



Event		PRINCIPLES AND STANDARDS FOR SCHOOL MATHEMATICS																																						
		1A	1B	1C	2A	2B	2C	2D	3A	3B	3C	3D	4A	4B	5A	5B	5C	5D	6A	6B	6C	6D	7A	7B	7C	7D	8A	8B	8C	8D	9A	9B	9C	10A	10B	10C				
Standard Number																																								
1. Animatronics													X	X																										
2. Architectural Model		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		
3. Biotechnology Design		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		
4. Career Comparisons																																								
5. Chapter Team																																								
6. Computer-Aided Design (CAD) 2D, Architecture								X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		
7. Computer-Aided Design (CAD) 3D, Engineering								X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		
8. Construction Renovation																																								
9. Debating Technological Issues																																								
10. Desktop Publishing																																								
11. Digital Video Production																																								
12. Dragster Design																																								
13. Engineering Design		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	
14. Essays on Technology																																								
15. Extemporaneous Speech																																								
16. Fashion Design																																								
17. Flight Endurance																																								
18. Future Technology Teacher																																								
19. Manufacturing Prototype																																								
20. Music Production																																								
21. On Demand Video																																								
22. Photographic Technology																																								
23. Prepared Presentation																																								
24. Promotional Graphics																																								
25. SciVis		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	
26. Structural Engineering																																								
27. System Control Technology		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	
28. Technical Sketching and Application																																								
29. Technology Bowl																																								
30. Technology Problem Solving																																								
31. Transportation Modeling																																								
32. Video Game Design		X																																						
33. Webmaster																																								