



COMPETITIVE EVENTS ELIGIBILITY

2018 & 2019 MIDDLE SCHOOL COMPETITIONS	ELIGIBILITY
Biotechnology	three (3) teams per state
CAD Foundations	two (2) individuals per state
Career Prep	one (1) individual per chapter
Challenging Technology Issues	three (3) teams of two (2) individuals per state
Chapter Team	one (1) team of six (6) individuals per chapter
Children's Stories	three (3) teams per state (entries may be submitted by a team or an individual)
Coding	one (1) team of two (2) individuals per chapter
Community Service Video	one (1) team per chapter (entries may be submitted by a team or an individual)
Construction Challenge	one (1) team per chapter
Digital Photography	three (3) individuals per state
Dragster	two (2) individuals per chapter, one (1) entry each
Electrical Applications	two (2) individuals per chapter
Essays on Technology	three (3) individuals per state
Flight	two (2) individuals per chapter, one (1) entry each
Forensic Technology	one (1) team of two (2) individuals per chapter
Inventions and Innovations	one (1) team of at least three (3) individuals per chapter, one (1) entry per team
Junior Solar Sprint	one (1) team of two to four (2-4) individuals per chapter
Leadership Strategies	one (1) team of three (3) individuals per chapter
Mass Production	one (1) team of at least two (2) individuals per chapter, one (1) entry per team
Mechanical Engineering	one (1) team of three to six (3-6) members per chapter
Medical Technology	three (3) teams of two (2) or more individuals per state
Microcontroller Design	one (1) team of three to five (3-5) individuals per chapter
Off the Grid	three (3) teams per state
Prepared Speech	three (3) individuals per state
Problem Solving	one (1) team of two (2) individuals per chapter
Promotional Marketing	one (1) individual per chapter
STEM Animation	three (3) teams per state, one (1) entry per team
Structural Engineering	one (1) team of two (2) individuals per chapter
System Control Technology	one (1) team of three (3) individuals per state, one (1) entry per team
Tech Bowl	one (1) team of three (3) individuals per chapter
Technical Design	one (1) team of two (2) individuals per chapter
Video Game Design	one (1) team of at least two (2) individuals per chapter, one (1) entry per team
Website Design	one (1) team of three to six (3-6) individuals per chapter, one (1) entry per team