

**Idaho TSA State Leadership Conference
Intent to Compete Form**



School: _____ Advisor Name: _____ Date: _____

Check One: Middle School _____ High School _____

Please indicate the number of students intending to compete in the space following the competitive event. This designation will indicate the intent of your chapter to compete in that particular state event at the Middle School level or Secondary level.

Core contests are located in the boxed field and are currently scheduled to be offered at the 2022 SLC.

Please note, the 2022 SLC is currently being planned for in-person. However, if the conference moves to a virtual setting, some contests will not be offered. A note is placed by each event listing an offering for in-person or virtual.

***Non-core (unboxed field) contest will be offered if eight or more participants commit to competing by the November 19th deadline.*

Please email a copy of this form to Andrew Armstrong: Andrew.armstrong@cte.idaho.gov

YOUR SCHOOL/CHAPTER WILL BE EXPECTED TO COMPETE AT THE STATE COMPETITION IN THE EVENTS MARKED ON THE FORM. THIS FORM IS DUE NO LATER THAN NOVEMBER 19, 2021.

<u>Middle School</u>	<u>Number of Students to Compete</u>
1. Chapter Team*	_____
2. Digital Photography*	_____
3. Dragster*	_____
4. Prepared Speech*	_____
5. Problem Solving*	_____
6. Technology Bowl*	_____
7. Video Game Design*	_____
8. Essays on Technology	_____

1. Architectural Design* (Virtual & In-Person)	_____
2. Chapter Team* (Virtual & In-Person)	_____
3. Children's Stories* (Virtual & In-Person)	_____
4. Coding* (Virtual & In-Person)	_____
5. Computer Aided Design (CAD) Architecture* (Virtual & In-Person)	_____
6. Computer-Aided Design (CAD) Engineering* (Virtual & In-Person)	_____
7. Debating Technological Issues* (Virtual & In-Person)	_____
8. Digital Video Production* (Virtual & In-Person)	_____
9. Dragster Design* (In-Person Only)	_____
10. Essays on Technology* (Virtual & In-Person)	_____
11. Extemporaneous Speech* (Virtual & In-Person)	_____
12. Music Production* (Virtual & In-Person)	_____
13. On Demand Video* (In-Person Only)	_____
14. Photographic Technology* (Virtual & In-Person)	_____
15. Prepared Presentation* (In-Person Only)	_____
16. Promotional Design* (Virtual & In-Person)	_____
17. Technology Problem Solving* (In-Person Only)	_____
18. Technology Bowl* (Virtual & In-Person)	_____

- 15. Board Game Design (Virtual & In-Person) _____
- 16. Video Game Design (Virtual & In-Person) _____

Advisor's Signature _____

Date _____