Destination Imagination Tournament Event Guide

2026 New Hampshire Affiliate Tournament

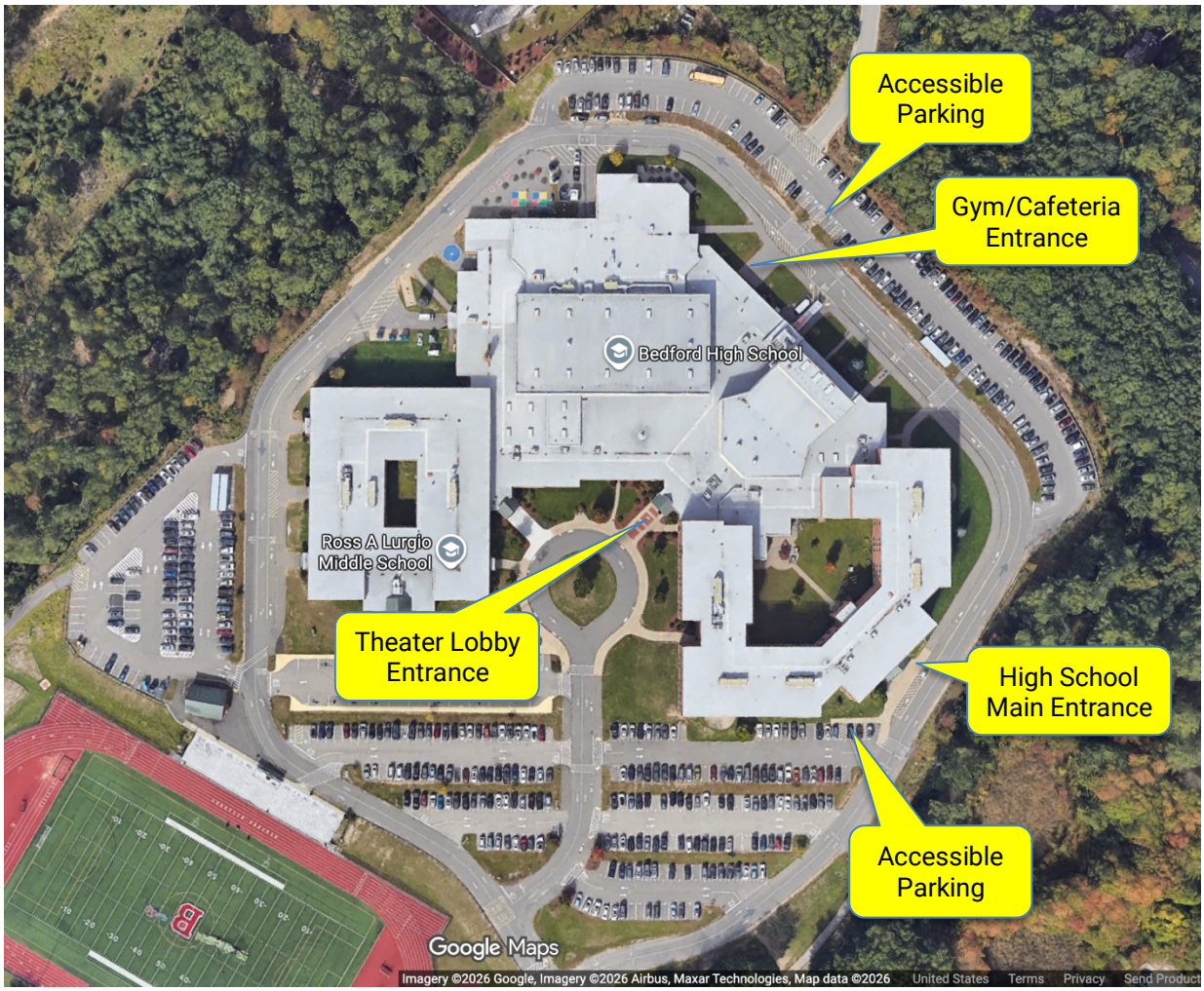
About the Event

When: Saturday, April 11, 2026

Where: Bedford High School, Bedford, NH (see map)

What is This Resource?

This might be the first time you have been to one of our tournaments, or it could be the first time you've visited Bedford High School. This Event Guide will help you plan your tournament day by highlighting important details about the upcoming tournament with photos, descriptions, and other helpful information. Please direct any questions that weren't answered here to the tournament director Craig Richardson (craig.richardson@nh-di.org).



What to Expect

When You Arrive

There are several entrances to Bedford High School:

1. High School Main Entrance. This is the first entrance you will see if you bear to the right when you approach the school. Accessible parking spaces are located next to the building just before you reach this entrance.
2. Gym/Cafeteria entrance. There are accessible parking spaces in front of this entrance on the other side of the access road.
3. Theater Lobby Entrance. This entrance leads to the lobby where NH-DI merchandise sales, the Raffle Table, and Treasured Trinkets will be located.

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High School Main Entrance

Accessible Parking at Main Entrance

Gym/Cafeteria Entrance

Team Managers should head to Team Manager Check-In shortly after they arrive. The Team Manager Check-In table will close after the start of the Opening Ceremony. Team Managers who arrive later should check in at the Information Table. Both locations will be marked on the map, and there will be signs posted throughout the school to show how to get there.

Navigating the Venue

A link to the tournament map will be added to the 2026 NH Affiliate Tournament home page on our website. Copies of this map will also be posted in many locations throughout the school.

Sets of signs will be posted in the hallways to direct visitors to the most important locations. One of these locations will be the Information Table, where additional assistance will be available for tournament participants and visitors.

We will also post the tournament schedule on the tournament home page at our website. This schedule will include the time and location at which spectators will be able to watch each of the participating teams. Copies of the tournament schedule will also be posted in many locations throughout the school.

Opening Ceremony

The tournament will begin with the Opening Ceremony. This will be held in the main gym with the teams from each school or sponsoring organization entering together in the Banner Parade.

Shortly before the Opening Ceremony begins, spectators should proceed to the main gym and sit in the bleachers. Teams and Team Managers should follow the signs that will direct them to the Banner Parade Lineup. There will be signs there posted along the hallways to mark the area in which each school or organization will meet to await the start of the Banner Parade.

As each group of teams enters the room, they should wait near the entrance until they're announced. They will then need to stop briefly to have their photo taken. After this, the teams will be directed around the

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room by tournament volunteers, and eventually to an empty area of the floor. They will be seated there for the remainder of the Banner Parade and the following announcements.

Team Challenges

Throughout the tournament, teams will be presenting their work on a **Team Challenge**. These Team Challenge fall into one of seven categories: Technical, Scientific, Fine Arts, Improvisational, Engineering, Service Learning, or Early Learning. You can learn more about this year's Team Challenges on our website. Each Team Challenge will have its own Presentation Site, or rooms assigned to that Challenge. The size, seating options, and acoustics will vary greatly depending on the Presentation Site.

Each team has an assigned **Presentation time** for their Team Challenge. A link to the tournament schedule will be on the tournament home page. We will also post schedules and tournament maps at various locations within the building.

Teams should arrive at the Presentation Site at least 20 minutes prior to the assigned time to begin the check in process in the Prep Area. Teams participating in the Engineering Challenge may require extra time to check in. Once they arrive at the Prep Area, the team members will work with the Prep Area Appraiser to check in the props, costumes, and anything else that will be used in the team's Presentation. Only the team members and Team Manager (their adult mentor) are allowed in the Prep Area.

The **Presentation** is when the team members present how they solved their Team Challenge in front of an audience and a team of Appraisers (scoring officials).

A team's Presentation lasts eight minutes or less. The content of team Presentations will vary greatly, but it is likely you will see stories, scenery, costumes, and technical elements created by the team members. Sometimes a team's Presentation may include lights, possibly including strobe lights and/or flashing lights. Team Presentations often include loud noises or music. None of our Presentation sites will have sound systems, so it may be hard to hear the team. Audience members are welcome to laugh or applaud as they see fit.

The Appraisers usually sit at a table to record their scores. They often move to a different location near the Presentation Area to obtain the best possible view of the team's Challenge solution after the Presentation begins.

When the team members finish their Presentation, the Appraisers will ask them a few questions before they leave. Audience members can remain in the Presentation Site during these questions, but they should not approach the team before the Appraisers have finished talking to them. After speaking to the

Appraisers, the team will need to remove their props and other materials from the Presentation Site. Parents and team supporters may help the team move everything out of the room.

Instant Challenges

An **Instant Challenge** (IC) is a smaller Challenge that is a surprise to the team on the day of the tournament. An Instant Challenge may involve a task, a performance, or a combination of both. Instant Challenges usually last ten minutes or less.

Teams are given a specific time to receive their Instant Challenge. The team, the Team Manager, and the Appraisers are the only people allowed into the Instant Challenge room.

When a team has completed the Instant Challenge, the team members will be directed to a **Chill Out** room to discuss the experience with one another. Many teams will have the same Instant Challenge at this tournament and other tournaments around the world. This is why teams **must not** discuss details of their Instant Challenge outside the Chill Out room. After the tournament, they may only talk about it among themselves where they cannot be overheard. Teams must keep the Instant Challenge a secret until after the Destination Imagination season is over at the end of May.

Spectators

Spectators, such as friends and family members, are welcome to attend the tournament. Spectators are welcome to view any Team Challenge presentation. Please look for the doors marked “Audience Entrance” at each Challenge Presentation Site.

Please note: At many Presentation Sites, the doors will be closed whenever a team is presenting, and spectators will be asked to wait to enter the room. Friends and family members should plan to arrive early, because they will not be admitted once the team’s Presentation has begun.

Spectators will **not** be allowed to view Instant Challenges, except for those given to non-competitive Early Learning/Rising Stars teams.

Photos and Videos

Photos/videos of a team’s Presentation may only be taken if the team has given permission. This information will be announced before the team begins its Presentation.

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Other Activities

During the tournament, team members and younger family members are welcome to visit our Activities Room for some fun! Just follow the signs that will be posted around the building to get there!

We also have the ever-popular Bakery Boogie! The Bakery Boogie has been a fun tournament tradition for many years. This is a game like Musical Chairs in which the participants can win cakes. Team members and siblings, Team Managers, parents, and friends are welcome to join in the fun for an entry fee of 25 cents. The teams love this afternoon diversion! Team members should bring a small amount of cash to purchase tickets.

Each participating team is asked to bring two cakes (or some other baked treat). This is a perfect opportunity for parents who want to help, but don't have a lot of free time. Please deliver your team's cakes to the Bakery Boogie area in the morning. There will be signs posted throughout the building to direct you to this room. Please do not bring items that require refrigeration.

Awards Ceremony

The Awards Ceremony will take place at the end of the day in the main gym. All teams and spectators are welcome to attend.

After the last team Presentation, it will take time for our officials to process all the scores and print award certificates. While everyone is waiting for the Awards Ceremony to begin, teams will regroup in the gym to celebrate with one another.

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Place awards will be given for each Team Challenge, based on the team's Competition Level:

- Elementary Level (EL): Grades K-5
- Middle Level (ML): Grades 6-8
- Secondary Level (SL): Grades 9-12

Early Learning/Rising Stars teams (PreK-2nd grade) are non-competitive. Place awards will not be given to these teams.

The following special awards might also be presented to teams or individuals: DaVinci Awards for exceptional creativity and risk taking; Renaissance Awards for outstanding design, engineering, execution, or performance; Torchbearer Awards for solutions that have an extraordinary impact in and beyond their local communities; Spirit of DI Awards for exceptional spirit, teamwork, volunteerism, or sportsmanship.

The Awards Celebration is usually a high-energy event with lots of crowds and noise. Audience members are welcome to clap and cheer as they see fit.

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What to Wear

All tournament participants and spectators are welcome to wear comfortable, weather appropriate clothing. Our tournament officials will wear colorful hats to celebrate the event.

It is also highly likely that you will see team members in costume for their Presentations.

Scent Free Policy

Out of respect to those with sensitivity to scent, please avoid wearing perfumes or colognes.

Inclement Weather

If inclement weather will have any impact on the tournament schedule, a notice will be posted on the tournament home page at our website. We will also send an email notice to all registered Team Managers.

Emergency Procedures

The fire alarms in the building have flashing lights and loud repetitive sirens. Fire extinguishers are located throughout the building and are clearly marked.

First aid kits will be available. Every Head Appraiser should have a small first aid kit with bandages, and there will be a larger first aid kit with items such as cold packs at the Information Table.

If a serious medical emergency occurs, you should immediately call 911. Please also notify the nearest tournament volunteer for assistance.

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Accessibility Information

Destination Imagination is committed to being as inclusive and accessible as possible. If there are questions that extend beyond the information provided in this guide, please contact the tournament director Craig Richardson (craig.richardson@nh-di.org). We are eager to meet your needs!

If accessibility needs arise on site, the day-of point of contact will be Craig Richardson at 603-321-5189.

Immunity Precautions

This event will adhere to local health and safety restrictions. Masking and vaccinations are optional but highly recommended.

To be respectful of those with compromised immune systems, please do not attend this event if you are experiencing an airborne or contagious illness.

Mobility Information

Accessible parking spaces, along with the closest entrances for each parking location, are shown on the parking map that you will find in the **When You Arrive** section of this document.

Presentation Sites are located throughout the school.

There is an elevator a short distance down the hallway beyond the Main Office, which will be on your left if you enter the school through the High School Main Entrance. The location of this elevator will be labeled on the tournament map.

None of the event spaces we will be using require alternate access for visitors utilizing wheelchairs, walkers, or other mobility aids.

If you use a mobility device, consider bringing it with you to help manage the distances between sites.

Restroom Information

Restrooms divided by gender can be found in the following locations:

- First floor rooms C133 and C136, immediately outside the entrance to the cafeteria.
- First floor rooms C112 and C113, on either side of the doorway into the theater.
- First floor rooms B105 and B106 located to one side of the stairway by the Main Entrance.
- First floor rooms B129 and B130 across the hallway from the stairway.

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- Second floor rooms B224 and B225 located to one side of the stairway.
- Second floor rooms B224 and B225 across the hallway from the stairway.
- Third floor rooms B330 and B331 located to one side of the stairway.
- Third floor rooms B309 and B310 across the hallway from the stairway.

There are two gender neutral bathrooms. One is in C120, just down the hallway to your left when you face the entrance to the theater. The other one is B109 and very near classroom B113. Menstrual products are available in restrooms designated for women.

Food/Drink

Food and drinks will be available during the tournament in the cafeteria. If your team wins a cake or other baked treat at the Bakery Boogie, please take this to the cafeteria to eat it.

Teams and spectators are welcome to bring their own food and drinks. We ask that you enjoy your food and drinks in the cafeteria. If you bring foods containing peanuts, please try to keep them as far away as possible from other people.

Latex Products

Our tournaments are latex free. Please do not bring products containing natural latex into the building. Products made with latex free synthetic rubber are fine.

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Quiet Room/Regulation Room

A Quiet Room/Regulation Room will be available. Signs will be posted throughout the school to you to this room.

This space is reserved for attendees who may need a quiet space for tasks like taking medication, prayer, addressing sensory needs, or just a moment away from the busy tournament!

While using the Quiet Room/Regulation Room, please use a quiet voice and silence all devices. Attendees under the age of 18 should be accompanied by an adult.

Lactation Room

There will be a private space exclusively for nursing parents. We will post signs throughout the school to direct parents to this room.

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Thank You!

Thank you for attending our tournament! We are looking forward to an event fueled by creativity, collaboration, and camaraderie. Throughout your experience, if you need to ask questions, offer feedback, or request accommodations, you are welcome to contact us at questions@nh-di.org.

Disclaimer: We are offering this resource to help everyone know what to expect and to prepare for this tournament. The tournament organizers are not the stewards of the building, so we cannot guarantee nor are we responsible for meeting ADA standards. Nevertheless, we do our best to advocate, accommodate, and choose sites that are as accessible as possible!

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