



2023-24

Black-Eyed Susan & White Oak REGIONAL TOURNAMENT

Saturday Feb 24th, 2024

Glenelg Country School



PINBALL HEROES
TECHNICAL



GOING THE DISTANCE
ENGINEERING



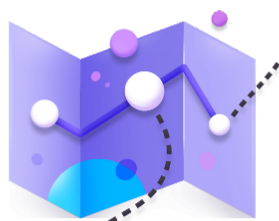
BLAST FROM THE PAST
SCIENTIFIC



IN MOTION
FINE ARTS



SO EXTRA
IMPROVISATIONAL



UNCHARTED
SERVICE LEARNING



MAKING A SPLASH
EARLY LEARNING



**INSTANT
CHALLENGE**

WELCOME

Good luck to all teams competing in the tournament!

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

In the Black-Eyed Susan region, the top 2 Elementary Level teams, the top 3 Middle Level teams, and the top 2 Secondary Level teams for each challenge will advance to the Maryland State Tournament on March 16, 2024.

In the White Oak region, the top 1 Elementary Level team, the top 2 Middle Level teams, and the top 2 Secondary Level teams for each challenge will advance to the Maryland State Tournament on March 16, 2024.

Tournament Notes & Reminders

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation 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.

Schedule Notes

4:15pm Closing Ceremony for all team in the Upper School Gymnasium

10:30am-1:30pm Food Truck outside the Upper School

9am-2:30pm Make & Take craft drop-in available for all teams in Middle School

9am-3:30pm Souvenir Sales in Upper School lobby

Acknowledgments

Laura Drake
White Oak Regional Director

Laura Elkins
Black-Eyed Susan Regional Director

Jamie Pilar
White Oak Regional Director

Dawn Watkins-Chow
Black-Eyed Susan Regional Director

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.



PINBALL HEROES

TECHNICAL

TECHNICAL CHALLENGE

Room 180

- Design and build a pinball system through which a pinball moves and interacts with 3 machine modules.
- During the Presentation, move the pinball through the pinball system for as long as possible.
- Create and present an action/adventure story about a hero who goes on an extraordinary mission.
- 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	Level	Team Challenge Time	Instant Challenge Time
120-13072	Frederick County Public Schools	FCCS Imaginary Feet	ML	10:40 AM	12:30 PM
120-02962	Greenmount School	GreenMount School	ML	11:00 AM	1:15 PM
120-45055	FCPS	You Got To Be Jeffing Me!	EL	12:20 PM	9:15 AM
120-61109	Maryland International School	Pinball Cosmic	EL	12:40 PM	9:30 AM
120-04844	Montgomery County	The Cannonballs	EL	1:00 PM	10:00 AM
120-42683	Park School of Baltimore	PinPugProgrammers	EL	1:35 PM	10:15 PM
120-44011	Glenelg Country School	Algebros	ML	1:55 PM	10:00 AM



BLAST FROM THE PAST

SCIENTIFIC

SCIENTIFIC CHALLENGE

Room 219

- Create and present a story about a character whose discovery of an artifact leads to a finding.
- Include an archaeological investigation that contributes to the finding.
- Design and create a puppet that will portray a character from the past.
- 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	Level	Team Challenge Time	Instant Challenge Time
120-62885	Frederick County Public Schools	FCCS I Don't Know	EL	9:00 AM	10:45 AM
120-07354	Roland Park Elementary/Middle	the DI Spies	EL	9:20 AM	11:00 AM
120-48197	Park School of Baltimore	Chonky Pigs & Flying Ice Cream	EL	9:40 AM	11:15 AM
120-68795	Glenelg Country School	Civilized Dragons	EL	10:15 AM	12:45 PM
120-12463	Glenelg Country School	Incorporated	ML	10:35 AM	12:45 PM



GOING THE DISTANCE ENGINEERING

ENGINEERING CHALLENGE

Gymnasium

- Design and build a modular device that will be assembled and then tested in two different configurations during the Presentation.
- Complete launch tests to test how far and how accurately your modular device can launch a bean bag in each configuration.
- Transform the modular device from one configuration to the other.
- Create and present a story in which everything is going according to plan until a catalyst occurs.
- 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	Level	Team Challenge Time	Instant Challenge Time
120-85719	Harford Community College	HCC Yeeters	ML	11:00 AM	12:45 PM
120-53807	St. Thomas More Academy	Beanie Baggies	ML	11:20 AM	1:00 PM
120-32453	Glenelg Country School	Coach Do	ML	11:40 AM	1:15 PM
120-03388	Washington County	The Spartans	ML	12:15 PM	10:30 AM
120-56522	Independent	The ASpiring EngineerRS	ML	12:35 PM	10:15 AM
120-26607	Glenelg Country School	Imagine Dragons Builder Edition	EL	1:55 PM	12:15 PM
120-46982	Williamsport Elementary	Roman Council of Thunder	EL	2:15 PM	10:45 AM
120-64022	Montgomery County	The Firestarters	EL	2:35 PM	12:00 PM
120-	Independent	Amazing Griffins	EL	2:55 PM	12:30 PM



IN MOTION
FINE ARTS

FINE ARTS CHALLENGE

Room 217

- Create and present a story inspired by a work of visual art.
- Include a static character and a dynamic character in the story.
- Reimagine the work of visual art as performance art and include the reimaged art in the Presentation.
- Design and create one piece of kinetic art that uses technical methods to create movement.
- 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	Level	Team Challenge Time	Instant Challenge Time
120-73789	Independent	Everything is Awesome!	EL	9:30 AM	12:30 PM
120-28734	Frederick County Public Schools	FCCS Sour Patch Gang	EL	9:50 AM	1:00 PM
120-50102	Burtonsville Elementary 3rd Graders	Maverick Stars	EL	10:25 AM	1:30 PM
120-21639	Sharpsburg Elementary	Sumthin' Bout Pickles	EL	10:45 AM	1:45 PM
120-81666	Tome School	Tome Lightning Strikes	EL	11:05 AM	2:00 PM
120-33475	Washington County Public Schools	The Graffiti Goons	ML	12:25 PM	10:15 AM
120-19924	Park School of Baltimore	The Crazy Crafters	ML	12:45 PM	10:30 AM
120-74883	Burtonsville Maryland	Burtonsville Sharks	ML	1:20 PM	11:00 AM
120-81610	Park School of Baltimore	Mango Tango	ML	1:40 PM	11:15 AM



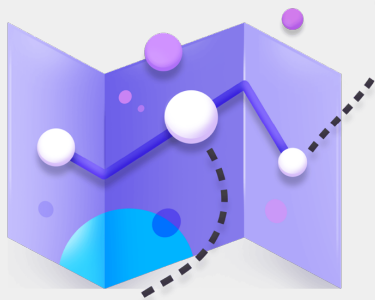
SO EXTRA IMPROVISATIONAL

IMPROVISATIONAL CHALLENGE

Room 220

- Create and present a 2-act improvisational skit based on a scenario.
- Incorporate a stock character into the skit.
- Research costume design and use a costume design kit to create a costume.
- Use an intensifier to minimize or maximize the scenario, stock character, and costume.

Team #	Organization Name	Team Name	Level	Team Challenge Time	Instant Challenge Time
120-68650	Maryland International School	Cuhkaw	ML	12:20 PM	1:45 PM
120-27232	Urbana High School	Woah!	SL	12:40 PM	2:00 PM
120-79608	Harford Community College	HCC Drama Queens	SL	1:00 PM	11:00 AM
120-33755	Independent	The Girl, the Gay and, ...	SL	1:35 PM	11:15 AM
120-28881	Independent	Five of Spades	SL	1:55 PM	11:30 AM



UNCHARTED SERVICE LEARNING

SERVICE LEARNING CHALLENGE

Room 219

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a fantasy story about a character who goes on a quest.
- Design and create a fantasy map that uses technical methods to represent location information from the story.
- 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	Level	Team Challenge Time	Instant Challenge Time
120-98327	Wonder Creations	Project Pink	ML	12:00 PM	1:30 PM
120-04946	Park School of Baltimore	The Uncrustables	EL	12:20 PM	10:30 AM



MAKING A SPLASH

EARLY LEARNING

EARLY LEARNING CHALLENGE

Middle School Main Level Library

- Research underwater habitats.
- Create and present a play about a group of underwater creatures who go on vacation to an underwater habitat.
- Design and build a model of a landmark the underwater creatures visit.
- Create scenery to show the underwater habitat.
- Create and present one Team Choice Element that shows off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-04267	Kids After Hour (KAH)	I-STEM Creators	9:00 AM	9:30 AM
120-25165	Tome School	Tome Adventurers	9:30 AM	10:00 AM
120-69128	Baltimore City Schools	Furman Fanatics	10:00 AM	10:30 AM
120-30393	Tome School	The Tome Snakes	10:30 AM	11:00 AM
120-01001	Tome School	Tome Ocean Stars	12:00 PM	12:30 PM
120-61779	Maryland International School	Kung Fu Creatures on a Rampage	12:30 PM	1:00 PM
120-93779	Glenelg Country School	Under the Ocean	1:00 PM	1:30 PM
120-29920	Frederick County Public Schools	FCCS 7 McVipers of the Night	1:30 PM	2:00 PM
120-92980	Cecil Elementary School	The Great Learners	2:00 PM	2:30 PM



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 2024-25 season.

Learn more at DestinationImagination.org

2024-25 CHALLENGE PREVIEWS



BREAKING POINT TECHNICAL

Build it up and knock it down! In this Challenge, your team will go from the highest heights to the lowest lows as you use team-created equipment to build and destroy stacks of items. What will a character do when their greatest wishes encounter a frustration point? Will it all come tumbling down? Find out in this season's Technical Challenge!

- Design and build assembly equipment and destruction equipment.
- Use the assembly equipment to create a stack of items.
- Use the destruction equipment to disassemble and/or destroy the stack.
- Create and present a story about a character who lacks something important and attempts to gain it.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



HIGH-WIRE ACT ENGINEERING

Come one, come all to the greatest show on Earth! Join us for a daring feat of high-wire innovation as you test a transporter that will carry weights along a tournament-provided cord. Present a story in the style of contemporary circus and don't forget to include a daring display! This season's Engineering Challenge isn't clowning around!

- Design and build a transporter that will be tested during the team's Presentation.
- Complete weight transport tests to test how much weight the transporter can carry along a tournament-provided cord at various angles.
- Create and present a story in the style of contemporary circus.
- Include a daring display and an ensemble spectacle in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



WORLDS BEYOND SCIENTIFIC

Space, the final frontier...join us for this season's Scientific Challenge as you explore the cosmos. Your team will tell a story about a character who figures out they are not alone on a planet. Show off your science fiction skills with some out-of-this-world technobabble. What will happen when you go beyond the stars?

- Create and present a story in which a character who is located on a planet other than Earth thinks they are alone but discovers that they are not.
- Include technobabble in the story.
- Design and build a device and/or effect that demonstrates what the technobabble describes.
- Include a scientific demonstration that shows the science behind why a specific phenomenon of the planet happens and/or exists.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



LESS IS MORE FINE ARTS

How can the simplest of things convey the most? Your team will tell a story about something small that can have a big impact and move the audience with an emotional moment. Be strategic with your use of color and shape as you design a big visual impact with your set. It's time to explore minimalism in this season's Fine Arts Challenge!

- Create and present a story about how something small and/or simple can create a big impact.
- Include a focal character in the story.
- Include an emotional moment in the story.
- Design and create a minimalist set.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

2024-25 CHALLENGE PREVIEWS



ARE WE THERE YET? IMPROVISATIONAL

From beginning to end, we must travel a path to get where we want to go! Use your improvisational skills to tell a story about a character traveling between two locations. Include a character who is trying to find something and a detour that causes an unforeseen change in the plan or route. It's time to hit the road with this season's Improvisational Challenge!

- Create and present an improvisational skit about a traveling character.
- Research locations and show the character's route between a starting location and an ending location.
- Research modes of transportation and incorporate one into the skit.
- Include a seeker and a detour in the skit.



THIS OR THAT SERVICE LEARNING

Left or right, apple or orange, smile or frown...the world is full of choices! Your team will tell a story about a character who must make a critical choice after considering potential outcomes. A binary device will enhance your Presentation by completing two tasks at once! Where will your decisions lead in this season's Service Learning Challenge?

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story about a character who must make a critical choice.
- Include at least two potential outcomes and a complication in the story.
- Include a device that completes two different tasks from the same initiation in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



WEATHER TOGETHER EARLY LEARNING

Rain, snow, wind, sun, and hail! There are so many different kinds of weather and lots of wonderful activities that can only be done during the perfect kind of weather. Your team will tell a story about a character who is learning about one kind of weather for the very first time. It's a great day for some outdoor fun!

- Research different kinds of weather.
- Create and present a play about a character learning about a kind of weather for the very first time.
- Include a teacher character and a special weather activity in the story.
- Design and create a weather costume and a weather special effect.
- Create and present one Team Choice Element that shows off the team's interests, skills, areas of strength, and talents.



INSTANT CHALLENGE

Instant Challenges require teams to engage in quick, creative, and critical thinking. At a tournament, a team will receive 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 are performance-based, task-based, or a combination of the two.
- Although each Instant Challenge has different requirements, all Instant Challenges reward teams for their teamwork.
- Instant Challenges are kept confidential until the day of the tournament.