

Countdown to a Successful Trip

By Joyce E. Pennington

Traveling with your team can be the most motivating experience you can have when you have an *exceptional group*, both in performance and in discipline. But, don't be fooled. The preparation for a trip is never-ending. That is why I emphasized *exceptional groups*. Fund-raising, motivating and extensive planning are the two main keys to a successful drill team trip.

Planning Your Trip

- Establish a Purpose
 - 1. Senior Trip
 - 2. Team Trip
 - 3. Special Performance
 - 4. Parade
 - 5. Competition
 - 6. Just for Fun

• Administrative Approval

- 1. Present your idea in writing including cost estimate to administrator
- 2. Send resumes, videos, photos, etc. to different reviewing boards to obtain invitation if necessary
- 3. Include travel companies that are accustomed to booking student groups
- 4. Compare prices on travel (make sure that you have the same flight times/bus quality and transfers)
- 5. Compare prices on the ground package (hotel, food, sight-seeing, transfers to hotel, etc.)
- 6. Does the agency offer complimentary trips for directors?
- 7. Quality and service are as important as the cost of the package
- 8. Does the agency send a representative with you or have an agent in the location where you are traveling?

- 9. Is the agency bonded? (to protect your deposits or payments)
- 10. Resource recommendations from other teams that have traveled

Procedure (Schedule)

12 Months

- 1. After administration approval, present to Booster Club for their approval
- 2. Present to team (use a creative way to announce, once it is approved)
- 3. Dancers and parents sign letter of commitment and put up first deposit
- 4. Set up fund-raising schedule
- 5. Set up payment schedule
- 6. Publicity for the community
- 7. Set up a special account for the trip money

10 Months

- 1. Check to make sure each dancer is meeting their monthly goals for money
- 2. Parents meeting to plan fund-raising activities
- 3. Check with travel agents to see if air fares are projected to increase prior to payment in full. If so, arrange at a local bank for financing with the airline tickets as collateral.

8 Months

- 1. Check individual progress for raising funds
- 2. Work with administration on establishing rules for the trip within the guidelines of your school policies. Establish *due process* procedures for you to follow for discipline purposes on your trip.
- 3. Have the principal sign and approve a copy of the rules prior to the trip

6 Months

- 1. Parents meeting with written progress report
- 2. Get a firm itinerary from travel agent working out meal plans, pool parties, awards banquet, tours, or any other special activities.
- 3. Plan performance schedule, routine ideas, etc.
- 4. Plan and order costumes or props (if needed)
- 5. Check financial progress of each dancer and send a "statement" of dancer's balance

4 Months

- 1. Begin weekly rehearsals for performances
- 2. Reserve video or audio equipment needed from school library for trip. Have someone (manager or parent) that will be responsible for it the entire trip
- 3. Check with travel agent for any updates

2 Months

- 1. Check dancers financial progress--send financial statements. If anyone is far behind at this point, they must catch up or drop out of the trip.
- 2. Make final payment to travel agency



- 3. Pay off bank not on airline tickets for their release. Place tickets in a safety deposit box or safe until departure.
- 4. Rehearse with audio and video equipment that will be used on the trip
- 5. Parents meeting to discuss final plans and any additional fund-raising needed 1 Month
 - 1. Make final polishing on performance routines
 - 2. Hand out departure information: checklists, rules & regulations, itinerary, trip suggestions, brochures, medical release form
 - 3. Check costumes
 - 4. Arrange for emergency money from activity fund (or booster credit card)
 - 5. Meet with travel agent on any last minute details. Give them rooming list and flight list.
 - 6. Meet with chaperones to divide responsibilities and go over trip guidelines
 - 7. Give each dancer a closing statement of money they have paid in for the trip
 - 8. Make sure you have left little or no free time (all will be safer and smoother)
 - 9. Have a list to take with you of phone numbers for each parent

Departure

- 1. Be at departure location 45 minutes to an hour early (1 1/2 hours if international flight)
- 2. Have a checklist ready to mark off dancers as they check in and are issued airline tickets
- 3. Collect medical release forms and signed checklists (to insure all has been packed)
- 4. Check with travel agent representative (traveling with you) each evening to re-confirm the activities and times for the next day
- 5. Always give an exact meeting time and location every time you dismiss the group. Do not ever assume that they will take the time to read the itinerary --they are too excited about the trip.
- 6. Have a great time and don't worry about things too much so you can enjoy the trip as much as the dancers
- 7. Take plenty of pictures and also take candid video shots of sight-seeing, fun activities as well performances and put a video together for the banquet

Return

- 1. Have a "picture party" so all the dancers can pass around pictures they took on the trip. Show a video of the trip performances and activities.
- 2. If you have a resource, you could offer to sell video of the trip to the dancers and their parents
- 3. Have a boosters meeting to give an over-view of the trip. Show a video.
- 4. Write follow-up letters (or emails) to the airlines, hotels and restaurants that gave a special service. This helps a great deal for them to receive feedback from large groups.



- 5. Give a written report of your trip to your principal and superintendent. This will help a great deal for the next time you want to take a trip.
- 6. Send photos and a brief write up to your local newspaper for additional publicity and for the community to see the results of all your fund-raising projects.
- 7. Put your feet up and relax--YOU DESERVE IT!!!

