



NEW JERSEY

2023-24

**New Jersey State Tournament
Pearl R. Miller Middle School, Kinnelon, New Jersey
Saturday March 23, 2024**



PINBALL HEROES
TECHNICAL



GOING THE DISTANCE
ENGINEERING



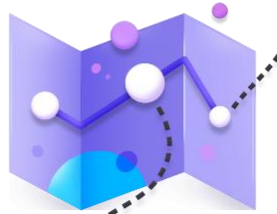
BLAST FROM THE PAST
SCIENTIFIC



IN MOTION
FINE ARTS



SO EXTRA
IMPROVISATIONAL



UNCHARTED
SERVICE LEARNING



MAKING A SPLASH
EARLY LEARNING



**INSTANT
CHALLENGE**



CHALLENGE EXPERIENCE

WELCOME

Good luck to all teams competing in the tournament!

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

The top two (2) Elementary Level teams, the top two (2) Middle Level teams, and the top two (2) Secondary Level teams will advance to Global Finals, the world's largest celebration of creativity, on May 22-25, 2024 in Kansas City, Missouri. We hope all eligible teams will be able to attend and experience this world-class event. Go Team New Jersey! .

Tournament Notes & Reminders

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time.
- Spectators will NOT be allowed to enter the Presentation Area once a team's Presentation has begun.
- Teams are encouraged to trade pins as a way to meet new friends and show good sportsmanship. Make sure any wrappers are disposed of properly.
- Parents, spectators, and Team Managers: remember to respect the rules of Interference. Do not interfere with the team's solution.
- All teams should report to the gym for the Closing Ceremony at 3:00 p.m.

Acknowledgments

Carmine Liuzzi

Jennifer Marazzo

Erin Gomyo

Peter Winter

Kathleen Minervini

Jenna Laham

Lisa Winter

Gayle Robbins

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

Challenge Master A/Technical

Challenge Master B/Scientific

Challenge Master C/Fine Arts

Challenge Master D/Improvisation

Challenge Master E/Engineering

Project OUTREACH/Service Learning Challenge Master

Instant Challenge Challenge Master

Rising Stars Challenge Master

Product Sales

NJDI Service Awards 2023-2024

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

2024				
<u>5 YEARS</u>	<u>10 YEARS</u>	<u>15 YEARS</u>	<u>20 YEARS</u>	<u>35 YEARS</u>
Jamie Bianco Rita Ritacco	Nancy Sakalsky Michell Sorce Terry Lummer Matt Wilson		Stephanie Shaw	

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 continued enthusiastic support of NJDI.

GENERAL SCHEDULE

Time	Event	Location
9:00 a.m.	Souvenir Sales	Cafeteria Lobby
8:00 a.m.- 2:00 p.m.	Food Sales	Pear R. Miller Cafeteria
9:30 a.m.	Challenge Presentations Begin	Designated Challenge Rooms
10:00 a.m. – 1:00 p.m.	Team Activities	Room 138
10:30 a.m. – 11:30 a.m.	Improv Workshop	Room 137
1:50 p.m.	Challenge Presentations Complete	Designated Challenge Rooms
2:30 p.m.	NJDI Award Ceremony Celebration	Pearl R. Miller Main Gym

Reminders:

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time. Refer to the floor plan in the back of this program for directions.
- Once Teams have completed their presentations - All Team Props and Presentation materials must be removed from the Tournament Site. **Please do not dispose of any materials at the school.**
- ***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.
- Entertainment will begin in the Main Gym at 1:15 PM
- ***All teams should report to the MAIN GYM for the Closing Celebration Ceremony at 2:30 PM.***

Do Not forget to Vote for your favorite Appraiser Crazy Hat.

Ballots can be found at the Merchandise Table outside the Cafeteria





SILENT AUCTION!



DI PINS AND T-SHIRTS FROM

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

AFFILATES FROM

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

AROUND THE GLOBE!

PLACE YOUR BID FOR THESE

UNIQUE COLLECTORS ITEMS!



At The Sales Tables



100 WING HALLWAY

PROCEEDS FROM THE AUCTION ARE USED TO SUPPORT THE NJDI PROGRAM. THANK YOU!

Please support the Pearl R Miller (PRM) 8th Grade Class of 2024

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	\$5.00
Cheese Pizza, slice	\$2.00

Snack Bar: All Day

Cup of Noodles	\$2.00
Granola Bars	\$1.50
Mini Muffins	\$1.50
Brownies	\$1.00
Chocolate Chip Cookies	\$1.00
Assorted Chips	\$2.00
Assorted Candy	\$2.00
Ring Pops	\$1.00
Fruit	\$1.00

Refreshments All Day

Water	\$1.00
Coffee	\$1.00
Soda	\$2.00
Snapple Iced Tea	\$3.00

CASH ONLY

Be Wise, Improvise
EVERYONE IS INVITED!
Room 137
10:30 – 11:30 AM



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!

**TEAM ACTIVITIES
ROOM 138**
Join us for fun Team activities

Can Your Team Build the Playground of the Future?



Or Will They Be UPENDED?





PINBALL HEROES TECHNICAL

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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
131-14071	Washington Township Schools	Mañana Bañana	10:00 a.m.	12:00 p.m.
131-57949	Mountain Lakes BOE	Pinball Planet	10:20 a.m.	11:40 a.m.
131-86972	Kinnelon Public Schools	DI Devils	10:40 a.m.	1:10 p.m.
131-75577	Hackensack High School	bjerms-g	11:20 a.m.	12:00 p.m.
		CHALLENGE ROOM 316		



BLAST FROM THE PAST
SCIENTIFIC

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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
131-46752	Kinnelon Public Schools	Kinnelon Catastrophe	12:30 p.m.	10:40 a.m.
131-91095	Hackensack High School	those guys	12:50 p.m.	10:40 a.m.
		CHALLENGE ROOM 316		



GOING THE DISTANCE

ENGINEERING

ENGINEERING CHALLENGE

- Design and build a modular device that will be assembled and then tested in two different configurations during the Presentation.
- Complete launch tests to test how far and how accurately your modular device can launch a bean bag in each configuration.
- Transform the modular device from one configuration to the other.
- Create and present a story in which everything is going according to plan until a catalyst occurs.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
131-63608	Mountain Lakes BOE	3 Musketeers	10:00 a.m.	12:20 p.m.
131-64538	Chester School District	Monkey Men	10:20 a.m.	11:20 a.m.
131-74700	Hillsdale Public Schools	The No Names	10:40 a.m.	12:50 p.m.
131-83727	Washington Township Schools	Dimensional Innovators	11:20 a.m.	1:30 p.m.
		CHALLENGE ROOM 179		



IN MOTION FINE ARTS

FINE ARTS CHALLENGE

- Create and present a story inspired by a work of visual art.
- Include a static character and a dynamic character in the story.
- Reimagine the work of visual art as performance art and include the reimagined art in the Presentation.
- Design and create one piece of kinetic art that uses technical methods to create movement.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
131-09688	Kinnelon Public Schools	Baby Cheesepuffs	12:20 p.m.	10:20 a.m.
131-69331	Kinnelon Public Schools	Cake Pops	12:40 p.m.	11:00 a.m.
		CHALLENGE ROOM 179		



SO EXTRA
IMPROVISATIONAL

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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
131-07646	Readington Township Schools	Extravagant 6	10:00 a.m.	12:00 p.m.
131-91761	Readington Township Schools	The 6 Musketeers	10:20 a.m.	12:40 p.m.
131-66917	Kinnelon Public Schools	S'mores	10:40 a.m.	1:10 p.m.
131-49677	Homeschool	DI Warriors	11:20 a.m.	12:40 p.m.
131-58745	Fair Lawn	Memorial Middle School	11:40 a.m.	1:00 p.m.
		CHALLENGE ROOM 142		



MAKING A SPLASH

EARLY LEARNING

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.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
131-28030	Kinnelon Public Schools	Creative Kinnelon	12:20 P.m.	11:00 a.m.
		CHALLENGE ROOM 142		



Vision

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

Mission

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

New to DI? Welcome!

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

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

Learn more at DestinationImagination.org. Sign up for our newsletter for all the latest updates and to be alerted when registration is open for the 2024-25 season.

Learn more at DestinationImagination.org

2024-25 CHALLENGE PREVIEWS



BREAKING POINT TECHNICAL

Build it up and knock it down! In this Challenge, your team will go from the highest heights to the lowest lows as you use team-created equipment to build and destroy stacks of items. What will a character do when their greatest wishes encounter a frustration point? Will it all come tumbling down? Find out in this season's Technical Challenge!

- Design and build assembly equipment and destruction equipment.
- Use the assembly equipment to create a stack of items.
- Use the destruction equipment to disassemble and/or destroy the stack.
- Create and present a story about a character who lacks something important and attempts to gain it.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



HIGH-WIRE ACT ENGINEERING

Come one, come all to the greatest show on Earth! Join us for a daring feat of high-wire innovation as you test a transporter that will carry weights along a tournament-provided cord. Present a story in the style of contemporary circus and don't forget to include a daring display! This season's Engineering Challenge isn't clowning around!

- Design and build a transporter that will be tested during the team's Presentation.
- Complete weight transport tests to test how much weight the transporter can carry along a tournament-provided cord at various angles.
- Create and present a story in the style of contemporary circus.
- Include a daring display and an ensemble spectacle in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



WORLDS BEYOND SCIENTIFIC

Space, the final frontier...join us for this season's Scientific Challenge as you explore the cosmos. Your team will tell a story about a character who figures out they are not alone on a planet. Show off your science fiction skills with some out-of-this-world technobabble. What will happen when you go beyond the stars?

- Create and present a story in which a character who is located on a planet other than Earth thinks they are alone but discovers that they are not.
- Include technobabble in the story.
- Design and build a device and/or effect that demonstrates what the technobabble describes.
- Include a scientific demonstration that shows the science behind why a specific phenomenon of the planet happens and/or exists.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



LESS IS MORE FINE ARTS

How can the simplest of things convey the most? Your team will tell a story about something small that can have a big impact and move the audience with an emotional moment. Be strategic with your use of color and shape as you design a big visual impact with your set. It's time to explore minimalism in this season's Fine Arts Challenge!

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

2024-25 CHALLENGE PREVIEWS



ARE WE THERE YET? IMPROVISATIONAL

From beginning to end, we must travel a path to get where we want to go! Use your improvisational skills to tell a story about a character traveling between two locations. Include a character who is trying to find something and a detour that causes an unforeseen change in the plan or route. It's time to hit the road with this season's Improvisational Challenge!

- Create and present an improvisational skit about a traveling character.
- Research locations and show the character's route between a starting location and an ending location.
- Research modes of transportation and incorporate one into the skit.
- Include a seeker and a detour in the skit.



THIS OR THAT SERVICE LEARNING

Left or right, apple or orange, smile or frown...the world is full of choices! Your team will tell a story about a character who must make a critical choice after considering potential outcomes. A binary device will enhance your Presentation by completing two tasks at once! Where will your decisions lead in this season's Service Learning Challenge?

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story about a character who must make a critical choice.
- Include at least two potential outcomes and a complication in the story.
- Include a device that completes two different tasks from the same initiation in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



WEATHER TOGETHER EARLY LEARNING

Rain, snow, wind, sun, and hail! There are so many different kinds of weather and lots of wonderful activities that can only be done during the perfect kind of weather. Your team will tell a story about a character who is learning about one kind of weather for the very first time. It's a great day for some outdoor fun!

- Research different kinds of weather.
- Create and present a play about a character learning about a kind of weather for the very first time.
- Include a teacher character and a special weather activity in the story.
- Design and create a weather costume and a weather special effect.
- Create and present one Team Choice Element that shows off the team's interests, skills, areas of strength, and talents.



INSTANT CHALLENGE

Instant Challenges require teams to engage in quick, creative, and critical thinking. At a tournament, a team will receive an Instant Challenge and the materials with which to solve it.

- The team members must think on their feet by applying appropriate skills to produce a solution in a period of just five to eight minutes.
- Instant Challenges are performance-based, task-based, or a combination of the two.
- Although each Instant Challenge has different requirements, all Instant Challenges reward teams for their teamwork.
- Instant Challenges are kept confidential until the day of the tournament.