**Top 10 List for Getting Started with Your Team**

**10.** Read and re-read the Rules of the Road and the Team Manager's Guide. Read and re-read the specific Central Challenge which your team picks. Have the team read it and re-read until you are sure they understand it.

**9.** Make sure everyone understands Interference rules. You, the team, and their parents.

**8.** Have a discussion about expectations. Let the team set their own goals for the season. If you start pushing a team beyond their desire to excel, things will go sour pretty darn quick. Let them discuss and set some team rules. Make sure they understand your expectations such as how they will behave in your house and how often they can miss team meetings.

**7.** Remember that you don't have to solve the challenge for the team. That's their job. Understanding this can be a big relief for a new manager.

**6.** In the early stages, concentrate on building the team rather than solving the challenge. Do a lot of improv and instant challenge activities. A team that feels good about working together and trusts each other will do a better job.

**5.** Enlist your team members' parents. Have a parent meeting. Don't be shy about delegating some responsibilities. You'll go crazy if you do it all yourself.

**4.** Attend Team Manager's training. They have some excellent training materials and a good training session can give you a big boost. Don't miss it!

**3.** Use the web. This list is a good start. Visit the Destination ImagiNation web site once a week or so. Check out the clarification pages at least that often. Find your affiliate web site (www.georgiaenrichesminds.org). Visit the VOMBO web site (www.vombo.org). Follow some of the links and you will discover lots of resources.

**2.** Find a mentor. If you can, find a more experienced team manager who doesn't mind if you ask a few "dumb questions". A good candidate would be a manager who is in your challenge but at a different level.

**1.** Always remember to have FUN! If the team isn't having fun and you aren't having fun - something is wrong.