

Champions Trophy
Case Competition 2016



Competition Rules



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Official Rules

For the duration of the Champions Trophy, participants are expected to abide by these rules and behave in a manner which keeps to the letter and spirit of the rules.

1.0 Eligibility

- 1.1 Teams must be comprised of four full-time undergraduate students.
- 1.2 Each team member must not have participated in a previous Champions Trophy Case Competition.



2.0 General

- 2.1 Teams will be drawn into four divisions, with each division containing three teams, at the competition briefing.
- 2.2 Teams will not present under the name of their university, and at no time during the presentation and/or question and answer session (Q&A) are they allowed to reveal which university they represent.
- 2.3 Each team will be allocated a team name by which they will be known to the judges.
- 2.4 There are three preliminary rounds of the competition, one wild card round and one final round.
- 2.5 The three preliminary rounds are to be held on the 27th, 28th and 29th of January 2016 and the wild card round and final round are to be held on the 30th of January 2016.
- 2.6 There will be a different case for each round of the competition, except for the wild card round and final round, which will use the same case.
- 2.7 The order of presentation within each division will rotate for each preliminary round, meaning each team will be scheduled to present first, second and third once in their division over the course of the three preliminary rounds.
- 2.8 Each team will be issued with a video of the presentations of all teams in their division on the evening of each preliminary round.
- 2.9 The draw for the presentation order in the final round and wild card round will take place on Friday after the finalists and wild card competitors have been announced. However, the team which wins the wild card round will present second in the final (i.e. immediately after placings in the wild card round are announced).
- 2.10 If teams bring a remote clicker for use during presentation, they are to be handed in and checked for compatibility prior to the case days.
- 2.11 PowerPoint templates are acceptable but must only be a master style/formatting guide (i.e. only including headers, fonts etc. and not including premade content such as diagrams, pictures, shapes or other information).
- 2.12 Any PowerPoint templates a team would like to use must be presented to the Organising Committee for approval prior to the case day. The Committee reserves the right to delete anything from the templates that they deem to unfairly advantage a team over others before approving the template for use in the competition.



3.0 Preparation Time

- 3.1 The preparation time for the preliminary rounds, wild card round and final round is four hours.
- 3.2 Teams are not allowed to consult with external parties, or obtain or seek any outside assistance until after their presentation. The winner of the wild card round must not do so until after their presentation in the finals.
- 3.3 Cell phones and other communication devices are not permitted in the preparation room. Each team member will be checked for cell phones or other communication devices prior to, during and after the preparation time.
- 3.4 Each team will be provided with A4 paper and pens for the preparation phase. There will be a whiteboard in the preparation room. Teams are permitted to take their own pens and stationery into the preparation room, but these items must be checked and approved by a member of the Organising Committee prior to the start time.
- 3.5 Teams are required to bring and use their own laptops during preparation time. Each team member is permitted to have one laptop. Laptops will not be provided to teams.
- 3.6 A mouse is the only peripheral to the laptops allowed in the preparation room, unless otherwise approved by the Organising Committee.
- 3.7 Each team member is allowed to bring a non-programmable calculator into the preparation room. Calculators must be checked by the Organising Committee prior to start time.
- 3.8 Dictionaries (electronic or otherwise) are allowed to be used in the competition. No other materials, such as textbooks or notes are permitted.
- 3.9 The only external files to be accessed during the preparation time are the files provided by the Organising Committee for preparation, images saved onto the hard drive prior to the start time of the first preliminary round and an approved PowerPoint template (see rules 2.13 and 2.14). Teams will also be allowed to access files created during previous rounds of the competition.
- 3.10 During preparation time, teams are not permitted to access the Internet.
- 3.11 The Organising Committee reserves the right to check participants computers are not connected to the internet at any point in the competition.



- 3.12 After 3 hours and 45 minutes, teams must hand in a copy of their presentation slides on a USB. Instructions for saving the PowerPoint presentation will be provided at the competition briefing and should be followed.
- 3.13 Teams are responsible for ensuring their presentation has been 'backed up'. No allowances will be made for computer failure. One USB will be provided to each team for backing up files and to hand in the final presentation.
- 3.14 Presentations will be printed in black and white at three slides to a page for the judging panel.
- 3.15 Teams that do not hand over their presentation on the USB at the 3 hour and 45 minute mark will not have their presentation printed for the judging panel and their presentation will not be available on the projection screen during the team's presentation for that round.

4.0 Presentation

- 4.1 Each team will have ten minutes to present, which will be uninterrupted. There will be a signal indicating two minutes and one minute remaining. At the end of the ten minutes, the presentation will be stopped.
- 4.2 Immediately following presentation, there will be a period of ten minutes for questions from the judging panel.
- 4.3 Teams will be cut off if they go over time during their presentation or Q&A.
- 4.4 There will be no use of the whiteboards or document camera during the presentation.
- 4.5 Remote clickers will be allowed. Teams must provide their own clickers should they wish to use one, and hand these in for approval prior to the competition.
- 4.6 All presentations must be in English.
- 4.7 Presentation slides will be made on PowerPoint.
- 4.8 Presentations will be open to the public.

5.0 Attending Presentations

- 5.1 Each team member is welcome to watch the presentation of any other team in their own division once they have completed their own presentation for that day. Team members are not entitled to watch the presentations of teams outside their own division.
- 5.2 Faculty advisors are welcome to watch any team from any division at any time.

6.0 Judging Panel

- 6.1 There will be between two and four people on each judging panel.



- 6.2 The judging panel will be selected from business practitioners only. There will be no academic staff on the judging panel.
- 6.3 In each preliminary round, the three teams in each division will have the same judging panel. The judging panel will be different for each division and will change for each round of the competition.
- 6.4 The four teams competing in the wild card round will have the same judging panel, however this panel will be different to the judging panel in the final round.
- 6.5 The five teams competing in the final round will have the same judging panel.

7.0 Judges' Feedback

- 7.1 Once all the teams in each division have presented and the judges have deliberated, each team will have two – four minutes of time with each judge from their division to receive feedback.
- 7.2 The timing of the feedback process will be controlled by a member of the Organising Committee.
- 7.3 Teams should remember that the judging panel will change each day. This should be kept in mind as they consider their feedback.

8.0 Scoring

- 8.1 For each preliminary round the judging panel will rank each team first, second or third. The panel is not permitted to award equal placings.
- 8.2 The team that places first in the round will be awarded three points, the team that places second will be awarded two points and the team that places third will be awarded one point.
- 8.3 Placings for each preliminary round will be announced at approximately 4.45pm.
- 8.4 At the end of the three preliminary rounds,
 - a. The team in each division that has the highest cumulative score will qualify for the final round; and
 - b. The team in each division that has the second highest cumulative score will qualify for the wild card round. The winner of the wild card round will qualify for the final round.
- 8.5 In the event of a tie at the end of the third preliminary round for either first or second place, the team with the better placing in the third round will go through to the final round or wild card round respectively.



9.0 Appeals Committee

- 9.1 All faculty advisors will be members of the Appeals Committee. The Appeals Committee will be chaired by a person nominated by the host university.
- 9.2 The Appeals Committee will deal with any issues relating to rules and equity of the competition.
- 9.3 The Appeals Committee will be guided by:
 - a. The letter and the spirit of the rules of the competition; and
 - b. The norms of fair play and good sportsmanship.
- 9.4 The Appeals Committee has the power to:
 - a. Take no action;
 - b. Issue a reprimand;
 - c. Alter placings for a round; and/or
 - d. Disqualify a team from the competition.
- 9.5 Appeals must be handed in writing to a member of the Organising Committee no later than 15 minutes after the judging panel's decision has been announced.
- 9.6 The Appeals Committee can call for evidence from relevant parties at their discretion.
- 9.7 If a member of the Appeals Committee is involved in an appeal they must disclose their involvement and withdraw from the committee for the duration of that appeal.
- 9.8 The Appeals Committee's decision is final.

