Tournament Category	Age group	Number of team members	Length of time spent birding	Regional *	Statewide **	Additional Information
Expanded Big Sit! Regional Tournaments	all ages	1 or more	up to 24 hours in a single day (midnight to midnight)	X		Teams select a **50-foot diameter circle** from which to bird. Team members can rotate in shifts or can be the same members all day. Birds identified and counted may be inside or outside of the 50' circle, but they **MUST** be seen/heard from a team member **WITHIN** the circle. Event t-shirts provided for up to 20 people on sponsored teams, but team can consist of more than 20 people (additional shirts may be purchased for $20 each).
Adult Statewide Weeklong Tournament - Intact Flock	19+ years old	3-5	up to six consecutive full days (midnight to midnight each day)		X	Intact Flock = Team members bird and travel together. Teams may bird from anywhere in the state.
Adult Regional Big Day Tournaments - Intact Flock	19+ years old	3-5	up to 24 hours in a single day (midnight to midnight)	X		Intact Flock = Team members bird and travel together. Teams must bird within a single region of the state.
Adult Regional Big Day Tournaments - Dispersed Flock ***	19+ years old	3-5	up to 24 hours in a single day (midnight to midnight)	X		Dispersed Flock = Team members bird individually anywhere within their region. All team members must be in the **same region** of the state. Teams combine bird lists to submit ONE team checklist for the day to judges through eBird.
Adult Statewide Big Day Tournament - Dispersed Flock ***	19+ years old	3-5	up to 24 hours in a single day (midnight to midnight)		X	Dispersed Flock = Team members bird individually anywhere within the state. Each team member may be in **any region** of the state. Teams combine bird lists to submit ONE team checklist for the day to judges through eBird.
Roughwings Regional Tournaments - Intact Flock	13 years and younger	3-5	up to 8 hours in a single day (midnight to midnight); hours need not be consecutive	X		Intact Flock = Team members bird and travel together. A mentor/driver does not identify or locate birds for the team but can help verify once ID'd by youth.
Gliders Regional Tournaments - Intact Flock	14-18 yeears old	3-5	up to 24 hours in a single day (midnight to midnight)	X		Intact Flock = Team members bird and travel together. A mentor/driver does not identify or locate birds for the team but can help verify once ID'd by youth.
Human-Powered Tournament - Intact Flock	all ages	3-5	up to 24 hours in a single day (midnight to midnight)		X	Intact Flock = Team members bird and travel together. All birds identified must be seen/heard after the team has become fully human-powered (walking, bicycles, kayaks, canoes, etc.). No motorized vehicles/watercraft may be used to move between locations once tournament day is begun.
State Park Tournament - Intact Flock	all ages	3-5	up to 24 hours in a single day (midnight to midnight)		X	Intact Flock = Team members bird and travel together. Teams select a TPWD state park and all birds identified must be seen/heard from within that park's official boundaries. Teams must make advance day-pass reservations and pay all park entry fees (or use their Texas State Parks Pass http://tpwd.texas.gov/state-parks/park-information/passes/sppass-faq), including any overnight fees if starting the count before the park opens.
Lone Star Duo Tournament - Intact Flock	all ages	2	up to 24 hours in a single day (midnight to midnight)		X	Intact Flock = Team members bird and travel together. Teams may bird from anywhere in the state. All birds counted must be observed by both team members.
Sunrise to Noon Tournament - Intact Flock	all ages	3-5	sunrise to 12:00noon	X		Intact Flock = Team members bird and travel together. Teams begin birding at dawn and can bird until 12:00noon. Teams must bird within a single region of the state.
Texas Two-Stop Tournament - Intact Flock	all ages	3-5	up to 48 hours in a two-day period (midnight first day to 11:59pm the following day)		X	Intact Flock = Team members bird and travel together. Teams select two birding sites that have distinct boundaries (examples: state/county/city park, NWR, WMA, nature center, TNC property) and may bird for up to 24 consecutive hours at each site, minus driving time between sites, in the 48-hour period. Final checklist is combined list total for both sites. No birds may be counted while driving between sites, only within boundaries of each of the two sites.
Outta-Sight Song Birder Tournament - Intact Flock	all ages	3-5	up to 12 hours in a single day (midnight to midnight); hours do not need to be consecutive		X	Intact Flock = Team members bird and travel together. This tournament is for birders who are blind or visually impaired. One sighted person per team allowed but not required. Sighted person must be blindfolded restricting bird identification to sound-based ID only. Driver/record keeper may not assist with bird location or identification.

* There are 9 different regions based on the Great Texas Wildlife Trail. Teams in these tournaments must select their Great Texas Wildlife Trail region (see Regional Tournament Map on Birding Classic website), indicate that selected region on their official team registration form, and stay within the boundaries of that region on their tournament day. Teams in regional tournaments compete against all other teams from the same region for each tournament category.

** Teams participating in a statewide tournament category are not confined to any one region of the state but instead compete against all other teams in that same category, regardless of area birded.

*** "Dispersed Flock" teams may put together a team of birders each located anywhere in Texas or in your selected region (depending on if you're entering a statewide or regional tournament). Teams must identify a single list collector for their team who will combine all team members' individual "patch" lists for the day into a single checklist on eBird. The list collector will then share this single cumulative list with the "GTBCStaff" eBird account as the team's official final checklist.