

MESA DAY RULES 2019-2020

(FINAL)

MESA Think Tank

LEVEL: High School

DIVISION(S): Grades 9th/10th and Grades 11th/12th

COMPOSITION OF TEAM: 2-3 Students per team

NUMBER OF TEAMS: Preliminary – As determined by your local Center

Regional – one team per division per Center

SPONSOR: University of the Pacific MESA College Prep

OVERVIEW: Have you ever wanted to pitch a MESA Competition to MESA staff/judges? Here

is your chance! We are looking for a team that has an innovative STEM Competition that can be piloted in the next MESA Day Competition. Participation logistics, limits, and competition facilities may vary by host site. Advisors and students are responsible for verifying this information with their center

director.

MATERIALS: The Host Center will provide the following:

Projector and HDMI, VGA and mini DisplayPort cables

• Table

Easel

The student presenter will provide the following:

- Prototype of project competition
- Laptop and charger if needed
- Visual Aid
- Written rules for their competition (3 hard copies, one for each judge)

GENERAL RULES:

- 1) Teams **must** properly label their rules and prototype with names of all students on team, grades levels, school, and MESA Center. A 10% penalty in the score will be assessed for failing to properly label.
- 2) Project competition must be safe to participants, judges, and audience. If project competition or prototype is deemed unsafe by the judges, team may not proceed with presentation and will be scored up to that point.
- 3) **Must** be a STEM related or a NAE Grand Challenge competition.
 - a. NAE Challenges can be found at http://www.engineeringchallenges.org/
- 4) **Must** be original work of teams. Teams may not reuse project rules or supporting materials from past projects or other teams. Commercial models/kits may not be used as a competition.
- 5) Prototype of project competition and visual aid (or digital presentation) should be completely built and ready. Visual aids and prototypes will not be retained and will be returned to students after judging if possible.

- 6) **Must** be ready to demonstrate how project competition works at presentation.
- 7) Project competition **prototype** cannot exceed 50cm x 50cm x 50cm. Judging equipment can be larger, but within reason.
- 8) Teams MUST include the price of their prototype in their visual aid with a brief description of materials used. It must be clear for judges to see.
 - a. While there is no specific limit, teams will be scored on cost feasibility of the prototype.
 - b. Project evaluation equipment (e.g., bridge breaker, glider launcher) does not need to be included in price list and price of this equipment will not affect final score.
- 9) Rules for competition must be written (computer generated) and include: overview of competition, list of materials, general rules, and mathematics principles related to project and judging guidelines. Hard copy of rules must be provided to judges (3 copies in total one for each judge).
- 10) Rules for competition **must** include two math concepts (e.g., lift, force, distance, etc.) and apply each of them to the competition with an example.

PRESENTATION GUIDELINES:

- 1) Must include introduction of the problem.
- 2) State which STEM field or NAE Grand challenge was applied (only if it applies).
- 3) Must have actual prototype of the competition.
- 4) Must provide a visual aid (e.g., power-point, a handout, poster board, etc.).
 - a. Visual aid must include the steps of the engineering design process to achieving your competition.
- 5) Demonstrate how your competition will be judged.
- 6) The presentation should not be a reciting of the competition rules. It should be a pitch to sell the judges on why the team's competition is important and relevant. The pitch should be engaging and show how the team's competition stands out.

JUDGING:

- 1) Judges will assemble all competing teams of students in the assigned room, read the rules, explain procedures, clarify judges' scoring criteria, and answer any related questions.
- 2) Judges will determine team order by random selection and will post the team order prior to the start of competition. If a team is not there in time to draw random order, they will not be allowed to compete.
- 3) If a team is called twice to present and is not there within 30 seconds, they will not be allowed to present.
- 4) Students will be given one minute to setup before presentation.
- 5) Team must give a maximum of two-minute pitch presentation. After the two-minute mark, teams will be stopped and will not be allowed to present over the two-minutes. A 30 second follow-up of questions will be given by judges.
- 6) Students must give each judge (maximum of three judges) a copy of your written rules.
- 7) Only judges, appointed staff, and competing teams will be allowed in the room.
- 8) Judges will provide time signals for students at these intervals: One (1) minute, Thirty (30) seconds, and Five (5) seconds.
- 9) There should be three judges present, with a minimum of two. Judging scores will be averaged to determine final scores.

AWARDS:

- Medals will be awarded for 1st, 2nd, and 3rd place per division: Grade 9th/10th and Grades 11th/12th
- Only 1st Place teams in each division will advance to Regional/State MESA Day.

ATTACHMENTS:

- High School Inspection & Scoring Sheet
- Itemized Budget Sheet Sample

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TOTAL POINTS_____

High School Inspection and Scoring Sheet

Student Names:								
Grade (circle one):	9/10	11/12						
School:								
MESA Center:								
	Section belo	w to be com	oleted b	y Judge	es			
Inspection List:							Yes	No
Rules and prototype pro	perly labeled (10%	deduction if	not)				·	
3 sets of rules are provid	led along with the p	roject prototy	/pe				•	
Project prototype is safe	for judges and com	petitors					··	
Project prototype is STF	EM or a NAE Grand	Challenge					·	
Project prototype is orig	inal work and NOT	a commercia	ıl mode	l or kit .	• • • • • • • • •		·	-
All parts of project prote	otype fit in 50cm x :	50cm x50cm	area					
Part I: Competition Rule	es (Rate the rules on e	ach point)						
1. Overview of Compet	ition is clearly stated		5	4	3	2	1	0
2. List of Materials is in	acluded		5	4	3	2	1	0
3. General Rules are cle	early stated and easy t	o follow	5	4	3	2	1	0
4. Judging guidelines ar	re clearly stated		5	4	3	2	1	0
5. Three math concepts	are included (2pts each	ch) 6	5	4	3	2	1	0
6. All math concepts are	e applied (2pts each)	6	5	4	3	2	1	0
7. Project is feasible as	a MESA day competi	tion	5	4	3	2	1	0

Pa	art II: Presentation (Rate the presentation on each point)							
1.	. Introduction gained attention				2	1	0	
2.	. Prototype of project competition demonstrated		4	3	2	1	0	
3.	. Clearly explained the process of how competition will b	e judged	4	3	2	1	0	
4.	Presentation was interesting and engaging		4	3	2	1	0	
Pa	art III: Visual Aid (Rate the visual aid on each point)			TO	ΓAL PO	OINTS_		
1.	Visual aid is easy to follow and read	5	4	3	2	1	0	
2.	Overall Engineering Design Process is clearly outlined:							
	a. Goal is clearly stated				2	1	0	
	b. Brainstorm and research clearly stated				2	1	0	
	c. Diagrams, sketches of prototype included				2	1	0	
	d. Steps of how project completion was tested are clearly	y stated			2	1	0	
	e. Improvements and changes are included				2	1	0	
Pa	art IV: Cost Feasibility (may be in visual aid or included v	vith rules	·)					
1.	What is the price range of the prototype?							
	a. \$0 - \$10						10	
	b. \$10.01 – \$20						3	
	c. \$20.01 –UP						0	
				TO	ΓAL PO	OINTS:_		_
	Deduct 10% deduction if demo and rules are not clearly	labeled w	ith studen	L t names,	abel Pei grade, scl	nalty: _ nool and I	MESA Ce	_ nte
			GF	RAND '	ТОТАІ			

Itemized Budget Sheet Sample

Product	Retail Price	Price per Unit	Quantity Used	Total Cost	Retail Source (where you purchased the item)
Total Cost:				1	

Note: For items that were part of a package or do not have an individual retail price (for example: a soda bottle cap), you can try to find an estimated price via Google or you can estimate the price based on what you think it may cost.

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