#### 2018 State Tournament Team Loading Instructions & Campus Map

### **The Commons**

NOTE: DUE TO CONSTRUCTION, THE COMMONS CIRCLE NO LONGER EXISTS.

#### SEE BELOW FOR NEW LOADING INSTRUCTIONS

**Technical: Maze Craze** 

Elementary - The Commons Game Room - 2<sup>nd</sup> Floor

Teams will take stairs or elevator to 2<sup>nd</sup> floor and stage in the hallway.

**Engineering: Drop Zone** 

Elementary, Middle - The Commons, Skylight Room, 3rd floor

Teams will take elevator or series of stairs to the 3<sup>rd</sup> floor Commons. Staging in the hallway and room 331.

Secondary – The Commons, Sports Zone, Mezzanine Level

Teams will take elevator or stairs to Mezzanine Level. Staging in the dining area of that level.

**Service Learning: Inside Impact** 

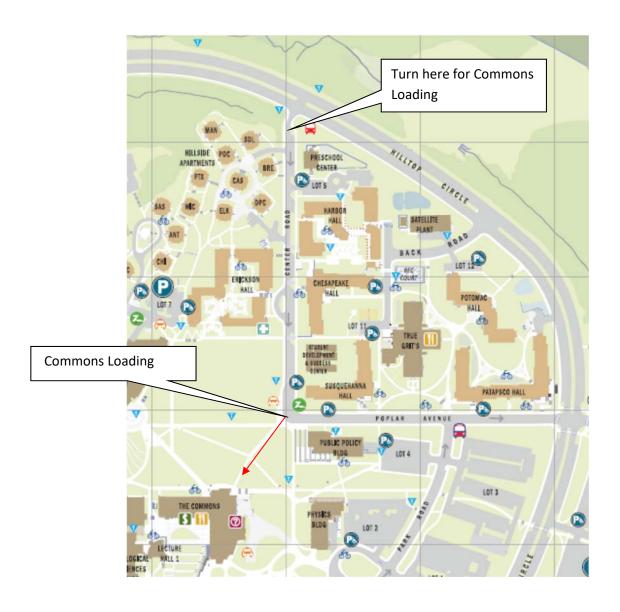
Secondary Level - Teams will take elevator or stairs to Mezzanine Level. Staging in the dining area of that level.

#### **The Commons Loading Instructions**

Team vehicles should NOT turn into Commons Drive as in past years. They should continue around Hilltop Circle to turn left onto Center Road. Vehicles should unload where Center Road turns into Poplar Avenue. There is a small pull over area there. Teams will carry their items across the field to The Commons.

**DO NOT LEAVE VEHICLES UNATTENDED – THEY WILL BE TICKETED**. Move vehicles immediately after unloading and park in actual parking spaces.

**SEE MAP ON NEXT PAGE** 

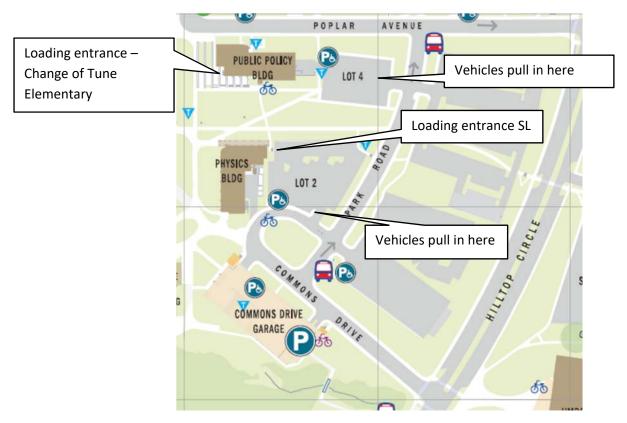


# **Physics and Public Policy Buildings**

## Service Learning: Inside Impact-Elementary & Middle -Physics Building

Elementary – Physics Room 401 Middle – Physics Room 201

# Fine Arts: Change of Tune - Elementary - Public Policy LH9



Team vehicles should load and unload in Lots 2 and 4. Do not leave vehicles unattended if not in parking space. Move vehicles to other spaces after loading to leave room for other teams. Things should be carried around to the front of the Public Policy Building and to either entrance of Physics.

# **University Center**

<u>Fine Arts : Change of Tune – Middle/Secondary</u>

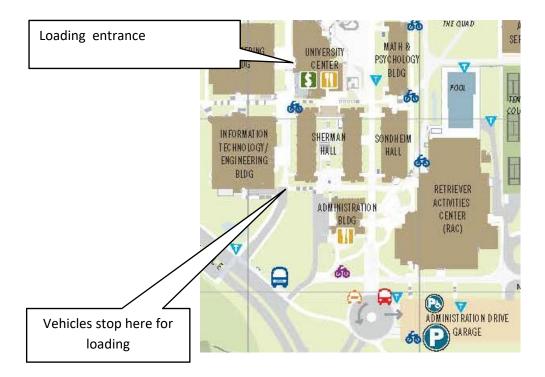
Middle - Room 115 Secondary - Room 312

**Scientific: Unlikely Attraction - Secondary** 

**Room 312** 

<u>Teachnical</u>: <u>Maze Craze – Middle/Secondary</u>

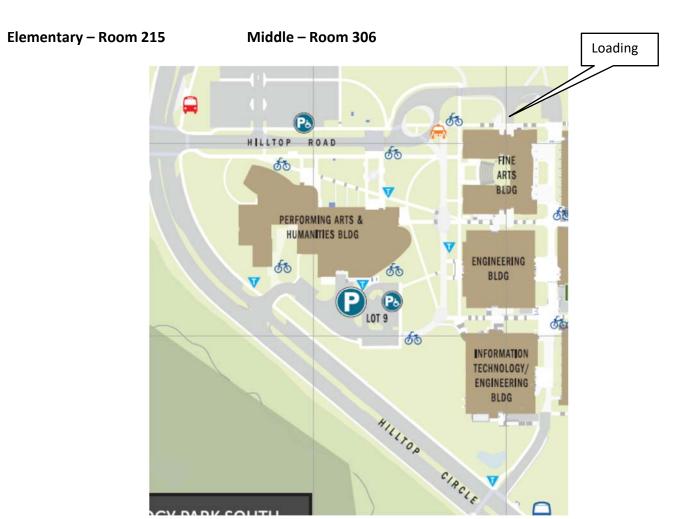
**University Center Ballroom and Ballroom Lounge** 



Team vehicles should pull into the service drive off of Hilltop Circle between Administration Drive and Lot 9 to unload and load. It may be necessary to wait turns. Please be patient and plan to arrive in plenty of time to allow loading without rushing. **DO NOT LEAVE VEHICLES UNATTENDED – THEY WILL BE TICKETED**. Move vehicles immediately after unloading and park in Lot 8 or along Hilltop Circle. Middle level Vanished teams will need to use elevator or stairs to get to challenge site on 1<sup>st</sup> floor.

# **Fine Arts Building**

## <u>Scientific</u>: <u>Unlikely Attraction – Elementary/Middle</u>



<u>Elementary and Middle Unlikely Attraction</u> team vehicles should pull into Hilltop Road off of Hilltop Circle and go to the circle by the Fine Arts Building. Continue onto the service road at the side of the building to unload and load. Please be patient and plan to arrive in plenty of time to allow loading without rushing. **DO NOT LEAVE VEHICLES UNATTENDED – THEY WILL BE TICKETED**. Move vehicles immediately after unloading and park in Lot 8.

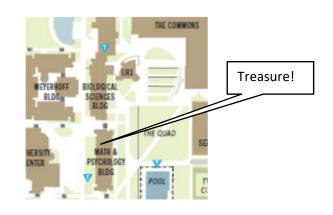
# **Math/Psych Building**

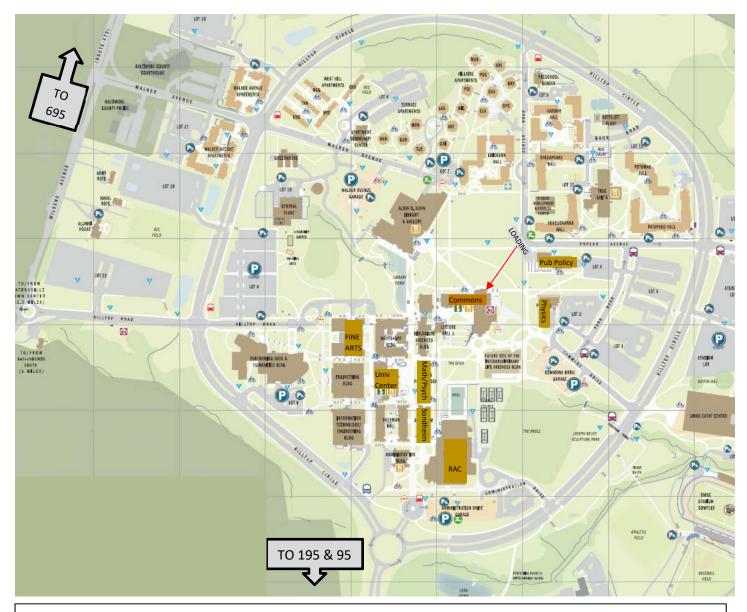
**Improvisational: Treasure!** 

Elementary – Room 101 Middle – Room 103

Secondary – Room 106

No loading required for this challenge. Hooray!





# 2018 Maryland State Destination Imagination Tournament Directory

#### Challenges-

**Technical - Maze Craze** - Elementary – Commons Middle/Secondary – University Center

Scientific - Unlikely Attraction - Elementary/Middle - Fine Arts Secondary - University Center

Fine Arts - Change of Tune - Elementary - Public Policy Bldg Middle/Secondary - University Center

Improvisational - Treasure! - All Levels - Math/Psych Building

Engineering - Drop Zone - All Levels - Commons

**Service Learning – Inside Impact** – Elementary/Middle – Physics Bldg Secondary – Commons

Instant Challenge – All Levels – Sondheim Building

Registration, Souvenirs, Auction, Food-Commons

Awards Ceremony – Retriever Activities Center (RAC)