




IPSC IT FEST 2026

# Inspection & Safety

*Algorithm Challenge*

The Doon School

DEHRADUN

# Inspection & Safety

## 1. Inspection checklist

| # | Check | Pass condition | Reference |
|---|---|---|---|
| 1.1 | Device Compliance | All personal communication devices and hotspot-capable units are surrendered before the round begins. | PLATFORM SPEC §2.1 |
| 1.2 | Software Environment | Systems run only the provided environments (Python IDLE, BlueJ). No unapproved editors or IDE plugins are open. | PLATFORM SPEC §2.2 |
| 1.3 | Network & AI Isolation | Browser history is clear, access is restricted to permitted tools/Google Search, and no AI tools (e.g., Gemini) are running. | PLATFORM SPEC §3.2 |
| 1.4 | Pre-written Code Absence | Workspace, local folders, and clipboards are completely free of pre-written code snippets, logic files, or external templates. | PLATFORM SPEC §1.3 |

## 2. Procedure

2.1 The Event Heads will inspect each participant's assigned computer station and personal belongings immediately prior to the start of the 5-minute configuration check, as well as right before the questions are officially released.

2.2 The consequence of a failed inspection is an immediate withholding of the event question packet and a freeze on the participant's timer until the non-compliance is resolved. If malicious intent or unauthorized tools are discovered, it results in immediate event disqualification.

2.3 Re-Inspection is permitted, a total of two more times.

## 3. During runs

3.1 Participants must remain seated at their assigned workstation for the duration of the execution window. All workstation hardware and electrical circuits and connections must be kept clear of liquid containers to prevent electrical short circuits.

3.2 The spectator must maintain a safe distance from the main laboratory desks, and should not make or attempt to make any contact with the participants.

3.3 An Emergency Stop may be called immediately by any participant or Event Head in the event of an electrical failure, hardware malfunction, or network crash. Upon invocation, all running timers are paused, the environment is frozen by the judges, and technical provisions are deployed before code execution is permitted to resume.