



How far will your mind take you?

10th Annual YMCA THINGAMAJIG

August 4, 2004 ★ 10 a.m. - 2:30 p.m.

The Show Place Arena & Prince George's Equestrian Center
Upper Marlboro, Maryland

PARTICIPANT REGISTRATION FORM (1 OF 2)

First Name: _____

Last Name: _____

Age: _____

I am a: Boy Girl

I will be entering the **YMCA THINGAMAJIG INVENTION CONVENTION** as an:

Individual - *all by myself*

OR

Team – *with up to 2 of my friends (enter their names):*

Team Member: _____

Team Member: _____

My Home Address is: _____

City State Zip

E-mail Address: _____


Phone: _____

My Parent's Name(s) _____

Are you in a YMCA Camp: No

Yes – Which Camp: _____

Branch/Location: _____



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PROJECT REGISTRATION FORM (2 OF 2)

Please check the YMCA THINGAMAJIG Challenge that you would like to enter in the competition. **PLEASE USE A SEPARATE REGISTRATION FORM FOR EACH PROJECT.** Check off the appropriate box for **INDIVIDUAL** or **TEAM** entry. Remember, eligible teams can be no more than 3 people per team ... larger teams will be disqualified).

Name: _____

Phone: _____

INDIVIDUAL TEAM

- | | | |
|--------------------------|--------------------------|---|
| <input type="checkbox"/> | <input type="checkbox"/> | SUPER DUPER ACTION CONTRAPTION
create a thingamajig that lights up, sounds off or moves around |
| <input type="checkbox"/> | <input type="checkbox"/> | THE BEAT GOES ON
dream up your own musical instrument using recyclable stuff from around the neighborhood. |
| <input type="checkbox"/> | <input type="checkbox"/> | ROBOTS – TODAY, TOMORROW AND YESTERDAY
design a robot that has a specific function using simple materials |
| <input type="checkbox"/> | <input type="checkbox"/> | STYLING FUNKY FASHIONS
create fun and funky fashions with incredibly common or unusual items |
| <input type="checkbox"/> | <input type="checkbox"/> | ON MY FEET
design the hottest, stylist footwear man can imagine |
| <input type="checkbox"/> | <input type="checkbox"/> | MORE THAN A MOUSETRAP
just what can you do with a mousetrap? |
| <input type="checkbox"/> | <input type="checkbox"/> | IT'S ALL IN THE GAME
invent a cool toy or game using recycled stuff |
| <input type="checkbox"/> | <input type="checkbox"/> | WHAT CAN A CAN BE
create an amazing creation with recyclable cans and materials |
| <input type="checkbox"/> | <input type="checkbox"/> | STICKING TO DUCT TAPE
use your imagination and create a functional whatsmacallit with duct tape. |
| <input type="checkbox"/> | <input type="checkbox"/> | THIS IS THE HOUSE THAT SAMANTHA BUILT
build your dream house, school or community |
| <input type="checkbox"/> | <input type="checkbox"/> | SMART-ABILITY
school never was better with a design of something that helped to make learning, homework or teaching exciting. |
| <input type="checkbox"/> | <input type="checkbox"/> | AMAZING CLAYMATION
cool and crazy clay figures. |

Registration Form and Project Category (2 pages) must be received by July 12, 2004

Send by Mail: YMCA of Metropolitan Washington 1112 16th Street, NW, Washington, DC 20036

Send by Fax: 202-797-4486, Attn: Janice Williams

Send by E-mail: jwilliams@ymcawashdc.org, Subject line: THINGAMAJIG Registration Forms

[Submit Form](#)

[Clear Form](#)