

INVENTION CHALLENGE RULES



Young people ages 5–14 are invited to participate in the 2018 YMCA THINGAMA JIG® Invention Convention Challenge.

The rules are simple:

1. You can enter the competition as an individual or in a team of no more than 3 individuals.
2. All participants must be between the ages of 5–14.
3. You must enter an original invention/project (no manufactured kits accepted).
4. Use of recycled materials is strongly encouraged.
5. No more than \$20 can be spent on materials for your invention/project.
6. A log must be submitted with your entry.
7. Projects are due on Wednesday, July 25, no later than noon (the day before the event) at the Show Place Arena.

Entries in the 2018 YMCA THINGAMA JIG Invention Convention Challenge will be judged on creativity, effective use of materials, attention to detail and accuracy. Prizes will be awarded to 1st, 2nd and 3rd place winners.

WHEN: Thursday, July 26, 2018
9:00 a.m. until 3:00 p.m.

WHERE: The Show Place Arena
Prince George's Equestrian Center
14900 Pennsylvania Ave.
Upper Marlboro, Maryland 20772

For more information, please call 202-232-6700.

**Projects are due on
Wednesday, July 25,
no later than noon
(the day before the event)**

COMPLETED FORMS DUE BY JULY 13, 2018

MAIL REGISTRATION FORMS TO:
YMCA of Metropolitan Washington
Attn: La Shaun Murray
1112 16th Street, NW, Suite 240
Washington, DC 20036
Phone: 202-232-6700

**FAX REGISTRATION
FORMS TO:**
202-797-4486

REGISTER ONLINE: www.ymcadc.org/Thingamajig

24th Annual YMCA THINGAMA JIG® INVENTION CONVENTION

July 26, 2018
9:00am–3:00pm
The Show Place Arena
Prince George's Equestrian Center
14900 Pennsylvania Avenue, Upper Marlboro, MD



INVENTION CHALLENGE REGISTRATION FORM



NAME _____ AGE _____ Boy Girl

I will be entering the YMCA THINGAMA JIG® INVENTION CONVENTION as an:

- Individual
- Team — *with up to 2 of my friends (enter their names):* Team Member: _____
Team Member: _____

My Home Address is: _____

 CITY STATE ZIP

My Parent's Name(s) _____

Are you in a YMCA Camp? Yes — Which Camp: _____ Branch: _____
 No — Another Camp or Group: _____

Please check the YMCA THINGAMA JIG Challenges that you would like to enter. Check off the appropriate box for INDIVIDUAL or TEAM entry. Remember, no more than 3 people per team (larger teams will be disqualified).

INDIVIDUAL TEAM

- APP TO MAKE IT BETTER** Come up with an app that can solve a problem you find at home, at school or at camp.
- COOL RIDE** With your imagination as your engine, design and build the coolest self-propelled rolling vehicle using recycled materials.
- ENGINEERED WITH PAPER** Using paper only, what really cool Eco-friendly invention can you make?
- ICANPLAY** Design an amazing play space, game or toy that allows everyone to have fun and to be safe.
- INCREDIBLE ROBOTS** Design an amazing robot that performs a task that helps to make the world better.
- MADE FOR HER** Solve one of your mother's, grandmother's, teacher's or someone significant biggest problem or challenge with your original invention.
- MASTERPIECE TRASH AND TREASURE** Let your artistic genius guide your masterful work of art from recycled materials.
- PET EXERCISER** Pets need exercise too. Design a new device to exercise a pet.
- RUBE GOLDBERG CHALLENGE** Design the zaniest, most elaborate Rube Goldberg contraption using all sorts of everyday stuff.
- SMART WEARABLES** Design the next wearable device that is created to make a difference in the life of someone special.
- SOUND OFF** Let there be music with your uniquely designed musical instrument, new beat or original song of the century.
- UPCYCLED THINGAMA JIG** Challenge your mind in the complex design of a brand new thing, created by combining existing objects to do something different.

YMCA Initials _____ Entry Date _____ THINGAMA JIG Registration Number _____

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INVENTION CHALLENGE INVENTION LOG



NAME _____ AGE _____

NAME _____ AGE _____

NAME _____ AGE _____

YMCA Branch or Other Group _____ PHONE NUMBER _____

NAME OF INVENTION _____

Which challenge are you entering your invention in?

- | | | |
|--|---|--|
| <input type="checkbox"/> APP to Make It Better | <input type="checkbox"/> Incredible Robots | <input type="checkbox"/> Rube Goldberg Challenge |
| <input type="checkbox"/> Cool Ride | <input type="checkbox"/> Made for Her | <input type="checkbox"/> Smart Wearables |
| <input type="checkbox"/> Engineered with Paper | <input type="checkbox"/> Masterpiece Trash and Treasure | <input type="checkbox"/> Sound Off |
| <input type="checkbox"/> iCanPlay | <input type="checkbox"/> Pet Exerciser | <input type="checkbox"/> Upcycled Thingamajig |

1. What does your invention do?
2. How did you come up with the idea for your invention?
3. Who helped you create your invention?
4. How did you make your invention?
5. How much did your materials cost?
6. What recycled materials did you use for your invention?

**Please Attach
a Picture of Your
Invention**

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