



## ENTRY GUIDELINES

Each Challenge entry **must** identify a real-world problem and demonstrate at least the following four *Spark!Lab* **Key Steps of the Invention Process**:

- |                   |  |
|-------------------|--|
| <b>Think it</b>   | Have a great idea for an invention                                     |
| <b>Explore it</b> | Investigate inventions and ideas of the past                           |
| <b>Sketch it</b>  | Draw pictures and diagrams to figure out how your invention might work |
| <b>Sell it</b>    | Market your invention to people who might buy it                       |

The real world-problem may be one that all the people in your neighborhood face, something that all your friends complain about, or an issue you talk about where you live. It could also be about a bigger, global problem that affects many people. Your entry must describe how you help solve the problem by inventing something new.

**To qualify for the Nelson Mullins patent opportunities and Camp Invention scholarships**, your entry must address all seven *Spark!Lab* **Key Steps of the Invention Process**, the four listed above and the following three:

- |                  |  |
|------------------|--|
| <b>Create it</b> | Build a prototype or model of your invention |
| <b>Try it</b>    | Test your invention                          |
| <b>Tweak it</b>  | Keep improving your invention                |

For the evaluation criteria, see the **Scoring Guide**.