

Magic Invention in Egypt - Competition Rules & Guidelines

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1. GENERAL RULES

- All participants must register during the specified period
- Teams must consist of members from the same age group
- All inventions must be original work
- Projects must focus on sustainability and environmental solutions

2. AGE GROUPS & TEAM SIZES

- Early Years (4-6): 2-3 students per team
- Primary (7-11): 2-4 students per team
- Secondary (12-18): 2-5 students per team
- University: 2-6 students per team

3. SUBMISSION REQUIREMENTS

- Complete project documentation
- Photos and videos of the invention
- Technical specifications
- Environmental impact assessment

4. JUDGING CRITERIA

- Originality and Innovation (25%)
- Environmental Impact (25%)
- Technical Excellence (20%)
- Presentation (15%)
- Teamwork (10%)
- Scalability (5%)

5. AWARDS

- Gold, Silver, Bronze medals for each category
- International qualification certificates
- Participation certificates for all teams

For complete rules, visit: www.magicinvention.org