

# CodeRun Guidelines

## 1. About CodeRun

- 1.1. CodeRun is a **free IT marathon** in its sixth edition, which will take place from **November 10–23**. The event develops students in a competitive environment, with participants advancing through checkpoints in Cluj-Napoca, at partner companies, and at the Technical University of Cluj-Napoca. To set off fully equipped with all the information they need, participants will benefit from **online training sessions** conducted by representatives of the partner companies.
- 1.2. The event stands out for the flexibility offered by its challenges, both to participants and to companies. Each challenge will have **two levels of difficulty: easy and hard**. The structure proposed below constantly encourages participants to explore new approaches and test the limits of their knowledge.
- 1.3. CodeRun features a route with **up to 6 checkpoints**, intended to subject participants to the challenges created by partner companies and to call upon their coding skills as well as their ability to assimilate and apply the information from the training sessions. The event highlights participants who complete the challenges with cadence and resilience.

## 2. Calendar and Structure

- **10–21 November:** Online training sessions
  - Dates, times, and access links (Teams) will be announced in advance.
  - Maximum two sessions per day, starting between 17:00 and 20:00, with a duration of 60–120 minutes.

- Registration for each session is done via the form sent by e-mail and must be confirmed 24 hours beforehand.
  
- **22 November, 09:30:** Opening Ceremony
  - **Location:** TBD
  
  - **Check-in** with the organizing team; pick up badges and competition materials.
  
- **22–23 November, 10:00–19:00:** CodeRun Challenges
  - Each day contains **exactly three challenges**, each lasting 1½–2 hours.
  
  - All three challenges scheduled for each day start simultaneously **at 10:00 and end at 19:00, running in parallel.**
  
- **28 November:** Awards Ceremony
  - Announcement of the winners and presentation of prizes.

### 3. Eligibility and Team Formation

- Teams consist of **up to 3 students.**
- **Each member must have:**
  - Their own laptop with a development environment installed (IDE, compilers, Git, Docker, etc.).
  
  - All necessary software resources (IDEs, Git links, Docker images, etc.) **provided during training sessions**; if a team member cannot attend a session, **materials will be made available afterward.**

#### 4. Participation in Training Sessions

- To be eligible for the challenges, **your team must ensure at least 50 % attendance across all training sessions.**
- **Attendance is recorded by name:** one member present counts as full attendance for that session.
- It is not necessary for the same member to attend every session; **the team's cumulative presence matters.**

#### Example:

- There are 6 training sessions in total.
- **Situation 1:** Team A has 3 members. Member 1 attends the first session, Member 2 the second, Member 3 the third—thus the team is eligible.
- **Situation 2:** Team B has 3 members. Member 1 attends any 3 of the 6 sessions—thus the team is eligible.

#### 5. Conduct of Challenges and Competition Rules

##### Organization of the Challenge

- Each day, the challenges **run in parallel** at different locations in Cluj-Napoca.
- Each team will be assigned to a division. **A division** comprises several teams that move together through the assigned company route.
- Each division will have **two representatives from the Organizing Team.**
- After completing a challenge, each division must move to the next location to begin the new challenge.
- Teams may also travel independently to the next location **if they finish before the end of the allotted time.**
- No two divisions share the same route.
- **Mandatory Attendance**
  - **Each team must participate in all challenges.**

- **Failure to attend any challenge results in disqualification from prizes.**

- **Breaks**

- **Meal break** – lasts one hour and fifteen minutes (1 h 15 m) and takes place after the 2nd challenge.
- **Travel break** – lasts 30–45 minutes; this covers both transit between venues and a rest period.

- **Emergency Support**

- If a team member falls behind (bathroom break, medical issue, hardware failure), an organizer volunteer will accompany that member so as not to impede the division's progress.

## **6. Scoring System**

### **EASY-type Challenges**

- **Maximum score:** 110 points  
**Base points:** 10 points
- **Time points:** 0.5 points per minute, up to a maximum of 10 points (awarded only if  $\geq 50\%$  of the requirements are solved correctly)

### **HARD-type Challenges**

- **Maximum score:** 220 points
- **Base points:** 20 points
- **Time points:** 1 point per minute, up to a maximum of 20 points (awarded only if  $\geq 50\%$  of the requirements are solved correctly)

### **Bonus for Training Sessions**

- 10 points per session attended by the team (**one member present = 10 points**)
- The total training score is added to the score obtained in the challenges.

### **Evaluation**

- Each challenge is corrected by its **partner company's representatives** at their premises.
- After correction, **scores are centralized and displayed on the competition page.**