



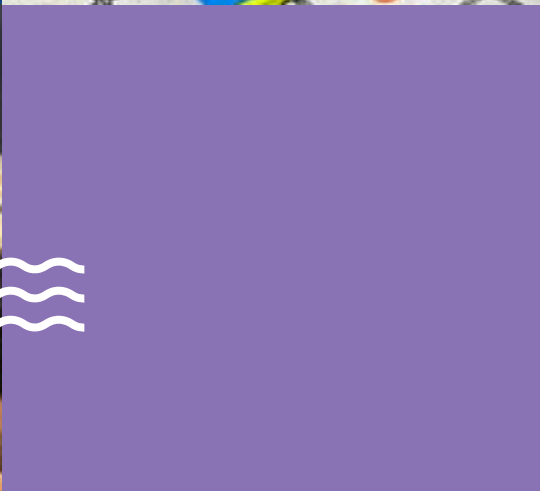
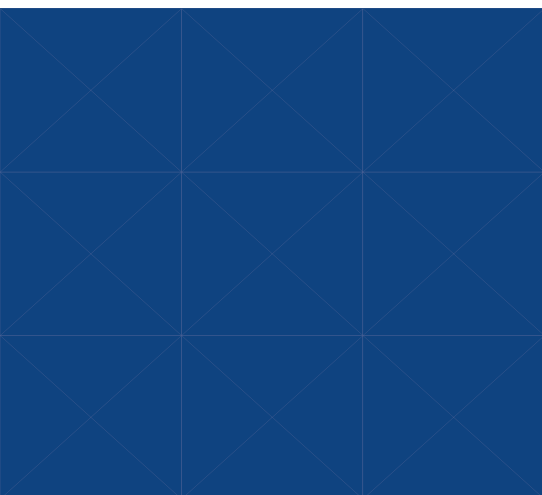
**MARCH 12 - APRIL 5, 2026**  
Except March 16-17 & 30-31



# 2026

## STEAM at The Fair

### HANDBOOK



# OUR MISSION

The Miami-Dade County Fair & Exposition, Inc. is a not-for-profit organization dedicated to enriching the South Florida community by enhancing agriculture, rewarding youth achievement, showcasing community exhibits, and providing permanent facilities for community events, safety, and emergency management activities.



# YOUTH FAIR INFORMATION

Youth Fair Dates:  
**March 12 - April 5, 2026**

For Youth Fair operating days and times, [click here](#).

## **BUILDINGS CLOSING TIMES**

Monday - Thursday 11:00 PM  
Friday and Saturday Midnight  
Sunday 11:00 PM

## **THE BARN AND THE GARDEN CLOSING TIMES**

Everyday 11:00 PM

Exhibits Office hours are Monday through Friday 9:00 AM - 5:00 PM.

## **EXHIBITS STAFF**

Claudia Hernandez-Maltes, *Director, Exhibits*  
Lisette Manzanares, *Exhibits Administrator*  
Annie Febles-Vizcaino, *Exhibits Assistant*

10901 Coral Way, Miami FL 33165 • 305.223.7060

**fairexpo.com**

*All information, rules, show dates and times subject to change without notice. For the latest information please visit us at [fairexpo.com](#).*

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# BOARD OF DIRECTORS

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# WHERE TO DELIVER YOUR EXHIBITS

## Fairgrounds Map



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**2026 Student Exhibits Handbook**  
**[CLICK HERE](#)**

# OFFICIAL RULES AND REGULATIONS FOR ALL DIVISIONS

1. **PARTICIPANT QUALIFICATIONS:** Florida students grades PK - 12 enrolled in a public, private, FL virtual school or home school may enter. Anyone having currently graduated from, or dropped out of high school, shall be ineligible to exhibit.
2. **NUMBER OF ENTRIES:** Carefully read the rules in each Division for limits per student and limits per school.
3. **Entry Form(s) and Entry Procedures:** There are no entry fees for students entering exhibits.
  - All Exhibits/Projects that will be entered for 2026 Fair must be put on a Fair entry form. You must submit the form to the Exhibits office or enter on-line between **October 1, 2025 to January 20, 2026**.
  - The only exceptions are **Child Development Books, ESOL Books, World Language Books, Creative Writing, ESOL Creative Writing World Language Creative Writing and Fine Arts**.
  - The Entry forms for these divisions must come in with the Exhibits / Projects at check in on **January 20, 2026 from 4:00 p.m. to 7:00 p.m.** Please check these divisions for specific rules.
  - **No handwritten Entry Forms will be accepted.**

**ALL MAILED ENTRY FORMS MUST BE POSTMARKED ON OR BEFORE THE ENTRY DEADLINE.  
LATE ENTRY FORMS WILL NOT BE ACCEPTED.**

1. **Entry Tag(s):** Entry tags for the exhibits must be securely attached to each exhibit. Check division for specific entry tag placement.
2. **ACCEPTABLE ENTRIES**
  - All handmade entries must be the original work of the exhibitor. All entries must have been made since the close of the 2025 fair.
  - In addition to the "Official Rules and Regulations" for all Student Divisions listed in the Table of Contents, there are specific rules and regulations governing participation in each individual division. These rules are printed within each individual student division.
3. **NOT ACCEPTABLE ENTRIES:** The use of live plants or animals is prohibited. No smoking or lighted candles, lamps, matches, etc. will be allowed in any stalls or booths on the grounds or in the buildings or tents. Follow the specific rules in each individual division.
4. **JUDGING AND DISPLAY CONSIDERATIONS**
  - All exhibits are judged on the Danish System and the decision of the judges is final.
  - Every exhibit will receive a ribbon representing, in the opinion of the judges, the quality level of their exhibit. Fine Arts exhibits receive a frame for the artwork. Quality is The Youth Fair's primary consideration.
  - Additional "Special Awards" may be presented at the discretion of the division superintendent(s).
  - Each division reserves the right to publicly display only those exhibits awarded blue and red ribbons. Most entries awarded a blue or red ribbon will be displayed depending on the space available. All entries will remain until released by the division superintendent at Check Out on **April 9, 2026**.
5. **POLICY NOTIFICATIONS**
  - The management of The Youth Fair and the Exhibits Department and/or their designee reserve the right to remove and disqualify any exhibit which is not in the best interest of The Youth Fair; or which is objectionable to The Youth Fair; or endangers the public; or is objectionable in any way; or has been entered in violation of these official rules and regulations; or to reject, limit or disqualify the acceptance of, or the display of, any exhibit brought to The Youth Fair grounds.
  - Sale of any article or service is prohibited except where approved by The Youth Fair management through written contractual arrangement.
  - Advertising by means of posters, prints, handbills, etc., will not be permitted on The Youth Fairgrounds except upon written agreement of The Youth Fair management.
  - For good and valuable consideration, including being permitted to participate in activities on The Youth Fairgrounds located at 10901 SW 24th Street, Miami, Florida 33165, I, for myself, and my successors, heirs, assigns, executors, administrators, legal representatives, employees, agents and affiliates (collectively referred to as Exhibitor) forever release and discharge Miami-Dade County Fair & Exposition, Inc. and each of its officers, directors, employees, agents and affiliates (collectively referred to as Fair) from all claims, demands, losses, costs, expenses (including attorneys' fees and costs), suits, damages, obligations, liabilities, causes of action and judgments whatsoever, in law or equity, against any of the foregoing, which Exhibitor ever had, now has or which they hereinafter can, shall or may have for, upon or by reason of any matter, cause or thing whatsoever including, without limitation, personal injury or death, damage or destruction to property, or theft or other loss to property arising out of Exhibitor's participation and involvement in the annual Fair event or any other event held at The Youth Fairgrounds, Exhibitor agrees to and does hereby assume any and all risks of personal injuries to Exhibitor, including death, and damages or other loss to Exhibitor's property, caused by or arising out of Exhibitor's involvement with Fair, whether such injury, death or loss of property is caused by the negligence of The Youth Fair or not. Exhibitor hereby agrees to defend, indemnify and hold The Youth Fair harmless from and against any claim, demand, suit, loss, causes of action, damages, liabilities, obligations, costs (including attorneys' fees and costs), expenses, and judgments (including without limitation, personal injury or death, and damages to property) caused by Exhibitor's acts or omissions regardless if such injury, death or loss of property is caused by the negligence of The Youth Fair or not.
6. **Individual Entries:** Any entry created by one individual.

7. Group Entries: Group entries (those requiring more than 1 student to complete 1 exhibit) will be allowed in the following divisions :
- BSA Scouting & Girls Scouts
  - Child Development Books, ESOL Child Development Books & World Language Child Development Books
  - DigiCon, Robotics, BattleBots, Vex IQ
  - Performing Arts
  - Sedano's Culinary Cook Off

### GUIDELINES FOR CLASSROOM TEACHERS AND CLUB LEADERS

**EVERY PUBLIC SCHOOL HAS A LIAISON ASSIGNED TO THE YOUTH FAIR BY ITS PRINCIPAL.** This individual is your information/supply link to The Youth Fair for policy procedure, entry forms, and handbooks etc. Private schools and clubs are invited to have a liaison assigned. Please check with your school Principal/Director and The Youth Fair Exhibits Office.

### HOW TO CHECK IN AN EXHIBIT

Enter fairgrounds on Coral Way (SW 24 Street) through service gate No. 3 located at 10900 BLK. You will be directed to the correct parking location. When the check in procedure has been completed, each student exhibitor will be issued a free main gate admission to The Youth Fair.

When each exhibit is entered into a division during check in, it arrives at The Youth Fair with a computer generated entry tag securely attached. A claim tag is detached from the entry tag and given to the person entering that exhibit. This is the exhibitor's receipt and is kept until after The Youth Fair when, on the Check Out, it is exchanged for the return of the exhibit(s). Claim tags have a corresponding number on it to match the number on the entry tag. When picking up the exhibit(s) on the release day, the same claim tag must be presented to the division in Arnold Hall or Edwards Hall where the exhibit was entered in order for an official to release the exhibit.

The Youth Fair assumes no responsibility for exhibits not claimed during the official check out period. All exhibits not claimed at the announced check out period on the Check Out will be disposed of and all ribbons and/or awards will be forfeited and exhibitor agrees and consents that ownership of any ribbons and/or awards shall revert back to The Youth Fair. Exhibits that have not been claimed will be discarded **Friday, April 10, 2026.**

### PHOTOGRAPHS AND VIDEO

From time to time photographs and video are taken during The Youth Fair. These photographs and videos may be used for publicity or other purposes. By submitting your entry and entry form, you are consenting to The Youth Fair photographing, filming, taping and/or otherwise recording Exhibitor's name, likeness, physical movements, voice and other sound effects (collectively, "Name, Etc."), which photographs, films, tapes and other recordings (collectively, "Recordings") shall be the sole and absolute property of The Fair for any and all purposes whatsoever in perpetuity; and Exhibitor grants to The Fair, its licensees, successors and assigns the exclusive right to reproduce, exhibit, perform, display, use and otherwise exploit the Recordings and my Name, Etc., in whole or in part, in and in connection with its events and the advertising, exhibition, promotion, publicity and any other exploitation thereof, in any and all languages, formats and media now known or hereafter devised, in perpetuity, for no compensation. Notwithstanding the foregoing, if The Fair determines, in its sole discretion, that any rights herein granted are subject to the jurisdiction of any Union, I will enter into any agreement(s) with The Fair or its designee which The Fair determines is required in connection therewith, and agree that I shall receive and be entitled only to the applicable minimum compensation (if any) required by such Union.

### PREMIUMS AND AWARDS

The color of the ribbon translates into cash premium awards with the exception of the yellow ribbon. Cash premium awards offered by The Youth Fair will be paid during check out at the location sites of each division entered. The check(s) will be made out to the student listed on the Official Entry Form. The Youth Fair assumes no responsibility for exhibits not claimed during the official check out period. All exhibits not claimed at the announced check out period on the Check Out will be disposed of and all premium ribbons and/or cash awards will be forfeited and exhibitor agrees and consents that ownership of any premium ribbons and/or cash awards shall revert back to The Youth Fair. Exhibits that have not been claimed will be discarded **Friday, April 10, 2026.**

#### Premiums Schedule: (For most divisions)

Purple Ribbon.....	\$10.00 and Rosette
Blue Ribbon.....	\$8.00 and Blue Ribbon
Red Ribbon.....	\$6.00 and Red Ribbon
White Ribbon.....	\$4.00 and White Ribbon
Yellow Ribbon .....	Ribbon

All checks for premium monies awarded in connection with The Fair, shall be negotiated by the recipient/payee within 60 days from the date of the check, time being of the essence. If the recipient/payee fails to timely negotiate said check, all monies due the recipient/payee shall be deemed to have made an unconditional and irrevocable gift of said monies to The Fair.

**Errors in premium checks, awards, or lost checks** will be corrected by the Exhibits Department until **May 15, 2026** after which time the books of The Fair are closed. Any checks not cashed or deposited by **May 31, 2025** will be considered as void and will not be replaced.



# **REMINDER TO ALL EXHIBITORS**

Please pick up your projects and/or  
checks during check-out, on

**Thursday, April 9, 2026**

**from 4 p.m. to 8 p.m.**

All projects unclaimed will be discarded.  
All checks and/or awards will be forfeited  
and will revert back to the Fair.



# TECHNOLOGY COMPETITIONS AND EXHIBITS

## AVIATION AND AEROSPACE • DIVISION 16

Superintendents: Tonya McHugh • Stanley Thompkins  
Assistant Superintendents: Robert McHugh • Richard Gonzalez  
Student Assistant: Grayson Brown

Entry Form accepted from October 1, 2025 to January 20, 2026.

- Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026 10:00 AM to 4:00 PM in Arnold/Edwards Halls.
- Check Out: April 9, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.
- Competition Date: Sunday, March 15, 2026, 1:00 PM to 5:00 PM Drones  
**COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.**
- Group Entries: As Indicated in Rules

The Aviation and Aerospace Division will award an outstanding plaque for each level (middle and senior high school) based upon the following criteria:

1. Each entry in this division receiving a first place ribbon will be awarded three points, second place two points and third place one point.
2. Each entry in this division receiving a special award will receive one point.
3. The school receiving the most total points will be awarded the outstanding trophy.

**RULES:**

Grade Levels: Middle School and High School exhibitors only.  
Number of Entries: Refer to each Class below  
Size specifications: Refer to each Class below  
Entry Tag location specifications: Refer to each Class below

**CLASS 1602 - CAMERA DRONES**  
**CLASS 1603 - RACER DRONES**

The Aviation and Aerospace Division will award an outstanding trophy for each category (Camera Drones and Racer Drones) based upon the following criteria:

Best Team Performance  
Best Individual Performance

**RULES:**

Grade Levels: Middle School and High School exhibitors only.  
Number of Entries: 1 team of two ONLY.  
Drone specifications: Each drone may have a maximum of 4 motors. The maximum dimensions shown below are to the furthest extremes in each direction and include propellers, antennas and any other part of the drone required for it to operate: Length: 120mm Width: 120mm Height: 120mm

**EVENT PROCEDURES:**

- Safety
- a. Pilots may not fly in an intentionally dangerous manner.  
Aircraft may not be armed when being held by an individual.

- b. When configuring an aircraft using the Open Pilot or any other software, it is imperative that no propellers are attached to said aircraft's motors.
- c. Team members may not fly their aircraft over or near other individuals.
- d. Pilots may only fly their aircraft within the drone cage.
- e. Teams may only arm and fly their aircraft when instructed to do so by a field referee or the practice tent manager.
- f. Pilots will be asked to crash land or ground their aircraft if its flight course poses a threat to any individuals or goes beyond the boundaries of the playing field.
- g. Pilots may only connect a battery to the drone when the drone is on the hot table and told to do so by the chief referee or practice tent manager.
- h. The transmitter must be placed on the table and remain untouched when a team member is connecting a battery to the aircraft and placing it on the field.
- i. No one is allowed inside of the cage while the drones are going through the course.
- j. Drone teams will adhere to all safety rules and directions of game officials. In the case of a crash or entanglement of the drone, the drone must be disarmed before it can be retrieved.

**FLIGHT CHALLENGE RULES**

- The Flight Challenge will consist of four mini-challenges. A team's Flight Challenge Score will be the sum of their scores from each mini-challenge. The Flight Challenge will test pilots in the areas of:
- A course with gates will be set-up at the Fair. Beginning on the landing pad, navigate through the course to the finish gate.
- Students will work in teams of two (1 pilot and 1 spotter) and then will switch so each student has a chance to pilot and spot.
- If a drone crashes and unable to recover, they are done for that run.
- If a gate is knocked over, an additional 30 seconds will be added to their time.
- Winning team is the team that successfully goes through the most gates. In case of a tie, the team with the fastest

completed lap wins. If there is a tie with no team completing the course, whichever team had the highest number of gates cleared in a single run will win.

- A performance award will go to the team with the best individual run.

### 3D AVIATION PRINTING:

#### CLASS 1604 - SMALL MODEL

#### CLASS 1605 - MEDIUM MODEL

#### CLASS 1606 - LARGE MODEL

The Aviation 3D Printing Competition aims to foster innovation and creativity in the field of aviation through the use of 3D printing technology. Participants will be challenged to design, optimize, and fabricate aircraft models using 3D printing techniques, showcasing their engineering skills and understanding of aviation principles.

### CATEGORIES:

**Small Model Category:** Participants will design and print small-sized aircraft models, with a wingspan not exceeding 30 cm (12 inches).

**Medium Model Category:** Participants will design and print medium-sized aircraft models, with a wingspan between 30 cm (12 inches) and 60 cm (24 inches).

**Large Model Category:** Participants will design and print large-sized aircraft models, with a wingspan exceeding 60 cm (24 inches).

### RUBRIC:

#### 1. Design Creativity:

- Uniqueness and originality of the aircraft design.
- Innovative use of 3D printing technology in the design process.
- Overall aesthetics and visual appeal of the aircraft model.

#### 2. Engineering Excellence:

- Structural integrity and stability of the aircraft model.
- Efficient use of materials to reduce weight while maintaining strength.
- Demonstrated understanding of aerodynamics and aviation principles in the design.

#### 3. Print Quality:

- Level of detail and precision achieved in the 3D printing process.
- Surface finish and smoothness of the printed parts.
- Accuracy and consistency of dimensions.

### RULES AND GUIDELINES:

1. Participants may enter only one aircraft model per category.
2. All aircraft models must be entirely 3D printed, using additive manufacturing techniques.
3. The aircraft design must be the original work of the participants.
4. Models must be safe for handling and flight testing.
5. Any 3D printing technology and materials are allowed.
6. The aircraft must not violate any intellectual property rights or patents of existing aircraft designs.
7. The competition judges' decisions will be final and binding.

### CLASS NUMBER AND TITLE – SEE DESCRIPTIONS ABOVE:

Class 1602 - Camera Drones (Tello, Parrot Mambos, CoDrone, etc.)

Class 1603 - Racer Drones (Tiny Hawk, AcroBee, Mobula 6, etc.)

Class 1604 - 3D Aviation Printing - Small Model

Class 1605 - 3D Aviation Printing - Medium Model

Class 1606 - 3D Aviation Printing - Large Model

### PREMIUMS, PLAQUES AND TROPHIES:

Ralph Bryan Award of Excellence .....Plaque

Best Overall High School .....Plaque

Best Overall Middle School .....Plaque

Camera Drones Overall Champion .....\$10.00 and Trophy

Camera Drones Overall Runner Up .....\$10.00 and Trophy

Camera Drones Overall Best DRONE

Performance .....\$10.00 and Trophy

Racer Drones Overall Champion .....\$10.00 and Trophy

Racer Drones Overall Runner Up .....\$10.00 and Trophy

Racer Drones Best DRONE Performance .....\$10.00 and Trophy

Special Award .....\$10.00 and Purple Ribbon/Rosette

First Place .....\$8.00 and Blue Ribbon

Second Place .....\$6.00 and Red Ribbon

Third Place .....\$4.00 and White Ribbon

Fourth Place .....Yellow Ribbon

The Award of Excellence is named after Ralph Bryan who was an outstanding educator with Miami-Dade County Public Schools (M-DCPS) for 25 years.

Mr. Bryan helped to support and guide student learning of Aviation technical skills. Supporting schools with training equipment, software, curriculum and teacher training; Mr. Bryan made an impact on thousands of M-DCPS high school and adult students, teachers, administrators and was a volunteer at the Miami-Dade Youth Fair for more than 20 years.

If there are no entries meeting the quality standards for any special awards, no award will be given.

# BUSINESS, FINANCE, MARKETING, AND INFORMATION TECHNOLOGY • DIVISION 35

Superintendents: Sonia Samaroo • Robert Quinn • Diana Morales • Beavace Lynch • Cristina Delgado-Ruiz  
Assistant Superintendents: Lergia Capdevila • Rosa Pereira • Befy Cibeira • Mayada Ramirez • Daniel Bubbel • Saimara Costero

Entry Form accepted from October 1, 2025 to January 20, 2026.

Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
Check Out: April 9, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
Group Entries: Not Accepted

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## INCLUDES:

Exhibits demonstrating digital design, personal and business finance, entrepreneurship, international business, finance, technology and marketing. Specific examples are noted under class descriptions. ALL PROJECTS MUST BE ENTERED IN DIGITAL FORM, PC COMPATIBLE ON FLASH DRIVE AS WELL AS HARD COPY FORM SUCH AS; dioramas, self-standing posters or charts, games, original computer and software videos (limited to 3 minutes) may be used. Documentation of the project must not to exceed 2 typed pages.

## RULES:

- Grade Levels: 6 - 12 Individual entries only; NO GROUP ENTRIES.
1. Number of Entries: Students are limited to one exhibit in one class only.
  2. Size and Mounting Specifications: Maximum size of posters and dioramas should not exceed 2' x 2' x 2'.
  3. Entry Tag(s) must be securely attached on the front lower right hand corner of the exhibit.
  4. **Acceptable Entries:** Computer software may not run longer than three minutes. All Flash Drives must be properly labeled with the entry tag number and names of students who worked on the entry. See additional criteria for software. All exhibits must be self-supporting for display purposes. Videos must be the standard format and PC compatible. Computer equipment will be available for judging and display purposes. All parts of the exhibit must be securely attached. Written documentation should be attached to the back of the poster, if applicable. Entry labeled with exhibit name, class title, entrant name, school name and grade level designation bottom right.
  5. Multimedia projects: Projects done on presentation software should meet the following minimum requirements:
    - Flash Drive label should identify software used and include the title of presentation.
    - Presentations cannot run more than three minutes.
    - Presentation should be set to run automatically.
    - Presentation will be evaluated on the following criteria:
      - Proper grammar and correct spelling
      - Transitions used
      - Graphics match the topic
      - Sound effects incorporated in the presentation

- Title and ending slide used
  - A printout of the presentation should be included.
6. **NOT ACCEPTABLE:** Professionally constructed materials will not be accepted as exhibits. Any presentation depicting violence, guns, alcohol, drugs, inappropriate or any other questionable acts will be disqualified. Ai generated projects will be disqualified.
  7. Generally, only blue, red and white ribbon winners will be displayed based on space available. Yellow ribbon exhibits will not be openly displayed.
  8. ANY ENTRIES NOT CONFORMING TO THE ABOVE RULES OR THE OFFICIAL FAIR RULES WILL BE DISQUALIFIED AT THE DISCRETION OF THE JUDGES AT CHECK IN.
  9. This Division will accept only those entries made expressly for the 2026 fair. All decisions of the judges are final. The Youth Fair management has jurisdiction over interpretation of these rules. Items entered in the wrong Division will not be judged nor shown. This Division is not responsible for lost/damaged items. All exhibits not picked up at check out will be disposed of and cash awards and ribbons forfeited.

**Class 3501 - Informational Technology:** May include, but is not limited to, exhibits and documentation of digitally enhanced designs using design software such as Adobe Photoshop or Canva to produce magazine covers, advertisements, promotional brochures or posters.

**Class 3502 - Personal and Business Finance:** May include, but is not limited to, exhibits and documentation related to Stock Market activities, Bitcoin, Blockchain, Cryptocurrency, Financial Planning, Comparative Shopping, Consumer Credit, Consumer Laws, Buying a House, Buying a Car, Personal Finance (how to budget, when to borrow, types of credit), Angel Investors and Insurance (types of insurance, insurance fraud).

**Class 3503 - Entrepreneurship:** May include, but is not limited to, exhibits and documentation of: Business Plans, Business Research and Development of Products or Services, Marketing Ideas, Product Design, How to Start Your Business, Laws of Incorporation and Types of Business Organizations.

**Class 3504 - International Business and Finance:** May include, but is not limited to, exhibits and documentation of: World Trade, Import and Export Data, World Ports, International Airports, Currency Fluctuations, Politics of Trade, International Monetary Fund, The World Bank, Third World Debt, The European Community Market, Exchange Rate Systems, Protectionism versus Free Trade, Multinational Enterprises and Corporate Social Responsibility.

**Class 3505 - Technology:** May include, but is not limited to, exhibits and documentation and software on: website design, multimedia presentations, technology innovations on specific business fields and internet marketing. Website design and multimedia presentation projects: These projects must be related to a theme in business and must be original. Documentation cannot exceed two pages and must state: type of software used, rationale for project and amount of time required to complete the project. The website USB must be submitted in order to be judged, along with a JPG screenshot of the home page. The screenshots of the homepage and other pages will be displayed on monitors.

**Class 3506 - Marketing:** May include, but is not limited to, exhibits and documentation of travel and tourism, hospitality management, entrepreneurship, real estate and logistics , social media, examples: Word Press sites, Bulb presentations.

**Class 3507 - Computer Game Development:** May include, but is not limited to, exhibits and documentation and software on: computer game development. Any presentation depicting violence, guns, alcohol, drugs or any other questionable acts will be disqualified. The computer game must be submitted on USB. On the USB: a folder called DEV containing all game code, images, sounds and all files related to making the packaged game; On the USB: a folder called DOCS will contain description of your game, instructions on how to play the game and description of two additional game levels. The folder will also include a JPG poster for display. The poster Case must be designed to promote the game to the intended audience. The game must run automatically upon start up.

**CLASS NUMBER AND TITLE – SEE DESCRIPTIONS ABOVE:**

- Class 3501 - Information Technology
- Class 3502 - Personal and Business Finance
- Class 3503 - Entrepreneurship
- Class 3504 - International Business and Finance
- Class 3505 - Technology
- Class 3506 - Marketing
- Class 3507 - Educational Computer Gaming Development

**JUDGING CRITERIA:**

Quality of presentation, proper grammar, correct spelling, emphasis on basic concepts in all projects, originality, creativity, logical development of critical thinking skills, accuracy, visual appeal, and completeness.

**PREMIUMS:**

Best in Show - Middle School .....	\$25.00
Best in Show - High School .....	\$25.00
Special Award .....	\$10.00 and Purple Ribbon / Rosette
First Place.....	\$8.00 and Blue Ribbon
Second Place .....	\$6.00 and Red Ribbon
Third Place.....	\$4.00 and White Ribbon
Fourth Place.....	Yellow Ribbon

If there are no entries meeting the quality standards for any special awards, no award will be given.

# TECHNOLOGY COMPETITIONS AND EXHIBITS

## DIGICON SERIES: CODING WITH SCRATCH CHALLENGE • DIVISION 68

Superintendents: Susan L. Bostick • Mayra Ortega

Entry Form accepted from October 1, 2025 to January 20, 2026.

Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
**COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.**

Group Entries: Accepted

Competition Date: Elementary School - Wednesday, April 1, 2026 (4:30 pm to 6:30 pm) in Arnold Hall  
Middle School - Thursday, April 2, 2026 (5:00 pm to 7:00 pm) in Arnold Hall

**Coding with Scratch Challenge:** Each school can register one team of 2 students for grades 3–5 for the Elementary division, and one team of 2 students for grades 6-8 for the Middle School division. A total of 24 teams will be selected to participate in the DigiCon: Coding with Scratch Challenge for each division. Students must have experience with Coding with Scratch to compete. They should understand basic world building, layers, and navigation. The instructions for the challenge will be given at the time of competition. The teams will have 1 hour to complete the challenge and be prepared to share their solution and coding with the judges. On the day of the competition, students must arrive by the start time and be ready to receive instructions for the challenge. All materials to complete the challenge will be provided at the time of competition.

**RULES:**

1. Grade Levels: Students in grades 3-5 are eligible to enter the Elementary School division.
2. Grade Levels: Students in grades 6-8 are eligible to enter the Middle School division.
3. Number of Entries: One team of 2 students per school will be allowed for each division.
4. Requirements for Entries: Students must work as a team and have experience with Scratch coding, including basic sprites, layers, and navigation. Information about Scratch is found at <http://scratch.mit.edu>
5. Coaches must email Teacher entry form(s) to [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net) and [exhibits@fairexpo.com](mailto:exhibits@fairexpo.com)
6. Additional details will be shared with teams after registration. For more information, please contact Susan L. Bostick at [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net)
7. Day of Competition: Students must arrive at the Fair by start time on the day of competition and be prepared to receive instructions for the competition.
8. ANY ENTRIES NOT CONFORMING TO THE ABOVE RULES OR THE OFFICIAL FAIR RULES WILL BE DISQUALIFIED AT THE

DISCRETION OF THE JUDGES.

9. This division will accept only those entries made expressly for the 2026 Fair.
10. All decisions of the judges are final. The Fair management has jurisdiction over interpretation of these rules. Items entered in the wrong division will not be judged nor shown.
11. This division is not responsible for lost/damaged items.
12. CHILDREN SHOULD NOT BE LEFT AT THE EVENT UNSUPERVISED. A PARENT OR TEACHER MUST BE WITH THE CHILD AT ALL TIMES AND REMAIN UNTIL THE END OF THE EVENT.

**CLASS NUMBER AND TITLE:**

Class 6801 – Coding with Scratch Challenge: Elementary Division for Grades 3-5  
Class 6802 – Coding with Scratch Challenge: Middle School Division for Grades 6-8

**PREMIUMS:**

Special Award ..... \$10.00 and Purple Ribbon/Rosette  
First Place..... \$8.00 and Blue Ribbon  
Second Place ..... \$6.00 and Red Ribbon  
Third Place..... \$4.00 and White Ribbon  
Fourth Place..... Yellow Ribbon  
Participant ..... Ribbon

**TROPHIES' CATEGORIES:**

First Place School..... Trophy  
Second Place School ..... Trophy  
Third Place School ..... Trophy

If there are no entries meeting the quality standards for any special awards, no award will be given.



# TECHNOLOGY COMPETITIONS AND EXHIBITS

## DIGICON SERIES: CREATING WITH MERGE

### EDU CHALLENGE • DIVISION 67

Superintendents: Susan L. Bostick • Marco Diez

Entry Form accepted from October 1, 2025 to January 20, 2026.

Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
**COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.**  
Group Entries: Accepted  
Competition Date: Friday, March 13, 2026 (5 p.m. to 7 p.m.) in Arnold Hall/Playhouse

Creating with Merge EDU Challenge: Each school can register up to 4 students grades 3–8. A total of 20 students will be selected to participate in the DigiCON Series: Creating with Merge EDU Challenge. Students must have experience with compatible 3D modeling and scanning software that can export objects into the Merge EDU Object Uploader along with the Object Viewer app to visualize the 3D creation on the Merge Cube. Participants will be expected to share their creations at the exhibition. Students will be importing their creation to Merge EDU by exporting their project to their Merge EDU dashboard following the directions from Merge EDU: <https://support.mergeedu.com/hc/en-us/articles/360053399431-Uploading-your-own-creations>. The instructions to complete the challenge will be given prior to the competition. On the day of the competition, students must arrive by the start time and be ready to present their project.

**RULES:**

1. Grade Levels: Students in grades 3-8 are eligible to enter this division.
2. Number of Entries: Up to 4 students per school will be allowed (entries may be individual or groups).
3. Requirements for Entries: Students must have experience with compatible 3D modeling and scanning software that can export objects into the Merge EDU Object Uploader along with the Object Viewer app to visualize the 3D creation on the Merge Cube. Information on exporting objects into Merge EDU can be found at <https://support.mergeedu.com/hc/en-us/articles/360053399431-Uploading-your-own-creations>.
4. Coaches must email Teacher entry form(s) to [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net) and [exhibits@fairexpo.com](mailto:exhibits@fairexpo.com)
5. Additional details will be shared with teams after registration. For more information, please contact Susan L. Bostick at [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net)
6. Day of Competition: Students must arrive at the Fair by the start of the event prepared to receive instructions for their presentation.
7. ANY ENTRIES NOT CONFORMING TO THE ABOVE RULES OR THE OFFICIAL FAIR RULES WILL BE DISQUALIFIED AT THE DISCRETION OF THE JUDGES.

8. This division will accept only those entries made expressly for the 2026 Fair.
9. All decisions of the judges are final. The Fair management has jurisdiction over interpretation of these rules. Items entered in the wrong division will not be judged nor shown.
10. This division is not responsible for lost/damaged items.
11. CHILDREN SHOULD NOT BE LEFT AT THE EVENT UNSUPERVISED. A PARENT OR TEACHER MUST BE WITH THE CHILD AT ALL TIMES AND REMAIN UNTIL THE END OF THE EVENT.

**CLASS NUMBER AND TITLE:**

Class 6701 – Merge Challenge for Grades 3-8

**PREMIUMS:**

Special Award .....	\$10.00 and Purple Ribbon/Rosette
First Place.....	\$8.00 and Blue Ribbon
Second Place .....	\$6.00 and Red Ribbon
Third Place.....	\$4.00 and White Ribbon
Fourth Place.....	Yellow Ribbon
Participant .....	Ribbon

**TROPHIES' CATEGORIES:**

Excellence Award .....	Trophy
Creativity Award .....	Trophy
Innovation Award .....	Trophy

If there are no entries meeting the quality standards for any special awards, no award will be given.

# TECHNOLOGY COMPETITIONS AND EXHIBITS

## DIGICON SERIES: MINECRAFT EDUCATION EDITION CHALLENGE • DIVISION 71

Superintendents: Susan L. Bostick • Mayra Ortega

Entry Form accepted from October 1, 2025 to January 20, 2026.

- Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
**COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.**
- Group Entries: Accepted
- Competition Dates: Middle School Division: Thursday, March 12, 2026 (5:00 pm to 7:00 pm) in Arnold Hall  
Elementary School Division: Friday, March 13, 2026 (5:00 pm to 7:00 pm) in Arnold Hall

**Minecraft Education Edition Challenge:** Each school can register a team of 2 students grades 3-5 for the Elementary division, and a team of 2 students grades 6-8 for the Middle School division. A total of 24 teams will be selected to participate in the Digicon: Minecraft Education Edition Challenge for each division. Students must work as a team and have experience with Minecraft Education Edition in order to compete. They should understand basic world building, layers, and navigation. The instructions for the challenge will be given at the time of competition. The teams will have 1 hour to complete the challenge and be prepared to share their solution and coding with the judges. On the day of the competition, students must arrive by the start time and be ready to receive instructions for the challenge. All materials to complete the challenge will be provided at the time of competition.

**RULES:**

1. Grade Levels: Students in grades 3-5 are eligible to enter the Elementary School division.
2. Grade Levels: Students in grades 6-8 are eligible to enter the Middle School division.
3. Number of Entries: A team of 2 students per school will be allowed for each division.
4. Requirements for Entries: Students must work in a team and have experience with Minecraft Education Edition, basic world building, layers, and navigation. Information about Minecraft Education Edition is found at <http://education.minecraft.net>
5. Coaches must email Teacher entry form(s) to [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net) and [exhibits@fairexpo.com](mailto:exhibits@fairexpo.com)
6. Additional details will be shared with teams after registration. For more information, please contact Susan L. Bostick at [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net).
7. Day of Competition: Students must arrive at the Fair by 5:00 p.m. on the day of competition prepared to receive instructions for the challenge.
8. ANY ENTRIES NOT CONFORMING TO THE ABOVE RULES OR THE OFFICIAL FAIR RULES WILL BE DISQUALIFIED AT THE DISCRETION OF THE JUDGES.

9. This division will accept only those entries made expressly for the 2026 Fair.
10. All decisions of the judges are final. The Fair management has jurisdiction over interpretation of these rules. Items entered in the wrong division will not be judged nor shown.
11. This division is not responsible for lost/damaged items.
12. CHILDREN SHOULD NOT BE LEFT AT THE EVENT UNSUPERVISED. A PARENT OR TEACHER MUST BE WITH THE CHILD AT ALL TIMES AND REMAIN UNTIL THE END OF THE EVENT.

**CLASS NUMBER AND TITLE:**

- Class 7101 – Minecraft Education Edition Challenge: Elementary Division for Grades 3-5  
Class 7102 – Minecraft Education Edition Challenge: Middle School Division for Grades 6-8

**PREMIUMS:**

- Special Award ..... \$10.00 and Purple Ribbon/Rosette  
First Place..... \$8.00 and Blue Ribbon  
Second Place ..... \$6.00 and Red Ribbon  
Third Place..... \$4.00 and White Ribbon  
Fourth Place..... Yellow Ribbon  
Participant ..... Ribbon

**TROPHIES' CATEGORIES:**

- First Place School..... Trophy  
Second Place School ..... Trophy  
Third Place School ..... Trophy

If there are no entries meeting the quality standards for any special awards, no award will be given.

# TECHNOLOGY COMPETITIONS AND EXHIBITS

## DIGICON SERIES: VEXCODE VR CHALLENGE • DIVISION 77

Superintendents: Susan L. Bostick • Mayra Ortega

Entry Form accepted from October 1, 2025 to January 20, 2026.

Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
**COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.**

Group Entries: Accepted

Competition Date: Elementary School Division - Wednesday, March 18, 2026 (4:30 pm to 6:30 pm) in Arnold Hall  
Middle School Division - Thursday, March 19, 2026 (5:00 pm to 7:00 pm) in Arnold Hall

**VEXCode VR Challenge:** Each school can register a team of 2 students grades 3-5 for the Elementary division, and grades 6–8 for the Middle School division. A total of 24 teams will be selected to participate in the DigiCon: VEXcode VR Challenge for each division. Teams must have experience with coding with VEXcode VR to compete. They should understand how to code basic movements, use sensors and conditions. The instructions for the challenge will be given at the time of competition. The teams will have 1 hour to complete the challenge and be prepared to share their solution and coding with the judges. On the day of the competition, students must arrive by the start time and be ready to receive instructions for the challenge.

**RULES:**

1. Grade Levels: Students in grades 3-5 are eligible to enter the Elementary School division.
2. Grade Levels: Students in grades 6-8 are eligible to enter the Middle School division.
3. Number of Entries: Teams of 2 students per school will be allowed for each division.
4. Requirements for Entries: Students must have experience coding using the VEXcode VR platform: <https://vr.vex.com/>.
5. Coaches must email Teacher entry form(s) to [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net) and [exhibits@fairexpo.com](mailto:exhibits@fairexpo.com)
6. Additional details will be shared with teams after registration. For more information, please contact Susan L. Bostick at [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net)
7. Day of Competition: Students must arrive at the Fair by the start time on the day of competition prepared to receive instructions for the competition.
8. ANY ENTRIES NOT CONFORMING TO THE ABOVE RULES OR THE OFFICIAL FAIR RULES WILL BE DISQUALIFIED AT THE DISCRETION OF THE JUDGES.
9. This division will accept only those entries made expressly for the 2026 Fair.
10. All decisions of the judges are final. The Fair management has jurisdiction over interpretation of these rules. Items entered in the wrong division will not be judged nor shown.
11. This division is not responsible for lost/damaged items.

12. CHILDREN SHOULD NOT BE LEFT AT THE EVENT UNSUPERVISED. A PARENT OR TEACHER MUST BE WITH THE CHILD AT ALL TIMES AND REMAIN UNTIL THE END OF THE EVENT.

**CLASS NUMBER AND TITLE:**

Class 7701 – VEXCode VR: Elementary Division (Grades 3 - 5)  
Class 7702 – VEXCode VR: Middle School Division (Grades 6 - 8)

**PREMIUMS:**

Special Award ..... \$10.00 and Purple Ribbon/Rosette  
First Place..... \$8.00 and Blue Ribbon  
Second Place ..... \$6.00 and Red Ribbon  
Third Place..... \$4.00 and White Ribbon  
Fourth Place..... Yellow Ribbon  
Participant ..... Ribbon

**TROPHIES' CATEGORIES:**

First Place School..... Trophy  
Second Place School ..... Trophy  
Third Place School ..... Trophy

If there are no entries meeting the quality standards for any special awards, no award will be given.

# TECHNOLOGY COMPETITIONS AND EXHIBITS

## DRAFTING • DIVISION 7

Superintendents: Carlos Delahoz • Rigoberto Mercado  
Assistant Superintendent: Gustavo Delahoz

Entry Form accepted from October 1, 2025 to January 20, 2026.

Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
Check Out: April 9, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
Group Entries: Not Accepted

The Drafting Division will award an outstanding trophy for each level (middle and senior high school) based upon the following criteria:

- 1. Each entry in this division receiving a blue ribbon will be awarded one point.
- 2. Each entry in this division receiving a purple ribbon will receive one point.
- 3. The school receiving the most total points will be awarded the outstanding trophy.

**RULES:**

- 1. Grade Levels: Middle and High School only. All work must be done by the individual since the last fair.
- 2. Number of Entries: Students may enter 1 exhibit in each class listed, but may enter as many classes as desired.
- 3. Size and Mounting Specifications: Refer carefully to the Class Descriptions below for size requirements. All work must be mounted on poster or mat board or some type of equal material. NO FOAM BOARD.
- 4. Entry Tag(s) must be securely attached to the front of the entry.
- 5. **Acceptable Entries:** All CAD entries must have an architectural or engineering theme.
- 6. **NOT ACCEPTABLE:** No blueprint entries. Posters will NOT be accepted. NO FOAM BOARD.
- 7. Due to space limitations, this division will display only Blue and Red ribbons.
- 8. ANY ENTRY NOT CONFORMING TO THE ABOVE RULES OR THE OFFICIAL FAIR RULES WILL BE DISQUALIFIED.
- 9. This Division will accept only those entries made expressly for the 2026 fair. All decisions of the judges are final. The Youth Fair management has jurisdiction over interpretation of these rules. Items entered in the wrong Division will not be judged or shown. This Division is not responsible for lost/damaged items. All exhibits not picked up at check out will be disposed of and cash awards and ribbons forfeited.

**CLASS NUMBERS, TITLES, AND DESCRIPTIONS:**

**Class 701 – Architectural Working Drawings:** Working drawings must include a complete set on any project such as a residence

or commercial building. Entry shall include but not be limited to the following drawings: floor plan, plot plan, exterior elevations, electrical, plumbing, roof plan, windows and door schedule. Drawings are to be bound in a set using the above order and mounted on a single sheet of mat board. Working drawings may be on A, B, C or D size paper.

**Class 702 – Architectural Presentation Drawings:** Presentation drawings may be rendered in any method desired. Drawings may be printed in black and white or in color on any suitable paper 11" X 17" or larger, but not to exceed 30" X 40" and mounted on illustration board. The entry must include all drawings necessary to indicate the scope of the project, namely: (a) plot plan, (b) a floor plan and (c) a perspective of the building.

**Class 703 – Architectural Rendering:** Drawings may be printed in black and white or in color on any suitable paper 11" X 17" or larger, but not to exceed 30" X 40" and mounted on illustration board. Drawing may be done by hand or CAD. An example of a rendering can be a perspective or elevation of an interior or exterior part of a building.

**Class 704 – Architectural Scale Models:** Any architectural scale model of residential or commercial buildings shall be the kind to be shown to a client by an architect. The model should be mounted on plywood or foam board which is no larger than 24" X 36" and not less than 18" x 24". Drawings of the model must be submitted. Drawings MUST include: a floor plan. All model parts must be securely attached. NO KITS ALLOWED.

**Class 705 – Architectural CAD Drafting:** CAD drafting entries include any type of architectural drawing done with the computer and a plotter or printer.

**Class 706 – Engineering Hand Drawn Detailed Drawings:** Detailed drawings are in pencil on either drawing or tracing paper. Include irregular shaped objects that may have either practical or theoretical applications. Drawings must be properly dimensioned. A model may accompany drawings.

**Class 707 – Engineering CAD Drawings:** CAD drafting entries include any type of engineering drawing done with the computer and a plotter/printer.

**CLASS NUMBER AND TITLE:**

- Class 701 - Architectural Working Drawings
- Class 702 - Architectural Presentation Drawings
- Class 703 - Architectural Rendering
- Class 704 - Architectural Scale Models
- Class 705 - Architectural CAD Drafting
- Class 706 - Engineering Hand Drawn Detailed Drawings
- Class 707 - Engineering CAD Drawings

**JUDGING CRITERIA:**

Relationship of design to function and purpose, quality of craftsmanship, suitability of materials, scope of process involved, age of individual student.

**PREMIUMS AND TROPHIES:**

- Best of Show ..... Trophy
  - Outstanding Senior High/Middle School ..... Trophy
  - Special Award ..... \$10.00 and Purple Ribbon/Rosette
  - First Place..... \$8.00 and Blue Ribbon
  - Second Place ..... \$6.00 and Red Ribbon
  - Third Place..... \$4.00 and White Ribbon
  - Fourth Place..... Yellow Ribbon
  - Participant ..... Ribbon
- If there are no entries meeting the quality standards for any special awards, no award will be given.



# TECHNOLOGY COMPETITIONS AND EXHIBITS

## E-SPORTS • DIVISION 75

Superintendents: Donald Cole • Maytee Rodriguez  
Assistant Superintendent: Cindy Phillips • Ambar Alfaro

Entry Form accepted from October 1, 2025 to January 20, 2026.

- Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.
- Check Out: April 9, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.
- Group Entries: Accepted
- Competition Date: Middle School - Saturday, March 14, 2026 (1:00 pm to 5:00 pm) in Arnold Hall  
High School - Sunday, March 15, 2026 (1:00 pm to 5:00 pm) in Arnold Hall

COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.

E-Sports describes the world of competitive, organized video gaming. Competitors from different leagues or teams face off in the same games that are popular with gamers: Smash Bros, Rocket League, to name a few. These gamers are watched and followed by millions of fans all over the world, who attend live events or tune in on TV or online.

### GAME TOURNAMENT

The E-Sports Tournament will provide students with the opportunity to create content around each E-Sports team, demonstrate their in-game skills playing in a Smash Bros and Rocket League and compete for the opportunity to be declared the winner. Students are encouraged to bring Nintendo Switch consoles, controllers, and games.

### TOURNAMENTS

- Smash Bros
- Rocket League

### CLASS NUMBER AND TITLE FOR MIDDLE SCHOOLS:

- Class 7501 – Tournaments – Smash Bros
- Class 7502 – Tournaments – Rocket League

### CLASS NUMBER AND TITLE FOR HIGH SCHOOLS:

- Class 7504 – Tournaments – Smash Bros
- Class 7505 – Tournaments – Rocket League

### PREMIUMS AND AWARDS:

- Smash Bros (1 Player) - (1v1)
  - First Place.....\$20.00 and Trophy
  - Second Place .....\$15.00 and Trophy
  - Third Place.....\$10.00 and Trophy
  - Participant ..... Ribbon

- Rocket League (1 Player) - (1v1)
  - First Place.....\$20.00 and Trophy
  - Second Place .....\$15.00 and Trophy
  - Third Place.....\$10.00 and Trophy
  - Participant ..... Ribbon

For additional information please contact Donald Cole at donaldcole@dadeschools.net or (305) 693-3030.

If there are no entries meeting the quality standards for any special awards, no award will be given.

# TECHNOLOGY COMPETITIONS AND EXHIBITS

## E-SPORTS FAN ART • DIVISION 74

Superintendents: Donald Cole • Maytee Rodriguez  
Assistant Superintendent: Cindy Phillips • Ambar Alfaro

Entry Form accepted from October 1, 2025 to January 20, 2026.

Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
Check Out: April 9, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
Group Entries: Accepted

### FAN ART CHALLENGES

Creating Fan Art requires you to build on the existing lore, characters, and worlds that exist within the E-Sports realm. Using your preferred medium, create artwork inspired by one of your favorite games. This artwork can be a painting a drawing, or a digital design (2D or 3D). As a reminder all artwork must be original.

1. Each school will provide up to five entries for the Fan Art Challenge.
2. Please submit your Fan Art entries on one of the check-in dates listed above.
3. All exhibits not picked up at check-out will be disposed of and cash awards and ribbons forfeited.
4. Each piece of artwork must be labeled with the Exhibits Entry Tag in the lower, right corner on the front of the piece.
5. Each piece must include, affixed on the back, an image of the original game, character, or scene that inspired the artwork.
6. All artwork must be matted or mounted on white posterboard.
7. All decisions of the judges are final. The Youth Fair management has jurisdiction over interpretation of these rules. This Division is not responsible for lost/damaged items.

### CLASS NUMBER AND TITLE FOR MIDDLE SCHOOLS:

Class 7401 – Beyond the Game Challenges – Fan Art

### CLASS NUMBER AND TITLE FOR HIGH SCHOOLS:

Class 7402– Beyond the Game Challenges – Fan Art

### PREMIUMS AND AWARDS:

Fan Art Challenge  
Special Award ..... \$10.00 and Purple Ribbon/Rosette  
First Place..... \$8.00 and Blue Ribbon  
Second Place ..... \$6.00 and Red Ribbon  
Third Place..... \$4.00 and White Ribbon  
Fourth Place..... Yellow Ribbon

For additional information please contact Donald Cole at donaldcole@dadeschools.net or (305) 693-3030.

If there are no entries meeting the quality standards for any special awards, no award will be given.

# TECHNOLOGY COMPETITIONS AND EXHIBITS

## GRAPHIC ARTS • DIVISION 24

Superintendents: Claire Warren • Ben Rosenthal • Tom Cummings • Georgina Mederos  
Assistant Superintendents: Roger Griffin • Rei Luzardo



Entry Form accepted from October 1, 2025 to January 20, 2026.

Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
Check Out: April 9, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
Group Entries: Not Accepted.

This division was developed for students enrolled in Technology Education classes in the middle and senior high school level. Although open to all students, it is advisable that exhibitors check with a Technology Education teacher for further explanation of the criteria or email [brosenthal@dadeschools.net](mailto:brosenthal@dadeschools.net). Each class must be identified on the entry form. Special Centers and Opportunity Schools must include this information on form also.

### RULES:

1. Grade Levels: 6–12, except Class 2406 (Tri-Fold Brochure) Middle School only and Class 2411 (Large Format Poster Printing) high school only. All work must be the original work of the individual.
2. Number of Entries: Students are limited to 1 entry per class, but may enter more than 1 class.
3. **Size and Mounting Specifications: All work, unless otherwise noted, must be mounted either on BLACK or WHITE poster, tag, illustration, railroad or mat board. Entries cannot be mounted on construction paper, corrugated cardboard or foam board. Mounted entries should have a maximum mounted size of 12" x 18", except for the menu and the large format poster entry. Border space margin on all mounted projects be no more than 2" on any side.**
4. Entry Tag(s) must be attached in the bottom right margin of the entry's mounting board.
5. **Acceptable Entries:** Entries should not be hand-drawn. However, hand-drawn illustrations may be used if they are digitally scanned and then reproduced according to the specifications of the class student is entering.
6. **NOT ACCEPTABLE:** No greeking or jabber (nonsense text). Entries with inappropriate content (content, images or language) will be disqualified. Entries with misspelled and grammatical errors will not be displayed. No glass may be used in any projects.
7. Due to limited space, only entries awarded blue ribbons may be displayed.
8. **ANY ENTRY NOT CONFORMING TO THE ABOVE RULES OR THE OFFICIAL FAIR RULES WILL BE DISQUALIFIED.**
9. This Division will accept only those entries made expressly for the 2026 fair. All decisions of the judges are final. The Youth

Fair management has jurisdiction over interpretation of these rules. This Division is not responsible for lost/damaged items.  
10. All entries will be judged on the above rules in addition to the specified rules for each class. All exhibits not picked up at check out will be disposed of and cash awards and ribbons forfeited.

### CLASS NUMBER, TITLE AND DESCRIPTIONS: CLASS 2401 - SCREEN PROCESS PRINTING

Student will submit a screen process print. The print must be no larger than 11" x 17" (max. size of mounting board 12" x 18"). The screen print may be either hand cut or photographic/direct emulsion. Entry may be printed on paper, felt or fabric. The entry will be judged on quality of printing, registration, intricacy of design and mounting.

### CLASS 2403 -MAGAZINE FRONT AND BACK COVER - 2026 THEME: WILD ABOUT THE FAIR

Student will create an original magazine cover and full-page advertisement based on the theme. The front cover and full page ad will be equally judged on content, integration of theme, design, quality of layout, GRAMMAR and SPELLING (no greeking) and mounting. The magazine must include a:

- Front cover must show "Foreign Country" name, an original magazine title, date, volume, issue, price, barcode, and a list of 2-4 articles.
- Back cover must be designed as an original full-page advertisement related to this year's theme. Must show product photo, company name, company logo, slogan and website.
- Copyrighted images ARE ALLOWED.

### CLASS 2404 - LICENSE PLATE (VINYL SIGN MACHINE)

Using vinyl letters and designs cut from vinyl sign machine, student will produce a license plate. The license plate material may be either plastic or aluminum. The entry will be judged on design, intricacy of design, legibility and quality of vinyl application. Apply vinyl to only one side of the license plate, as only one side of the license plate will be judged per entry.

**No portrait license plates will be accepted.  
Landscape format only.**

### CLASS 2405 - 3D PACKAGE DESIGN

Students will design a 3-D mock-up of a package. The same product name, manufacturer name or logo must be on multiple sides. It must include a bar on the back or bottom of the package. The back must contain information about the product:

- All sides must be either laser or inkjet-printed and adhered to card stock, then formed to a size no larger than 12" x 12" x 12". No part of the package may be hand drawn, though scanned and printed hand drawings will be accepted.
- Large products may be presented scaled to size (ex: bicycle box).
- Product names, logos, companies, designs, etc must be original. NO copyrighted characters, must show details such as original brand and logo, weight, paragraph with product information, description or instructions. Replacing a letter in the name of an existing product, or slightly altering an existing logo of a company or product, does not constitute an original name or logo. (For example: Pepsi Cola)
- The 3-D box will be judged on: design, content, originality, GRAMMAR, SPELLING, and quality of box assembly on all sides.

### CLASS 2406 - TRI-PANEL BI-FOLD BROCHURE (MIDDLE SCHOOL ONLY)

#### 2026 THEME: WILD ABOUT THE FAIR

The student will design a two-sided, tri-panel brochure, pertaining to the theme. The student will research a "theme" and create a trifold brochure with the following: job title and description, salary range, employment outlook, educational requirements, etc. The brochure must have 3-5 images relating to the career and the theme.

### CLASS 2407 - PHOTO RESTORATION

An original damaged photograph (not downloaded from internet) will be scanned using a flatbed scanner (minimum 300 dpi resolution.) Using photo editing software (example: Adobe PhotoShop) the scanned photo will be repaired and enlarged/reduced to an 8" x 10" size (either portrait or landscape.) Both the original scanned image and the enlarged/reduced restored image must be included on the entry and mounted on one board no larger than 12" X 18". The entry will be judged on quality of the scan, cropping, color correction, use of image editing tools, and presentation.

- Please DO NOT include the original photograph, only the scan of the original photo and the restored 8 x 10 photo.
- The original scan does not need to be enlarged/reduced.
- Mount both the original scan and the restored image.
- **PORTRAITS only.** Low resolution images (72dpi) taken from the internet will be disqualified. Photo used must be an original photo, not a photo taken from the internet.

### CLASS 2408 - PHOTO COLORIZATION

An original black and white photograph (**not downloaded from internet**) will be scanned using a flatbed scanner (minimum 300 dpi resolution) Using photo editing software (example: Adobe PhotoShop) a copy of the scanned photo will be colorized and enlarged/reduced to an 8" x 10" size (either portrait or landscape) and colorized. Both the copy of the scanned image and the enlarged/reduced colorized image must be included on the entry and mounted on one board no larger than 12" X 18". The entry

will be judged on quality of the scan, cropping, quality of color correction and presentation. **Projects that do not use an original black and white photograph will be disqualified.**

- Please DO NOT include the original photograph, only the scan of the original photo and the colorized photo.
- The original scan does not need to be enlarged/reduced.
- Mount both the original scan and the restored image.
- Must be a separate entry than the PHOTO RESTORATION project.
- Low resolution images (72dpi) taken from the internet will be disqualified.

### CLASS 2409 - ILLUSTRATOR SELF PORTRAIT

This project is a creative project where you will use a picture of yourself to create a self-portrait using illustrator.

- Suspected use of the IMAGE TRACE tool will result in disqualification of entry.
- For more information on this category contact [brosenthal@dadeschools.net](mailto:brosenthal@dadeschools.net)
- The portrait can be printed on LETTER, LEGAL or LEDGER/TABLOID or larger sized paper up to 11" x 17".
- For judging purposes, a small copy of the student's picture must be attached to the front of the entry to provide reference to judge the likeness to the self-portrait.

### CLASS 2410 – MENU DESIGN

#### 2026 THEME: WILD ABOUT THE FAIR

The student will create an original restaurant menu in a bifold booklet. The front and back cover spread will be printed on one page and the inside menu items will be printed on both sides of the other page. Inside of the menu must have prices and a description of each food plate.

- The front-page cover will have an original restaurant name, original restaurant logo, fictitious address and phone number. The front page should have a background.
- The inside cover will have the menu items that will include APPETIZERS or STARTERS, SANDWICHES, ENTREES or MAIN DISHES.
- The back cover will include the DESSERTS and DRINK MENU.
- The menu must be printed on LETTER sized paper(8 1/2" x 11")
- In this category both sides of the menu are printed on 8 1/2" x 11" paper and mounted on a 12 x 18" board. Final product must be mounted with two pages, one above the other.
- The menu will be judged on design, layout, content, originality, GRAMMAR and SPELLING.
- Copyrighted images ARE ALLOWED.

### CLASS 2411 – LARGE FORMAT POSTER PRINTING – (HIGH SCHOOL ONLY)

The student will design a poster for their school's upcoming football homecoming game against their rival school. The poster must include the following:

- The poster must be "attention grabbing" and generate excitement for the game. (Either via images or text/slogan or both)
- The names or logos of the student's school and their rival's school

- Where, time and date the game is going to be held
- Additional artwork may be included
- On this category, the poster is to be printed a maximum of 11x17 inches. Please, no more than 10 posters per teacher in this category.

### CLASS 2412 – 3D PRINTING CHALLENGE

Student must Create an ORIGINAL DESIGN with a 3D modeling program such as AutoCAD, Inventor, Blender, or Tinker CAD. No predesigned items from the web may be utilized; all work must be original and created by the student. Student will then print the design using a 3D printer using ONLY PLASTIC BASED FILAMENT. No use of laser cutting applications allowed. Items for print may be: Jewelry, chains, scaled down model items; furniture, retail items, cars, toys, figurines, and scale sized items.

- NO 3D RESIN Printing. All 3D prints MUST BE PLASTIC OR PLA. NO RESIN, NO METAL, NO WOOD. PLEASE mount the Fair tags to the bottom of the prints with glue or tape. Do not mount the 3d print to a board; just attach the tag to the bottom of the print.
- Copyrighted images ARE ALLOWED.

### CLASS NUMBER AND TITLE:

Class 2401 - Screen Process Printing One Color  
 Class 2403 - Magazine Front and Back Cover  
 Class 2404 - License Plate  
 Class 2405 - 3D Package Design  
 Class 2406 - Tri-Panel Bi-Fold Brochure (Middle School only)  
 Class 2407 - Photo Restoration  
 Class 2408 - Photo Colorization  
 Class 2409 - Illustrator Self Portrait  
 Class 2410 - Menu Design  
 Class 2411 - Large Format Poster Printing (High School only)  
 Class 2412 - 3D Printing Challenge

### JUDGING CRITERIA:

Originality, cleanliness of print, use of different color filaments, moving parts, electronic component additions, ie, motors, lights, complexity, and Intricacy .

ANY ENTRIES NOT CONFORMING TO THE ABOVE RULES OR THE OFFICIAL FAIR RULES WILL BE DISQUALIFIED AT THE DISCRETION OF THE JUDGES.

### PREMIUMS, PLAQUES AND TROPHIES:

Best Overall Middle School in Graphic Arts ..... Plaque  
 Best Overall High School in Graphic Arts..... Plaque  
 Best Overall Runner Up Middle School in Graphic Arts ..... Plaque  
 Best Overall Runner Up High School in Graphic Arts ..... Plaque

Special Award ..... \$10.00 and Purple Ribbon/Rosette  
 First Place..... \$8.00 and Blue Ribbon  
 Second Place ..... \$6.00 and Red Ribbon  
 Third Place..... \$4.00 and White Ribbon  
 Fourth Place..... Yellow Ribbon

If there are no entries meeting the quality standards for special awards, no award will be given.



# TECHNOLOGY COMPETITIONS AND EXHIBITS

## ROBOTICS SERIES: DRONE CODING CHALLENGE • DIVISION 81

Superintendents: Susan L. Bostick • Marco Diez

Entry Form accepted from October 1, 2025 to January 20, 2026.

- Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
**COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.**
- Check Out: April 9, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.
- Group Entries: Accepted
- Competition Date: Saturday, March 14, 2026 (1:00 pm to 3:00 pm) in Arnold Hall

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### Drone Coding Challenge:

Teams of up to 5 students in Grades 6-8 can compete. Each school can register up to 2 teams. Up to 20 teams will be selected to participate in the **Drone Coding Challenge**. For this challenge, the students must have experience in drone block-based coding programs. They will demonstrate coding skills by completing a series of obstacle challenges. More instructions for the challenge will be given after registration. On the day of the competition, the students must arrive by 12:30 p.m. and be ready to receive instructions for the challenge. Teams should bring a handheld device to run their coding program, the drones, and other equipment such as chargers, batteries, controllers, and extension cords.

### RULES:

1. Grade Levels: Students in grades 6–8 are eligible to enter this division.
2. Number of Entries: Up to 5 students per team will be allowed per school (up to 2 teams per school).
3. Requirements for Entries: Students must have experience coding using drone block-based coding programs.
4. Drone Specifications Drones must be in continuous flight for at least 5 minutes.
5. Coding Program Specifications: Students can use Python or block-based coding to program their drones into autonomous flights, but once the program has started, students cannot touch the drones.
6. Coaches must email Teacher entry form(s) to [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net) and [exhibits@fairexpo.com](mailto:exhibits@fairexpo.com)
7. Additional details will be shared with teams after registration. For more information, please contact Susan L. Bostick at [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net)
8. Day of competition: Students must arrive at the Fair by 12:30 p.m. on the day of competition prepared to receive instructions for the competition.
9. Students must program (code) the drone to operate completely autonomously to complete the flight path.
10. This division will accept only those entries made expressly for the 2026 Fair.

11. All decisions of the judges are final. The Fair management has jurisdiction over interpretation of these rules.
12. Items entered in the wrong division will not be judged nor shown.
13. This division is not responsible for lost/damaged items.
14. CHILDREN SHOULD NOT BE LEFT AT THE EVENT UNSUPERVISED. A PARENT OR TEACHER MUST BE WITH THE CHILD AT ALL TIMES AND REMAIN UNTIL THE END OF THE EVENT.
15. ANY ENTRIES NOT CONFORMING TO THE ABOVE RULES OR THE OFFICIAL FAIR RULES WILL BE DISQUALIFIED AT THE DISCRETION OF THE JUDGES.

### CLASS NUMBER AND TITLE:

Class 8101 – Drone Coding Challenge for Grades 6–8.

### PREMIUMS AND TROPHIES:

- Drone Programming Overall Excellence Award..... Trophy  
Drone Outstanding Programming Award .....Trophy  
Drone Programming Team Spirit Award..... Trophy  
Drone Programming Perseverance Award..... Trophy
- Special Award ..... \$10.00 and Purple Ribbon / Rosette  
First Place..... \$8.00 and Blue Ribbon  
Second Place ..... \$6.00 and Red Ribbon  
Third Place..... \$4.00 and White Ribbon  
Fourth Place..... Yellow Ribbon

If there are no entries meeting the quality standards for any special awards, no awards will be given.

# TECHNOLOGY COMPETITIONS AND EXHIBITS

## ROBOTICS SERIES: DRONE PILOTING CHALLENGE •

### DIVISION 82

Superintendents: Susan L. Bostick • Marco Diez

Entry Form accepted from October 1, 2025 to January 20, 2026.

- Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
**COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.**
- Group Entries: Accepted
- Competition Date: Saturday, March 14, 2026 (4:00pm to 6:00 pm) in Arnold Hall

**Drone Piloting Challenge:** Teams of up to 5 students in Grades 6-8 can compete. Each school can register up to 2 teams. Up to 20 teams will be selected to participate in the Grades 6-8 **Drone Piloting Challenge**. For this challenge, the students must have experience understanding fundamental pitch, roll, yaw, turns, and hover movements. The students will compete to demonstrate pilot racing and hovering skills by completing several challenges such as take-off, flying through gates, doing "blind spot" maneuvers and a *capture the flag challenge* which requires drones to hover above a certain point, and landing in a designated spot. More instructions for the challenge will be given during the competition. Ont the day of the competition, the students must arrive by 3:30 p.m. and be ready to receive instructions for the challenge. Teams should bring all the required equipment such as chargers, batteries, controllers, and extension cords.

**RULES:**

1. Grade Levels: Students in grades 6-8 are eligible to enter this division.
2. Number of Entries: Up to 5 students per team will be allowed per school (up to 2 teams per school).
3. Requirements for Entries: Students must have experience piloting a drone through a maze or predetermined flight path.
4. Drone Specifications: Drones must be in continuous flight for at least 5 minutes.
5. Coaches must email Teacher entry form(s) to [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net) and [exhibits@fairexpo.com](mailto:exhibits@fairexpo.com)
6. Additional details will be shared with teams after registration. For more information, please contact Susan L. Bostick at [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net)
7. Day of Competition: Students must arrive at the Fair by 3:30 p.m. on the day of competition prepared to receive instructions for the challenge.
8. Teams cannot switch pilots halfway through the flight path; however, they are allowed to use different pilots in each attempt.

9. This division will accept only those entries made expressly for the 2026 Fair.
10. All decisions of the judges are final. The Fair management has jurisdiction over interpretation of these rules.
11. Items entered in the wrong division will not be judged nor shown.
12. This division is not responsible for lost/damaged items.
13. CHILDREN SHOULD NOT BE LEFT AT THE EVENT UNSUPERVISED. A PARENT OR TEACHER MUST BE WITH THE CHILD AT ALL TIMES AND REMAIN UNTIL THE END OF THE EVENT.
14. ANY ENTRIES NOT CONFORMING TO THE ABOVE RULES OR THE OFFICIAL FAIR RULES WILL BE DISQUALIFIED AT THE DISCRETION OF THE JUDGES.

**CLASS NUMBER AND TITLE:**

Class 8201 – Drone Piloting Challenge for Grades 6-8

**PREMIUMS AND TROPHIES:**

Special Award ..... \$10.00 and Purple Ribbon/Rosette  
First Place..... \$8.00 and Blue Ribbon  
Second Place ..... \$6.00 and Red Ribbon  
Third Place..... \$4.00 and White Ribbon  
Fourth Place..... Yellow Ribbon

Drone Piloting Overall Excellence Award..... Trophy  
Drone Outstanding Piloting Award..... Trophy  
Drone Piloting Team Spirit Award..... Trophy  
Drone Piloting Perseverance Award..... Trophy

There are no entries meeting the quality standards for any special awards, no award will be given.

# TECHNOLOGY COMPETITIONS AND EXHIBITS

## ROBOTICS SERIES:

### IBOT CHALLENGE • DIVISION 83

Superintendents: Susan L. Bostick • Marco Diez

Entry Form accepted from October 1, 2025 to January 20, 2026.

Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
**COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.**

Group Entries: Accepted

Competition Date: Saturday, March 14, 2026, (1:00 pm to 4:00 pm) in Arnold Hall - IBOT BOLT CHALLENGE  
Saturday, March 14, 2026 (4:00 pm to 6:00 pm) in Arnold Hall - IBOT indi CHALLENGE  
Sunday, March 18, 2026 (5:00 pm to 8:00 pm) in Arnold Hall - iBOT RVR CHALLENGE

**IBOT indi Challenge:** Teams of up to 4 students in Grades K-1 can participate. Each school can register 2 teams. A total of 20 teams will be selected to participate in the Robotics: iBOT indi Challenge. Students must have experience coding using the Sphero screenless programming color tiles. The instructions for the challenge will be given prior to the time of competition. The students will code their Sphero robot to complete the challenge. On the day of the competition, students must arrive by the start of the event and be ready to receive instructions for the challenge.

**iBOT BOLT Challenge:** Teams of up to 4 students in Grades 3-5 can compete. Each school can register 1 team. A total of 20 teams will be selected to participate in the Robotics: iBOT BOLT Challenge. Students must have experience coding using the sphero.edu block program. They should understand basic movements, turns, and spins. The instructions for the challenge will be given prior to the time of competition. The students will drive and code their Sphero robot to complete the challenge. On the day of the competition, students must arrive by the start of the event and be ready to receive instructions for the challenge. Teams should bring a handheld device to run their program. A Sphero robot will be provided to each team for the driving portion of the challenge.

**iBOT RVR Challenge:** Teams of up to 6 students in Grades 6-8 can compete. Each school can register 1 team. A total of 20 teams will be selected to participate in the Robotics: iBOT RVR Challenge. Students must have experience coding using the sphero.edu block program. They should understand basic movements, turns, and spins. The instructions for the challenge will be given prior to the time of competition. The students will drive and code their Sphero RVR robot to complete the challenge. On the day of the competition, students must arrive by the start of the event and be ready to receive instructions for the challenge. Teams should bring a handheld device and Sphero RVR to run their program.

#### RULES:

1. Grade Levels: Students in grades K-1 for the IBOT indi Challenge, grades 3-5 for IBOT BOLT Challenge, and grades 6-8 for the IBOT RVR Challenge are eligible to enter this division.
2. Number of Entries: Up to 6 students per team (1 team per school) for IBOT RVR Challenge, up to 4 students per team (1 team per school) for IBOT BOLT Challenge & up to 4 students per team (up to 2 teams per school) for IBOT indi Challenge, will be allowed.
3. Requirements for Entries: Students must have experience coding using the sphero.edu block program. Information about spheros is found at <https://edu.sphero.com/gettingstarted> for both IBOT RVR Challenge & for IBOT BOLT Challenge. Students must have experience coding using the Sphero screenless programming color tiles for IBOT indi Challenge. Information about Spheros is found at <https://sphero.com/pages/sphero-indi>
4. Coaches must email Teacher entry form(s) to [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net) and [exhibits@fairexpo.com](mailto:exhibits@fairexpo.com)
5. Additional details will be shared with teams after registration. For more information, please contact Susan L. Bostick at [sbostick@dadeschools.net](mailto:sbostick@dadeschools.net).
6. Day of Competition: Students must arrive on time at the Fair on the day of competition for each division in order to participate, late teams will be disqualified. Students must be prepared to receive instructions for the challenges.
7. ANY ENTRIES NOT CONFORMING TO THE ABOVE RULES OR THE OFFICIAL FAIR RULES WILL BE DISQUALIFIED AT THE DISCRETION OF THE JUDGES.
8. This division will accept only those entries made expressly for the 2026 Fair.
9. All decisions of the judges are final. The Fair management has jurisdiction over interpretation of these rules. Items entered in the wrong division will not be judged nor shown.
10. This division is not responsible for lost/damaged items.
11. CHILDREN SHOULD NOT BE LEFT AT THE EVENT UNSUPERVISED. A PARENT OR TEACHER MUST BE WITH THE CHILD AT ALL TIMES AND REMAIN UNTIL THE END OF THE EVENT.

**CLASS NUMBER AND TITLE:**

Class 8301 - IBOT indi Challenge for Grades K-1.  
Class 8302 - IBOT BOLT Challenge for Grades 3-5.  
Class 8303 – iBOT RVR Challenge for Grades 6-8.

**PREMIUMS AND AWARDS:**

Special Award ..... \$10.00 and Purple Ribbon/Rosette  
First Place..... \$8.00 and Blue Ribbon  
Second Place ..... \$6.00 and Red Ribbon  
Third Place..... \$4.00 and White Ribbon  
Fourth Place..... Yellow Ribbon  
Participant ..... Ribbon

**IBOT INDI CHALLENGE:**

Excellence Award ..... Trophy  
Programming Award ..... Trophy  
Teamwork Award..... Trophy

**IBOT BOLT CHALLENGE:**

Excellence Award ..... Trophy  
Programming Award ..... Trophy  
Driving Award ..... Trophy  
Teamwork Award..... Trophy  
Sportsmanship Award..... Trophy  
Innovation Award..... Trophy

**IBOT RVR CHALLENGE:**

Excellence Award ..... Trophy  
Programming Award ..... Trophy  
Driving Award ..... Trophy  
Teamwork Award..... Trophy

If there are no entries meeting the quality standards for any special awards, no award will be given.

# TECHNOLOGY COMPETITIONS AND EXHIBITS

## ROBOTICS BATTLEBOT CHALLENGE • DIVISION 60

Superintendents: Dean Coppola • Robert Dubard  
Assistant Superintendents: Vaden Scott • Alex Garrido

**Entry Form accepted from October 1, 2025 to January 20, 2026.**

Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
Check Out: April 9, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
**COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.**  
Group Entries: Accepted  
Competition Date: Sunday, April 5, 2026, 1:00 pm in Arnold Hall.

### COMPETITION DATE:

Sunday, April 5, 2026 at 1 p.m. competition begins. Absolutely no participant may enter to The Fair before 12 noon - no exceptions!! Weigh in and safety check between 12:15 p.m. and 1 p.m. The Youth Fair event supervisors/assistant supervisors have the discretion to stop any match and exclude the said robot when the supervisors/assistant supervisors have made a decision that safety of any degree is in question to the participant, spectators, cage or any other aspect of the event. Safety glasses must be worn at all times in the pit area or the participants will be required to leave the pit area and not allowed to participate.

### RULES:

1. Grade Levels: Middle School and High School. Individuals must have submitted Fair registration by the Entry Deadline.
2. Number of Entries: Each student may enter only one robot.
3. Weight Specifications:
  - Class 6001 robots must be no more than 1 pound\*.
  - Class 6002 robots must be no more than 3 pounds\*.
  - (\*Requirement for separate divider/compartiment for lithium polymer battery is waived for class 6001 and class 6002).
4. Entry Tag(s) must be adhered to the lower right corner of the notebook's back cover. A copy of the tag should accompany and be affixed to the robot entry on the day of competition.
5. **Acceptable Entries:**
  - Combat robots must be constructed by the rules at the following web address, and the engineering build/documentation notebook should follow the guidelines at [www.rivieratech.tech](http://www.rivieratech.tech) - Look for the BattleBot link located on the home page.
  - Each engineering notebook must contain a general design essay as well as a separate essay of each team members focus area relative to the design/construction/maintenance and operation of the combat robot.
  - The notebook must be submitted and turned over to the judging committee on project check-in day for evaluation or on the day of the competition.
6. Additional Instructions: Time limitations, required safety

equipment, and other items are listed below. Please review carefully.

### ROBOTICS CHALLENGE PROCEDURES:

Teams will be randomly placed into a double elimination bracketed style tournament. Teams will have the task of engineering a robot with the ability to defend and defeat their opponent in a three (3) minute match. The double elimination tournament will allow a minimum of 2 competitions per team. An overall winner will be determined at the end of the tournament. Separate awards (3) will be given to the teams with best documentation of the engineering process in their engineering/ documentation notebook. Judges Awards (1) will also be given in the following categories: best engineered and most creative design. Participants can download the latest version of these rules, and additional information from [www.rivieratech.tech](http://www.rivieratech.tech) - Look for the BattleBot link located on the home page. If the BOTS IQ rules are updated/modified with regard to safety concerns before the date of this competition, they will be mandated at this Fair competition on April 5, 2026.

### COMPETITION GUIDELINES AND REQUIREMENTS:

Teams are responsible for following appropriate safety procedures at all times as per the rules at [www.rivieratech.tech](http://www.rivieratech.tech) - Look for the BattleBot link located on the home page. All team members must wear appropriate closed-toe footwear. No bare feet, sandals or open-toed footwear are allowed. Each team is also responsible for providing their own safety glasses at the event. All team members, including coaches, must wear safety glasses while in the pit or on the playing field. Team members not wearing appropriate safety gear will not be allowed in the pits or on the field.

### THE PLAYING FIELD:

The playing field is 8' x 8' in dimension.

### THE ENGINEERING NOTEBOOK:

The engineering notebook must be in compliance with all of the referenced items per the web site at <http://www.rivieratech.tech> - Look for the BattleBot link located on the home page.



## THE ROBOT:

The battling robot must be built within all of the referenced items per the website at [www.rivieratech.tech](http://www.rivieratech.tech) - Look for the BattleBot link located on the home page.

## CLASS NUMBER AND TITLE:

Class 6001 - Middle and High School Robotic 1-Pound BattleBot Challenge

Class 6002 - Middle and High School Robotic 3-Pound BattleBot Challenge

## JUDGING AND SCORING CRITERIA:

Tournament Combat – Matches will be 3 minutes in duration. Match winners will be determined as either a tap out, a 10 second non-motion count out or by judge's decision.

## TROPHIES:

First Place..... 1-pound Robot Challenge - Trophy  
Second Place ..... 1-pound Robot Challenge - Trophy  
Third Place..... 1-pound Robot Challenge - Trophy  
First Place..... 3-pound Robot Challenge - Trophy  
Second Place ..... 3-pound Robot Challenge - Trophy  
Third Place..... 3-pound Robot Challenge - Trophy  
First Place Engineering Documentation ..... Class 6001 - Trophy  
Second Place Engineering Documentation ..... Class 6001 - Trophy  
Third Place Engineering Documentation ..... Class 6001 - Trophy  
First Place Engineering Documentation ..... Class 6002 - Trophy  
Second Place Engineering Documentation ..... Class 6002 - Trophy  
Third Place Engineering Documentation ..... Class 6002 - Trophy  
Most Creative Robot Class 6001 ..... Trophy  
Most Creative Robot Class 6002 ..... Trophy  
Best Engineered 1-pound Robot..... Trophy  
Best Engineered 3-pound Robot..... Trophy

## PREMIUMS:

Special Award ..... \$10.00 and Purple Ribbon/Rosette  
First Place..... \$8.00 and Blue Ribbon  
Second Place ..... \$6.00 and Red Ribbon  
Third Place..... \$4.00 and White Ribbon  
Fourth Place..... Yellow Ribbon  
Participant ..... Ribbon

If you have any questions prior to registration or the actual event, please email Dean Coppola at [174516@dadeschools.net](mailto:174516@dadeschools.net).

If there are no entries meeting the quality standards for any special awards, no award will be given.

# TECHNOLOGY COMPETITIONS AND EXHIBITS

## ROBOTICS (VEX) • DIVISION 50

Superintendents: Ivan Rico • Shawn Waring • Melissa Fernandez  
Assistant Superintendents: Scarlett Waring  
Student Assistant Superintendents: Andy Barcelo • Enzo Madriz

Entry Form accepted from October 1, 2025 to January 20, 2026.

- Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.
- Check Out: April 9, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
**COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.**
- Group Entries: Accepted
- Competition Date: Sunday, March 15, 2026 (1:00 PM to 5:00 PM) in Arnold Hall.

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### RULES:

1. Grade Levels: Middle School and High School Individual and Group entries will be accepted.
2. Number of Entries: Only one robot may be entered by an individual or team. Each teacher may enter a maximum of three robots from individuals/teams with no more than 5 student members per team.
3. Size and Materials Specifications: Robots are to be a maximum of 18"x 18"x18" or smaller at the start of the game. Refer to the guidelines for this year's VEX game at <https://www.vexrobotics.com/v5/competition/vrc-current-game>
4. Entry Tag(s) must be adhered to the lower right corner of the engineering notebook's back cover. A copy of the tag must be securely attached to the robot entry.
5. **Acceptable Entries:** Each entry must consist of two parts.
  - Part One - The VEX competition robot which meets the guidelines set forth in the VEX Over Under Manual
  - (Inspection Guidelines) <https://www.vexrobotics.com/v5/competition/vrc-current-game>
  - Part Two - An Engineering Notebook (per robot) with documentation, as set forth in the engineering notebook rubric and submitted in the form of a bound engineering notebook.
6. NOTE: ALL members, coaches, and guests in the pit area must have **SAFETY GLASSES** with side shields or safety goggles on at all times. Each team is responsible for bringing their safety equipment. Failure to follow this rule will constitute a safety violation and may result in your team being disqualified.
7. **NOT ACCEPTABLE:** No team will be allowed to check-in their entry without the accompanying engineering documentation. Teams not passing inspection guidelines at check-in may be allowed to check-in their robot at the judge's discretion but will not be allowed to participate in a qualifying match until robot inspection has been passed.

### VEX GAME DESCRIPTION:

Matches are played on a field set up as mentioned below and in figures throughout the game manual. Two Alliances one "red"

and one "blue," - composed of two Teams - each compete in each Match. The object of the game is to attain a higher score than the opposing Alliance. Please see Vex VCR Competition rules at <https://www.vexrobotics.com/v5/competition/vrc-current-game> for more information.

### COMPETITION GUIDELINES AND REQUIREMENTS:

Please see <https://www.vexrobotics.com/v5/competition/vrc-current-game> for this year's specific competition guidelines and requirements.

There are specific rules and limitations that apply to the design and construction of your Robot. Please ensure that you are familiar with these Robot rules before beginning your Robot design. These "inspection rules" are verified prior to the beginning of each event, in a formal Robot Inspection.

Only one (1) Robot will be allowed to compete per Team at a given event in the VEX Robotics Competition. Though it is expected that Teams will make changes to their Robot at the competition, a Team is limited to only one (1) Robot at a given event.

### THE PLAYING FIELD:

Participants can download specific information and a drawing of this year's competition field on the VEX website.

### THE ROBOT

All robot entries must meet the guidelines set forth in Vex VCR Game Manual, Section 3.

### VEX RAPID RELAY TOURNAMENT TROPHIES:

The Captain of the winning alliance will receive a team trophy identifying them as Team Captains for the Winning Alliance. The remaining alliance team from the winning alliance will receive Winning Alliance Team Trophies.

**JUDGING AND SCORING CRITERIA:**

Engineering Notebook  
Engineering notebooks will be scored by a committee based on the rubric and guidelines at [curriculum.vexrobotics.com/teacher-materials/assessment-tools/engineering-notebook.html](http://curriculum.vexrobotics.com/teacher-materials/assessment-tools/engineering-notebook.html). Tie breakers will be decided by the Engineering Notebook Review Committee.

**ROBOTICS ENGINEERING NOTEBOOK:**

The top 3 scoring high school and middle school teams’ notebooks based on the rubric will be awarded first, second and third place team ribbons. Tie breakers will be decided by the notebook judging committee.

**CLASS NUMBER AND TITLE:**

Class 5001 – High School and Middle School VEX Over Under Tournament

**PREMIUMS AND TROPHIES:**

- Winning Alliance Team Captain ..... Trophy
- Two Winning Alliance Team ..... Trophy
  
- Special Award ..... \$10.00 and Purple Ribbon/Rosette
- First Place..... \$8.00 and Blue Ribbon
- Second Place ..... \$6.00 and Red Ribbon
- Third Place..... \$4.00 and White Ribbon
- Fourth Place..... Yellow Ribbon
- Participant ..... Ribbon

If you have any questions during the construction of your robot about competition rules, please refer to the Vex Over Under game manual. For any additional questions please email Melissa Fernandez at [melissafernandez@dadeschools.net](mailto:melissafernandez@dadeschools.net).

If there are no entries meeting the quality standards for any special awards, no award will be given.

# TECHNOLOGY COMPETITIONS AND EXHIBITS

## VEXGO PRIMARY ROBOTICS • DIVISION 84

Superintendents: Melyssa Perez • Kim Seitz • Maribel Bernat

Entry Form accepted from October 1, 2025 to January 20, 2026.

- Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
No other dates/times will be accepted.
- Check Out: All banners, robots, and robotic equipment must be removed at the end of the competition day.  
**COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.**
- Group Entries: Required
- Competition Date: Friday, March 13, 2026 (6:00 PM to 8:00 PM) in Arnold Hall.

For the VEXGO Robotics category, teams will compete using the VEXGO City Technology challenge build. The game rules for the current season will be emailed to all registered teams prior to the event. Teams of up to 4 students may compete. There should only be two drivers during the competition (on the field) during the match. (Two- 3rd graders should not be driving together). A total of 20 teams will be selected to participate. Each school may only register one team of students. On the day of the competition, teams must arrive at 5:00 pm with their robot built and ready to go to receive the schedule of matches.

**RULES:**

1. Grade Levels: Students in grades 1-3 are eligible to enter the VEX Go Robotics Elementary Primary Division.
2. Number of Entries: Only 1 team is allowed per school
3. **Coaches MUST email Teacher entry form(s) to m\_perez@dadeschools.net, KSeitz@dadeschools.net and exhibits@fairexpo.com .**
4. Requirements for Entries: VEX Go robot Competition Base Claw Hero Robot or the Competition Advanced Hero Robot.
5. Each team must design and make a banner according to the MDCPS VEX Go Banner Guidelines, which will be emailed to registered teams prior to the Fair project intake date. The banner will be turned in on the Fair intake days.
6. Detailed information will be provided to the team coach when the team is accepted for competition.
7. For more information, please contact Melyssa Perez at m\_perez@dadeschools.net or Kim Seitz at KSeitz@dadeschools.net.

**CLASS NUMBER AND TITLE:**

Class 8401 – VexGO Robotics: Elementary Primary Division by Students in Grades 1 - 3

**PREMIUMS:**

Special Award .....	\$10.00 and Purple Ribbon/Rosette
First Place.....	\$8.00 and Blue Ribbon
Second Place .....	\$6.00 and Red Ribbon
Third Place.....	\$4.00 and White Ribbon
Fourth Place.....	Yellow Ribbon
Participant .....	Ribbon

**TROPHIES' CATEGORIES:**

Excellence Award .....	Trophy
Sportsmanship Award.....	Trophy
Banner Award.....	Trophy
Energy Award .....	Trophy

If there are no entries meeting the quality standards for any special awards, no award will be given.

# TECHNOLOGY COMPETITIONS AND EXHIBITS

## VEX IQ ROBOTICS • DIVISION 28

Superintendents: Kim Seitz • Melyssa Perez • Maribel Bernat

Entry Form accepted from October 1, 2025 to January 20, 2026.

- Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
No other dates/times will be accepted.
- Check Out: All banners, robots, and robot equipment must be removed at the end of the competition.  
**COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.**
- Group Entries: Required
- Competition Date: Friday, March 20, 2026 – (1:00 pm to 4:00 pm) in Arnold Hall - Middle School
- Competition Date: Saturday, March 21, 2026 – (1:00 pm to 4:00 pm) in Arnold Hall - Elementary School

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For the VEXIQ Robotics category, teams must follow the game rules for the current season found in the Mix & Match Game Manual found at <https://content.vexrobotics.com/docs/25-26/viqrc-mix-and-match/documentation/Mix&Match.02.pdf> Teams of up to 10 students may compete. A total of 24 teams will be selected to participate in each division. Each school may only register one team of students, except K-8 centers, who may register one team in each class. On the day of the competition, teams must arrive at 1:00 pm with their inspection-ready robot and be ready to receive the schedule of matches.

**RULES:**

1. Grade Levels: Students in grades 3-5 are eligible to enter the VEXIQ Robotics Elementary Division and students in grades 6-8 are eligible to enter VEXIQ Robotics Middle School Division. A team that is mixed between grade 3-8 will enter the Middle School Division.
2. Number of Entries: Only 1 team is allowed per school except for K-8 Centers which may enter **one team per division**.
3. **Coaches must email Teacher entry form(s) to [KSeitz@dadeschools.net](mailto:KSeitz@dadeschools.net) and [exhibits@fairexpo.com](mailto:exhibits@fairexpo.com).**
4. Requirements for Entries: VEX IQ robot designed for current Challenge "Mix & Match".
5. Each team must design and make a banner according to the MDCPS Banner Guidelines that will be emailed to registered teams prior to the Fair check-in days. The banner will be turned in on the Fair check-in days.
6. Detailed information will be provided to the team coach when the team is accepted for competition.
7. For more information, please contact Kim Seitz at [KSeitz@dadeschools.net](mailto:KSeitz@dadeschools.net).
8. ANY ENTRIES NOT CONFORMING TO THE ABOVE RULES OR THE OFFICIAL FAIR RULES WILL BE DISQUALIFIED AT THE DISCRETION OF THE JUDGES AT CHECK IN.

9. This Division will accept only those entries made expressly for the 2026 Fair. All decisions of the judges are final. The Fair management has jurisdiction over interpretation of these rules. Items entered in the wrong Division will not be judged nor shown. This Division is not responsible for lost/damaged items. All exhibits not picked up at check out will be disposed of and cash awards and ribbons are forfeited.

**CLASS NUMBER AND TITLE:**

- Class 2801 - VexIQ Robotics: Elementary Division Grades 3 - 5  
Class 2802 - VexIQ Robotics: Middle School Division Grades 6 - 8

**PREMIUMS AND TROPHIES:**

- Special Award ..... \$10.00 and Purple Ribbon / Rosette  
First Place..... \$8.00 and Blue Ribbon  
Second Place ..... \$6.00 and Red Ribbon  
Third Place..... \$4.00 and White Ribbon  
Fourth Place..... Yellow Ribbon  
Participant ..... Ribbon
- Excellence Award ..... School Trophy  
Two Elementary Teamwork Champion Award ..... School Trophy  
Two Middle School Teamwork Champion Award .... School Trophy  
Banner Award..... School Trophy  
Sportsmanship Award..... School Trophy

If there are no entries meeting the quality standards for any special awards, no award will be given.



# TECHNOLOGY COMPETITIONS AND EXHIBITS

## VEX 123 PRIMARY ROBOTICS • DIVISION 85

Superintendents: Melyssa Perez • Kim Seitz • Maribel Bernat



Entry Form accepted from October 1, 2025 to January 20, 2026.

- Check In: February 26, 2026, 4:00 PM to 8:00 PM in Arnold/Edwards Halls.  
February 28, 2026, 10:00 AM to 4:00 PM in Arnold/Edwards Halls.  
No other dates/times will be accepted.
- Check Out: All banners, robots, and robot equipment must be removed at the end of the competition.  
**COACHES MUST COME TO ONE OF THE CHECK IN DATES TO PICK UP PASSES FOR COMPETITIONS.**
- Group Entries: Required
- Competition Date: Thursday, March 12, 2026 – (6:00 pm to 7:30 pm) in Arnold Hall - Elementary School

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For the VEX 123 Robotics category, teams will compete using the VEX 123 field and guidelines that will be provided to registered teams prior to check in date. The game rules for the current season will be emailed to all registered teams prior to the event. Teams of up to 4 students may compete. There should only be two programmers during the competition (on the field) during the match. (Two - 1st graders should not be programming together). A total of 15 teams will be selected to participate. Each school may only register one team of students. On the day of the competition, teams must arrive at 5:00 p.m. with their robot and ready to go to receive the schedule of matches.

**RULES:**

1. Grade Levels: Students in grades Pre-Kindergarten to 1st are eligible to enter the VEX 123 Robotics Elementary Primary Division.
2. Number of Entries: Only 1 team is allowed per school.
3. **Coaches MUST email Teacher entry form(s) to [m\\_perez@dadeschools.net](mailto:m_perez@dadeschools.net), [KSeitz@dadeschools.net](mailto:KSeitz@dadeschools.net) and [exhibits@fairexpo.com](mailto:exhibits@fairexpo.com).**
4. Requirements for Entries: VEX 123 robot and a way to code their robot. (Options: coder and coder cards or block coding using a tablet /laptop).
5. Each team must design and make a banner according to the MDCPS VEX 123 Banner Guidelines, which will be emailed to registered teams prior to the Fair project intake date. The banner can **ONLY** be turned in on the Fair intake days.
6. Detailed information will be provided to the team coach when the team is accepted for competition.
7. For more information, please contact Melyssa Perez at [m\\_perez@dadeschools.net](mailto:m_perez@dadeschools.net) or Kim Seitz at [KSeitz@dadeschools.net](mailto:KSeitz@dadeschools.net).

- CLASS NUMBER AND TITLE:**  
Class 8501 - VEX 123 Elementary Primary Robotics by Students in Grades Pre-Kindergarten to 1st.
- PREMIUMS AND TROPHIES:**
- |                     |                                     |
|---------------------|-------------------------------------|
| Special Award ..... | \$10.00 and Purple Ribbon / Rosette |
| First Place.....    | \$8.00 and Blue Ribbon              |
| Second Place .....  | \$6.00 and Red Ribbon               |
| Third Place.....    | \$4.00 and White Ribbon             |
| Fourth Place.....   | Yellow Ribbon                       |
| Participant .....   | Ribbon                              |
- 
- |                          |               |
|--------------------------|---------------|
| Excellence Award .....   | School Trophy |
| Sportsmanship Award..... | School Trophy |
| Banner Award.....        | School Trophy |
| Energy Award .....       | School Trophy |
- If there are no entries meeting the quality standards for any special awards, no award will be given.



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