



# First Annual De Anza Math and Science Fair Project Rules

## Eligibility/Limitations

- 1 All team members must be current De Anza students with at least part-time status and a minimum of six (6) units.
- 2 No team member may have a STEM (Science, Technology, Engineering or Math) degree from any institution.
- 3 Only one project submission per student is allowed, whether individual or partner.
- 4 Team projects may have a maximum of **two** members.
- 5 The project may be part of a larger study, but the project presented by the student(s) must be only their own portion of the study or work.
- 6 Student teams must work with a faculty mentor.
- 7 No more than \$100 can be spent on project equipment and materials. Students must keep and submit all receipts for judging verification, however, teams will **not** be reimbursed for these expenses. You or your team are encouraged to use recycled and/or borrowed materials.
- 8 No illegal, hazardous, or controlled substances may be used in the project or presentation.
- 9 A 6 foot long library table will be available for each project display. If a larger space is needed, please define that space and enter it on the Project Submission Form under "Special requirements or accommodations needed for the day of the M&S Fair."

## Ethics Statement

Students will adhere to the De Anza [Academic Integrity](#) code as stated in the Student Conduct Policies and Procedures. Scientific fraud or misconduct is not allowed. This includes plagiarism, forgery, use or presentation of other researcher's work as one's own, and fabrication of data. Fraudulent projects will be disqualified.

## Requirements

- 1 All students must adhere to all eligibility/limitations rules and ethics statement above.
- 2 All projects must adhere to the requirements of the De Anza Math & Science Fair.
- 3 The project presented may not be a class assignment.
- 4 Each project team must fill out and submit a [Project Submission Form](#).

## Faculty Mentor

All project teams must work under the guidance of a faculty mentor. The faculty mentor will assist student teams in exploring and clarifying projects ideas. They are also expected to assist students in defining the scope of the project to help ensure completion in time for the Fair, and in identifying special accommodations or equipment needed on the day of the Fair. Faculty mentors are responsible for reviewing projects for safety – for both the student(s) conducting the project and for observers and judges at the Fair. These safety risks include, but are not limited to, burn risk, exposure to dangerous or

high voltages, infection risk, chemical exposure risk, and risk to eyesight and breathing. It is expected that faculty mentors will supervise lab time needed for the projects and assist with equipment.

## Categories and Levels of Competition

Choose the **category** for your project. Your **level** of competition is determined by the highest-level class **any** team member has completed or is currently enrolled in. You are **not** free to choose your level of competition. In the categories of Math, Physics and Engineering, and Chemistry, there are three levels of competition: the pre-college level, the introductory college level, and the advanced college level. In the Biology category, there are two levels: the introductory college level, and the advanced college level. In all other categories (CIS, Astronomy, Environmental Sciences and Studies, Geology, Health Technologies, and Meteorology), there is only one level; the all-level. The chart below shows the level associated with class numbers for the various categories.

Category / Level	Math	Physics and Engineering	Chemistry	Biology	All Others
Pre-college	Math 210, 212, 114	Phys 50	Chem 50		
Introductory college	Math 10, 11, 41-44, 46	Phys 10, 2A-C, Engr 10	Chem 10	Biol 5, 8, 10, 11, 13, 15	
Advanced college	Math 1A-D, 2A/B, 12, 22	Phys 4A-D, Engr 35, 37	Chem 1A-C, 12A-C, 30A/B	Biol 6A-C, 40A-C, 26, 45, 54	
All level					All