Rules :

* Each team must comprise of three members.
* All teams are requested to check in at least one hour before the competition begins. Failing to do so will result in disqualification.
* All teams must listen to the instructions delivered before the competition begins.
* The working environment provided will be :

1. Windows
2. GNU C++ and Java languages
3. Visual studio ,Code blocks and NetBeans IDE
4. PC^2 application

* There will be a practice session before the main round.
* The ushers will distribute question papers, rough sheets and ball points before the competition begins.
* Participants must read all the instructions written on the question paper before starting.
* In case of any kind of emergency (technical or non-technical), a participant should silently raise his/her hand.
* Use of any reference material (such as USB drives, mobile phones, use of Internet and notes) will result in disqualification.
* Peeking on someone else’s screen will result in disqualification.
* Discussion with the members of any other team other than partcipant’s own team is strictly not allowed (once the competition begins).
* Misconduct and failing to abide by the rules will result in immediate disqualification.
* Save work at every step because no excuses about the following things shall be accepted :

1. Crashing of Operating System
2. Electric Failure
3. Program not responding and terminated forcibly

* Judging Criteria :

1. Most number of problems solved.
2. Time taken to solve problems.