Registration and submission deadline: Friday, June 5, 2020

Eligibility:
• Suffolk County students in grades K – 6 who are grade level winners of their school science fair.
• Individual projects are accepted for grades K – 6.
• Group projects are accepted for grades K – 2.
• Participants of group projects must be from the same grade level. Size of the group is limited to one class (a.m. and p.m. kindergarten taught by the same teachers can be considered one class).
• The number of projects which can be entered per grade level is determined by the number of students enrolled in that grade level. See table below:

<table>
<thead>
<tr>
<th># of students enrolled per grade level</th>
<th>1 - 199</th>
<th>200 - 399</th>
<th>400 - 599</th>
</tr>
</thead>
<tbody>
<tr>
<td># of projects that can be entered per grade level</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

Registration:
• The school contact person is responsible for submitting names of entrants.
• Registration is electronic. The online registration form can be found at https://www.bnl.gov/sciencefair/.
• Late entries cannot be accepted.
• The Summary of Project form no longer requires the signature of a school official. By filling out the online registration form, you certify that the student completed the work and has a thorough understanding of the project.
• Each project must be accompanied by a completed Summary of Project form.

Please see the Judges’ Rubric for criteria that will be used in judging the projects.
Students may use the scientific method or the engineering process for their project.

The scientific method is a pattern of inquiry that forms a structure for advancing scientific understanding. The process: identify a problem, form a hypothesis, design and conduct an experiment, collect data, analyze results, and form a conclusion. Scientists, using this approach, have answered questions ranging from the simplest to the most complex.

The engineering process is an iterative process that challenges students to come up with a solution to a problem. The process: identify the need or problem, research, brainstorm possible solutions, choose a solution, design the solution, build a prototype, test and evaluation, and share the solution.

Any exhibit that does not meet the project requirements will not be considered for awards.

All decisions of the judges are final.

By participating in the BNL Fair, parents agree that photos may be taken of their child and utilized for such purposes as BNL, in its sole discretion, deems appropriate for publicizing the Fair and its results.