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NORTH AMERICA SCHOLASTIC  
ESPORTS FEDERATION...  
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## North America Scholastic Esports Federation 2022 Digital Rube Goldberg Machine Minecraft Contest



### Team Guide Team Members and Adult Sponsors

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# North America Scholastic Esports Federation 2022 Digital Rube Goldberg Machine Minecraft Contest

## Introduction

The 2021/22 Digital Rube Goldberg Machine Minecraft Contest is a STEAM competition where students from grades 3-12 (ages 8-18) compete with machines that they have imagined, designed in Minecraft Education Edition, and created in a fun and competitive forum. The competitions encourage teamwork and out-of-the-box problem solving, in a fresh learning environment and level playing field.

In this event, students build a digital Rube Goldberg Machine in Minecraft Education that completes a simple task in the most fun and overly complicated way possible. In the creative environment of Minecraft, we will first offer three mini-building challenges in the Fall, representing the Engineering Design Process. These mini challenges will be opportunities for students to demonstrate their ability to collaboratively utilize engineering skills as they prepare for the final “Big Build” challenge: Illuminate and open a book.

This 2021/22 Digital Rube Goldberg Machine Minecraft Contest Participant Guide (“Guide”) applies to each of the teams who register and compete in the competition, including their Players (“Players”) and Adult Sponsors (“Team”). These rules serve as a contract between Players, Teams, and NASEF and its affiliates involved in the operation of the Contest. These rules govern the competitive play, contest eligibility, team management and roster rules, player conduct, contest structure and schedule, and other binding terms. All Players, Adult Sponsors, and all other individuals participating in any NASEF activity (“Participants”) must read and agree to these Rules before opting in for competitive play.

This set of standardized rules will ensure fair gameplay and a level playing field among all teams through the Contest.

Good luck and have fun!

For questions and concerns regarding the competition, rules and Team Guide, please contact us via email at [info@NASEF.org](mailto:info@NASEF.org).

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## Code of Conduct | How Can I Be a Good Gamer in the NASEF Community and Beyond?

NASEF's mission is to provide opportunities for ALL students to use esports as a platform to acquire critical communication, collaboration, and problem-solving skills needed to thrive in work and in life. In order to provide an environment to help our students learn, grow and thrive, we've established a Code of Conduct for everyone involved.

**We hold our partners, Players, Adult Sponsors, Coaches and beyond to the same standard: ensure our esports environment is inclusive, supportive and excellent.**

**For all Players, please read and review the Code of Conduct with your Adult Sponsor.**

As a team member, Adult Sponsor, Coach, or team supporter in our competition, you **agree** to:

- Speak Positively About All Others
- Be Respectful of Others with the Words You Use
- Choose Your Usernames and Nicknames Carefully
- Avoid Harassment, Because Yes Always Means Yes
- Stay Away from Verbal Harassment by Thinking About Your Words
- Respect Everyone's Personal Space
- Show Respect to Others with Your Words and Actions
- Embrace Diversity of All Kinds
- Keep Speech Positive and Uplifting
- Keep Your Hands to Yourself & Never Express Yourself Violently
- Keep Your and Anyone Else's Personal Information Private

While competing in any round of the competition and live events, you **agree** to:

- Play Fairly Against Each Other
- Don't Team Up with Opposing Teams to "Game the System"
- Don't Install Hacks or Exploits to Cheat
- Don't Seek an Advantage Through Game Bugs
- Always Obey the Law
- Don't Bet On Matches
- Never Bribe Anyone - Win the Right Way
- If You Wouldn't Say it in Front of Your Grandmother, Don't Say It Online
- Use Your Words to Lift Up Others, Not Bring Them Down
- Respect Your Teammates, Opponents, and Their Property
- If You've Been Asked to Sit Out, Serve Your Time & Learn Your Lesson

**It's important to create a supportive, fun and competitive environment. If you see or observe anything outside the Code of Conduct, speak up. Tell your Adult Sponsor or NASEF.**

## Competition Eligibility | Who Can Enter the Contest?

To be eligible for the 2022 Digital Rube Goldberg Machine Minecraft Contest, all team members must meet the basic requirements:

- Complete registration at the NASEF website. The registration form must be completed by an Adult Sponsor (educator, parent or guardian). The Adult Sponsor will be responsible for the registration of the entire Team.
- Each team member must be between 8-18 years old at the time of registration for the Junior (8-13) and Senior Divisions (13-18). For the @Home Division, all ages are permitted, including adults with children.
- Teams must have a minimum of two members. Teams with less than two members are not eligible to compete based on the requirements of the Contest.
- Each team member must reside in the same country to register and compete together.
- Each team member must read and agree to the Team Guide.
- Throughout the competition:
  - Must be your own original work.
  - Must not contain any content that is obscene or offensive.
- Each team member must have parent approval in order to be eligible to compete for their team.

## Team Requirements | How Many Team Members Can a Team Field?

Teams will be required to have at least two [2] and no more than four [4] eligible Players on its roster ("Active Roster"). The Adult Sponsor will list up to four [4] Players for the Contest.

**Teams of at least 2 members are accepted, but teams of up to 4 are highly encouraged!**

### Divisions

- Junior Division: 8-13 years
- Senior Division: 13-18 years
- @Home Division: All ages (adults can register as part of the team)

## Registration Process | How Does My Team Register?

An Adult Sponsor can be an educator, parent or guardian, coach, etc. They must be older than 18 years of age at the time of registration. The Adult Sponsor will be responsible for all communications with NASEF throughout the competition.

The Adult Sponsor will provide the following Team information during the registration process:

Adult Sponsor First Name  
Adult Sponsor Last Name  
City  
State/Province/Territory  
Country  
Email Address  
Phone Number  
Team Name  
Division  
For each Team Member:  
First Name  
Last Name  
Age  
Grade (Most Current)  
School Name  
Parent First Name  
Parent Last Name  
Parent Email Address

## Accessing Minecraft: Education Edition | When/How Do I Receive My Username and Password?

All registered team members will receive access to [Minecraft: Education Edition](#) to use during the competition. During the registration process, the Adult Sponsor will indicate if the student needs account credentials for Minecraft Education Edition. The Adult Sponsor will automatically be sent an email from NASEF that will include a link to install [Minecraft: Education Edition](#) along with their unique username and password. They will be required to share the information with their Player. The Player should update the password upon their first log-in. Passwords should not be shared with anyone once the Player has received their account information.

All competitors will be able to access Minecraft Education Edition for the entirety of the Contest. If a team member is removed from an Active Roster, their credentials to Minecraft Education will be cancelled, and they will no longer be able to access Minecraft Education Edition.

## Downloading Minecraft: Education Edition | How Do I Download Minecraft Education Edition?

Once the credentials have been received by the team members, they can access their Minecraft: Education Edition account, by following these instructions:

- Go to <https://education.minecraft.net/get-started/download/>
- Download Minecraft: Education Edition on your PC, Ipad, or Mac.
- When it asks to login, click the "Office 365" button.
- Type in your username, click "Next."
- Type in your password, click "Sign-In."

## Accessing Flipgrid | When/How Do I Receive My Username and Password?

All team members will use their same username and password that they used to access Minecraft Education Edition to upload their team video on our [Flipgrid](#).

## Logging into Flipgrid | How Do I Log into Flipgrid?

To access your Flipgrid account, please follow these instructions:

- Go to: <https://flipgrid.com/83c0a2c4>
- When you're ready to record or upload your video. Click the "Moderate Button," to record or click "My Flipgrid" and login.
- Type in your username, click "Next."
- Type in your password, click "Sign-In."

## Team Management and Rosters | How Do You Manage Your Team?

The Adult Sponsor is responsible for the creation of the Active Roster for the Contest.

### Preseason (November - December 2021)

For the Preseason, Adult Sponsors can register their Teams (up to four [4] Players) at our website. A few rules:

- An Adult Sponsor may register more than one team.
- A Player may not be registered on more than one team.
- All Players must be eligible and registered to be able to participate as part of the Team.
- The Adult Sponsor may update the Active Roster throughout Preseason.

**There will be three preseason challenges that will be announced on our livestreams.**

- **Live Stream 1:** Wednesday, November 3, 2021 @ 2:00pm PDT | 5:00pm EDT
  - **Challenge 1 due:** Friday, November 13, 2021 @ 5:00pm PT | 6:00pm MT | 7:00pm CT | 8:00pm ET | 3:00am GMT (UTC)
- **Live Stream 2:** Wednesday, November 17, 2021 @ 2:00pm PDT | 5:00pm EDT
  - **Challenge 2 due:** Friday, December 3, 2021 @ 5:00pm PT | 6:00pm MT | 7:00pm CT | 8:00pm ET | 3:00am GMT (UTC)
- **Live Stream 3:** Wednesday, December 8, 2021 @ 2:00pm PDT | 5:00pm EDT
  - **Challenge 3 due:** Friday, December 17, 2021 @ 5:00pm PT | 6:00pm MT | 7:00pm CT | 8:00pm ET | 3:00am GMT (UTC)

## Finals

All registered teams qualify to compete in the Finals. The Adult Sponsor will be responsible for all Active Roster confirmations and updates. Rosters close on Wednesday, March 2, 2022 at 11:59 EST. Adult Sponsors will not be able to update their Active Roster after they are locked for the Finals.

## Multiple Teams

Adult Sponsors may register more than one team for the Contest, that includes Preseason and the Finals. In cases where the Adult Sponsor is registering more than one team, a Player cannot be added to more than one Active Roster at one time.

## Roster Listing

The Active Roster will be shared publicly on an official competition website, including the team name, location and number of team members.

## Playing Location

During the 2021/22 Digital Rube Goldberg Machine Minecraft Contest, team members may compete from home, school or community-based organization. Team members do not have to compete in the same location, but they do have to compete from the same country.

## Schedule

All Adult Sponsors and Teams must meet all deadlines:

- **Registration opens:** Wednesday, October 27, 2021 @ [www.nasef.org/rubegoldberg](http://www.nasef.org/rubegoldberg)
- **Preseason:** Wednesday, November 3, 2021 - Wednesday, December 17, 2021
  - **Live Stream 1:** Wednesday, November 3, 2021 @ 2:00pm PDT | 5:00pm EDT
    - **Challenge 1 due:** Friday, November 13, 2021 @ 5:00pm PT | 6:00pm MT | 7:00pm CT | 8:00pm ET | 3:00am GMT (UTC)
  - **Live Stream 2:** Wednesday, November 17, 2021 @ 2:00pm PDT | 5:00pm EDT
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  - **Live Stream 3:** Wednesday, December 8, 2021 @ 2:00pm PDT | 5:00pm EDT
    - **Challenge 3 due:** Friday, December 17, 2021 @ 5:00pm PT | 6:00pm MT | 7:00pm CT | 8:00pm ET | 3:00am GMT (UTC)
- **Rosters/Registration Closes for the Finals:** Wednesday March 2, 2022 @ 5:00pm PDT | 8:00pm EDT | 11:59pm GMT (UTC)
- **Final Submissions Due:** Wednesday, March 9, 2022 @ 5:00pm PDT | 8:00pm EDT | 11:59pm GMT (UTC)
- **Finals Announcement Stream:** Saturday, April 2, 2022 @ time to be announced



## Awards

### Preseason

For each of the three preseason challenges, **five teams** will have their video be showcased on the North America Scholastic Esports Federation website and social media and win an \$175 Amazon gift card. Winners will be selected at random from **qualifying** entries.

### Finals

#### 1st Place

##### Junior Division | Senior Division | @Home Division

- Each Team will receive:
  - (1) Team admission for 2022 Rube Goldberg Machine Contest
  - Individual official 2022 Digital Rube Goldberg Machine Minecraft Contest certificates
  - Showcased on the North America Scholastic Esports Federation website and social media
  - \$450 Amazon gift card

#### 2nd Place

##### Junior Division | Senior Division | @Home Division

- Each Team will receive:
  - Individual official 2022 Digital Rube Goldberg Machine Minecraft Contest certificates
  - Showcased on the North America Scholastic Esports Federation website and social media
  - \$225 Amazon gift card

#### 3rd Place

##### Junior Division | Senior Division | @Home Division

- Each Team will receive:
  - Individual official 2022 Digital Rube Goldberg Machine Minecraft Contest certificates
  - Showcased on the North America Scholastic Esports Federation website and social media
  - \$100 Amazon gift card

#### Top 50

##### Across All Divisions

- Each Team will receive:
  - Individual official 2022 Digital Rube Goldberg Machine Minecraft Contest certificates
  - Named on the North America Scholastic Esports Federation website and social media

## Technical Requirements

All team members are responsible for ensuring the performance for their chosen setup, including computer hardware, peripherals, internet connection, and power.

For the Contest, technical requirements include but are not limited to:

- Any version of Minecraft
- If requested, Minecraft Education Edition
  - Can be installed on a PC, Mac or IPad. For [more information](#).
  - NASEF will provide all registered and eligible team members with credentials to log into Minecraft Education Edition.
- Flipgrid
  - Flipgrid works on almost any device with a camera. For [more information](#).
- Internet connectivity and power

## Player Equipment Responsibility

All Players are responsible for ensuring the performance for their chosen setup, including computer hardware, peripherals, internet connection, and power.

## Competition Phases

The 2021/22 Digital Rube Goldberg Machine Minecraft Contest consists of two parts: (1) Preseason (participation is optional but encouraged) and (2) Finals.

All registered Teams are eligible to compete in the Preseason and Finals. Teams do not have to compete in the Preseason in order to compete in the Finals. Preseason is being designed to help learn and practice the Engineering Design Process in Minecraft in order to compete in the Finals.

## Preseason

### Teams

- Consist of up to four players. Teams can have a minimum of two [2] Players to form and register as a Team.
- All Team Players and Alternates must meet the eligibility requirements.

### Rules

- All Teams can use any version of Minecraft to create their designs. NASEF will provide credentials to Minecraft Education Edition for those Teams that request accounts. The accounts will allow access to Minecraft Education Edition for the duration of the competition only.
- All Teams must abide by the NASEF Code of Conduct.
- All Teams are encouraged to watch our Streams covering the engineering design process. We will have each stream video available for playback on our website. Each design challenge will be announced during the stream. Follow the design challenge details in our stream or view it on our [Flipgrid](#).
- All Teams must upload or record a video of their design build into the NASEF [Flipgrid](#). All Teams must use their Team name in their submission, so NASEF can ensure your Team is registered.
- All Teams only need to upload one version of their video. They can designate one to enter for the machine contest raffle.
- There will be three preseason challenges that will be announced on our livestreams.
  - **Live Stream 1:** Wednesday, November 3, 2021 @ 2:00pm PDT | 5:00pm EDT
    - **Challenge 1 due:** Friday, November 13, 2021 @ 5:00pm PT | 6:00pm MT | 7:00pm CT | 8:00pm ET | 3:00am GMT (UTC)
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  - **Live Stream 3:** Wednesday, December 8, 2021 @ 2:00pm PDT | 5:00pm EDT
    - **Challenge 3 due:** Friday, December 17, 2021 @ 5:00pm PT | 6:00pm MT | 7:00pm CT | 8:00pm ET | 3:00am GMT (UTC)

## Finals Rules

In Spring 2022, teams will use their understanding of the Engineering Design Process to enter the Big Build challenge: use Minecraft to create a contraption that will Open & Illuminate a Book.

## Announcements

Large announcements, general information and ruleset can be found at the NASEF website. The website and emails will serve as an information hub for Teams.

## Email

Tournament updates, events, and general NASEF news will be emailed to Adult Sponsors throughout the competition.

## Big Build Challenge

### Our Big Build Challenge: Open & Illuminate A Book

**Design a machine within Minecraft that concludes by accomplishing the simple task: Open & Illuminate A Book in the most complicated and hilarious way possible!**

#### Big Build Challenge Machine Specifications

Objective: Open & Illuminate A Book	<b><u>Must accomplish objective</u></b>
License Edition	Minecraft Education <i>Teams may request licenses through NASEF.</i>
Minecraft World Types	Worlds must be new and original, including Flat, Infinite, Old OR Biomes
Minimum Number of Simple Machines	4 minimum
Minimum Number of Steps (Transfers of Energy)	10 steps minimum No maximum
Verbal Presentation Length	No minimum 2 minutes maximum
Run Time Length	1 minute minimum 5 minutes maximum
Commands	<b><u>Allowed</u></b>
Code Builder	<b><u>Allowed</u></b>
Mods	<b><u>Not allowed</u></b>
Texture Packs	<b><u>Not allowed</u></b>
3rd Party Editing Software (World Edit, MCEdit, Amulet, etc.)	<b><u>Not allowed</u></b>

**Six Simple Machines:** wedge, wheel + axle, screw, inclined plane, lever and pulley. [Visit our YouTube channel to review our past streams on the Rube Goldberg simple machines.](#)

**Content:** Any and all content generated, distributed, posted or published by Teams as part of the Submission must be tasteful and based on context and societal acceptability. **Submissions may not contain any content that:**

- is sexually explicit or suggestive;
- unnecessarily violent or derogatory of any ethnic, racial, gender, religious, professional or age group; profane or pornographic;
- is obscene or offensive;
- endorses any form of hate or hate group;
- defames, misrepresents or contains disparaging remarks about other people or companies;
- invades privacy;
- infringes the intellectual property rights of any third party; or
- violates any applicable law.

### Machine Run Video Submission Details

Video Components	
Title Card	Optional, recommended
Verbal Presentation	Required
Machine Run	Required
Credits	Optional, recommended
Music	Royalty-free + openly sourced music only Optional, not required
Videos Must Include:	
Theatrical / Verbal Presentation Length	No minimum 2 minutes maximum
Run Time Length	1 minute minimum 5 minutes maximum

## Big Build Challenge Submission Requirements

Big Build Challenge Submissions (“Submission”) must include:

### 1. ABOUT OUR TEAM

- a. Please confirm your team’s profile on the [NASEF RGMC Dashboard](#) is up-to-date and accurate before submitting. Flipgrid videos must be submitted to the Team’s corresponding division. Team names submitted to FlipGrid should match the NASEF RGMC site.

### 2. YOUR (2) MACHINE RUN VIDEOS, due to Flipgrid

- a. Your Team will need to include TWO Machine Run Videos
- b. Your Team’s Machine Run Videos must be of two different runs
  - These may NOT be two videos of the same machine run from different angles.
  - **For the machine run specifically, the machine must have the machine in view at all times with NO video editing or breaks.** Any evidence of editing during the actual Machine Run will result in disqualification.
  - Title Cards and Credits are allowed and recommended.
  - Verbal Presentations may be edited in, or recorded in connection with the Machine Run.
- c. Machine Run Videos must include:
  - VERBAL PRESENTATION: 2 minutes maximum
  - MACHINE RUN: 1 minute minimum, 5 minutes maximum
- d. Machine Run Videos may not exceed seven minutes.
- e. When submitting your videos to Flipgrid
  - Titles must include Team Name + Submission #, followed by your Team Machine’s Title.
  - Submissions must be submitted to the corresponding division as the Adult Sponsor has identified on the [NASEF RGMC Dashboard](#).
- f. Upon successful submission to Flipgrid, please include a link to both video takes to the submission form. (Will include submission form link at a later date)

### 3. YOUR MACHINE STEP LIST, due to 2022 RGMC Big Build Submission Form

- a. Step lists should be in order and accurate.
- b. Please list Simple Machines (wedge, wheel + axle, screw, inclined plane, lever, pulley) in **BOLD CAPS**
- c. Specifically point out the transfer of motion in (Parenthesis) like this example:
  - The cart rolls down the **INCLINED PLANE** and pushes a pressure plate. (cart to pressure plate)
  - The cart pushes a weight off a ledge. (cart to pressure plate)
- d. Upon successful submission to Flipgrid, please include a link to both video takes to the submission form. (Will include submission form link at a later date)

### 4. YOUR SCREENSHOTS, due to 2022 RGMC Big Build Submission Form

- a. In addition to the FlipGrid video submissions, Teams must submit 3 screenshots of the machine in different angles, with two (2) required to be full, wide shots of the Machine.
- b. Upon successful submission to Flipgrid, please include a link to both video takes to the submission form. (Will include submission form link at a later date)

### 5. YOUR WORLD FILE (First Place Teams only)

- a. The winning teams of each division (Junior, Senior, @Home) will be asked to submit their world file upon selection. Winning teams are required to submit their world file in order to accept their win.
- b. Adult Sponsors will be notified via email upon selection of winners.

## Things to Keep in Mind!

**First Impression:** When designing your machine, consider how interesting it looks from the start! Consider, does your team's machine have the 'wow' factor?

**Theme:** Build a recognizable theme into your Minecraft machine. Define the brand using skins, make-up, or props that make the verbal presentation enhance your storytelling.

**Verbal Presentation:** This is your team's chance to shine and be creative! We want to hear the story your machine tells, and understand how the steps represent the theme and key elements of your narrative. The Machine Introduction should not be a step-by-step explanation of how the steps work. This is where your personality, humor, and team spirit engages the audience and gets them excited to see your machine.

**Simple Machines:** The six simple machines are wedge, wheel + axle, screw, inclined plane, lever and pulley. [Visit our YouTube channel to review our past streams on the Rube Goldberg simple machines.](#)

**Sound Effects:** Successful machines use music, sound effects and other devices that engage the audience with their machine.

**Humor:** Rube Goldberg's machines began as cartoons solving a simple task in the most **overcomplicated, inefficient, and hilarious way possible**. In theory all of his wacky inventions would work, but his main goal was to make you laugh! Your Team's Machine should work but also need to capture attention. The most successful teams have diverse members from engineers to artists, coders to comedians, all working together.

**Originality and Creativity:** How does your team use the resources in Minecraft in innovative and unique ways? Think about going beyond what the item does in vanilla Minecraft! Additionally, consider how your machines react with one another. Machines should build suspense, with chain reactions being unexpected.

**Teamwork:** Teamwork is a huge part of having a successful Machine! Collaborate with your teammates with respect and purpose.

**Engineering Design Process:** How did you utilize the Engineering Design Process? It is important to use this process to ask, imagine, plan, create and improve your machine! [Visit our YouTube channel to review our past streams on the Engineering Design Process!](#)

**Plan enough time to build your machine:** Making something look easy is hard – and it takes a lot of time. We recommend taking careful time to build, test and ready your machine for competition. Run your machine often-make sure the steps are all working as they should. The most successful machines are not built the week before they're due!

## **Reservation of Rights**

NASEF Competition Administration reserves the right to cancel, suspend and/or modify the competition, or any part of it, if any fraud, technical failures, human error or any other factor within or outside of the Competition Administration's control impairs the integrity or proper functioning of the competition, as determined by Competition Administration. If the competition is so terminated, Tournament Administration reserves the right to determine the winners of said competition from among all non-suspect Participants.