
2024-25 Maryland State TOURNAMENT

When: Saturday, March 15, 2025

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

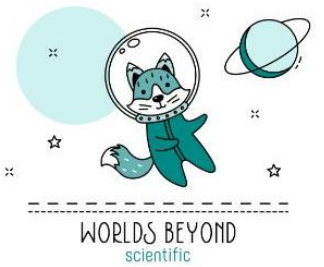


Table of Contents

Table of Contents	2
Tournament Information	3
Welcome! Good luck to all teams competing in the tournament!	3
Tournament Notes & Reminders	3
Links and QR Codes	4
Navigating the Venue	4
Photos and Videos	4
Release/Disclaimer	4
General Schedule	5
When You Arrive	5
Maps	6
Team Challenges	8
Instant Challenges	9
Spectators	10
Awards Celebration	10
Challenge Schedules	11
Other Tournament Events	21
What to Wear	21
Scent-Free Policy	21
Inclement Weather	21
Emergency Procedures	22
Accessibility Information	22
Accommodation Requests	22
Language	22
Immunity Precautions	22
Mobility Information	23
Restroom Information	23
Quiet Room/Regulation Room	23
Lactation Room	23
Dining Options	23
Acknowledgments	24
2025-26 Challenge Previews	25
About DI	27
New to DI? Welcome!	27

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 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. 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.

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.

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

Can't make it?

Alumni contact form is here: <https://forms.gle/koTeZMVMvKaoDLeTA> .

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/>
- direct link: <https://www.marylanddi.org/wp-content/uploads/2025/03/MD-State-Tournament-Program-2025.pdf>
- 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](#), and you may see yourself in a future program!



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
8:00 am-4:30pm	UMBC Bookstore open	Commons
8:30 am-4:00	Information Desk	Commons
9:00 am-4:00	Souvenir Sales	Commons
9:00 am-4:00	Pin Hat Raffle- Ticket must be present in the RAC at the awards ceremony to win!	Commons/RAC
9:00 am-4:00	Pin Auction	Commons
11:00 am-3:30 pm	Games & Activities	Commons/Terrace
All Day	Central Challenges	Commons, University Center, or Math/Psych buildings
All Day	Instant Challenges	Sondheim Building
All Day	Food Sales	Commons & University Center
4:00 pm -5:00 pm	Alumni/ DI Seniors Event	3rd Floor Commons
5:15 pm	Awards Ceremony for all teams	RAC

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

Math/Psych building: Use the circle near the RAC to unload & walk towards the Math & Psych building

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

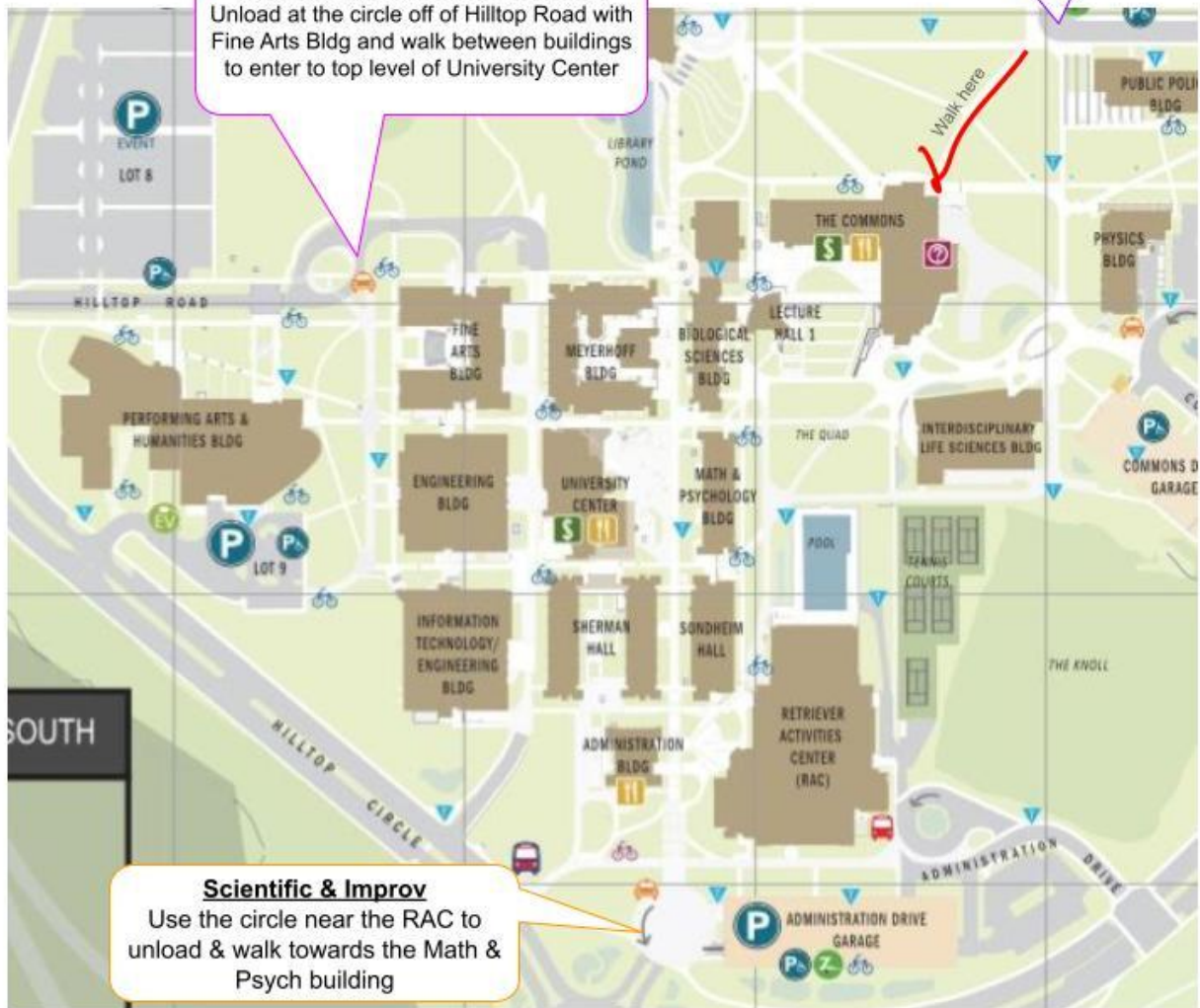
Maps

Loading & Unloading Locations

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

Technical (all levels)
Fine Arts (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

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



Challenge Performance Locations

Technical (all levels)	Commons: Game Room
Scientific (all levels)	Math & Psych Bldg
Fine Arts (all Levels)	Commons: Skylight Rooms
Improv (all levels)	Math & Psych Bldg
Engineering (all levels)	University Center 3rd floor
Service Learning (all levels)	University Center 3rd floor
Instant Challenge (all levels)	Sondheim Hall
Registration, Souvenirs	The Commons
Awards	Retriever Activities Center



Team Challenges



Image description: A black and white pictogram of a team in a huddle formation.

Throughout the event, Destination Imagination (DI) teams will be presenting their work on a **Team Challenge**. The Team Challenge falls in one of seven categories: Technical, Scientific, Fine Arts, Improvisational, Engineering, Service Learning, or Early 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 our website under <https://www.marylanddi.org/current-season/>
- direct link: <https://www.marylanddi.org/wp-content/uploads/2025/03/MD-State-Tournament-Program-2025.pdf>
- 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 it is likely you will 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 do 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.

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



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 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.

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



Image description: A black and white pictogram of a medal with a star in its center.

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 section of the lower part of the bleaches. 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

The top 3 Elementary Level teams, the top 3 Middle Level teams, and the top 3 Secondary Level teams will be invited to Global Finals on May 22, 2025 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



TECHNICAL CHALLENGE

All Levels

Commons Building: Gameroom

- 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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
108-12830	District Columbia	Aqua Pandas	8:50 AM	1:15 PM
120-73472	CCPS	J,P Ryon Amazing Cardinals	9:10 AM	2:15 PM
120-83183	Saint Michaels Elementary School	Endless DI-lemma	9:30 AM	1:00 PM
120-93176	MCPS	BCHLNTX	9:50 AM	3:00 PM
120-73914	Calvert County Public Schools	Ferocious Fighters	10:25 AM	11:45 AM
120-03337	Calvert County Public Schools	The Adventurers	10:45 AM	1:30 PM
120-18628	Calvert County Public Schools	The Nugget Smashers	11:05 AM	1:45 PM
120-32181	Francis Scott Key EMS	America Runs On Munchkins	11:25 AM	2:45 PM
120-06902	CCPS	Malcolm Tech Monkeys	12:45 PM	11:15 AM
120-67403	CCPS	Billingsley Believers	1:05 PM	2:30 PM
120-97015	Calvert County Public Schools	Thunderbolt Thinkers	1:25 PM	11:30 AM
120-51538	Calvert County Public Schools	Dream Crushers	1:55 PM	10:30 AM
120-68507	Saint Michaels High School	Genghis Khan-struction	2:15 PM	10:00 AM
120-22478	Independent	Hat ³	2:35 PM	11:15 AM
120-08627	Calvert County Public Schools	The Economic Engineers	3:10 PM	1:00 PM
120-06265	The Summit School	The DInosaurs	3:30 PM	2:15 PM
120-97041	Terrapin region / Calvert county	The SHARKS	3:50 PM	2:45 PM

SCIENTIFIC CHALLENGE

Elementary Level

Math/Psych Building: Rm 101



WORLDS BEYOND
scientific

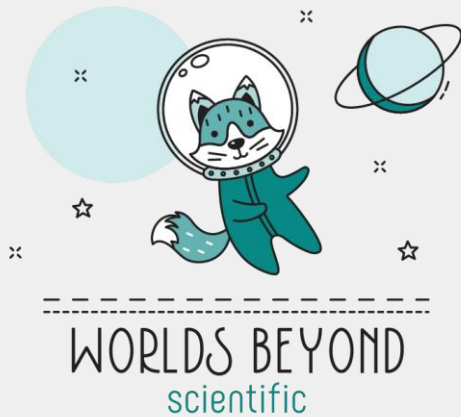
- Create and present a story in which a character who is located on a planet other than Earth thinks they are alone but discovers that they are not.
- Include technobabble in the story.
- Design and build a device and/or effect that demonstrates what the technobabble describes.
- Include a scientific 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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-14961	Calvert County Public Schools	Kosmo Pop Stars	10:20 AM	11:30 AM
120-19970	Calvert County Public Schools	Flying Galaxy Stowaways	10:40 AM	2:45 PM
120-36078	CCPS	Barnhart ES Science Solar Surpri	11:00 AM	1:15 PM
120-48338	CCPS	Middleton Supreme Masters	11:20 AM	2:30 PM
120-16852	Calvert County Public Schools	The Red Herons are back	11:40 AM	1:30 PM
138-31287	Exton Independent	The Martian Explorers	1:00 PM	11:45 AM
120-83695	Frederick County Public Schools	FCCS Dancing Gummy Bears	1:20 PM	3:00 PM
120-35443	CCPS	Diggs Mighty Scientist	1:40 PM	11:15 AM
120-61339	Calvert County Public Schools	Jupiter Storm Troopers	2:00 PM	11:00 AM
120-90683	Charles	SMB Space Explorers	2:55 PM	1:00 PM
120-57582	Independent	The Blobulites	3:15 PM	1:45 PM
120-49657	Maryland International School	Monothrone Maniacs	3:35 PM	2:15 PM

SCIENTIFIC CHALLENGE

Middle/Senior Level

Math/Psych Building: Rm 103



- 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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-91019	CCPS	Somers SuperStars	11:00 AM	2:30 PM
120-06778	Saint Michaels Middle School	Scientific Sisters	11:20 AM	10:15 AM
120-93698	Calvert County Public Schools	Radiant Rambunctious RingRaiders	11:40 AM	3:30 PM
120-60767	Father Andrew White School	DI 1ders	1:00 PM	11:15 AM
120-00550	Glenelg Country School	The Boys	1:20 PM	3:00 PM
120-99406	Glenelg Country School	Ride or DI	1:40 PM	10:45 AM
120-84639	Montgomery County Public Schools	we're all in this together	2:00 PM	3:15 PM
120-25988	CCPS	Picco Pioneers of the PBJ Planet	2:35 PM	11:00 AM
120-28317	CCPS	NPHS Third Try's the Charm	2:55 PM	11:30 AM
120-59065	CCPS	Stoddert Solartists	3:15 PM	1:45 PM

ENGINEERING CHALLENGE

Elementary Level

University Center: Ballroom Lounge



- 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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-50462	Charles	SMB Rise of the Screams	11:00 AM	2:30 PM
120-77744	Calvert County Public Schools	The Clowniens	11:20 AM	2:00 PM
120-47784	Calvert County Public Schools	The Smart 7	11:40 AM	10:30 AM
120-94707	St. Casimir Catholic School	wire warriors	1:00 PM	2:15 PM
120-70597	Frederick County Public Schools	FCCS Courageous Knights	1:20 PM	11:00 AM
120-77367	Calvert County Public Schools	Emerald Circus	1:40 PM	11:30 AM
120-15971	CCPS	Craik Built Different	2:00 PM	10:45 AM
120-65110	Maryland International School	DI Youngsters	2:35 PM	1:00 PM
120-42015	CCPS	Gale-Bailey-Challengers	2:55 PM	1:30 PM
120-67189	Calvert County Public Schools	The Circus Clowns	3:15 PM	11:45 AM
120-83295	CCPS	Craik Fortune	3:35 PM	1:15 PM

ENGINEERING CHALLENGE

Middle/Senior Level

University Center: Rm 312



- 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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-37819	Anne Arundel County Public Schools	The Penguinz	1:00 PM	10:30 AM
120-72608	Archdiocese of Washington	DI Legends	1:20 PM	10:45 AM
120-49493	CCPS	Davis Innovators	1:40 PM	11:30 AM
120-16578	Glenelg Country School	Chaos in the Dark	2:00 PM	3:30 PM
120-04034	Montgomery County	Burtonsville Sharks	2:35 PM	11:15 AM
120-98659	The Salisbury School	Something Something Dragons	3:15 PM	2:00 PM
120-30606	Independent	Overthinkers	3:35 PM	1:00 PM

FINE ARTS CHALLENGE

Elementary Level

Commons Bldg: Sunlight Lounge A



- 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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-08989	Charles	SMB Dream Team	10:00 AM	1:45 PM
120-17080	Calvert County Public Schools	The Chicken Nuggies	10:20 AM	2:00 PM
120-41196	Calvert County Public Schools	Artastic 4	10:40 AM	2:15 PM
120-00662	Park School of Baltimore	The Chonky Cats	11:15 AM	1:00 PM
120-96786	Saint Michaels Elementary School	Fierce Finalists	11:35 AM	1:15 PM
120-82284	Calvert County Public Schools	The Recreators	12:55 PM	11:30 AM
120-54566	CCPS	Higdon Dino Nuggies	1:15 PM	11:00 AM
120-71607	CCPS	Diggs Black Panthers	1:35 PM	11:15 AM
120-95502	CCPS	Mt. Hope Wild Ones	2:10 PM	11:45 AM
120-46029	Calvert County Public Schools	Golden Girls	2:30 PM	10:30 AM
120-50579	Sharpsburg Elementary	Pickles Strike Back	2:50 PM	1:30 PM

FINE ARTS CHALLENGE

Middle/Senior Level

Commons Bldg: Sunlight Lounge B



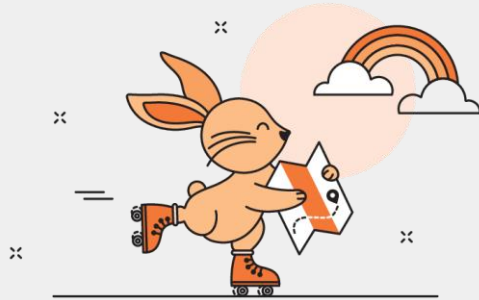
- Create and present a story about how something small and/or simple can create a big impact.
- Include a focal character in the story.
- Include an emotional moment in the story.
- Design and create a minimalist set.
- Create and present two Team Choice Elements that show off the team's interests, skills,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

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-87229	Wicomico County Public School	The Cyber Cix	1:00 PM	10:15 AM
120-57312	CCPS	MHMS Huskies	1:20 PM	2:45 PM
120-19882	Father Andrew White School	The DI Ladies	1:40 PM	11:45 AM
120-42785	Wicomico County Public School	BRILLIANT BONDERS	2:00 PM	3:15 PM
120-53470	Glenelg Country School	The Beans	2:35 PM	1:15 PM
120-59641	Independent	The Wonder Girls: Stay Curious	2:55 PM	1:30 PM
120-84731	Washington County Public Schools	Operation Salmon	3:15 PM	1:45 PM
120-24598	Calvert County Public Schools	Snack Foods	3:35 PM	2:30 PM

IMPROVISATIONAL CHALLENGE

Elementary Level

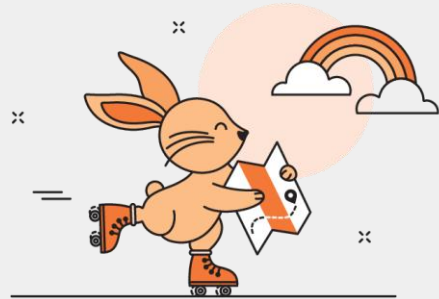
Math/Psych Building: Rm 106



ARE WE THERE YET?
improvisational

- 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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-60321	CCPS	T.C. Martin Performing Ligers	11:00 AM	2:45 PM
120-46520	CCPS	Billingsley Imaginators	11:20 AM	1:30 PM
120-51787	IADW	Pipsqueak Passengers	11:40 AM	2:15 PM
120-13434	Calvert County Public Schools	The Cosmic Sparks	1:00 PM	3:15 PM
120-34035	Calvert County Public Schools	The Gators	1:20 PM	11:30 AM
120-75490	Calvert County Public Schools	Improvity Girls	1:40 PM	10:15 AM
120-56760	CCPS	T.C. Martin Chaos Makers	2:00 PM	3:00 PM
120-09353	CCPS	Neal Travelers	2:35 PM	1:15 PM
120-60041	CCPS	Barnhart ES Ace of Hearts	2:55 PM	10:45 AM
120-89080	Wicomico County	Panda Pals	3:15 PM	1:00 PM
120-50087	Lucy School	Yo Mama Llama Drama	3:35 PM	2:30 PM



ARE WE THERE YET?
improvisational

IMPROVISATIONAL CHALLENGE

Middle/Senior Level

Math/Psych Building: Rm 104

- 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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-47523	White Oak	Hiser's Drama Queens	10:40 AM	2:30 PM
120-71633	Calvert County Public Schools	Yoo-Hoo's	11:00 AM	1:45 PM
120-97746	CCPS	Lackey Lollipops	11:20 AM	1:15 PM
120-99291	Father Andrew White School	Pinecone Tornados	11:40 AM	1:30 PM
120-09402	Lucy School	D.I. or DIE	1:00 PM	11:45 AM
120-66085	Saint Michaels High School	Molly and the 2nd borns	1:20 PM	11:00 AM
120-62050	Saint Michaels Middle School	No Chick-Fil-A Sauce	1:40 PM	3:15 PM
120-75544	Charles	SMB Wildfires	2:00 PM	3:00 PM
120-35564	Calvert County Public Schools	The Silly Billy's	2:55 PM	11:30 AM
120-37991	Calvert County Public Schools	Cafe Critters	3:15 PM	10:15 AM

SERVICE LEARNING CHALLENGE

All Levels

University Center: Rm 310



- 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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
120-25905	Calvert County Public Schools	Cosmic Kids	12:50 PM	10:00 AM
120-56958	Calvert County Public Schools	Calvert Capybaras	1:10 PM	10:30 AM
120-84708	CCPS	Somers Curbside Chickens	1:30 PM	11:45 AM
120-79536	CCPS Public Schools	Mt. Hope Ninja Beavers	1:50 PM	11:45 AM
120-24240	Wicomico County Public School	Creative Geniuses	2:25 PM	11:15 AM
120-43474	CCPS	Craik Cracklers	2:45 PM	1:45 PM
120-98329	Calvert County Public Schools	Ducks	3:05 PM	1:00 PM
120-91369	Frederick County Public Schools	FCCS Teh Piepol Hoo Cayn Spel	3:25 PM	1:30 PM
120-81971	White Oak Ind	The Bushes	3:45 PM	2:15 PM

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:

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





SPEND \$20 / GET \$2 OFF
THE YUM SHOPPE IS OPEN
3/15 from 8AM - 4:30PM!

Yum Shoppe is located in The Commons
between Dunkin' Donuts and the Women's Center

EXPIRES 3/15

All sales may not be combined with any other promotion. Offer excludes logo merchandise, books, gift cards, electronics, school supplies, and previous purchases. Other exclusions may apply. While supplies last.

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.

Scent-Free Policy

Out of respect to those with sensitivity to scent, please avoid wearing perfumes or colognes.

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.



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. 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 240-427-5524.

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



Image description: A black and white pictogram of a protective face covering.

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 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 240-427-5524 for access.



Dining Options

THE COMMONS

Dunkin'

9am - 2pm

Commons Market

11am - 3pm

2.Mato

11am - 2pm

Wild Greens

11am - 2pm

Halal Shack

11am - 2pm

THE UNIVERSITY CENTER

Starbucks

9am - 5pm

Chick-fil-A

10:30am - 4pm

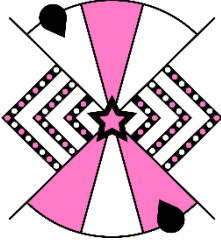


Acknowledgments

Sean Decker		Jennifer Decker	
Affiliate Director		Tournament Director	
Board of Directors			
Sunny Choudhary		Tami Dahm	Janet Viana Clarke
Laura Drake	Marti Toronto Miller	Ramya Jayaraman	Larry Eichelberger
Regional Directors		Affiliate Challenge Masters	
<p>White Oak Laura Drake Jamie Pilar</p> <p>Terrapin Cheri Bateman</p> <p>Black-Eyed Susan Laura Elkins Dawn Watkins-Chow</p> <p>Old Bay Sharon Rieck Ronna Bievenour</p> <p>Blue Crab Kristen Modes Chrissy Trest</p>	<p>Scientific Sunny Choudhary Mark Van Der Hulst</p> <p>Technical David Little Chris Dickenson Pat Herbert</p> <p>Fine Arts Carmencita Bell Dan Henderson Sheri Stewart</p> <p>Improvisational Charles Doherty Marti Toronto Miller Nicole Campbell</p>	<p>Engineering George Wood Chris Green</p> <p>Project Outreach (Service Learning) Ashley Federico Cassidy Feeney Courtney Feeney</p> <p>Instant Challenge Patti Wood Richard Harder Abby Richman</p> <p>Scoremasters Bob Jambou</p>	

2025-26 Challenge Previews

Technical Challenge: **Win It Big**



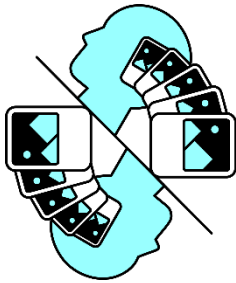
talents.

The lights, the glamour, the prizes! In this season's Technical Challenge, you get to explore game shows. Use your technical skills to design and create your very own game show, complete with a gimmick, a reveal, and an effect meant to dazzle the senses. What challenges might you face, and what prizes are waiting to be won?

Points of Interest:

- 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

Scientific Challenge: **Unforgettable**



Did you see that!? Are you sure? Can you trust your memory, or have your eyes been deceived? Find out in this season's Scientific Challenge when you explore the science of human memory and misdirection. Bring a memory to life with your memory depiction, complete with a special effect. How will your team be remembered?

Points of Interest:

- 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.

Fine Arts Challenge: **Becoming Super**



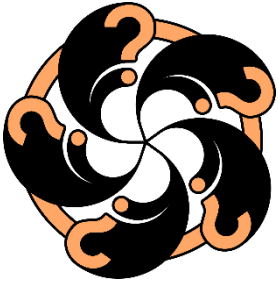
Some are destined for great good, others for great evil. In this season's Fine Arts Challenge, you'll have the chance to show how one hard choice can set two characters on two different courses, as one becomes a superhero and the other becomes a supervillain. Use stage makeup and a technical costume to enhance some of your Presentation. It's time to decide your fate!

Points of Interest:

- 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.

Improv Challenge: Casting Shadows

Bright and dark, young and old, many and few...the world is full of opposites. Explore opposing themes while telling a story based on an inciting incident. Include a resolution trope and a random setting. Don't get lost in darkness as you use a shadow screen and shadows to enhance your story! Get ready to step out of the shadows and into the spotlight in this season's Improvisational Challenge!

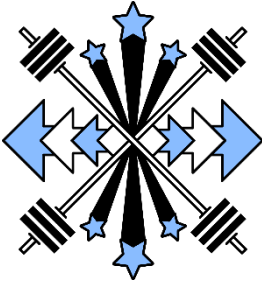


Points of Interest:

- 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.

Engineering Challenge: Above and Beyond

We invite you to dive right into the middle of the action! With this season's Engineering Challenge, you'll tell a story that starts with an *in medias res* scene. Make sure to include something important that expands, extends, or goes above and beyond. Defy gravity as you load up your structure with weights placed as far away from the base as possible. We can't wait to see how you'll go above and beyond!

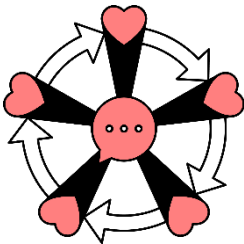


Points of Interest:

- 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.

Service Learning Challenge: Give and Take

In this Challenge, your team will take on a service project that addresses a real community need. Then, you'll tell a story about what happens when two characters team up to resolve a dispute. How will a misunderstanding throw a wrench into the situation? It's time to flex your negotiation skills when you take on this season's Service Learning Challenge!

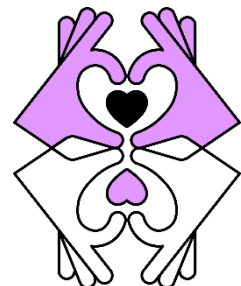


Points of Interest:

- 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.

Early Learning Challenge: Helping Hands

Teachers, firefighters, librarians, nurses, pet adoption coordinators, food bank workers, and many other community helpers spend their days working to make our world a better place. It's time to learn about how you can help too! Every day is a great day to lend a helping hand in this season's Early Learning Challenge!



Points of Interest:

- Research different kinds of community helpers.
- Create and present a play about community helpers working together to solve a problem.
- Design and create a set that shows where at least one of the community helpers works.
- Create and present a song about helping.
- Create and present one Team Choice Element that shows off the team's interests, skills, areas of strength, and talents.

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 2025-26 season.

Learn more at DestinationImagination.org