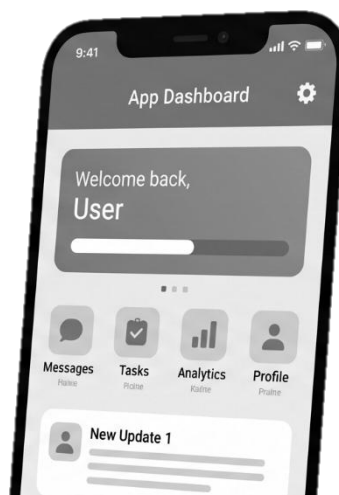




iCode784 Competition 2026

Open Category Rules & Guidelines

Eligibility & Team Composition

1. Teams must consist of two (2) participants.
2. The maximum age limit is 35 years for this category.
3. Participants may enter both the Open Category and Secondary Category (if eligible).
4. Students from tertiary institutions (e.g., SVGCC) are only permitted to compete in the Open Category.
5. Secondary school students may form teams across different schools.
6. An official mentor is NOT required for this category.
7. Teams may submit multiple applications, provided each is unique and not duplicated.

Project Requirements

Teams must develop a mobile application that:

1. Solves a real problem or improves services within St. Vincent and the Grenadines.
2. Can be based on any subject area or sector.
3. Demonstrates strong research and understanding of the problem domain.
4. Presents a clear and effective digital solution.

Participants are expected to:

1. Conduct relevant research.
2. Identify and justify the problem.
3. Demonstrate how the application benefits users.
4. Present a functional or prototype application.

Competition Rules

1. Only team members are allowed to present and demonstrate the application.
2. Mentors (if any) are not permitted to assist during judging.
3. Judges' decisions are final.

Preliminary Judging Requirements (Prelims)

1. Date: November 10, 2026
2. Teams must submit a video presentation (maximum 7 minutes) explaining:
 - o The problem, the solution and key features of the app
3. **No in-person attendance is required for this round.**
4. Finalists will be announced via live stream.

The following are the scores that judges will apply for each criteria in the table below.

- 1 – Very Low
- 2 - Low
- 3 - Fair
- 4 - High
- 5 – Very High

Criteria	Description	Points
Innovation & Technical Development	Original idea and effective technical implementation	50
User Experience	Usability, engagement, and clarity of functionality	30
Presentation	Quality of delivery, communication, and demonstration	20

Total Possible Score: 100 Points

Final Score (Preliminaries):

$(\text{Innovation \& Technical Development} \div 5 \times 50) + (\text{User Experience} \div 5 \times 30) + (\text{Presentation} \div 5 \times 20)$

Submission Requirements

All visual presentation materials must be submitted to: ntrc@ntrc.vc

- Preliminaries: By 6:00 PM on November 9, 2026
- Failure to submit materials by the deadline will result in disqualification.

Final Judging Requirements (Finals)

1. Finalists must present their project in person.
2. Each team must display and demonstrate their working application (or prototype) to the judges within the presentation.
3. Applications must be compatible with iOS and/or Android

The following are the scores that judges will apply for each criteria in the table below.

- 1 – Very Low
- 2 - Low
- 3 - Fair
- 4 - High
- 5 – Very High

Criteria	Description	Points
Innovation & Technical Development	Original idea and effective technical implementation	50
User Experience	Usability, engagement, and clarity of functionality	25
Presentation	Quality of delivery, communication, and demonstration	20
Online Voting	Proportion of votes received	5

Total Possible Score: 100 Points

Final Score (Finals):

$(\text{Innovation \& Technical Development} \div 5 \times 50) + (\text{User Experience} \div 5 \times 25) + (\text{Presentation} \div 5 \times 20) + (\text{Online Voting: Votes Received} \div \text{Total Votes Cast} \times 5)$

Submission Requirements

All visual presentation materials must be submitted to: ntrc@ntrc.vc

- Finals: By 9:00 AM on January 18, 2027
- Failure to submit materials by the deadline will result in disqualification.

Presentation Format (Finals)

1. Each team is allotted 7 minutes for their presentation.
2. A single buzzer signals the start.
3. Two buzzers indicate the end; teams must stop immediately.
4. A 5-minute Q&A session follows:
 - A buzzer signals the start and end of this session.
 - Teams may complete answers already in progress

Scoring Integrity Rules (Outlier Note)

To ensure fairness and consistency in judging:

1. Scores that differ significantly from other judges will be treated as outliers.
2. Any score that is more than 15 points above or below the average of other judges will be removed before calculating the final average.
3. This rule applies to both preliminary and final rounds.

Example

If most judges award scores between 70–80, but one judge gives 95 or 55, that score will be removed before calculating the final result.

Key Reminders

1. Ensure your solution addresses a real and relevant problem in SVG.
2. Focus on innovation, usability, and technical feasibility.
3. Clearly demonstrate how your application works and its impact.
4. Prepare and test your prototype before the finals.