



#thecompetition

The rules are subject to change without notice. Check here for the most up-to-date information.

By submitting an application for entrance to #thecompetition, you agree to and are bound by the following rules:

General

- To participate in the 59DaysOfCode's #thecompetition, you must be at least 16 years old. #thecompetition is open to individuals or teams of any size.
- Each entrant shall indemnify, defend, and hold 59DOC and the Council harmless from any third party claims arising from or related to that entrant's participation in #thecompetition. In no event shall 59DOC or the Council be liable to an entrant for acts or omissions arising out of or related to #thecompetition or that entrant's participation in #thecompetition.
- Entrants may only enter one project per track. In other words, one project may not be entered into both the Classic and Ignite tracks. If this occurs, the Grand Council will select the best fit track for the project.
- As a competitor, you agree that the 59DaysOfCode ("59DOC") and #thecompetition Grand Council (the "Council") may publicize your name, likeness, and the description of work you are doing in #thecompetition, as well as any information provided to us in your application, public GitHub profile, or in communicating with you during #thecompetition. 59DOC shall not be obligated to compensate you in any way for such publicity.
- If you are selected as a #thecompetition winner, you agree that the 59DaysOfCode ("59DOC") and #thecompetition Grand Council (the "Council") may publicize your name, likeness, and the description of work you did to win #thecompetition, as well as any information provided to us in your profile or in communicating with you during #thecompetition. Apart from the prizes associated with being selected as a winner, the Council shall not be obligated to compensate you in any way for such publicity.
- If you are selected as a #thecompetition winner, you agree that the 59DaysOfCode ("59DOC") and #thecompetition Grand Council (the "Council") may share your contact information with sponsors. These sponsors will contact you regarding in-kind prizes and collaboration opportunities.
- One prize will be awarded to the winning entry in each category. If the winning entry is submitted by more than one individual, the prize will be presented to the person that you designate during the second part of the application (the "Awardee") who submits the winning entry.
- Odds of winning depend on the number and quality of entries received. All taxes, including income taxes, are the sole responsibility of winners. No prize substitution is permitted. Winner(s) may be required to verify their entry.

- At least one key member from the team must reside or own a business in the San Joaquin Valley (Fresno, Kings, Tulare, Madera, Merced, Stanislaus, San Luis Obispo, San Joaquin, or Kern County). Presence will be verified before prizes are awarded.
- Entries from outside the U.S. are permitted. All entries must include an English-language explanation of the design.
- Some of the registration process is partially subjective, and the outcome of the registration process cannot be disputed.
- You agree to participate in at least two mandatory check-ins over the course of the 59 days between kickoff and pencils down. We will release the schedule for these mandatory check-ins AFTER the applicants have been chosen to compete.
- All hardware and software needed for you to build your project or prototype must be supplied by you, or your team, and should not rely on externally provided resources. The 59DaysOfCode Grand Council cannot provide technical help other than power and WiFi connectivity on the day of the Expo.
- Any person or team caught cheating during public voting and/or People's Choice will be immediately disqualified from the competition and ineligible to win any category.
- Submissions must be for web, mobile, desktop, and hardware applications.
- **Entries must not infringe on any third-party rights, and will be reviewed for content.**

Registration & Process

The nonrefundable application fee schedule for one (1) project is as follows:

- Until May 1st: \$79 for team of 3. Additional members \$10.
- Last minute (until first check-in): \$89 for team of 3. Additional members \$10.

You may submit multiple projects in multiple categories. Keep copies of your registration for your records. The Council assumes no responsibility for lost, misdirected, illegible or late entries or for failed computer transmissions or technical failures.

Apply

To get started, complete the application at 59DaysOfCode.org/events/2019-competition

At this stage, you are required to submit:

1. Contact Information for your Team Leader.
 - a. Tell us about your team's hometown.
2. Project Information
 - a. What is your team name? How did you arrive at the name?
 - b. Which category does this project fit under?
 - i. Classic
 - ii. Ignite

- c. Do you have existing code?
- d. Describe your project in 59 characters or less.
- e. Do you have existing code?
- f. What technologies is your team using? Do you have expertise in this area?
- g. What is the market potential of your project?
- h. Why should people care about what your team is doing?
- i. How would your team use the money if you won?

REGISTRATION ACCEPTANCE

When the deadline for entries is reached, the 59DaysOfCode Grand Council will review all applications and will look for the following attributes: (the more affirmative responses, the better)

- Is this project unique or innovative?
- Will it show well at a public showcase? (readiness, scope, appropriateness)
- Is there a definable end-user for this project?
- Is this project original? (i.e. is this a better mouse-trap?)
- Is there a clear use of funds if this project wins in its category?
- Will/Can the team maintain a material presence in the San Joaquin Valley as agreed to in The Rules?
- Will it take off?

#thecompetition Period

Entrants for both Classic and Ignite tracks may begin work at 12:00:01 am Pacific Standard Time (PST) on Saturday, June 1, 2019. Code may be checked in up to 11:59:59 pm (PST) on Tuesday, July 30, 2019.

Existing Code

#thecompetition allows both existing and new projects are to compete, and projects will be judged based on the net amount of code written during #thecompetition period. **Applicants are strongly encouraged to submit zero-code projects.**

- Applicants must indicate whether they have existing code prior to the competition.
- In the case that a team has preexisting code, **this code must be submitted in the 59DOC repository before kick-off.**
- All entries are subject to an inspection process by professional software engineers throughout the competition, including at kick off and at pencils down. The Council will look at the number of commits, lines of code, quality of code, and other factors to determine your overall progress during the competition period. If your code looks off, the Council will contact you to discuss the issue.

Categories



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The 59DaysOfCode Grand Council will provide the stage for you to showcase your skills. There are two areas in which you can compete:

Classic

Projects can start from scratch or be in-progress. If you are building your project atop or alongside an open-source project, the full license of that project must be provided (see rules), as well as current and accessible links to the project authors/host. (In other words, you **MUST** be able to demonstrate the “open-sourceness” of the project.) While we trust in the integrity of our competitors, all entries are subject to an inspection process (led by professional software engineers) to ensure there are no “jump-started” projects.

All Classic entries must be original ideas and must not pertain to the ignite track theme for the same year. They may build on the ignite track from previous years.

Ignite

Projects can start from scratch or be in-progress. If you are building your project atop or alongside an open-source project, the full license of that project must be provided (see rules), as well as current and accessible links to the project authors/host. (In other words, you **MUST** be able to demonstrate the “open-sourceness” of the project.) While we trust in the integrity of our competitors, all entries are subject to an inspection process (led by professional software engineers) to ensure there are no “jump-started” projects

Entries must address an issue relevant to the ignite theme of the year. They may address specific problems laid out in the resource guide, or another issue chosen by the team and approved by the Council.

Source Control

- You agree to use the Source Control System (the “System”) of our choosing. Credentials to the System will be provided when and if your project is chosen to compete in #thecompetition. By submitting an application for your project, you agree to use this system for the duration of #thecompetition.
- The intellectual property pertaining to your project shall not be compromised by the 59DaysOfCode Grand Council, but we reserve the right to inspect the projects’ files and progress as we see fit and without warning.
- The winning team must have all FINAL files submitted to the system prior to the official end of the coding period (11:59:59pm (PST) on Tuesday, July 30, 2019).

Judging



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Winners will be selected by a panel of judges chosen by the 59DaysOfCode Grand Council. The judges shall have the sole authority and discretion to select the award recipient(s). The judges will grade entries using the following criteria:

There are three parts to #thecompetition in which judges play a role:

1. The Pitch: Your team's software solution and its viability.
 - a. Private pitch to the judges. Explain your solution and its usefulness.
2. The Battle Arena: Evaluation at the Expo.
 - a. How functional is your solution? How much does the crowd like it? Judges get the opportunity to review the code, and to to demo or use your solution.
3. The Grand Finale: Five-minute Main Stage presentation.
 - a. The final three teams will present their solution and business plan live to the judges and general audience.

The judges will be looking for specific qualities. All teams will receive a final score based on observations from The Pitch and The Battle Arena; the top three teams from each category will move on to finals. These teams will receive a new score during The Grand Finale.

Judging Criteria

Each criterion will be rated on a scale of 1-10.

	Classic	ignite
Tech (Code)	30%	35%
Design	30%	20%
Business & Marketing	30%	20%
Impact	10%	25%

Notification

The winning entries will be announced on August 3, 2019 during the awards portion of the event.

Further, the winning entries will be publicized on the 59DaysOfCode.org site and in the media in the days and weeks following the close of the competition. Competitors must be present at the Expo to win. Unclaimed prizes will not be awarded.