**Lockheed Martin Code Quest® 2019Stratford Visitor Packet**

**Site Specific Rules/Guidelines**

* Only registered students and coaches will be admitted. Parents and / or siblings are not allowed. Alternates will only be admitted if they are replacing a primary team member and were pre-registered and submitted a signed photo release.
* Students and coaches can be U.S. and non-U.S. citizens that are US Permanent Resident or Green Card holders. No non-US persons are allowed in the facility.
* Students and coaches must bring one of the following documents to the event for proof of citizenship / permanent residency:
	+ US Passport (or Passport Card)
	+ Birth Certificate (original or certified copy, i.e., with raised seal; hospital issued birth certificates are not accepted.) This must be accompanied by a government issued photo I.D. for anyone over 18. School IDs with photos are acceptable for students under 18.
	+ US Permanent Resident Card (aka “Green Card”)
	+ Global Entry card
	+ NEXUS card
	+ US Certificate of Birth Abroad (Form FS-545). This must be accompanied by a government issued photo I.D. for anyone over 18. School IDs with photos are acceptable for students under 18.
	+ US Certification of Naturalization (Form N-550, N-570, or N-578). This must be accompanied by a government issued photo I.D. for anyone over 18. School IDs with photos are acceptable for students under 18.
* All persons, vehicles and property are subject to search.
* Smoking is not allowed on all Lockheed Martin leased, owned or operated facility.
* No open toed shoes are permitted.
* Cell phones, Smart watches, e-readers and backpacks will not be allowed in the competition area and are not encouraged. If brought to the event, they will be stored until the competition is complete.

Prohibited Items: Weapons, Illegal Drugs and paraphernalia, any explosive device, Chemical Compound or mixture, fireworks and/or dangerous substances, any device with electronic and/or photographic recording capability, without authorization. Any device designed to intercept aural or electronic communications or conduct electronic surveillance. Alcoholic beverages, gambling equipment/paraphernalia. Pornographic/Sexually Explicit Materials.

**Equipment**

* Each team is allowed to bring one computer to the competition unless otherwise stated on the location-specific pages. No virtual machines, etc. are allowed. Laptops are also available at the site.
* Printers are not allowed.
* Monitors are not allowed.
* No pre-written code is permitted.
* Thumb drives are not allowed.
* Compatible device: Windows (Windows 7 or later), Macintosh (Snow Leopard or Later), or Linux.
* Network capable: Any WiFi device which uses 802.11 b/g/n 2.4 Ghz and 5 Ghz.
* **NOTE** -- Cell phones, Smart phones, e-readers and broadband network cards are NOT allowed during the Code Quest competition. If you are observed using either, your team is subject to immediate disqualification.

**Competition Rules/Guidelines**

* The judges' rulings are **final**.
* The judges will use different data sets to test your programs.
* 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.
* There is no limit to the number of submissions you can make to solve a problem. However, one of the tie breakers takes incorrect submissions into account.
* Code Quest utilizes a custom client-server submission/judging/scoring system via an 802.11x wireless network. Please ensure 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. If any PC’s are locked down by the school, we cannot help with that.
* Verify your program works with the example input before submitting it to the judges.