



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. 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 blank disks for saving your work (we recommend that you save to your hard drive.) One disk will be provided to each team, but the disk will remain the property of the Great Computer Challenge. This disk will be left at each table at the end of the competition. We ask that the teacher coach or students save their team's problem to this disk for the Great Computer Challenge archive after the competition. Please leave this disk on the table as you leave. Someone will be by later to pick it up. If the solution is too large, please email it to annie.gilstrap@whro.org after 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 contact numbers. 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.