

## Join the Inventerprise crew on a journey into the depths of your imagination

Your 2026 mission is:

### What's your passion?

Whether you love sewing, playing music, unicycling, or rock hounding – you've probably thought about ways to make it even better. Now's your chance!

----- Here are some ideas to help you get started, but don't let them limit your creativity! -----

Make your hobby more eco-friendly.

Equipment breaks, markers dry out, and that last foot of yarn gets tossed. Do something useful with your end-of-life supplies.

What annoys you about your hobby - Cost? Setup time? Well, go fix it!

Get organized! How will you display your finest collection? How will store all the components for ease of use and transport?

Too many interests? Draw inspiration from one to change another for the better!

Invent a new tool/device for making your passion easier to do or more productive.

Wouldn't it be nice to read on the beach without salt, sand, wind, and water ruining your book? How will you adapt to various environments.

Card holders help little hands play games. Invent something so all ages and abilities can join in the fun.

Share the joy. Invent a creative and interactive way to help others learn your trade.

Someone invented the helmet, and now it's used for many recreational activities. Be safe out there!

Still needing a bit of a starting point? Check out these recent hobby-related inventions

[Spiral Wax](#)

[Fluicer](#)

[Bimotal](#)

[Telescope](#)

[Colorpik](#)

[Gaming Chair](#)

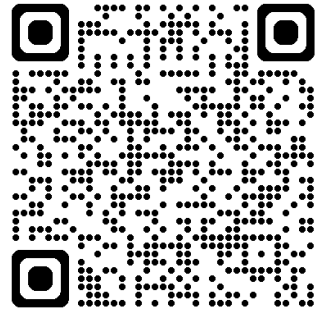
Inventerprise is an annual problem-solving contest open to all central Oregon K-12 students.

The best entries are not only inventive and feasible, but an idea that is well developed and includes context such as why you chose this topic, how the idea came to you, how you developed it and any design iterations, why your invention is important, and any research you may have done.



# Contest Rules

- Any Central Oregon student (Deschutes, Jefferson, and Crook counties) in grades K-12 may enter. **Students may enter as individuals or in groups, but each student can only submit one entry:**
  - Elementary students (K-5) may enter as individuals or as a team of up to 3. Students submitting a group project must be in the same grade, as each grade level will be judged separately.
  - Middle school (grades 6-8) students may enter as individuals or as a team of up to 3. Students submitting a team project can be in different grades, as middle school is judged as a single category.
  - High school (grades 9-12) students may enter as individuals or as a team of 2. Students submitting a team project can be in different grades, as high school is judged as a single category.
- Entries must be submitted through the contest website:  
[inventuremailchimp.com](https://inventuremailchimp.com)
- Submissions are accepted from Oct. 1, 2025 through Jan. 9, 2026
- Entries must be submitted in English.
- Entries should be original. No AI generated content is allowed.**
- Just because entries are digital, doesn't mean you have to use a digital format. Get your hands dirty: make and create! Use whatever format(s) works best to convey your ideas
  - Video entries should be no more than 3 minutes in length
  - Up to 6 files may be uploaded. Accepted file types are pdf, image, and video files.
- Parents and teachers may be consulted, but don't let grown-ups do your work or talk you out of your great ideas!
- A panel of scientists, engineers, and educators will judge entries based on
  - Feasibility**
  - How well the idea is developed and presented**
  - Creativity and Originality**



## Prizes and Incentives

- Winners will be announced no later than January 20, 2026. Names and project titles will be published publicly unless the opt out option is selected upon project submission.
- All entrants will receive recognition of their efforts.
- T-shirts will be awarded to all winners from each category along with an invitation to attend the winners' event in March. Additional prizes include
  - Middle School:
    - Honorable mentions will receive a \$25 Barnes & Noble gift card
    - Runner-up winner(s) will receive their choice of \$250 gift card to either Barnes & Noble, Dick's Sporting Goods, or Dakotas's Brick Shop, or Bose headphones/speakers (up to \$250)
    - Grand Prize winner(s) will get their choice of a \$500 gift card to the above, Bose headphones/speakers (up to \$500), or a [reMarkable](#) notepad.
  - High School: Up to \$2,000 will be split among students submitting the best high-school entry(ies)
- Teachers of grades K-8 with high classroom participation will receive \$100 Amazon gift certificates as part of the Tina McGeary incentive program.