

## 2024 High School 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	Kansas Limits	National Limits
Animatronics*	2	NL	3 team of 2-3/ state
Architectural Design	2	NL	1 team of 1-6/ chapter
Audio Podcasting*	2	NL	3 team of 1-6/ state
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, Architecture*	2	5 individuals/chapter	2 individuals/ state
Computer Aided Design, Engineering*	2	5 individuals/chapter	2 individuals/ state
Data Science and Analytics*	2	NL	3 teams of 2/ state
Debating Technological Issues*	2	3 teams of 2/chapter	3 teams of 2/ state
Digital Video Production*	2	NL	3 teams of 1-6/ state
Dragster Design	2	10 individuals/chapter	2 individuals/ chapter
Drone Challenge (UAV)*	2	NL	3 teams of 2-6/ state
Engineering Design*	2	NL	3 teams of 3-6/ state
Essays on Technology*	2	3 individuals /chapter	3 individuals/ state
Extemporaneous Speech*	2	3 individuals /chapter	3 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 & Engineering Teacher	2	NL	3 individuals/ chapter
Geospatial Technology	2	NL	1 team of 1-3/ chapter
Manufacturing Prototype	2	NL	1 team of 1-6/ chapter
Music Production*	2	NL	3 teams of 1-6/ state
On-Demand Video	2	2 teams/chapter	1 team of 2-6/ chapter
Photographic Technology	2	3 individuals /chapter	1 individual/ chapter
Prepared Presentation*	2	3 individuals /chapter	3 individuals/ state
Promotional Design*	2	NL	3 individuals/ state
Senior Solar Sprint	2	3 teams/chapter	1 team of 2-4/ chapter
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	2 teams 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 individuals /chapter	1 individual/ chapter
Video Game Design*	2	NL	5 teams of 2-6/ state
Virtual Reality Visualization (VR)	2	NL	1 team of 1-6/ chapter
Webmaster	2	3 teams/chapter	1 team of 3-5/ chapter

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