

# GREAT COMPUTER CHALLENGE

## Contest Rules

For specific category information go to  
[education.whro.org/GCCcategories](http://education.whro.org/GCCcategories)

### INTEGRITY PLEDGE

- I am honest to myself.
- I am fair to my fellow competitors.
- On my honor, our academic work is an honest expression of our ability.

### IMPORTANT REMINDERS

- Each team must have a teacher-coach who must remain at the GCC site for the duration of the competition. To ensure smooth communication and assistance, GCC kindly requests the contact numbers of all teacher-coaches and emphasizes the necessity for them to have their cell phones readily available during the competition. This facilitates prompt communication in case of any issues arising during the event or judging process.
- It is highly recommended that teacher-coaches responsible for multiple teams arrange for additional adult chaperones to accompany each team. Chaperones will be responsible for escorting the students to and from the competition rooms. **Teams will not be released from the competition rooms until a chaperone has come to escort them. To facilitate identification and coordination, both teacher-coaches and chaperones are required to wear name tags matching those of their respective students/teams. Extra name tags are provided. The coach or chaperone will be required to present their pick-up ticket to the monitor when picking up their teams.**
- Computers must work locally (vs. on a network) and needed software must work off the network.
- Remove or provide teams with all passwords/logins. Turn off all timed passwords/logins.
- Wireless internet access is restricted to specific categories.
- At the start of the contest, contestants should read the instructions carefully to determine how many problems must be completed in their category.
- Save work periodically and save each solution with a different name.
- It is the contestants' responsibility to make sure that judges can load their entry. Judges cannot judge what they

### CONTEST RULES

**Please read all rules carefully!**

1. Teams may have up to three (3) members.
2. Level 1 teams will have **one hour** to work on their challenges. (10:30-11:30 am)
3. Level 2 teams will have **one hour and 45 minutes** to work on their challenges. (10:15 am – 12:00 pm)
4. Each team will be provided with a table, chairs, and access to electrical power. Each team must provide all other equipment and supplies needed for the competition, including a computer, software, power strips, extension cords, all connecting cables, external storage, and paper/pencil (see the enclosed equipment checklist). Teams may not share equipment, although some may need to receive electrical power from the same power strip.
5. **Only one (1) computer per team (including one keyboard and one mouse) is allowed during the competition.** This means no additional virtual computer, tablet, or other computing device is permitted. Multiple monitors are allowed. Teams may bring backup computers to use in case of failure but please leave it in the car and do not set this up.
6. A drawing tablet is allowed for Desktop Presentations, Desktop Publishing, and Graphic Design.
7. Printers are not needed for any category.
8. No storage (blank disk, flash drive, etc.) is provided for saving your work. We recommend that contestants save to the hard drive or bring an external/flash drive.
9. No sample solutions are permitted on competition computers.
10. No manuals are permitted. The judges reserve the right to disallow any manuals or portions thereof upon review.
11. No cell phones or other type of communication device, such as a smart watch, are allowed in the competition areas during the competition. If a contestant brings a cell phone or other communication device into the competition room, it will be collected and kept by the monitor until the end of the competition.

12. During the problem-solving portions of the competition, only student contestants and GCC officials and monitors will be allowed in the competition areas. Teacher-coaches and parents are not allowed in the competition areas once the competition begins.
13. During the problem-solving portion of the competition, teams must stay in their assigned competition areas. Teams may not leave their assigned competition areas early if they finish early and should be courteous to the other teams still working.
14. Teams must follow the problem directions. Failure to do so can disqualify the team's entry.
15. Teams must leave the completed Feedback Form (sample included) by their computer. If the solution to be judged is saved on an external drive or somewhere unusual on the hard drive, include detailed written instructions on how to load the solution on the Feedback Form.
16. All teams must leave their equipment in place and running during judging. Teams may be asked to leave a team member with their computer during judging.
17. For Level 1 (Grades K-2), 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.
18. For Level 2 (Grades 3-5), medals will be awarded to each contestant on the First, Second, and Third Place teams. Plaques will be awarded to the First, Second, And Third Place Schools. Ribbons will be awarded to each contestant on teams awarded Honorable Mention. All contestants will receive a certificate of participation and a T-shirt.
19. Note: All places (First, Second, Third, and Honorable Mention) may not all be awarded based on the discretion of the judges. ***The decision of the judges is final.***