



GREAT COMPUTER CHALLENGE 2009 CONTEST RULES

1. Each team will be provided with a table, chairs, and access to electrical power. Each team must provide and care for all other equipment and supplies needed for the contest (see the enclosed equipment checklist). Teams may not share equipment, although some may need to receive electrical power from the same power strip.
2. Each team may use **only one computer** during the contest (multiple monitors are allowed). However, teams may bring backup computers to use in the case of mechanical failure of the first computer. If you bring a backup computer, we ask that you leave it in the car. Please do not set this up.
3. The Great Computer Challenge **will not** supply storage (i.e.-blank disks, CD, flash drive) for saving your work (We recommend that you save to your hard drive. Flash and external hard drives are also allowed.) **For archival purposes, we will be providing an ftp site that you will be able to log in to and drag and drop your solution(s) into the proper folder. Please make sure you save your solutions. This will be done AFTER the competition (at home or school), as there will not be an internet connection provided at the competition.**
4. Each team must have a teacher coach, who must remain at the contest site for the duration of the contest. If the teacher coach has a cell phone, or pager, please bring it to the competition. We have asked for your #'s. This will help us to easily get a hold of you if there is a problem during the competition, or during judging.
5. During the problem solving portions of the contest, only student contestants, Challenge officials, and room monitors will be allowed in the contest areas. Team Coaches and Parents are not allowed in the contest areas once the competition begins.
6. During the problem-solving portion of the contest, teams must stay in their assigned areas. Please be courteous to the other teams in your area. Teams **may not** leave their assigned room early if they finish early.
7. All teams must leave their equipment in place and running during the judging. Teams may be asked to leave a team member with their computer during the judging.
8. You may not have sample solutions on your hard drive.
9. Make sure your computer and printer are setup correctly-correct printer driver and printer is set up as local (vs. network).
10. Make sure that all timed passwords or logins are turned off for the competition.
11. No cell phones or pagers are allowed in the contest areas during the competition.
12. **The decision of the judges is final.**