

COMPETITIVE EVENTS ELIGIBILITY



2025 & 2026 HIGH SCHOOL COMPETITIONS	ELIGIBILITY
Animatronics	three (3) teams of two to three (2-3) team members per state
Architectural Design	one (1) team per chapter; individual entries are permitted
Audio Podcasting	three (3) teams per state; 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	three (3) teams of two (2) individuals per state
Computer-Aided Design (CAD), Architecture	two (2) individuals per state
Computer-Aided Design (CAD), Engineering	two (2) individuals per state
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
Drone Challenge (UAV)	teams of two (2) to six (6) members; three (3) teams per state.
Engineering Design	three (3) teams of three (3) or more 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 two to three (2-3) individuals per chapter
Manufacturing Prototype	one (1) team 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
Robotics	teams of two (2) to six (6) members; three (3) teams per state
Senior Solar Sprint	one (1) team of two to four (2-4) individuals per chapter; one (1) entry per team
Software Development	one (1) team per chapter; presentation/interview is limited to three (3) members
STEM Mass Media	one (1) team of two to three (2-3) members per chapter
Structural Design and Engineering	one (1) team of two (2) individuals per chapter
System Control Technology	two (2) teams 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
Virtual Reality Simulation (VR)	one (1) team per chapter; individual entries are permitted
Webmaster	one (1) team per chapter