

GREAT COMPUTER CHALLENGE

Contest Rules

For specific category information go to
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

- Please read all rules carefully!
- 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 cannot see. If the judges cannot load the solution, it will not be judged.
- Equipment may not be removed from the competition areas before 2:45 p.m. unless absolutely necessary.
- For archival purposes, GCC will provide an FTP site that contestants will be able to log in to and add solution(s) to the proper folder. This will be done AFTER the competition (at home or school), as there will not be an internet connection provided at the competition. Please make sure to save the solutions.

CONTEST RULES

1. Teams in Level 3 may have up to three (3) members and will have two (2) hours to work on their problems (9:30 a.m. – 11:30 a.m.)
2. Teams in Level 4 may have up to five (5) members and will have three (3) hours to work on their problems (9:30 a.m. – 12:30 p.m.) All category teams will have two (2) hours to work on their solutions.
3. 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, though some may need to receive electrical power from the same power strip.
4. Only one 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.
5. A drawing tablet is allowed for Desktop Presentations, Desktop Publishing, and Graphic Design.
6. Printers are not needed for any category.
7. 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 [iPods can be used as an external hard drive].
8. No sample solutions are permitted on competition computers.
9. No manuals are permitted. The judges reserve the right to disallow any manuals or portions thereof upon review.
10. 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.
11. Each team must have at least one teacher-coach who must remain at the GCC site for the duration of the competition. GCC asks for all teacher-coaches' contact numbers and all teacher-coaches should bring their cell phone to the competition. This will help us to get a hold of you if there is a problem during the competition or during judging. **It is strongly recommended that teacher-coaches bringing multiple teams bring an adult chaperone for each team.**

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 judging 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 judging 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 3 (Grades 6-8), 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.
18. For Level 4 (Grades 9-12), 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. A three-foot tall traveling trophy will be awarded to the First Place School in each category. 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.***