Help us #InspireKidstoDo by supporting our 2020 South Carolina 4-H Engineering Challenge through a financial sponsorship! The event will be held at Piedmont Tech – Newberry Campus on Saturday, **May 2, 2020 from 9AM to 3PM** for youth ages 5-18 years of age. The SC 4-H Engineering Challenge began in 2012 and has grown to approximately 250 youth competitors annually! Youth that participate in this event report increased confidence and knowledge in science skills. All sponsor and exhibitor information must be received prior to April 1, 2020 to be guaranteed inclusion in printed materials. To donate to or sponsor this event, please contact Dr. Ashley Burns directly (taberp@clemson.edu or 404-580-7984) or complete our online registration.

**Sponsorship levels**

<table>
<thead>
<tr>
<th>Benefit</th>
<th>STEAM Fair Exhibitor ($50)</th>
<th>Awards Sponsor ($100)</th>
<th>Lunch Sponsor ($250)</th>
<th>Challenge Sponsor ($500)</th>
<th>Premier Sponsor ($2,000)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name/logo printed in program</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td>Name/logo displayed in relevant area</td>
<td>✗</td>
<td>X</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td>Name/logo displays throughout event</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td>Name announced during the event</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td>Opportunity to give brief remarks at the event</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td>Exhibit space</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td>Lunch for up to 2 people</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td>T-shirt for up to 2 people</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td>Name/logo printed on event t-shirt</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
</tr>
</tbody>
</table>

1. Sponsor’s information must be received by April 1, 2020 to be guaranteed inclusion in printed materials.
2. Nonprofit organizations are exempt from this fee, as well as any group that is not able to afford this expense.
3. Additionally, company banners are welcome to be displayed where this option is denoted.

**STEAM Fair Exhibitor $50**

For individuals, companies, or groups that would be interested in #InspiringKidstoDo through a hands-on or interactive exhibit at our STEAM Fair, select this option. You will be provided with a 5-foot table for display, as well as lunch and a t-shirt for up to 2 people. Nonprofit organizations are exempt from this fee, as well as any group that is not able to afford this expense. We are charging this fee to offset event and rental expenses. Use the promotion code: NONPROFIT to register free of charge. Contact Jennifer Stevens (jstvns@clemson.edu) with questions about the STEAM Fair.

**Awards Sponsor $100**

By sponsoring the awards, you or your company's name/logo will be displayed in the awards area and printed in the event's program.
Lunch Sponsor $250
By sponsoring the lunch, you or your company's name/logo will be displayed in the lunch area, announced in the event's ceremony, and printed in the event's program. Lunch will be provided also.

Challenge Sponsor $500
Sponsor a specific challenge and you or your company's name/logo will be displayed during the awards ceremony for the sponsored challenge, announced in the event's ceremony, and printed in the event's program. In addition, if desired, you will be provided exhibit space in the STEAM Fair (lunch and t-shirts included) and can participate in the presentation of awards for the sponsored challenge.

Premier Sponsor $2000
Being a premier sponsor, you or your company's name/logo will be prominently displayed at the event, on the event t-shirt, and in the event’s program. You will be invited to give brief remarks in either the welcome and/or the closing ceremony (as desired) and provided space for a booth in the STEAM Fair with t-shirts and lunch included.

2020 Challenges:

Bridge-building Challenge
Teams will design, construct, and test their bridge (past the breaking point) to determine which bridge can support the greatest suspended mass (weight).

Coding Challenge
Youth will pitch their passion using Scratch computer coding. Youth will briefly present their coding project to the judges.

Lego Robotics Challenge
Teams compete on a 4-H table to see who has the best Lego Mindstorm programming and design skills.

Mystery Challenge
Youth will be able to work collaboratively within their team and under pressure to accomplish an engineering design challenge.

Photography Challenge
Youth will demonstrate science through art. Photography and comments will be displayed for judging.

Rocketry Challenge
Teams will build and bring a rocket to launch with air power. The launch objective is to obtain the greatest distance with an accuracy of +/- 5 degrees left or right of center.