

Position Title *Destination Imagination Score Master*

Position Description (Summary) Can you keep a secret? Would you like to be the first to know who wins? Do you thrive on accuracy? Do you enjoy the thrill of crunch time and surprising everyone the results? Are you a team leader? This position is for those who want to help students develop and use their imaginations to improve our world?

Position Description

A *Destination Imagination Score Master* will lead a team of adults to assure that scores are accurately entered into the DI scoring program. This individual needs to understand how to enter data for each Challenges and have a good working knowledge of Windows based computers. A Destination Imagination Score Room Personnel must become familiar with the scoring program, score sheets, basic rules and clarifications for each Challenge. The DI Score Master must be able to trouble shoot and be comfortable working as part of a team. As a volunteer for MTDI, the Score Master will support the vision and the mission of the organization, and will act responsibly and prudently.

Primary Duties

- Learn how to use the Destination Imagination scoring program including how to enter deductions
- Understand the score sheets and scoring elements for each Challenge
- Assist in training Score Room Personnel
- Provide Score Room requirements to the Tournament Director
- Help obtain required Score Room equipment for Tournament Day
- Assist in set up of Score Room if needed
- Work with assigned team to assure all scores are accurate
- Work with Head Appraiser or Challenge Master to resolve any scoring issues at tournament
- Maintain strict security of scores on Tournament Day
- Provide printed scores and place summaries for Award Ceremony
- Make sure the appropriate medals and awards are ready for the Award Ceremony
- Know how to save scores for reference after the tournament
- Work with score room team to enter results into news article and send it to newspapers, TVs, and radio stations

Interest Area

- Enjoys organization and creativity
- Able to make decisions in a short time frame
- Is detail oriented
- Likes working with others to make sure they have a successful event

Locations: Montana – Tournament location will depend on venue.

Date: 2 - 3 hour training at end of January or beginning of February

Tournament(s) - 4 - 6 hours one Saturday end of February and/or beginning of March

Age of Suitable Volunteers: 18+

Required Skills/Qualifications (Training Requirements) may include some or all of the following

- Has a good sense of humor
- Has a positive and friendly attitude
- Appreciate new and different approaches to one set of rules
- Comfortable leading a team
- Ability to work under pressure to provide final tournament results for awards ceremony

Specific Skills

- Able to troubleshoot printer errors.
- Excellent Data Entry Skills
- Understanding of Windows based computers.