

THE RULES GOVERNING THE 5th ANNUAL i² COMPETITION

1. All teams entering the secondary category of the competition are allowed to present projects in the form of Ideas and Mobile Applications that pertain to the Private or Public Sector in St. Vincent and the Grenadines. However, teams entering the Open category of the competition are only allowed to create mobile applications for the Private or Public Sector.

N.B. The Private Sector is the part of the economy that is not state controlled, and is run by individuals and companies for profit. The private sector encompasses all for-profit businesses that are not owned or operated by the Government. Private sector businesses include Supermarkets, Real estate agencies, Insurance companies, Mini buses, Vendors etc.

N.B. The Public Service covers all Government Ministries and departments, statutory bodies such as C.W.S.A and state own companies such as Vinlec.

2. A team should consist of no more than four (4) participants and the minimum being two participants per team.
3. There is no limit to the amount of teams that can enter the competition from a school as long as the projects apply to different businesses in the private and public sectors and aim to solve different problems.
4. Students participating in the secondary category can enter in both secondary and open categories. There is no rule to indicate that if students enter the Secondary category that they cannot enter the Open Category.

5. Students from the Tertiary schools (St. Vincent and the Grenadines Community College) are only allowed to participate in the Open Category of the competition.
6. Students participating in the secondary category are not allowed to have team members from any other school as each team from the secondary school is treated as a single entity.
7. However, students from the secondary category who wishes to participate in the Open category will be allowed to have team members from other schools. For example, a team of four students can comprise of students from the Georgetown secondary school, Union Island Secondary School, Bishops College Kingstown and Girls High School.
8. The age limit for participants entering the Open Category is 35 years.
9. It is a mandatory requirement that each participant entering the competition create a Twitter account which will be used to 'follow' the NTRC on Twitter. Note that this will be an avenue solely used to inform participants of important occurrences during the course of the competition period. Note that if this forum is misused in any way as seen fit by the NTRC then the respective team may be subjected to disqualification.
10. Students participating in the Secondary Category of the competition are required to have an official mentor who the team sees fit to serve as their guidance. Mentor personnel can be either a teacher or a lecturer respective of the educational institution but is not limited to these options. Mentors should be of a professional nature.

11. Participants in the Open category of the competition are not required to have an official mentor.
12. Participants are not allowed to use ideas that are already in place in theory or practice in St. Vincent and the Grenadines. Please see the link (<http://www.ntrc.vc/general/ntrcs-i-squared-competition/>) which shows the past entries database of the ideas and mobile applications for the annual i² competitions to date. Participants are required to view the past entries database to avoid any duplications of entries and to guide you on how to make your presentations during the competition.
13. Participants are required to visit the business of their choice in the Private sector or department in the public sector to which their Project Ideas / Mobile Applications apply and conduct their research in order to properly present their findings. Participants must display a keen understanding of the particular business in the Private Sector or department in the public sector to which they are proposing the change to be made to.
14. **Students** from the Grenadine Islands who make it to the finals will be allowed one day to travel to the mainland to visit a business in the private sector or department in the public sector to which their Idea / Mobile Application applies and conduct their research. The NTRC will cover all expenses for the students. **However, please note that the NTRC will not be covering the costs for NON-STUDENTS from the Grenadine Islands who it make it to the finals to visit a business/department to conduct their research. All costs will be incurred by the non-students to visit the business/department to conduct their research. Please note that all participants in the competition MUST visit the business of their choice in the private sector or department in the public sector to conduct their research.**

15. In the interest of protecting the rights of the participants, registration forms which consist of copyright protections must be signed and completed in full. This will allow the participants to sell, lease or license their Ideas / Mobile Applications to any person or entity or continue to use or develop the Idea / Mobile Application in any format after it has been submitted and implemented”.

16. All visual aids used in the form of PowerPoints etc. must be submitted by 9:00 am on the morning of the day before the event to the NTRC’s Office. Teams who fail to do this will not be allowed to participate in the Competition.

17. Guidelines for presentations for the Preliminary Phase of the competition.

The following are the guidelines for making your presentations for **the Idea and Mobile applications for both the secondary and Open Categories** for the **preliminary phase** of the competition:

- a) Each team has 7 minutes to present*
- b) A buzzer signals the beginning of the presentation*
- c) After 5 minutes have passed, another buzz will be sound*
- d) When the 7 minutes are up, two buzzes will be sound*
- e) If the team is not yet finished after 7 minutes have elapsed then they will be allowed to continue, however at the 8 minutes mark three buzzes will be sound to alert the team that they have to stop their presentation*
- f) After the initial presentation there will be a 5 minutes round of questioning from the panel of judges.*

- g) A buzz would signal the beginning of this round of questioning and after 5 minutes have passed another buzz would let the team and judges know the round of questioning has finished.*

Guidelines for the Finals of the competition:

18. The following are the guidelines for making your presentations for the **Mobile Application for the finals for the secondary Category** for the preliminary phase of the competition:

- a) Each team has 7 minutes to present*
- b) A buzzer signals the beginning of the presentation*
- c) After 5 minutes have passed, another buzz will be sound*
- d) When the 7 minutes are up, two buzzes will be sound*
- e) If the team is not yet finished after 7 minutes have elapsed then they will be allowed to continue, however at the 8 minutes mark three buzzes will be sound to alert the team that they have to stop their presentation*
- f) After the initial presentation each team will be allowed **5 minutes to present the prototype of their mobile application to the audience and the judges. The prototype will be projected on a screen. As such, a power point presentation should be created separately for the prototype of the mobile applications.***
- g) This will be followed by a 5 minutes round of questioning from the panel of judges.*

19. The following are the guidelines for making your presentations for **the Open Category** for the **Finals** of the competition:

1. An exhibition Style format will be conducted for the finalists of the Open Category.
2. Participants from the Open category have to prepare a prototype of their mobile application. The Mobile Applications should be submitted for use on the following platforms: iOS, Windows Phone, Android, Blackberry, or any other platform for mobile (phones, tablets, and wearable). Mobile Apps that work on tablets are also eligible for the competition.
3. Each team that proceed to the finals of the competition in the open category will be allowed 5 minutes to display a prototype of their mobile application to the judges. Additionally, the round of questioning will take place within the allocated 5 minutes timeframe.

20. Late submissions will not be accepted.

21. The judges' decision is final

