**Official Rules**

<https://lockheedmartin.com/us/who-we-are/community/codequest/code-quest-official-rules.html>

**Eligibility**

* Lockheed Martin Code Quest is open to students in public or private high schools, or of equivalent age/grade (for home schooled students).
* Each team consists of 2- 3 students plus one coach. A coach can be a teacher or parent.
* Students on the same team must be from the same school. (Exemption for home schools)
* STEM programs are eligible to register a team with students from different schools *if* the students’ school cannot form a team. Please email [code-quest.gr-aero@lmco.com](mailto:code-quest.gr-aero@lmco.com) before registering.
* Only one coach per team is allowed. If a school has more than one team participating, one coach for multiple teams is acceptable.
* For clarifications or questions please contact [code-quest.gr-aero@lmco.com](mailto:code-quest.gr-aero@lmco.com).

Family members cannot be accommodated.

***For a complete list of eligibility requirements, visit the pages for each individual location.***

**Equipment**

* Each team is allowed to bring one computer to the competition unless otherwise stated on the location-specific pages. No virtual machines, etc.
* Printers are not allowed.
* Very large monitors are discouraged (due to power consumption). See site-specific rules for more details.
* **NOTE** -- Cell phones, digital watches, e-readers and broadband network cards are **NOT** allowed during the Code Quest competition. If you are observed using either of these devices, your team is subject to **immediate disqualification.**
* **UNDER NO CIRCUMSTANCES** are **ANY** phones or recording devices allowed inside the facility. Please leave ALL phones in your cars. Since cell phones will not be allowed in any building, we will provide a number where family and friends can reach you in case of emergency.

**Development Software**

Development software allowed for competition:

* PC2 version 9.3.3
* Java 1.8.0
* Python 3.4.4
* VB.net (version information coming soon)
* No additional code and/or libraries are allowed to be used for the competition. You may only use what comes with Java and Python or VB.
* Recommended: [Review the PC2 Version 9 Contestant’s Guide.](/content/dam/lockheed/data/aero/documents/CodeQuest/2017/pc2-v9-teamguide.pdf)

**General Format**

* Both the Novice and Advanced teams will share a common pool of 15 - 20 problems.
* This year Code Quest is adding the ability to solve problems using either Java or Python. Language selection is done per problem submission, meaning that you can switch freely between the two languages during the competition. You do not have to pick one language and stick with it for the whole competition, or even for a particular problem.
* Each problem carries a point value, with values increasing with problem difficulty.
* The goal is to earn as many points as possible in 2.5 hours. At the end, the teams with the most points win!

**Competition Rules/Guidelines**

* The judges' rulings are **final**.
* All solutions must programmatically determine the results. Your solution cannot print out a solution to a problem that you determined by hand. The judges will be using some different data sets for your programs at the judging table.
* File naming conventions for solutions must be followed.
* Your team will have a number of programming tasks to choose from. You may not be able to solve them all, so you are advised to study them and choose your problems wisely.
* Code Quest utilizes a custom client-server submission/judging/scoring system via an 802.11x wireless network. Please ensure that your computer is wireless-capable before the event day. If you can connect to a public wireless network (e.g. the public library or Panera) and browse the Internet, you should be in good shape. Some school computers have security lockdowns that prevent wireless configuration, so please verify this before you come.
* There is no limit to the number of submissions you can make to solve a problem. However, in the case of a tie score, the winners will be determined by the fewest incorrect submissions.
* Verify that your program works with the example input before submitting it to the judges.
* Each team may bring two textbooks (one JAVA, one Python) to the competition for reference and one page of notes (handwritten or typed).
* No pre-written code or e-readers are permitted.
* Thumb drives may or may not be allowed based on site-specific rules and should be removed before the start of the competition.

Trophies and medals will be awarded to the Top 3 teams in each category along with cool raffle prizes.

Additional rules, modifications, and information will be made available on the day of the event.

***Attendees will be photographed or videotaped for publicity purposes.***

Questions, please contact [code-quest.gr-aero@lmco.com](mailto:code-quest.gr-aero@lmco.com)