



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, CPU, monitor, and disk drives & cables
- Printer (Required for Desktop Publishing and Graphic Arts. No printer is needed for Desktop Presentations or Internet Scavenger Hunt.)
 - Printer paper
 - Fresh printer ribbon
 - Ink cartridge (black or color)
- Other peripherals needed for your software (mouse, scanner, etc.)
- All software needed
- Power strip
- Extension cord (Long! All rooms have power outlets, but your table might not be near one!)
- 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. 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 computer from your vehicle to your assigned area
- Pencils, pencil sharpener, and paper
- Extra computer cables and connectors, extra mouse, mouse pad, etc.
- Ear phones are recommended, but not required for Desktop Presentations.
- If bringing a laptop, remember to bring your power supply.
- You MAY NOT have sample solutions on your system.
- A cell phone or pager (teacher coach, not the students). In case there is a problem during the competition, this will help us to easily contact you.