



casesolvers

RULES AND GUIDELINES

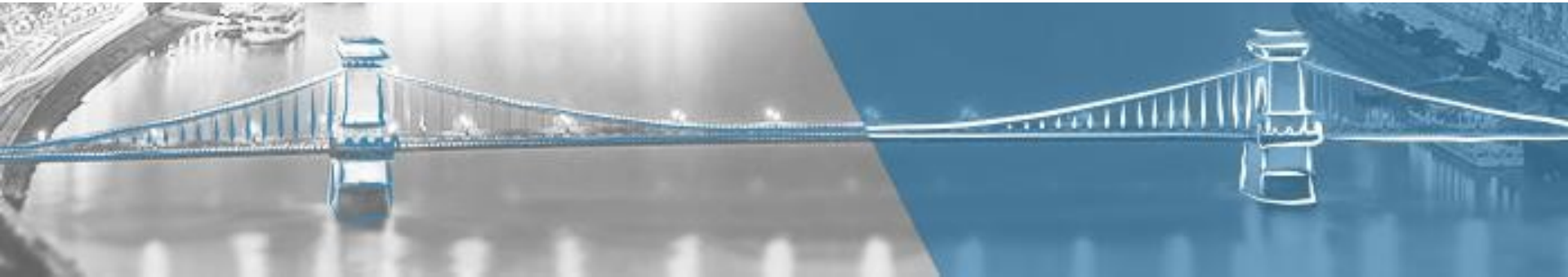
SOLVERS' CUP

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Competition format

Solvers' Cup has **invitational** and **online** legs

1) Solvers' Cup Invitational

DIVISIONS

9 teams will compete in 3 divisions. Teams will have 10 hours to solve a case study.

SEMI FINAL

All teams will present their solution in the semi final. The formulation of the judging panels is the sole responsibility of the Organizers.

GRANDE FINALE

The winners of the divisions will present their solution in the Grande Finale. The winner of the Grande Finale wins the Solvers' Cup.

2) Solvers' Cup Online

CASE PREPARATION

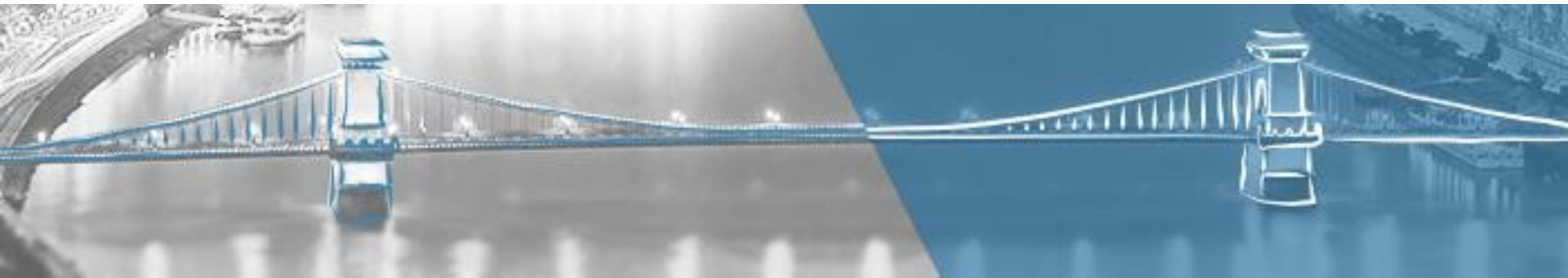
The teams will have 10 hours to solve the case at home.

CASE VALUATION

Each team should deliver their solution in PPT format. The submitted presentations will be valued by Case Solvers' trainers.

GRANDE FINALE

The best Hungarian team will be invited to the Grande Finale as the 4th presenter team. This team will not be valued at the event.



Solvers' Cup Invitational: Overview

Consulting Clubs are competing in three divisions

The following rules shall govern all participants of the Solvers' Cup 2016. It is expected that the representatives of each competing consulting club will familiarize themselves with these rules and guidelines and that they will abide by them in the spirit of the competition.

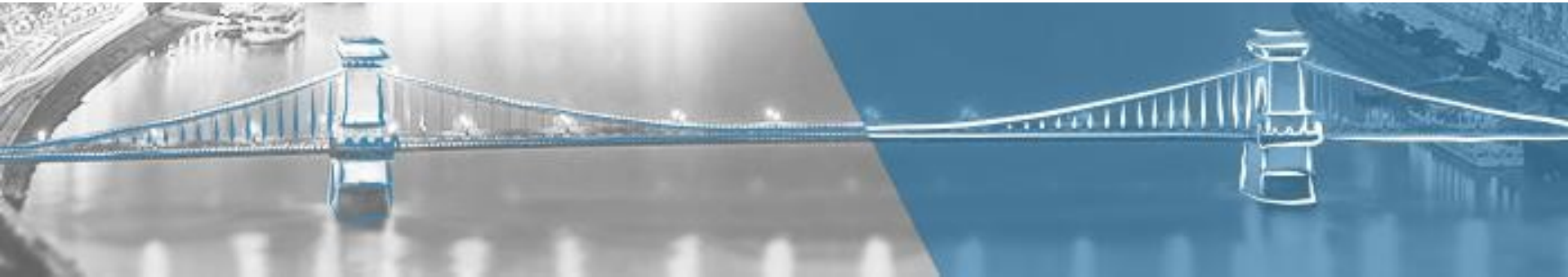
ELIGIBILITY AND THE TEAMS

All Solvers' Cup 2016 participants must meet with the following criteria:

- Must be 30 years of age or under as of the first day of the competition
- Must be the member of a Consulting Club

DIVISION POOLS

The Solvers' Cup 2016 will consist 9 consulting clubs, with each of the 3 divisions being comprised of 3 teams. Clubs will be randomly assigned into 1 of the 3 divisions during the opening ceremonies through a live lottery system.



Case preparation

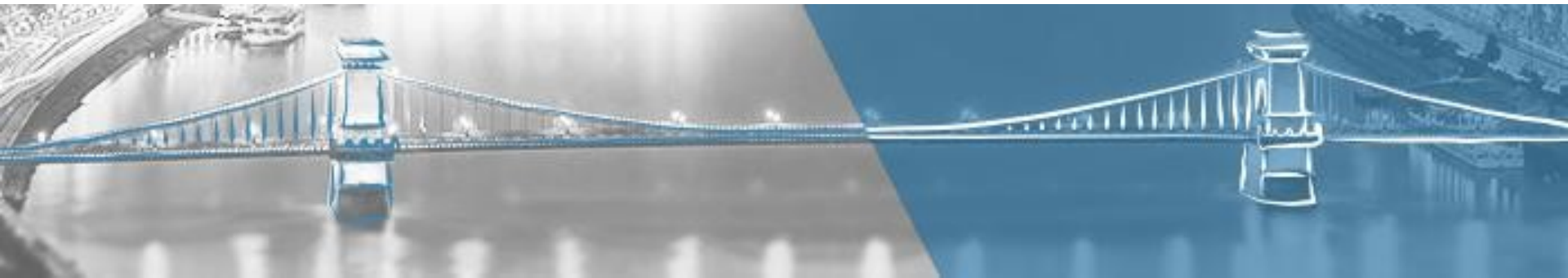
Teams will have **10 hours** to solve the case

Teams will have 10 hours to solve the case (see in the Agenda). The teams will have to leave their laptops and case related materials at the working rooms for Saturday night. Each team will be assigned a working room. The following materials will be provided for each team:

- 4 copies of the case study in English
- Scrap paper, pencils, pens, highlighters
- Snacks and drinks

No external party can discuss the case with the team members until the case analysis has been presented to their respective panel of judges. Additionally, teams may not leave the preparation room unless accompanied by their Team Ambassador.

All teams will be provided unlimited Internet access. Students may access any website, including password-protected databases from their university. Teams will have to use their own laptops (1 laptop per team member). On Saturday from 2pm, the Organizers will provide 2 interview rounds with external consultants.



Case presentation

Teams will have **20+10 minutes** to present their solution

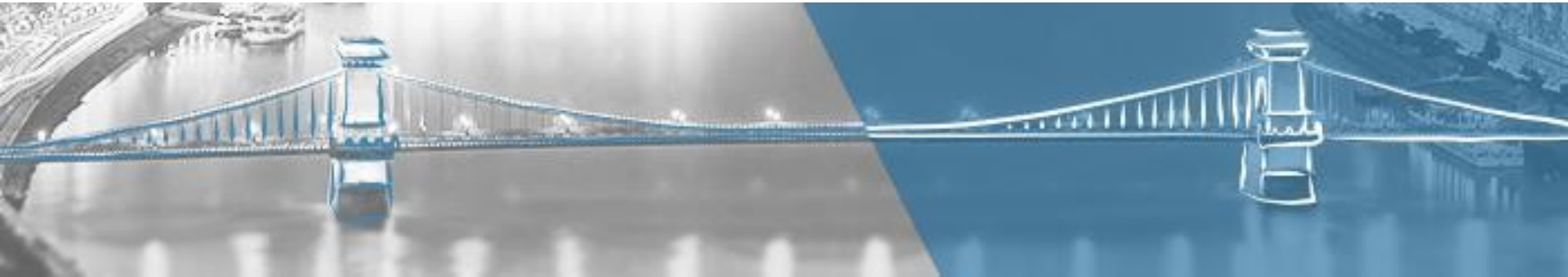
All the presentations must be in English. The participants may not watch their opposing teams' presentations. Upon entry, the teams will be given the maximum of 1 minute to set up before the presentation room coordinator reads out the rules and gives permission to start.

The presentation room coordinator will show a sign when there are 10 minutes, 5 minutes and 1 minute remaining from the presentation time. When the 20 minutes have elapsed, the presentation room coordinator will end the presentation whether the team has finished or not.

- Each team will be required to present for the minimum of 15 minutes up to a maximum of 20 minutes
- Each members of the team should speak during the presentation
- A wireless presentation remote (clicker) will be provided to every team

Q&A SESSION

Once the formal presentation is completed, a maximum of 10 minutes will be allocated for the judges to ask questions. Teams may show new slides during the Q&A should they be relevant to the question asked. The presentation room coordinator will announce when there is time for one final question. Once 10 minutes have elapsed, they will announce that the question period is over and will provide a 15 second grace period for the team to complete their current answer. For the valuation criteria see: [Appendix #1](#)



Solvers' Cup Online

Teams with 3-4 members can apply to Solvers' Cup Online

ELIGIBILITY

All Solvers' Cup Online 2016 participants must meet with the following criteria:

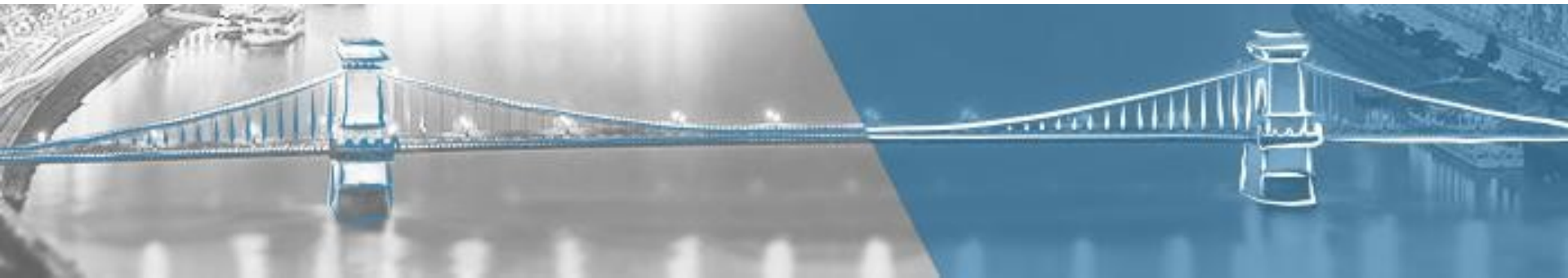
- Must be 30 years of age or under as of the first day of the competition
- Teams must have min 3 and max 4 members

CASE PREPARATION

The teams receive the case at 9 AM (CET), 13 Aug (Saturday) via e-mail. During the preparation period the participants can use the Internet and all publicly available information. The case solutions should be delivered to the Organizers via e-mail.

VALUATION CRITERIA

For the valuation criteria see: [Appendix #1](#)



Appendix #1

Valuation sheet for the jury members

Use this evaluation scale **0 - unsatisfactory, 1 - satisfactory, 2 - good, 3 - excellent** in each rubric for a **maximum of 33 points** per team.

	CRITERIA	NOTES	SCORE
CONTENT	Analysis		
	Recommendation		
	Implementation		
	Q&A		
EXECUTION	Structure		
	Creativity		
	Visual		
DELIVERY	Team member #1		
	Team member #2		
	Team member #3		
	Team member #4		
General comments:			/33

