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 Web & Mobile App Competition (#thecompetition), you must be at least 16 years old. #thecompetition is open to individuals or teams of any size.
- If you are selected as a #thecompetition winner, you agree that the 59DaysOfCode #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.
- 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.
- Each entrant shall indemnify, defend, and hold the Council harmless from any third party claims arising from or related to that entrant's participation in #thecompetition. In no event shall 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.
- 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 developer 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 Showcase.

- Submissions must be for web, mobile and desktop applications. This is not a robotics competition. You are allowed to use cool robot stuff, but we will solely be judging your software.
- **Entries must not infringe on any third-party rights, and will be reviewed for content.**

Registration & Process

The application fee schedule for one (1) project is as follows:
- Until May 1st: $40.
- Until June 1st: $50.
- Last minute (until first check-in): $60.

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.

PHASE ONE

To get started, complete the application at 59DaysOfCode.org/apply
At this stage, you are required to submit:

1. Contact Information for your Team Supreme Commander.
   a. Tell us about your team's home town.
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 In-Progress
      ii. Classic Zero-Code
      iii. Ignite In-Progress
      iv. Ignite Zero-Code
   c. Describe your project in 59 characters or less.
   d. What technologies is your team using? Do you have expertise in this area?
   e. Why should people care about what your team is doing?
   f. 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?

PHASE TWO

When the entrants have been chosen, the Team Supreme Commander, for each team will be notified by email. At this time, you'll be asked to fill out a full profile for your team.

The information obtained in this profile and in any previous or subsequent contact with you or a member of your team may be used in publicizing this event (see General Rules).

At this point, you must provide complete information (name, address, phone, etc.) for the Awardee. To put it simply: this is the person or entity to whom the check will be written if your project wins.

#thecompetition Period

Zero-Code entrants for both Classic and Ignite tracks may begin work at 12:00:01 am Pacific Standard Time (PST) on Sunday, June 18, 2017. Code may be checked in up to 11:59:59 pm (PST) on Wednesday, August 16, 2017.

Categories

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

Classic
ZERO-CODE

Zero-Code entries are idea-stage projects that you will have 59 days to build (see judging). **These are the projects that do not yet have written code.** Documentation may be pre-existing, but no pre-written code is allowed. 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 Zero-Code entries are subject to an inspection process (led by professional software engineers) to ensure there are no "jump-started" projects in this category.

All Zero-Code Classic entries must be original ideas and must not pertain to the Ignite Track theme for the same.

IN-PROGRESS

Ideas that are in-progress or have been left on the shelf to gather dust have the chance to show themselves in this category. These projects may already be out on the market for a limited audience, or a work-in-progress altogether. The entries in this category will go through the process in which reviewers will weigh in on the "In-Progressness" of your project.

All In-Progress Classic entries must not pertain to the Ignite Track theme for the same year. They may build on the Ignite Track theme of previous years.

Ignite
ZERO-CODE

Zero-Code entries are idea-stage projects that you will have 59 days to build (see judging). **These are the projects that do not yet have written code.** Documentation may be pre-existing, but no pre-written code is allowed. 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 Zero-Code entries are subject to an inspection process (led by professional software engineers) to ensure there are no "jump-started" projects in this category.

Zero-Code Ignite entries must address an issue relevant to the Ignite theme of the year. They may address specific problems laid out in the competitor's' guide, or another issue chosen by the team and approved by the judges.

IN-PROGRESS

Ideas that are in-progress or have been left on the shelf to gather dust have the chance to show themselves in this category. These projects may already be out on the market for a limited audience, or a work-in-progress altogether. The entries in this category will go through the application process in which reviewers will weigh in on the "In-Progressness" of your project.

In-Progress Ignite entries must address an issue relevant to the Ignite theme of the year. They may address specific problems laid out in the competitor's' guide, or another issue chosen by the team and approved by the judges.

Source Control

- You agree to use the Source Control System (the "System") of our choosing (GitHub/Git). 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 Wednesday, August 16, 2017).

Judging

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 Showcase.
   a. How cool 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 during each phase.

THE PITCH

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

Market Appeal Value proposition and audience well-defined	15%
Presentation Clear, concise, professional and engaging; stick to timeline	20%

	25%
Dedication Ability to execute; post-competition plans.	25%
Scalability Can it grow? Will it grow? What will it take to grow?	15%
Impact How does this change the world?	30%

THE BATTLE ARENA

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

	Zero-Code	In-Progress
Usefulness Clear purpose; solves a distinct problem	25%	15%
Code Works (at least a little); can be explained and shown off	25%	30%
UI/UX Intuitive; aesthetically pleasing; well-designed	25%	30%
Differentiation Unique and original in nature; separates self from the crowd	10%	15%
Coolness No detail required here, right?	15%	10%

THE GRAND FINALE

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

Market Appeal Value proposition and audience well-defined	15%

Presentation Clear, concise, professional and engaging; stick to timeline	20%
Use of Funds Realistic and clear plan presented; resources maximized	15%
Dedication Ability to execute; post-competition plans.	5%
Business Model How sell? How buy? How much?	20%
Scalability Can it grow? Will it grow? What will it take to grow?	5%
Impact How does this change the world?	20%

Notification

The winning entries will be announced on August 26, 2017 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 Showcase to win. Unclaimed prizes will not be awarded.