

Azalea International Folk Fair of Valdosta, GA

Sponsors

Youth Invention Exhibition & Competition

Rules and Regulations

Purpose & Goal

Human civilization originated in creativity and progressed through invention. The main purpose and goal of the Youth Invention Exhibition and Competition project that Azalea International Folk Fair created to add to its annual celebration is to encourage young scientific talents to put efforts into creating and inventing new products that will improve the quality of life, education, sports, entertainment, or any aspect of humanity's concerns. The project wishes to provide young talents with opportunities to exercise, apply and extend their knowledge while generating practical solutions to real world problems. The criteria of technological creativity and innovative invention that are acceptable for exhibition and presentation are based on how the products work to improve, change or impact individual, social and economic benefits. **In short, the invention makes the lives of people better and we proudly salute you.**

We invite visible, producible, created, invented products that show their intended contributions to the world and to humanity's current functions to exhibition & competition at the International Folk Fair in Valdosta, GA, U.S.A.

Every invention is unique no matter how small or large the contribution it may signify. An invention is an invention, and they are all treasures. We welcome any invention that fits into one simple criterion: it is a visible, producible, created and invented product.

(1) Qualifications for Participation

- a. Participants must be enrolled in elementary schools, middle schools or high schools (In short, K-12 grades and not in a college or university). Students from all states of United States are welcome to participate, however, only participants who study **in the state of GEORGIA, U.S.A.** are qualified to win grand prize award of sponsored oversea trip.
- b. Participants must be aged 6 - 18 years old as of January of the year. Even the college students that are 18 years or younger will still **NOT** be qualified to enter for the contest sponsored by Azalea International Folk Fair.
- c. Enrollment of every project team is limited to 1- 3 members.
4 or more than 4 members in the project team will not be accepted.
- d. Inventions or devices must meet all contest requirements. Most of all, they must be safe!!
- e. The created invention or device will **NOT** be a presentation in the field of basic scientific research. It has to be an actual product of creation and invention.
- f. Artistic forms such as poetry, songs, short stories, paintings, sculpture, etc. which relate to the studies of basic natural observation will not be counted for this contest.

g. Inventions or devices must be able to register in one of the two kinds of award categories as illustrated in the following pages #3 - 5.

Composition of Team & Award

To ensure a more fair evaluation according to age-related abilities, we will accept entries and grant awards based on the following three grades level-related age groups:

- a. **Elementary School**
- b. **Middle School**
- c. **High school**

All members of the team must be in the same age group.

(2) Display, Materials, and Size of Invention Specs

(a) RULE # 1 - SAFETY, SAFETY, SAFETY!!

Inventions must be durable, non-fragile and absolutely **SAFE** and able to be displayed in public. Inventions made from hazardous materials or with living plants and creatures will not be accepted. Inventions with any legal ramifications are **NOT** allowed. **Any invention that is too big, noisy, messy, requires chemicals, produces a flame, or in could be dangerous to demonstrate in any way will be instantly disqualified.**

(b) In the case that an invention should be a computer program or include any materials that are not easily understandable or are not durable in their basic form, the youth should prepare a presentation (power point, video recording) or model to provide clarification to the judges and spectators.

(c) **Design specifications:** Inventions should be less than **20 pounds** and have dimensions of less than **30 inches**. If the invention's size is over these limitations, participants can use a model to explain the purposes and functions of the invention.

(d) **Display:** Either a **poster** or **display board** is required to introduce the inventors to the judges and the public and also highlight the significance of their invention pieces. The poster size must be **24 inches x 36 inches or the so-called A1 size**. Inventors may create multiple posters as long as each one fulfills the size requirements. **If at all possible**, please allow the organizing committee to keep your poster or display board for future promotions and displays.

(e) **Oral Presentation:** The youth must be able to provide a clear explanation of the purpose, process of development and operation of the invention.

(f) Participants are encouraged to use handouts or brochures (**must be in English**) to help explain their inventions. A letter-size flyer (size 8.5 inch x 11 inch) with **300 copies** to give to judges and spectators is highly recommended.

(3) Grand Prize Award- Oversea Trip

Important!!

READ & UNDERSTAND the Rule for Grand Prize Award of Oversea Trip!!

Rule #1: There must be **at least 10 inventions** presented in this Youth Invention Exhibition & Presentation project in order for Panel of Judges to choose **ONE invention from each of the two categories** to represent U.S.A. for the worldwide exhibition. (FYI, most of the countries participate in the IEYI event, their audition is nationwide and extremely competitive with hundreds, thousands of inventions competing to win to represent their country.) The final decision **will NOT be based solely on the judging scores, but also on the panel's further deliberation and advice.** **The selected inventions must best represent the United States for worldwide exhibition with inventions created by youths from across the globe.**

If there are less than 10 participating inventions, the judges may choose **only one invention** for the USA team to participate in the annual IEYI held overseas.

AS A SUMMARY, the Azalea International Folk Fair of Valdosta, GA is committed to sponsor **three members only** for the annual IEYI held overseas:

- (1) One coach – A MUST!!
- (2) One winner from Standard 1: In the Field of Application and Its Contribution to Human Benefits
- (3) One winner from Standard 2: In the Field of Technique and Creative Expression:

The organization sponsors the three representatives with passport application, airfare, lodging and three meals (breakfast, lunch & dinner). The representatives are responsible for their own allowances, snacks, and shopping expense.

(4) Definition of Invention Piece

The Youth Invention project defines an invention's contribution by **two standards**:

Standard 1: In the Field of Application and Its Contribution to Human Benefits -

The invention contributes to the promotion of environmental friendliness, healthy living, social welfare (for the elderly, handicapped, pregnant women, etc.), education, and/or entertainment (including sports).

Standard 2: In the Field of Technique and Creative Expression -

The invention highlights new mechanical structural design, material utilization, low cost with high benefit, and marketability.

(1) The Invention for Environmental Friendliness

The environment has become a serious issue in today's world. Many countries have embraced the mantra of sustainable development and commitment to policies of environmental protection in an attempt to move their nations toward the ill-defined goal of sustainability. We believe that environmental innovations are necessary to transform concepts into a sustainable program, but it is not always apparent how to encourage creative environmental ideas that will help make that goal attainable. We envision that young peoples' creativity and imagination will bring important environmental problem-solving resources to society.

(2) The Invention for Health Promotion

There has been increasing attention paid to the importance of health, health care, and the material conditions of living. The technologies of innovation with respect to health, hygiene, and sanitation in health promotion have also been considered the interface between health and the care of the body in relation to fitness and exercise. A safe society requires better devices and inventions; it requires a "creativity of design." Functional devices act as architectural and spatial technologies that will be able to set up a useful and clean living environment that promotes a higher quality of life. The material and device should be able to aid in the rationalization of discourses on health, safety and hygiene. We are expected to maintain a clean and healthy living environment. All goods can be cleaned and disinfected on a regular basis by innovative inventions, and physical fitness can always become safer and healthier. In other words, through this invention project, we wish to promote devices that help to promote healthy, safe and comfortable living.

(3) The Invention for Disability or Elderly

One most important aspect of the elderly or disabled is that they have functional difficulties. Basic humanitarian actions geared toward elderly people or people with disabilities are the same as for other groups. However, the aging or handicapped process leads to a need for special inventions regarding certain necessities. With aging or disabilities, individuals may suffer from muscle disorders, exhaustion, balance and strength problems, and sight and hearing disorders. All of these put individuals under risk in living environments; thus, their expectations for housing and environment are very different from other groups. We hope to promote inventions that will consider the needs of the elderly and disabled and help them to participate in social life with equal conditions. The inventions should be created to improve their quality of life by equipping them with devices that make living in today's world easier and more enjoyable.

(4) The Invention for Sports, Education, Entertainment Use

The development of technology has, in general, provided people with higher quality and more comfortable way of life. When the radio was invented, for example, it dramatically changed people's way of life; information could be shared, spreading rapidly and worldwide. With the development of the Internet and e-mail, the idea of the so-called "global village" has become a reality. New technology is generally welcomed by most people. This is especially true in our current society, where information sharing and the invention of microchips have been a major cause of rapid change in the past few decades.

There is no doubt that such technological advancement has brought about changes in other industrial fields, which has inevitably had an impact on every individual's life. There are many ways to categorize the impacts of new developments in technology on people's daily lives. For example, there are many effects directly attributable to the introduction of the radio, including education, sports, government, and politics, with comparable impacts from other inventions. Therefore, a single advancement in a technology invention could become a major stepping stone, leading not only to other inventions but also to changes in our social life, such as learning patterns, sports, and entertainment. It is no secret that rapid technological advancements, especially in the learning field, have helped to increase knowledge acquirement worldwide.

The standard for Technical Concerns

Some inventions that may not directly contribute to some benefits as above statement prepared. Yet, it may still serve to encourage, promote or facilitate future inventions. Therefore, we open our standards to accept inventions that may have the following significance:

- (5) Mechanical Structural Design
- (6) Materials Utilization
- (7) Cost Effectiveness: Low Cost
- (8) Marketability

Summary of standards in defining inventions which are eligible for Azalea International Folk Fair's Youth Invention Exhibition & Competition on March, 2010

Standard 1: In the Field of Application and Its Contribution to Human Benefits

1. Environmentally Friendly Inventions
2. Safety and Health-enhancement Inventions
3. Social Contribution Inventions
4. Recreational and Educational Inventions

Standard 2: In the Field of Technique and Creative Expression

1. Mechanical Structural Design
2. Material Utilization
3. Cost Effectiveness
4. Marketability

(5) Judging Criteria for Invention Awards

Items	Max Score	Judge's Score
<u>Initiation and Development</u> Problem Finding & Solution Process	20	
<u>Oral Presentation</u> Purpose, creation and construction procedures, explanation & demonstration of how the invention works to solve the problems identified	20	
<u>Creativity</u> Innovation and uniqueness	20	
<u>Application</u> Effectiveness (solving the problem) and practicality (ease of usage and potential popularity)	20	
<u>Visual Quality</u> Booth set-up, display board, poster, brochure, color and image, etc. showing the aesthetic representation that can attract visitors & promote the invention piece.	20	
Total Score	100	

(6) Panel of Judges & Judging Rules

To provide fair, accurate and non-discriminatory judgment at the invention competition, the qualified and dedicated judges will be selected by the Azalea International Folk Fair Board of Directors. Renowned instructors or professionals with many years of experience in technology, engineering or related fields will be selected. The list of judges and their biographies will be announced on the website on January, 2010. On Saturday, March 6, the panel of judges will evaluate the inventions using the above **Judging Criteria for Invention Awards** to give each invention a score.

An average score will be computed from all score sheets we receive from the panel of judges.

(7) Awards

We will choose the top **FIVE** highest average scores as winners. We will award **the top FIVE winners** with trophies in the award ceremony on Saturday, March 6, from 5:40 to 5:50 p.m.