2017-18 TSA HIGH SCHOOL COMPETITIVE EVENTS ELIGIBILITY GUIDELINES

TSA HIGH SCHOOL COMPETITIVE EVENTS (35 TOTAL)	LVL	IND	TEAM	MIN ENTRANTS	MAX ENTRANTS	MAX TEAMS	GUIDELINES/NOTES FOR STATE CONFERENCE
3D Animation *NEW EVENT	II & IV		X	2	6	1	1 team of 2-6 members per chapter *updated 10/24/16 per National TSA
Animatronics	II & IV		X	2	6	1	1 team of 2-6 members per chapter
Architectural Renovation	II & IV	X	X	1	6	1	1 team of 2-6 members OR 1 individual per chapter
Biotechnology Design (II)	II & IV		X	2	6	1	1 team of 2-6 members *per National TSA 12/7/16
Chapter Team (Written and Oral)	II & IV		X	6	6	1	1 team of 6 members per chapter
Children's Stories (II)	II & IV	X	X	1	6	1	1 team of 2-6 members OR 1 individual per chapter
Coding *NEW EVENT	II & IV	X	X	1	3	1	1 team of 2-3 members OR 1 individual per chapter
CAD Architecture & Animation	II & IV	X		1	2		2 individuals per chapter
CAD Engineering with Animation	II & IV	X		1	2		2 individuals per chapter
Computer Integrated Manufacturing (CIM) *UPDATED	II & IV		X	2	2	1	1 team of 2 members per chapter
Debating Technological Issues	II & IV		X	2	2	1	1 team of 2 members per chapter
Digital Video Production	II & IV	X	X	1	6	1	1 team of 2-6 members OR 1 individual per chapter
Dragster Design (II)	II & IV	X		1	2		2 individuals per chapter, 1 entry each
Engineering Design	II & IV		X	3	6	1	1 team of 3-6 members per chapter
Essays on Technology (II)	II & IV	X		1	1		1 individual per chapter
Extemporaneous Speech	II & IV	X		1	1		1 individual per chapter
Fashion Design and Technology *UPDATED	II & IV		X	2	4	1	1 team of 2-4 members per chapter
Flight Endurance (II)	II & IV	X		1	2		2 individuals per chapter, 1 entry each
Future Technology Teacher	II & IV	X		1	2		2 individuals per chapter *per National TSA 12/7/16
Music Production	II & IV	X	X	1	6	1	1 team of 2-6 members OR 1 individual per chapter
On Demand Video	II & IV		X	2	6	1	1 team of 2-6 members per chapter
Photographic Technology	II & IV	X		1	1		1 individual per chapter
Prepared Presentation	II & IV	X		1	1		1 individual per chapter
Promotional Design *UPDATED	II & IV	X		1	1		1 individual per chapter
Scientific Visualization (SciVis)	II & IV	X	X	1	6	1	1 team of 2-6 members OR 1 individual per chapter
Software Development	II & IV		X	2	6	1	1 team of 2-6 members per chapter
STEM Careers *NEW EVENT	II & IV	X		1	1		1 individual per chapter
Structural Design and Engineering (II)	II & IV		X	2	2	1	1 team of 2 members per chapter
System Control Technology (II)	II & IV		X	3	3	1	1 team of 3 members per chapter
Technology Bowl (II) (Written and Oral)	II & IV		X	3	3	1	1 team of 3 members per chapter
Technology Problem Solving	II & IV		X	2	2	1	1 team of 2 members per chapter
Transportation Modeling	II & IV	X		1	1		1 individual per chapter
VEX VRC	II & IV		X	2	6	2	2 teams of 2-6 members per chapter
Video Game Design (II)	II & IV		X	2	6	1	1 team of 2-6 members per chapter
Webmaster - *ONLINE	II & IV		X	3	5	1	1 team of 3-5 members per chapter *PRELIMINARY ENTRIES ONLINE