

Young Inventors Showcase

Thank you for choosing to participate in the Young Inventors' Showcase!

Since the very first Young Inventors' Showcase in 1987, several winners and participants have gone on to patent, manufacture, and market their inventions. Remember, you are never too young to invent! As Thomas Edison said, "All you need to invent is imagination, and a pile of junk!"

Good Luck! We can't wait to see what you've invented!

About the Showcase

The Showcase is held in two parts: a preliminary judging and the actual Young Inventors Showcase.

Participants come from all over the city, nation, and world to participate in the Showcase. Since they all come from different programs: public school, private school, homeschoolers, summer camps, afterschool camps, and others, the preliminary judging ensures the right contestants are able to compete in the Showcase.

Application Process

In order for your invention to be considered for the annual Young Inventors' Showcase, your application must be submitted (postmarked) by the date provided online at www.yia.org for that year's event.

You must submit the following items:

- Application – signed and dated
- Photo of your invention. Take multiple shots from different angles to clearly portray your invention
- Media release form – signed and dated

Invention Timeline

We suggest giving yourself a minimum of 6 weeks to prepare and develop an invention. See our guide on how to invent for more help.

- Week 1: Brainstorm and research ideas, write a few thoughts about your idea and what problem it will solve, and draw an initial sketch of your invention.
- Week 2: Write down your materials and tools and then develop a budget for materials. Remember, you don't have to purchase a lot of expensive materials. Gather the materials and tools you will need.
- Week 3: Use this week for building your first model.
- Week 4: Begin testing and revising your invention.
- Week 5: Finish testing and revising your invention. Begin getting ready for the competition.
- Week 6: Complete your invention and competition materials. Don't forget to apply to the Young Inventors Showcase by the deadline.

Judging Criteria and Procedures

Inventions will be judged at least three times by different judges. It is very important that you stay with your invention during the judging period. If you are not with your invention and ready when the judges arrive at your table, your invention will not be judged.

You will be judged on a point system of 100 possible points that are weighted to six topics:

Criteria	Possible Points
The invention reflects original and creative thought and provides evidence of no similar product on the market	35
The invention has practical value	25
The Inventor's Log book accurately reflects the process through to the end result	15
The invention is well designed and constructed, made wise and creative use of available materials	10
The inventor is enthusiastic about his/her invention	10
The inventor has promoted the invention with eye-catching and creative materials	5

Contest Rules and Regulations

Following are the general rules and regulations of the Showcase:

1. The invention entered must be an original invention.
2. Teams of students are permitted but there is a limit of 3 members on a team.
3. A student, or team, may enter only one invention.
4. The entered invention must be the work of the student or team entering the Showcase.
5. Completed project application forms must be on file with the Showcase coordinator the day of the Young Inventors' Showcase.
6. Individuals, or all team members, must be at their project during all judging periods. All projects will be judged within the scheduled judging times.
7. Disruptive students will be disqualified from the Showcase.
8. Students are encouraged to provide judges with copies of a one page abstract or summary of their project. However, the material cannot identify the student, teacher, school or district.

Display Guidelines

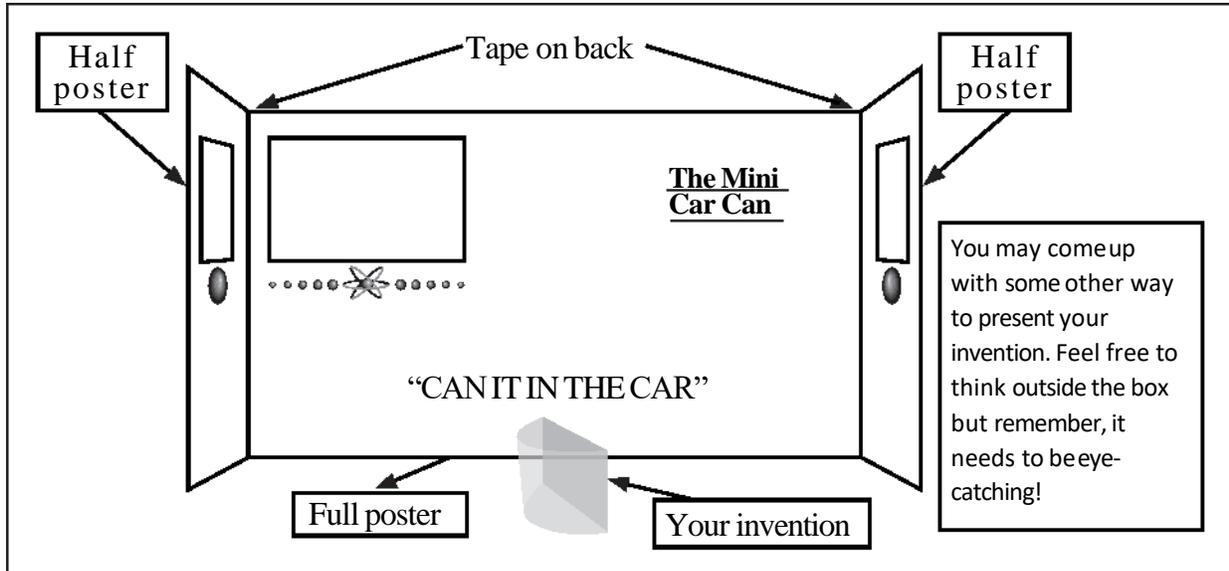
Before planning your display, be sure to carefully review the rules for project displays. Make your display a creative visual summary of your entire project. How you display your invention—the color scheme, graphics, pictures, lettering, etc.—are all important because your display will serve as a "silent" salesperson for your project.

See "Photograph Display Restrictions" below regarding photographs. Make sure to note on your application if you will need electricity, otherwise your invention may not be near a source of electricity on the day of the Showcase.

Everything associated with your display must fit into the space allocated for your project, which is 76cm (30in.) deep x 122cm (48in.) wide x 274cm (108in.) high if floor mounted. Only use floor mounted projects

for extra tall/heavy display boards and/or equipment. If table mounted, the height limit is 198cm (78in.); width and depth remain the same. Most display boards are constructed of plywood or foam core. Please think carefully about using expensive equipment, such as computers.

An example of a display is shown below:



Display rules and safety regulations include:

- The exhibit must be set up at the assigned location.
- The name of the student, teacher, or district must not be a visible part of the display.
- The inventor is responsible for the set-up of his/her own exhibit.
- No radios, TVs, tape players, or other sound transmitting devices may be played unless the sound transmitted by the devices is used as part of the invention.
- Laser pointers, except as a part of the invention, are not allowed.
- Inventor's Logs should be available at the display for review by judges.
- The following items are **NOT** allowed to be part of the display:
 - Live animals, including vertebrate and invertebrates
 - Live cultures of microorganisms or fungi (including molds)
 - Poisonous plants
 - Taxidermy specimens or parts
 - Preserved vertebrate and invertebrate specimens or parts
 - human/animal parts (exceptions: teeth, hair, nails, dried animal bones, histological sections, and sealed wet mount tissue)
 - Other potentially hazardous biological agents
 - Open flame
 - Flammable liquids (ex. Gasoline)
 - Flammable gasses (ex. Propane cylinders)
 - Poisons
 - Hazardous chemicals and materials
 - Radioactive materials
 - Class III or IV lasers (anything stronger than a laser pointer)

- Prescription medication
- DEA-controlled substances, tobacco products, and alcoholic beverages
- Firearms, explosives, and other weapons
- offensive audio/visual displays

Photograph Display Restrictions

Photographs and/or visual depictions are allowed if:

- Credit lines of their origins ("Photograph taken by ..." or "Image taken from ...") are attached, including photos from someone other than the inventor, the internet, magazines, newspapers, journals, etc.
- If all photographs being displayed were taken by the inventor, one credit line prominently displayed indicating that the inventor took all photographs is sufficient.
- For photographs of human subjects (forms must be available at the project.

What to Expect the Day of the Competition

The schedule for the day of the competition will be similar to the sample schedule below:

8:30 a.m.-9:30	Participant registration/invention set-up
9:30 a.m.-12:30	Judging
12:30 p.m.-2:30 p.m.	Lunch and break
1:00 p.m.-2:00 p.m.	Final Judging
2:30 p.m.-3:00 p.m.	Presentation of prizes
3:00 p.m.-3:30 p.m.	Breakdown of inventions

You will receive a final agenda for the day when you arrive and check in.