

# COMPETITIVE EVENTS ELIGIBILITY



2021 & 2022 HIGH SCHOOL COMPETITIONS	ELIGIBILITY
Animatronics	one (1) team per chapter
Architectural Design	one (1) team per chapter; individual entries are permitted
Biotechnology Design	one (1) team per chapter
Board Game Design	one (1) team per chapter
Chapter Team	one (1) team of six (6) members per chapter
Children's Stories	Three (3) teams or three (3) individuals per state
Coding	one (1) team of two (2) individuals per state; individual entries are permitted
Computer-Aided Design (CAD), Architecture	two (2) individuals per state
Computer-Aided Design (CAD), Engineering	two (2) individuals per state
Computer Integrated Manufacturing (CIM)	one (1) team per chapter
Cybersecurity	two (2) teams per chapter
Data Science and Analytics	three (3) teams of two (2) individuals per state; individual entries are permitted
Debating Technological Issues	three (3) teams of two (2) individuals per state
Digital Video Production	three (3) teams or three (3) individuals per state
Dragster Design	two (2) individuals per chapter
Engineering Design	three (3) teams of three (3) or more individuals per state
Essays on Technology	three (3) individuals per state
Extemporaneous Speech	three (3) individuals per state
Fashion Design and Technology	five (5) teams of two to four (2-4) individuals per state
Flight Endurance	two (2) individuals per chapter
Forensic Science	one (1) team of two (2) individuals per chapter
Future Technology and Engineering Teacher	three (3) individuals per chapter
Geospatial Technology	one (1) team of no more than three (3) individuals per chapter
Music Production	three (3) teams per state; individual entries are permitted
On Demand Video	one (1) team per chapter
Photographic Technology	one (1) individual per chapter
Prepared Presentation	three (3) individuals per state
Promotional Design	three (3) individuals per state
Scientific and Technical Visualization (SciVis)	one (1) team per chapter; individual entries are permitted
Software Development	one (1) team per chapter
Structural Design and Engineering	one (1) team of two (2) individuals per chapter
System Control Technology	one (1) team of three (3) individuals per state
Technology Bowl	one (1) team of three (3) individuals per chapter
Technology Problem Solving	one (1) team of two (2) individuals per chapter
Transportation Modeling	one (1) individual per chapter
Video Game Design	five (5) teams per state
Webmaster	one (1) team per chapter