

Invention Competition



Purpose: *The purpose of this competition is to encourage young minds to expand their thinking and to develop their problem solving skills. Much of the technology that exists today came about because an observing mind saw a problem and created a solution. Competition is open to individuals or to teams of no more than two individuals.*

1. Contestants must invent a project that could be used and marketed in today's economy. That means it should be cost effective and capable of rendering the producer a profit. It also means that you must be able to effectively package the product to enhance its attraction to the public.
2. There are no size limitations. However, the invention should be capable of being displayed on an eight-foot table. Electricity can be provided, if needed. Notify your teacher, if needed.
3. The cost of the invention cannot exceed \$50. This does not include the expenditure for display(s) or photographs. Computer modders should not have more than \$250 total cost for the machine being built. Judges may ask for a cost sheet for this project and if none provided may lead to disqualification.
4. Students are allowed to use free or donated material in the project. The value of these materials will be considered in the \$50 cost limitation.
5. A Notebook* containing the following information is required:
 - a. Original drawing of planned invention (prior to actually building it).
 - b. List of expenditures made in the project, showing a final cost.
 - c. Statement explaining the use or function.
 - d. Photos or Power Point presentation showing development of invention. (no videos)
 - e. Photos or Power Point presentation showing invention being used. (no videos)
6. Contestants are required to set up display (invention) prior to the beginning of the competition. *(Items that are easily destroyed or damaged may be added prior to judging.)*
7. Students must be available to demonstrate and explain project to the judges during the competition.

8. The “product” submitted at this competition must be original.
9. Criteria for judging:
 - Does the invention work and could it be marketed today?
 - Did the student stay within the required budget?
 - Is the project notebook complete?
 - Neatness and creativity
 - Student’s oral presentation to the judges will be limited to a maximum of 5 minutes.
10. The winners of the competition will be the student(s) who most closely accomplish the stated purpose of this competition.

** For the purpose of the Angelina County Science & Tech Fair, a **notebook** is defined as a bound piece of documentation that includes a work log with member contributions denoted (time and materials), clearly defined sections of project progress, and photographs and/or drawings of different planning stages in project. Each individual problem will also have specific items required.*

Note: After the completion of the competition all projects must be removed from the Expo Center. An area will be designated outside the Expo fence (near the flag poles) for late pickup of projects on the same day. Students are responsible for moving their projects to this area prior to leaving on the day of competition. Projects in this area will be disposed of if still present the morning following competition. Any projects left in the competition areas will be disposed of by the cleanup crew at the Expo Center immediately following the event. The Angelina County Science & Tech Fair, George H. Henderson, Jr. Exposition Center, and the Lufkin/Angelina County Chamber of Commerce are not responsible for any projects left outside for late pickup.

Qualified seniors may compete for a \$1,000 scholarship.

Invention Competition



Team # _____

Division: _____ Middle School (Grades 6-8) Specify grade: _____
 _____ High School (Grades 9-12) Specify grade: _____

**** Please specify if a senior**

Name(s) of Students: _____

School: _____

		Point Value	Points Earned
Does the invention work and can it be marketed and used today?		0 – 40	
Did the student(s) stay with budget?		0 – 5	
PROJECT NOTEBOOK	Statement of Use	0 - 5	
	Original Scale Drawing	0 - 5	
	Work Log with Member Contribution	0 - 5	
	Materials and Expenditures with Final Cost	0 – 5	
	Photos of Development	0 – 5	
	Photos Showing Use	0 - 5	
Neatness and Creativity of Display		0 - 10	
Presentation to Judges		1 - 15	
TOTALS		0 – 100	

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