

MWC³ Competition Rules

Please note: Competition specific rules can be found in the individual competition info pages.

A Team may consist of a single or two individuals. Each individual may bring their own computer to the competition.

1. Each competition is 2 – 2½ hours, total time. Check-in should occur before the competition start time. Competition time includes the problem briefing, statement review, Q&A, the competition itself and any competition debriefing.
2. Competitors will receive a warning 15-20 minutes before the end of the competition time and, again, at 5 minutes when preparing to turn in materials should begin. At the ending time all teams must stop all work, submit results and turn in any written materials to the room proctor promptly.
3. Competitors **cannot** compete in a competition if they already have an undergraduate degree or a job in a field that is directly related to the competition and have worked that job for 6 months or more. The competition is meant for undergraduate students. Not graduate students and professionals. If you are not sure if this rule disqualifies you from competing, please talk to event staff before checking in for the competition. Failure to abide by this rule will result in disqualification and stripping of any earned awards.
4. Teams must remain anonymous. Teams will be assigned a team number at the beginning of the competition. This is the **ONLY** identifying information that should be part of the team's submission. **The submitted solution MUST NOT HAVE ANY identifying information such as the participant names or school names.** This anonymity will facilitate fairness in the judging. Failure to comply with this rule will result in disqualification.
5. Communication with individuals outside of your team will result in disqualification (i.e. talking to other teams, email, instant messaging, use forums, etc.). Using cell phones or tablets is not permitted during the competition. Turn off your cell phone! If you need to make or receive an emergency call, please notify a proctor first.
6. To minimize distractions, all computers should be set to mute.
7. During the competition only teams and authorized room proctors will be allowed in the competition labs. The sponsor/advisor may not communicate with the team during the competition.
8. Individuals must provide their own computer for the competitions. There are no loaner systems or on-site PC lab systems available for competition use. Plan to bring a notebook PC for your competition or you will not be able to compete. Individuals may bring their own computer or share a single computer.
9. Individuals may utilize whatever applications they have installed on their computers. With certain events a specific development environment may be dictated to fulfill the competition requirements. Refer to competition specific rules for details.
10. Power and network resources will be guaranteed for one device per person. This is typically a laptop computer, but may also be a desktop computer, with a single monitor.
 1. Each team will have approximately 9 square feet of space – half of a standard six foot folding table. Teams of two will be assigned an entire six foot table.
 2. Each individual should expect no more than one standard power outlet, or two outlets for a team of two.
 3. *Please plan on using wifi as a wired network connection will not be available.*
11. Use of Secondary devices such as e-readers or tablets are not allowed. All of your resources should be in either book form or on your PC.

12. In order to provide a fair and equitable competitive environment for all individuals any device a proctor, judge, or event staff member deems to provide an unfair advantage will be disallowed. Teams failing to adhere to this ruling will be disqualified. If in doubt, please ask.
13. *Limited wired 10/100 Ethernet connectivity will be available. Where possible, participants should plan on connecting to our 802.11ac network, which will be encrypted using WPA2. Networks should be configured to obtain an IP address and DNS settings through DHCP. Each team is responsible for ensuring that their computer can connect to the onsite network properly. A testing area will be available for verification.*
14. There will be a pre-competition PC check-up lab station staffed with conference volunteers to help ensure that your software, settings and devices are in order for the competition events that you are entering. Prior to the conference make sure that your current operating system, application software updates and antivirus software is up to date to protect yourselves against any possibility of infection and/or corruption which could result in a loss of your competition time, results, or both. Staff will try their best for onsite support but please be aware that they cannot allow your support problems to monopolize other student's time.
15. *As you compete in a particular competition, you will be provided with a location and credentials for a web site to upload your final results. At the end of a competition event, make sure you have submitted your final results as indicated by the competition lead. Again, make sure your filenames do not contain any identifiers beyond your team number.*
16. *If you have problems accessing the network, source files will be provided and solutions will be collected using a USB flash drive. Keep in mind, this capacity will be provided on a "best effort" basis and may take longer as there will be limited resources to share files in this manner. Please check your network ahead of time*
17. Unless otherwise specified in the competition rules, documents should be submitted as Microsoft Word or PDF files. If you do not have means to save printed output as Word or PDF, we recommend downloading the CutePDF printer driver. It is free and does an excellent job of printing to PDF.
18. Students may bring any printed material into the lab with them.
19. All teams are responsible for ensuring the safety, security, and integrity of their computer equipment. GVSU does not assume responsibility for any loss or damage.
20. Any violations of the rules and guidelines will result in the offending team being disqualified. Such disqualification may be ruled by the room proctors, competition coordinators or judges.