

1. Some of the rules have changed slightly, please read them carefully.
2. It is the contestants' responsibility to make sure that judges can load your entry. Remember that the judges cannot judge what they cannot see.
3. The decision of the judges is final.
4. **EQUIPMENT MAY NOT BE REMOVED BEFORE 2:00 PM** unless completely necessary. Otherwise, it will need to be left up for the walk around after the awards ceremony.

SPECIFIC RULES FOR LEVEL I - GRADES K-2

1. At the start of the contest, each team will be given their contest problems, from which they will **choose one problem to complete** for judging, if there are more than one problem to choose from. They may work on both problems (if more than one), or do several drafts, but they must present only one for judging.
2. Contestants will have **one hour** to work on their problem. **(10:30-11:30 am)**
3. Remember to save your work periodically. Even though you may only be creating one solution, there is always the possibility that the power might inadvertently be cut off.
4. At the end of the hour, the entry that is to be judged must be left up on the computer screen and the completed judging form (sample judging form included) must be left next to the computer.
5. **GRAPHIC DESIGN:** All pictures in the Graphic Design competition must be still pictures (no animation). All artwork must be an original. You may not use clip art, pre-made rubber stamps, or modifications of pre-made rubber stamps. At the end of the contest time, contestants must leave a completed judging form. Contestants should also leave their work up on their computer screen and have it saved. **Printer is not needed.**
6. **DESKTOP PUBLISHING:** You may use dictionaries and/or spell check programs. Additional clip art packages, scanners, and digital cameras can be used, but will not be graded any higher than simple clip art. At the end of the contest time, contestants must leave a completed judging form. Contestants should also leave their work up on their computer screen and have it saved. **Printer is not needed. Internet is allowed (not required) to access additional clipart, use web or server based software, or to download sponsor logos (WHRO, ODU, C.I.I., Bay Diesel) ONLY.**
7. **VISUAL PROGRAMMING/BLOCK CODING USING SCRATCH JR:** Dictionaries and/or spell check programs **may** be used. Contestants will create a game or digital story using the Scratch Jr or PBS Kids Scratch Jr. Remember to leave the completed judging form by your computer. Teams will be disqualified if they use an existing Scratch Jr Program. It is recommended that each participant has earphones, but it is not required. **Printer is not needed.**
8. If the problem to be judged is saved on an external drive or somewhere unusual on the hard drive, the contestants must leave detailed written instructions to the judges on how to load the picture on the judging form.
9. In general, remember that the judges cannot judge what they cannot see! Make sure anything the judges need to know is noted on the judging form.
10. The decision of the judges is final.
11. Certificates will be awarded to teams that place Superior, Excellent, or Good. Ribbons will be awarded to each contestant whose team places Superior, Excellent, or Good. All contestants will receive a certificate of participation and a t-shirt.