



All Academy Day: Virtual Computer Event Rules

Object of the Game

Correctly assemble a virtual laptop or desktop in the shortest time.

Playing the Game

- Contestants assemble the virtual computer one section at a time. Each section is listed on the judging sheet.
- Contestants must raise their hand once they've completed a section. The judges will verify the section is complete, then mark the student's judging sheet accordingly.
- The contestants then continue until all the sections of the computer are complete or until time is called.

Earning Points

- Points will be awarded for each section that is completed correctly. No points are awarded for partial work.
- Reminder:
 - Contestants must show their completed work to the judge at the end of each section before moving on.
 - Contestants will not receive any points if they fail to show the judges their work.
- In case of a tie, the team that completes the activity in the shortest time wins.

Bonus

A bonus may be awarded to teams that complete the sections more than one time. For example, a competitor would earn additional points for completing the assembly the most times inside the allotted time.



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