



Guidelines for Inventors

1. An invention must be the product of a single (1) inventor. Pair or group inventions are not allowed.
2. An invention must meet the following definition:

*An invention must be useful; it must solve a real problem.
It is original, something that no one has ever made before.
It cannot be purchased in a store or found in a book.
An invention may be a non-obvious improvement or innovation to an existing object that results in creating a new product.*
3. The cost of the invention should not exceed \$50. Inventors are encouraged to use recycled materials and/or household items.
4. The invention must be accompanied by a self-standing display board (requiring no more than 24 inches of table space) that includes (at least) the following information:
 - The title of the invention
 - A description of the problem the invention solves
 - A description of how the invention works
 - The inventor's name, grade, and school, school's city and state.
5. The inventor must submit a log or report that includes the following information:
 - A written statement of the purpose of the invention and the problem it solves
 - A list of materials used
 - A list of steps taken to complete the invention, including a description of any problems encountered and drawings or pictures of attempts that failed
 - A statement of originality, including a description of what the inventor did to establish that the invention does not already exist, with parent verification
 - If the invention is an app, include the logic flow and entire code listing for the app.
 - If the invention is an app that works in conjunction with a microcontroller, include the logic flow and entire code listing for the app, as well as an electrical schematic of how the microcontroller connects to the physical device.
6. The invention must fit in a space that is two feet wide by two feet deep; larger inventions should be represented by a working model, photos, videos, or a combination of these.