



## CATEGORIES



All inventions may be conceived, designed, and entered by individuals or teams in any of the following categories. Note: One award is given to the PROJECT.

### WORKING MODELS

This category includes projects where students have produced a full-size or scaled working model or prototype of the invention that really works. The invention must accomplish a state goal or purpose.

### NON-WORKING MODELS

This category is for inventions that would be too large, expensive, or technical to build. Entries in this category must be more than just a drawing; each entry must include a "blueprint" as well as a three-dimensional model or sample, which does not actually function.

### ADAPTATIONS

This is an invention, which takes an idea already in existence and improves upon it. A three-dimensional sample or model of the adaptation is required. "New and Improved!" is the slogan for these inventions.

### GADGETS AND GAMES

NEW! "Gadgets" are ingenious and novel devices or toys, for the purpose of entertainment, education, or amusement. This category also includes original board, computer, and other digitally-produced games, designed and programmed by the student inventor, as well as sports or athletic games and activities. Examples of all the above games and gadgets along with full directions for playing are required. Inventors must provide all necessary technology and equipment for judging, as well as devices to secure it.

### JULES VERNE!!

This category encompasses projects that would fit into any other category but are too futuristic or fanciful to be judged against more practical inventions. This is the futuristic category and will be judged heavily on originality and imagination. Future space, medical, and scientific inventions would be examples of projects for this category.

\*All projects must be accompanied by a neat, fully detailed 8.5" by 11" drawing (or larger) and a 3-D model representing the invention idea.

\*Entrants are responsible for determining which category is the best fit for their invention.

\*An Inventor's Journal must accompany every invention. This journal thoroughly details the entire invention process and documents the student's journey from the idea's conception, through various prototypes, to testing/revising and completed model.

\* Note: Size restrictions of models for National Invention Convention if qualified: 48" wide and 36" tall/ not encroach on other displays

### GRADE LEVEL DIVISIONS:

GRADES 1-2; GRADES 3 – 4; GRADES 5 – 6; GRADES 7 – 8

HIGH SCHOOL GRADES 9-12