



Event Contact:

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**CALL FOR INVENTORS! CREATE YOUR WACKYIEST MACHINE!**

- Cost is \$8 per Scout
- Boy Scouts must compete in teams of 4-8
- Troops can enter multiple teams
- An adult leader must be present for each group (multiple teams possible)
- Teams must pre-register in order to compete
  - Online at [www.neic.org/MachineMadness2016](http://www.neic.org/MachineMadness2016)

**Objective:** To lift a bear bag at least 3' but no more than 5' off the ground (must weigh at least 1lb)

### Machine Guidelines

- **Footprint:** Maximum footprint should be 10'x10 with height of 5'
- **Steps:** Machines should consist of a minimum of 15 steps and a maximum of 25 steps
- **Running time:** Machines must run within 3 minutes
- Machines can have a maximum of 2 electrical cords, air hoses, or water hoses
- Machines must be safe for participants and observers
- Machines cannot project an object beyond the footprint
- Machines must not have any corporate logos, lewd language or designs – must conform to the codes of Scout Oath and Law
- Contestants have 2 minutes to describe their machine
- See Machine Madness Grading Rubric for more guidelines

### Event Details

- **Snacks** – Chips, a cookie, and a beverage will be provided to each participant and their leader. These items will be available for sale to friends and family
- **Prizes** – A participation ribbon will be given to each Scout and winning teams will receive a prize

