

# CAREER PATHWAYS SHOWCASE UPDATE: SLSC26

## ***This is a two-day competition.***

### Tuesday, March 31: Set up and Judging

Teams will arrive by 8 AM to set up their displays and must be completely set up by 10 AM. Access to the contest area is not available prior to 7:30 AM.

Display areas will be assigned on arrival, and teams should look for their team letter or contestant number to identify their display area. All displays must fit through doors and up escalators/elevators. Forklifts and carts are not available. It is the responsibility of the team to deliver and remove all items from the competition floor. Electrical is available only to power displays, and teams must provide a 20' extension cord and power strip if electrical access is necessary. Tables will be outfitted with a plain white tablecloth only.

Orientation will begin promptly at 10 AM. All team members must be present for set up, orientation, and interview. Judges will provide an interview schedule at orientation. Teams should arrive at the interview location at least 15 minutes prior to their scheduled time.

Displays will remain in place overnight. Security is provided, but teams are encouraged to use their best judgement when leaving display items overnight and should remove any expensive items.

### Wednesday, April 1: Public Viewing

At least one team member must be present at the display from 9 AM to 2 PM for public viewing, and are expected to interact with attendees who are interested in their project. Team members may rotate throughout the day, provided one member is always present. Failure to be present for the duration may result in a penalty.

### Breakdown/Removal of Displays

Displays must be removed from the ballroom between 2 PM and 4 PM on April 1. Trash receptacles will be provided for breakdown. Any displays or items left after 4 PM will be discarded, and teams are subject to penalties for abandoned projects.

### Lunch Information

Team members will receive two lunch tickets, one for each day, in their registration packets.