

Schedule of Performances

A (Technical): On Target – Gym

Teams report to Prep Area 20 minutes before Performance Time

Team Number	Team Name	Level	Perform Time	IC Time
120-23180	Millersville Hydra-nanas	EL	10:40	1:00
120-38091	Fr AndrewWhite The Crabinators	EL	11:00	1:20
120-82566	Chesapeake We're on Fire	EL	11:20	1:40
	Lunch		11:40	
120-40668	Loading...	ML	12:40	10:20
120-13532	Southern Supreme Bulldogs	ML	1:00	10:40



Design and build an aircraft that takes off, flies, and lands to deliver a team-created payload.

Create and present a story about one or more characters exploring a remote place.

B (Scientific): Medical Mystery – Room A102

Teams report to Prep Area 20 minutes before Performance Time

Team Number	Team Name	Level	Perform Time	IC Time
120-87450	SRiver&BNeck:The MC News Crew	SL	9:00	10:20
120-03408	Great Mills 6th DI-Mension	SL	9:20	11:20
120-31396	Four Boiled Potatoes	SL	9:40	11:40
	Break		10:00	
120-00446	Chesapeake UnDlced	ML	10:20	1:00
120-68204	Origami Taco Cats	EL	10:40	1:20
120-58373	Millersville Hyper Hippies	EL	11:00	1:40
120-87164	Millersville Brainiacs	EL	11:20	2:00
	Lunch		11:40	
120-77739	Huntingtown5MedicalDetectives	EL	12:40	2:20
120-87244	Chesapeake DI'ing4Marshmallows	EL	1:00	2:40



Research the human body and medical conditions that affect the human body.

Create and present a story about a medical mystery that affects a human character.

Design and build a representation that shows the medical mystery and at least one symptom.

Present an action or scene that is shown from two or more perspectives at the same time.

C (Fine Arts): Game On – Room D134

Teams report to Prep Area 20 minutes before Performance Time

Team Number	Team Name	Level	Perform Time	IC Time
120-61423	The Government is Lizards	ML	11:00	1:20
120-80398	Fr Andrew White Operation DI	ML	11:20	1:40
	Lunch		11:40	
120-28116	CroftonWoods Phorest Friends	EL	12:40	9:20
120-61740	Crofton Woods Savage Doorbells	EL	1:00	9:40
120-84048	Rainbow Tigers Reborn	EL	1:20	10:00
	Break		1:40	
120-39591	Incarnation Firebirds	EL	2:00	10:40
120-23757	HuntingtownFireBreathinHotDogs	EL	2:20	11:00
120-53347	FrAndrewWhiteFuzzyWiddleGamers	EL	2:40	11:20



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.

D (Improvitational): Heads Up – Room D137

Teams report to Prep Area 20 minutes before Performance Time

Team Number	Team Name	Level	Perform Time	IC Time
120-14413	Millersville Bear-Ritos	EL	10:20	1:00
120-93076	Melephants	ML	10:40	9:00
120-49443	Accident Prone	ML	11:00	9:20
120-15397	Esperanza Middle emu ANTics	ML	11:20	9:40
	Break		11:40	
120-99317	South River HS DI Do Good?	SL	12:00	10:00



Research historical figures found on coins from around the world.

Create and present an improvisational skit that includes the historical figures in a tale.

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.

E (Engineering): Monster Effects – Room B133

Teams check in their structures 1 hour before their performance time; report to Prep Area 20 minutes before Performance Time

Team Number	Team Name	Level	Perform Time	IC Time
120-83898	Ridge Sky Rockets	EL	9:00	3:00
120-11125	Mechanicsville FrankenBots	EL	9:20	1:00
120-38044	Dire Fox Emoji Bunnies	EL	9:40	1:40
	Break		10:00	
120-01286	Crofton Woods ES Idea-o-matics	EL	10:20	2:00
120-87222	Mechanicsville Banana Pianos	EL	10:40	2:20
120-70625	Plum Point- The Tidal Wave	EL	11:00	2:40
120-64913	Old Mill 6 iDlots & a coach	SL	11:20	9:40



Design and build a structure that can support weight without breaking.

Test the structure by placing weights and then removing them.

Create and present a story in which the sudden 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.

Project Outreach (Service Learning) – Escape Artists – B124
Teams report to Prep Area 20 minutes before Performance Time

Team Number	Team Name	Level	Perform Time	IC Time
120-07468	SouthRiverHS Danny D.I. Vito	SL	9:00	11:00
120-24625	Duncan and the Donuts	ML	9:20	11:00
120-99801	Chesapeake Super Six	ML	9:40	11:20
	Break		10:00	
120-84681	Ridge Rocking Rockets	EL	10:20	2:20
120-58773	Plum Point- The 7eveneers	EL	10:40	2:40
120-52663	LeonardtwnES DI Ice Ice Baby	EL	11:00	3:00
	Lunch		11:20	
120-53582	FatherAndrewWhite The Smarties	EL	12:40	10:20
120-63099	Chesapeake DI-nosaurs	EL	1:00	10:40
120-78155	Millersville DI of the Storm	EL	1:20	11:00



Identify, design, and carry out a project to address a need in a real community.

Create and theatrically present a story that builds suspense about characters whom 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.

Rising Stars (Early Learning) – Pop Up – B125
Teams report to Prep Area 10 minutes before Performance Time

Team Number	Team Name	Perform Time	IC Time
120-74077	HuntingtownES Bleu Indoraptors	10:40	1:40
120-53558	Plum Point- The Octosharks	11:00	2:00
120-81865	Plum Point- The Chocolate Chip	11:20	2:40
120-35288	Lothian ES The Book of Lothian	11:40	3:00
	Lunch	12:00	
120-28288	FrAndrewWhiteDonutsW/Sprinkles	1:00	3:20
120-57206	Crofton Woods Woodchucks	1:20	3:40
120-87465	Huntingtown Cinco Cheetahs	1:40	11:00
120-49679	Library Sapphire Hawk	2:00	11:20
	Break	2:20	
120-21309	CroftonWoods Science RockStars	2:40	10:40
120-44054	Chesapeake Flaming Ravens	3:00	1:00
120-49180	Chesapeake Shooting Stars	3:20	1:20
120-92880	Mechanicsville Rising Crushers	3:40	11:40



Explore fiction and nonfiction stories. Create and present a story that combines elements of both 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.