



New Hampshire Innovation and Creativity Connection

ANNUAL REPORT 2019

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Message from the Board Chair



Innovation and creativity have flourished during this past year in New Hampshire. Students of all ages have demonstrated their creativity and problem-solving abilities accomplished by teamwork in three very unique programs of New Hampshire Innovation and Creativity Connection (NHICC). It is our vision to provide “a world where every learner’s unique creativity and talents are unleashed to collaboratively solve problems and challenges” to prepare them for the ever-evolving and unknown needs of the 21st century.

The New Hampshire Destination Imagination® program reached many creative and eager problem solvers, from grade K to the university level. Challenges selected yearly include science, technology, engineering and theatrical prowess and skill. All challenge solutions are team created by student teams,

guided by volunteer team managers, school coordinators, parents and other volunteers. The teams take great pride in their challenge solutions that only they have developed. Regional and state tournaments are the performance locations where trained volunteer appraisers evaluate and assess their solutions. NH-DI is very grateful for all of the volunteers who work with our teams, teach skills for success, appraise the team solutions, and provide engaging opportunities at all of the events.

Our summer camp program this year included two weeklong sessions at Brewster Academy and a weeklong day camp at SNHU. The summer camp programs are filled with fun-filled activities that build capacity for teamwork, collaborative problem solving, and challenging tasks. The teams of campers valued their own ideas, work and creativity. They require and insisted upon, no assistance from anyone other than their team members. For next year, expansion of the number of day camps to reach campers in other parts of the state are planned.

This was the year to pilot a new initiative called **Girls Engineering the Future** to engage with Grade 8-10 girls interested in STEM careers. NHICC engaged with FIRST®, Destination Imagination, and the University of New Hampshire in a collaborative effort to promote the new STEAM program and pool their resources to make great things happen. We are grateful to the founding sponsors for having faith in the program to help us in our pilot year.

We have welcomed three new Board Members who are ready to help support our programs and our vision for children and youth of New Hampshire. We remain grateful to our volunteers, alumni, leaders and directors of our programs, and give special thanks to the vision and guidance of our Executive Director, Southern NH University, BAE Systems, Eversource, and many others for their outstanding support.

Ellie Stetson, NHICC Board Chair

Our Mission

The New Hampshire Innovation and Creativity Connection (NHICC) is a 501(c)(3) non-profit organization dedicated to encouraging teamwork, creative problem solving and innovation among students from grades K-12. For more than three decades, NHICC has prepared NH youth for college, career and life by developing important 21st Century skills through the application of STEAM principles.

NHICC also awards scholarships each year to graduating high school seniors who have participated in NH-DI programs.

Established Programs



New Hampshire Destination Imagination®

NHICC's flagship program is **New Hampshire Destination Imagination (NH-DI)**. We are the New Hampshire affiliate of Destination Imagination, an international program with more than 150,000 participating students from 48 U.S. states and 30 other countries.

Teams of students, led by adult Team Managers, meet from early fall until March each year to work on one of seven different Team Challenges developed each year by teams of educators and industry experts. Focus areas include Technical, Scientific, Engineering, Fine Arts, Improvisational, and Service Learning. There is also a special non-competitive Early Learning Challenge that fosters the

development of social and problem-solving skills.

Individual teams are usually organized as part of a community afterschool program, and some schools have incorporated DI into their electives curriculum. Teams present their Challenge solutions at regional tournaments in March, with the highest scoring teams advancing to our state tournament, and to Destination Imagination Global Finals in May.



Camp GottaLikaChallenge™

NHICC also operates one of the oldest creativity camps in the United States, **Camp GottaLikaChallenge**, which became a residential camp in 2001 after years of providing weeklong summer day camp programs. Our campers' days are filled with hands-on learning, challenging activities, and zany fun guaranteed to get their creative juices flowing!

Our camp program focuses on helping each camper to develop his or her creative potential. The goal is to empower our campers to approach life's challenges with confidence. We do this by honing their creative and critical thinking skills, leadership skills, problem solving abilities, and teamwork.

New Program: Girls Engineering the Future



This new one-week overnight camp for girls entering 8th to 10th grade was the result of an initiative led by NHICC in collaboration with FIRST®, Destination Imagination®, and the University of New Hampshire. The pilot session was held July 7-12 at the University of New Hampshire's Durham campus, and sponsored by:

Eversource
BAE Systems
Autodesk
Pennichuck Water Works

Novo Nordisk
Cogswell Benevolent Trust
Congregational Society of Antrim, NH

The Vision

Our vision is an accredited 2-week to 3-week STEAM overnight camp for middle to high school aged girls, held on higher education campuses across New Hampshire and eventually the U.S. The experience will include high school graduation credit, college credit, access to female STEM career mentors and a mentor network, exposure to STEM career opportunities, an invitation to pursue scholarships at higher education institutions that recognize camp participation, and internship and career opportunities with local employers.

The Why

Women are an underutilized resource as the world looks to fill the growing number of STEM related positions. Women remain underrepresented in such fields as engineering (14%), computers (25%), and physical science (39%).

Challenge: Be a Teen Activist

- **Research real world challenges**
- **Design solutions**
- **Build a robotics solution to the challenge using programmed and autonomous robots**
- **Present your findings**

The percentage of engineering positions filled by women has increased only slightly, from 12% in 1990 to 14% today. During the same time period, the number of STEM positions has grown 79% from 9.7M to 17.3M, with every indication that growth will continue. To fill these critical positions, employers must better reach the female population, which is currently a vastly underutilized resource.

This year's participants were divided into two teams. One team decided to focus on robotics use in assisting individuals with dementia, and the other team addressed body positivity issues faced by teenagers and young women.

Camp activities included:

- Instant Challenges
- Future self-portraits
- Service learning project through teen activism
- Visits to a UNH robotics lab where robots are being used to assist individuals with disabilities.
- Roundtable with women pursuing STEM degrees
- Roundtable with women in STEM careers

It was really cool that these important women wanted to take the time to come and talk to us and answer our questions!

Skills used over the course of the week:

- Engage in critical soft skills building
- Building, programming, and testing robotics solutions
- Research
- Self-awareness exercises
- Postsecondary education and career exploration

Phase II of this new camp will include the learnings from the pilot year to expand the camp to a two-week experience. Please visit our website for more information about our program for Summer 2020.

I can't thank you enough for the opportunity to take part in such a humbling and inspiring experience. I gained such valuable insights. I am very grateful and in complete awe of the campers, the presenters, and the camp overall. I am so glad to have been given the chance to meet and talk with such incredible young women.

NEW HAMPSHIRE



STEAM-powered creativity, critical thinking, collaboration, and communication skills for the next generation of leaders and innovators

STEM education (science, technology, engineering, and math) is all about exploration and experimentation. But who says you can't do this without also having fun? STEAM takes the STEM acronym, and adds an A for the arts.

Destination Imagination® (DI) is a project-based learning program that has been putting the A in STEAM for over 30 years. DI's Challenge Program blends STEM with the arts and social entrepreneurship. It complements K-12 education by promoting curiosity, collaboration, creativity, critical thinking, and effective communication.

Each year, more than 150,000 students from all around the world have fun, and gain confidence in their ability to solve any challenge on their own. They learn about the creative process—a system at the root of innovation in engineering, science, and the arts—by working in small teams to solve one of 7 engaging Challenges designed to focus on different STEAM skills.

New Hampshire Destination Imagination (NH-DI) operates our state's DI program, with over 1,800 participating students from schools and community groups all over NH. Teams begin work in the fall, and present their Challenge solutions at regional tournaments in March, with the top teams advancing our state tournament, and then to Global Finals in May.

WHO

Up to 7 members can be on a team. Students from kindergarten through university level can participate.

WHAT

Teams can choose from 7 new Challenges each year. A team of educators and industry experts designs each Challenge to target a specific area of the curriculum, and related standards of content and performance. Areas of focus include: Engineering, Technical, Scientific, Fine Arts, Improvisational, and Service Learning. There is also a non-competitive Early Learning Challenge designed to help young children develop social and problem solving skills.

WHY

Teams learn higher order thinking and improve in creative thinking, critical thinking, effective communication, and collaborative problem solving—key 21st century skills. Our participants experience the creative process, develop new friendships, and learn to work together.

HOW

Each season starts in September and ends in May. Teams typically spend 2 to 5 months developing and practicing their Challenge solution, which they present at a local tournament. Top-scoring teams advance to a state or country tournament, known as an Affiliate Tournament. The top teams earn the right to represent their Affiliate at Global Finals—the world's largest celebration of creativity.

WHERE

New Hampshire team solutions are assessed at regional and state tournaments. While most schools run DI as an after school or community program, some school districts incorporate the program into their electives curriculum. Top scoring teams at our state tournament compete with teams from 48 states and 30 countries at DI Global Finals.

\$

At an annual cost of \$50 to \$65 per student, Destination imagination is an amazing value for life skills received!

2018-19 Destination Imagination Challenges

TECHNICAL CHALLENGE

The Technical Challenge prompted students to complete tasks by using engineering, research, strategic planning and related skills.

- Design and build an aircraft that takes off, flies, and lands.
- Design the aircraft to deliver a team-created payload.
- Create and present a story about one or more characters exploring a remote place.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



SCIENTIFIC CHALLENGE

The Scientific Challenge blended the research and curiosity of science with the thrill and creativity of the theater arts.

- Research the human body and medical conditions that affect the human body.
- Create and present a story about a medical mystery affecting a human.
- Build a representation showing the medical mystery and at least one symptom.
- Present an action or scene shown from two or more perspectives.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



ENGINEERING CHALLENGE

The Engineering Challenge asked teams to design, build and test load-bearing structures out of specific materials.

- Design and build a structure that can support weight without breaking.
- Test the structure by placing weights and then removing them.
- Present a story in which the appearance of a monster has surprising results.
- Design and create a special effect to enhance the sudden appearance of the monster and/or the events surrounding the monster in the story.
- Create and present two Team Choice Elements that highlight the team's interests, skills, areas of strength, and talents.



FINE ARTS CHALLENGE

The Fine Arts Challenge had students flex their acting and creative muscles as they experiment with different types of artistic media and theater arts, write scripts and design props.

- Create and present a story that integrates research of a team-selected game.
- Create and present a game gizmo that causes an action or event to occur.
- Design and create a container that goes through a transformation.
- Design either the game gizmo or the container to be a technical element.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



IMPROVISATIONAL CHALLENGE

The Improvisational Challenge was all about spontaneity and storytelling. Teams received topics and produced skits right on the spot.

- Research historical figures found on coins from around the world.
- Create and present an improvisational skit that includes the historical figures.
- Integrate an event that has an impact on the tale.
- Present the skit in two parts, changing between comedy and tragedy.
- Present the skit in two styles, changing from verbal to nonverbal.



SERVICE LEARNING / PROJECT OUTREACH®

Our Service Learning Challenge was designed to engage students in public service to address real-life community issues.



- Identify, design, and carry out a project that addresses a community need.
- Create and theatrically present a story that builds suspense about characters who attempt an escape.
- Integrate information about the project through clues that help the characters attempt to escape.
- Integrate information about the future of the project.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

EARLY LEARNING / RISING STARS!®

Our Rising Stars for Early Learners Challenge offered simple experiences with the creative process, and it gave young kids (preschool through 2nd grade) a place to work together and make new friends.



- Explore fiction and nonfiction stories.
- Create and present a story that combines elements of fiction and nonfiction.
- Design and build a technical device.
- Create an interactive, life-size pop-up book to help tell the story.
- Integrate a randomly selected item into the story.

INSTANT CHALLENGE

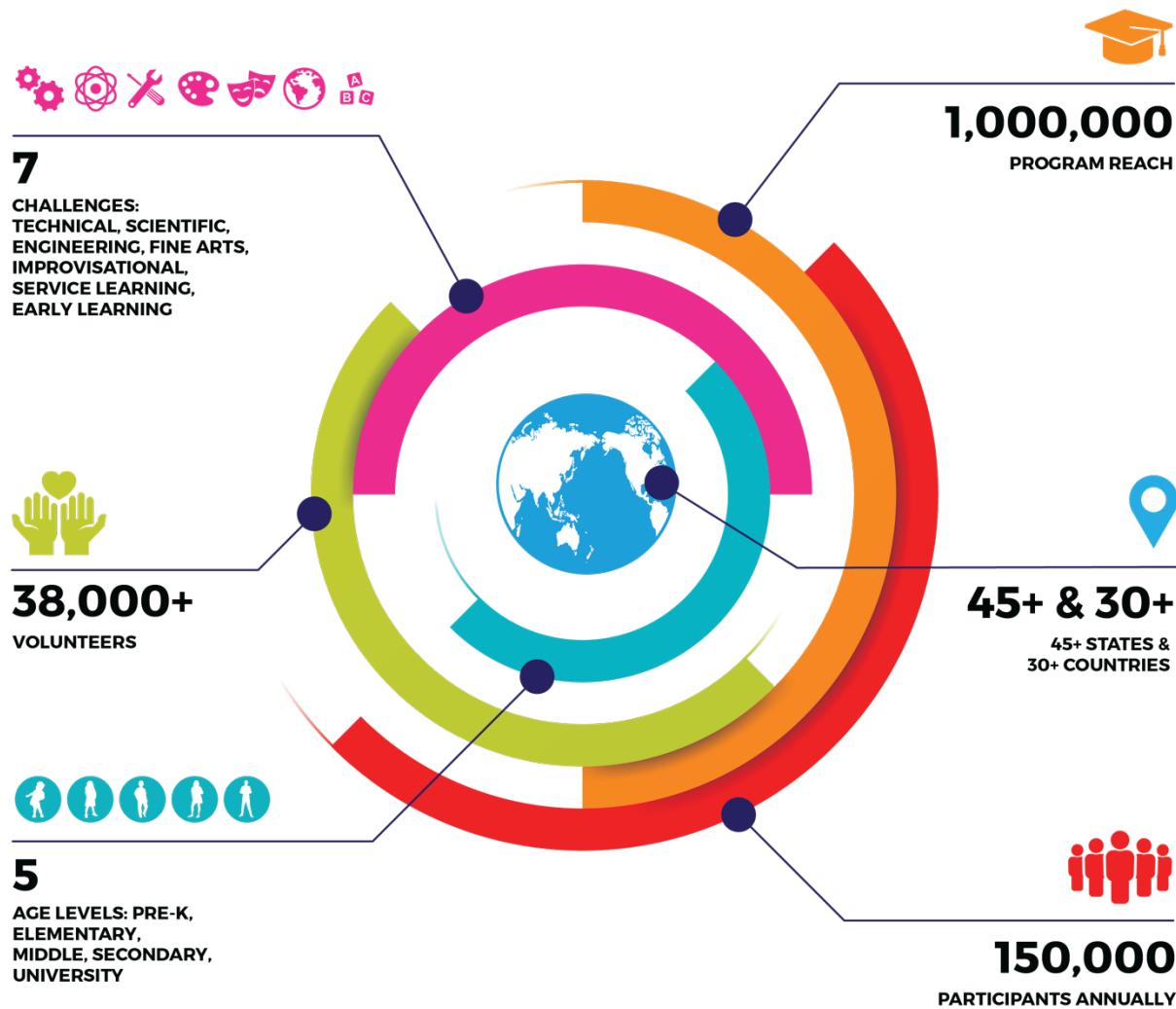
At every tournament, each team receives an Instant Challenge and the materials with which to solve it. The team members must think on their feet by applying appropriate skills to produce a solution in a period of just five to eight minutes.



Instant Challenges require teams to engage in quick, creative and critical thinking. In a world with growing cultural connections, increased levels and types of communication, and a new need for real-time teamwork and problem solving, the ability to solve problems quickly is becoming increasingly critical.

Instant Challenges can be performance-based, task-based, or a combination of the two. Each Instant Challenge has different requirements, but all Instant Challenges reward teams for their teamwork. Instant Challenges are kept confidential through the day of the tournament.

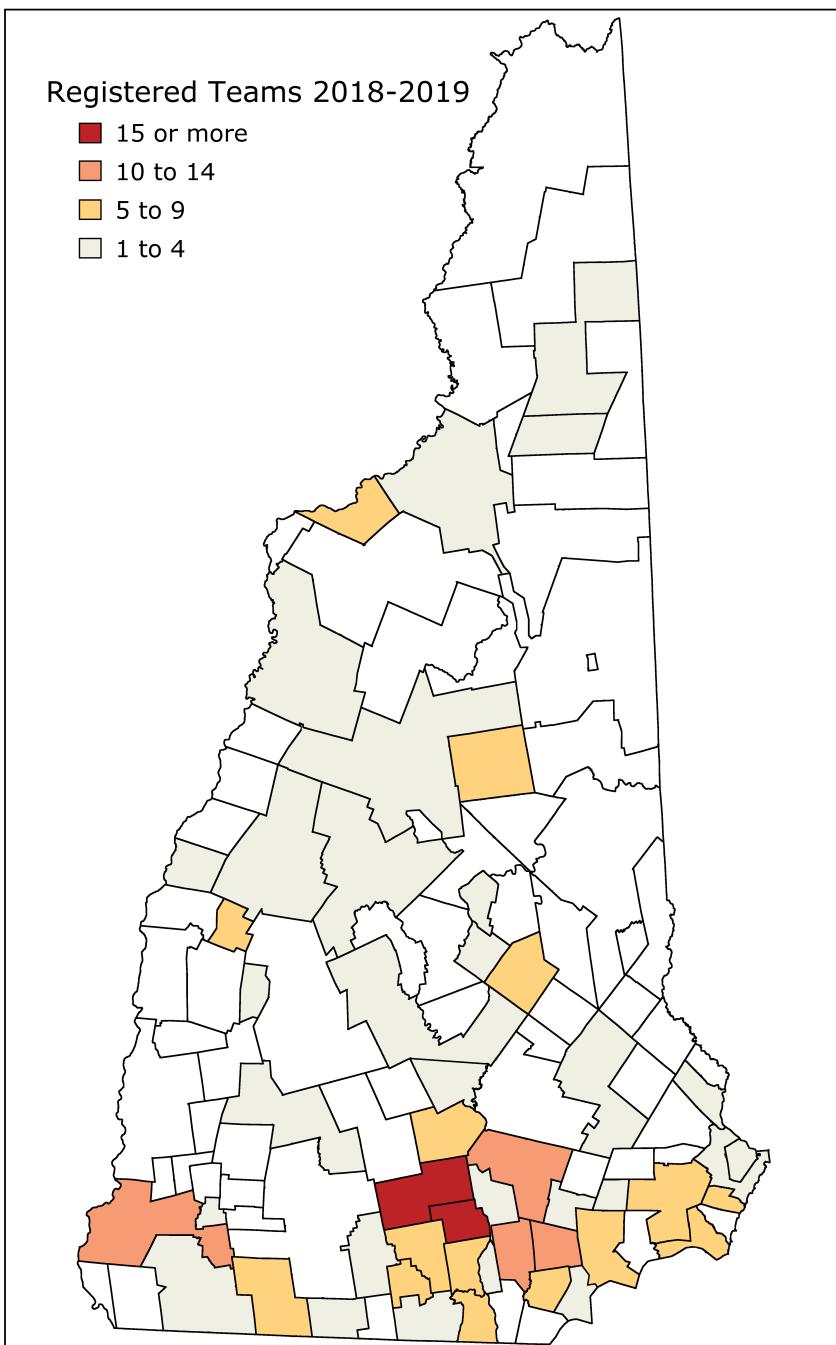
Global Impact of Destination Imagination



We are extremely excited to see the creativity, collaboration and hard work from some of the most brilliant young minds around the world. These are tomorrow's innovators and leaders, and thanks to our sponsors and partners, we're able to give them an international platform where they can showcase their innovative Challenge solutions, expand their skill sets, and interact with students from different cultures all in one amazing place.

*Michele Tuck-Ponder
Executive Director
Destination Imagination*

Destination Imagination in New Hampshire

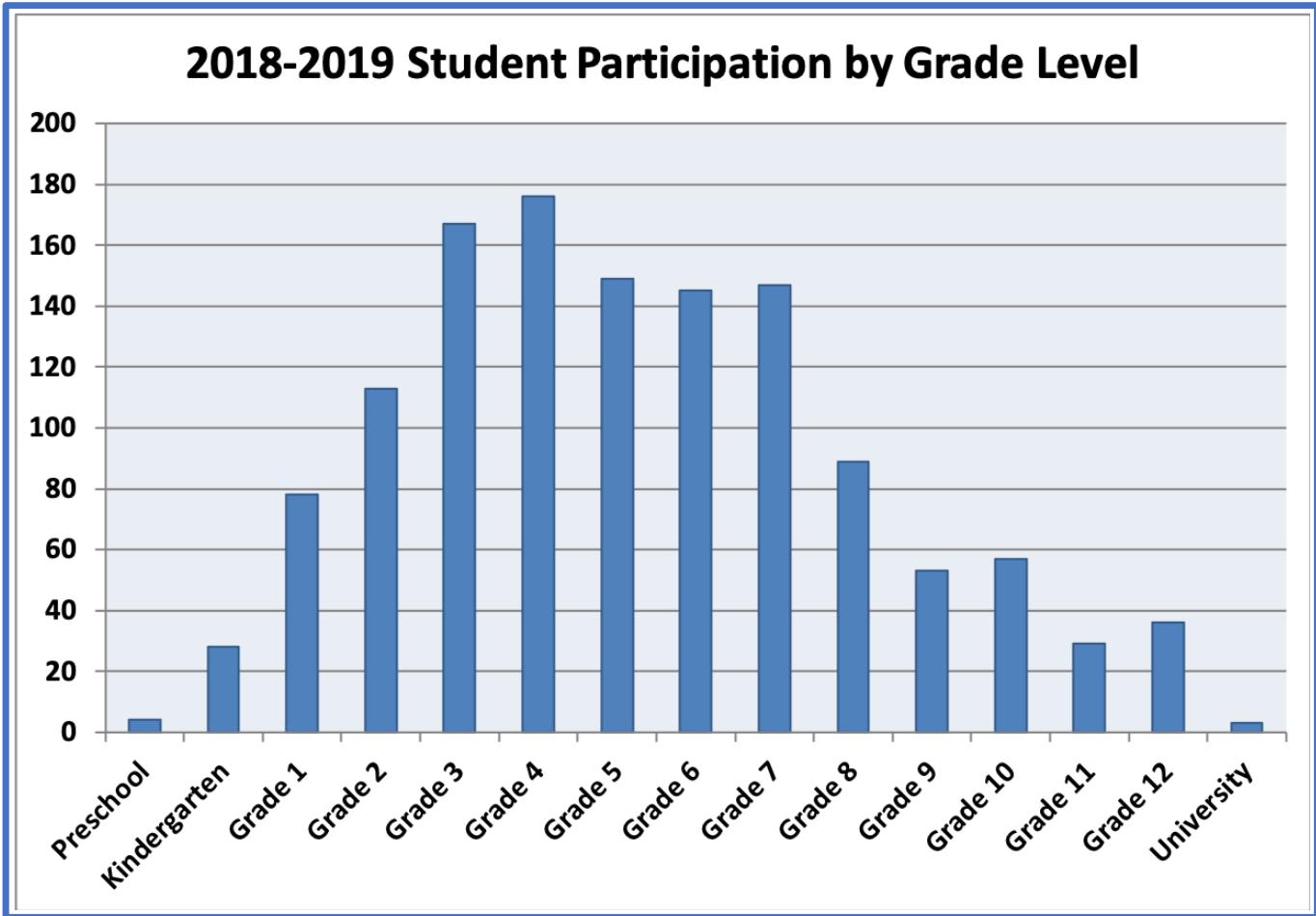


**Teams of students
from all over NH
participated in our
DI program during
the 2018-2019
season**

The statewide student participation rate for New Hampshire DI was nearly double that of any other U.S. DI affiliate.

Team Composition

Our Destination Imagination program attracts students of all ages, but most of the participants are elementary and middle school students.



2019 Destination Imagination Tournaments



High school seniors circle the rest of the teams at the 2019 NH State Tournament

In 2019, our four regional Destination Imagination tournaments were held in Meredith, Amherst, Swanzey, and Manchester. The 2019 NH State Tournament was on March 30th in Nashua.



Special Guest in Manchester

At our regional tournament at Manchester Memorial High School, we had a special guest at the opening ceremony. Mayor Joyce Craig welcomed NH-DI to Manchester and was excited to be part of our opening program. We were honored to have Mayor Craig schedule a visit with us on an incredibly busy weekend for events in Manchester.

Team Success Story

People have asked me why I have managed Destination Imagination teams for 11 years. My answer is pretty simple: I enjoy seeing students learn, collaborate, use their imagination and accomplish things they never thought they could.

Our team started with Maya (6th grade), Kevin (6th grade), Lohitaksh (7th grade) and Colin (9th grade). One thing that was different this year: Lohitaksh had moved back to India. The team decided that they would collaborate over the internet, incorporate Lohitaksh into the team presentation, and if they made it to Global Finals, they would get Lohitaksh to Kansas City to join them. The team later welcomed Adarsh (8th grade) and his sister Akshara (4th grade). The team of 6 now included students from Dover Elementary School, Dover Middle School and Dover High School.



The team got to work, picking a challenge and setting team goals and a timeline to get their Challenge solution ready. They faced and solved challenges along the way that included collaborating over the Internet with a 9-1/2 hour time difference, incorporating Lohitaksh into their presentation, and learning to work together despite the large age difference. The team worked very hard and advanced to the NH State Tournament, where they received a Renaissance Award and placed first, which came with an invitation to Global Finals..

How were we going to get Lohitaksh to Kansas City? We learned that he would require a visa, and that the normal visa process would take too long, so we contacted U.S. Senator Jeanne Shaheen's office. They were extremely helpful and walked us through the emergency visa request, but after weeks of effort, the request was denied twice.

We thought all was lost, but six days before Global Finals, Lohitaksh's parents got a call from the U.S. embassy to come for an interview. The visa arrived two days before Global Finals. Despite last second travel planning, Lohitaksh and his mother arrived in Kansas City the morning of the welcome ceremony. Lohitaksh told his mother that you should never give up, because miracles do happen.

At the closing celebration, the team found out they placed 11th overall and received a medal for the highest Instant Challenge score. This group of students tackled every challenge that came their way through teamwork, collaboration, problem solving and thinking outside the box.

So back to why I have managed DI teams for many years...it's because of the positive impact it has on students as well as everyone else involved in Destination Imagination.

*Reg Fitzgerald
DI Team Manager, Dover*

NH Destination Imagination Alumni Profile

Noah Levin

Working in film and photography I am constantly reminded how much Destination Imagination has improved my creative problem-solving skills and made me a better critical thinker. On a film set or a photo shoot, things go wrong all the time and I have to think on my feet to solve the problem, whether it be an issue with the equipment or a part of the story isn't working. DI prepared me to stop, think, and solve whatever problem is in front of me. In my eyes there's no problem too big to solve. It may take some work to reveal the solution, but I am prepared to take on that challenge. DI helped shape the world I live in now and I continue to help promote the principles of DI in programs like Camp Gottalikachallenge and NH-DI's Dlve in.



I am fortunate to have the mindset that there's always a solution to be found because it means I'm less likely to give up, and DI helped form that in me.

NH-DI Scholarship Program



Each year, NHICC awards scholarships to graduating high school seniors who participated in our Destination Imagination program.

In 2019, NHICC received more than a dozen scholarship applications. Our scholarship committee had the difficult task of choosing the recipients, and decided to award scholarships to three graduating seniors: Griffin Hansen, Talee Messenger, and Sam Thompson.

Below is a letter that we received from one of our 2019 scholarship recipients.

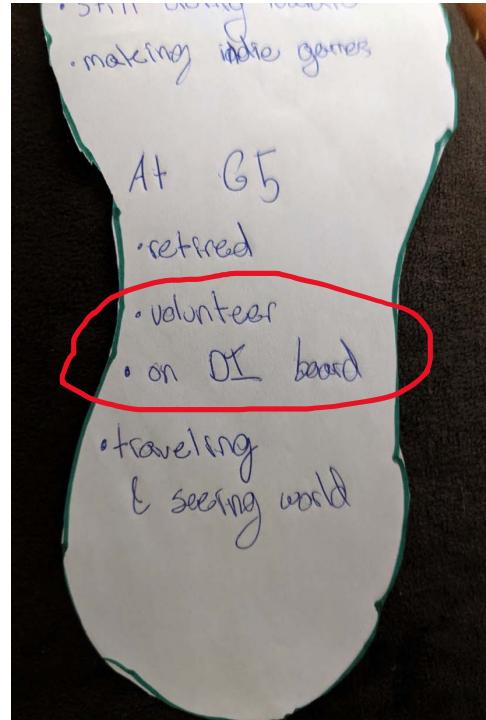
Dear Scholarship Committee,

I am writing to express my sincere gratitude for your contribution to my education. College is a huge step forward for my personal growth and not only will your scholarship help support me financially, but your recognition of my efforts so far is meaningful and encouraging.

By selecting me to receive your scholarship, you are making it possible for me to pursue my higher education in mathematics. I am going to work hard this upcoming year and take every opportunity I can to make the most of the support that I have earned. Please know that I am truly grateful and will not take my time at school for granted.

I will cherish the memories I have made while in the Destination Imagination program and keep in mind all of the things I have learned while being a part of the community. It is with a heavy heart that I move on, but it will not be the end of my involvement. Your gift will be an inspiration for my education.

P.S. At my graduation, I opened a time capsule from 8th grade in which I wrote down goals at certain ages for the future. Please enjoy a picture of my goals at 65.



Camp Gottalikachallenge 2019



Camp Gottalikachallenge is one of the oldest creative problem-solving camps in the country. It fosters creative problem solving, tactile skills, and teamwork for campers age 10-14, and works to empower our campers to approach every challenge with confidence.

Message from Camp Director Lou McKenna

Hard to believe the 2019 season is behind us already, what an amazing summer of camp sessions!

We continue to improve the online registration process with our camp management software. This year we streamlined the paperwork submission prior to arrival day at camp, which allowed for a much smoother check-in day for our families. Overall, our registrations were up 5% compared to the 2018 season, with 60% new program participants joining us.

The scholarship committee awarded a total of \$945 in scholarships to six 2019 camp families. For the first time this year, we offered families a way to contribute directly to the scholarship

fund, which generated 12% of the funds we awarded this year. We are so grateful that our community has embraced this as a direct way to support Gotta Campers!

In its second year, our Day Camp program saw a 65% growth in registrations. We welcomed 28 Gotta Campers, a combination of new and returning, for a wonderful week of imagination and inspiration. Southern New Hampshire University served as the host site for the session, a beautiful setting for our campers' creativity and fun.

Our campers came from:

New Hampshire (85)
Massachusetts (21)
Connecticut (1)
Maine (1)
New York (1)
Utah (1)

As always, our overnight sessions were hosted at Brewster Academy in Wolfeboro, NH on the edge of Lake Winnipesaukee. Our campers reside in the dorms and eat in the campus dining hall, making Gotta Camp a comfortable and easy experience for those attending a sleep-away camp for the first time. This summer, we honored three outgoing campers who earned the coveted Golden Nut Award, presented to those who have attended all five years of Camp Gottalikachallenge.

The heart and soul of Camp Gottalikachallenge is our amazing Staffers. We welcomed six first-year staffers to our ranks, all of whom had been Gotta Campers! At our all-staff meeting in June, we earned the Camp Mental Health certification from LEAD, Inc. This deepening of our collective knowledge and skill set was in response to the growing needs of our camp community and empowered us to better serve our campers and staffers this summer and beyond. I am so grateful for our staffers' boundless energy and willingness to put in the hard work for our campers and the program. It is truly an honor to bring this group of people together each summer!

Note from a Camper

The best summer camp I've ever been to. The perfect blend of fun, creativity, problem solving, friendship and zaniness!

Note from a Parent

First time camper and she loved every single minute! She talked about new friends, having a blast creating, imagining, developing, planning and engineering! 5-star wonderful experience, staff and camp!

Note from a Parent

My daughter LOVED the camp and said it was a "nice break" to be screen free. She is already planning to go next year, hopefully with the same girls. She wishes we found out about it a few years ago. Thank you for a great experience!

Lou McKenna
Director, Camp Gottalikachallenge

P.S. We would like to thank Seventh Generation, Physician's Computer Company, and Rand Whitney for their generous donations of camp supplies.



Note from a Parent

I love the challenges and the focus on fun and creativity. I like that you break up the friend groups so they get to know lots of people. I like that you make it an easy transition to sleep away camp.

Note from a Parent

This was my daughter's first away experience and it was amazing. Thank you. She will be back and will bring her brother.

Note from a Camper

Awesome, I loved everything and wish it was all summer! Hey wait can it be?

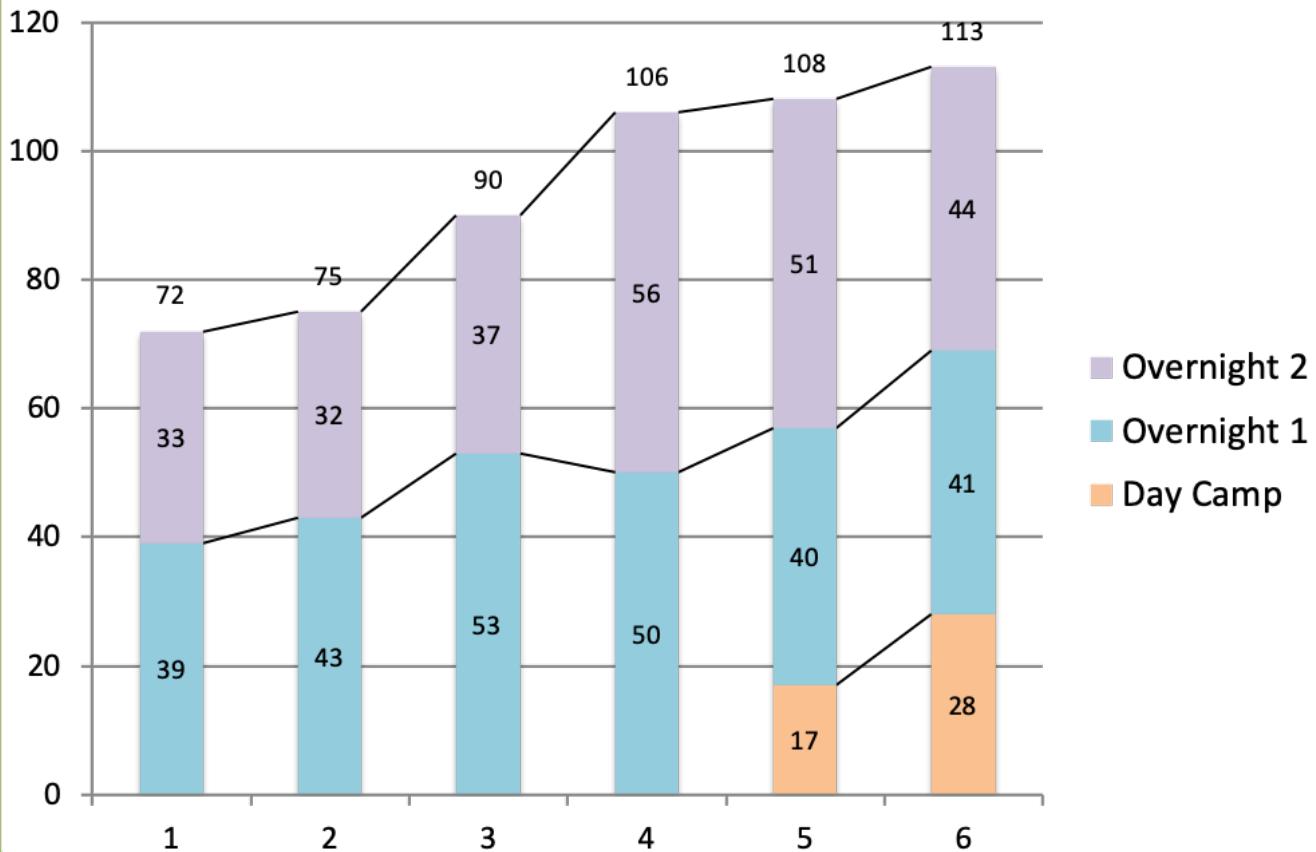
Overnight and Day Camp Growth

Participation in our overnight and day camp programs has grown steadily over the years.

2019 Day Camp: July 22-26

2019 Overnight Camps: August 4-9, August 11-16

Camper Registrations 2014-2019



Camp Gottalikachallenge Alumni Profile

Anna Correia



Destination Imagination has been a part of my life since I was on my first team in first grade. Maybe that's why when I had the chance to be whisked away to this magical land called Camp Gottalikachallenge, I happily followed in my brother's footsteps. A sleepaway camp where I could do DI every day AND be away from my parents? It was almost too good to be true. I was lucky enough to start going to camp at the youngest possible age and remain a camper for the maximum of five years, giving me the most royal title of "Golden Nut." I remember coming home from

camp each year thrilled to tell my team what new skills I had learned that summer. Camp was a place that I could be myself with no judgment, and it truly felt like home.

This past summer, I celebrated my decade of being at Camp Gottalikachallenge. Not only has being involved in DI given me the opportunity to explore what I love, but having the chance to work with children and teenagers at camp has been eye opening. I have always known that the creative youth of this generation will change the world, and at camp I get to see these people learn and grow before my very eyes. Mentoring campers gives me a chance to share my experiences, knowledge, and creativity with some of the brightest and silliest youth in New Hampshire.



As an Architectural Engineering student at Worcester Polytechnic Institute, I am constantly using my DI and Camp Gottalikachallenge skills for group projects and being a student leader on campus. Since becoming a camp staff member, I have grown tremendously in my leadership skills and have become more confident in my ability to teach others. I am beyond thankful for all that DI and Camp Gottalikachallenge has taught me and for having this job that is so much more than just being a summer camp counselor.

Leadership

Executive Director

Anna Maenhout

NHICC Board of Directors

Ellie Stetson (*Chair*)

Diana King (*Vice-Chair*)

Jeannette Fitzgibbons (*Treasurer*)

Carrie Thompson (*Secretary*)

Harvey Black

Darby Bruno

Bob Hammond

Sandra Hardy

Wayne Kurtzman

Bill O'Connor

Frank Phillips

Craig Richardson

Jamie Saucier

Abby Tucker

Dan Whitney

Stephen Zaharias

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Angela Foss

Lynn Murray-Chandler

Brady Sadler

Jill Schoonmaker

NH-DI Program Co-Managers

Lisa Gowern

Melinda Sines

NH-DI Committee Chairs

Alumni Relations Coordinators

Jenna Caputo

Jake Oudheusden

Appraiser Committee

Steve Greenwood

Ellie Stetson

Education and Training

Harvey Black

Bernadette Kuhn

NH-DI Committee Chairs (continued)

IT Committee

Steve Greenwood

Craig Richardson

Marketing Committee

Wayne Kurtzman

Merchandise

Melinda Sines

TM & Coordinator Support

Carrie Thompson

Sandra Hardy

Tournament Committee

Lisa Gowern

Dan Whitney

Tournament Directors

Northern Regional

March 9, 2019

Carrie Thompson

Lisa Gowern

Southern Regional

March 9, 2019

Terri Behm

Craig Richardson

Eastern Regional

March 16, 2019

Carrie Thompson

Monique Legault

Western Regional

March 16, 2019

Dan Whitney

NH State Tournament

March 30, 2019

Lisa Gowern

Craig Richardson

Camp Gottalikachallenge

Lou McKenna (*Director*)

Jaime Gratton (*Assistant Director, Overnight Camps*)

Jake Oudheusden (*Assistant Director, Day Camps*)

Gotta Coaches

Ryan Barto

Amanda Berke

Emily Bogdan

Clara Bronfine

Natalie Bronfine

Jenna Caputo

Ryan Caron

Caitlin Chisholm

Sarah Christ

Anna Correia

Joshua Demeule

Cailee Figler

Doug Gandle

Jerry Kuhn

Noah Levin

Sophia Montie

Jack Perry

Jacquelyn Pierson

Mitchell Soederberg

Katherine Storer

Mindy Walker

Nate Wooding

**Profiles of our Board
and Advisory Council
members are available
online:**

nh-di.org/board

nh-di.org/council

Financial Information

When we decided several years ago to expand the reach of NHICC's programs, we knew it would require an investment that would lead to significant deficits. However, our budget for FY 2019/20 is projected to break even.

REVENUES

NH-DI Program Income: \$104,972

Camp Gottalikachallenge: \$68,842

Girls Engineering the Future: \$61,650

Other Income: \$43,858

Total Income: \$279,322

EXPENSES

NH-DI Program Expenses: \$66,764

Camp Gottalikachallenge: \$70,852

Girls Engineering the Future: \$57,088

General Administration: \$111,045

Total Expenses: \$305,749

OPERATING DEFICIT

\$26,427

TOTAL ASSETS

\$89,284



Connect with Us!

Web: nh-di.org
Phone: 603.868.2140
Email: questions@nhicc.org

 facebook.com/NHICC
 twitter.com/NH_DI

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