



MARYLAND

Blue Crab Regional Tournament



2025-2026

January 31, 2026

North Point High School



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Mission

The mission of Charles County Public Schools is to provide an opportunity for all school-aged children to receive an academically challenging, quality education that builds character, equips for leadership, and prepares for life, in an environment that is safe and conducive to learning.

The Charles County public school system does not discriminate on the basis of race, color, religion, national origin, sex, sexual orientation, gender identity, age or disability in its programs, activities or employment practices. For inquiries, please contact Dr. Mike Blanchard, Title IX/ADA/Section 504 Coordinator (students) or Nikial M. Majors, Title IX/ADA/Section 504 Coordinator (employees/ adults), at Charles County Public Schools, Jesse L. Starkey Administration Building, P.O. Box 2770, La Plata, MD 20646; 301-932-6610/301-870-3814. For special accommodations call 301-934-7230 or TDD 1-800-735-2258 two weeks prior to the event. CCPS provides nondiscriminatory equal access to school facilities in accordance with its Use of Facilities rules to designated youth groups (including, but not limited to, the Boy Scouts). (7/1/2024)

Welcome to the 2025 Blue Crab Destination Imagination Region Tournament



**Good luck to all 57 teams and 382 students
participating in our tournament!**

Thank you to Dr. Navarro and Charles County Public Schools for their continued support of the Destination Imagination program.

A heartfelt thank you to our incredible team managers, dedicated teachers, school sponsors, Affiliate Challenge Masters, appraisers, volunteers, and supportive parents—your hard work and commitment have made this tournament possible. Special appreciation goes to Mr. Sean Decker, Destination Imagination Affiliate Director, and the Regional Challenge Masters for their unwavering support of the Blue Crab Region.

Appreciation is extended to Mr. Daniel Kaple and the staff of North Point High School for the use of the school.

Thank you to Thomas Stone High School ProStart for providing food through the CTE Express Food Bus.

The top 6 elementary, 4 middle, and 3 secondary level teams in each challenge are eligible to advance to the state tournament on March 14, 2026, at the University of Maryland, Baltimore County. The number of teams at each level advancing to the state competition is decided by Maryland Destination Imagination and is based on statewide participation. In event of a tie, priority is given to the higher placing teams.

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 Notes & Reminders

Central Challenges

- The schedule shows abbreviated performance challenge levels. They are as follows:
 - EL = Elementary Level
 - ML = Middle Level
 - SL = Secondary Level
 - RS = Rising Stars
- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time.
 - Above and Beyond (Engineering) teams should report to the Check-In Area at least **ONE HOUR** before their presentation. The Check-In Appraiser(s) will verify that your team has at least 2 and no more than 10 Structure parts, that there are no more than 10 weights, and that each weight meets the materials requirements and is labeled.
- Spectators will NOT be allowed to enter the Presentation Area once a team's Presentation has begun.
- Do NOT enter closed doors. Entering after a team has started their presentation is very distracting.
- Teams are encouraged to view other teams' solutions throughout the day as a way to celebrate the journey and show good sportsmanship.

Instant Challenges

- Teams should report to the Instant Challenge Check-in 15 minutes before their scheduled Instant Challenge Time. Instant Challenge is located upstairs.
 - Teams are only allowed upstairs when they are checking in for their Instant Challenge.
 - Spectators are NOT allowed for Instant Challenges and should wait downstairs for your team to return.

Pin Trading

- Teams are encouraged to trade pins as a way to meet new friends and show good sportsmanship.
 - Pin trading should only take place in the cafeteria and proper trading etiquette should be followed. Make sure any pin wrappers are disposed of properly.

Rules of Interference

- Parents, spectators, and team managers: Remember to respect the rules of Interference. Do not interfere with the team's solution.

Concessions and Souvenirs

- Concessions and souvenirs will be available for purchase at North Point High School.

Awards

- All teams should report to the gymnasium at 3:15. The Blue Crab DI Awards begin at 3:30. Doors open at 3:00.
 - Rising Star teams will receive their medals during their presentation. Rising Star teams do not need to attend the awards ceremony.

GENERAL SCHEDULE

Time	Event	Location
7:30 AM to 2:00 PM	Team Registration	Main Lobby
7:30 AM to 3:00 PM	Information Table	Main Lobby
7:30 AM to 3:00 PM	Souvenir Table	Gymnasium Lobby
7:30 AM to 3:00 PM	Concessions	Cafeteria; CTE Express Food Truck
8:00 AM to 2:30 PM	Pin Trading	Cafeteria
8:00 AM to 2:40 PM	Win It Big – Technical	1 st Floor – Main Street – Room 202
11:00 AM to 11:35 AM	Unforgettable – Scientific	1 st Floor – Hughesville Cir. – Room 319
11:00 AM to 1:55 PM	Above and Beyond – Engineering	1 st Floor – Main Street – Gymnasium
9:30 AM to 2:35 PM	Becoming Super – Fine Arts	1 st Floor – Cobb Island Dr. – Room 513
10:00 AM to 1:30 PM	Casting Shadows – Improvisational	1 st Floor – Hughesville Cir. – Room 304
10:30 AM to 2:05 PM	Give and Take – Service Learning	1 st Floor – Hughesville Cir. – Room 339
9:00 AM to 2:05 PM	Helping Hands – Rising Stars	1 st Floor – Hughesville Cir. – Room 345
8:30 AM to 1:45 PM	Instant Challenge	Upstairs (No Spectators)
3:00 PM	Doors Open for Awards Ceremony	Gymnasium
3:30 PM	Awards Ceremony	Gymnasium

Reminders:

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time.
 - Above and Beyond (Engineering) teams should report to their Check-In Area at least ONE HOUR before their scheduled Presentation time.
- Teams should report to the Instant Challenge Check-in 15 minutes before their scheduled Instant Challenge Time. Instant Challenge is located upstairs.
 - Spectators are not permitted upstairs.
- Approximately 30 minutes after the team's presentation, one team member and one Team Manager may approach the Head Appraiser of their challenge and ask for raw scores. The Head Appraiser will send the raw scores via email to the Team Manager of record.

2026 Destination Imagination Blue Crab Region Tournament Awards Ceremony January 31, 2026, at 3:30 PM

Welcome..... Ms. Kristen Modes
*Destination Imagination Blue Crab
Regional Director*

Opening Remarks Dr. Maria Navarro
Superintendent

Recognition & Challenge Winners Ms. Kristen Modes
*Destination Imagination Blue Crab
Regional Director*

Award Presentation Order

Technical Challenge	Win it Big
Scientific Challenge	Unforgettable
Special Award	Spirit of DI Award
Engineering Challenge	Above and Beyond
Special Award	Torchbearer Award
Fine Arts Challenge	Becoming Super
Special Award	DaVinci Award
Improvisational Challenge	Casting Shadows
Special Award	Renaissance Award
Service Learning Challenge	Give and Take

Recognition of fourth, third, and second place teams in each challenge will be announced followed by recognition of first place teams in each challenge.

All students have worked very hard this year. They deserve your respect and accolades. Please show your appreciation and remain seated until all awards have been announced.



**WIN IT
BIG**
TECHNICAL

TECHNICAL CHALLENGE

1st Floor – Main Street – Room 202

- 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 Challenge Time	Team #	Team Name	Level	Instant Challenge Time
8:00 AM	120-50117	SMB Golden Gamers	ML	10:45 AM
8:35 AM	120-59528	Henson Ballers	ML	11:15 AM
8:55 AM	120-23662	Somers Fantasy 4 the Win	ML	11:30 AM
9:30 AM	120-27832	Craik Touchdown Tigers	EL	12:30 PM
9:50 AM	120-06920	Thornton Thunderbolt	EL	1:00 PM
10:10 AM	120-40505	Gale Bailey Chicken Stars	EL	12:45 PM
10:30 AM	120-42397	Parks Creative Mustangs	EL	9:15 AM
11:50 AM	120-41140	Dr. Browns Purple Celery	EL	9:00 AM
12:10 PM	120-87044	Middleton The Owlet Games	EL	9:30 AM
12:30 PM	120-68533	Dr. Mudd Dragon Slayers	EL	9:45 AM
1:05 PM	120-20398	Thornton Superstars	EL	10:15 AM
1:25 PM	120-57317	Billingsley Dazzling Divas	EL	10:30 AM
1:45 PM	120-25652	Craik Golden Gummy Bear Takedown	EL	11:00 AM
2:20 PM	120-00072	NPHS Ringo Ringo Ringo	SL	1:15 PM
2:40 PM	120-26221	LPHS Skibidi Sigmas power of 67	SL	1:30 PM



UNFORGETTABLE
SCIENTIFIC

SCIENTIFIC CHALLENGE

1st Floor – Hughesville Cir. – Room 319

- 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 Challenge Time	Team #	Team Name	Level	Instant Challenge Time
11:00 AM	120-20184	Barnhart ES Science Smarties	EL	1:15 PM
11:35 AM	120-82350	Diggs The Little Einsteins	EL	8:30 AM



**ABOVE AND
BEYOND**
ENGINEERING

ENGINEERING CHALLENGE

1st Floor – Main Street – Gymnasium

- 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 Challenge Time	Team #	Team Name	Level	Instant Challenge Time
11:00 AM	120-34837	Diggs The Constructors	EL	12:30 PM
11:35 AM	120-49556	SMB OG Onomatopoeia	EL	12:45 PM
11:55 AM	120-64131	Barnhart ES 41 Goals	EL	10:15 AM
12:15 PM	120-95881	Middleton Polar Bears	EL	11:00 AM
12:35 PM	120-70644	Mt. Hope DI Big Brains	EL	10:45 AM
1:55 PM	120-45887	Somers 67 Inventors	ML	10:15 AM



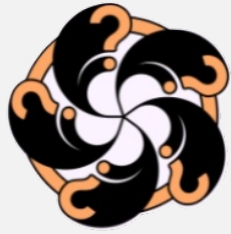
BECOMING SUPER FINE ARTS

FINE ARTS CHALLENGE

***1st Floor – Cobb Island Dr. – Room 529 Prep/513
Presentation***

- 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 Challenge Time	Team #	Team Name	Level	Instant Challenge Time
9:30 AM	120-05472	Diggs The Super Girls	EL	12:15 PM
10:05 AM	120-71337	SMB Purple Pig Tales	EL	12:30 PM
10:25 AM	120-26000	Neal Creators	EL	9:15 AM
10:45 AM	120-13553	Wade DI'ers	EL	9:30 AM
11:20 AM	120-25914	Turner Imagineroes	EL	8:45 AM
11:40 AM	120-28923	JP Ryon OG Cardinals	EL	9:45 AM
12:00 PM	120-34534	Craik Heros	EL	10:00 AM
1:20 PM	120-48057	Gale Bailey Giggles	EL	10:45 AM
1:40 PM	120-24111	T.C. Martin Super Stars	EL	10:30 AM
2:15 PM	120-21953	Davis FANTASTIC 7	ML	9:45 AM
2:35 PM	120-31666	Somers Magic Makers	ML	10:00 AM



**CASTING
SHADOWS**

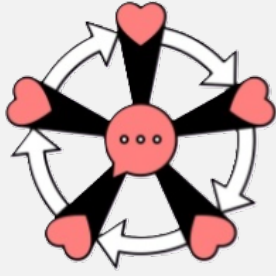
IMPROVISATIONAL

IMPROVISATIONAL CHALLENGE

***1st Floor – Hughesville Cir. – Room 315 Prep/304
Presentation***

- 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 Challenge Time	Team #	Team Name	Level	Instant Challenge Time
10:00 AM	120-65484	Lackey League of Villains	SL	12:00 PM
10:35 AM	120-09640	Gale-Bailey-Sigma Lions	EL	12:15 PM
11:10 AM	120-37388	T.C. Martin Trouble Makers	EL	9:00 AM
11:30 AM	120-01944	Gale Bailey Runners	EL	9:30 AM
11:50 AM	120-29503	Billingsley Imaginators	EL	10:00 AM
12:10 PM	120-12389	Barnhart ES DI Challengers	EL	9:45 AM
1:30 PM	120-24632	I Think... YeaH!!!	ML	11:45 AM



GIVE AND TAKE

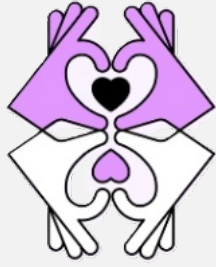
SERVICE LEARNING

SERVICE LEARNING CHALLENGE

1st Floor – Main Street – Room 339

- 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 Challenge Time	Team #	Team Name	Level	Instant Challenge Time
10:30 AM	120-16340	T.C. Martin Chaos Destroyers	EL	12:45 PM
10:50 AM	120-01364	Craik Yappers	EL	1:15 PM
11:25 AM	120-73011	Mt. Hope Beavers Comeback	EL	1:30 PM
11:45 AM	120-57403	Gale Bailey The Clever Kidz	EL	1:45 PM
12:05 PM	120-92489	Gale-Bailey Undertakers	EL	11:00 AM
1:45 PM	120-26766	Somers Fantastic 67s	ML	9:15 AM
2:05 PM	120-69306	Piccowaxen - Mayhem Makers	ML	10:30 AM



**HELPING
HANDS**

EARLY LEARNING

EARLY LEARNING CHALLENGE

1st Floor – Hughesville Cir. – Room 345

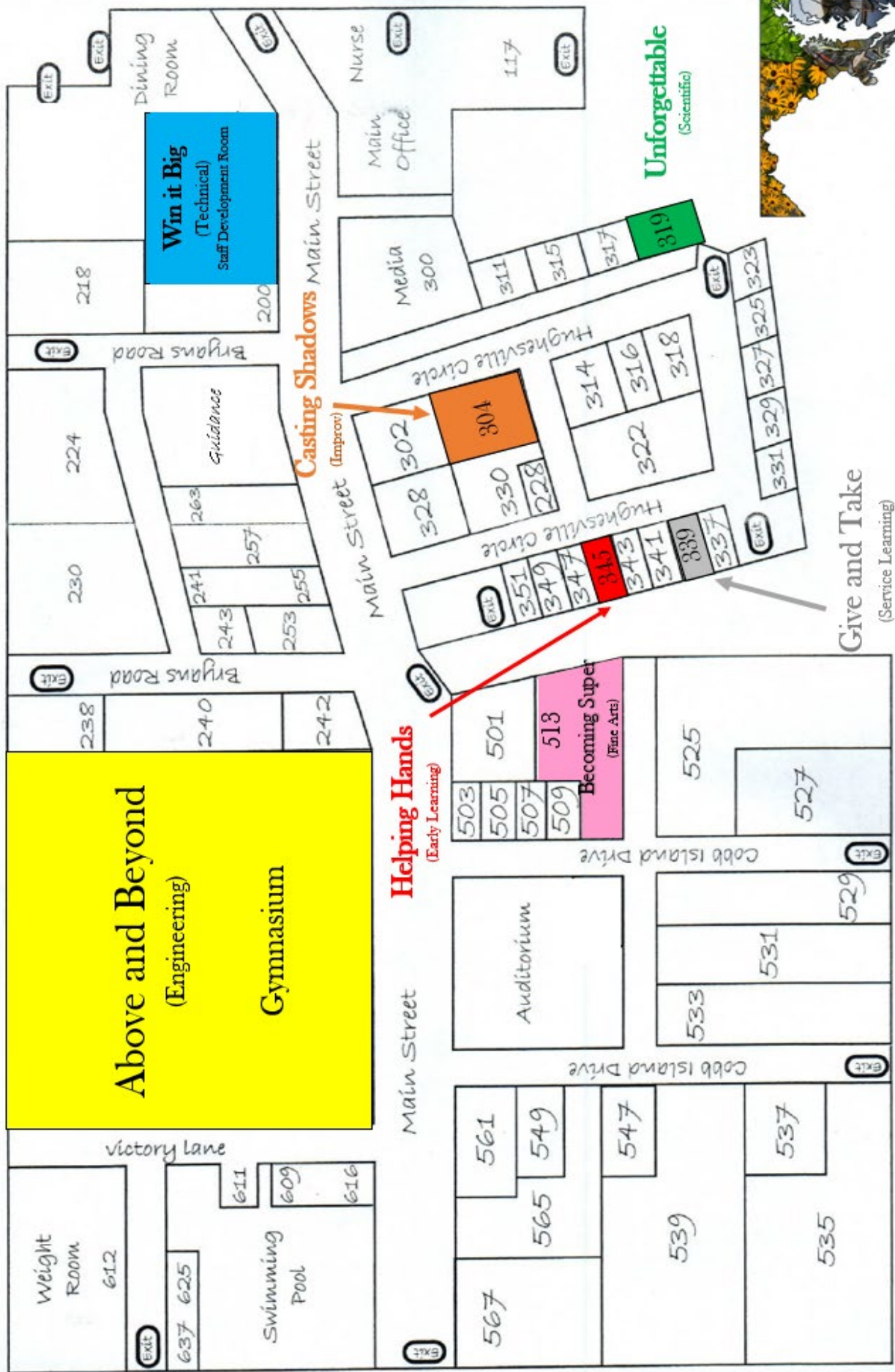
- Research different kinds of community helpers.
- Create and present a play about community helpers working together to solve a problem.
- Design and create a set that shows where at least one of the community helpers works.
- Create and present a song about helping.
- Create and present one Team Choice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

Team Challenge Time	Team #	Team Name	Level
9:00 AM	120-16128	Little Martins	RS
9:40 AM	120-25843	Dr. Mudd Dragon Helpers	RS
10:05 AM	120-30708	Parks Little Mustangs	RS
10:30 AM	120-41448	Mighty Beaver Build-o-Raptors	RS
10:55 AM	120-59575	Craik Tigers	RS
12:35 PM	120-76649	Billingsley Superstars	RS
1:15 PM	120-81862	Craik Dragon Stones	RS
1:40 PM	120-99647	Dr Browns Helpers	RS
2:05 PM	120-99744	Helping Hands AMES Kindergarten	RS

First Floor

M19 through M127
M18 through M126

M17 through M101
M16 through M102





Vision

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

Mission

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

New to DI? Welcome!

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

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

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

Learn more at DestinationImagination.org