



Google Developer Student Clubs

3H-ACKATHON Rules

Time

15 minutes from 19:00 sharp, i.e. till 19:15 will consist of discussion time with no coding allowed. Don't just jump to a problem statement! Formulate your approach and choose the one problem statement that best suits your team.

19:00 to 23:00 will contain an **optional** 1-hour break for members to have dinner.

Problems

The hackathon consists of both unrated and rated problems. Higher rated problems fetch more points. For unrated problems, it is up to you to judge the level and come up with unique solutions. If the problem is one of your own choosing (some PSs), it will be judged later, accordingly.

You may only **choose a single problem**.

Team Rating

The rating of your team is equal to the sum of the rating of your teammates. It is a basic recommendation guideline while choosing a problem to solve.

For each first year, add 1 to the total rating.

For each second year add 2 to the total rating.

Example - A team consisting of three members, one from the Second Year and two from the First will have a total rating of $1*2 + 2*1 = 4$.

Usage of LLMs/Open-Sourced

Small use of LLMs and much of freely-available code is allowed, however, it is **better** to have a proper understanding of your code and the concepts - make sure you're learning, don't just Ctrl + C -> Ctrl + V!

Team Members Size

If your team consists of four members, from your **final score (not the total score)**, 15% score will be deducted.

With great power - come great taxes!

Scoring

Proposed - Normalised scoring according to the team rating, i.e. = Factor of (Problem Rating)/(Team Rating)

Offline Attendance is Mandatory unless there's an emergency or you're out of campus.

Make sure to bring chargers and extension cords!