

LOUISIANA iNVENTION CONVENTION



PRESENTED BY **LOUISIANA 4-H**

Louisiana 4-H offers the Invention Convention program opportunity to youth in grades K-12 across Louisiana. The goal of this program is to help youth ignite their "spark" through innovation and creative problem solving.

This opportunity seeks to challenge youth to practice the following life and career readiness skills:

- Innovative thinking
- Problem-solving
- Perseverance
- Critical thinking
- Community-building
- Public speaking

1. **ELIGIBILITY:** The Louisiana Invention Convention is open to K-12 students. Youth in K-3rd will participate in a non-competitive format.

Participants must pre-register, pay the event registration fee and travel to the Louisiana State Invention Convention event on Friday, February 27, 2026 in person, accompanied by at least one (1) parent/legal guardian, Extension Agent, 4-H Club Leader, FFA Advisor, teacher or school administrator who is over eighteen (18) years of age.

- **Contest Registration Period/Promotion Period:** Begins in January of 2026
- **Contest Check-in:** February 27, 2026: 9a.m.- 9:30a.m.
- **In-person Judging Period:** February 27, 2026 begins at 9:30a.m.
- **Winner Announcement:** The winners will be announced once judging is complete.

By submitting an entry, you hereby grant permission for your entry to be posted on national.inventionconvention.org, thehenryford.org, Louisiana 4-H website or other websites.

By submitting an entry, you represent and warrant that the work submitted is original to you and that neither it nor its contents infringes upon or

violates the rights of any third party. If your Entry includes likenesses of third parties or contains elements not owned by you, (such as, but not limited to, company logos) you must be able to provide legal releases for such use in a form satisfactory to the LSU AgCenter and 4-H Youth Development or your entry will be disqualified. Entries may not defame or invade the publicity rights or privacy of any person, living or deceased, or otherwise infringe upon any person's personal or proprietary rights.

REQUIREMENTS OF CONTEST ENTRIES: Entries may not contain, as determined by the LSU AgCenter, in its sole discretion, any content that:

- Is sexually explicit; unnecessarily violent or derogatory of any ethnic, racial, gender, religious, professional or age group; profane or pornographic; contains nudity;
- Promotes alcohol, illegal drugs, tobacco, firearms/weapons (or the use of any of the foregoing); promotes any activities that may appear unsafe or dangerous; promotes any particular political agenda or message;
- Is obscene or offensive; endorses any form of hate or hate group;
- Appears to duplicate any other submitted contest entries;
- Defames, misrepresents or contains disparaging remarks about other people or companies;
- Contains trademarks, logos, or trade dress (such as distinctive packaging or building exteriors/interiors) owned by others, without permission;
- Contains any personal identification, such as license plate numbers, personal names, email addresses or street addresses;
- Contains copyrighted materials owned by others (including photographs, sculptures, paintings, and other works of art or images published on or in websites, television, movies or other media), without permission;
- Contains any individual other than you and/or any materials embodying the names, likenesses, voices, or other indicia identifying any person, including, without limitation, celebrities and/or other public or private figures, living or dead, without providing legal releases for such use in a form satisfactory to the LSU AgCenter and 4-H Youth Development;
- Contains look-alikes of celebrities or other public or private figures, living or dead;
- Communicates messages or images inconsistent with the positive images and/or good will to which the LSU AgCenter and 4-H Youth Development wishes to associate; and/or
- Violates any law.

By submitting an entry, you represent and warrant that your entry is original to you and that neither it nor its contents infringe upon or violates the rights of any third party, including any copyrights, trademarks, rights of privacy, publicity or other intellectual property. By submitting an entry, you warrant and represent that you consent to the submission and use of the entry in the contest and to its use as otherwise set forth herein.

By submitting an entry, you acknowledge and agree that the LSU AgCenter and 4-H Youth Development may receive other entries under this promotion that may be similar or identical to the entry submitted by you, and you waive any and all claims you may have had, may have, and/or may have in the future, that any other entry reviewed and/or used by the LSU AgCenter and 4-H Youth Development may be similar to your Entry and you understand that you will not be entitled to any compensation because of Sponsor's use of such other similar or identical material.

- 2. ENTRY JUDGING:** Begins at or about 9:30 a.m. CT on February 27, 2026. Inventors will be judged by panels of judges in-person. Only participants who are present for judging will be considered for an award.

Each inventor will have to present to the in-person judges:

- One (1) Prototype.
 - Students should create a model that demonstrates the key characteristics that make the invention valuable, usable and unique.
 - Prototypes/models should be built for \$50 or less (household, office, upcycled materials are encouraged)
 - Prototype does not have to be **fully** functioning.
 - Prototypes must fit within the allotted space the inventor(s) are given for display on their table or on the floor in front of it (36-inch-wide footprint).
 - Prototypes may not contain or use water or any other liquids.
 - Prototypes will not have access to power outlets or electricity.
 - Students may use a laptop or tablet to demonstrate a digital prototype.
 - Note: Power will **not** be provided for these devices nor is it the responsibility of Louisiana 4-H or ICW to ensure functioning WiFi.
 - No refrigeration will be provided for prototypes.
- One (1) Display Board (see Display Board Judging Criteria below for more information)
 - Inventors must adhere to a maximum trifold display board size of 36 inches wide by 45 inches tall when displayed on the tabletop.
- One Logbook (see Logbook Judging Criteria below for more information)
 - The logbook must be physical and can be handwritten or typed.
- All materials must fit within a space no larger than 36" wide, 75" tall (30" below table and 45" above table), and 42" deep (30" on table, 12" in front of table). Prototype cannot be taller than the display board nor

wider. See Appendix A, below.

- Displays (prototype and/or display board, and other materials) that violate these dimensions will be subject to a two (2) point penalty to their overall score per violation up to a maximum of a four (4) point penalty)
- If a display does not have the necessary materials (prototype, display board, or logbook) the submission will receive a score of zero (0) for those categories.

3. JUDGE REVIEW AND AWARDS PROCESS AND ALLOCATION

- 4-12 grade Awards winners are chosen from the overall scores for those categories which are then reviewed by a panel of judges to determine the winners. Each division may have up to three awards (maximum) given as well as honorable mentions as determined by the judging team.
- Specialty awards (ie: Ignite the Spark, etc.) may be given, and winners are chosen from the top scoring entries, which are then reviewed by a panel of judges to determine the winners.
- Ties for all awards are broken at the discretion of the Judging Committee. Factors will include:

1. Total Overall Score. 2. Live Presentation with Q&A score 3. Individual category scores in the order of Originality, Identifying & Understanding, Ideating, Designing & Building, and Testing & Refining. If there is still a tie at that point, the Judging Committee will consider the remainder of the Invention Impact scores and finally, Inventor Communication scores. The LSU AgCenter and 4-H Youth Development reserves the right not to award all prizes or to choose fewer than seventy-six (76) if, in its sole discretion, it does not receive a sufficient number of eligible and qualified Entries. Prize awards are subject to verification of eligibility and compliance with these Official Rules.

- Entries that do not contain all required entry information and/or materials or are considered inappropriate for any reason are not eligible.

ORIGINALITY JUDGING CRITERIA: Judges will use the following rubric to guide each invention's originality score. They will document their reasoning in their tracking document. Judges will independently give each invention an originality score which can be any integer 0-15. The following examples will guide their scoring:

- a. 0 points would be awarded in the case that the invention can be found online, at a store, or already has an existing patent.

b. 5 points would be awarded in the case that the concept of the invention already exists and the student's invention is different, but only minor changes have been made: size is larger/smaller, design is different, mechanics are different but functionality is the same.

c. 10 points would be awarded in the case that the concept exists, but major changes have been made altering the design and functionality of the invention.

d. 15 points would be awarded in the case that the invention does not exist and no pre-existing patents can be found.

OVERALL JUDGING CRITERIA:

Category	Dimension	Description	Points
Invention Process (40)	Identifying & Understanding	The Identifying stage occurs when inventors seek problems they want to solve. This stage involves how inventors uncover problems and discover who else might experience the same problem. Understanding a problem requires research to identify existing solutions that solve the identified problem and the shortcomings of those solutions. Understanding also includes researching the impact the problem may have on others.	10
	Ideating	Ideating refers to the brainstorming or imagination stage inventors go through to generate a variety of original ideas. Ideation includes developing specific criteria for a successful solution. <i>Note: An inventor's idea/s may be updated at any time throughout the Invention Process.</i>	10
	Designing & Building	Designing an invention or a prototype requires critical-thinking skills; inventors are expected to articulate how they intend the invention to work and why they chose the materials they did for executing their invention.	10
	Testing & Refining	The keys to this step are iterations, improvements and perseverance. The best inventors know the first build is often not the best and seek feedback through Testing and Refining their design accordingly.	10
Invention Impact (25)	Market Research <i>Note: Judges look for research quality, not market size.</i>	Market Research assesses the likelihood of an invention gaining users. 1. How would you characterize the potential market? Who are the potential users? 2. How likely is the identified market to adopt the solution? 3. To what extent was the market appropriately researched? Inventors are encouraged to use both quantitative research (e.g., statistics) and qualitative research (e.g., interviewing experts or potential users).	5
	Environmental & Societal Impact	Inventors are asked to consider and communicate the potential Environmental and/or Societal Impacts of their invention, both positive and negative (pros and cons). To what extent does the invention improve environmental/societal conditions or have a minimal adverse impact?	5
Invention Impact (Continued)	Originality	Does the inventor demonstrate that their invention is better than or different from existing solutions? Do they show how it is distinguishable from prior inventions? It is important to conduct and communicate research from a variety of sources to establish and verify Originality.	15
Inventor Communication (35)	Logbook	1. Does the Logbook document a journey, not just a report done after the fact? 2. Does the Logbook thoroughly document/explain all aspects of the Invention Process (Problem Identification, Understanding, Ideating, Designing, Building, Testing and Communicating) in a detailed manner?	10
	Display Board	1. Does the Display Board support the inventor's presentation by communicating significant aspects of the Invention Process? 2. Does the display have strong visual appeal, such as eye-catching colors, pictures, graphs and variety? 3. Are grammar, spelling and punctuation correct and, if board is hand-printed, is it neatly done?	5
	Prototype or Model	Does the Prototype support the inventor's presentation and clearly communicate the key characteristics that address the identified problem? <i>Note: Outside assistance and collaboration are acceptable as long as the student is driving the process and documents outside help. Inventors should do only what they can do safely. Credit should be given where assistance was received.</i>	10
	Live Presentation with Q&A	The Live Presentation with Q&A takes place during the event and is very similar to the online presentation video but with the addition of a judge and peer question-and-answer portion. Presentations should provide enough information so that a judge can score all aspects of the above rubric (except for the Video Presentation, as that is scored separately). Live Presentations should not exceed five minutes, with time for Q&A afterward. Inventors are expected to deliver the Live Presentation without the use of scripts such as notecards or PowerPoints.	10
	TOTAL		

DISPLAY BOARD JUDGING CRITERIA: Display board judging is based on thoroughness and creativity. Judges will evaluate each board according to the rubric below as well as the depth of explanation provided by the entrant.

Criteria	Description	Points Possible
Content	<p>Minimal to Average: Includes name of invention, inventor's name and grade, plus patent status and school/state.</p> <p>Essential design process content (in paragraphs or bullet points): problem statement, brainstorming ideas, test and revise/various iterations and improvements.</p> <p>Above Average to Excellent: Quality of required essential criteria (explained above) is a deciding factor. Contains all essential content but also includes in-depth, thorough descriptions and details (age appropriate).</p> <p>Options for going above and beyond include but are not limited to: pictures, statistics, market potential, depth of the problem, age-appropriate research citations (beyond Google), interviews, analysis.</p>	0-3
Visual Appeal	<p>Minimal to Average: Instantly grabs viewer's attention. All items are spelled correctly, mounted and cut neatly (age appropriate). Uses color scheme. Adds visual appeal. Clean, neat, colorful, eye-catching display.</p> <p>Above Average to Excellent: Unique aspects, original factors making display pop, full of essential content but well-organized and not crowded.</p>	0-2

LOGBOOK JUDGING CRITERIA:

Criteria	Description	Points Possible
Invention Process	<p>Logbook must document student initiative and the Invention Process. Information should begin with brainstorming and continue through to completion of the invention (include modifications/improvements/all changes from beginning to end).</p> <p>Logbook documents how idea originated; evidence of student being the main contributor to the project (students should do all work appropriate for their grade level; adult help is encouraged regarding any safety issues, such as using power tools).</p>	0-4
Research & Documentation	<p>Documents research related to the general topic as well as the existence of similar inventions (supports originality).</p> <p>Lists all items used, including borrowed and repurposed.</p> <p>Documents total expenses including all materials purchased, donated, or reused. Documents help from adults.</p>	0-4
Analysis	<p>Provides analysis of the invention benefits/consequences: environmental, societal, market potential.</p> <p>Gives pros/cons of design process.</p>	0-2

4. **WINNER NOTIFICATION:** Awards will be awarded only upon winner redemption, confirmation, verification and final approval by Louisiana 4-H. No substitution, transfer of any prize or cash alternative permitted, except by the LSU AgCenter and 4-H Youth Development who reserve the right, in its sole discretion, to substitute a prize of equal or greater value, if prize, or portion of prize, becomes unavailable.

5. **PRIZE LIMITATIONS: Limit of up to four (4) prizes per person. An entry may not receive more than one (1) award per category. Honorable mentions do not count against award totals.** If it is discovered during prize verification you have entered, attempted to enter, or used multiple accounts to enter more than the stated limit, you will be disqualified at the discretion of the administrator, or will be void. Entries generated by script, macro or other automated means, which subvert the entry process, are void.

6. **OWNERSHIP OF ENTRIES:** By submitting an entry, you agree to be bound by these official rules and grant the LSU AgCenter and 4-H Youth Development an exclusive, fully paid-up and royalty-free, worldwide license to use, modify, delete from, add to, publicly perform, publicly display, reproduce and translate your entry, including without limitation the right to distribute all or part of your Entry in any media formats through any media channels. By submitting an Entry, you consent to the use, by the LSU AgCenter, its affiliates, subsidiaries, parents, and licensees, of your name, likeness, and image, in connection with the Event and Sponsor's related marketing activities, in any media or format now known or hereafter invented, in any and all locations, without any payment to or further approval from you. You agree that this consent is perpetual and cannot be revoked. For uses beyond the consent that you grant above, you agree that Sponsor's use of your personal data will be governed by the Privacy Policy posted on the LSU AgCenter website.
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Appendix A

