

## TEAM EQUIPMENT CHECKLIST FOR JUNIOR DIVISION

Be sure to bring all of these things with you to the Great Computer Challenge! You may use only one computer for the contest, but you may bring a backup computer in case the first one breaks down. (Please leave this in your car.)

**Be sure that your school's name is on everything you bring!**

- Computer with keyboard (multiple keyboards are not allowed), CPU (virtual computers are considered as additional computers and are not allowed; iPads, tablets, and other mobile devices are considered computers unless exceptions are made for specific categories, and are not allowed unless they are being used as the computer), monitor (multiple monitors are allowed), and disk drives (external USB hard drives are allowed), mouse (only one input device 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) & cables. **NEW: Internet Scavenger Hunt teams will have to bring their own computers.**
- If using a mobile device as your main computer, please bring a USB adapter to transfer data from flash drive. (Data Categories include: Video Editing [music], Desktop Presentations [optional data to copy and paste])
- Extension cord (Long! All rooms have power outlets, but your table might not be near one!)**
- Printers are NOT needed for any category.
- Other peripherals needed for your software (mouse – only 1 allowed, scanner, etc.)
- Extra mouse (for back-up) and mouse pad, power cables, etc.
- Extra computer cables, connectors and power strips. If bringing a laptop, remember to bring your power supply.
- NO manuals will be permitted, unless they are clip art indexes. You MAY NOT use any text whose emphasis is on techniques and/or programming logic, or which has sample programs or graphics. You MAY NOT use personal notes or old program listings or previously done work, except for clip art to be used where appropriate. Tape logging/paper edits are allowed for Video Editing and you can use them during the competition. You may also change the name of the video clips if desired. Blank Storyboards are allowed. Judges reserve the right to disallow any manuals or portions thereof upon review.
- Written instructions on how to set up your computer, if needed.
- A cart to transport your equipment from your vehicle to your assigned area(s).
- Pencils, pencil sharpener, and paper
- Ear phones are recommended, but not required for Desktop Presentations and Video Editing.
- Mic for Video Editing.
- You are **NOT ALLOWED** to have sample solutions on your system.
- Internet access is optional to access additional clipart, use web or server based software, or to download sponsor logos (WHRO, ODU, C.I.I., Bay Power Solutions) for the following categories: Desktop Presentations, Desktop Publishing & Graphic Design. Wireless capability is needed if you choose to use the internet for one of these categories. Coaches will be provided with the wireless credentials and instructions during team setup and can test connection at that time. ODU and WHRO will not be responsible for connectivity issues, just as they are not responsible for other hardware or software issues encountered during the contest.
- A cell phone (**teacher coach, not the students**). In case there is a problem during the competition, this will help us to easily contact you. If a student brings a cell phone or other type of communication device, such as a smart watch, into the competition room, it will be gathered until the end of the competition. No app is needed, but we do need each teacher coach's cell phone number.
- Please sign up for REMIND - [www.remind.com](http://www.remind.com) - Text Message App in Case of Emergency. To join the GCC2024 group, send a text to 81010. The body of the text message should read **@gcc2024**