

# Kansas TSA Event Process Quirks

Key Notes for Each Event

## Event Check-in

- Unless stated otherwise (like dragster), all event check-in will take place in MP121.
- All events must be checked in by 12 p.m.
- Make sure each item of your project has a participant sticker.
- When checking in, please walk in through the door farthest from the conference management room (marked Enter), set-up your project, and exit out the door closest to the conference management room (marked Exit). Please do not stay to look at other projects. Open viewing will take place after all judging is complete.
- HS Events with Physical Turn-in 2022 **Architectural Design, Biotechnology Design, Board Game Design, Children's Stories, Computer Integrated Manufacturing (CIM), Data Science and Analytics, Digital Video Production, Engineering Design, Fashion Design and Technology, Future Technology and Engineering Teacher, Music Production, Promotional Design, Scientific and Technical Visualization (SciVis), Structural Design and Engineering, Transportation Modeling;**

**Dragster Design- CH 1st A**

- MS Events with Physical Turn-in 2022 **Children's Stories, Construction Challenge, Cybersecurity, Digital Photography, Junior Solar Sprint, Mass Production, Mechanical Engineering, Off the Grid, Structural Engineering;**

**Dragster- CH 1st A**

## Testing

- Testing will take place in MP Commons. Please check-in your events first, and then head to testing.
- You will need an electronic device - tablet or laptop - to complete the testing
- Tests that are on-site: Tech Bowl (MS and HS) and Forensic Technology (HS).

## Vex Robotics

- Competitors either need to be accessing [robotevents.com](http://robotevents.com) for the agenda or need to pick up a robotics event program from the event. Please report to the gym at the beginning of the set-up time for the event. Creigh Bell is the manager for the VEX tournament and can best answer any questions.

## Middle School

### Career Prep

- No need to bring additional copies of resume and cover letter. Judges will utilize JudgePro to access. Sign-up time is the beginning of your interview. Interview will last 10 minutes.

### Children's Stories

- Turn in your physical storybook to MP121 during event check-in. Before your storybook reading time, retrieve your book from MP121. Please knock firmly then enter (without waiting for someone to get the door), as active judging may be taking place. Bring your storybook to MP 204 for your reading (12 minutes) and interview (5 minutes). Sign-up time is the beginning of your interview. Please leave your storybook with the judges. The conference staff will get your storybook back to MP121.

### Coding

- Event set-up will take place from 2:30 p.m. to 3:00 p.m. The event will take place from 3:00 p.m. to 5:00 p.m. Judges will review the solution (students may be asked to leave the room), then students will be able to tear down their worksite.

### Construction Challenge

- Turn in your model/display to MP121 during event check-in. Before your interview time, wait outside of MP121. Judges will invite you into the room when it is your turn. You will complete the interview next to your project. Sign-up time is the beginning of your interview. Interview will last 10 minutes.

### Cybersecurity

- Sign-up time is the beginning of your interview. Total time will be five minutes – presentation (3 minutes) and interview (2 minutes).

### Digital Photography

- There will be an event meeting for this event on Wednesday at 11 a.m. in MP 118. This will review logistics of the event. Actual event will take place at Chapel Third Floor. Set-up time will be between 11:30 a.m. and 12:00 p.m. Event will take place between 12:30 p.m. and 2:30 p.m. Students will upload his/her presentation to JudgePro. A USB drive will be provided as backup to the JudgePro Submission. Students will return in the evening to Chapel Third Floor for his/her interview. Sign-up time is the beginning of your interview. Upload time will be verified by judges to confirm no additional edits were made after the event.

### Dragster

- Check in dragsters in Chapel kitchen. Interview will take place after all races finish and dragster have been checked for meeting specifications. The 5 minute interview is scheduled after dinner/late evening on March 30. Finalists will be placed on the commons room finals board by 6 p.m. There will be a QR code to the Sign-up Genius.

## Electrical Applications

- Set-up time will be from 6:30 p.m. to 7:00 p.m. Event will begin at 7 p.m. Students will have one hour to complete the solution. The interview will immediately follow the completion of the problem.

## Essays on Technology

- *Prior to the Conference in 2022:* Students submit Outlines to JudgePro AND bring paper copy outlines that will also be turned in.
- Students have one hour to write the essay. Students will upload the finished essays to JudgePro Any paper versions of Outlines and/or relevant notecards must be turned-in. Relevant note cards can be digital but will need to be confined to note card size and uploaded to JudgePro. A USB drive will be provided as backup to the JudgePro Submission. Upload time will be verified by judges to confirm no additional edits were made after the event. Please bring a computer to type your essay.

## Flight

- There will be no pilots meeting. Students should arrive both during the pre-built flight testing and on-site flight testing at assigned time. Second plane will be built following the HS Flight Endurance event.

## Forensic Technology

- Skill to be demonstrated will be released at 12 p.m. on Thursday. Please meet outside the conference management room to receive the skill prompt. Sign-up time is the beginning of your skill demonstration.

## Junior Solar Sprint

- Turn in your display and car to MP121 during event check-in. Before your interview, retrieve your car/display from MP121. Please knock firmly then enter (without waiting for someone to get the door), as active judging may be taking place. Bring your car to MP123. Judges will invite you into the room when it is your turn. Sign-up time is the beginning of your interview. Interview will last 5 minutes. The race will take place outside immediately following your interview. Please return your car back to MP121.

## Leadership Strategies

- Report to MP118 at your sign-up time. Sign-up time is when you will draw topics and prepare. You will present in MP 116 and exit from there.

## Mechanical Engineering

- Races will take place in the gym. Please meet the judges at your assigned time in the gym. You will then gather your car and complete the race. Two minute exit interview will then follow your race. Then bring your car back to MP121 at the conclusion of your race.

## Off the Grid

- Turn in your model/display to MP121 during event check-in. Before your interview time, wait outside of MP121. Judges will invite you into the room when it is your turn. You will

complete the interview next to your project. Sign-up time is the beginning of your interview. Interview will last 10 minutes.

### Problem Solving

- All teams will wait in the commons with your toolbox to be seated. Seating will start at 8:30 a.m. The event will begin at 9:30 a.m. There should be no conflicts with this event, so all students will compete without interruption.

**o 2022 ONLY: Toolboxes are optional as all tools and supplies are provided by the Conference- All Students competing MUST have Safety Glasses!!!**

### Structural Engineering

- Check-in pre-built structures to MP121. On-site structures will be built beginning at 9:30 a.m. on Thursday. Both pre-built and on-site structures will be destroyed at the same time at 4:30 p.m. on Thursday.

### Tech Bowl

- The qualifying test will be taken ONSITE by all contestants between 10:00-12:00 on Wednesday in the MP Commons. Teams must test at the same time but cannot sit next to each other.
- All teams report to MP118 at 8 a.m. Once a team is eliminated or has placed 4<sup>th</sup> or higher, they will be allowed to exit the holding room. Middle school will compete first, followed by high school.

### Technical Design

- Problem will be released at 10 a.m. on Wednesday. Please meet outside the conference management room to receive the Onsite Challenge, Please note you are NOT creating a prototype just plans for it. Students will upload their PDF Portfolio through JudgePro (versus a physical portfolio or on a USB drive) by 12 p.m. on Thursday. A physical Portfolio is acceptable with a prior request for printing tickets.

### Video Game Design

- Sign-up time is the beginning of your interview. Interview will last 10 minutes. Please bring your game set-up on a computer for the interview.

## High School

### Architectural Design

- Turn in your model/display to MP121 during event check-in. Before your interview time, wait outside of MP121. Judges will invite you into the room when it is your turn. You will complete the interview next to your project. Sign-up time is the beginning of your interview. Interview will last 10 minutes.

### Biotechnology Design

- Turn in your model/display to MP121 during event check-in. Before your interview time, wait outside of MP121. Judges will invite you into the room when it is your turn. You will complete the interview next to your project. Sign-up time is the beginning of your interview. Interview will last 10 minutes.

### Board Game Design

- Turn in your physical boardgame to MP121 during event check-in. Before your interview time, retrieve your game from MP121. Please knock then enter (without waiting for someone to get the door), as active judging may be taking place. Bring your game to MP204 for your interview (10 minutes) and unpacking/repacking (5 minutes each). Sign-up time is the beginning of your interview. Please leave your game with the judges. The conference staff will get your storybook back to MP121.

### Chapter Team

- Five parliamentary actions, but not the officer associated with them, will be released at 10 a.m. on Wednesday. Please meet outside the conference management room to receive the parliamentary actions. Meet in the Chapel at your scheduled sign-up time for demonstration.

### Children's Stories

- Turn in your physical storybook to MP121 during event check-in. Before your storybook reading time, retrieve your book from MP121. Please knock then enter (without waiting for someone to get the door), as active judging may be taking place. Bring your storybook to MP204 for your reading (12 minutes) and interview (5 minutes). Sign-up time is the beginning of your interview. Please leave your storybook with the judges. The conference staff will get your storybook back to MP121.

### Coding

- Event set-up will take place from 2:30 p.m. to 3:00 p.m. The event will take place from 3:00 p.m. to 5:00 p.m. Judges will review the solution (students may be asked to leave the room), then students will be able to tear down their worksite.

## Computer Aided Design (CAD), Architecture

- *Prior to the conference-* Check the CAD software on your computers/laptops to be sure they will work off of the school's network. They should be a stand-alone version or borrowed license. There is no technical support available onsite.
- Set-up will be from 12:30 p.m. to 1:00 p.m. Please discuss all event conflicts with the event coordinator during set-up time. Bring a power cord and power strip for every 2-3 students. Students should have a pencil and calculator available for the contest.

## Computer Aided Design (CAD), Engineering

- *Prior to the conference-* Check the CAD software on your computers/laptops to be sure they will work off of the school's network. They should be a stand-alone version or borrowed license. There is no technical support available onsite.
- Set-up will be from 12:30 p.m. to 1:00 p.m. Please discuss all event conflicts with the event coordinator during set-up time. Bring a power cord and power strip for every 2-3 students. Students should have a pencil and calculator available for the contest.

## Computer Integrated Manufacturing (CIM)

- Turn in your model/display to MP121 during event check-in. Before your interview time, wait outside of MP121. Judges will invite you into the room when it is your turn. You will complete the interview next to your project. Sign-up time is the beginning of your sales pitch. Sales pitch will last 2 minutes.

## Data Science and Analytics-

- Finalist problem will be released at 10 a.m. on Wednesday. Please meet outside the conference management room to receive the problem. Students will upload their finalist solution through JudgePro (versus a USB drive) by 10 a.m. on Thursday. Upload time will be verified by judges to confirm no additional edits were made after the event.
- Sign-up time is the beginning of your interview. Interview will last 10 minutes (2 for set-up, 6 for interview, 2 for tear down) and will focus on your Scientific Poster. Turn in your scientific poster to MP121 during event check-in. Before interview time, retrieve your poster from MP121. Please knock then enter (without waiting for someone to get the door), as active judging may be taking place. Bring your poster to MP204 for your interview. Please leave your poster with the judges. The conference staff will get your poster back to MP121.

## Debating Technological Issues

- Subtopics will be released at 10 a.m. on Wednesday. Please meet outside the conference management room to receive the subtopic. Report to Chapel C at your sign-up time. Sign-up time is when you will present, please be early. Pro/con will be assigned one minute before the debate. You will present in Chapel D and exit from there.

## Digital Video Production

- Sign-up time is the beginning of your interview. Interview will last 5 minutes. Please bring your video set-up on a computer for the interview in case the judge would like to see it as a refresher. This will not be part of your interview time.

## Dragster Design

- Check in dragsters in Chapel kitchen. Interview will take place after all races finish and dragster have been checked for meeting specifications. The 5 minute interview is scheduled after dinner/late evening on March 30. Finalists will be placed on the Lobby finals board by 6 p.m. and included on the Semi-Finalist document. There will be a QR code to the Sign-up Genius.

## Engineering Design

- Turn in your model/display to MP121 during event check-in. Before your presentation/interview time, wait outside of MP121. Judges will invite you into the room when it is your turn. You will complete the presentation/interview next to your project. Sign-up time is the beginning of your presentation/interview. Presentation will last 10 minutes, and Interview will last 5 minutes.

## Essays on Technology

- Students will upload essay through JudgePro (versus a USB drive). Students will have two hours to write the essay. Upload time will be verified by judges to confirm no additional edits were made after the event. Please work with each coordinator for any conflicts. Please bring a computer to type your essay.

## Extemporaneous Speech

- Report to MP118 at your sign-up time. Sign-up time is when you will draw topics and prepare. You will present in MP 116 and exit from there. There will be a finals round Wednesday night. Finalists will be placed on the Lobby finals board by 6 p.m. and included on the Semi-Finalist document. There will be a QR code to the Sign-up Genius. Finals will follow the same format as the preliminaries.

## Fashion Design and Technology

- Turn in your physical garments to MP121 during event check-in. Before your interview time, retrieve your garments from MP121. Please knock then enter (without waiting for someone to get the door), as active judging may be taking place. Change into your garments, and go to MP204 with your entire project for your interview (10 minutes). Sign-up time is the beginning of your interview. Please change, and return to MP 204 with your garments to leave them with the judges. Be sure not to enter the room while another interview is taking place. You may have to wait for another interview to finish. The conference staff will get your garments back to MP121.

## Flight Endurance

- There will be no pilots meeting. Student should arrive at 1:30 p.m. for flight trials. Flights will begin immediately following MS Flight.

## Forensic Science

- The qualifying test will be taken ONSITE by all contestants between 10:00-12:00 on Wednesday in the MP Commons. Teams must test at the same time but cannot sit next to each other. Only the top 7 teams will make the finals.
- Finalists and their demonstration times will be posted by Thursday at 7 p.m. on the finalist board in the commons. Times for finalists will be assigned. There will not be a sign-up sheet. Schedule will be determined by scheduling conflicts with Tech Bowl and Problem Solving. Report to 3<sup>rd</sup> floor chapel. The judges will watch you analyze the crime scene and you will go to a separate room to write your analysis to turn in.

## Future Technology and Engineering Teacher

- Upload lesson plan video to Judge Pro (versus coming with a USB drive) by 12 p.m. on Wednesday. Upload time will be verified by judges to confirm no additional edits were made after the event.
- Sign-up time is the beginning of your interview. Interview will last 10 minutes – 2 minute set-up, 5 minute video, 3 minute judge questions. Please bring your video set-up on a computer ready to play.

## Music Production

- Sign-up time is the beginning of your interview. Interview will last 10 minutes. Please bring your musical piece set-up on a computer for the interview in case the judge would like to hear it as a refresher. This will not be part of your interview time.

## On Demand Video

- On-site prompt will be released at 10 a.m. on Wednesday. Please meet outside the conference management room to receive the problem. Students will upload their video link and consent forms as a PDF for all recognizable individuals in the video, through JudgePro (versus a USB drive) by 4 p.m. on Thursday. Video link should be an unpublished Youtube Link. Upload time will be verified by judges to confirm no additional edits were made after the event.



## Photographic Technology

- SEMIFINALIST ONLY: There will be an event meeting for this event on Wednesday at 11 a.m. in MP 118. This will review logistics of the event. This event final has two parts.
- Part one will take place at Chapel Third Floor. Your sign-up time is when you set-up for the event. Set-up time will be twenty minutes. Then you will have an hour for the station challenge and an hour to create your portfolio. Exit Interviews will happen immediately after your time is up. Students will upload his/her presentation to JudgePro (versus a USB drive). Upload time will be verified by judges to confirm no additional edits were made after the event.
- Part two you will receive the 24-hour challenge at the photo meeting. Students will upload their photos and consent forms of all recognizable individuals for the 24-hour challenge through JudgePro (versus a USB drive) by 1 p.m. on Thursday. Upload time will be verified by judges to confirm no additional edits were made after the event.

## Prepared Presentation

- Topic will be released at 24 hours before your presentation time. Please knock on the door of the conference management room to receive the topic no more than 24 hours before your presentation time. Your sign-up time is your presentation time.

## Promotional Design

- Turn in your folder and designs to MP121 during event check-in. ONLY the top 7 entries will make the finals. Finalists will be the only ones to compete in the on-site problem. Finalists will be posted. on the finalist board in the commons. Finalists will be placed on the Lobby finals board by Thursday at 12 p.m. and included on the Semi-Finalist document.
- Set-up for finalists will be 1:30 p.m.-2 p.m., with the event starting right after the set-up time. Students will upload the design through JudgePro (versus a USB drive). Students will have two hours to create the design. Upload time will be verified by judges to confirm no additional edits were made after the event. Please work with coordinator for any conflicts.

## Scientific and Technical Visualization (SCIVIS)

- Sign-up time is the beginning of your interview. Interview will last 10 minutes. Please bring your visualization set-up on a computer for the interview in case the judge would like to see it as a refresher. This will not be part of your interview time.

## Structural Design and Engineering

- Check-in pre-built structures to MP121. On-site structures will be built beginning at 9:30 a.m. on Thursday. Both pre-built and on-site structures will be destroyed at the same time at 4:30 p.m. on Thursday.

## System Control Technology

- Event will take place Wednesday evening. Leave all systems set-up. All teams report back at 10:30 a.m. Thursday for the interview. Students may be asked to leave the room after the interview. After judging is concluded, you may tear down your worksite.

## Technology Bowl

- The ranking test will be taken ONSITE by all contestants between 10:00-12:00 on Wednesday in the MP Commons. Teams must test at the same time but cannot sit next to each other. Only the top 10 teams will be placed in the bracket based upon test score averages.
- All finalist teams report to MP118 at 8 a.m. Once a team is eliminated or has placed 4<sup>th</sup> or higher, they will be allowed to exit the holding room. Middle school will compete first, followed by high school.

## Technology Problem Solving

- All teams will wait in the commons with your toolbox to be seated. Seating will start at 8:30 a.m. The event will begin at 9:30 a.m. Most teams should be finished with Tech Bowl by this time and Forensic Technology finalists will be assigned earlier times for that final to limit conflicts. Most teams should not have conflicts for this event. Conflicts will be handled on a case-by-case basis.

**o 2022 ONLY: Toolboxes are optional as all tools and supplies are provided by the Conference- All Students competing MUST have Safety Glasses!!!**

## Transportation Modeling

- Turn in your model/display to MP121 during event check-in. Before your interview time, wait outside of MP121. Judges will invite you into the room when it is your turn. You will complete the interview next to your project. Sign-up time is the beginning of your interview. Interview will last 5 minutes.

## Video Game Design

- Sign-up time is the beginning of your interview. Interview will last 10 minutes. Please bring your game set-up on a computer for the interview.

## Webmaster

- Sign-up time is the beginning of your interview. Interview will last 10 minutes. Please bring your website set-up on a computer for the interview.