

2022-23 New Jersey State Tournament
Pearl R. Miller School
March 18, 2023



WELCOME

Good luck to all teams competing in the tournament!

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

The first and second place teams from EACH level of EACH challenge will advance to Global Finals on May 20, 2023.

Tournament Notes & Reminders

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time. (Engineering teams should report to Structure Check-In at least 1 hour 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.
- **All teams should report to the MAIN GYM for the Closing Ceremony at 3:30 PM.**

Acknowledgments

Carmine Liuzzi

Jennifer Marazzo

Erin Gomyo

Peter Winter

Kathleen Minervini

Jenna Laham

Lisa Winter

Carmine Liuzzi

Larry Viesel

Carrie Williams/Kim Laham

Nancy Webb

Matthew Wilson

Jaye Barre

Ryan Greene

Affiliate Director

Regional Director/Treasurer

Regional Director/Score Room

Tournament Director

Kinnelon Program Coordinator

ChallengeMaster A/Technical

ChallengeMaster B/Scientific

ChallengeMaster C/Fine Arts

ChallengeMaster D/Improvisation

ChallengeMaster E/Engineering

ProjectOUTREACH/Service Learning ChallengeMaster

Instant Challenge ChallengeMaster

Rising Stars ChallengeMaster

Product Sales

Please support the Pearl R Miller (PRM) 8th Grade Class of 2023

Proceeds from all food purchased at the tournament supports the end of year activities for the 8th grade class.

CASH ONLY

Lunch: 11 am - 1 pm

Italian Hero Subs

Mini Croissant Sandwiches

Cheese Pizza

Snack Bar: All Day

Donuts

Mini Muffins

Cup of Noodles

Granola Bars

Brownies

Chocolate Chip Cookies

Assorted Chips

Assorted Candy

Refreshments All Day

Water

Orange Juice

Apple Juice

Soda

Snapple Iced Tea

SILENT AUCTION!

DI PINS AND T-SHIRTS FROM

AFFILATES FROM

AROUND THE GLOBE!

PLACE YOUR BID FOR THESE

UNIQUE COLLECTORS ITEMS!

At The Sales Tables

Way Cool! Those pins are from China, Singapore & Guatemala!

Texas, Colorado, Virginia, California, Maryland! I got to have those

PROCEEDS FROM THE AUCTION ARE USED TO SUPPORT THE DI PROGRAM

Be Wise, Improvise

EVERYONE IS INVITED!

Room 134



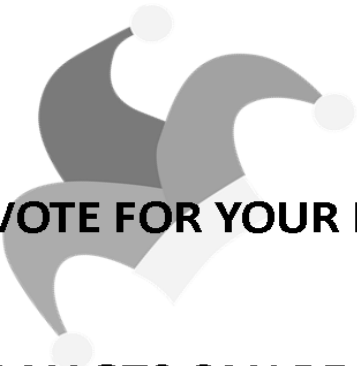
A workshop on Improvisation with noted director and advisor, Jaye Barre, will help your team on every level. Jay has been Improv for over thirty years and has directed productions for Trilogy Repertory and The New Theater, as well as Ridge High School and many others.

Improvisation helps you to develop listening skills and the ability to think on your feet. It is about reacting quickly and moving the scene along. Join us for a chance to learn and experience Improv for DI!

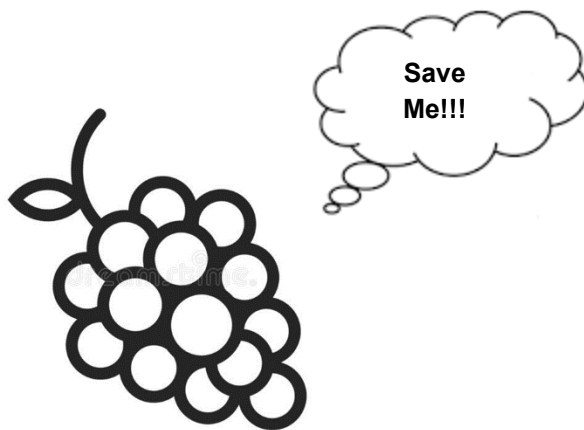
DON'T FORGET!!!

VOTE FOR YOUR FAVORITE APPRAISER'S CRAZY HAT!!!

BALLOTS CAN BE FOUND AT THE MERCHANDISE TABLE



DON'T FORGET!!!



NJDI Service Awards 2022-2023

New Jersey Destination Imagination would like to acknowledge and thank all of our volunteers for their efforts and support of our program without whose help, it would not be possible. Congratulations! Each volunteer will receive a pin recognizing their years of service to NJDI

2023				
<u>5 YEARS</u>	<u>10 YEARS</u>	<u>15 YEARS</u>	<u>20 YEARS</u>	<u>35 YEARS</u>
Karen Jeczco Farhana Sheikh Carlee Soracco Kelly Bogucz Megan Fischbeck Laura Garrison Sarah Shurts			Larry Viezel	

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.

New Jersey Destination Imagination would also like to extend our sincere thanks to Mr. Mark Mongon, Principal of Pearl R Miller Middle School and his staff for their enthusiastic welcome and providing a new home to our NJDI State Tournament. We look forward to working closely with Mark and his staff to grow our relationship in the coming years.

NJDI would also like to add a special "thank you" to Ms. Kathleen Minervini, a long-time DI volunteer for going above and beyond in coordinating all the activities and agreements which made the move to Kinnelon so very smooth.



SCIENTIFIC CHALLENGE

- Present a team-created story in the style of a tall tale.
- Include an exaggerated character with a hyperbolic trait.
- Design and build a theatrical embellishment that enhances the hyperbolic trait.
- Present a scientific analysis to determine whether or not the exaggerated character could actually exhibit the hyperbolic trait(s) as described in the tall tale.
- 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
131-92615	Hackensack High School	These Guys	1:00 PM	2:30 PM



ENGINEERING CHALLENGE

- Design and build a roller coaster that will be assembled and then tested during the Presentation.
- Design and create a launching mechanism that starts moving a golf ball along the roller coaster track.
- Test how far and how fast the golf ball can travel through the roller coaster.
- Create a Presentation that shows what the riders would experience when riding the roller coaster.
- 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
131-75213	Long Valley Middle School	Chocolate Venomous Mice	12:00 PM	9:00 AM
131-29667	Unity Charter School	The Coaster Crew	2:10 PM	9:20 AM
131-70311	Long Valley Middle School	Purple Panthers	12:40 PM	9:40 AM
131-55364	Passaic Academy for Science and Engineering	The Dream Team	1:20 PM	10:15 AM
131-73431	Memorial Middle School	MTX	1:50 PM	10:35 AM
131-61298	Black River Middle School	Monkey Men	12:20 PM	10:55 AM
131-05234	George G White School		2:30 PM	11:15 AM
131-96581	Kinnelon Public Schools	DI Devils	9:45 AM	12:00 PM
131-07984	Mountain Lakes BOE	Bagel Bites	10:05 AM	12:20 PM
131-19752	Mountain Lakes BOE	SOUL FOUNTAIN	10:25 AM	12:40 PM
131-96683	Mountain Lakes BOE	Clever Coaster Crushers	10:45 AM	1:00 PM
131-48415	Mountain Lakes BOE	Residents of Ohio	11:05 AM	1:20 PM



FINE ARTS CHALLENGE

- Create and present a flipped tale that is inspired by a well-known story but focuses on a new main character.
- Research literary devices and integrate one into the Presentation.
- Use theatrical techniques to move the audience's focus from one portion of the Presentation Area to another.
- Design and build a piece of scenery that goes through a scenery flip.
- 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
131-42116	Unity Charter School	Glass Flippers	10:40 AM	12:30 PM
131-24410	Kinnelon Public Schools	Baby Cheese-puffs	10:20 AM	12:50 PM



IMPROVISATIONAL CHALLENGE

- Create and present an improvisational skit about an underdog preparing for and/or participating in a competition.
- Incorporate an expert into the skit.
- Integrate a complication into the skit.
- Enhance the skit with trash bags and rubber bands.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
131-68785	Christina Seix Academy	Just DI It	1:10 PM	11:00 AM
131-03343	Kinnelon Public Schools	Cake Pops	1:30 PM	11:20 AM
131-27033	Holland Brook School	Whitehouse Station	11:00 AM	12:40 PM
131-32604	Holland Brook School	Whitehouse Station	11:40 AM	1:00 PM
131-57669	Holland Brook School	Whitehouse Station	11:20 AM	1:20 PM
131-20611	Kinnelon Public Schools	S'mores	12:00 PM	2:00 PM

2023-24 CHALLENGE PREVIEWS



Technical Pinball Heroes

Action, adventure, challenges to overcome! See the lights flashing and listen to the buzzers and bells as your team brings a pinball game to life! Hone your pinball skills and aim for the high score when you try this year's Technical Challenge!

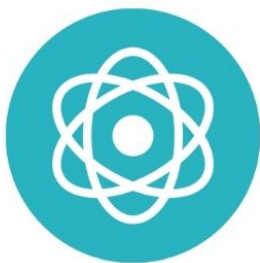
- Design and build a pinball system through which a pinball moves and interacts with 3 machine modules.
- During the Presentation, move the pinball through the pinball system for as long as possible.
- Create and present an action/adventure story about a hero who goes on an extraordinary mission.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



Engineering Going the Distance

It's a bird, it's a plane...no...it's a beanbag! Who can predict how far the beanbag will fly or where it will come to rest? In this season's Engineering Challenge, you will test your accuracy as you launch beanbags using a launching device and tell a story about what happens when things do not go exactly as planned.

- 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.



Scientific Blast From the Past

A broken jar, a bit of stone—the remains of the past are all around us. Have you ever wondered what those things might have been used for or what they meant to the people who made them? What archaeological mysteries will be revealed in this year's Scientific Challenge?

- 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.



Fine Arts In Motion

Art has the power to move us or stop us in our tracks. In this year's Fine Arts Challenge, you will bring a work of visual art to life and create your very own piece of kinetic art. What work of art will inspire you?

- 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.

2023-24 CHALLENGE PREVIEWS



Improvisational So Extra

Sometimes less is more, or more is less...Your team will use your improv skills to create a 2-act skit, complete with a costume created on the spot! An intensifier will tell your team whether you'll maximize or minimize elements of your skit in the second act. Find out how things will change with the toss of a coin in this year's Improvisational Challenge!

- 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.



Service Learning Uncharted

Your team will dive into a world of fantasy in this year's Service Learning Challenge. Use a map to guide you on your quest, but beware of the danger that awaits! What will you seek? Fame? Fortune? Or to make the world a better place? The quest is about to begin!

- 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.



Early Learning Making A Splash

From the busy coral reef, to the inky depths of the midnight zone, to the shallows of a lake bed, there are lots of amazing underwater habitats to visit. Where might underwater creatures go for a vacation? Come explore life under the sea in this season's Early Learning Challenge!

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



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.



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 22-23 season.

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