

This is about the time of year when teams start thinking seriously about Side Trips. Oh, they should have thought about it before, but they were too busy with other parts of the Challenge. But now they are rereading the Challenge to make sure they didn't miss something, and *boom!* Side Trips just jump off the page. So how does a team decide on Side Trips?

First, a Side Trip is something that is not being scored elsewhere in your Team Challenge, but it *can* be a single unique part of something that is being scored. For example, a team creates a motor that makes a clock tick. The clock's motor is being scored as a required technical element in the Challenge. But the team also spent lots of time building the clock's frame, painting the cabinet, etc. They could be scored for the craftsmanship used in building and painting the clock's frame. This is separate from the clock's motor and they should be recognized for this work.

#### **Here are the two magic words for Side Trips: Integration and Specificity.**

**Be Specific:** When writing up your side trip, point the Appraisers to exactly where they need to look. Here's an example: The team has written great jokes and puns as part of their script. The jokes are especially funny in the last act. If they ask the appraisers to score the humor as a side trip, the appraisers have to score the humor of the *entire performance*. Was it all really funny? Or was just one character funny? Or was just the last part of the skit funny? Or was it really just one character in the last part of the skit? Ask the appraisers to score just that specific character in that part of the skit, or that specific set of jokes. Your team is much more likely to score higher.

**Integrate the Side Trip into the Performance:** Does the Side Trip look like it belongs in the performance, or does it look like it was just made up last week and stuck in as an after-thought? And, even if it *was* added last week, make sure that whatever is chosen as a Side Trip is a real part of the Performance and is integrated into the Story. Does someone playing the viola add to the mood of the storytelling or is the viola player just repeating the piece that he played for his recital? Do the acrobatics really fit in with what is happening in the story, or did the team choose to have someone turning flips just because that team member can? Do the props or costumes used as Side Trips enhance the story? Whatever the team selects, it should look like it is part of the performance.

#### **Remember what Side Trips are scored for.**



Every Side Trip is scored for the following things: Creativity and Originality and Quality, and Workmanship, and/or Effort that is evident. It is important to remember that Appraisers are scoring creativity, not talent. Suppose a team uses a song as a side trip. Are the music and lyrics original and creative? Has the team created unique harmonies? These things are much more important when scoring a Side Trip than whether a singer hits all the right notes.

For more on Side Trips, please see pages 17 and 18 of *The Rules of the Road*.

## What You Should Know About Clarifications

If you are not sure whether you understand something about your Challenge or the Rules, it may be time to ask for a **Clarification**. A **Clarification** is a statement that explains the boundaries of a stated Rule or Team Challenge requirement. Questions asked by your team are answered by the International Challenge Masters (ICMs) who are in charge of your Challenge.

Whether or not you need to ask a specific question, it is still important that you keep up with any **Published Clarifications** that may be issued by the ICMs. Check online frequently for **Published Clarifications**. They are issued whenever the ICMs feel that there is an issue about a Team Challenge or Rule that all teams should know about. These **Published Clarifications** are listed on the [www.idodi.org](http://www.idodi.org) website. Look for the tab at the top that says "Clarifications."

If your team has a specific question about your Challenge or the Rules, follow the procedure online to ask for a **Team Clarification**. The question and answer will not be shared with any other team. You will get a private answer back from the ICMs that is only for your team to see.

Before you ask for a **Clarification**, read your Challenge and the Rules carefully to make sure that the answer is not already there. Teams may only ask for a total of ten Clarifications. The deadline for requesting Clarifications is February 15, 2010.



NATIONAL DAIRY COUNCIL

## Creative Jobs in North Carolina Outnumber Financial Jobs

A study released in November by the North Carolina Departments of Cultural Resources and Commerce reports that the arts, humanities, and design fields in the state employ more people than do the banks. Using information from the census and from state employment data, researchers examined jobs and dollars to prove the importance of the arts to our economy.

"We all know that arts and culture feed the soul. But they also feed families across the state," said Linda Carlisle, N.C. Secretary of Cultural Resources.

State figures show that the financial industry directly supplies 153,075 jobs, while the number of creative-industry jobs is 164,325. According to the study, the creative industry generates \$41 billion worth of goods and services—nearly six percent of the state's total production.

The study defines the creative industry broadly to include nonprofits such as museums, performing groups and historical sites, artists who work independently, and for-profit businesses that depend on creative work, such as film production companies, architectural firms, graphic-design companies, and publishers.

According to Carlisle, the report will help make the case to the General Assembly for maintaining support of the arts despite tough economic times. Beyond that, Carlisle and her staff plan to take the findings to business leaders, educators, and philanthropic groups across the state in an attempt to make the most of the already thriving creative economy.

How does this news tie into Destination Imagination in North Carolina? Arts budgets are being cut in many school districts. Participation in Destination Imagination is one way for students to access and develop their creative potentials. This is one more way that DI is preparing students to become contributing members of the workforce.

## Guidelines for Helping Your Team Use Focusing Options

*The Problem Solver's Practical Toolbox* offers four guidelines to learn and follow when you are helping your team focus. Using these guidelines can help teams analyze, refine, strengthen, or choose ideas more effectively and efficiently.

**Use Affirmative Judgment:** Take a constructive approach to critical thinking. Do not confuse *criticism* and *critical thinking*. Critical thinking should be directed towards guiding beliefs and actions, not towards "attacking" ideas or finding fault with them.

**Be Deliberate:** Learn and use specific strategies to inform and guide your critical thinking. Critical analysis, or converging, is not just a matter of settling on an idea or course of action as a matter of whim or an arbitrary, random choice. Knowing and using strategies deliberately also helps teams stay focused on the options and goals, and helps prevent conflict and interpersonal problems.

**Consider Novelty:** In critical thinking, you are concerned about the *quality* of the ideas and choices you make. But in productive thinking, you are also concerned with ideas that are new or original—possibilities that provide new and better ways to proceed or move forward.

**Stay on Course:** Finally, when you are focusing your thinking, it is always important to keep your goals and objectives clearly in mind. It is much easier to focus and direct your critical thinking in productive ways if you are clear about your goals and objectives, and if you occasionally ask "Are we moving in the right direction? Will these ideas help us progress in a positive, constructive way?"

