

2024 MARYLAND AFFILIATE TOURNAMENT

Saturday March 16th, 2024
University of Maryland, Baltimore County



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.

Special welcome to teams from DC and from PA.

The top three teams in each challenge at each level will advance to Global Finals in Kansas City May 22-25. DC and PA will advance separately.

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.
- **5:15 pm** Closing Ceremony for all teams in the RAC
- **8:30 am - 4:30 pm** Souvenir Sales on Main Street in the Commons
- **8:30 am- 4:00 pm** Information table – Pick up a passport to fill out and get a prize
- **11:00 – 4:00 pm** Pin Trading on Main Street in the Commons
- **4:00 pm -5:00 pm** Alumni/ DI Seniors Event 3rd Floor Commons
- **Pin hat raffles** at the Closing ceremony. Must be present to win
- **Join us next year for our States Tournament in mid March again!**

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.

Are you a high school senior or DI Alum?

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

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

Can't make it? Scan the QR code to share your contact information so you can stay in the loop on Maryland DI Alumni news.



RSVP here: <https://forms.gle/i1ngS2Z2fXqFYHWJ9>

Alumni contact form is

here: <https://forms.gle/koTeZMVMvKaoDLeTA>.

Passport fun

Support your fellow MDDI teams by watching their performances and win a prize!

- Pick up a Passport at the Information Table in the Commons
- Collect a sticker on your MDDI Passport from the doorkeeper of the challenge site for each challenge and level you watch. (There are 17 possible stickers to collect.)
- 10 or more stickers: Win a prize (Return to the Information Table to collect)
- 14 or more stickers: 5% discount at souvenirs

Special Pin Hat Raffle



James Fielder began his time with DI as appraiser for the Churchville Elementary School where his mother was a teacher. He moved on to become the RCM for the technical challenge in East Central, now the White Oak, Region from 2009 – 2020. James always wore a yellow hard hat full of DI pins on tournament days and the technical challenge teams would look forward to seeing him in it. Sadly, James passed away in January of 2020. Our region feels strongly that James would want the hat to live on and have a purpose so we have decided to auction the hat at the State tournament. Funds raised from this auction will go to teams advancing to Global Finals in the technical challenge.





PINBALL HEROES TECHNICAL

TECHNICAL CHALLENGE EL

Commons

Gameroom

- 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
120-61109	Maryland International School	Volcanic Pinballs	EL	9:30 AM	11:30 AM
120-58807	Calvert County Public Schools	Red Flock	EL	9:50 AM	1:15 PM
120-91306	Charles County Public Schools	Berry's Magic Dragons	EL	10:10 AM	1:00 PM
120-38772	Charles County Public Schools	The Billingsley Dream Team	EL	10:30 AM	12:45 PM
120-41108	Calvert County Public Schools	Super Strikers	EL	11:05 AM	1:45 PM
120-78246	St Michaels Elementary School	The 4 Mythical Stars	EL	11:25 AM	2:00 PM
120-27434	Calvert County Public Schools	Mighty Ducks	EL	11:45 AM	2:15 PM
120-04844	Montgomery County	The Cannonballs	EL	12:05 PM	10:00 AM
120-23394	Charles County Public Schools	TC Martin Dot Dot Dot	EL	1:25 PM	10:15 AM
120-42683	Park School of Baltimore	PinPugProgrammers	EL	1:45 PM	10:30 AM
120-27316	Charles County Public Schools	Craik Forgen	EL	2:05 PM	11:00 AM
120-25476	Calvert County Public Schools	The Radiating Meteorites	EL	2:25 PM	11:15 AM



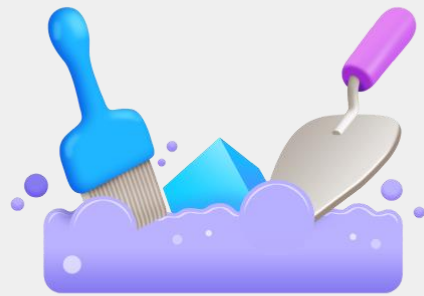
PINBALL HEROES TECHNICAL

TECHNICAL CHALLENGE ML/SL

University Center Room 312

- 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
120-02962	Greenmount School	GreenMount School	ML	10:45 AM	2:00 PM
120-20451	Prince George's County Public School	Mighty Tasker Tigers	ML	11:05 AM	9:30 AM
120-44011	Glenelg Country School	Algebros	ML	11:25 AM	10:00 AM
120-34918	Anne Arundel County Public Schools	Bad DI-cisions	ML	12:00 PM	1:45 PM
120-38468	Calvert County Public Schools	Snack Machines	ML	12:20 PM	10:30 AM
138-81029	Bellefonte Area School District	Too Cheesy	SL	12:40 PM	3:00 PM
120-13072	Frederick County Public Schools	FCCS Imaginary Feet	ML	2:00 PM	10:45 AM
120-05149	Independent	Percy Jackson Pinballers	ML	2:20 PM	11:00 AM
120-95730	Charles County Public Schools	Henson Team Swamp	ML	2:40 PM	11:30 AM



BLAST FROM THE PAST SCIENTIFIC

SCIENTIFIC CHALLENGE

EL

Math/Psych Bldg

Room 101

- 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
120-50135	Calvert County Public Schools	The Nerd Graders	EL	9:15 AM	11:15 AM
120-08367	Charles County	SMB Ruby Gems	EL	9:35 AM	1:30 PM
108-85326	The Lab School Global Division	Pioneers of the Future (Purple)	EL	9:55 AM	11:45 AM
120-54768	Calvert County Public Schools	Red Herons	EL	10:15 AM	1:00 PM
120-62885	Frederick County Public Schools	FCCS I Don't Know	EL	10:50 AM	1:15 PM
120-42633	Charles County Public Schools	Higdon French Fries	EL	11:10 AM	2:00 PM
120-30454	Charles County Public Schools	Wade Dino Nuggies	EL	11:30 AM	2:15 PM
120-87701	Charles County Public Schools	WJM "What the dog doin'?"	EL	12:50 PM	2:30 PM
120-47528	Calvert County Public Schools	Da Pineapples	EL	1:10 PM	11:30 AM
120-68795	Glenelg Country School	Civilized Dragons	EL	1:30 PM	10:15 AM
120-48197	Park School of Baltimore	Chonky Pigs & Flying Ice Cream	EL	2:05 PM	10:45 AM
120-80500	ADW	DI Wonders	EL	2:25 PM	10:30 AM



BLAST FROM THE PAST SCIENTIFIC

SCIENTIFIC CHALLENGE

ML/SL

Math/Pysch Bldg

Room 103

- 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
120-32924	Charles County Public Schools	Stoddert Bear Busterz'	ML	10:50 AM	12:00 PM
120-83992	Calvert County Public Schools	Golden Gators	ML	11:10 AM	1:30 PM
120-12463	Glenelg Country School	Incorporated	ML	11:45 AM	9:45 AM
108-89902	The Lab School Global Division	Pioneers of the Future (Green)	ML	1:45 PM	11:45 AM
138-75152	Bellefonte Area School District	What Are We Doing Again?	ML	2:05 PM	1:15 PM
120-71824	Charles County Public Schools	North Point Know it Alls	SL	10:30 AM	2:00 PM
120-65589	Wicomico Public Schools	Phantabulous Phantoms	SL	12:05 PM	2:15 PM
120-57837	Prince Georges County	Designated DIVERS	SL	12:25 PM	2:45 PM



GOING THE DISTANCE ENGINEERING

ENGINEERING CHALLENGE EL

University Center Lounge

- 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
120-38616	Independent	Amazing Griffins	EL	9:30 AM	1:30 PM
120-64022	Montgomery County	The Firestarters	EL	9:50 AM	12:15 PM
120-28533	Calvert County Public Schools	Lightning Launchers	EL	10:10 AM	12:45 PM
120-60048	Calvert County Public Schools	Ballistic Beanbags	EL	10:45 AM	1:15 PM
120-52405	Charles County Public Schools	Craik Lightning	EL	11:05 AM	9:30 AM
120-74964	Charles County Public Schools	Billingsley Bobcats	EL	11:25 AM	10:00 AM
120-21672	Calvert County Public Schools	Flying Fire	EL	11:45 AM	9:45 AM
120-81020	Charles County Public Schools	Barnhart's Molten Lava	EL	1:05 PM	10:30 AM
120-75420	Calvert County Public Schools	BoombasticBombardingBisho pBean	EL	1:25 PM	10:45 AM
120-46982	Williamsport Elementary	Roman Council of Thunder	EL	1:45 PM	11:00 AM
120-21883	Charles County	SMB Dragon Wizards	EL	2:05 PM	12:30 PM



GOING THE DISTANCE ENGINEERING

ENGINEERING CHALLENGE ML/SL

University Center Room 310

- 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
120-28319	The Summit School	The Cannoneers	ML	9:30 AM	11:15 AM
120-85719	Harford Community College	HCC Yeeters	ML	9:50 AM	11:45 AM
120-62270	Charles County Public Schools	Somers Engineering Toads (E.T.)	ML	10:10 AM	1:30 PM
120-29872	Charles County Public Schools	Henson Hustlin' Huskies	ML	10:45 AM	2:00 PM
120-23404	Wicomico Public Schools	Brilliant Bonders	ML	11:05 AM	2:30 PM
120-56522	Independent	The ASpiring EngineerS	ML	11:25 AM	2:45 PM
120-22553	ADW	DI Legends	ML	12:45 PM	2:15 PM
120-53807	St. Thomas More Academy	Beanie Baggies	ML	1:05 PM	11:30 AM
120-32453	Glenelg Country School	Coach Do	ML	1:25 PM	10:45 AM
120-70847	Prince George's County Public School	Awesome Go-Getters	ML	2:00 PM	10:15 AM
120-81427	Terrapin Region (AACPS)	Fire Away!	ML	2:20 PM	10:30 AM
138-19168	Bellefonte Area School District	Shut Up, Brady!	SL	2:40 PM	12:45 PM



IN MOTION
FINE ARTS

FINE ARTS CHALLENGE EL

Math/Pysch Bldg Room 104

- 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 reimagined 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
120-05104	Charles County Public Schools	TC Martin Hungry Hamsters	EL	10:00 AM	11:30 AM
120-97146	Calvert County Public Schools	Purple Marshmallows	EL	10:20 AM	2:00 PM
120-17896	Calvert County Public Schools	Emerald Schwas	EL	10:40 AM	2:15 PM
120-21639	Sharpsburg Elementary	Sumthin' Bout Pickles	EL	11:15 AM	12:45 PM
120-24161	Calvert County Public Schools	Painted Pallets	EL	11:35 AM	1:00 PM
120-76587	Charles County	SMB Star Students	EL	11:55 AM	1:15 PM
120-46357	Charles County Public Schools	Middleton Imagination Owls	EL	1:15 PM	10:00 AM
108-82043	Garrison Elementary	The Purple Raindrops	EL	1:35 PM	10:15 AM
120-26855	Calvert County Public Schools	Exploding Stars	EL	1:55 PM	10:30 AM
120-73789	Independent	Everything is Awesome!	EL	2:30 PM	11:15 AM
120-81666	Tome School	Tome Lightning Strikes	EL	2:50 PM	11:00 AM
120-38118	Charles County Public Schools	Mitchell: Fate of the Egg	EL	3:10 PM	1:45 PM



IN MOTION
FINE ARTS

FINE ARTS CHALLENGE ML/SL

Commons

Skylight A

- 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 reimagined 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
120-70844	St Michaels Middle School	Saints Art Girls	ML	9:00 AM	10:15 AM
120-74883	Burtonsville Maryland	Burtonsville Sharks	ML	9:20 AM	11:00 AM
120-81610	Park School of Baltimore	Mango Tango	ML	9:40 AM	11:15 AM
120-24205	Calvert County Public Schools	The Purple Bananas of Maryland	ML	10:15 AM	3:00 PM
120-33475	Washington County Public Schools	The Graffiti Goons	ML	10:35 AM	1:00 PM
120-79951	Charles County Public Schools	Somers Reach for the STARJ	ML	10:55 AM	12:30 PM



SO EXTRA IMPROVISATIONAL

IMPROVISATIONAL CHALLENGE EL

Math/Pysch Bldg

Room 106

- 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
120-01750	Calvert County Public Schools	Moldy Milk Cartons	EL	9:15 AM	11:30 AM
120-70607	Wicomico Public Schools	Back Street Girls	EL	9:35 AM	11:45 AM
120-58237	Charles County Public Schools	Craik Lucky Seven	EL	9:55 AM	1:00 PM
120-67319	Calvert County Public Schools	Big Beautiful Brains	EL	10:30 AM	1:15 PM
120-59696	Calvert County Public Schools	Improvity Girls	EL	10:50 AM	1:30 PM
120-93666	Charles County Public Schools	Neal's Improv Providers	EL	11:10 AM	1:45 PM
120-75483	Calvert County Public Schools	DI's Got Talent	EL	12:30 PM	2:30 PM
120-60194	Charles County Public Schools	J.P. Ryon lightning Bolts	EL	12:50 PM	2:45 PM



SO EXTRA IMPROVISATIONAL

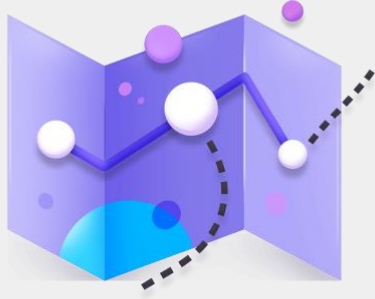
IMPROV CHALLENGE ML/SL

Commons

Skylight B

- 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
120-79608	Harford Community College	HCC Drama Queens	SL	9:00 AM	9:45 AM
120-27232	Urbana High School	Woah!	SL	9:20 AM	11:15 AM
120-67205	St Michaels High School	Treadmill Track Stars	SL	9:40 AM	1:00 PM
120-55985	Charles County Public Schools	Davis Creative Cranium Crabs	ML	10:15 AM	2:15 PM
120-35194	Calvert County Public Schools	Spontaneous Spotlight Kids	ML	10:35 AM	2:30 PM
120-68650	Maryland International School	Cuhkaw	ML	10:55 AM	12:45 PM
120-76013	Charles County	SMB Smarties	ML	11:30 AM	2:45 PM
120-36138	Charles County Public Schools	Picco Pink Panthers	ML	11:50 AM	9:45 AM
120-55697	Calvert County Public Schools	Mini Hair Flippers	ML	12:10 PM	10:00 AM
120-59706	Archdiocese of Washington	Tic Tac Squirrels	ML	12:30 PM	10:45 AM
120-72527	St Michaels High School	CIA Cinematic Improv Association	SL	1:50 PM	10:00 AM
120-02513	Charles County Public Schools	Lackey Loops	SL	2:10 PM	10:45 AM
120-33755	Independent	The Girl, the Gay and , ...	SL	2:30 PM	12:30 PM
120-46115	Elizabeth Seton HS, Bladensburg, MD	Seton Box 'n' Ballers	SL	2:50 PM	10:15 AM
120-28881	Independent	Five of Spades	SL	3:25 PM	1:45 PM
120-20728	Charles County Public Schools	North Point We Tried Again	SL	3:45 PM	11:00 AM



UNCHARTED SERVICE LEARNING

SERVICE LEARNING CHALLENGE all Commons Skylight A

- 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
120-16991	SOMD STEAM	Beggs & Acon	SL	11:30 AM	1:15 PM
120-18756	Charles County Public Schools	Mt. Hope Creative Beavers	EL	11:50 AM	2:15 PM
120-04946	Park School of Baltimore	The Uncrustables	EL	12:10 PM	10:15 AM
120-86378	Charles County Public Schools	Matula We Arrr Pirates	EL	1:30 PM	3:00 PM
120-54079	Calvert County Public Schools	The Animal Savers	EL	1:50 PM	11:15 AM
120-97820	Wicomico Public Schools	Mustang Potato	EL	2:10 PM	10:45 AM
120-12787	Calvert County Public Schools	Wizards Got Talent	EL	2:30 PM	10:30 AM
120-98327	Wonder Creations	Project Pink	ML	3:05 PM	10:00 AM
120-55169	St Michaels Middle School	DI <3 Pink Drinks	ML	3:25 PM	1:15 PM
120-61624	Charles County Public Schools	Somers Matula Dream Team	ML	3:45 PM	1:00 PM



INSTANT
CHALLENGE

Sondheim Building

- 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 teams will exit near the RAC courtyard
- 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.

Parking & Unloading Locations

Ample Free Parking on Campus



Surface Lots 1, 3 & 8
Administration Drive Garage
Along the road on Hilltop Circle
 (No parking in unloading areas)

Unload into The Commons



Technical Elementary Level
Fine Arts Middle/Secondary Level
Improv Middle/Secondary Level
Service Learning All Levels

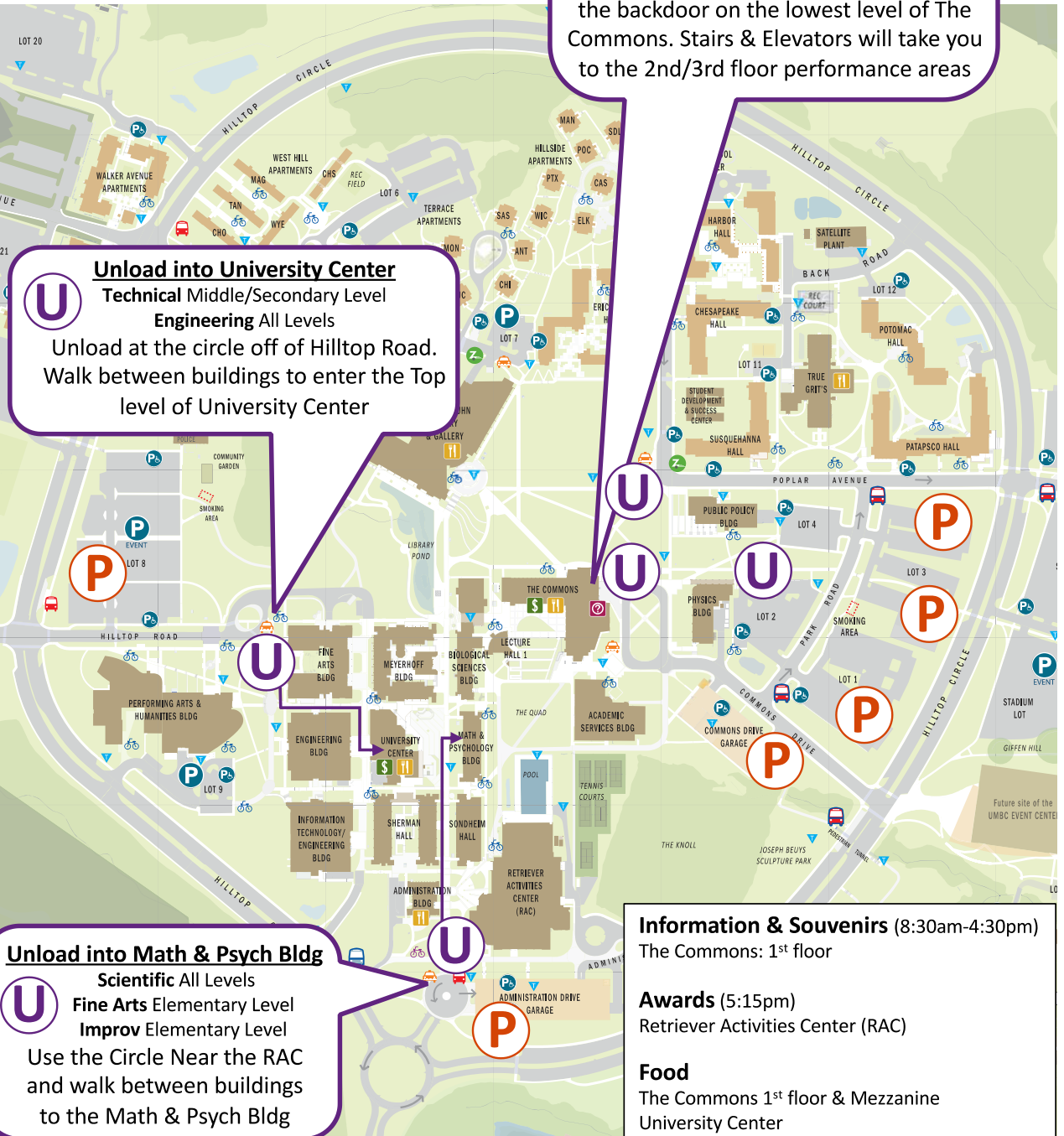
Unload in the Commons Drive Circle, in Surface Lot 2, or where Center Road turns into Poplar Avenue. Bring your things in the backdoor on the lowest level of The Commons. Stairs & Elevators will take you to the 2nd/3rd floor performance areas



Unload into University Center

Technical Middle/Secondary Level
Engineering All Levels

Unload at the circle off of Hilltop Road. Walk between buildings to enter the Top level of University Center



Unload into Math & Psych Bldg



Scientific All Levels
Fine Arts Elementary Level
Improv Elementary Level

Use the Circle Near the RAC and walk between buildings to the Math & Psych Bldg

Information & Souvenirs (8:30am-4:30pm)

The Commons: 1st floor

Awards (5:15pm)

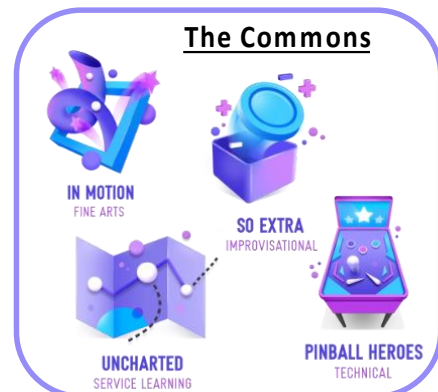
Retriever Activities Center (RAC)

Food

The Commons 1st floor & Mezzanine
 University Center

Challenge Performance Locations

Technical Pinball Heroes	EL The Commons Gameroom (2 nd floor) ML/SL University Center Room 312
Scientific Blast from the Past	EL Math & Psych Bldg Rm 101 ML/SL Math & Psych Bldg Rm 103
Fine Arts In Motion	EL Math & Psych Bldg Rm 104 ML/SL The Commons Skylight A (3 rd floor)
Improv So Extra	EL Math & Psych Bldg Rm 106 ML/SL The Commons Skylight B (3 rd floor)
Engineering Going the Distance	EL University Center Lounge ML/SL University Center Rm 310
Service Learning Uncharted	EL/ML/SL The Commons Skylight A (3 rd floor)
Instant Challenge	Sondheim Hall
Food	The Commons Lower Level University Center
Information, Souvenirs, Pin Trading, Selfie Station	The Commons Main Level
Awards	Retriever Activities Center (RAC)



The Commons

Information
Souvenirs
Food
Pin Trading
Selfie Station



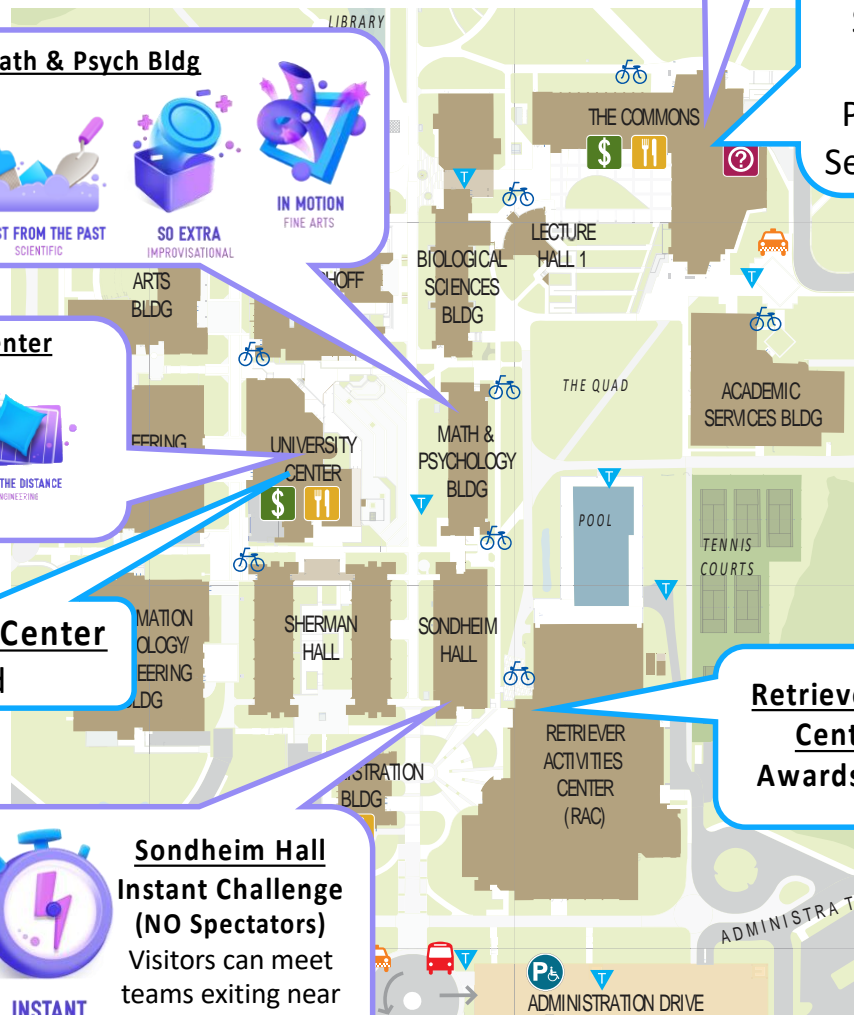
University Center

Food



Retriever Activities Center (RAC)

Awards Ceremony





Dining hours

Saturday, March 16, 2024

THE COMMONS

<i>Dunkin' Donuts</i>	<i>8 am - 3 pm</i>
<i>The Market</i>	<i>10 am - 4 pm</i>
<i>2.Mato</i>	<i>11 am - 3 pm</i>
<i>Wild Greens</i>	<i>11 am - 3 pm</i>
<i>Halal shack</i>	<i>11 am - 3 pm</i>

UNIVERSITY CENTER

<i>Starbucks</i>	<i>9am - 5 pm</i>
<i>Chik-fil-a</i>	<i>10:30am - 4pm</i>

Affiliate Director – Sean Decker
Tournament Director – Laura Elkins

Board Members

Sunny Choudhary * Laura Drake * Tami Dahm *
Marti Miller Toronto * JanetViana Clarke * Ramya Jayaraman *
Larry Eichelberger* Mark Van der Hulst

Affiliate Challenge Masters

Technical: Pinball Heroes

Chris Dickinson * David Little* Pat
Hebert

Scientific: Blast From the Past

Sunny Choudhary * Marti Toronto
Miller

Fine Arts: In Motion

Carmencita Bell * Dan Henderson *
Sheri Stewart

Improvisational: So Extra

Nicole Campbell
* Charles Doherty

Engineering: Going the
Distance

* George Wood * Chris Green

Service Learning: Uncharted

Ashley Frederico

Instant Challenge

Patti Wood * Dick Harder

Regional Directors

White Oak

Laura Drake * Jamie Pilar
Cecil, Harford, Baltimore Counties & Baltimore City

Blue Crab

Kristen Modes
Charles County

Terrapin

Sharon Munns (Registrar) * Cheri Hautala-Bateman

Prince Georges, Anne Arundel, Calvert, St Mary's & DC
teams

Old Bay

Ronna Bievenour * Sharon Rieck
Caroline, Dorchester, Kent, Queen Anne's, Somerset,
Talbot, Wicomico, Worcester
& Delaware teams

Black-Eyed Susan

Laura Elkins * Dawn Watkins-Chow
Montgomery, Howard, Garrett, Frederick, Washington,
Allegany, Carroll



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.

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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.