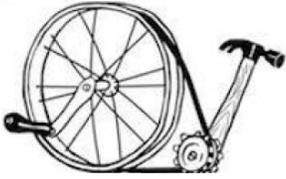


PHILLY CONTRAPTION CONTEST



Welcome to the team!!

Radnor Library is excited to enter the Philly Contraption Contest. In order to make our entry a success, please read the rules below, sign and return the contract to Ms. Andrea or Ms. Carrie at the Children's Desk.

1. I will be able to commit to the five sessions (**Wednesdays, March 14-April 11, 4:00-5:00**) and competition which will be held **Saturday, April 14th from 11:00am to 2:00pm at Regina Angelorum Academy in Ardmore, PA**. Participating with any team requires commitment so please be courteous and stick with the team! We understand conflicts may arise (and spring break vacations), but members missing more than 2 sessions may be asked to leave.
2. I will be a good team member. Good team members take the time to listen to their peers and instructors. Input is valuable but so are compromise and empathy.
3. I will do my best to contribute to the team. The judges actually state they are looking for really funny and really absurd. Be creative!
4. For Adults: I will do my best to make sure my participant attends every session prepared and gets to the competition on time. Teamwork makes the dream work. I also give permission for the Library to post photos and/or videos that include my child on the Library's Facebook/Instagram pages. (No last names will be posted.)

Please sign below:

PARTICIPANT: _____ DATE: _____

RESPONSIBLE ADULT: _____ DATE: _____

Let's get ready to contrapt!

TASK

The task for the 2018 Philly Contraption Contest is: Play a musical instrument.

TEAMS

There must be at least three members on each team. All team members must be full-time students. Teams must have a parent/guardian or teacher advisor, and only one adult can help the team set up the machine on the day of the event.

Teams will be divided by age division. Division I is high school. Division II is grades 4 through 8. These divisions will be judged separately.

THE MACHINES

Each team will enter a Rube Goldberg-style machine that completes the assigned task: Play a musical instrument.

To be a part of the competition, a machine must have a minimum of 10 steps for Division II (younger kids). Maximum height is eight feet. And the machine must fit inside a 10'x10' square.

The machine must finish its run within two minutes. Each machine will be run twice for the judges. Prior to starting the machine, each team must deliver an oral presentation. In addition to being part of the storytelling process — each machine should tell a story — the team should also use the oral presentation to explain the steps in the machine.

Teams will have approximately two hours to set up their machines in the venue. Each team will present their machine to the judges twice.

Judges will grade the machines and teams on a variety of criteria including absurdity, number of steps (the more the better!), teamwork, the effective use of a story or theme, completion of the task, and the use of everyday objects.

After judging, teams are required to run their machines for spectators. Teams should engage the spectators and answer questions. A team may be disqualified if it does not participate in the public demonstrations.

Winners will be announced the day of the event. In addition to the main awards in each age division, there will also be a People's Choice category based on spectator votes.

Prizes will be awarded: \$500 first place, \$250 second place, \$100 first place in each division.

Find more information at www.contraptioncontest.com