

High School 2022 Event Limits

Team sizes are defined in the event guide and are enforced at the State Conference
NL= no limit on number of teams/individuals per chapter

HIGH SCHOOL Event	Lvl	2022 Kansas Limits	2022 National Limits
Animatronics	2	NL	1 team of 1-6/ chapter
Architectural Design	2	NL	1 team of 1-6/ chapter
Biotechnology Design	2	NL	1 team of 2-6/ chapter
Board Game Design	2	3 teams/chapter	1 team of 2-6 /chapter
Chapter Team	2	NL	1 team of 6/ chapter
Children's Stories*	2	3 teams/chapter	3 team of 1-6/ state
Coding	2	NL	1 team of 1-2/ chapter
Computer Aided Design Architectural*	2	5 ind/chapter	2 individuals/ state
Computer Aided Design Engineering*	2	5 ind/chapter	2 individuals/ state
Computer Integrated Manufacturing (CIM)	2	NL	1 team/ chapter
Cybersecurity	2	NOT OPEN 2022	2 teams per chapter
Data Science and Analytics*	2	NL	3 teams of 1-2/ state
Debating Technological Issues*	2	3 teams of 2/chapter	2 teams of 2/ state
Digital Video Production*	2	NL	3 teams of 1-6/ state
Dragster Design	2	10 ind/chapter	2 individuals/ chapter
Engineering Design*	2	NL	3 teams of 3 – 6/ state
Essays on Technology*	2	3 ind/chapter	3 individuals/ state
Extemporaneous Speech*	2	3 ind/chapter	5 individuals/ state
Fashion Design and Technology*	2	NL	5 teams of 2 – 4/ state
Flight Endurance	2	NL	2 individuals/ chapter
Forensic Science	2	3 teams/chapter	1 team of 2/ chapter
Future Technology and Engineering Teacher	2	NL	3 individuals/ chapter
Geospatial Technology		NL	1 team of 1-3/ chapter
ITF+ Certification	2	NOT OPEN 2022	3 individuals/ chapter
Music Production*	2	NL	3 teams of 1-6/ state
On-Demand Video	2	3 teams/chapter	1 teams of 2-6/ chapter
Photographic Technology	2	3 ind/chapter	1 individual/ chapter
Prepared Presentation*	2	3 ind/chapter	3 individuals/ state
Promotional Design*	2	NL	3 individuals/ state
Scientific and Technical Visualization (SciVis)*	2	3 teams/chapter	3 teams of 1-6/ state
Software Development	2	NL	1 team 1-6/ chapter
Structural Design and Engineering	2	NL	1 team of 2/ chapter
System Control Technology*	2	NL	1 team of 3/ state
Technology Bowl	2	1 team of 3/chapter	1 team of 3/ chapter
Technology Problem Solving	2	3 teams of 2/chapter	1 team of 2/ chapter
Transportation Modeling	2	5 ind/chapter	1 individual/ chapter
Video Game Design*	2	NL	5 teams of 2-6/ state
Webmaster	2	3 teams/chapter	1 team of 3 - 5/ chapter

* Denotes a state qualifying/state advisor entry event at the National Conference