

DRAFT

2023 NJ TSA High School Competitive Events Summary

EVENT	ELIGIBILITY for NJ State Conference	CHANGES TO NATIONAL RULES
Animatronics	1 team of 2-3 members per chapter.	No change
Architectural Design	1 team of up to 6 members per chapter. Teams of 1 individual are permitted.	No semifinalists, no interview. Documentation submitted pre-conference
Audio Podcasting	1 team of up to 6 members per chapter. Teams of 1 individual are permitted.	No semifinalists, no interview. Project submitted pre-conference.
Biomimicry	3 teams of 3-6 members per chapter. Teams of 1 individual are permitted.	Biomimicry is not a National TSA event. It is only offered at the NJ State Conference. Details will be outlined in the NJ Supplement.
Biotechnology Design	1 team of up to 6 members per chapter. A team of 1 individual is permitted.	No semifinalists, no presentation. Projects submitted pre-conference.
Board Game Design	1 team of up to 6 members per chapter. Teams of 1 individual are permitted.	Documentation submitted pre-conference. No semifinalists, no demonstration.
Computer-Aided Design (CAD), Architecture	1 individual per chapter.	Design Problem will be posted January 9 th . Entries submitted pre-conference. No on-site challenge. No finalists.
Computer-Aided Design (CAD), Engineering	1 individual per chapter.	Design Problem will be posted on January 9 th . Entries submitted pre-conference. No on-site challenge. No finalists.
Chapter Team	2 teams of 6 members per chapter.	No semifinalists. All teams take test and give presentation.
Children's Stories	1 team of up to 6 members per chapter. Teams of 1 individual are permitted.	Entries submitted pre-conference. No semifinalists. No on-site reading/interview.
Coding	2 teams of 2 members per chapters. Teams of 1 individual are permitted.	Design Problem will be posted January 9 th . Entries submitted pre-conference. No test, no on-site challenge.
Data Science & Analytics	2 teams of 2 members per chapter. Teams of 1 individual are permitted.	No semifinalists, no semifinal challenge. Entries submitted pre-conference.
Debating Technological Issues	1 team of 2 members per chapter.	No semifinalists, no semifinal round.
Digital Video Production	1 team of up to 6 members per chapter. A team of 1 individual is permitted.	Entries are submitted pre-conference. No semifinalists, no interview.
Dragster Design	2 individuals per chapter	Entries submitted pre-conference. Cars raced on conference day. No interview.
Drone Challenge (UAV)	2 teams of 2-6 members per chapter.	Documentation submitted pre-conference. No semifinalists, no interview.
Engineering Design	1 team of 3-6 members per chapter.	No semifinalists, no presentation/interview. Documentation submitted pre-conference.
Essays on Technology	2 individuals per chapter.	Students will have a limited window of time to write an essay
Extemporaneous Speech	2 individuals per chapter.	No semifinalists, no semifinal round.
Fashion Design and Technology	2 teams of 2-4 members per chapter.	No semifinalists, all teams give presentation. Garments and documentation submitted pre-conference.
Forensic Science	1 team of 2 members per chapter.	Test taken online prior to the conference. No semifinalists, all teams review and analyze crime scene.

Future Technology and Engineering Teacher	2 individuals per chapter.	No semifinalists, all participants submit video and present lesson.
Geospatial Technology	2 teams of 2-3 members per chapter.	Entries submitted pre-conference. No on-site presentation/interview.
Manufacturing Prototype	2 teams of up to 6 members per chapter.	No semifinalists, no sales/pitch demo. Entries are submitted on conference day for evaluation.
Music Production	1 team of up to 6 members per chapter. Teams of 1 individual are permitted.	Entries submitted pre-conference. No semifinalists, no interview.
On Demand Video	1 team of up to 6 members per chapter.	The topic will be posted on a Thursday, and must be submitted by Tuesday. No heats/finalists.
Optical Engineering	3 teams of 3-6 members per chapter. Teams of 1 individual are permitted.	Optical Engineering is not a National TSA event. It is only offered at the NJ State Conference. Details will be outlined in the NJ Supplement.
Photographic Technology	2 individuals per chapter.	Entries submitted pre-conference. No semifinalists, no on-site challenge/interview.
Prepared Presentation	2 individuals per chapter.	No semifinalists, no semifinalist round.
Promotional Design	2 individuals per chapter.	Entries are submitted pre-conference. No semifinalists, no on-site challenge.
Senior Solar Sprint	1 team of 2-4 members per chapter.	Entries submitted pre-conference. Cars raced on conference day. No interview.
Software Development	1 team of up to 6 members per chapter.	Teams present their entries to judges on conference day. No semifinalists, no interviews.
Structural Design and Engineering	1 team of 2 members per chapter.	Teams bring their pre-built structure and documentation on conference day. No semifinalists, no on-site challenge.
System Control Technology	2 teams of 3 members per chapter.	Design Problem will be posted January 9 th . There is no on-site challenge. Teams solve design problem and bring their entry on conference day for evaluation.
Technology Bowl	1 team of 3 members per chapter.	Teams will take test and participate in quiz-bowl style tournament. NJ TSA will provide detailed rules in the NJ Supplement.
Technology Problem Solving	1 team of two members per chapter.	NJ TSA will provide all materials and tools for the challenge.
Transportation Modeling	2 individuals per chapter.	Documentation submitted pre-conference. No semifinalists, no interview.
Video Game Design	1 team of up to 6 members per chapter.	Entries submitted pre-conference. No semifinalists, no interview.
Virtual Reality Visualization (VR)	2 teams of up to 6 members per chapter. Teams of 1 individual are permitted.	Entries submitted pre-conference. No semifinalists, no interview.
Webmaster	2 teams of up to 6 members per chapter. Teams of 1 individual are permitted.	Entries submitted pre-conference. No semifinalists, no interview.