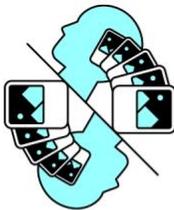


# 2025-26 Black-Eyed Susan Regional TOURNAMENT

Saturday February 28, 2026

[Glencg Country School 12793 Folly Quarter Rd,  
Ellicott City, MD 21042](#)



**UNFORGETTABLE**  
SCIENTIFIC



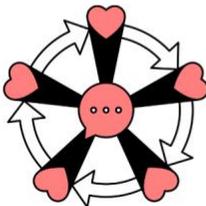
**ABOVE AND  
BEYOND**  
ENGINEERING



**CASTING  
SHADOWS**  
IMPROVISATIONAL



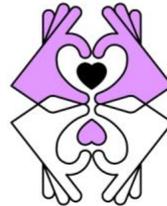
**WIN IT BIG**  
TECHNICAL



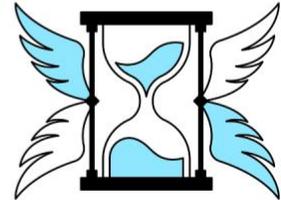
**GIVE AND TAKE**  
SERVICE LEARNING



**BECOMING  
SUPER**  
FINE ARTS



**HELPING HANDS**  
EARLY LEARNING



**INSTANT  
CHALLENGE**

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## 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.

# Tournament Information

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

A Destination Imagination season doesn't happen without the hard work of **MANY** volunteers. Allow us to acknowledge and extend our deepest gratitude to them here:

- Glenelg Country School – for graciously allowing us to use their facilities for the Regional Tournament and our IC day
- Team Managers – be they parents or teachers who corralled, fed and kept from interfering as their team prepares for the Regional tournament.
- Appraisers (team AND independent) – those special people who say YES to give their time for training, reading challenges and emails and showing up at the tournament to be there for the teams.
- Volunteers – who say yes to that team manager so we can run a smooth tournament, from door monitors to souvenirs to monitoring prop storage to announcing
- Parents - for supporting your children as they grow in their creativity, collaboration, communication, and independence; for supporting your Team Manager(s) in a myriad of ways
- RCM's and ACM's (Regional Challenge Masters/Affiliate Challenge Masters) – your hard work in becoming experts on your challenges and mobile scoring; showing up for the kids in your silly hats and enthusiasm to make it the best experience possible for them
- Our Scorerroom – keeping everything on track and running smooth with mobile scoring

YOU make this tournament possible and why we come back year after year!

Laura Elkins, Regional Director

Dawn Watkins-Chow, Regional Director

Time	Event	Location
8:30 – 2:30	Check - in	Lobby
9:00 - 4:30	Souvenir Sales	Lobby
11:00 - 2:00	Pizza Sales	Front Circle
9:30 – 3:00	Instant Challenges	Middle School, Lower Level
9:00 – 3:45	Central Challenges - See schedules	Upper School, Middle School
1:00 – 4:15	Pin trading	Cafeteria
3:30 - 4:30	Slide show	Cafeteria
4:45	Awards Ceremony** May start earlier	Upper School Gym

## Tournament Reminders

- Teams should report to their Challenge Prep Area **20 minutes** before their scheduled Presentation time.
- Above & Beyond (Engineering) teams should report to the Check-In Area at least **ONE HOUR** before their presentation. The Check-In Appraiser will weigh and record your structure and weights.
- Teams should report to the Instant Challenge Check-In (Middle School lower level) **15 minutes** before their scheduled Instant Challenge.
- Teams are encouraged to trade pins as a way to meet new friends. (make sure to throw away plastic wrappers!)
- Buy tickets for the Pin Hat Raffle!!



# Navigating the Day

## 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 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.

The venue map can be found on [the MDDI website](#) or scan the QR code found in the lobby

The tournament schedule can be found below as well as on [the MDDI website](#) or scan the QR code found in the lobby

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 remove its Presentation 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.

The team, the Team Manager, and the Appraisers are the only people allowed into the Instant Challenge areas.

Instant Challenge sites are quiet zones. No spectators are allowed.

## Spectators



Spectators are welcome to attend any Team Challenge presentation. Please find the doors marked “Audience Entrance” at each Challenge Presentation Site. 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.

**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 4:45 in the Upper School gym. All teams and spectators are welcome to attend. Please sit on the bleachers

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

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

- Elementary Level (EL): Grades K-5                      3 teams advance to States per Challenge\*
- Middle Level (ML): Grades 6-8                            6 teams advance to States per Challenge\*
- Secondary Level (SL): Grades 9-12                      all teams advance to States per Challenge

Note: DC is considered its own affiliate and all teams will advance to States.

**Please note:** Early Learning/Rising Stars teams (PreK-2nd grade) are in a non-competitive division, and are not eligible for Challenge-based awards. These teams will be given their medals after their performance but are welcome to stay for the closing ceremony

# Team Presentation Schedules



## ENGINEERING CHALLENGE Middle School Library Check-in MS Room 243

- 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 # Team Name Organization Name	Level	Structure Check in	Team Challenge Time	Instant Challenge Time
120-72486 Smartie Octoguins <i>Francis Scott Key EMS</i>	EL	1:40 pm	2:40 pm	9:45 am
120-48341 Lazy Cats <i>Harford County</i>	EL	2:00 pm	3:00 pm	10:15 am



# TECHNICAL CHALLENGE

## Upper School Gym

- 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 #	Team Name	Organization Name	Level	Team Challenge Time	Instant Challenge Time
120-36850	Golden Cookies	<i>Maryland International School</i>	ML	9:00 am	12:05 pm
120-94812	Burtonsville Sharks	<i>Montgomery County</i>	ML	9:20 am	10:35 am
120-34994	Ohminous Oistahs	<i>Washington County Public Schools</i>	ML	9:40 am	10:50 am
120-33861	Crabs of Chaos	<i>Francis Scott Key EMS</i>	ML	10:00 am	12:20 pm
120-48343	Hat Tesseracted	<i>Independent</i>	ML	10:20 am	11:50 am
120-71875	Overthinkers	<i>Independent</i>	ML	10:55 am	1:35 pm
120-13229	Flaming Marshmallows	<i>Glenelg Country School</i>	ML	11:15 am	2:05 pm
120-85369	Bonkers Bobs	<i>MCPS</i>	EL	12:20 pm	10:00 am
120-81305	Destination Remediation	<i>Francis Scott Key EMS</i>	EL	12:40 pm	9:30 am
120-20669	Definitely Not Scammers	<i>Park School of Baltimore</i>	EL	1:00 pm	10:45 am
120-85302	Unthinkable	<i>MCPS- Burtonsville ES</i>	EL	1:20 pm	11:15 am
120-50234	The Turtles	<i>Flora Singer Elementary School</i>	EL	1:40 pm	12:15 pm
120-44289	BES QuadTech	<i>Burtonsville ES</i>	EL	2:00 pm	12:30 pm
108-36788	Pink Puppy Pandas	<i>Capitol City Robotics</i>	EL	2:35 pm	11:00 am
108-36140	Lightning Legends	<i>United Planning Organization</i>	ML	2:55 pm	11:05 am
120-50916	TECHnically A Team	<i>Glenelg Country School</i>	SL	3:15 pm	11:15 am



**UNFORGETTABLE**  
SCIENTIFIC

# SCIENTIFIC CHALLENGE

## Rm 144

- 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 # Team Name Organization Name	Level	Team Challenge Time	Instant Challenge Time
120-20369 The Shadows <i>Glenelg Country School</i>	ML	12:00 pm	1:20 pm
120-49561 Cave Dwellers <i>Harford County</i>	ML	12:20 pm	1:50 pm
120-67568 Ride or D.I. <i>Glenelg Country School</i>	SL	12:40 pm	2:00 pm
120-61767 MJ JARSH <i>Frederick County Public Schools</i>	EL	1:15 pm	11:25 am
120-78452 I Can’t Remember! <i>Maryland International School</i>	EL	1:35 pm	11:40 am
108-81974 Thunder Bolts <i>United Planning Organization (POWER)</i>	ML	1:55 pm	11:20 am
108-75538 Los Einsteins <i>DC Prep Benning Middle School</i>	EL	2:15 pm	12:55 pm

# SERVICE LEARNING CHALLENGE

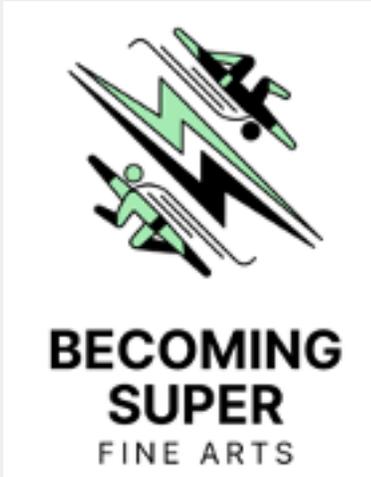
## Rm 220 Upper School



**GIVE AND TAKE**  
SERVICE LEARNING

- 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 # Team Name Organization Name	Level	Team Challenge Time	Instant Challenge Time
120-49465 J cubed & Co. <i>Glenelg Country School</i>	ML	2:50 pm	11:30 am
120-72852 Plant Invaders <i>Lucy School</i>	EL	3:10 pm	1:10 pm



## FINE ARTS CHALLENGE Upper School Library

- 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 # Team Name Organization Name	Level	Team Challenge Time	Instant Challenge Time
108-62231 Diabolical Minds <i>DC Prep Benning Middle School</i>	ML	10:00 am	1:00 pm
120-08773 Return of the Pickles <i>Washington County Public Schools</i>	ML	10:20 am	11:45 am
120-99632 The Razz-ma-Tazzles <i>Independent (Baltimore County)</i>	ML	10:40 am	1:15 pm
120-42245 The Nocturnals <i>Glenelg Country School</i>	ML	11:00 am	2:15 pm
120-58393 Blue Flaming Phoenix <i>Harford County</i>	ML	11:20 am	2:45 pm
120-85407 Lucky Number Seven <i>The Dreamers Kingdom</i>	EL	12:25 pm	10:25 am
120-89354 Actors On The Square! <i>DOTS</i>	EL	12:45 pm	10:40 am

120-91347  
 di ONEZ  
*Washington County Public Schools*

EL

1:05 pm

10:55 am



## IMPROVISATIONAL CHALLENGE

### Room 220 Upper School

- 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 # Team Name Organization Name	Level	Team Challenge Time	Instant Challenge Time
120-38326 Chicken Nugget Dragon Destroyers <i>Park School of Baltimore</i>	EL	9:50 am	11:55 am
120-96046 Hiser's Drama Queens <i>Independent</i>	SL	10:10 am	1:30 pm
120-18768 D.I. or DIE <i>Lucy School</i>	ML	10:30 am	12:45 pm
120-74513 Pitch Black <i>Independent</i>	ML	10:50 am	2:30 pm



**HELPING HANDS**  
EARLY LEARNING

## EARLY LEARNING CHALLENGE Middle School Library

- 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.

Team # Team Name Organization Name	Team Challenge Time	Instant Challenge Time
120-51487 Star chasers <i>The Dreamers Kingdom Homeschool</i>	9:00 am	-----
120-50985 Furman Ravens & Ravenettes <i>Baltimore City Public Schools</i>	9:30 am	10:00 am
120-90737 Rainbow Pickle Dragons <i>Glenelg Country School</i>	10:00 am	10:30 am
120-53963 The Snowflakes <i>Maryland International School</i>	10:30 am	-----
120-67643 Sparkle Dragons <i>Glenelg Country School</i>	11:30 am	12:00 pm
120-15371 Wildcat RACERs <i>Harford County</i>	12:00 pm	12:30 pm
120-74522 Team Helpers <i>Burtonsville Elementary School</i>	12:30 pm	-----

# Thank You!

Thank you for attending our tournament! Hope you had as much fun as we did!



# Sneak Peek: 26-27 Challenges



## 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.



## 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.



## 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.



## 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



## Mission

Destination Imagination advances creativity as an essential skill for innovating, collaborating, and driving positive impact.

## Vision

Ignite the power of creativity in all people.

### 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](https://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.

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