

GREAT COMPUTER CHALLENGE

2016 CONTEST RULES

1. Each team will be provided with a table, chairs, and access to electrical power. Each team must provide and care for all other equipment and supplies needed for the contest (see the enclosed equipment checklist). Teams may not share equipment, although some may need to receive electrical power from the same power strip.
2. Each team may use **only one computer** during the contest (multiple monitors are allowed, multiple keyboards are not allowed, multiple inputs are not allowed [only one mouse/touchpad combination – drawing tablets are considered a second input and are not allowed, except in the Graphic Design, Desktop Publishing, and Desktop Presentations categories, if given the option to provide original graphics, where one mouse/touchpad/drawing tablet combination is considered a single input combination] - virtual computers are considered as additional computers and not allowed - iPads, tablets, and other mobile devices are considered computers unless exceptions are made for specific categories, and are not allowed unless used as the computer). However, teams may bring backup computers to use in the case of mechanical failure of the first computer. If you bring a backup computer, we ask that you leave it in the car. Please do not set this up.
3. The Great Computer Challenge **will not** supply storage (i.e.-blank disks, CD, flash drive) for saving your work (We recommend that you save to your hard drive. Flash and external hard drives [iPods can be used as an external hard drive] are also allowed.) **For archival purposes, we will be providing an ftp site that you will be able to log in to and drag and drop your solution(s) into the proper folder. Please make sure you save your solutions. This will be done AFTER the competition (at home or school), as there will not be an internet connection provided for all categories at the competition.**
4. Each team must have a teacher coach, who must remain at the contest site for the duration of the contest. If the teacher coach has a cell phone, please bring it to the competition. We have asked for your #'s. This will help us to easily get a hold of you if there is a problem during the competition, or during judging.
5. During the problem solving portions of the contest, only student contestants, Challenge officials, and room monitors will be allowed in the contest areas. Team Coaches and Parents are not allowed in the contest areas once the competition begins.
6. During the problem-solving portion of the contest, teams must stay in their assigned areas. Please be courteous to the other teams in your area. Teams **may not** leave their assigned room early if they finish early.
7. All teams must leave their equipment in place and running during the judging. Teams may be asked to leave a team member with their computer during the judging.
8. You may not have sample solutions on your hard drive.
9. You may not use the internet during the competition except for Internet Scavenger Hunt. Internet is optional to access additional clipart or to download sponsor logos (WHRO, ODU, C.I.I., Bay Diesel) **ONLY** for Level 1 Desktop Publishing, Level 2 Graphic Design, Desktop Publishing, and Desktop Presentations.
10. Make sure your computer is set up as local (vs. network). Make sure the software works off the network.
11. Make sure that all timed passwords or logins are turned off for the competition.
12. No cell phones or other type of communication device, such as a smart watch, are allowed in the contest areas during the competition. If a student brings a cell phone or other communication device into the competition room, it will be gathered until the end of the competition.
13. **The decision of the judges is final.**