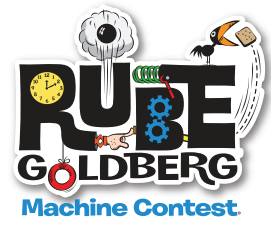


# 2019 DESIGN AND BUILD FOR LIVE CONTEST

## 5. HELPFUL HINTS ON HOW TO WIN



1. Build a recognizable theme into your machine.
2. Strive to create an image for your team based on the theme of your machine. For example, wear costumes, make-up, or use props that relate to your theme and that make the presentation more fun and entertaining.
3. Successful machines use music, sound effects and other devices that engage the audience with their machine.
4. Build a machine that avoids, or at least keep to a minimum, common chain reaction steps like dominoes and marble runs.
5. Like Rube's cartoons, use everyday objects in your machine -- from tea kettles to bicycles -- and try to use them in unexpected ways.
6. Your Machine Introduction should include the story your machine tells, and an explanation of how the steps represent the theme and key elements of the story. The Machine Introduction should not be a step-by-step explanation of how the steps work, but rather a story that references the most unique and important steps of your machine.
7. **40% of your total score** for 1st, 2nd, and 3rd place will be based on criteria evaluated by referees. These scores are based on the **FACTS** of your machine and how it runs. For example, how many steps did it have, how many interventions were done, how many penalties, did it complete the task?
8. **60% of your total score** for 1st, 2nd, and 3rd place will be based on the views of the judges. One Judge may love the theme and execution of your machine and another may not. Again, the more fun, entertaining and well-conceived your machine and presentation, the higher you'll score with the judges.
10. Teams that score highly with Judges are respectful of their teammates and work well together. Teamwork is a huge part of having a successful RGM.
11. **FOR APPRENTICE TEAMS ONLY: 100% of your total score** for 1st, 2nd, and 3rd place will be based on the views of the judges.

