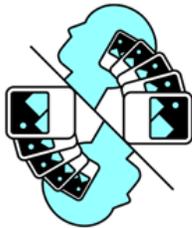

2025-26 Maryland State TOURNAMENT

When: Saturday, March 14, 2026

Where: [University of Maryland, Baltimore County 1000 Hilltop Cir, Baltimore, MD 21250](#)



UNFORGETTABLE
SCIENTIFIC



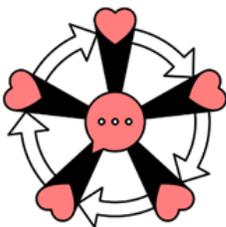
**ABOVE AND
BEYOND**
ENGINEERING



**CASTING
SHADOWS**
IMPROVISATIONAL



WIN IT BIG
TECHNICAL



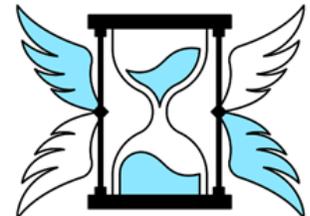
GIVE AND TAKE
SERVICE LEARNING



**BECOMING
SUPER**
FINE ARTS



HELPING HANDS
EARLY LEARNING



**INSTANT
CHALLENGE**

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Tournament Information

Welcome! Good luck to all teams competing in the tournament!

Thank you to all our Team Managers, teachers, school sponsors, Appraisers, volunteers, and parents for your hard work to make this tournament possible!

Special welcome to teams from DC!

The top three teams in each challenge at each level will be invited to advance to Global Finals in Kansas City May 21-24. **DC teams will advance separately.**

Tournament Notes & Reminders

- Teams should report to their Challenge Prep Area **20 minutes** before their scheduled Presentation time. Engineering should be at Check-in **one hour** before their scheduled time.
- Spectators will NOT be allowed to enter the Presentation Area once a team's Presentation has begun.
- Teams are encouraged to trade pins as a way to meet new friends and show good sportsmanship. Make sure any wrappers are disposed of properly.
- Parents, spectators, and Team Managers: remember to respect the rules of Interference. Do not interfere with the team's solution.
- Join us next year for our States Tournament in mid-March again!
- Food will be available for sale in the Commons and in the lower level of the University Center.

Code of Consideration

We aim to co-create a welcoming space for everyone. Please:

- Avoid perfumes, colognes, or scented lotions.
- Use quiet voices in sensory or rest areas.
- Respect personal space and mobility devices.
- Ask before touching assistive tools or service animals.

Thank you for helping make this a more inclusive, creative, and respectful experience for all!

Release/Disclaimer

By my participation in an event conducted by an Affiliate, Region, or other gathering related to the Destination Imagination program, the participant or participant's parents or participant's guardian understands and hereby voluntarily agrees to release, waive, forever discharge, hold harmless, defend, and indemnify Destination Imagination, Inc. and its agents, officers, boards, volunteers, and employees from any and all liability and all claims, actions, or losses for bodily injury, property damage, wrongful death, loss of services, or otherwise which may arise out of the participant's participation in activities related to the Destination Imagination event, including travel to and from the event.

General Schedule

Time	Event	Location
7:00 am-3:00 pm	Information Desk	Commons
8:30 am-4:00 pm	Souvenir Sales	Commons
9:00 am- The awards ceremony	Pin Hat Raffle- Ticket must be present in the RAC at the awards ceremony to win!	Commons/RAC
Friday, Noon-4:30pm Sat 9:00 am-4:00 pm Sat	Pin Auction- Online bidding Pin Auction- In-Person Viewing	Commons
11:00 am-3:00 pm	Games & Activities	Commons/Terrace
All Day	Central Challenges	Commons- Fine Arts, Engineering, & Service Learning University Center- Technical Sondheim- Improv & Scientific
All Day	Instant Challenges	Sondheim - Elementary IC Math/Psychology- Middle, Senior, and University IC
All Day	Food Sales	Commons & University Center Times vary
4:00 pm -5:00 pm	Alumni/ DI Seniors Event	3rd Floor Commons- Fireside Room
5:30 pm	Awards Ceremony for all teams Doors open at 5pm	RAC

Are you a high school senior or DI Alum?

Then you're invited to our Alumni/Senior Event!



Join us from 4pm to 5pm in the Fireside Room, 3rd Floor Commons, to connect with Maryland DI alumni and learn how you can stay "Tied to DI" after graduation.

RSVP here:

<https://forms.gle/i1ngS2Z2fXqFYHWJ9>



Can't make it? Alumni contact form is here:

<https://forms.gle/koTeZMVMvKaoDLTA> .

DESTINATION IMAGINATION.

ALUMNI

SEE SOMEONE WEARING A RED TIE?
That means they are a DI alum!

WANT MORE ALUMNI INFO?

VISIT: [DESTINATIONIMAGINATION.ORG/ALUMNI](https://destinationimagination.org/alumni)

Links and QR Codes

Navigating the Venue

Tournament **Maps** are provided in our tournament program guide below.

- on our website under <https://www.marylanddi.org/current-season/>
- via QR codes around the tournament venue.

Prefer the ease of your phone? Follow this Link to the **MDDI App**, and have the map, schedule, events and other useful information in an easy to find format.

Photos and Videos

Please share with all of us any photos you take on **Smugmug Uploads**, and you may see yourself in a future program! See what others have posted here: **Smugmug Gallery**



When You Arrive



Upon arrival, Team Managers can check-in at the Information Desk in the Commons if they have any questions. Otherwise, they and the team can report to their challenge site at their assigned prep time.

Teams arriving with props should use one of the following drop-off locations:

Commons: Turn off of Hilltop circle onto Center Drive. Unload where Center Road turns into Poplar Avenue. Bring your things in the backdoor/lowest level of The Commons. Stairs & Elevators will take you to the 2nd/3rd floor performance areas

University Center: Unload at the circle off of Hilltop Road with Fine Arts Bldg and walk between buildings to enter to top level of University Center

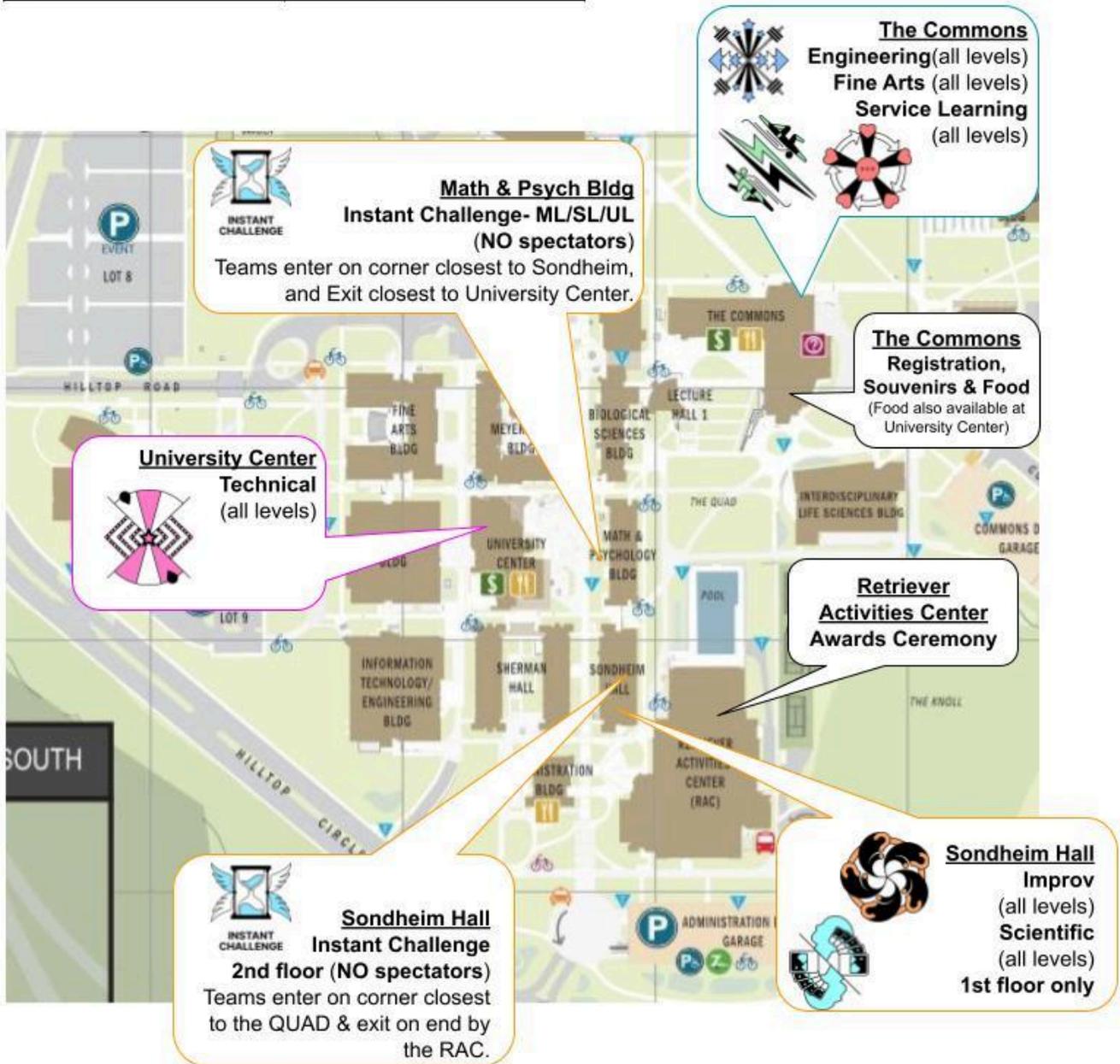
Sondheim building: Use the circle near the RAC to unload & walk towards the Sondheim building

Teams must not block any parking spaces or points of entry while loading, unloading, or moving their props.

Maps

Challenge Performance Locations

Technical (all levels)	University Center, 3rd floor
Scientific (all levels)	Sondheim Bldg
Fine Arts (all levels)	Commons: Skylight Rooms
Improv (all levels)	Sondheim
Engineering (all levels)	Commons: Gameroom
Service Learning (all levels)	Commons: Sports Zone
Instant Challenge (Elementary) (Middle, Senior, & University)	Sondheim, 2nd floor Math & Psych Bldg
Registration, Souvenirs	The Commons
Awards	Retriever Activities Center



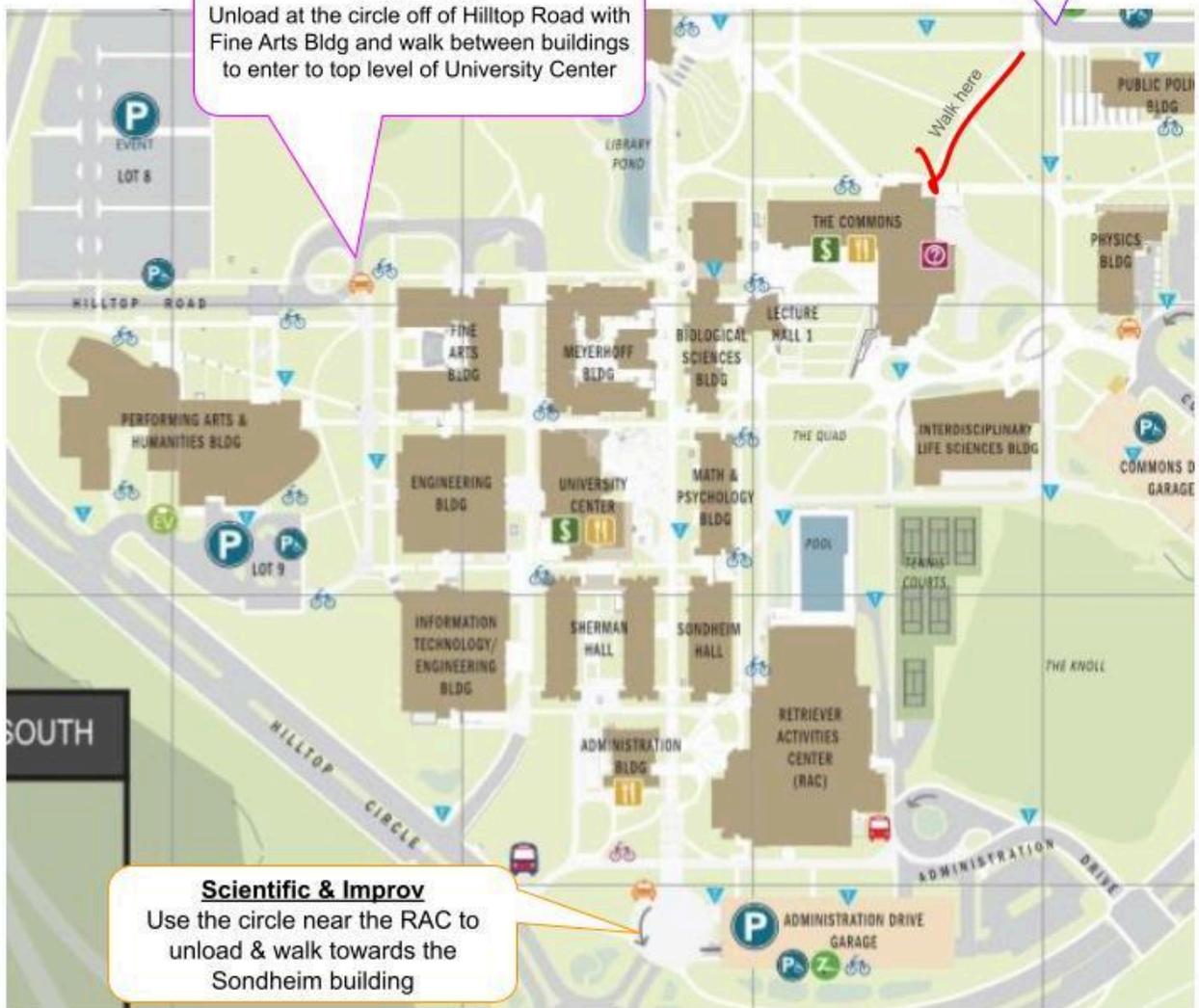
Loading & Unloading Locations

Ample Parking on Campus
Surface Lots
Administration Drive Garage
&
Along Hilltop Circle
(NO parking in unloading areas)

Engineering (all levels)
Fine Arts (all levels)
Service Learning (all levels)

Turn off of Hilltop circle onto Center Drive.
Unload where Center Road turns into Poplar
Avenue. Bring your things in the
backdoor/lowest level of The Commons. Stairs &
Elevators will take you to the 2nd/3rd floor
performance areas

Technical
Unload at the circle off of Hilltop Road with
Fine Arts Bldg and walk between buildings
to enter to top level of University Center



Team Challenges



Throughout the event, Destination Imagination (DI) teams will be presenting their work on a **Team Challenge**. The Team Challenge falls in one of six categories: Technical, Scientific, Fine Arts, Improvisational, Engineering, Service Learning. You can learn more about this year's Team Challenges [on the DI website](#). Each Team Challenge has its own Presentation Site, or rooms specific to the Challenge. The size, seating options, and acoustics will vary greatly by Presentation Site.

Each team has an assigned **Presentation** time for Team Challenge. The tournament schedule can be found

- On signs near the information desk
- On signs near each challenge
- via QR codes around the tournament venue.

Teams should arrive at the Presentation Site at least 20 minutes prior to the assigned time in order to begin the check-in process in the Prep Area. Teams participating in the Engineering Challenge may require extra time to check in parts of their solutions.

In the Prep Area, the team will work with the Prep Area Appraiser to check in all of the props, costumes, and anything else that will be used in the team's Presentation. Only the team members and the Team Manager (their adult mentor) are allowed in the Prep Area.

The **Presentation** is when the team members present how they solved their Team Challenge in front of an audience and a team of Appraisers (scoring officials).

A team's Presentation lasts eight minutes or less. The content of team Presentations will vary greatly, but you are likely to see stories, scenery, costumes, and technical elements created by the team members.

- It is common for a team's Presentation to include lights, possibly including strobe lights and/or flashing lights.
- Team Presentations often include loud noises or music. However, most Presentation sites do NOT have sound systems, so it may be hard to hear the team.
- Audience members are welcome to laugh or applaud as they see fit.

Photos/videos of a team's Presentation may only be taken if the team has given permission. This information will be announced before the team begins its Presentation.



When the team members are done with their Presentation, the Appraisers will ask them a few questions before they leave. Audience members can remain in the Presentation Site during these questions. After speaking with the Appraisers, the team will take its Presentation materials out of the Presentation Site. At this time, parents and team supporters may help the team remove materials from the Presentation Site.

Instant Challenges



**INSTANT
CHALLENGE**

An **Instant Challenge (IC)** is a smaller Challenge that is a surprise to the team on the day of the tournament. An Instant Challenge may involve a task, a performance, or a combination of both. Instant Challenges usually last ten minutes or less.

Teams are given a specific time to present their Instant Challenge. The team, the Team Manager, and the Appraisers are the only people allowed into the Instant Challenge areas.

Since many teams will utilize the same Instant Challenge at this event, teams ***must not*** discuss details of the Instant Challenge **until after the Destination Imagination season has ended in May.**

Reminders:

- Arrive no more than 15 minutes before your scheduled IC time.
- Only the team and 1 team manager on record may enter the building.
- All electronic devices and watches must be left outside of the building.
- **The Elementary teams will enter near the Math/Psyc building, and exit near the RAC courtyard**
- **The Middle/Senior/University Level IC will enter Math/Psyc near Sondheim and Exit closer to University Center.**
- Don't forget to make arrangements where your team will meet up with their supporters when finished in IC *since they won't have their phones.*
- Note: If you manage more than one team you can only go into your last scheduled IC room of the day no matter which Team Challenge your teams are participating in.

Spectators



Spectators, such as friends and family members, are welcome to attend this tournament. Spectators are welcome to attend any Team Challenge presentation. Please find the doors marked “Audience Entrance” at each Challenge Presentation Site.

Please note: At many Presentation Sites, doors will be closed whenever a team is presenting, so spectators may be asked to wait to enter the

Presentation Site.

Spectators will **not** be allowed to attend any Instant Challenge presentations.

Awards Celebration



The Awards Celebration will take place at about 5:15pm in the Retriever Activities Center (RAC). All teams and spectators are welcome to attend. Teams and Team Managers should sit in the chairs on the floor and marked sections of the lower part of the bleachers. Spectators should sit in the remaining bleacher seating.

The following special awards may be presented: DaVinci Awards, Renaissance Awards, Spirit of DI Awards.

Place awards will be given for each Team Challenge, based on their Competition Level:

- Elementary Level (EL): Grades K-5
- Middle Level (ML): Grades 6-8
- Secondary Level (SL): Grades 9-12
- University Level (UL): College/University Students

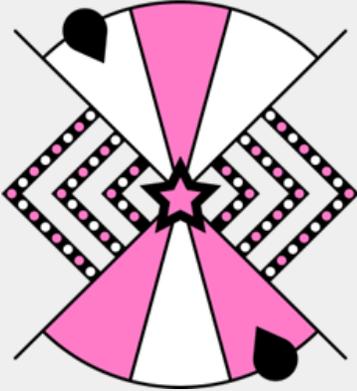


The top 3 teams for each level: Elementary, Middle, Secondary, and University, will be invited to Global Finals on May 21, 2026 in Kansas City, Missouri.

The Awards Celebration is usually a high-energy event with lots of crowds and noise. Audience members are welcome to clap and cheer, and use ear defenders or ear plugs if the noise gets too loud for them.

Challenge Schedules

Win It Big



TECHNICAL CHALLENGE

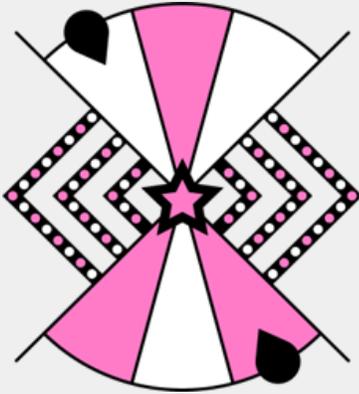
Senior/University Levels

University Center: Room 310

- Create and present a game show.
- Include a host character and at least one contestant.
- Build tension with a raising-the-stakes event.
- Design and create a gimmick, a reveal, and a razzle-dazzle effect for your game show.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-98949	Calvert High School	Calvert County Conquerors	10:55 AM	1:00 PM
120-10111	Saint Michaels High	Master of Puppets	11:15 AM	12:30 PM
120-00072	North Point High School	NPHS Ringo Ringo Ringo	12:35 PM	10:00 AM
120-31642	Independent	The DI 5	12:55 PM	10:45 AM
120-85940	Independent	Destination Under Investigation	1:15 PM	10:45 AM
120-50916	Glenelg Country School US	TECHnically A Team	1:35 PM	3:30 PM
120-26221	La Plata High School	LPHS Skibidi Sigmas power of 67	2:10 PM	3:15 PM

Win It Big



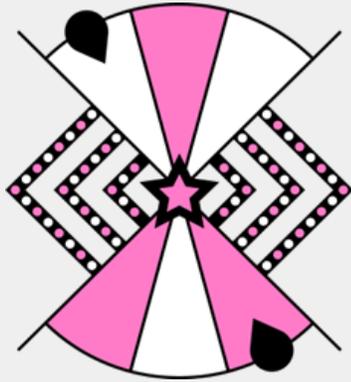
TECHNICAL CHALLENGE

Elementary Level University Center: Ballroom Lounge

- Create and present a game show.
- Include a host character and at least one contestant.
- Build tension with a raising-the-stakes event.
- Design and create a gimmick, a reveal, and a razzle-dazzle effect for your game show.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-87044	Middleton	Middleton The Owlet Games	8:00 AM	10:30 AM
120-72767	Saint Michaels Elementary	DI Elementals	8:20 AM	10:00 AM
120-40189	Tracey's Elementary	Hu-More Tigers	8:40 AM	11:00 AM
120-56402	MHES	Techy Guys	9:00 AM	1:15 PM
120-19156	Sunderland Elementary	The Showcase Showdowns	9:20 AM	10:45 AM
120-81305	Francis Scott Key EMS	Destination Remediation	9:55 AM	12:45 PM
108-36788	Capitol City Robotics	Pink Puppy Pandas	10:35 AM	8:30 AM
120-45955	Huntingtown Elementary School	DImaginers	10:55 AM	2:00 PM
120-65191	MHES	Galaxy Wars	11:15 AM	12:30 PM
120-94860	Windy Hill Elementary	Pyro Storm	12:35 PM	1:45 PM
120-85369	Independent	Bonkers Bobs	12:55 PM	9:00 AM
120-43447	Pemberton Elementary School	Positive Panda Pals	1:15 PM	2:30 PM
120-44870	Barstow Elementary	Showdown Squad	1:35 PM	2:45 PM
120-25652	Dr. James Craik Elementary School	Craik Golden Gummy Bear Takedown	2:10 PM	9:30 AM
120-57317	Billingsley Elementary	Billingsley Dazzling Divas	2:30 PM	11:15 AM
120-44289	Burtonsville ES	BES QuadTech	2:50 PM	1:00 PM
120-20398	Thornton	Thornton Superstars	3:10 PM	8:45 AM
120-27832	Dr. James Craik Elementary School	Craik Touchdown Tigers	3:30 PM	9:45 AM

Win It Big



TECHNICAL CHALLENGE

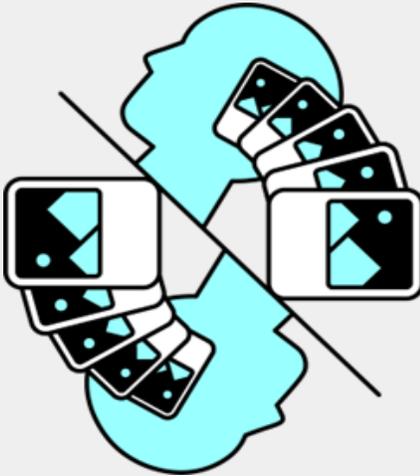
Middle Level

University Center: Room 312

- Create and present a game show.
- Include a host character and at least one contestant.
- Build tension with a raising-the-stakes event.
- Design and create a gimmick, a reveal, and a razzle-dazzle effect for your game show.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-23662	Milton Somers Middle School	Somers Fantasy 4 the Win	8:00 AM	9:30 AM
120-71875	Independent	Overthinkers	8:20 AM	2:15 PM
120-79666	Southern Middle School	Tech Boxers	8:40 AM	10:30 AM
120-90416	Calvert County Public Schools - Independent	Southern Maryland Showstoppers	9:00 AM	1:15 PM
120-07387	Central Middle School	The Misfortune Tellers	9:55 AM	8:30 AM
120-13229	Glenelg Country School MS	Flaming Marshmallows	10:15 AM	2:30 PM
120-33861	Francis Scott Key EMS	Crabs of Chaos	10:35 AM	8:45 AM
120-48343	Independent	Hat Tesseracted	10:55 AM	2:00 PM
120-36850	Maryland International School	Golden Cookies	11:15 AM	12:30 PM
120-50117	St. Mary's Bryantown	SMB Golden Gamers	12:35 PM	1:45 PM
120-02348	Henson YMCA	The Redstone Rampage	12:55 PM	10:00 AM
120-94812	Montgomery County	Burtonsville Sharks	1:15 PM	11:00 AM
120-32693	The Summit School	The Music Makers	1:35 PM	11:15 AM
120-10519	Father Andrew White School	DI 1ders	2:10 PM	12:45 PM
108-36140	Digital Pioneers Academy Lower Campus	Lightning Legends	2:30 PM	9:45 AM

Unforgettable



SCIENTIFIC CHALLENGE

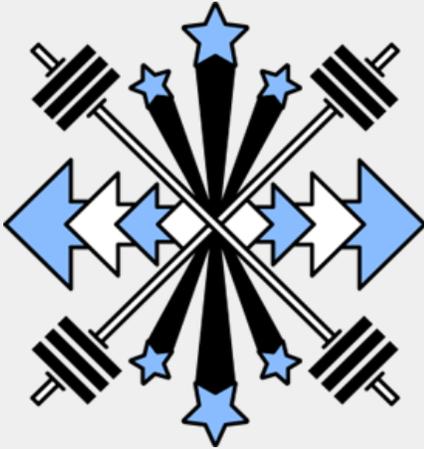
All Levels

Sondheim Building: Rm 101

- Create and present a story about how a character recalling a memory leads to a realization.
- Integrate your team's research about the science of human memory into the Presentation.
- Create and present a memory depiction. Enhance the memory depiction with a special effect.
- Include a misdirection in your Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-53283	Huntingtown Elementary School	Magical Mind Readers	9:40 AM	11:00 AM
120-20369	Glenelg Country School MS	The Shadows	10:40 AM	8:45 AM
120-67568	Glenelg Country School US	Ride or D.I.	12:00 PM	2:00 PM
120-68774	Plum Point Elementary	Magical Stowaways	12:20 PM	10:00 AM
120-61767	Frederick Classical Charter School	MJ JARSH	12:40 PM	10:30 AM
120-49561	Harford County	Cave Dwellers	1:00 PM	11:15 AM
120-20184	Barnhart	Barnhart ES Science Smarties	1:20 PM	10:45 AM
120-73327	The Salisbury School	The Mighty Dragons	2:15 PM	12:45 PM
120-64152	Tracey's Elementary	DI Dimensions	2:35 PM	11:15 AM
120-78452	Maryland International School	I Can't Remember!	2:55 PM	1:00 PM
120-82350	Diggs	Diggs The Little Einsteins	3:15 PM	12:30 PM

Above and Beyond



ENGINEERING CHALLENGE

All Levels

Commons: GameRoom

- Test how much weight a team-created structure can hold by placing weights onto the Structure as far from the center as possible.
- Create and present a story in which something important expands, extends, or goes above and beyond.
- Begin the Presentation with an *in medias res* scene.
- Include an expansion effect.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-05278	Beach Elementary	Nuclear Apples	8:00 AM	11:15 AM
120-15517	Calvert Elementary School	Soaring Eagles 1	8:20 AM	10:00 AM
120-70989	The Salisbury School	Ice Dragons	8:40 AM	10:30 AM
120-34837	Diggs	Diggs The Constructors	9:00 AM	12:30 PM
120-49556	St. Mary's Bryantown	SMB OG Onomatopoeia	9:20 AM	1:15 PM
120-02624	Beach Elementary	Nuclear Bananas	9:55 AM	11:00 AM
120-59914	MHES	Eiffel Empire	10:15 AM	1:00 PM
120-72486	Francis Scott Key EMS	Smartie Octoguins	10:55 AM	8:45 AM
120-48457	Hungtingtown Elementary School	The IDKs	11:15 AM	12:45 PM
120-64131	Barnhart	Barnhart ES 41 Goals	12:35 PM	10:45 AM
120-92877	Father Andrew White School	DI Legendz	12:55 PM	2:15 PM
120-95832	Calvert High School	Rainbow Trout	1:15 PM	3:15 PM
120-70644	Mt Hope	Mt. Hope DI Big Brains	1:35 PM	9:00 AM
120-04254	Tilghman Elementary	Tiger Crabs	2:10 PM	9:30 AM
120-94834	Windy Hill Elementary	Manufacturing Magic	2:50 PM	8:30 AM
120-48341	Harford County	Lazy Cats	3:25 PM	1:45 PM
120-86946	Calvert County Public Schools - Independent	Iguanadianians	3:45 PM	1:00 PM

Becoming Super



FINE ARTS CHALLENGE

Elementary Level

Commons Bldg:

Sunlight Lounge B

- Create and present an origin story that shows how one character becomes a Superhero and a different character becomes a Supervillain.
- Use theatrical methods to portray a difficult decision, situation, and/or event.
- Use stage makeup on at least one team member.
- Design and create one technical costume.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-71337	St. Mary's Bryantown	SMB Purple Pig Tales	8:20 AM	3:15 PM
120-74689	Father Andrew White School	FAW Wild Weirdos	8:40 AM	10:00 AM
120-04019	Beach Elementary	The Clique	9:20 AM	11:00 AM
120-34693	Saint Michaels Elementary	Dragons Inc.	9:55 AM	8:30 AM
120-05472	Diggs	Diggs The Super Girls	10:15 AM	12:30 PM
120-34534	Dr. James Craik Elementary School	Craik Heros	10:35 AM	2:30 PM
120-85407	The Dreamers Kingdom	Lucky number seven	10:55 AM	8:45 AM
120-24111	Martin	T.C. Martin Super Stars	11:15 AM	2:00 PM
120-28923	Ryon	JP Ryon OG Cardinals	12:35 PM	9:45 AM
120-12746	The Salisbury School	Bunnell/Young Barnes	12:55 PM	9:00 AM
120-25914	Turner	Turner Imagineroes	1:15 PM	3:00 PM
120-89354	DOTS	Actors On The Square!	1:35 PM	9:30 AM
120-23136	Dowell Elementary	Power Strangers	2:10 PM	10:45 AM
120-91347	Sharpsburg Elementary	di ONEZ	2:30 PM	10:30 AM
120-54614	MHES	Switching Sides	2:50 PM	1:15 PM
120-39374	Barstow Elementary	Friends and Foes	3:25 PM	1:00 PM
120-47561	Huntingtown Elementary School	Rage Bait 6-7	3:45 PM	1:45 PM

Becoming Super



FINE ARTS CHALLENGE

Middle/Senior Levels

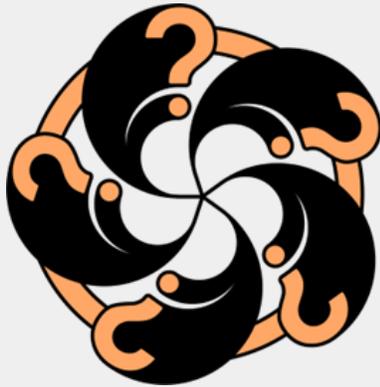
Commons Bldg:

Sunlight Lounge A

- Create and present an origin story that shows how one character becomes a Superhero and a different character becomes a Supervillain.
- Use theatrical methods to portray a difficult decision, situation, and/or event.
- Use stage makeup on at least one team member.
- Design and create one technical costume.
- Create and present two Team Choice Elements that show off the team’s interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-58393	Harford County	Blue Flaming Phoenix	10:00 AM	11:15 AM
120-99632	Independent	The Razz-ma-Tazzles	10:20 AM	12:30 PM
120-35909	The Salisbury School	The 55ers	10:40 AM	9:30 AM
108-62231	Benning Middle Campus	Diabolical Minds	12:00 PM	9:45 AM
120-08773	Boonsboro Middle School	Return of the Pickles	12:20 PM	11:00 AM
120-42245	Glenelg Country School MS	The Nocturnals	12:40 PM	10:30 AM
120-47724	The Tome School	Tome Heroes	1:00 PM	10:45 AM
120-31666	Milton Somers Middle School	Somers Magic Makers	1:35 PM	10:00 AM

Casting Shadows



IMPROVISATIONAL CHALLENGE

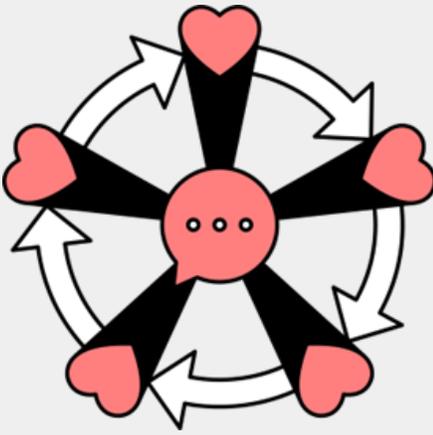
All Levels

Sondheim Building: Rm 105

- Create and present an improvisational skit based on an inciting incident.
- Research pairs of opposing themes and incorporate a pair into the skit.
- Include a randomly selected setting.
- Research resolution tropes and incorporate one of them into the skit.
- Use a shadow screen and a box of materials to enhance the skit.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-38326	Park School of Baltimore	Chicken Nugget Dragon Destroyers	8:00 AM	10:00 AM
120-28279	Independent	The Kooky Collective	8:20 AM	1:00 PM
120-37388	Martin	T.C. Martin Trouble Makers	8:40 AM	12:30 PM
120-09640	Gale-Bailey	Gale-Bailey-Sigma Lions	9:00 AM	10:30 AM
120-74513	Independent	Pitch Black	9:20 AM	1:45 PM
120-12389	Barnhart	Barnhart ES DI Challengers	9:55 AM	8:30 AM
120-76529	Plum Point Elementary	The Mastermindz	10:15 AM	2:00 PM
120-65484	Henry E. Lackey High School	Lackey League of Villains	10:35 AM	8:30 AM
120-18768	Lucy School	D.I. or DIE	10:55 AM	9:00 AM
120-96046	Independent	Hiser's Drama Queens	12:35 PM	2:00 PM
120-94550	Independent	The Benchwarmers	12:55 PM	10:30 AM
120-29503	Billingsley	Billingsley Imaginators	1:15 PM	11:00 AM
120-24632	Frederick Classical Charter School	I Think... Yeah!!!	1:35 PM	3:00 PM
120-18706	Sunderland Elementary	Waffle Frogs	2:10 PM	9:30 AM
120-79585	Southern Middle School	Storytellers of the Shadows	2:30 PM	12:45 PM

Give and Take



SERVICE LEARNING CHALLENGE

All Levels

Commons: Sports Zone

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story about at least two conflicting characters who have to work together to address or resolve a dispute.
- Include a misunderstanding and at least two different viewpoints.
- Enhance your Presentation with a dispute depiction.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-73011	Mt. Hope	Mt. Hope Beavers Comeback	8:00 AM	9:45 AM
120-22920	Sunderland Elementary	Emerald City	8:20 AM	1:45 PM
120-12197	Calvert Elementary School	Soaring Eagles 2	8:40 AM	11:15 AM
120-92489	Gale-Bailey	Gale-Bailey Undertakers	9:00 AM	10:45 AM
120-72852	Lucy School	Plant Invaders	9:20 AM	1:15 PM
120-16340	Martin	T.C. Martin Chaos Destroyers	10:15 AM	12:45 PM
120-69306	Piccowaxen	Piccowaxen - Mayhem Makers	10:35 AM	3:00 PM
120-26766	Milton Somers Middle School	Somers Fantastic 67s	10:55 AM	12:45 PM
120-00601	Huntingtown High School	Ducks are Quack at It!	11:15 AM	1:15 PM
120-49465	Glenelg Country School MS	J Cubed & Co.	12:35 PM	2:30 PM
120-01364	Dr. James Craik Elementary School	Craik Yappers	12:55 PM	9:00 AM

Other Tournament Events

During the tournament, teams and spectators are encouraged to watch other teams perform. We all love to be supported by those around us.

In addition, teams and visitors may also visit the Commons to:

- purchase MDDI pins and souvenirs,
- trade pins with other teams,
- bring or borrow some lawn games to play on the Quad.

Silent Pin
AUCTION

VIEW ITEMS



Food Available on Campus

THE COMMONS

Yella's

11am - 2pm

Commons Market

11am - 3pm

Piccola Italia

11am - 2pm

Wild Greens

11am - 2pm

THE UNIVERSITY CENTER

Starbucks

9am - 5pm

Chick-fil-A

10:30am - 4pm

What to Wear

All tournament participants and spectators are welcome to wear comfortable, weather-appropriate clothing.

Our volunteers often wear vibrant, colorful clothing and hats to celebrate the event. It is also highly likely that you will see team members in costume for their Presentations.

If you are a person who prefers using protective equipment such as ear defenders, ear plugs, etc., it will be helpful for you to bring them with you to the event.

Inclement Weather

If inclement weather will have any impact on the tournament schedule, teams will be notified via email, our website, and social media posts.

If necessary, tornado shelters can be found in the central corridors and lower levels of each building.



/umbcdining



dineoncampus.com/umbc



Emergency Procedures

The fire alarms in the building have flashing lights and loud repetitive sirens. If the need for an evacuation arises, please follow posted exit signage to safety. Fire extinguishers and first aid kits are located in each building.

If a medical emergency should occur, we will immediately call 911. Please notify the nearest tournament volunteer for assistance.

Accessibility Information



Destination Imagination is committed to being as inclusive and accessible as possible. *While we are not in charge of the building and cannot guarantee it meets specific accessibility laws or standards, we do our best to advocate for access, provide accommodations, and choose venues that are as accessible as possible.* If there are questions that extend beyond the information provided in this guide, please contact Jennifer Decker at tournamentdirector@marylanddi.org. We are eager to meet your needs!

If accessibility needs arise on site, the day-of point of contact is Jennifer Decker at 667-217-2146

Accommodation Requests

If one or more of your team members needs accommodation during their Team Challenge or Instant Challenge, [please fill out this form](#) as soon as possible. Destination Imagination is committed to providing accommodations for all participants. Our Educational Experience Team will review your request and provide a response within 3-5 business days.

[Tournament Accommodation Request Form](#)

Language

The Awards Celebration will be presented in English. Most Team Presentations will be shared in English. Signage throughout the event will be available in English.

If a team or team member wants/needs to present in a different language or would otherwise benefit from having a language interpreter present, please contact your tournament director, Jennifer Decker, at tournamentdirector@marylanddi.org as soon as possible.

Immunity Precautions

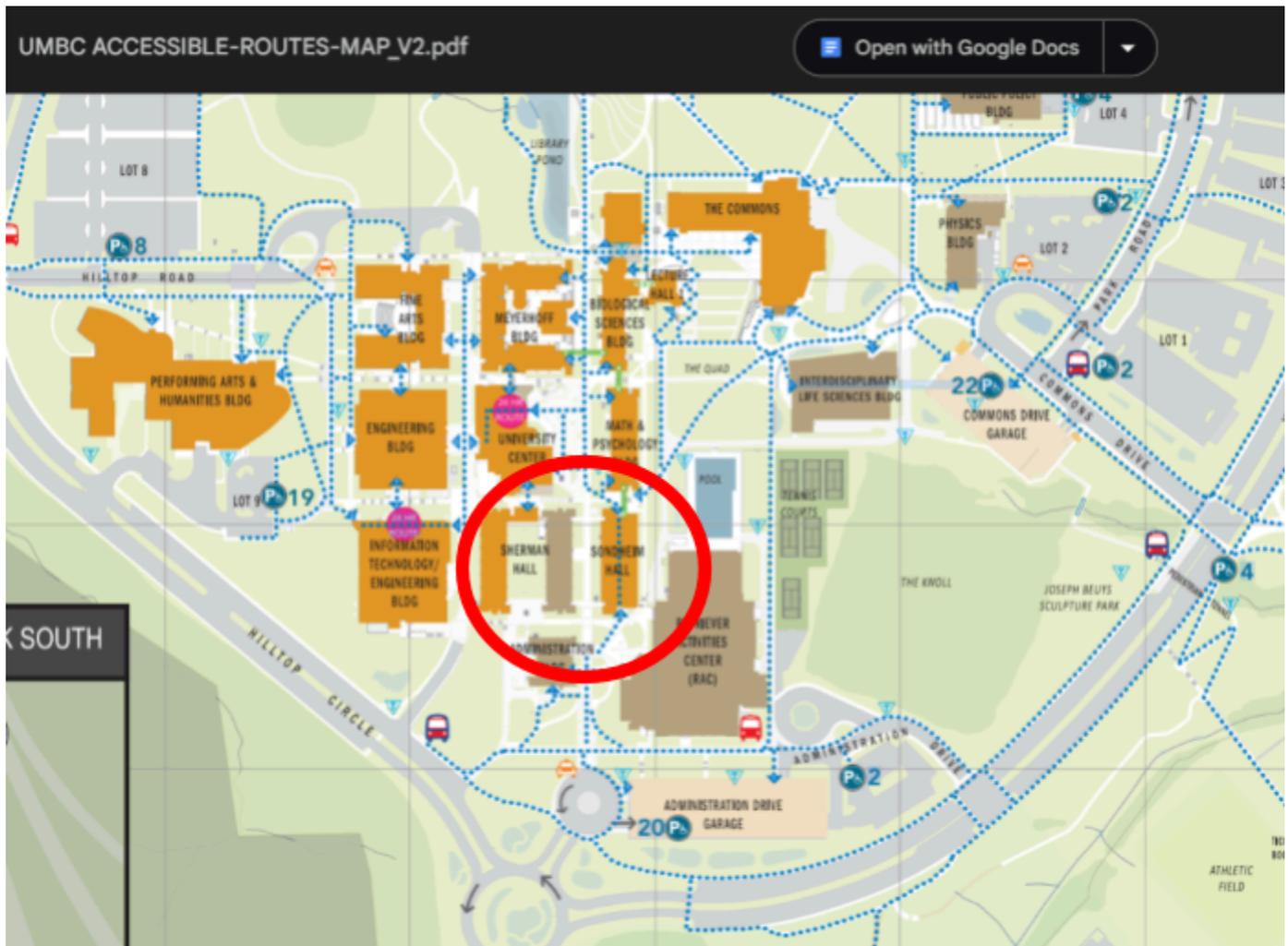


Our event will adhere to local health and safety restrictions. At this time, masking and vaccinations are optional.

To be respectful of those with compromised immune systems, please do not attend this event if you are experiencing an airborne or contagious illness.

Mobility Information

There is construction currently between Sherman Hall and Sondheim Hall. Because of this all foot traffic is diverted INSIDE of Sondheim.



There are accessible parking spaces available at this event. They are located at Lot 1 & 2 for the Commons, Lot 8 for University Center, and the Administration Drive Garage for Sondheim and the RAC.

Elevators are available in all buildings. Presentation Sites are located throughout the venue. We recommend bringing your mobility device with you to help manage the distances between sites.

Restroom Information

Restrooms divided by gender can be found in each building. All-gender restrooms can be found in each building.

Quiet Room/Regulation Room



A Quiet/Regulation room will be available in Flat Tuesdays, located on the 2nd floor of the Commons.

This space is reserved for attendees who may need a quiet space for tasks like taking medication, prayer, addressing sensory needs, or just a moment away from the busy tournament!

While using the Quiet Room/Regulation Room, please use a quiet voice and silence all devices, except Augmentative and Alternative Communication (AAC) devices.

Attendees under the age of 18 should be accompanied by an adult.

Lactation Room

A private space exclusively for nursing parents can be found in the RAC. Please contact Jennifer Decker at 667-217-2146 for access.



Acknowledgments

Sean Decker	Jennifer Decker	
Affiliate Director	Tournament Director	
Board of Directors		
Ramya Jayaraman Sunny Choudhary- Chairperson	Laura Elkins	Nichole Fernandez Marti Toronto Miller- Secretary
Regional Directors	Affiliate Challenge Masters	
Terrapin Cheri Bateman Black-Eyed Susan Laura Elkins Dawn Watkins-Chow Old Bay Sharon Rieck Blue Crab Kristen Modes Chrissy Trest	Technical (Challenge A) David Little Chris Dickenson Pat Herbert Scientific (Challenge B) Sunny Choudhary Teddi Mitchell Fine Arts (Challenge C) Carmencita Bell Dan Henderson Sheri Stewart Improvisational (Challenge D) Charles Doherty Marti Toronto Miller Nicole Campbell	Engineering (Challenge E) George Wood Chris Green Project Outreach (Service Learning) Ashley Federico Cassidy Feeney Courtney Feeney Instant Challenge Patti Wood Richard Harder Abby Richman Scoremaster Bob Jambou

2025-26 Challenge Previews

Technical Challenge: Get Sorted



In this season's Technical Challenge, your team will create a sorting system that can get things where they're supposed to be. You will also bring the idea to life through a story about a character who arrives in the wrong place.

Scientific Challenge: Lab Legends



In this season's Scientific Challenge, the stakes are high as two rivals race toward the same goal using applied science. Keep the story moving with a live-action montage.

Fine Arts Challenge: Act Natural



Spin a fable about a lesson to be learned in this season's Fine Arts Challenge. Use interactive scenery, an animated prop, and natural materials to bring your fable to life.

Improv Challenge: Just Duet



Step into the shoes of a famous duo who find themselves in a ridiculous situation as you take on this season's Improvisational Challenge. Use your improv skills, a single tool, and background music to tell your two-act story.

Engineering Challenge: Under Investigation



In this season's Engineering Challenge, your team will create a weight measurement system that can determine the weight of an object as accurately as possible. You will also demonstrate your system as part of a story about a detailed investigation.

Service Learning Challenge: Game Changers



Design and carry out a project that addresses a real community need in this season's Service Learning Challenge. Share what you've accomplished through a story set in a video game world—collecting resources, facing challenges, and pushing toward your goals.

Early Learning Challenge: Feeling Wild



Animals have amazing ways of using their senses to explore the world around them. In this season's Early Learning Challenge, your team will learn about animal senses and create a fun story about animals who find a mysterious object



About DI



Vision

Ignite the power of ALL youth to be the creative and collaborative innovators of tomorrow

Mission

To inspire and equip youth to imagine and innovate through the creative process

New to DI? Welcome!

We're glad you're here! There's no better way to understand the Destination Imagination Challenge Experience than to see it in action. To get the most out of your day at this tournament, here's what we suggest:

- Attend at least one Presentation in every Team Challenge. Each Team Challenge is unique and has open-ended requirements, allowing teams to create totally different solutions from one another. Read through the Points of Interest so you know what you can expect to see. Each Presentation is around eight minutes in length.
- Wish the teams luck in their Instant Challenge. All of our teams participate in an Instant Challenge as part of their tournament experience, during which they use quick, creative and critical thinking, and teamwork to come up with a solution in a short amount of time. Spectators are not allowed in these presentations as the Instant Challenges themselves are highly confidential.
- Look at the props, costumes, sets, technical devices and more that the teams have created—but please don't touch! Remember that everything you see was crafted by the team members with no adult interference.
- Talk to teams, parents and volunteers about their experience with this season of Destination Imagination. Tell them you're considering starting a team, and ask them to share their favorite thing about DI—you'll be amazed by the different answers you hear.
- Have fun, be inspired, and imagine the possibilities!

Learn more at DestinationImagination.org. Sign up for our newsletter for all the latest updates and to be alerted when registration is open for the 2026-27 season.



[Learn more at DestinationImagination.org](https://DestinationImagination.org)